



HORROR STORIES FROM THE Red Room

M.A.

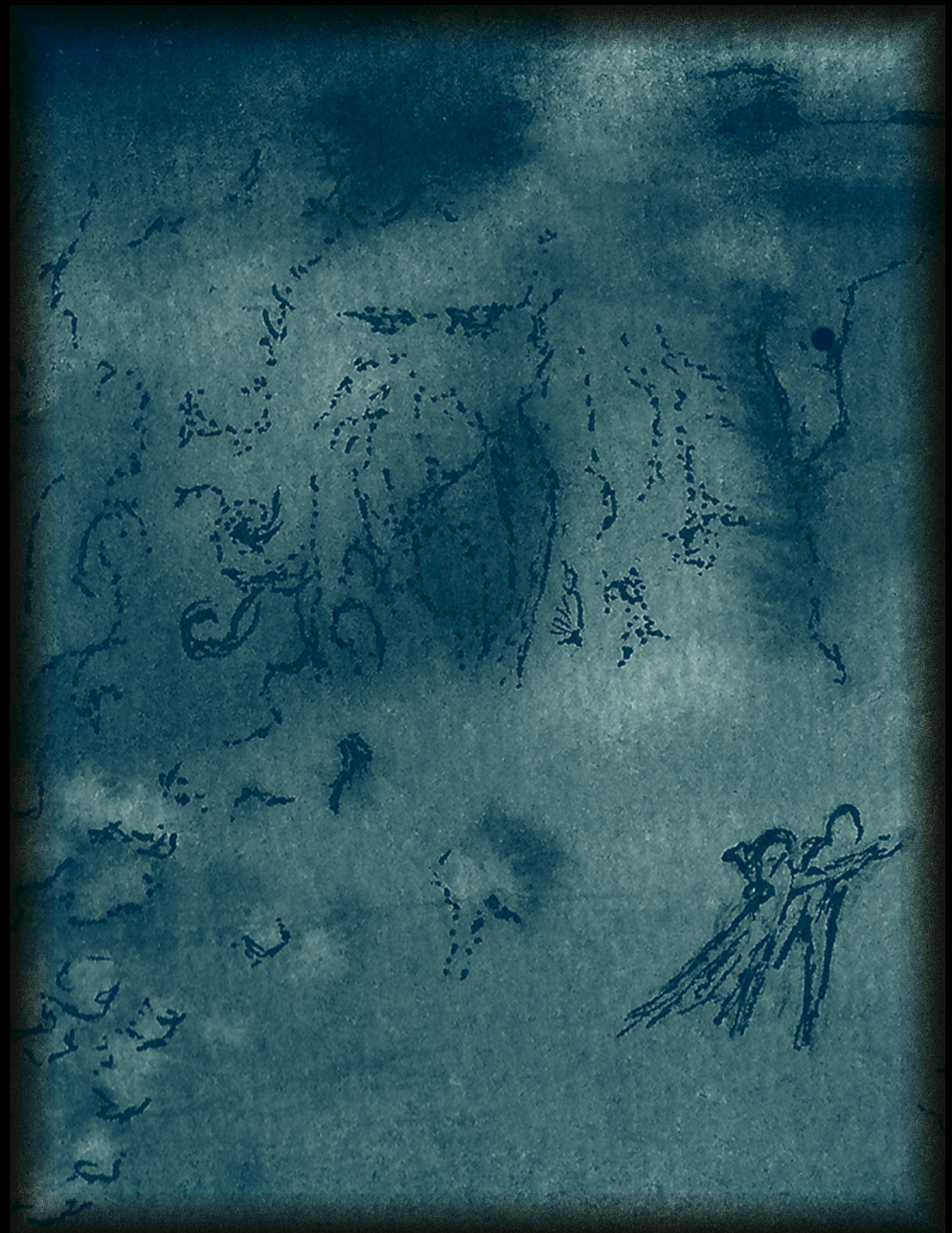
Miskatonic University
LIBRARY ASSOCIATION

**MONOGRAPH
#0413**

*Miskatonic University
Library Association*

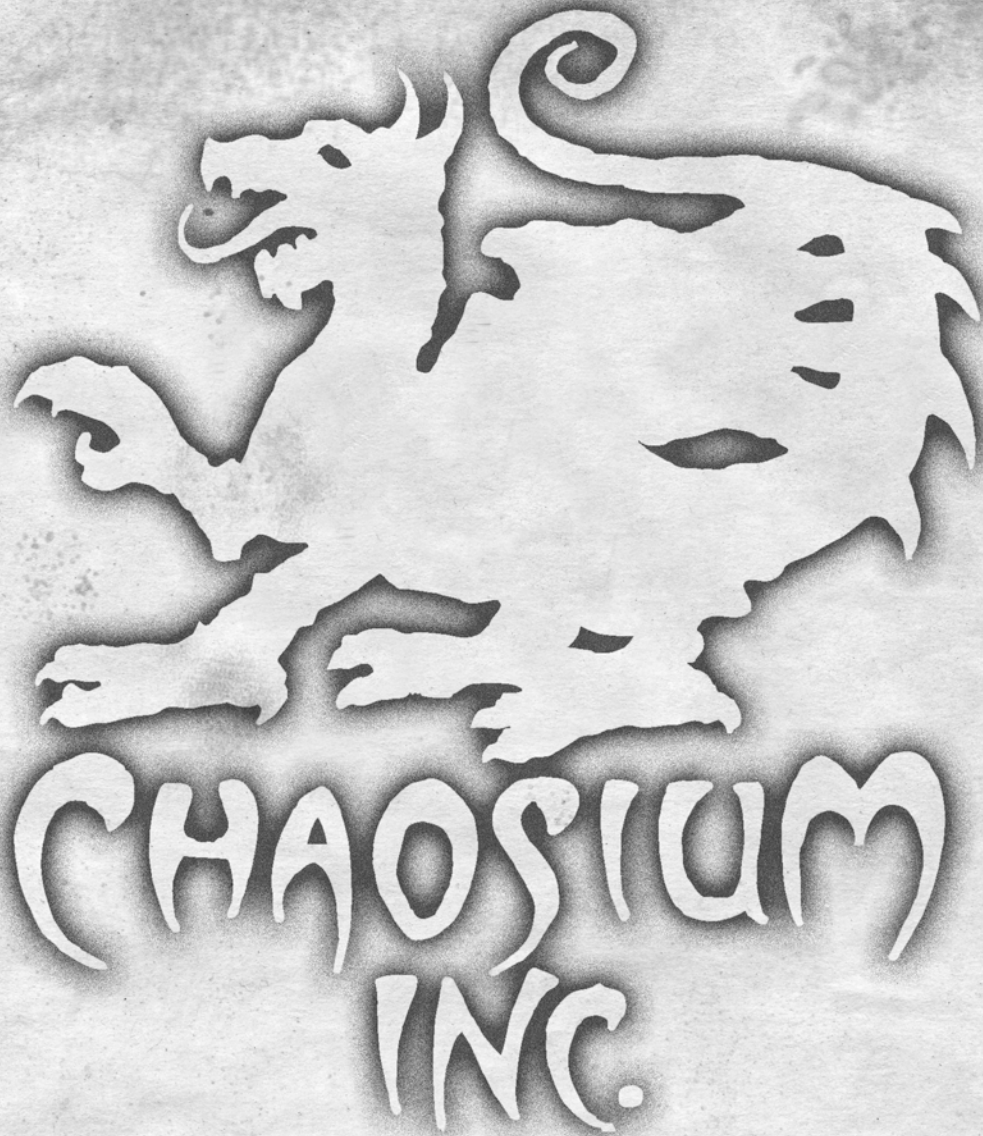
monographs are works in which the author has performed most editorial and layout functions. The trustees have deemed that this work offers significant value and entertainment to our patrons.

Other monographs are available at
www.chaosium.com



Scary Scenarios for All Hallow's Eve





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

Horror Stories from the Red Room

and other Halloween Adventures

Horror Stories from the Red Room

is copyright © 2013 by Chaosium Inc. All rights reserved.

The names of public personalities may be referred to, but any resemblance of a scenario character to persons living or dead is strictly coincidental.

Except in this publication and associated advertising, all illustrations for *HORROR STORIES FROM THE RED ROOM* remain the property of the artists, who otherwise reserve all rights.

This adventure pack is best used with the roleplaying game *CALL OF CTHULHU*, available separately.

Find more Chaosium Inc. products at www.chaosium.com

Item #0413

ISBN10: 1568823924

ISBN13: 9781568823928

Printed in USA

CONTENTS

Dear Ladies	5 Hugh Jesseman
Horror Stories from the Red Room	39 Simon Yee
The Inheritance	91Padraic Barrett
His Pleasant Dream was Shattered	118Oscar Rios
Northanger Abbey and a Necronomicon	150-152John A. Almack
Splatter Punks	154Jeff Woodall
Three Maidens of Bingen	144Joseph M. Isenberg



Dear Ladies

By Hugh Jesseman

INTRODUCTION

A long running dispute has been simmering for many years in the rural charm of an English village. Two neighbors appear to be nothing more than sweet little old ladies who wouldn't hurt a fly. However, a long running argument between the two ladies has festered and grown out of all proportion. As the scenario begins, these two, sweet old ladies have set upon a path to finish the dispute once and for all – with horrific consequences!

This modern day scenario caters for a group of one to four investigators, one of which must be a relative of Jane Beech, one of the feuding ladies. The scenario is set in England, however it could easily be transposed to both an alternative country and time period.

THE LADIES

Jane Beech is a widow (her husband, Jack, died about ten year's ago); she lives at The Briars on Langworthy Avenue, with an awful lot of cats she had adopted over the years since her husband died. Jane runs a local charity shop, in aid of cat protection, in the village.

Living next door to Jane is Emily Worthington in Rose Cottage. Emily is a spinster and used to work as nurse. Nowadays, Emily runs charity shop in aid of the local hospital. Emily's hobby is growing prize-winning roses for entry in the local village show.

THE ROW

No one knows how the feud started. Perhaps it was when Emily complained about Jane's cats using her garden as a toilet, or when Emily started flinging the poo back over into Jane's garden. Or perhaps it was when Jane cut back a prize rose, which had grown over the fence into her garden, and caught her with its viscous thorns every time she walked past. It might even have been the perceived poaching of charitable donations from their respective charity shops.

Regardless of the original cause, which has been lost and forgotten in time and mutual recriminations, the arguments have become more and more acrimonious with every passing year; the hatred has festered and grown. It began as the odd raised voice or a pointed comment in the street, and has progressed to stand up arguments in the library or at Women's Institute meetings, smashed milk bottles on the doorstep, poisoned pen letters, stolen post, and even crude graffiti at the bus shelter.

The villagers have endured "the row" for years and try to avoid becoming involved, despite attempts by the ladies to try and get others to take sides. The vicar has tried to intervene and restore sanity to the situation on a number of occasions, but to no avail.

Lately matters have escalated. One of Jane's cats was found dead; viscously assaulted, as if by a fox, however Jane is convinced that it's the work of Emily.

Emily has also found what she thinks are another gardener's rose cuttings infested with mildew and black, spot left hidden in her rose



beds. She feels that clearly Jane is trying to poison her prize winning, late flowering tea roses just before the upcoming Flower Shower.

Both ladies have had enough and now plan to do away with the other, and to, as they see it, restore the peace and tranquility to the village.

Recently, Jane was looking through a box of donations to the charity shop from the estate of a reclusive gentleman farmer in the next valley. She was sorting out the saleable items and pricing them up, when she found an old book, with what appeared to be 'proper' spells (rather than the nonsense she has read in the normal esoteric books that have been donated to the shop). Having always been interested in the occult, Jane was intrigued and began studying the book's contents. It wasn't long before she decided to use the book's spells in her war against Emily. Jane has dabbled with Ouija boards, spiritualist meetings, and so on. Her family had always considered these interests to be harmless fun. Little do they know.

Emily, on the other hand, is taking a more direct approach to murder. She plans to break into Jane's house, murder Jane, and make it look like a burglar attacked Jane. Emily, despite advancing years, is a strong woman who has spent many years lugging patients around at the hospital; thus she still can pack a powerful blow with a poker.

Both ladies have quite independently decided on 31st October as the date for their murderous schemes.

JANE'S BOOK

Before his recent death, Mr. Guy Monk of Ten Elms Farm, Filton Chase, was a total recluse. He was only ever seen once or twice a year outside of the farm, since he inherited it thirty odd years ago from his great uncle. He employed a few sullen farmhands from out of the county to work the farm, and he changed them regularly every few years. His farm manager, George Whitfield, dealt with the day to day running of

the farm, and despite questions, gave nothing away about his secretive employer.

Over the years, Monk had accumulated a substantial occult library. In amongst the paperback paranormal potboilers were some books of actual merit and substance. Recently Monk was found dead on High Town Moor. The Coroner reported that the cause of death was an apparent heart attack, although the village rumor mill speculates that he 'must have been up to something' on account of the frightful expression on his face when a dog walker found his body. Whitfield has not been seen since and the police are still searching for him, although nothing appears to be missing from the farm.

Ten Elms Farm has passed to some distant cousins, who had never met Monk. Most of the library and furniture was packaged up and sent to a city auction house. However a few books, which the cousins considered to be rubbish, ended up going to the local charity shops. Indeed, most of the books were rubbish but one truly magical book had managed to be mixed in with the charity stock.

Drawn to the title, *The True and Horrifying Confessions of the St. Osyth Witches*, Jane took the book home for further study. She came to the conclusion that the spells contained in the book were a) powerful and b) real, and would provide a means to finish of Emily Worthington once and for all without any risk to herself.

Jane has studied the book and has gathered the necessary components ready to perform the spell - mail ordering some of the more unusual items. Indeed, is asked, Mrs. Patel, the post mistress at the village Post Office, will recall that several odd packages recently came for Jane. One of which was from a Chinese sounding place in the city and smelled very strange.

Jane's Plan

Jane will inscribe a protective pentagram on the floor of her attic, and then summon and command a 'demon familiar' to seek out Emily and do away with her.

Jane has read all of the Dennis Wheatley novels that the charity shop has to offer, so she knows all about protective pentagrams. Unfortunately, Jane's understanding of non-Euclidean geometries, and such like, isn't good. In her haste to cast the spell and do away with her troublesome neighbor, she has overlooked some of the finer details and missed several crucial points concerning banishing the demon once it has appeared.

Emily's Plan

As mentioned previously, Emily has a much simpler and straightforward plan to creep through Jane's garden and pull out all of the electrical fuses in the fuse box, which are in the unlocked outhouse. In the ensuing darkness she will sneak up on Jane and beat her to death with an iron poker. Emily will then arrange the scene to make it look like a burglary gone wrong.

Emily is very familiar with the layout of Jane's house. She has snuck in there many times over the years (looking for embarrassing or incriminating items). Plus, once upon a time the pair were actually friends and would often visit each other for tea and cake.

INTRODUCING THE INVESTIGATORS

At least one of the investigators must be related to 'Aunt Jane Beech', although it might be fun to have all of the investigators part of Jane's extended family. Whatever the relationship with Aunt Jane, none of the investigators have seen her for quite some time – just at family weddings and funerals. However, they have now received a rather unexpected invitation to Aunt Jane's Halloween party. The investigator(s) closer relations (parents, siblings, etc.) have told them that the invitation cannot be ignored in order to safeguard family relationships. Also,

Aunt Jane is getting on and she has to leave her property to someone, so sucking up to her a bit now wouldn't hurt their chances of inheriting what could be a small fortune. Non-related investigators have been brought along for 'moral support'.

By the way, Jane has no intention to leave any of her relations anything in her will (everything is going to the cat charity), but she will play up this possibility to ensure she gets some of her family to the party.

Aunt Jane's most unusual decision to host a Halloween Party is purely part of her plot. While her summoned demon goes about its lethal task, Jane will be apple bobbing with the investigators and other guests at the party – a perfect cover story.

What the investigators know about "the row" is only from family gossip or an occasionally aside from Aunt Jane at a family party. They do not know the deep-rooted, all-encompassing hatred that festers beneath. To them, Jane is the kind but eccentric Aunt who used to knit them horrible scarves for Christmas, and who always smelled of cats. The family does know that she has been involved in an argument for a long time, but they have always managed to keep away from the details.

The Halloween Party

As the investigators arrive outside Jane's house, they will have to push their way through the sodden laurels up the driveway, until they can see the house all lit up. There is be no answer to their knock, but the door is unlocked. Note that the lights will go out soon after the investigators enter the house - as Emily implements her plan.

The house is full to the brim of furniture, ornaments, books and objects such as stuffed bears and moose heads. Jane, over the years, has brought back a host of curious items that have piqued her fancy from the charity shop. Consequently, the house has a myriad of hiding places and has a plethora of pitch-black shadows in a variety of weird and suggestive shapes.

She also has a bizarre, occult collection: from mummified cats, crystal balls, lumps of quartz, candles and Ouija boards to books on witchcraft and spiritualism, strange candles, glass skulls and more. Most of it bought from psychic fairs and occult shops from her visits to Glastonbury and Cornwall. Not forgetting the special preparations that Jane has made for the party – dishes full of water and apples, bowls of sweets and candy, a massive pot filled with ‘yucky dip’, and so on.

Whilst the investigator(s) look for her downstairs, Jane is upstairs in the attic, lying inside a chalked pentagram with candles burning at the points, and strange sigils drawn on the floor. A ‘wavy bladed’ iron dagger has been thrust into the floorboards, its broken hilt and top half of the blade lie on the floor next to a shallow metal dish, containing ashes and a pot. The pot holds a revolting mixture of dung mixed with an onion (by the looks of it). Aunt Jane is asleep, curled up on the floor, but wakes if an investigator enters.

If they come towards her she screams and desperately warns them not to cross the pentagram. If the pentagram is crossed it will lose its entire efficacy and allow the demon to pass. Aunt Jane is gasping for a cup of tea (and she will need her heart pills in a couple of hours).

Her story is that since she’s got on in years, she has foolishly dabbled in the occult. She found an old book and cast one of the spells. Saying that she thought it would summon an angel who could then end the suffering of cats around the world. Jane feigns sorrow; revealing that instead the spell has summoned a monstrous demon. Jane will not reveal her real purpose though. She goes on to explain that she hasn’t been able to control the demon and it is loose somewhere in the house, thirsting for her blood. If she is pressed, she will confirm that the demon will probably be thirsting for anybody else’s blood too.

Jane has had an opportunity to think whilst she’s been imprisoned in the pentagram and hopes that the old book will contain some further help. She is too flustered to think prop-

erly about its contents though. Jane will ask the investigator(s) to read the book and see if there is anything in it that might help.

Since the book was too fragile for her to handle while intoning the spell, Jane copied down the relevant page and has left the book back in the shop’s safe. Rather apologetically, she reveals that she does have the shop keys in her pocket but she cannot breach the pentagram to give them to the investigator(s).

EVENTS IN THE HOUSE

Filled with rage, the demon tried to break through the protective pentagram when it was summoned. When this initial assault failed, it moved off into the house to brood. The demon will try again to break into the pentagram; however, in the meantime, it will happily stalk and kill anyone in the house.

Emily will also be creeping about the house, waiting to bash Jane over the head (or any shadowy figure she thinks is Jane). Emily of course is not constrained by the warding. She will eventually find her way upstairs to the attic once she has searched the other rooms in the house. Once she finds Jane, Emily will take the poker to Jane’s head. The occult trappings in the attic will be meaningless to her and Emily will merely think that it is more of Jane’s nonsense.

The house is a mass of furniture and bric-a-brac, all of which will cast terribly suggestive shadows in whatever torch or candle light the investigator(s) manage to rustle up (Luck roll), so the murderous duo of Emily and demon have plenty of hiding places.

The central heating clanks with a myriad of air blocks. The toilet cisterns sounds like raging cascades, the windows rattle in the slightest breeze, and the cats are everywhere; getting underfoot, yowling, running about suddenly, being sat on and getting kicked. Jane has at least ten cats.

On top of this Jane has decorated her house for Halloween. There are turnips carved into jack o’lanterns and a big tub of water and ap-

ples in the middle of the kitchen floor. Jane also has a huge fruitcake, gently cooking in the range. Wood is set for a large fire in the hearth and there is a box of candles impregnated with incense on the table. There are glasses, snacks, and a couple of bottles of sweet sherry, all ready for the party.

For those looking, there is a well-stocked spice rack in the kitchen as well.

Possibilities for the Investigators

1. If Jane is left alone in the house, Emily will attack (and probably kill) her. Emily will then be killed by the demon (a dimensional shambler).
2. If an investigator is left to tend to Jane, strange noises will probably be heard downstairs at some point. If the investigator goes downstairs to investigate, Emily will think that this is Jane and attempt to ambush the investigator.
3. Those remaining upstairs with Jane will see the dimensional shambler arrive (again) to test the warding, requiring Sanity rolls. Of course, everyone outside of the warding circle will be fair game for the shamble.
4. Those deciding to search the house will be attacked, at some point, by either Emily or the dimensional shambler.
5. If the police are called from the local call box on the village green (Aunt Jane's phone has been disconnected by Emily), a lot will depend on what the investigator says, as the police will most likely not respond quickly (it's Halloween and they are busy), or indeed a police matter at all. If someone has been attacked however, a squad car full of police will arrive in thirty minutes from the nearest town (scaring Emily off, if she is still there). However the dimensional shambler will not be scared off and is likely to try and take at least one victim away with it.

6. The investigator(s) can attempt to remove Jane by force or through persuasion, which, either way will be a very difficult task.

THE BRIARS

An old cottage, with parts of it dating from the mid-1700s, however it has been extensively remodeled, extended and altered at many times over the years, producing a confusing array of rooms, corridors, cupboards and passages. Many parts of the house are reached by passing up or down short flights of stairs. None of the floors are level and most of the floorboards creak horribly. At odd parts of the house there are low beams (those of average height or taller could easily hurt themselves if they are not looking at where they are going (Spot Hidden, DEX and Luck rolls as appropriate)). Pervading throughout the whole house is a cloying atmosphere created from a mix of mothballs, joss sticks and cats. Lots of cats.

Downstairs are the following rooms: front porch (which also has a plethora of spiny cacti), hall, kitchen, pantry, cellar stairs, store room, dining room, drawing room, morning room, library, study, conservatory, toilet and staircase. Most of Jane's bric-a-brac is on display down here.

On the first floor are the following rooms: five bedrooms, two bathrooms, a toilet, a large airing cupboard, and the stairs up to the attic. Apart from the largest bedroom at the front, (which belongs to Jane), all of the bedrooms are rather musty and airless. Furniture is packed in and covered with dustsheets. However, Jane has begun to fill these rooms her occult collection, as it overflows from downstairs. Jane's room, like all of the others in the house, has far too much furniture and all the available space is covered with china ornaments, and photographs of family members.

The attic is made up of three rooms, two of which are filled with junk. Jane has cleared the junk from the third room in order to use it for her summoning spell. The ceiling is low

and those of average height or taller will have to stoop to avoid bashing their heads.

The cellar houses the boiler room and four dank and dusty rooms, again full of junk. Nobody except the cats has been in these rooms for years. The junk seems to consist of broken items of furniture or those pieces that Jane has simply tired of, and moved in order to accommodate a new piece which had caught her fancy. There are also piles of mildewed gardening and sewing magazines, kitchen utensils with wobbly handles, and bags of old clothes. Jane cannot throw anything away.

Outside there is a privy (with lots of spiders), a coal bunker, two garden sheds, two greenhouses, an outhouse where the fuse box is found, a garage with an old Morris Traveler up on bricks and Jane's bicycle, the laundry room, an orchard filled with wormy old apple trees, and a fish-pond sans fish (but with plenty of frogs). Dense shrubbery surrounds the property and there is an old paddock with a broken down fence beyond the garden at the back.

Replacing the fuse will require an Electrical Repair roll, since the fuse box is rather archaic. A roll of fuse wire is tucked away on a high shelf above the fuse box (Spot Hidden). Anyone looking can see that the original fuse had been snapped rather than burnt through.

The house cannot be seen from the road because of the shrubbery and the only close neighbor is Rose Cottage.

Moving Through The Briars

Solitary characters passing through the gloomy rooms of the cottage might easily run afoul of either the shambler or Emily.

Emily won't attack if there is more than one person but she will have a go if it is a lone individual. Emily will start searching the house from the bottom upwards, so a investigator is more likely to meet Emily in the lower rooms at the start of the evening and the upper rooms towards the end of the evening.

The shambler is focused on seizing Jane, however those that get in the way are fair game. There is a 15% chance of meeting the shambler in any of the rooms or outhouses of the cottage. However, if Jane is with the party the chance increases to 50%.

Rose Cottage

Rose Cottage is an extremely neat and tidy cottage. It was built in the last century for farm workers and is a lot smaller than The Briars, with only two rooms upstairs and two downstairs. There is a huge, pink rose bush rambling over the front of the house.

The large garden is also neatly ordered with rose beds abounding. An enormous greenhouse (filled with cuttings and seedlings) and a tidy shed complete Emily's estate.

Emily has left the lights on, as she normally does when she is in the house, in order to pretend that she is actually at home. Although if anyone knocks on her door there will be no response - perhaps the more observant investigator(s) will hear the drone of the radio tuned into BBC Radio 4.

Cat's Protection Charity Shop

The shop is not well protected, with only a simple lock on the back door, which can be jimmed or picked. Houses overlook the rear of the shop, so noisy investigators might be unlucky enough to attract the attentions of nosey neighbors, who will feel it their duty to call the police. A policeman will cycle around from the local police station after 10+1D6 minutes.

The shop's record book, found in a drawer in the shop desk, logs the donations made to the shop and a successful Library Use roll find the details of the Monk Bequest. Next to it is a handwritten scrawl - an acerbic note in Jane's handwriting to the effect that the Monk trustees had split the donation and given half of it to the other charity shop in the village rather than donate it all to the one worthwhile charitable shop! Jane goes on to complain that

the trustees have given a very valuable witch bottle to the other charity shop.

The other items from the Monk donation are not of any real use; just popular paranormal books and items with no practical use. However one item does jump out from the rest of the rubbish. It is listed is a ceremonial iron sickle of poor quality from an East Anglian witch coven. A successful Occult roll reminds the investigator that such covens were believed merely to be those women in a village who weren't liked or lacked protectors.

The safe is in the back room and is covered with a large tea towel and a kettle. The safe key is hanging up in the cupboard under the stairs.

THE BOOK - THE TRUE AND HORRIFYING CONFESSIONS OF THE ST. OSYTH WITCHES

The pamphlet is a series of examinations and confessions of thirteen women from St. Oysth in Essex, taken by the Justice Brian Darcey. The book is not that big, just fifty or so pages. It was published soon after the trials of the women in 1582, and is written in florid Elizabethan prose, which is not always easy for a modern reader to understand fully.

A successful History roll recalls that Essex was an apparent hot bed of witchcraft and the associated witch hunts from the 1560s, all the way through to the 1670s. Most famously during the 1640s, the witch trials were led by the notorious Matthew Hopkins, the self-styled Witch-finder General. Nowadays it is thought that most of those accused of witchcraft were older women, often spinsters or widows who perhaps had a sharp tongue, which fuelled malicious accusation, rather than actually being witches.

A successful Read English roll is required to skim through the testimonies and get the gist of the pages. It will take a good hour or so, to skim through the book. It is possible that the reading will be interrupted by the arrival of either the police, or the shambler or Emily if they read it at The Briars.

The book's contents reveal that most of the confessions and statements from the various witnesses infer that the accusations stemmed from arguments between the local womenfolk, which blew out of all proportion. The 'witches' confess that they summoned sprites and imps, and sent them to harm those the witches were arguing with. Some of the imps would be ordered to injure livestock, whilst others would cause injury or death to the villagers. The chief witch, one Ursula Kemp, commanded four such imps and used them to bring death and misfortune to her former friend Grace Thurlow. Kemp's menagerie was made up of a grey cat called Tyffin, a white lamb called Tyttey, a black toad called Pygine, and a black cat called Jacke. Kemp would sustain them on beer and cake, and let them suck blood from her body.

There are six passages marked with pencil:

"The saide Ursley bursting out with weeping, fel upon her knees, and confessed that shee had foure spirites, whereof two of them were hees, and the other two were shees: the two hee spirites were to punishe and kill unto death, and the other two shees were to punishe with lamenes, and other diseases of bodyly harm: and also to destroy cat-tell."

"And hee saith, hee hath seen his mother at times to give them beere to drinke, and of a white Lofe or Cake to eate, and saied that in the night time the said spirites will come to his mother, and sucke blood of her upon her armes and other places of her body"

"In Primis, this examine saith and confesseth, that she hath knowledge and can doo the most detestable Arte of Witchecraft, and that she learned this her knowledge in the same, of one mother Humfrye of Maplested, who told her that she must neele down upon her knees, and make a Specialle Circle on the ground, and pray unto Sathan the cheefe of the Devills, the forme of which praier that she then taught her, this examine hath now forgotten, and that then the Spirits would come unto her, the which she put

in practice about twenty yeeres since, in the feelde of John Wiseman of Stysted Gentleman, called Cowfenne feelde, and there making a Circle as she was taught, and kneeling on her knees, said the praier now forgotten, and invoking upon Sathan: Two Sprites did appear unto her within the said Circle, in the similitude and likenes of two black frogges, and there demaunded of her what she would have, beeing readye to doo for her what she would desire, so that she would promise to give them her soule for their travaile, for otherwise: they would do nothing for her. Wher-upon she did promise them her soule, and then they concluded with her so to doo for her, what shee would require”

“And bag her take hogges dunge and charvett, and put them together and holde them in her left hand, and to take in the other hande a knife of good irone or coppyre, and to pricke the medecine three times, and then to rast the same into the fire, and to take the said knife & to make three pricks under a table, and to let the knife sticke there and & after that to take three leves of sage, and as much of herbe John (alias herbe grace) and put them into ales and drinke and then recite the secrete prayer.”

“Bidd, Bidd, Bidd, come Bidd, come bidd, come bidd, come suck, come suck, come suck, and that presently he would appeere as is aforesaide: and sucked blood out of her lefte cheeke.”

Note: The above quotes are the basis of the summoning and binding instruction from the book and what Jane has used to bring forth the demon.

Jane has spent several weeks studying the book, but whilst she picked up on the summoning spell she has not twigged that she also needs to bind the devil to her through feeding it her blood, the cake and beer.

Whilst the investigators can skim through the pages in an hour or so, they have insufficient time to adequately learn any of the spells themselves. However, whilst Jane might not have realized the importance of the binding spell, she has learnt it (but is unaware that

she knows it). The investigator(s) will have to coax the knowledge of the spell out of Jane’s subconscious and then persuade her to cast the binding spell.

After the abject failure of her first spell, Jane will be very loath to cast yet another spell involving the demon. The investigator(s) will have to be at their most persuasive, plus they will also have to overcome Jane’s lies in order to come nearer to the truth and a solution.

Allow investigators who have read or heard the quotes from the book, as well as Jane’s lies, to make Psychology rolls to uncover the truth. Occult, Cthulhu Mythos or difficult Idea rolls will be necessary to realize that the demon will need to be bound and then banished.

An Occult analysis of the book will suggest certain unsettling thoughts. The size differential between Kemp’s zoomorphic imps and the demon indicates that Kemp probably never cast the spell properly or, if she did, she only managed to tap into a lesser ‘being’. Accordingly, if she were able to control the lesser spirits through offerings of beer, cake and her own blood, a much larger creature is likely to require far more propitiation than a few sips of blood.

If the investigators manage to skim read the book and succeed in a Library Use roll, they will be able to remind Jane of these passages, which seem to suggest a way to ‘unwitch’ herself, as the archaic words proclaim:

“Take heed (said Grace) Ursley, thou hast a naughtie name. And to that Ursley made answer, though shee coulde unwitche shee coulde not witche, and so promised the saide Grace, that if shee did sende for her privily, and sende her keeper away, that then shee woulde shew the saide Grace, how shee shoulde unwitche herselfe or any other at any time. She recommended a ritual to Kemp using byrnt sage and crooked nails in a bottell and parte onle of her soule. Shee woulde creepe upon her knees in the Circle to complaine to Sathan.”

“Öand the saide Examinee beeing alone in her Chamber, and sitting up on a lowe stoole, prepar-

ing her selfe to bedward: the ferrit standing with his hinderlegs upon the ground, and his forelegs settled upon her lappe, and setting his fiery eyes upon her eyes, spake and pronounced to her these woordes following, namelye: Joan Prentice give me thy soule, to whome this Examinee beeing greatly amazed, answered and said: In the name of God what art thou. The ferrit answered, I am satan, feare me not my coming unto thee is to doo thee no hurt but to obtaine thy soule, which I must and wil have before I departe from thee.”

In order to send the demon back to its own unimaginable dimension the investigator(s) and Jane will need to cobble together a rite (spell). The major component of the spell must be the donation of as many Magic points as possible to Jane by the investigator(s). To do this, all concerned must take an active part in the ceremony. A successful Cthulhu Mythos or Occult roll (roll this secretly) is required to concoct a binding spell and gather the necessary components – the witch bottle from the Monk estate is needed (Jane will recall this useful piece of information if needed), as are some more sundry items (such sage, vervain from the garden, salt, and so forth).

If they take part in the spell casting, the investigator(s) will be able to feel their bodily energy drain into the rite – each Magic point they sacrifice to the spell grants a cumulative 2% chance of success. They can step out when they feel they have given enough of their soul. If Jane is left to cast the spell on her own, it is very likely going to be a failure. Jane will intuitively know if the demon has been banished or not. The investigator(s) can try again, although successive attempts will have a 10% cumulative penalty at the Keeper’s discretion.

Finding the Witch Bottle

The benefactors of the Monk estate decided that in order to ensure that neither charity shop would seem to be preferred over the other, and so the donation was split between them.

The security in this shop is rather stronger than the cat protection charity shop. There are

two locks on the sturdy back door; a mortise lock and a Yale lock. All of the cash and other valuables are locked away each night in a rugged, combination safe, which is in the under stairs cupboard. However the record book is in a drawer under the counter and the drawer is not locked.

Investigators who take a few moments to peruse the record book will be able to locate the Monk donation easily. Again, most of it appears to be popular paranormal paraphernalia and is indeed of no importance, with the exception of what is described as a witch bottle from Framlingham, Suffolk. A Spot Hidden roll notices a strange, colored glass bottle hanging from cord near the front of the shop.

An Alternative Option – Keepers wanting to give their players more to do can have the witch bottle noted in the records as having been sold to the local squire, who lives in the big manor house at the top end of the village. The squire fortunately doesn’t believe in burglar alarms or state of the art locks, he trusts to his rather deteriorated sense of hearing and his trusty shotgun, which he keeps close to his bed, to scare of any thief foolish enough to try his luck at his house.

Dealing With The Dimensional Shambler

The dimensional shambler is a murderous and malevolent creature. The creature’s thick hide and razor sharp claws make it a dangerous adversary to tackle physically, especially for those who thought they were coming to a party and wouldn’t have come armed. Weapons can be improvised from the kitchen and the garden shed. Any physical confrontation will be brutal.

Instead, the investigators can, with Jane’s help, bind and then send the monster back to whichever dimension it was plucked from.

Alternatively, if the dimensional shambler manages to catch Jane, it will start to fade away to another plane taking its prey with it. Investigators will have a final round to save Jane. If the creature disappears with Jane it will not come back.

If the creature takes anyone else away with it, the investigators have a 50% chance that it will be satisfied and not return.

Should the investigators manage to escape from the cottage with Jane, the shambler will not be found on any return to The Briars. However, if Jane goes back to live in her cottage, she will mysteriously disappear sometime in the future.

AFTERMATH

If both of the dear ladies survive the night in both mind and body, they will both have had quite enough of the feud, see the funny side of their murderous night, and decide to bury the hatchet. The village will be very pleased.

If there are any major physical injuries, the wounded will be taken to the hospital for treatment. Everybody will be questioned by the local constable, who, unless a convincing story is crafted, will gratefully pass the matter up to his superiors, who will take a much more serious view of the whole affair. Any mention of pan-dimensional beings without the shred of evidence to support the story, will result in the police thinking that there is something that is being hidden. Further interrogation will follow and perhaps psychiatrists will be called to in to evaluate the investigator(s).

Minor injuries will also be treated at the hospital and the local police constable will briefly question the investigator(s) for the record, before he is called out to deal with the more pressing matter of an escaped horse. Even mention of inflammatory words such as ‘murder’ or ‘monster’ can be bought off by standing the officer a couple of drinks in the village pub.

Note that any disappearances will be investigated thoroughly by the police, unless the investigators can cover the matter up convincingly.

CONCLUSION

The investigator(s) receives the following Sanity awards for success or failure:

Jane survives: + 1D3 Sanity

Emily survives: + 1D3 Sanity

Jane and Emily reconciled: + 2 Sanity

The dimensional shambler is permanently defeated: + 1D6 sanity

Watching the dimensional shambler steal someone: -1/1D6 sanity.

If Jane disappears after the scenario: -1D4 Sanity.

On a personal note, if Jane is saved by the investigator(s), she will change her will, making the investigator(s) her benefactors.

Note: The full text of the various testimonies for the St. Osyth, Essex Witch Trials can be found online at <http://www.witchtrials.co.uk/osyth.html>

Characters

Jane Beech

STR 8
 CON 13
 SIZ 11
 INT 13
 POW 10
 DEX 6
 APP 14
 EDU 10
 SAN 50 Idea 65 Luck 5 0
 Know 50
 HP 12
 MP 10 (After casting the original spell, Jane has 5 Magic points left).

Skills: Hide 30%, Listen 50%, Meddle 70%, Occult 65%, Sneak 30%.

Emily Worthington

STR 17

CON 12
SIZ 11
INT 12
POW 11
DEX 12
APP 8
EDU 15
SAN 55 Idea 60 Luck 5 5
Know 75
HP 12
MP 11 DB + 1D4

Skills: Poker 35%, damage 1D8 + 1D4

Grow Prize Winning Roses 60%, Hide 45%,
Listen 60%, Sneak 43%.

Dimensional Shambler

STR 18
CON 17
SIZ 21
INT 7
POW 8
DEX 10
HP 19
DB +1D6

Claw 30%, damage 1D8 + 1D6 (can attack twice
in round on same DEX)

Armor: 3-point thick hide

Spells: None

San loss: 0\1D10

The dimensional shambler is able to travel between the different planes and planets. It is also able to drag a being with it as it disappears on its travels.

Horror Stories from the Red Room

By Simon Yee

The worst of all the things that haunt poor mortal man,” said I; “and that is, in all its nakedness--Fear that will not have light nor sound, that will not bear with reason, that deafens and darkens and overwhelms. It followed me through the corridor, it fought against me in the room

—H.G. Wells, The Red Room

INTRODUCTION

There is a place in San Francisco where a cabal of storytellers would meet to spin tales of horror and suspense. The sessions started every second Friday of the month, when the last ember of sunlight faded over the horizon of the Pacific Ocean. The meetings were held in a private chamber in the Beaumont estate on Nob Hill, called the Red Room. The sense of ominous antiquity of long past decadence filled the room. The walls bled drapes of crimson velvet and a thick sanguine marble carpet covered the wooden floor. In the corner sat an old celesta that a musician would play to spine-chilling effect. In the center in the room was an ornate candle chandelier, above a circle of majestic chairs. It was in this dark ring of seats that the stories of unremitting terror poured from the lips of people who reveled in its taste, and were held spellbound in its sound.

As with all things in life, the small group faded away, like the setting sun, and the room was left abandoned. Dust settled on the surface, the drapes became moth-eaten tatters and the shimmering crystal chandelier dulled to the gossamer of latticed cobwebs. Now the room

is but an empty shell of the old nightmares told long ago, lingering for the unwary to one day hear again...in the Red Room.

KEEPER'S INFORMATION

The seven grave men, including myself, had gathered as usual to exchange blood-curdling horror stories. We sank into the deep armchairs, covered with scarlet velvet, in the room which had been dubbed the “Red Chamber” and waited eagerly for the narrator of the evening to begin his tale.

—Edogawa Rampo, The Red Chamber, (translated by James B. Harris)

This scenario is written for 2-4 players with intermediate experience. Journalists, private investigators, antiquarians, professors in relevant fields, authors, and artists are probably excellent occupations for the players to portray in this investigation.

Characters knowing the Chinese Language (either Cantonese or Mandarin), will have some advantages. The scenario draws material from Chaosium's *Secrets of San Francisco*, and it would be useful to have it for reference. The structure of the adventure is non-linear and mostly investigational, with the possibility of having no combat if the investigators are very cautious. While the Cthulhu Mythos elements in the scenario are present for most of the significant encounters, the investigators will need to be too curious for their own good in order to discover them. Investigators have the goal of finding out who Xavier Ignacio is, and what inspired the “Dreams from the

Red Room,” and in the end they have to develop their own story to give to Frank Dreyer of the Beaumont estate. Because of this, the scenario is very player-driven. How investigators interpret their findings from the various encounters, which all differ due to their own relationships and points of view, will dictate the ending of this scenario.

The story behind the scenario is that Xavier Ignacio was a young artist/musician who was addicted to the Nightmare Opium of Leng (see *The Ferry Ride* in *Secrets of San Francisco*, page 109). Xavier landed a gig playing atmospheric music on a celesta at the Red Room for a special reading by a young, unknown writer named Clark Ashton Smith. Xavier became a favorite among the members of the Red Room because of his unsettling music and the strange tales he would tell. Xavier introduced several of the members to the Nightmare Opium of Leng. One of these was Ellen Beaumont. During her first introduction to the tainted opium, Ellen travelled with Xavier while she was crossing through the Dreamlands toward the piping madness of the Outer Gods at the edge of Azathoth’s court. She found out how Xavier had come to play terrifying music and paint such bizarre abstractions. Ellen and Xavier fell in love during these states of consciousness, but could not continue their love in the real world because her aristocratic father, Dean Beaumont, looked down upon Xavier’s ethnic heritage (Spanish/Mexican) and social class (struggling artist).

Ellen bought a set of Xavier’s paintings called “Dreams from the Red Room” because it was the only way she could love him openly, and in similar fashion, Xavier created the paintings because it was the only way he could express his love to her. A year later, Ellen died, broken-hearted from an overdose of the tainted opium. Xavier became a homeless vagabond. At the very end of his life, he broke into her grave and stole her body with the help of Jeremiah Stanton. He then tried to resurrect her, but failed, reducing her remains into essential salts, which he used in the paint for the un-

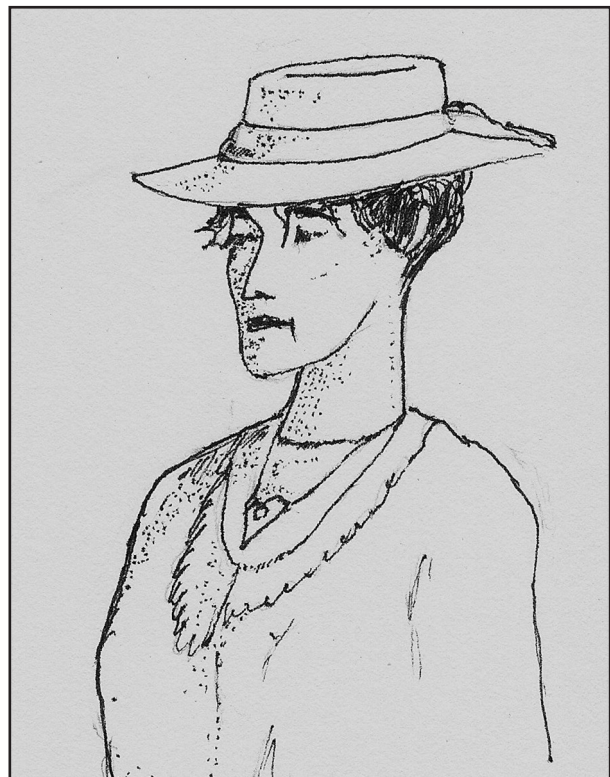
known fifth and last painting for the “Dreams from the Red Room,” hidden in the celesta.

The investigation starts at the Beaumont estate and leads to the Red Room, and to the three bidders on the painting (Randolph Hearst, Randolph Coutts, and Henry Sheriff). The investigation will end when the investigators return with a solid and well-researched story to fill the Beaumont estate Catalogue (or perhaps, information that would be embarrassing to Beaumont estate, thus ending the auction).

PLAYER INFORMATION

The investigators have been summoned to the Beaumont estate to research the life of an artist and his paintings for an upcoming auction. The four paintings were called “Dreams from the Red Room”, by an artist named Xavier Ignacio. There are three wealthy bidders who have expressed a deep interest in purchasing the whole collection, so the Beaumont estate wants to create a special catalogue that will showcase the meaningful value of these art pieces. The problem, and the reason the investigators

Xavier’s Portrait of Ellen Beaumont



are needed, is that Xavier Ignacio was not very well known and died in poverty at the age of 27. The owner, Ellen Beaumont, had purchased the paintings during the artist's most prolific period, but died a year later, leaving no information about the paintings or the artist. The Beaumont estate would like the investigators to collect information and interview people who might know anything about Xavier Ignacio and the "Dreams from the Red Room."

THE BEAUMONT ESTATE

Investigators are brought together, in front of the Beaumont estate, by Frank Dreyer, a local auctioneer who is working as a representative of the estate to research information about an artist named Xavier Ignacio. Frank explains that the Beaumont estate has four paintings by this artist called the "Dreams from the Red Room." Frank adds that the paintings are going to be auctioned in two months, and that he needs some background for an auction catalogue by the end of the month to showcase their value, especially since there are three wealthy bidders who have expressed interest in the paintings: Randolph Hearst (*Secrets of San Francisco*, page 28), Randolph Coutts (*Secrets of San Francisco*, page 78) and Henry Sheriff.

Frank Dreyer explains that he needs three elements for the catalogue:

1. Background on Xavier Ignacio.
2. The inspiration, themes, and motivation behind the paintings.
3. What the Red Room is.

If the investigators can satisfy these three elements for Frank Dreyer then they will have completed the task and so end the scenario. Investigators will be paid \$20 each plus expenses.

Keeper's Note: When the investigators come back to Frank Dreyer, it is pretty much your decision if the information they give is sufficient. It doesn't have to be the actual story plot, just something that will add value to the paintings in his eyes. For example, he will not

settle for, "Xavier was a drug addict and he painted these canvases while intoxicated in the Red Room." However, Frank might approve of something along the lines of, "Xavier was an artistic Spanish painter who came to California seeking fortune after the demise of his family fortune. These paintings represent his romantic yearnings to relive his affluent origins. The unusual garish abstract content juxtaposes the reality of his barren life on the street and his struggle with inner demons. His death on the street was a tragedy and a loss. The title comes from a room on the Beaumont estate, called the Red Room, in honor of his only patron, Ellen Beaumont." Frank Dreyer is the proverbial 'rail-roading' element for this scenario, since Frank can steer the investigators into encounter spots by requesting to have more information from that source or wanting more clarity or proof of credibility, and so on.

Dean Beaumont, Ellen Beaumont's father, survives the Beaumont family. Dean is a wealthy tycoon who holds current interests in several diamond mines in South Africa. He came to San Francisco during the gold rush period of the 1860's and did well enough to expand his interests to Africa. His mines in San Francisco have dried up and he no longer has any financial stakes in the United States. Mr. Beaumont's goal for the auction is to slowly liquidate his assets and move to Africa. Ellen was his only child, and his wife, Esther Beaumont, died while giving birth. Frank Dreyer will know this information but will not communicate it unless asked directly. Dean Beaumont is away on business during this scenario.

Frank Dreyer and Dean Beaumont do not know that the Red Room is a private chamber on the Beaumont estate, which Ellen used to use on the second Friday of the month (when she knew her father was away for a business meetings). The Beaumont estate let go of all of the servants two years ago, and so there are none present in the house. For the purpose of the game, Ellen Beaumont died five years ago to whatever date you are initiating this scenario. Xavier's death happens a year

before the investigation. Frank does not know the specifics of her death, but will state that the local newspapers reported that she had died in her sleep of natural causes.

The Beaumont estate is a neoclassic style house located on the northwest side of Nob Hill in San Francisco. The house has a ruddy red trim and a pallid yellow-white exterior. The yard is well cared for by a gardener who comes every other week. Inside, the house is dusty since there are no servants maintaining the house now.

THE HOUSE

First Floor

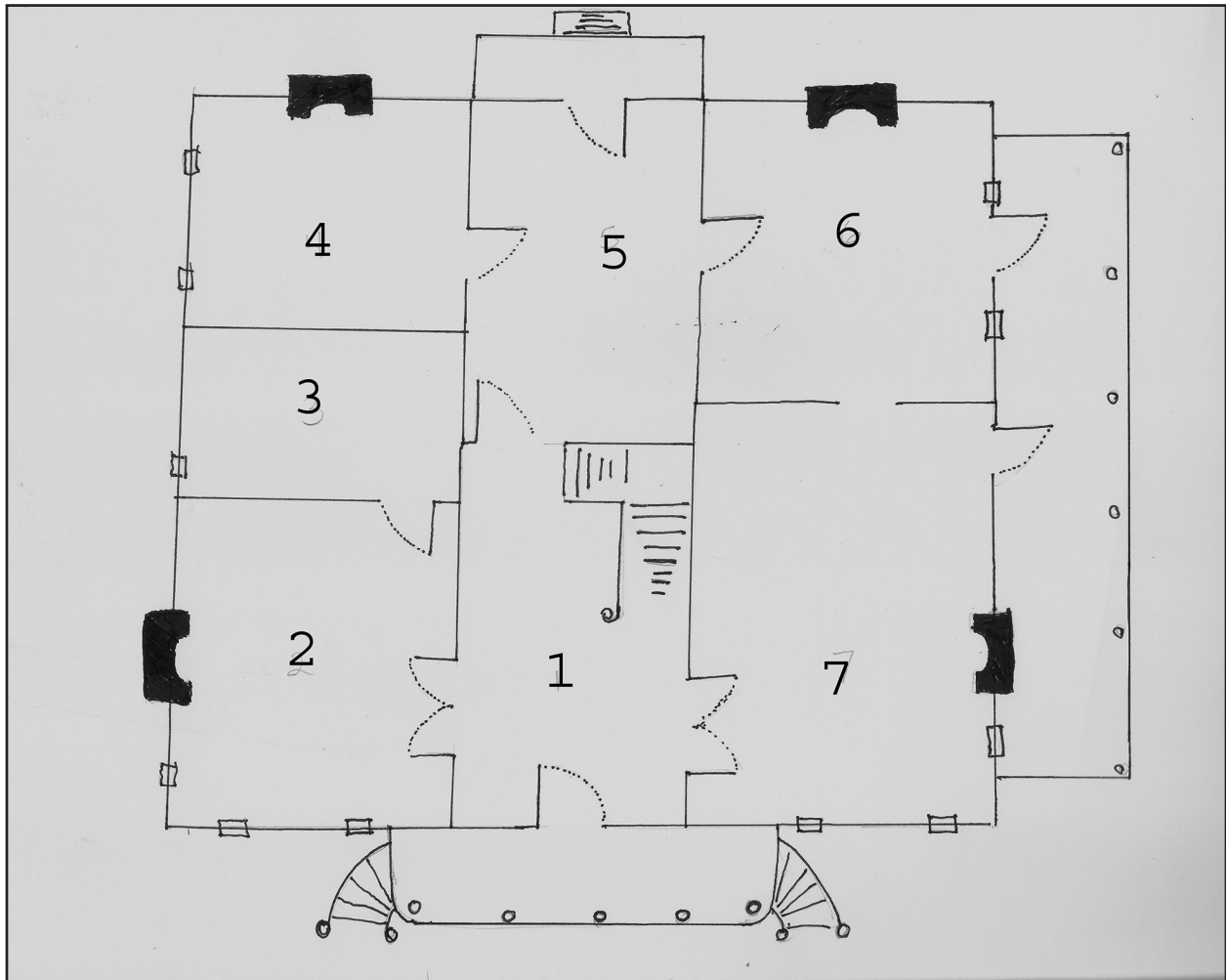
The Hall: Hanging on the wall are the four paintings of “Dreams from the Red Room”.

Stairs lead to the second floor. Floors are wood, covered by oriental runners.

The Library: Empty bookshelves climb the walls in this room. There is a couch and two coffee tables. A reading chair with a high back sits by the fireplace.

The Locked (Red) Room: The door to the room is locked. Frank Dreyer does have keys to the house but not a key to the Red Room. Dean Beaumont has a key but he is out of reach for this scenario. A successful **Locksmith** roll will open it. Players can bust it open (Resistance 16), but risk monetary consequences to repair any damages. The window leading into the room from the outside is open and the investigators can easily enter from the outside. Five chairs are positioned in a circle under a candle chandelier. A celesta, a musical instrument looking

The Beaumont Estate First Floor



like an upright piano, sits against the wall. A successful **Spot Hidden** roll will reveal two sets of footprints (one pair is from size 9 shoes and the other is a set of cloven footprints), leading from the window in the room to the celesta and a panel at the base of the celesta that slides revealing the Fifth painting of the “Dreams from the Red Room.” (See the section on the **Fifth Picture of the Dreams from the Red Room**.) An unsuccessful roll reveals a mish-mash of footprints leading around the windowsill and fingerprint smudges around the windowsill and bottom base panel of the celesta. Anyone who touches the celesta and painting for a prolonged period of time must roll POW x5 or start having paranoid hallucinations of nightmarish proportions for 1D4 hours (SAN Loss: 1/1d6). This is from the residual contact ‘high’ from the Nightmare Opium of Leng used by Xavier.

Kitchen: A stove with cast iron skillets sitting on top. Kitchen equipment can be found in the

drawers. There is an empty icebox and storage room. The sink in the room is empty and now houses an elaborate spider web. Spot Hidden will reveal a crumpled inventory list wedged under the icebox. The list is written in Chinese and requires a Language (Chinese) roll to understand the contents, which are:

Joplin General Store

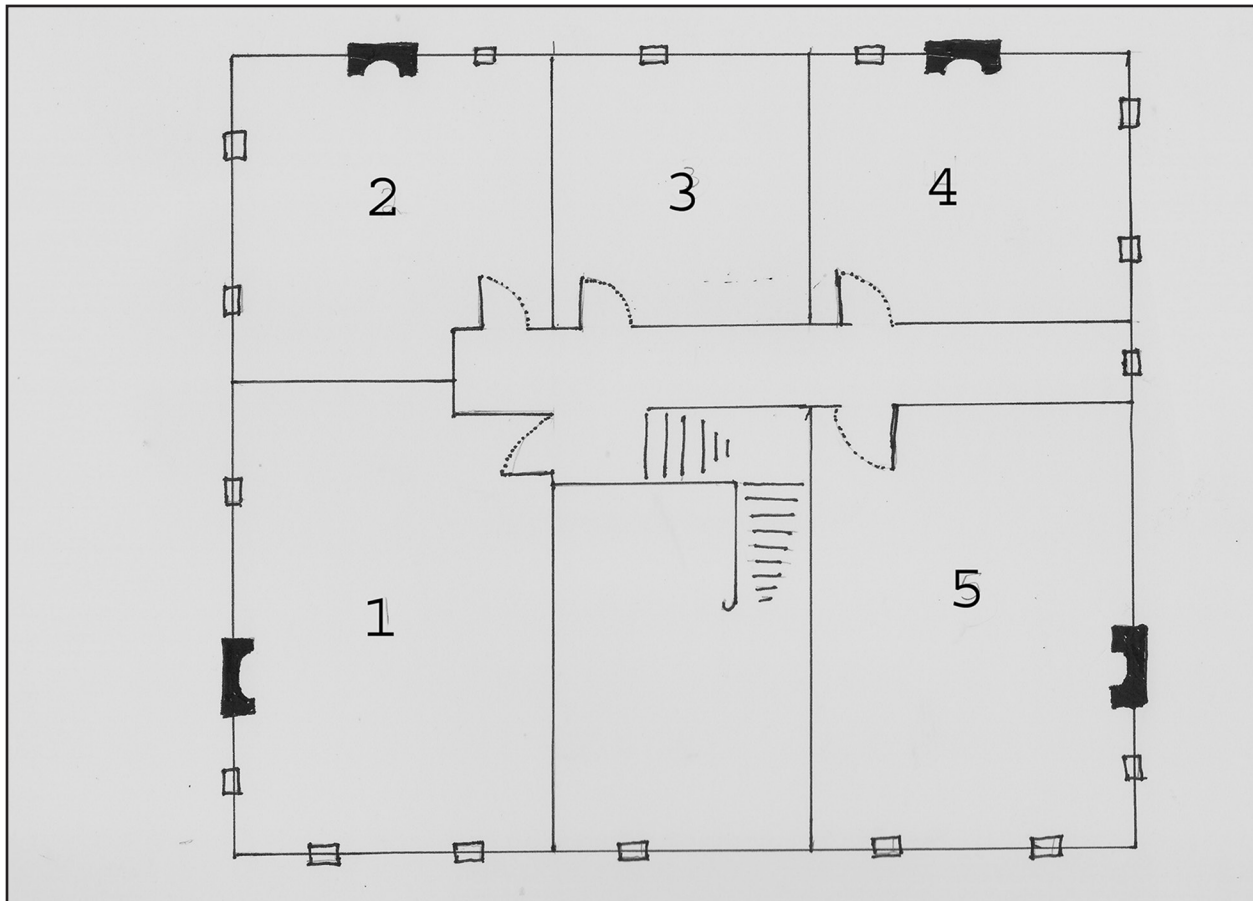
- 3 whole chickens
- 2 lettuce heads
- 5lbs of coal
- 4 sticks of butter

Jun Fong

If the language roll is not successful then the investigators can only read Joplin General Store.

Servants’ Hall: The room has a long rectangle dining table with several seats. On the center of the table is a ceramic vase holding twenty or more long, red chopsticks.

The Beaumont Estate Second Floor



Dining Room: A long rectangle table covered by a white cloth with fancy lace trim. Two candle chandeliers hang above the table. The chairs surrounding the table have high backs and soft velvet cushion backing. The room smells stale and there is a thin layer of dust on the table.

Parlor: Mostly empty except for two large tables at opposing corners with maps of South Africa.

SECOND FLOOR

Ellen Beaumont's Room: The room has a queen-sized bed and vanity desk. A washbowl and pitcher sit at the foot of the bed. A Spot Hidden roll will reveal a small note wedged behind the mirror of the vanity dresser. The note lists the name of five people: Jeremiah Stanton, Henry Sheriff, Marla Tibbs, Terry Talbot and Xavier Ignacio. There is a sixth name, Clark Ashton Smith, written at the bottom of the note, but this name has a line drawn through it. The top of the note reads "The Red Room".

Guest Room: Only a full-sized bed is in this room. Nothing else.

Guest Room: Only a full-sized bed is in this room. Nothing else.

Guest Room: Only a full-sized bed is in this room. Nothing else.

Dean Beaumont's Room: The room is locked. Frank Dreyer has a key to this room. Door can be broken down (Resistance of 16), but may cause Frank Dreyer to fire the offending investigator for negligent damage. A successful Locksmith roll will also open it. Inside is a king-sized bed with mosquito net over it. Personal effects of Dean, such as pottery, masks and jewelry from Africa, are placed around the room - showing that he is a well-traveled man who likes to spend his time in Africa. Investigators using Accounting will find that he has documentation (sales receipts) for his mines in San Francisco. A picture of Dean and his deceased wife, Esther, is on his dresser. A portrait of his daughter hangs above the bed - she looks thin

and frail, with eyes that seem to follow the investigators as they move around in the room (an optical illusion). In the portrait she is wearing a heart-shaped locket with a pearl in its center.

PEOPLE OF NOTE

Randolph Hearst

(Secrets of San Francisco, page 28)

As general knowledge for the investigators, they will know that Mr. Hearst is a wealthy tycoon who operates the New York Journal and the Examiner (a San Francisco newspaper). Frank Dreyer has contact information for Mr. Hearst and if the investigators express an interest in meeting him, he will arrange for a meeting at the Examiner office. Also, investigators who are journalists/reporters in San Francisco might already be working for the Examiner and not need Frank's assistance to get a meeting. Mr. Hearst and several of his reporting staff will meet the investigators in the newspaper editor's conference room. Hearst comes across as a bit reserved, but will openly answer questions. Mr. Hearst has an interest in the paintings because he had been to the funeral of Dean Beaumont's daughter, Ellen, and had seen the paintings on the wall during the wake. He will add that despite the garish and vague style, there was something about the paintings that made him feel an inexplicable sense of deep sadness. Mr. Hearst and his reporters do not know anything about the artist, but will be eager to pay well for any information that may be newsworthy (or scandalous) for print, such as Ellen's death being the result of opium overdose - Dean had paid the medical examiner well to report her death as by natural causes.

Clues: Hearst and his reporters do know about the Red Room and will say it was secret club that met at the Beaumont estate once a month. Mr. Hearst will add that it was a social scene of some sort, but that they could not dig up anything newsworthy about it. The source of this information was one of the members of

the Red Room, called Marla Tibbs. She lives in Saulsalito in a cottage (*Secrets of San Francisco*, page 80).

Randolph Coutts

(*Secrets of San Francisco*, page 78)

Randolph Coutts is a legal representative for a Law firm that manages the Zebulon Pharr Collection in San Francisco. He is interested in adding the “Dreams from the Red Room” paintings to the Zebulon Pharr Collection at the suggestion Clark Ashton Smith. Randolph does not know much about the paintings himself, but he has been told by Clark Ashton Smith that the paintings might be worth considering for the collection.

Frank Dreyer has his contact information and will give it to the investigators if asked. Investigators can also make a **Library Use** or **Law** roll to get his contact information. Randolph is the reason Frank Dreyer is trying to get information for his auction catalogue.

Clues: Randolph will talk to the investigators briefly and seem very skeptical about the value of the paintings. He will let the investigators know that his interest was spiked by a conversation with Clark Ashton Smith, an acquaintance whose opinion he values. Randolph tells the investigators that Clark suggested there might be some value to the paintings, but would not disclose the exact reason - a half-truth. Clark tried to tell him, but he did not want to hear it. He is a bit skittish about knowing too much.

Henry Sheriff

Frank Dreyer will have the contact information for Henry Sheriff or the investigators can find his contact information with a **Library Use** roll.

Henry is a tall, gaunt-looking man in his late 30's, who owns a shipping company based in San Francisco called Silver Star Enterprise. He was a former member of the Red Room cabal of storytellers. He left the group before Xavier introduced the Nightmare Opium of Leng. He

left the group because he did not approve of Xavier Ignacio being inducted as a member. At the time, he viewed Xavier as a simpleton and lower breed of human, who should not mix with the upper class of San Francisco.

Henry is interested in the “Dreams from the Red Room” paintings because deep down, he felt Xavier tainted the group’s racial integrity. He will tell the investigators that his interest in the paintings is totally a sentimental appreciation of his deceased friend, Ellen. He secretly wants to destroy any link between the Red Room cabal and Xavier Ignacio. A **Psychology** roll, if successful, will reveal that he does not seem to like talking about Xavier (or with any investigator who is not an affluent white male, for that matter). The overall impression is that this man is an elitist xenophobe who appears almost disinterested in the value of the paintings, “a bit of a low-brow and primitive composition *sigh* that seems to be the new thing, that has enraptured the contemporary art world... like Dadaism or something.” An unsuccessful roll will just reveal that he seems to be feigning interest toward the paintings and artist.

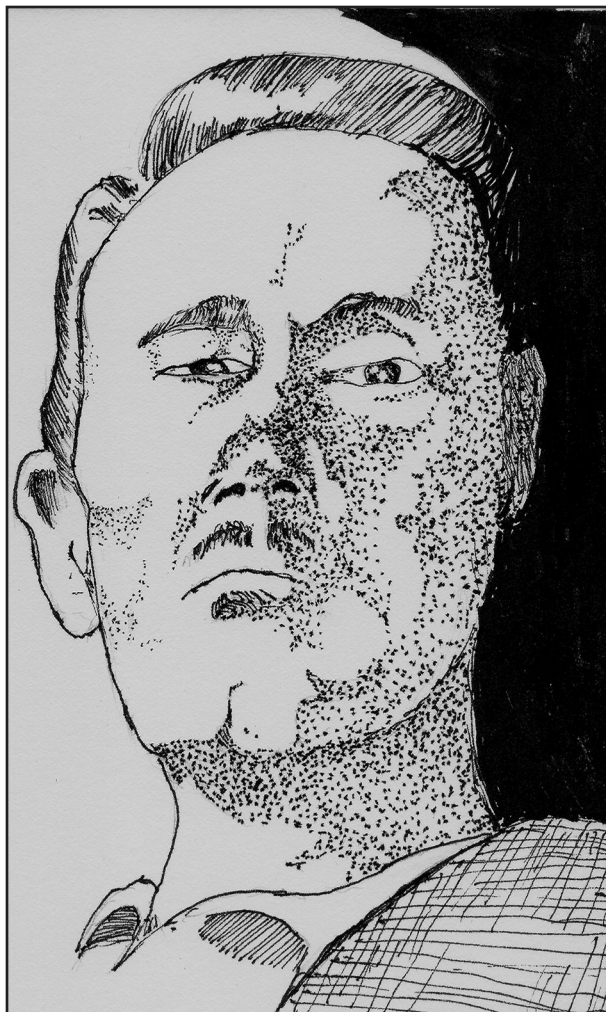
Frank Dreyer does not know about Mr. Sheriff’s association with the Red Room group and Henry will not openly share this information with the investigators (**Persuade** roll to get him to be more forthcoming - if unsuccessful, he will just say that he knew the members of the Red Room through Ellen Beaumont, his friend).

Clues: He has up to date contact information on Jeremiah Stanton, Marla Tibbs, and Terry Talbot. He also blames Clark Ashton Smith for introducing Xavier to the Red Room group.

Clark Ashton Smith

(*Secrets of San Francisco*, page 101)

His contact information can be found in public records or library using a **Library Use** roll. The Keeper may require investigators to contact *Weird Tales* pulp magazine editor, Farnsworth



Mr. Clark Ashton Smith

Wright, to get his address if there is a failed roll, as the only found record of Clark Ashton Smith will be from stories he wrote for *Weird Tales*.

Clark is a poet, pulp fiction writer, and artist who met Xavier when they were fruit picking on a farm for a cannery in Hayward. Clark found out that Xavier played the celesta and asked Xavier to accompany him to the Red Room to provide background music while he read a story to the group (he really wanted to impress the group). This was Clark's first and only time he participated with the Red Room cabal. The members did not like Clark and his storytelling. Instead, they found Xavier's music to be spine-tingling and his way of telling stories 'off cuff' to be full of unimagined vistas of horror. As a result, Xavier was asked to return and Clark was not.

Clark initially had some resentment toward Xavier, but after having some success of his own as a writer, and seeing the decline of Xavier, he felt more pathos towards him.

Clues: Clark Ashton Smith knows a little bit about Xavier's history. He found out that Xavier's family line stretched back to Spain and the nobility class. As a result of court politics, Xavier's family had to relocate with the military to California (before the time it became a territory of the United States). Xavier had come to visit Clark towards the end of his life, babbling about the need for money to get equipment and chemicals he needed to bring back the love of his life (Ellen). Clark did not have anything to give him at the time, but was intrigued by Xavier's rant. During the fateful meeting, Xavier talked about having an eccentric uncle who was a doctor in Valencia, Spain and dealt in dark medicines that could bring people back to life. Xavier had told Clark that he had helped his uncle bring another doctor named Dr. Munoz back to life, who had fallen ill and died, and that he thinks he can replicate the same process with a little help. "When I asked him if he still remembered, he replied that once you see something like that you can never forget." Clark does not know anything more than this.

Jeremiah Stanton (Transformed Ghoul)

His contact information can be found in public records or library using a Library Use roll, if not gathered from other non-player characters in the scenario.

Jeremiah lives in a small home in Colma County south of San Francisco. Jeremiah is wealthy dilettante who became a ghoul after using the Nightmare Opium of Leng. During his experience with the drug, he traveled to the Dreamlands and met the ghouls who lived there. Losing most of his sense of self in the encounter, he slowly started to transform into a ghoul and moved to Colma County so he could have a steady diet of corpses at the Cypress Lawn Cemetery down the street.

Jeremiah's home is very small for someone who inherited a great amount of wealth and serves as a front for him to raid the cemetery through his basement. He has a Chinese-American servant girl named Ahn Hom, who lives in the house, to deal with daily matters (pay bills, handle personal affairs and visitor contacts), which he can no longer manage openly. She speaks perfect English and Chinese with no accent (she is a second generation Chinese-American). She will be the person answering the door or calls. When the investigators arrive, she will guide them to the basement and explain to them that Jeremiah has been stricken with a rare skin disease and cannot be exposed to light of any degree, so the investigators will not be allowed to have a light source. This comment is meant more as a warning than a request. She will watch the basement from the top of the stairs while the investigators question Jeremiah down below in the darkness. If there is any light, she will lock the basement door and wedge a chair against it to reinforce it. She will only open the door if Jeremiah yells to her to open the door. She has met Xavier Ignacio, but only to let him down into the basement. Jeremiah pays her well enough not to ask any questions or suffer an idiot's curiosity.

JEREMIAH STANTON'S HOUSE

Living room: Large fireplace is in the middle of the room, surrounded by plush couches and chairs. A portrait of Jeremiah when he was young hangs above the fireplace.

Bedroom: King-sized bed with a fancy walk-in closet and dresser. The room has pictures of Ahn Hom and her family. The closet is filled with her clothes and none of Jeremiah's. There is a jewelry box filled with \$32,000 in cash (saved up pay over the years).

Dining Room: Opulent dining room with a dark, oak table sculpted with an elaborate design of a dragon and phoenix chasing each

other across clouds. At one end of the table is a dining placemat with a bowl and chopsticks.

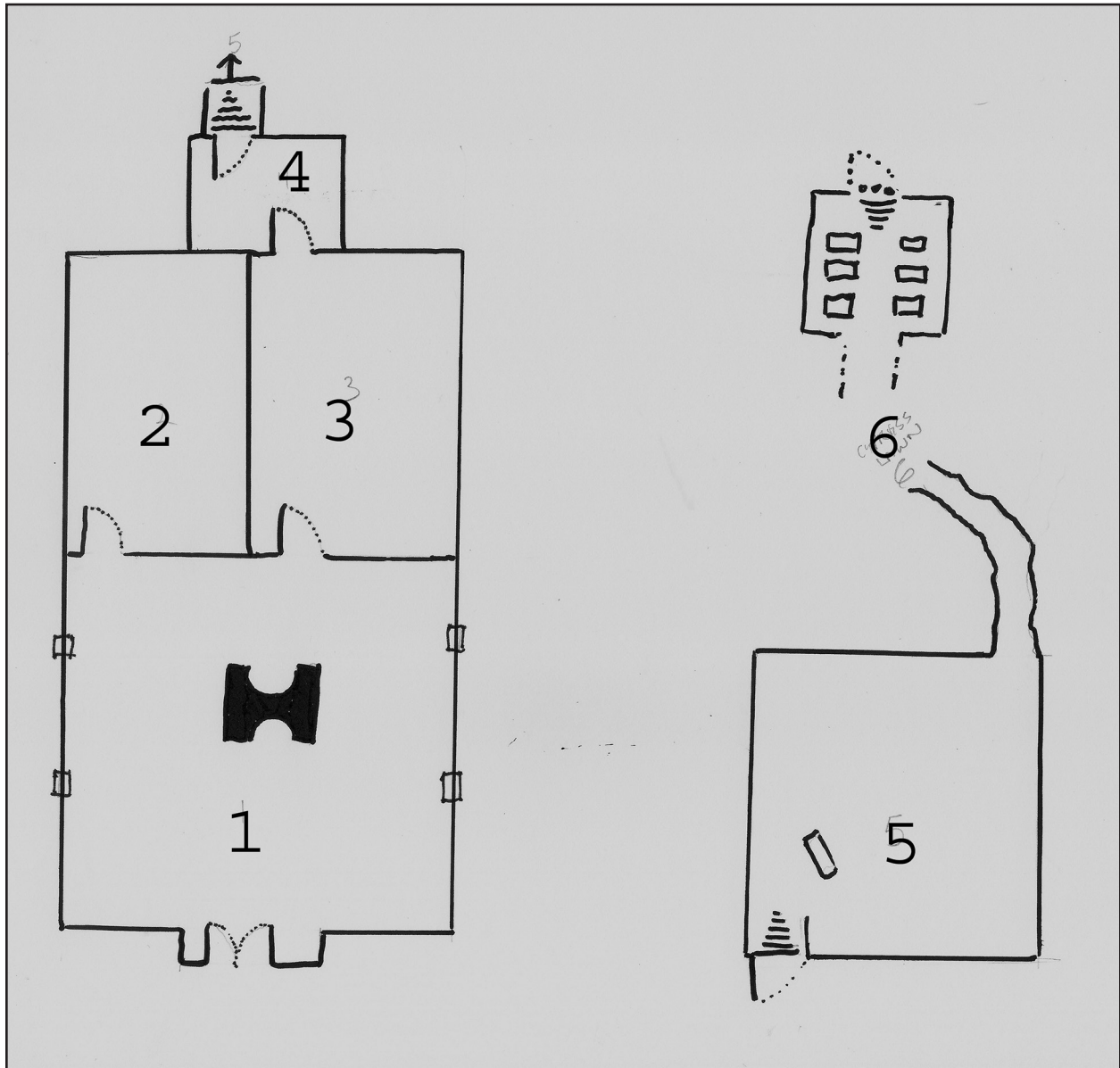
Kitchen: Stove and prep table. Various pots and pans hang against the wall. There is a stool and chair by the basement door. The door with a chair reinforcing it will be at a STR of 22.

Basement: The wood stairs lead down to a dirt floor. There is no light in the basement except for what comes from the top of the basement - and that does not even reach the bottom step of the stairs. Jeremiah will direct the investigators to take five steps forward and sit on the wood crate in front of them (it's actually a coffin). Investigators will hear movement in the dirt in front of them as Jeremiah and his ghoulish friends get closer. A Listen roll will indicate that there is more than just Jeremiah in the room (he will deny this). Despite all these foreboding effects, Jeremiah Stanton will be pleasant and answer any questions the investigators have about Xavier Ignacio. Jeremiah will not want the investigators finding out that he is a ghoul and will kill them if they come anywhere close to finding out. There are 8 ghouls in the basement with him. He has the following information:

1. Xavier had an artistic gift for playing the celesta and painting. He suspects that some of this creativity came from using a special type of opium.
2. He would describe some of Xavier's fantastic hallucinations to the group as horror stories. This inspired other members, such as himself, to try the drug. Jeremiah personally only tried it once or twice. He found the hallucinations to be very vivid but otherwise meaningless (a lie).
3. Admits to breaking in to Cypress Lawn Cemetery with Xavier and stealing the body of Ellen Beaumont. He will toss a heart-shaped locket with a pearl in the center to prove his deed (the same locket in the picture over Dean Beaumont's bed).

4. Jeremiah will state that Xavier was trying to bring her back to life, but failed and lost his mind in the process. He combined the remnants (her essential salts) into the ca-sein paint mixture for his last painting of the “Dreams from the Red Room.”
5. There are five paintings of the “Dreams from the Red Room.”
6. Marla Tibbs has a recording of Xavier playing the celesta. Marla stated to Jeremiah that the music was sometimes better than smoking the drug.
7. The celesta in the Red Room belongs to Xavier and he used to sneak into the Beaumont estate to play after Ellen’s death when Dean was not home.
8. Jeremiah will hint that Xavier’s music and painting (the fifth one) are special together.
9. Xavier loved Ellen in such a way that it went beyond her death. He thought death was a lie.
10. The Red Room is a place at Ellen’s home that had meetings every second Friday of the month for horror story enthusiasts like

Jeremiah Stanton’s House



himself. Jeremiah will state that smoking the drug Xavier brought eventually made the members' enthusiasm for storytelling wane over time.

Ghoul Tunnel to Cypress Lawn Cemetery: 3'x3' tunnel leading to Cypress Lawn Cemetery's catacombs. Along the tunnel walls, floor and ceiling are small 1' holes that are peepholes to other tunnels that run parallel to this tunnel. If the investigators make it this far they, will be ambushed by another 4 ghouls breaking through the earth walls of the tunnel. Players who make it to Cypress Lawn Cemetery will eventually find themselves in the basement of a mausoleum that is chained locked. 9 ghouls will be waiting for them there, feasting on the dead.

Marla's Transformation



Marla Tibbs (The Woman from Sausalito)

Her contact information can be found in public records or library using a **Library Use** roll, if not gathered from other non-player characters in the scenario.

Investigators arriving at Sausalito hillside, looking for Marla Tibbs will be pelted by rocks from a little, young fat kid named Johnny Portman (age 9). If the investigators catch him, he will guide them to Marla's cottage, which is tucked away at the top of a cliff face. He knows Marla as the "creepy woman" who won't give him a dime for harassing visitors to the Sausalito hillside like some of the other residents do (see Sausalito, *Secrets of San Francisco*, page 80).

Marla's cottage has a white-picket fence surrounding the perimeter. Recorded music from a celesta can be heard from inside of the house. The front door is ajar. The living room is well decorated in art deco designs. White Chan-

tilly lace covers tables, seats and couches. By the door is a phonograph playing recorded music by Xavier Ignacio on his celesta (SAN 0/1D2 to hear music, also a successful **Cthulhu Mythos** roll will indicate that the music is reminiscent of music or chanting to an Outer God). The cylinder in the phonograph and two other cylinders sitting beside it are recordings of Xavier playing on his celesta. (See the section on the **Fifth Picture of the Dreams from the Red Room**). **Spot Hidden** rolls whilst in the living room reveal an opaque sticky gossamer film on the floor (**Cthulhu Mythos** roll will indicate it is a sloughed off ichor from an eldritch transformation or possession).

If the investigators search further into the cottage they will find Marla's bedroom door locked (STR 12 or **Locksmith** roll to open). A **Listen** roll success reveals soft flute or shallow windpipe sounds, imitating the sounds of the music on the phonograph. If the investigators make their way into the room or peep through the side windows, then they will see or confront Marla's transformation into the Living Flute of the Outer Gods. It was a spell she came across in a book, while experiencing an Opium Nightmare of Leng hallucination. If she is left alone and not killed, she will eventually disappear from our dimension, leaving no trace of her eldritch transformation (see **Living Flute of the Outer Gods**).

Terry Talbot (The Madman in the Asylum)

His contact information can be found in public records or library using a **Library Use** roll, if not gathered from other non-player characters in the scenario.

Terry Talbot is currently a patient at Potsman State Hospital. A **Credit Rating** or **Persuade** roll will get the investigators a meeting with Terry in his isolation room. Otherwise, the investigators can try to meet with him by coming during visiting hours (1pm to 2pm) or joining a tour of the hospital.

Meeting with Terry in his isolation room will have an on-duty psychiatrist quickly de-

scribe Terry's condition as catatonic schizophrenia, with brief periods of lucid thought. If the investigators come during visiting hours they will only have less than an hour with him and not be given a diagnostic interpretation. During a tour, the investigators will be walking with a group of spectators, as a nurse gives a tour of the patients and their illnesses. The investigators will be unable to engage Terry during these tours, but a successful **Sneak**, **Hide** or **Disguise** roll will allow them to slip away from the tour.

In all cases, Terry Talbot will be standing naked facing the corner of his room. He will be unresponsive. A nurse may offer to put a gown on him. If his limbs are moved, they will stay in the last position (waxy flexibility). If the investigators say any of the following words, he will repeat the word and then mutter a sentence before freezing up again:

- Xavier Ignacio: Mexican...those stories... the music... His love for her...
- Ellen: ...pearl on a heart shape locket... She loved him...doomed
- Red Room: ...the horror stories...every second Friday
- Jun Fong: ...I need more...do you have more?

If for some reason the investigators are able play one of Xavier's recordings or show him one of his paintings, then Terry will regain some lucidity for a moment, saying, "Oh, hi! ... I'm back. I have been traveling, you see. To places beyond strange aeons past. Have you talked to my servant boy, Jun Fong? Does he have more? I wish to chase the yellow dragons that fly beyond the Hyades and...(laughs)...oh, I see you're here for something else." After this he will answer about two questions from the investigators before falling back into a catatonic state. It will take another week before this approach will work again.

Clues: Terry knows that Ellen Beaumont was in love with Xavier, because Terry tried to court

Ellen's affections but was told, by her, that she loved another person in the group. He deduced it was the new member, Xavier, by the way they looked at each other. Terry will then joke that a Beaumont could never marry a poor Mexican like Xavier. Terry knows that Henry Sheriff has been buying up Xavier's artwork and burning them. "Dreams from the Red Room" are Xavier's last known works in existence. He will also say that he is addicted to smoking the opium that Xavier brought and that it separates his mind from his body to visit things and places beyond human comprehension. He feels it is a way to commune with the gods and that Xavier's music and paintings reflect that reality. Also, Jun Fong, his servant boy continued to get him the opium after the group disbanded, and that Jun was Ellen's servant boy before she died. Jun currently takes care of his house on Nob Hill.

If the investigators ask the hospital staff about people who have visited Terry Talbot, they will say he only has had one visitor (nearly every week) since arriving 6 months ago and it is Jun Fong.

Terry Talbot's House and Jun Fong (The Servant)

Talbot's house has 5 bedrooms, 2 fireplaces and 2 baths and is an exotic-style house with a faux tower. It is well furnished and lavish by most standards.

When the investigators go to Talbot's house on Nob Hill, they will see 5 Chinese immigrant workers doing brick masonry inside the house. They seem to be done and once they see the investigators approach, they will start to pack things up and leave. These 5 men belong to a group of Chinese immigrants called The Pure Heart Society of Benevolence, who have joined forces to fight against the Cthulhu Mythos brought on by Lang Fu (*Secrets of San Francisco*, pages 91-95), and the Tcho-Tcho (*Secrets of San Francisco*, pages 108-112), who are an evil breed of humans that originate from the Asian continent where they worship horrible entities

and brought the Nightmare Opium of Leng to San Francisco. In general, the Chinese immigrants hate the Tcho-Tcho as a malign entity in Chinatown.

The Pure Heart Society of Benevolence has knocked Jun Fong out and sealed him behind a brick wall in the living room, leaving a gun with one bullet for him to commit suicide if he wishes. Anyone looking at the new wall in the living room will feel it is odd. A successful roll for anything related to engineering, carpentry or architecture, like a specialized **Art, Craft** or **Physics**, will understand that the wall sticks out too much and probably has a gap from the outside wall to the interior wall. A **Spot Hidden** roll will reveal a small symbol (**Cthulhu Mythos** roll will show it to be an elder sign) on one of the bottom bricks.

If the investigators try to break down the wall while the 5 Pure Heart Society of Benevolence men are still there, then they will try to stop them. Hopefully without resorting to violence, but that is unlikely since none of them speak English.

If the investigators free Jun Fong and revive him, then he will have the following clues:

He knows that that Ellen and Xavier were in love. He also knows they used the Nightmare Opium of Leng to be together. He would accompany Xavier and Ellen in Chinatown to get the Nightmare Opium of Leng. When Ellen died in an opium den in Chinatown from using the drug, he had to move her body back to the Beaumont estate to avoid a scandal. After she died, Terry Talbot hired him so he could get more Nightmare Opium of Leng, but he had a bad reaction and needed to be put in a hospital. The Pure Heart Society of Benevolence did not like him bringing the high society folks to do business with the evil ones, who are called the abominations (Tcho-Tcho). The Pure Heart Society of Benevolence got rid of the abominations and then tried to get rid of him. After Ellen's death, Jun had witnessed Xavier sneaking into the Red Room during the dead of night to play the celesta. Once he

thought he saw a woman, looking like Ellen, dancing in the room to Xavier’s music.

Joplin General Store

A market store operated by an Italian-American couple named Tony and Maria, which caters to the denizen at the border of Chinatown and Nob Hill. They know Jun Fong and will say he currently works for Terry Talbot, but had worked at the Beaumont estate for ten years prior. They can give the address to Terry Talbot’s house on Nob Hill. They will also add that they had a recent fire in a sub-lease area below the store that killed four Asian immigrants (Tcho-Tcho) who used to be friends with Jun.

City Records Office

Library Use roll will reveal the following: There are no birth records of Xavier Ignacio and there does not seem to be any census of him in San Francisco or in California. There is a death record of him dying a year ago on the streets of

Chinatown – it does not list cause of death, and the investigators will notice that the information initially listed him as a John Doe.

Medical Examiner’s Office

Investigators may wish to research the death of Xavier Ignacio or Ellen Beaumont. **Credit Rating, Persuade** or **Fast Talk** rolls will reveal: Xavier was found dead on the streets of Chinatown. Cause of death was drug related asphyxiation (respiratory failure). Ellen Beaumont died in her bed at the Beaumont estate of respiratory failure.

FIFTH PICTURE OF THE DREAMS FROM THE RED ROOM

A vague, garish painting of a small man and woman, who are dancing in a field of fantastic structures. The paint used is a mixture of Casein paint and the essential salts of Ellen Beaumont. If any of the cylinders of Xaviers

The Fifth Picture



recordings are played on a phonograph within the presence of the fifth picture of the “Dreams from the Red Room” then ghastly phenomena will occur, where the image of the couple in the picture will start to move and dance across the frame. The canvas will then open up into a gateway to another dimension and a bubbling froth of a creature will spew forth with sinewy tendrils whipping in the air. The mass will then congeal into a form that looks similar to how Ellen Beaumont appeared in life. The creature will beckon anyone in the room to dance with her, and if no one steps forward, she will start to cry out for Xavier. If the music stops or someone cuts the canvas on the backside of the painting, thus destroying it, then the creature will start to unravel into a bubbling horrific mess with thrashing ropey tendrils and a wicked maw that will try to engulf anyone who had refused to dance with her. This effect will last 3 rounds and the creature will try to pull the victim through the gateway before it closes. If an investigator is pulled through the gate and it closes, then that person is lost in another dimension.

Creature from the Painting

STR 23 CON 18 SIZ 15 INT 11

DEX 16 POW 13 HP 17

Damage Bonus: +1D6

Weapons: Maw Bite 75%, (treat as grappling); Tendril whip 40%, damage 1D4 + DB

Armor: None, but physical weapon do no harm. Magical weapons and spells act normally.

Sanity Loss: 1/ 1D10

LIVING FLUTE OF THE OUTER GODS

A spell that transforms the caster it into a creature that is used as a musical instrument by Servitor of the Outer Gods. Cost 9 POW (permanent loss) and 1D6 SAN to cast. Takes 2D12 hours to fully change into the Living Flute. The individual loses 1D6 to their CON but gains

1D6 to SIZE. The spell caster will sprout various tubes from their body and lose a limb (arm, leg or head) to hollow out an orifice for the Servitor of the Outer Gods to blow through to create a cacophony of music that will cost 0/1D6 SAN to anyone listening, and drain 1D4 POW per round unless the person makes a POW vs. POW resistance check. To see the spell caster fully transformed into a Living Flute of the Outer Gods will cost the witness 2/1D8 SAN and anyone who can hear the music from him/her will be lose 1 POW per round unless the person makes a POW vs. POW resistance check. At the end of the transformation period the spell caster will fade into a dimension of a Servitor of the Outer Gods.

Marla Tibbs (Living Flute of the Outer Gods)

STR 12 CON 8 SIZ 17 INT 14

DEX 11 POW 7 HP 13

SAN 0

Weapons: See above.

Sanity Loss: 0/1D8

CONCLUSION AND REWARDS

The scenario ends when the investigators have gathered enough information to formulate satisfactory information for the auction catalogue. Finding the fifth painting will also give the investigators 1D8 SAN point reward if they are able to formulate the story behind the painting. If the investigators encounter and successfully resolve any of the Cthulhu Mythos entities, like the ghouls, Marla Tibbs, and The Fifth Picture of the Dreams from the Red Room Creature then award another 1D6 SAN points.

NON-PLAYER CHARACTERS

The Pure Heart Society of Benevolence

The five Chinese immigrants are part of a bigger order from China, bent on stopping the Mythos.

Yip ‘Uncle Sam’ Lo, group leader

STR 16 CON 15 SIZ 17 INT 12

DEX 13 POW 14 HP 16

Damage Bonus: +1d6

Weapons: .38 revolver 44%, damage 1D10; Fist Punch 90%, damage 1D3 + DB; Kick 65% damage 1D6 + DB

Skills: Masonry/Brick Laying 45%, Martial Arts 35%, Chinese Language 88%.

Four Pure Heart Society of Benevolence Men

STR 12 CON 15 SIZ 11 INT 14

DEX 11 POW 12 HP 13

Damage Bonus: 0

Weapons: Blackjack 35%, damage 1D8 + DB; Fist Punch 60%, damage 1D3 + DB; Kick 35%, damage 1D6 + DB

Skills: Masonry/Brick laying 55%, Chinese language 80%

Jeremiah Stanton - Ghoul

STR 16 CON 12 SIZ 12 INT 14

DEX 13 POW 14 HP 12

Damage Bonus: +1d4

Weapons: Claw 30%, damage 1D6 + DB; Bite 30%, damage 1D6 + automatic worry

Armor: Firearms and projectiles do half damage.

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

Sanity Loss: 0/1D6

Ghouls of Cypress Lawn Cemetery

STR 17 CON 13 SIZ 11 INT 12

DEX 11 POW 12 HP 12

Damage Bonus: +1d4

Weapons: Claw 30%, damage 1D6 + DB; Bite 30%, damage 1D6 + automatic worry

Armor: Firearms and projectiles do half damage.

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

Sanity Loss: 0/1D6

Ahn Hom

STR 14 CON 10 SIZ 11 INT 13

DEX 17 POW 12 HP 11

SAN 48

Damage Bonus: 0

Weapons: none

Skills: Dodge 59%, English Language 90%, Chinese Language 80%.

Jun Fong

STR 11 CON 12 SIZ 9 INT 17

DEX 10 POW 16 HP 11

SAN 52

Damage Bonus: 0

Weapons: .38 revolver (one bullet) 25%, damage 1D10.

Skills: Chinese Language 80%, English Language 65%.

Johnny Portman

STR 7 CON 9 SIZ 7 INT 8

DEX 11 POW 14 HP 8

SAN 70

Damage Bonus: -1D4

Weapons: Stones (Throw) 35%, 0-1 damage

Skills: Punk Attitude 45%.

Handout #1

Henry Sheriff

STR 9 CON 9 SIZ 15 INT 14

DEX 10 POW 13 HP 12

SAN 65

Damage Bonus: 0

Weapons: none

Skills: Bargain 50%, Bigotry 40%, Credit Rating 68%, Persuade 35%.

ACKNOWLEDGEMENTS

I would like to thank my wife, Danielle Yee for editing this scenario and giving me invaluable feedback. Also want to thank my play testers Sam Carter, John Armstrong and Albert Park.

This scenario was inspired by the following authors:

H.G. Wells short story "*The Red Room*"

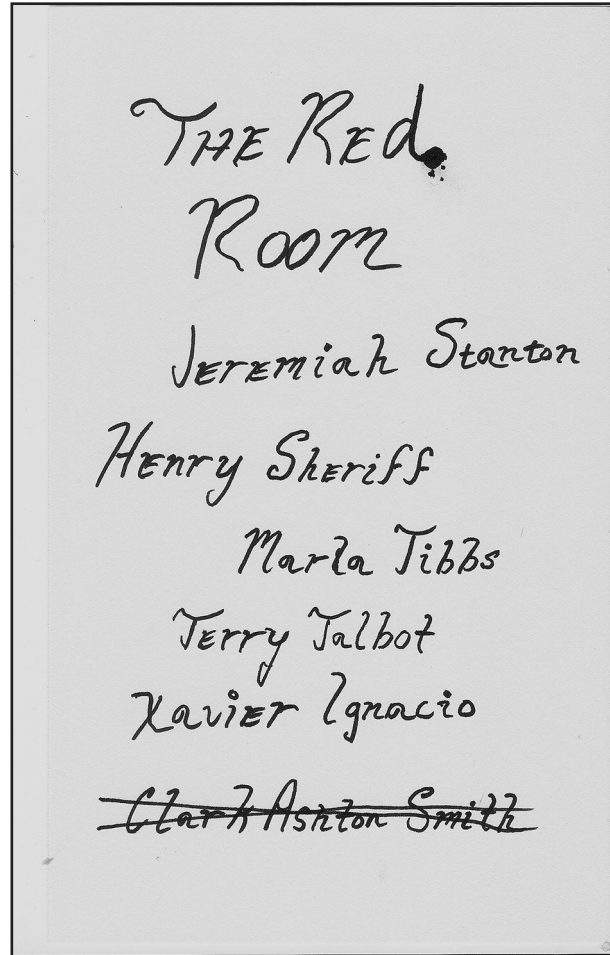
Edogawa Rampo's short story "*The Red Chamber*" (Translated by James B. Harris)

Cody Goodfellow's scenario "*The Ferry Ride*"

H.P. Lovecraft's short stories "*Cool Air*" and "*The Music of Erich Zann*."

Akutagawa, Ryunosuke short story "*The Hell Screen*" (Jigoku hen- Hell's Cataclysm)

Maps of houses used - designs and information provided from R. J. Christensen's *This Old Haunted House, Too* (Chaosium Monograph CHA0373).



The Inheritance

By Padraic Barrett

INTRODUCTION

On the night of 8th August 1914, Reginald Clarke abducted and murdered Madeline Werner, a young scullery maid in his employ. She was the sacrifice for a ritual, which he wrongly believed would raise his dead wife from the grave. When the ritual appeared fail, so Clarke buried Werner's corpse in the basement of his mansion, and began to hide the evidence of his crime. Too late did he realize that the ritual had in fact actually succeeded, although not in resurrecting his beloved.

In his ignorance, Clarke had in fact invoked Nyarlathotep in the form of the Bloated Woman, and thereby drew its malevolent attention. As punishment for his impudence, Clarke was driven insane and then his life snuffed out; and his spirit cursed to re-enact the events of that fateful night over and over again. His mansion in life became his prison in death.

Thus, Reginald Clarke and Madeline Werner disappeared without a trace. Over seven years have now passed and the lawyer handling Clarke's estate intends to have him declared legally dead. To assist him he has enlisted the aid of the investigators.

BACKGROUND

Reginald Clarke was born Reginald McClellan, in 1843, in Bristol, Connecticut, the only son of a prominent local lawyer. He grew to be a dissolute young man and was eventually disowned by his father after he refused to enlist when war broke out in 1861. He left Connecticut under

a cloud and wandered the globe for a number of years, eventually washing up in Shanghai, where he became involved in the opium trade and made his fortune.

In 1889, Clarke returned to the United States as a gentleman of leisure, settling in Boston under the name Reginald Clarke. It was there that he met Alice Gardiner, a beautiful young widow, with whom he fell in love. The two married and left Boston for Sandisfield County in southern Massachusetts, where Clarke built a country mansion, Clarke House.

Unfortunately Clarke House did not prove to be a happy home. In 1891, Alice Gardiner died while giving birth to the couple's first child, Jeremiah, and tragedy struck again in 1902 when the boy died after accidentally swallowing lye. Clarke never recovered from these losses, becoming a recluse and firing most of his household staff.

Over time, his loss turned into obsession as he sought ways to be reconnected with his wife and child. He first turned to Spiritualism and the few guests he invited to his home included some of the most notable mediums of the day. When they failed to satisfy him he began to collect occult texts, and he secretly started dabbling in alchemy, necromancy, and witchcraft.

It was through his contacts in Shanghai that he first learned of the Seven Cryptical Books of Hsan. Written in Chinese by Hsan the Greater in the 2nd century AD, these seven scrolls were rumored to hold the secret of raising the dead, and Clarke spent several years searching for them. In the end he had to settle for an



incomplete 9th century copy; however, after a year of translation and study, he believed that he had found the ritual he was looking for.

Unfortunately the copy he had purchased was not only incomplete, but grossly inaccurate. Unknown to him, the ritual he translated was in fact a decadent version of the spell Contact Nyarlathotep, and one that demanded a human sacrifice to enact.

So it was that on the evening of 8th August 1914 he performed the ritual in a secret room he had built in the mansion's long disused nursery. When it appeared to have failed he panicked and set about hiding the evidence of his crime. He buried Madeline Werner's body in the basement of the house, prying up flagstones in the laundry room to dig a shallow grave. He then cleaned the house from bottom to top until he reached his secret room again, where to his horror he looked upon the Bloated Woman, a form of the god Nyarlathotep. Clarke was driven insane in the moments before his life was extinguished. His spirit was cursed to re-enact his final hours over and over again. Clarke's mansion would now be his prison until the end of days.

Investigators

The simplest way for investigators to become involved is through Thomas O'Driscoll, the lawyer handling Clarke's estate. O'Driscoll could know one or more of the investigators, or they might have been recommended to him by a mutual associate. He is simply looking for a few reliable people to conduct some inquiries on his behalf in the matter of declaring Reginald Clarke deceased.

Adjusting the Dates

While specific locations, dates and years are given for the events that occur in this scenario, they can easily be adjusted to tie into an on going campaign. It is at the Keeper's discretion to modify such dates as they need.

BEGINNING: BRISTOL, CONNECTICUT

It is June 5th 1922, in the offices of Malone & O'Driscoll, a law firm in Bristol, Connecticut. The investigators have just sat down in the private office of Thomas O'Driscoll, one of the firm's senior partners. He is a tall, well dressed, middle aged man, with neatly combed black hair and a handsome face.

The reason for this meeting is to discuss the estate of Reginald Clarke, a wealthy recluse who disappeared in 1914. O'Driscoll begins by explaining that his late father, Edward O'Driscoll, had been Clarke's lawyer and was appointed trustee of Clarke's estate after his disappearance. When his father passed away, earlier in the year, Thomas had taken over his father's clients and, after reviewing the Clarke file, decided that the best course of action was to establish if Clarke had any next-of-kin; with a view to having him declared legally dead - usually a person must be missing for over seven years to be declared legally dead.

O'Driscoll has, so far, not been able to identify Clarke's heirs; Reginald Clarke had been a widower with no surviving children. O'Driscoll is not aware of the existence of a will. O'Driscoll has begun inventorying Clarke's assets, which includes numerous bank accounts, an extensive portfolio of stocks and bonds, and a large property in Sandisfield County, Massachusetts.

O'Driscoll has invited the investigators to this meeting in order to discuss the outstanding issues that need to be resolved before he can seek to have Clarke declared legally dead. First he must show that Clarke cannot be located by inquiry or diligent search. Secondly, an inventory and valuation of Clarke House, its contents and surrounding property, needs to be conducted in order to finalize the value of the estate. Finally, although the firm has no record of Reginald Clarke ever drafting a will, it is still possible that one could exist and so a thorough search of Clarke House can remove any doubt.

O'Driscoll wants the investigators to make the short drive to Sandisfield County this morning, primarily to begin the search and inventory of Clarke House. While they are there, he would also like them to see what they can learn about Clarke's disappearance and if there are any clues as to his possible whereabouts.

The investigators may have a number of questions for O'Driscoll; he can tell them the following:

Reginald Clarke was an intensely private man and little was known of him prior to his arrival in Boston in 1889. He had supposedly made his fortune in the Far East, and was now a gentleman of leisure. In 1891 he married Alice Gardiner, the young widow of one Jeremiah Gardiner, a respected merchant captain from Boston. The same year they moved to Sandisfield County in southern Massachusetts, where Clarke had built a country mansion, Clarke House.

In 1891 Alice Gardiner died in childbirth to the couple's first child, Jeremiah. After the death of his wife, Clarke retreated from society and little was heard of him until tragedy struck again in 1902, when Jeremiah died after accidentally swallowing lye. From this point on, Clarke became a recluse and was rarely seen away from his home.

O'Driscoll does not know the specifics surrounding Clarke's disappearance, only the general details. Clarke was first reported missing on 9th August 1914 by a local constable. A search of the house revealed no signs of foul play and nothing was missing. The police canvassed the area for witnesses and a number of searches were conducted, but to no avail. There was some talk that Clarke might have run off with a local girl. According to Clarke's file, a Constable Chaney of the Sandisfield Police Department was conducting the search. O'Driscoll wrote to the Sandisfield Police Department requesting a copy of the investigation file, but has yet to receive a reply. He wryly suggests that they might be more amenable if confronted with someone in the flesh.

The mansion has been empty since the disappearance.

After Edward O'Driscoll was appointed as trustee of the Clarke estate, he hired a local man by the name of Jethro Brown to act as the mansion's caretaker; Brown had been the gardener at Clarke House, and his wife the cook. O'Driscoll has sent a letter to Brown to notify him of today's visit and he should be expecting them. He gives Brown's address as Bramble Cottage, West St., Sandisfield, Massachusetts.

O'Driscoll has pre-booked rooms for the investigators at The Grand Hotel in Sandisfield, should they need to spend the night.

SANDISFIELD, MASSACHUSETTS

The journey from Bristol to Sandisfield takes just over an hour and a half by car, allowing the investigators to arrive by late morning. Sandisfield is a quiet, rural town in the foothills of the Berkshire Mountains. A small cluster of buildings serve as the heart of the community; a town hall that doubles as the fire station, a police station, a post office, a handful of stores and the Grand Hotel.

The town is a natural stopping off point for the PCs, allowing them to visit the police station, call on Jethro Brown, and begin making inquiries with the locals. In practical terms this means that any information they fail to get from Constable Dolthan or Judith Brown, they may be able to obtain by asking around Sandisfield.

Sandisfield Police Department

The town's police station is a single-story, timber building with a brick jailhouse at the back. Through the front door is a counter with a small office behind, where a young constable is sitting reading a magazine. He stands up when someone enters, walking over to the counter to greet them in a friendly fashion. He is in his early twenties, built like a linebacker, with farm boy good looks and an easy smile. He introduc-

es himself as Constable Roy Dolthan and asks how he can help.

If the investigators explain why they are in Sandisfield, he'll frown slightly, telling them that he has only heard a few stories about Clarke House from his sergeant, as he is not a local himself. Unfortunately Constable Chaney died in France in 1918, and Sergeant Lanford is away on his annual fishing trip. If they ask why no one replied to the requests made by O'Driscoll, he looks sheepishly at a pile of unopened letters on the other desk, murmuring that Sergeant Lanford isn't much for correspondence. He is, however, happy to help, and after a few minutes searching through filing cabinets, he extracts a slim file (*Handout 1*).

If the investigators ask Constable Dolthan what he knows about Reginald Clarke or Clarke House, he smiles and shrugs his shoulders, telling them that all he knows is Reginald Clarke was meant to have been an oddball, and that Clarke House is supposed to be haunted.

If they ask him about Jethro Brown, he tells them that he doesn't know anyone by that name living Sandisfield, but that there is a widow called Brown living on West Street.

Bramble Cottage

A small, white timber cottage a little outside of Sandisfield, Bramble Cottage looks decrepit and unkempt. The garden is overgrown with weeds, paint is peeling off the walls, and there are shingles missing from the roof. After knocking on the door, it is a minute or so before it is answered by a large, middle-aged woman with a piggish, fat cheeked face, long dark brown hair streaked with grey, wearing a stained, green house dress. She has a lit cigarette in one hand and reeks of gin.

Judith Brown is not a pleasant woman and she is drunk to boot. If the investigators ask about Jethro Brown, she tells them that he has been dead and buried nearly six years. She then glares and, in an accusing tone, asks are they the people that the lawyer wrote about. Presuming that they say yes, she shuffles into

the house and returns with a rusty old ring of keys that she gives to them.

She is not the most helpful in answering the investigator's questions:

If they ask what happened to her husband, she tells them that he hung himself less than a year after he took the caretaker job at Clarke House. He was found on the grounds of the mansion. She hasn't bothered telling Malone & O'Driscoll, as she figured they wouldn't care who was keeping an eye on the place, so long as someone was doing it.

If they ask about Madeline Werner or Reginald Clarke, she snorts, calling Clarke a crazy old man, who wasted a fortune hiring mediums to talk to his dead wife. She also implies that Madeline was a gold digger and that she thinks they ran off together.

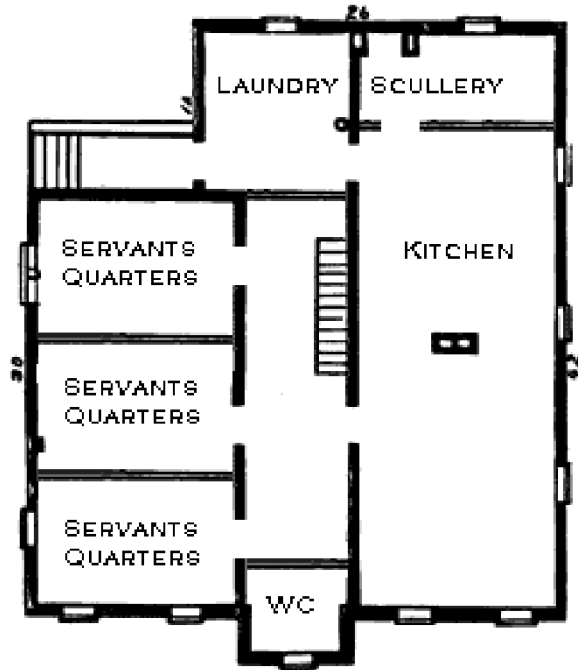
CLARKE HOUSE

Surrounded on all sides by dense woodland, Clarke House is actually several miles from the town of Sandisfield. A pair of tall stone pillars, with chained and padlocked wrought iron gates, marks the beginning of the long, leaf strewn, gravel driveway that winds from the main road to the house.

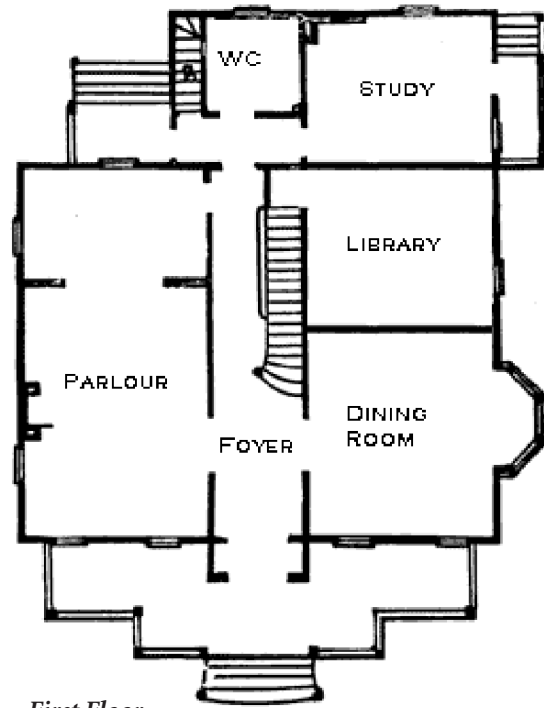
The mansion is an imposing three-story Victorian edifice, with a mansard roof and dormer windows. Clarke House is slowly decaying from years of neglect; overgrown with ivy, shingles missing from the roof, gutters clogged with weeds and, where it can still be seen, the paint peeling from the wooden cladding. It is quite clear that no one has been tending to the house for many a year.

Clarke House – Layout

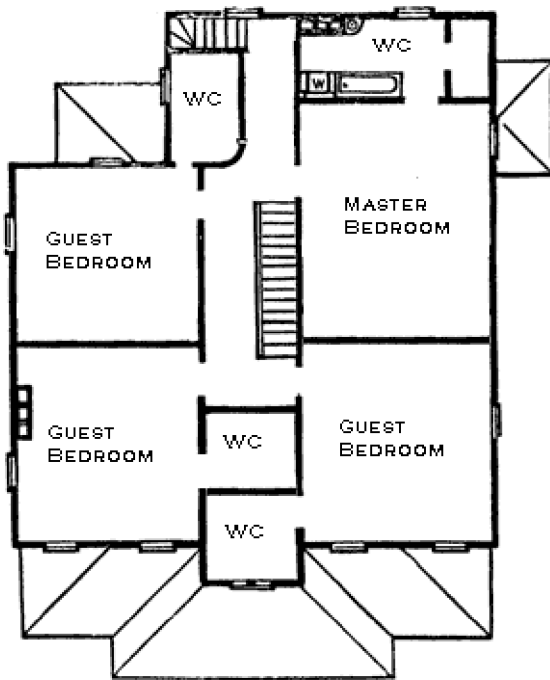
While not explicitly stated in each description, it can be assumed that all the windows are covered with a layer of dirt, dust covers every surface, and cobwebs festoon the walls and halls.



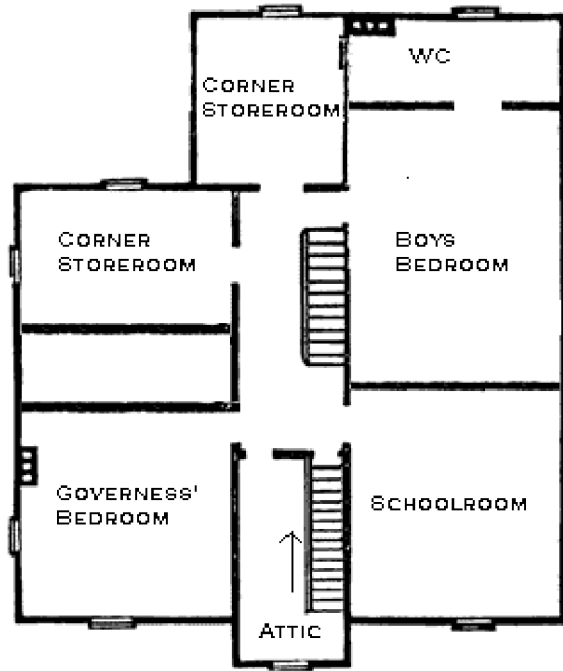
Basement



First Floor



Second Floor



Attic

FIRST FLOOR

Foyer: With its black and white marble checkboard floor, impressive staircase and stained oak woodwork, the two-storey foyer is dark and imposing. Decorated with high panelled, carved wainscoting and, floral wallpaper, the walls are adorned with ornately framed seascapes and set with paraffin lamp brackets.

On a successful **Art** roll, the investigator recognizes that a number of the seascapes are by well known American artists, including Winslow Homer and Frederic Edwin Church. Some are probably worth a small fortune in their own right.

Dining Room: Entering the dining room, the eye is immediately drawn to the silverware collection prominently displayed on the elaborate Rococo style sideboard. A long, mahogany dining table, ringed by high back chairs, takes up the center of the floor, while the room itself is decorated with an embossed copper ceiling and rich scarlet wallpaper, with an oriental floral design.

On a successful **Idea** roll, if it has not already occurred to one of the investigators, the sight of the silverware, still on display in this empty mansion, should make them wonder how it hasn't been robbed of its valuables over the years.

Parlor: With large, bay windows at either end, a tall beveled mirror over the marble fireplace, and others placed regularly around the room, the parlor is a bright and airy room. Although furnished with beautiful, reproduction Chippendale armchairs, sofas and coffee tables, its centerpiece is a magnificent Steinway piano with *Schumann's Piano Sonata No. 2*, open on the music stand.

On a successful **History** roll, an investigator recalls that Robert Schumann (1810 - 1856), was regarded as one of the greatest composers of the Romantic era. Sadly, for the last two years of his life, after an attempted suicide, Schumann was confined to a mental institution at his own request.

Study: Reminiscent of a gentlemen's club, with its oak paneled walls, handcrafted English parquet floor and button backed leather armchairs, the smoking room is the image of a gentleman's retreat. Stuffed deer heads look down from its walls, an ivory chess set sits on a side table, and a well stocked liquor cabinet takes up one corner.

On a successful **Spot Hidden** roll, an investigator notices that while there are a number of framed photographs scattered around the room, one has been laid face down on a side table. Picking it up reveals that it is a wedding photograph showing an older man and a younger, very beautiful woman (Reginald Clarke and Alice Gardiner). From their expressions and body language, they appear to be very happy.

Library: Floor-to-ceiling mahogany bookcases wrap around the walls of the library, their shelves packed with leather bound volumes. On one side of the room is a Georgian style pedestal desk with green leather inset, while on the other, a number of comfortable looking green velvet armchairs are arranged in front of the fireplace.

On a successful **Library Use** roll, an investigator can tell, after a brief inspection, that the library contains a diverse collection of books, but with a heavy emphasis on occult texts. One shelf, behind the desk, is particularly overburdened; most of the books relate to the early Chinese language and its translation into English, however, one is an ancient looking tome, written in Chinese characters.

If an investigator spends an hour with Clarke's dictionaries and successfully makes **Idea** and **Library Use** rolls, they are able to translate the title of the tome as the Seven Cryptical Books of Hsan. It will take months of work to try and translate the tome (see the *Call of Cthulhu* rulebook for details).

In addition, an investigator who spends some time searching the library, finds copies of the following occult texts of note: The Emerald Tablet, I Ching, Nameless Cults (1909 edition).

Hallways: The hallways in the main body of the house are decorated with dark green, flock wallpaper and stained oak paneling similar to the foyer; paraffin lamp brackets are spaced at regular intervals. Below stairs, they are simply wallpapered in dark green with a single lamp midway along their length.

SECOND FLOOR

Master Bedroom: From the French mahogany four-poster bed, to the ornately carved dressers, vanity and marble topped bureau, everything in this room screams luxury.

On a successful **Spot Hidden** roll, an investigator notices that while there is both male and female clothing in the room, all of the women's clothing is long out of style. Oddly though, someone has laid out a woman's dress on the bed.

Guest Bedrooms: Tastefully decorated in different color schemes, with mahogany Queen Anne furnishings, adjoining dressing rooms and private bathrooms, no expense has been spared to impress any guest who might have stayed at Clarke House.

Attic

Boy's Bedroom: The attic consists of a suite of rooms that have been given over to a nursery. The largest room in the attic is a boy's bedroom, with its own bathroom. Colorful wallpaper covers the walls and the floor is littered with toys, such as a beautifully crafted rocking horse, and an army of tin soldiers.

The Schoolroom: Unlike the adjacent bedroom, the schoolroom is by contrast austere; a plain wooden desk is positioned in front of a blackboard, while a smaller school desk sits in the middle of the floor facing it. The smaller desk is full of neatly arranged schoolbooks and papers, some of which have the name Jeremiah Clark written on them.

Governess' Bedroom: Across the hallway from the schoolroom, is another smaller bedroom, where presumably the governess would have lived. It is decorated and furnished similarly to the rooms in the servants' quarters, however the wallpaper is richer, the furniture is oak instead of pine, and a floral carpet covers the floor.

On a successful **Idea** roll, an investigator notices that there doesn't seem to be a bathroom on this floor, which the governess could have used - odd considering the extensive plumbing that seems to run throughout the house

Secret Ceremony Room: Originally a bathroom adjoining the governess' bedroom, Clarke concealed this room by fixing a large wardrobe to the floor in front of its door. The back of this wardrobe can be removed to allow access to the door behind it. The walls of the bathroom are covered in Chinese characters, which appear to have been written in blood and the claw foot bathtub is darkly stained. Most disturbing of all is the mummified corpse lying on the floor, which appears to be that of a man, judging by the clothes it is wearing; Sanity loss 1/D3.

A successful **Spot Hidden** roll finds Clarke's translation of his copy of the Seven Cryptical Books of Hsan is under his corpse. An investigator who studies it and successfully makes an **Occult** or **Cthulhu Mythos** roll, can judge that Clarke was fixated on a ritual that could supposedly raise the dead. They can also determine that this ritual required a human sacrifice.

BASEMENT

Servants' Quarters: Each is decorated in the same plain, floral wallpaper and furnished with a low pine bed, wardrobe, table and dresser.

Kitchen: The kitchen, scullery and pantry are dark and gloomy, permeated with damp and black mold from years of disuse. The bottom half of the walls are covered with plain white glazed tiles and whitewashed above them, the ceiling is pressed tin and the floors are laid with unglazed terracotta floor tiles. A black-leaded

range stands against one wall, with a large oak table in front, while the other walls are lined with cupboards and shelves, or hung with pots, pans and other utensils.

Laundry: Adjacent to the kitchen, the laundry is similarly tiled and whitewashed, but has a grey flagstone floor instead of floor tiles. A Belfast sink stands against one wall, with a cast iron water pump beside it, and a big copper boiler takes up another corner, while wooden clothes dryers are positioned around the floor.

Spot Hidden roll: The Investigator stumbles across a section of floor where there seems to be a dip in the flagstones, as if something has given beneath them. Further investigation, necessitating the lifting of the flagstones, reveals Madeline Werner's remains.

THE MANSION

Investigators who visit Clarke House are faced with a number of dangers to both their bodies and minds. The insane spirit of Reginald Clarke is trapped within the mansion and if it becomes aware of the investigators' presence, it will attempt to drive them out.

The spirit of Madeline Werner also haunts the mansion; however, this spirit is not overtly hostile. In fact, Werner's spirit may be of assistance in finding Madeline Werner's corpse. Her spirit mainly manifests as a sharp drop in temperature in the room, oil lamps extinguishing lights, or the sound of a woman crying. It may also appear as a ghostly apparition to an investigator, however this is usually only momentary, seen out of the corner of the eye - call for **Spot Hidden** rolls; with a success, they notice the apparition, as well as a faint smell of soap in the same spot (a clue towards her final resting place).

Nyarlathotep's curse, however, poses the real danger to the investigators. As a consequence, the mansion is no longer subject to the normal laws of time and space. The extent of this corruption is malleable, but certainly once a person comes within sight of the mansion they

may become trapped by it. How the curse manifests is at the discretion of the Keeper, however the following occurrences are suggested.

Once the investigators enter sight of Clarke House, they may find that they cannot willingly depart from it. For example, if they take the car back down the drive, they may find that the trip not only takes longer than it should, but also ends with them driving up to the front of the mansion. Similarly, if they try and leave by walking through the surrounding woodland, they lose sight of the mansion behind them, only to suddenly catch sight of it again before them. When such events happen, call for Sanity rolls (1/1D3) Sanity points.

Secondly, the rooms within Clarke House may shift and buckle without rhyme or reason. An investigator walking into the parlor may find that he or she is stepping into the library, or on leaving the kitchen they find themselves exiting the front door. A window at the rear of the mansion may provide a view from the front, and so forth. This is an always an incredibly disconcerting experience, accompanied by a momentary blinding headache and feelings of nausea. When such events happen, call for Sanity rolls (1/1D3) Sanity points.

Lastly (and the most dangerous), are the slips in time (see **Time Slips**). Each is keyed to a different room in the house and provides a glimpse of it during a particular moment from the night of the ritual. For the investigators, these windows into the past are crucial to piecing together what happened, however each glimpse is jarring, and can result in Sanity loss.

The Keeper should adjudicate how much the investigators can interact with their surroundings during these time slips. In some instances, the investigators can be unseen observers, whilst in others they should feel that their presence can somehow be felt, and in a few, the investigators are actually physically present. This is meant to keep the investigators off-guard, forcing them to watch when they might want to act, and forcing them to act when they might want to run or hide.

TIME SLIPS

The Kitchen: A hefty, middle-aged woman wearing a white apron stands in front of one of the ranges, stirring a saucepan. She has a pig-gish, fat cheeked face that is lathered in sweat, and her dark brown hair is flecked grey, and pulled back in a severe bun. She takes a bottle of wine from the table behind her, pouring some into the saucepan before taking a surreptitious look around and taking a swig. As she is wiping her mouth with the back of her hand, a pretty young maid walks into the kitchen carrying a basket of washed potatoes. The cook glares suspiciously at the maid and then snaps, "You took your time. Get peeling, he don't like to sit late for dinner". Sanity loss 0/1.

The Parlor: An elderly man sits alone, playing the piano. The piece is frenetic and he is obviously a talented pianist, but as it builds to a crescendo he seems to lose his concentration and the music falls into discord. The man slams his hands onto the keys and stands up. He is a tall man of slim build, and is dressed for dinner in a black dress-coat, waistcoat and trousers, plain bib shirt, and bow tie. His face is narrow and creased, his eyes sunken, his hair and mustache a mottled grey. He has a haunted air about him. The maid enters the parlor, curtsies nervously, and tells the man that dinner is ready. As the maid turns to leave, the man raises a shaking hand to stop her, and in a timorous voice asks her name. She replies, "Madeline, Madeline Werner sir," and then hastily leaves. The man remains standing where he was. Sanity loss 0/1.

The Study: The elderly man sits in an arm-chair, sipping a glass of brandy. He picks up a framed wedding photograph from a side table and stares at it, lost in thought. Through the open door of the study, the querulous voice of the cook can be heard, "I'm off home Maddie. Don't you dare leave until you have all those pots scrubbed clean or you'll know about it". The old man seems to come back to himself, places the photograph face down on the side table and then walks over to the window. A mo-

ment later the cook comes into sight, walking down the driveway as a light rain begins to fall. The old man turns and leaves the room. Sanity loss 0/1.

The Foyer: Night has fallen and a storm is brewing as the old man enters the foyer, dragging the unconscious body of the maid behind him. His white shirt is smeared with blood; his face is plastered with sweat, as he tries to man-handle her body up the stairs. She has a gash on her forehead and a thin trickle of blood is splattering onto the floor in her wake. Sanity loss 1/1D3.

The Attic: The door of the attic slams open as the old man enters, dragging the maid behind him. The room is dark, illuminated only by the occasional flash of lightning. The sound of rain hammering on the roof is nearly deafening. The old man is wheezing and his face is ghastly to behold, while the maid seems to be regaining consciousness, beginning to struggle feebly. The old man drags her across the floor into the governess' bedroom, closing the door behind him. Sanity loss 1/1D3.

The Library: The elderly man enters the library, his arms, face and shirt covered in blood. He goes to a shelf behind his desk and takes an old looking tome from it. He stares at it furiously for a moment, then sharply turns his head back as if he has heard something. He returns the tome to its shelf and leaves. Sanity loss 0/1.

The Laundry: The elderly man is kneeling on the floor, prying up a flagstone. A bulging sack bag lies nearby, blood slowly seeping from within. Sanity loss 1/1D3.

ESCAPING THE MANSION

How long the investigators are trapped within the mansion is at the discretion of the Keeper, but gaining an understanding of what happened inside the mansion in 1914 should earn them their freedom.

All the doors in the mansion open and Madeline Werner's spirit appears, beckoning them towards the front door.

NON-PLAYER CHARACTERS

Reginald Clarke

In life, Reginald Clarke was a tall man of slim build, with a narrow face creased by his years. When the investigators see him, he is either calm and dressed for dinner (black dress coat, waistcoat and trousers, plain bib shirt and bow tie), or half-mad (as he was after killing Madeline), with a bloodied white shirt rolled up to the elbows and black trousers. His appearance can often flicker from one to the other, but there is always a look of utter madness in his eyes.

Treat Reginald Clarke as a wraith. Clarke can only be completely dispelled if the mansion is burned to the ground, otherwise he will always reform eventually.

INT 15

POW 13

Sanity Loss: 1/1D8

Madeline Werner

Madeline was 16 years old when she died. She had been a pretty and carefree young woman, but in death her face is continuously drawn in sorrow. She appears as she did on the day she died, with her blonde hair neatly tied up, and wearing a long black dress with a white apron over it.

Treat Madeline Werner as a ghost.

INT 11

POW 9

Sanity Loss: 1/1D3

CONCLUSION

If the investigators uncover the truth of what happened to Reginald Clarke and Madeline Werner, they put to rest the mystery that surrounded their disappearance. This is especially important to the Werner family who are eternally grateful for finally knowing the truth.

Thomas O'Driscoll also thanks the investigators for their assistance and pays them for their trouble, his work being made much easier once Clarke's body is found. If the investigators have Madeline Werner properly buried, her ghost is laid to peace, however Clarke's spirit remains trapped in the mansion, even if his body is buried or cremated.

REWARDS

The investigators gain 1D6 Sanity points if they are able to escape the mansion.

Investigators who have Madeline Werner properly buried, and her family informed of what happened to her, also gain 1D4 Sanity points.

The investigators may also have (illegally) taken a number of books from the mansion, including Clarke's inaccurate and incomplete translation of the Seven Cryptical Books of Hsan.

Handout 1

On the evening of 8th August 1914, Madeline Werner; a scullery maid, failed to return home after work. When her family reported her missing the next morning, Constable Chaney visited Clarke Hall where she had recently entered service. He found the house empty with no sign of Madeline Werner or Reginald Clarke. He conducted a search of the mansion, but found no evidence of a disturbance or any wrongdoing. He also noted that there was no sign of any items being removed, and that Mr. Clarke's Ford Model T automobile was still present. A subsequent search of the grounds also revealed nothing.

Constable Chaney established that the last person to see either Madeline Werner or Reginald Clarke was Judith Brown, the cook. Judith Brown had spoken with Mr. Clarke briefly after dinner, and then said goodbye to Madeline as she was leaving. She told Constable Chaney that Madeline was always the last to leave in the evenings, as one of her duties was to clean the kitchen range before the next day.

The file goes on to list the other efforts made by Constable Chaney to locate Reginald Clarke and Madeline Werner; but to no avail, and the case remains unsolved. Madeline Werner's family always insisted that Clarke had been responsible for her disappearance, however there was some local gossip that Clarke and Werner might have eloped together. Werner's family left Sandisfield County a few years later and moved to California.



His Pleasant Dream was Shattered...

By Oscar Rios

“Toad saw that he was trapped. They understood him, they saw through him, they had got ahead of him. His pleasant dream was shattered.”

- from *The Wind in the Willows* by Kenneth Grahame.

KEEPER'S INFORMATION

Arkham resident Bartholemew Appley IV lives at 100 W Derby Street in the neighborhood known as Northside (see Entry 103, in the *H.P. Lovecraft's Arkham* sourcebook). The 36-year-old man is rarely sober for long as he has a serious drinking problem. Every Saturday night he hosts huge parties out of his fine home. Guests enjoy the finest food and Canadian whiskey money can buy, and dance to live music provided by some of the best up and coming jazz bands in New England. While his neighbors and the local authorities don't approve, they've turned a blind eye to it all so far. However, this is a dangerous situation that has been growing worse for several years.

Occasionally, Mr. Appley wanders away from his party to search for parked cars with their keys in them. When he finds one he gets behind the wheel in an inebriated state and goes for a ride. Most of his neighbors and regular attendees to his parties know this and securely lock their vehicles. Unfortunately, Bartholemew still occasionally finds unsecured cars. This activity has earned Mr. Appley the nickname, “Mr. Toad”, after the character in *The Wind in the Willows*.

Most of the time these drunken joyrides end harmlessly, with Mr. Appley leaving the borrowed car parked miles from where he found it. Afterwards he wanders back home with little or no memory of the entire incident. However he's gotten into accidents twice before; six months ago he ran over a dozen mail boxes before hitting a tree in Lower Southside, and six weeks ago he rammed through the fence of the Southwest Transformer Station.

Bartholemew Appley wasn't always this way. Until just four years ago he was a respectable gentleman of leisure and an amateur historian. He was engaged to a lovely young woman named Ms. Hanna Pickering, a teacher at Miss Christian's School for Modern Women (Entry 119 in the *H.P. Lovecraft's Arkham* sourcebook). His life began its downward self-destructive spiral after the death of his father, Bartholemew Appley III. They had always been close and his father's sudden death of a heart attack left the younger Appley heartbroken. This natural grief of Bartholemew Appley IV turned into something quite different during a visit to the family crypt.

While paying his respects at the crypt, located on the grounds of his estate, the grieving young man stumbled upon a horrific sight. A pack of hungry ghouls had tunneled into the crypt and were fighting over the mortal remains of his beloved father. The ghouls usually laired in the Potters Field just north of the property, but hunger and desperation caused them to tunnel under the neighboring properties in search of food. The creatures bare-

ly noticed Bartholemew as they greedily devoured the freshly interred corpse. Suddenly one of the ghouls noticed him. The creature looked into his eyes and slowly said, “Shhhhhhh, you’re dreaming. Go back inside and forget all about this.”

Bartholemew Appley turned around, went into his home and fixed himself a drink to steady his nerves, and forget what he’d seen. From that moment on Bartholemew has been drinking, almost continually, for the past four years. Today he is unsure if what he saw was real or not, and represses what he does remember with the aid of alcohol. His drunken joyrides are an unconscious effort to escape, either by getting away from his home or ending his life in an automobile accident.

The scenario begins when Bartholemew Appley’s luck finally runs out. During his latest joyride he injures not only himself but others. A drunken Mr. Appley “borrows” a car, loses control and plowing headlong into oncoming traffic. His car strikes another vehicle being driven by Arkham locals Joshua and Mabel Manning, as they returned home late from a cousin’s wedding in Kingsport. The couple sustain serious injuries; Joshua receives a broken arm, three cracked ribs and a sprained back, while Mabel suffers a dislocated jaw and internal injuries requiring her spleen to be removed. Mr. Appley walks away from the accident with a dislocated shoulder, minor concussion and a broken wrist.

Mr. Appley is currently hospitalized at St. Mary’s Hospital (Entry 6233 in the *H.P. Lovecraft’s Arkham* sourcebook), a floor above his victims, the Mannings. His family physician, Dr. Morton Hartwell, is very concerned with Mr. Appley. As his patient sobers up, he starts suffering from “the shakes” (detoxification from alcohol addiction), and as the haze of inebriation lifts for the first time in years, the man’s fragile grip on sanity deteriorates. Mr. Appley starts babbling incoherently and his emotional state becomes quite unstable. Dr. Hartwell plans to consult with his colleague Dr. Hardstrom, a noted psychiatrist, who may decide

to commit Mr. Appley to long-term inpatient psychiatric care at Arkham Sanitarium.

However this isn’t the most serious problem facing Mr. Appley. The local authorities have had enough of “Mr. Toad” and his wild rides. If Dr. Hardstrom declares Mr. Appley fit to stand trial, they intend to prosecute him to the fullest extent of the law. Meanwhile, on the opposite side of the law, Mr. Appley also has a complicated entanglement. The local O’Bannion gang, which supplies Mr. Appley’s parties with whiskey, sees his incarceration or possible commitment as a serious blow to their revenue. The gang makes \$1200 a month on these parties. The O’Bannion gang will try to rectify the situation “their way”, with payoffs and intimidation.

INVOLVING THE INVESTIGATORS

Investigators may become involved in this case in a number of ways. They can be friends of Mr. Appley who come to his aid in his time of crisis. Investigators could be asked to intervene in the case by Ms. Hanna Pickering, his former fiancée. Even though she was disgraced when Bartholemew called off the wedding, she still has deep feelings for him. Ms. Pickering holds onto a distant hope that he can reform his drunken ways and then possibly resume a life with her. Whichever way investigators become involved they are the only hope for Bartholemew Appley IV.

CAST OF CHARACTERS

Bartholemew Appley IV – Drunken joy rider fighting insanity.

Ms. Hanna Pickering – Former fiancée of Bartholemew Appley IV, seeking to help him.

Joshua and Mabel Manning – Couple injured in car accident.

Dr. Morton Hartwell – Elderly family physician of Bartholemew Appley IV.

Dr. Bruce Hardstrom – Psychiatrist ruling on the competency of Mr. Appley, who may have him committed.

Patrick Byrne – Lieutenant of the O'Bannion gang assigned to Bartholemew Appley.

Daniel Martin – High priced lawyer on retainer from the O'Bannion gang.

Royce Putnam – Arkham prosecutor assigned to Bartholemew Appley's case.

Bartholemew Appley III – Deceased father of Bartholemew Appley IV, whose corpse was devoured by ghouls.

CHALLENGES

The investigators must intervene on Bartholemew Appley's behalf. They must prevent him from being committed to Arkham Sanatorium or conviction of vehicular assault. They must free him from his connection to the O'Bannion gang, who supply the illegal alcohol for his parties. Lastly, they must save Mr. Appley from himself. Unless forced to come to terms with the horrors he witnessed in his family's crypt, Mr. Appley eventually kills himself. Alcoholism is already accomplishing this but the possibility of a fatal accident, or a direct suicide attempt, grow likely as his situation deteriorates.

Challenge 1 – Commitment to Arkham Sanatorium

To accomplish this goal the investigators must halt Bartholemew Appley's slide into total mental breakdown. At the start of the scenario Mr. Appley is disconnected from reality, having retreated to a time before his father died. Anyone suggesting to the contrary sends the man into an emotional tailspin, with outburst ranging from rage to melancholia. To purge him of this delusion and bring Mr. Appley back to reality, the investigators must make a successful *Psychology* roll.

Once this breakthrough is made, the investigators can reason with Mr. Appley, explaining his current situation and learning the

root of his drinking problem. Once a Mythos cause is discovered (i.e. the encounter with the ghouls pack), investigators should realize that any mental health professional hearing his story will declare Mr. Appley insane. To prevent this Mr. Appley must be convinced to lie to Dr. Bruce Hardstrom during his evaluation. If Mr. Appley behaves calmly and acts logically, blaming his drinking on the sudden death of his father and weak willpower, making no mention of "monsters", Dr. Hardstrom decides against committing him to Arkham Sanatorium.

If the investigators speak to Dr. Hardstrom and make a successful Persuade roll, the psychiatrist agrees to allow Mr. Appley to remain in St. Mary's Hospital for observation. He delays admitting him to Arkham Sanatorium for the foreseeable future but checks on him a week later to reevaluate Mr. Appley in order to make a final decision.

If Mr. Appley is committed to Arkham Sanatorium, his reputation is completely ruined. He spirals into madness and suicide attempts, and the scenario ends in failure. If the investigators manage to keep Mr. Appley from being committed, the scenario can continue. However, Dr. Hardstrom also informs the city prosecutor, Royce Putnam, that Mr. Appley is fit to stand trial and the legal case against him beings in earnest.

Challenge 2 – Convicted of Vehicular Assault

Once declared fit to stand trial, Mr. Appley is placed under arrest and charged with vehicular assault on Mabel and Joshua Manning. The only reason he isn't moved to a jail cell is his medical condition, which has as much to do with his injuries as the serious case of "the shakes" he's suffering from. Royce Putnam is a new prosecutor, given this case because it seemed open and shut. Also, many of the older attorneys in Arkham knew Mr. Appley's father and wanted nothing to do with this case. For Putnam, this is a no win situation. If he convicts Mr. Appley

he puts away the son of a respected Arkham citizen. If he loses, he fails to win justice for the Mannings and puts a public menace back out on the streets. If approached by someone representing Mr. Appley (i.e. the investigators), he is open to working out a plea deal that satisfies everyone and keeps this matter out of the courts. Successfully working out the plea deal requires the investigators make a successful **Persuade** check.

The conditions of the plea deal – Mr. Putnam offers to give Mr. Appley five years probation and a \$1000 dollar fine on the following conditions:

1. He pleads guilty to the charges and issues an apology to the people of Arkham in a public statement. In this apology he must deliver a strongly worded statement denouncing illegal alcohol.
2. He no longer hosts his weekly parties.
3. He breaks all association with known criminals.
4. He remains sober; submitting to quarterly physicals and surprise medical checkups to confirm his sobriety during his probation.
5. The Mannings must agree to this plea bargain. Mr. Putnam informs the investigators that unless Mr. Appley's victims agree with these terms, he won't officially offer the plea deal. He tells investigators that Joshua Manning seemed eager to see Mr. Appley sent to prison, due to the reckless nature of the crime and serious injuries his wife suffered.

An arrangement with the Mannings – The Mannings are currently in St. Mary's Hospital, as Mabel recovers from surgery. Her jaw is wired shut and she is unable to speak. Beyond the anger over this incident, Joshua is fearful for their future. They are a lower middle class couple, cobblers by trade, and the medical bills incurred from this incident are more than they can handle. They have a son, Edger, who they were hoping to send to college next year. The

combination of the medical bills and the lost wages will surely wipe out their savings and derail that dream. Investigators making a successful **Persuade** check can reach an agreement with the Mannings. The couple agrees to the conditions of the plea deal if Mr. Appley does the following things:

1. Mr. Appley pays for all of their medical bills caused by this accident.
2. Mr. Appley replace their motor vehicle, which was totaled in the accident.
3. As a way to make amends to the community, Mr. Appley creates a college scholarship program with their son Edgar being the first recipient.

Challenge 3 – Breaking Connections to O'Bannion Gang

The O'Bannion gang has much to lose by Bartholemew Appley's conviction or commitment to a mental hospital. The weekly parties at his home, for which they supply the illegal alcohol, are a steady source of income for the organization. Mr. Appley is one of their best customers and they want nothing more than to have him cleared of these charges so business can resume normally.

To this end they are willing to hire a high priced lawyer from Boston, Daniel Martin, to defend Mr. Appley in court. Mr. Martin has defended numerous members of the O'Bannion mob before and has a high rate of winning acquittals. The mob is also willing to "talk" to the Manning couple; offering them a hefty bribe followed by threats of violence should money fail to gain their co-operation. The mob will use money, influence, threats and low-level violence to clear Mr. Appley, falling just short of actually committing murder.

While these tactics save Mr. Appley from imprisonment and commitment to a sanitarium, they do nothing to curb his self-destructive behavior. If the O'Bannion gang solves Mr. Appley's problem "their way" and the weekly parties at his home resume, in three months

Bartholemew's life comes to an abrupt end. Whether he drinks himself to death, has a fatal car accident or commits suicide is up to individual Keepers to decide. Should investigators allow, or even assist, the O'Bannion gang in clearing Mr. Appley, they gain no Sanity awards and the investigation ends in failure.

To ensure the conditions of the plea deal are met and save Mr. Appley from himself, all connections between him and the O'Bannion Mob must be broken. While sober, Mr. Appley agrees to end his friendship with Patrick Byrne and those he represents, but is too ashamed, embarrassed and afraid to confront him directly. He asks the investigators to handle this for him and puts his full trust in their actions. Mr. Appley explains that his friend Patrick currently lives with him and that he'd like him to move.

Meeting with Patrick Byrne – Patrick Byrne is convinced that the O'Bannions can do a better job of helping his friend than the investigators can. He will tell Mr. Appley, or "Barty Boy", that taking the plea deal is giving up without a fight. Patrick is Mr. Appley's babysitter, charged with this duty by Danny O'Bannion himself. Losing the weekly party means a personal failure to Patrick in the eyes of his boss. Also, he doesn't want to move out of the fine house owned by Mr. Appley. If negotiations break down or if threatened, Patrick attacks the investigators, reinforced by his group of ever-present thugs.

With some careful negotiations and a few successful rolls, cooler heads can prevail. Patrick Byrnes honestly likes his friend "Barty Boy" and tried to keep him out of trouble. The O'Bannion mob can be convinced that walking away from this situation is best for everyone involved with a successful *Persuade* and *Bargain* roll. The *Persuade* check is necessary for the mob to abandon its plan to handle this personally. The mob demands some compensation for the loss of revenue. If the investigators agree to a weekly pay off of \$50 to the O'Bannion mob, they will not only leaves Mr. Appley alone but will refuse to serve him

at any of the speakeasies they run. Investigators making a successful *Bargain* roll can reduce this amount by half and limit the payments to two years. .

Battling the O'Bannion Mobsters - The mobsters keep this a clean fight, only escalating to melee weapons if investigators do so first. If firearms become involved, the mobsters attempt to withdraw. However, if the investigators draw a gun on members of the O'Bannion mob, they've made themselves a serious enemy in Patrick Byrne. This may have later, long lasting, negative results. If the investigators discharge a firearm in this conflict, the mobsters defend themselves in kind.

Patrick Byrne, O'Bannion Lieutenant

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

Damage Bonus: None

Weapons: Fist 55%, 1D3; Head Butt 20%, 1D4; Grapple 70%; Switchblade 50%, 1d4; Two .32 Revolvers 65%, 1D8 (backup on ankle).

Skills: Credit Rating 35%, Bargain 40% Dodge 50%, Drive Automobile 50%, Fast Talk 65%, Hide 65%, Listen 55%, Pick Pockets 30%,

Psychology 50%, Sneak 55%, Spot Hidden 40%.

Average O'Bannion Thug

STR 14 CON 14 SIZ 12 INT 09
POW 11 DEX 12 APP 10 EDU 09
HP 13

Damage Bonus: +1D4

Weapons: Fist 75%, 1D3+db; Head Butt 55%, 1D4+db; Kick 45%, 1D6+db, Grapple 70%; Fighting Knife 65%, 1d4+2+db, .38 Revolver 75%, 1D10.

Skills: Climb 55%, Dodge 55%, Drive Automobile 55%, Fast Talk 45%, Hide 55%, Pick Pocket 25%, Sneak 55%, Spot Hidden 55%

Challenge 4 – Save Bartholemew Appley from Himself

In order for Mr. Appley to recover from the metal trauma of what he witnessed, the investigators must deal with the ghouls. This resolution gives him the strength and peace of mind to finally stop drinking. Bartholemew is terrified of the creatures, disgusted by their defilement of his family’s crypt and ashamed that he simply walked away when confronted by them. He doubts his own sanity and questions his recollection of the encounter. To regain control of his life Mr. Appley requires the following things to be accomplished by the investigators:

- The ransacked Appley family crypt must be cleaned and repaired.
- The mortal remains (which can be recovered) must be respectfully returned to their crypts.
- Whatever tunnels the ghouls used to enter the crypt must be sealed up.
- One or more of these creatures must be killed.
- Mr. Appley must be escorted back to the crypt and see the restored crypt and the body of one or more ghouls.

This is the last task the investigators must accomplish. Bartholemew Appley gives the investigators the keys to and full reign of his property. Mr. Appley won’t return home, in a sober state, until these conditions are met. Unless this is accomplished he never truly recovers. Failure to do so causes Mr. Appley to resume his drinking, and ultimately either end up either in jail, committed to Arkham Sanatorium, or dead from a fatal car crash or suicide. Investigators who successfully complete the scenario’s challenges have saved Mr. Appley and Keepers should then proceed to the Success section (see following).

THE NON-PLAYER CHARACTERS

Much of this scenario requires the investigators to negotiate various agreements and obtain information from the NPC’s. Below are brief descriptions of every NPC the investigators are likely to encounter. Other NPC’s may become involved as the situation warrants, with individual Keepers inserting them as they see fit.

Bartholemew Appley IV - At the start of the scenario Mr. Appley is in St. Mary’s Hospital, detoxifying and suffering from a broken wrist. Initially he behaves as if he is still in college, asking everyone he speaks to the call his father. He says, “He’ll make everything all right. I know I messed up bad, but he’ll sort it all out. I’m going to be so grounded”. This persists until the investigators break Mr. Appley out of his delusion.

Bartholemew Appley is a weak willed person, quick to run away from a problem. His current situation makes running impossible, a predicament that terrifies him. He is unable to manage his own life and desperately clings to any hopeful possibility offered. As afraid as he is of facing the situation in his family’s crypt, he is even more fearful of incarceration or commitment to a sanatorium. He is very emotional, ashamed of himself and filled with deep regret over the harm he has caused to the Manning family, his father’s memory, his family name and his former fiancée, Hanna Pickering.

Mr. Appley is ready to change. He’d like to stop drinking, face the horrors that invaded his family’s crypt, and get his life back on track. While his reputation is nearly ruined, he still possesses considerable wealth. If the investigators salvage his life, Mr. Appley promises to be very generous. He is a stockholder in the Buick Automobile Company and gladly presents each investigator with their newest model as a thank you gift.

Ms. Hanna Pickering – The former fiancée of Bartholemew Appley; this 27 year old teacher seeks to help him. She checks on Bartholemew's condition, visiting the hospital to meet with Dr. Hartwell but doesn't go in to see him personally. If the investigators speak with her, she tells them, "He wasn't always like this. He was a good man, a decent man. After his father died he was depressed yes, who wouldn't be, but he was coping. Then one morning everything changed. He broke off our engagement and started drinking. I did everything I could to help him but it wasn't enough. I still have faith that one day he can find his way back from all this, become of the man he was. Maybe if that happens we might have a life together again. Everyone thinks I am a fool and maybe I am."

Keepers can use Ms. Pickering to provide information on what Bartholemew was like before he started drinking and provide them with a rough timeline for events. Her reputation has been deeply damaged by her connection to Mr. Appley, more so by the fact that she publically defends him. While an attractive, professional woman, most people in Arkham now consider her an unfortunate "old maid" who never managed to recover from her broken engagement. Her love and devotion is unwavering and eternal.

Joshua and Mabel Manning – This working class couple, in their late 40's, are in a very bad way. Their injuries are serious, as well as their financial difficulties. Mabel Manning currently has her jaw wired shut and can communicate only with a pad and pencil. Her husband is infuriated and wishes to see Mr. Appley held accountable for his actions.

If the investigators make a successful Persuade check, Mabel urges her husband to accept the conditions of the plea deal. She is deeply Catholic, with a forgiving heart. She tells her husband that they are alive through the grace of god. Mabel reminds her husband that in his youth he had dark moments where the, "Devil's brew took hold of him". She writes, "Let us give this man a chance to change his.

It's the Christian thing to do. It's also the best thing for our son, who deserves a chance to go to college."

Dr. Morton Hartwell – This older man has been the personal physician of the Appley family for decades. He's known Mr. Appley's his entire life and is deeply saddened to see the state he is now in. Dr. Hartwell believes that alcoholism affected Bartholemew's mind to the point where he's no longer rational. He'll say, "Bart needs to go somewhere that people can look after him because he can't take care of himself. He must sober up and deal with the root issues of his problem. I'm afraid he simply doesn't have the will to do this on his own." He believes that a month or two in Arkham Sanitarium is what Mr. Appley needs and has called in Dr. Hardstrom, a psychiatrist, to evaluate him.

Dr. Bruce Hardstrom – Dr. Hardstrom is a young, brilliant doctor who's recently returned from Vienna where he studied the latest psychological and analytical techniques. He is not optimistic about Mr. Appley's case after hearing the details from Dr. Hartwell. He'll say, "Mr. Appley's refusal to acknowledge his death is very worrisome. This may be a sign of some horrible repressed memory. Mr. Appley isn't rational right now or responsible for his actions. I believe he may poses a danger to himself and to those around him."

Dr. Hardstrom is waiting for Mr. Appley to sober up to evaluate him. If the investigators have calmed Mr. Appley down by then, the interview goes well. Dr. Hardstrom would then be willing to allow Mr. Appley to remain in St. Mary's Hospital while he recovers, before making a final decision on psychiatric committal. He believes Mr. Appley needs to be treated by a psychiatrist regardless of the final outcome of his legal case.

Royce Putnam – This young city prosecutor is a social climber, hoping to use his position to launch a political career. He's the youngest attorney working for the prosecutor's office, which is why he got this "hot potato" case. If

Mr. Putnam gets a conviction he alienates himself with the old money families in Arkham for putting away one of their own. If Mr. Appley is acquitted, Mr. Putnam will seem completely incompetent, as the evidence against the defendant is overwhelming. The possibility of a plea bargain, which all parties can agree to, is something he enthusiastically peruses. He believes that if Mr. Appley gets probation and then fails to meet the preset conditions, the social blame will fall solely on the defendant, leaving the ambition lawyer in the clear.

Patrick Byrne – This lieutenant of the O’Bannion gang is another young, well dressed and ambitious man involved with Mr. Appley. Unlike Mr. Putnam, he works on the opposite side of the law. He was tasked with babysitting Bartholemew to insure that his weekly parties go smoothly. In this he has failed and his reputation within the gang is in jeopardy. Patrick will attempt to repair this situation with the best possible outcome for the O’Bannion gang.

Patrick is more intelligent than most mobsters, a manager rather than a foot soldier. The investigators can negotiate with Patrick, but must do so respectfully. He won’t be pleased with being asked to move out of Mr. Appley’s home or breaking off his relationship with “Barty Boy.” Patrick possesses a temper and is easily offended. If pushed too far the mobster sends in his enforcers to deliver a savage beating to whoever offended him. While this situation can be solved non-violently, the possibility for physical confrontation is high. Escalating a conflict to involve deadly force would be a grave mistake on the behalf of the investigators.

THE HOUSE ON DERBY STREET

The Appley Home (Arkham-103) – To successfully resolve this scenario the investigators must visit the Appley family crypt, where this situation ultimately began. The investigators can obtain keys to the estate from Dr. Hartwell, Ms. Pickering or Bartholemew Appley himself. While a map of the house isn’t necessary, as the

focus should be on the crypt (see following), Keepers may find their players desiring to have a look around. In this case I recommend Keepers use either of the monographs *This Old Haunted House* (Monograph #0361) or *This Old Haunted House, Too* (Monograph #0373). Keepers can choose from a number of floor plans with their recommended focus being on large, multi storied mansions.

If investigators explore the house, they find it to be very messy. After the final Saturday night party no cleaning crew was brought in because of Mr. Appley’s hospitalization. Currently the house is filled with dirty dishes, half filled cups of stale beer or whiskey, and the occasional hat or undergarment. The air smells of decomposing food, sweat and alcohol. A good cleaning and airing out of the residence is desperately needed. There are no servants present as associates of the O’Bannion gang usually fill these positions. The property is watched over by the O’Bannion gang and Patrick Byrne still lives here, unless the investigators have already resolved that challenge. If a violent confrontation occurs between the investigators and the mobsters, the Appley mansion is its most likely location.

The Back Yard – Investigators find the back yard well kept as gardeners still tend it and the weekly parties are mostly confined to the house. The north end of the yard is dominated by an above ground crypt (see following) and an ivy covered wall. The wall is three-feet high and topped with a two-foot wrought iron fence. Investigators peering through the bars and ivy of the wall, see the neighboring property beyond it, Arkham’s Potter’s Field (entry 102 of the *H.P. Lovecraft’s Arkham* sourcebook).

The Appley Family Crypt – This large, ivy covered mausoleum sits at the rear of the Appley property. It is a large structure, constructed of fine marble with stained glass windows. A bronze statue of an aged man with a staff of (St. Cuthbert, the patron saint of Northumbria), stands atop the structure. While once a beau-

tiful crypt, today it is in a state of serious neglect. The main door, once fine brass, has been roughly bricked over. Crude iron grates have been mortared into place over the stained glass windows.

To enter the crypt the investigators must either remove one or both of the grates covering the stained glass windows, before breaking them to gain entry. They can also shatter the bricks covering the brass door. Either method requires a bit of hard labor, however a nearby groundkeeper's shed has the necessary tools (hammers, shovels, picks). This isn't a quick or quiet task, and doing so alerts the ghouls to the imminent intrusion.

Once inside the crypt, investigators find that all nineteen caskets have been broken into. The floor is covered with filth, fragments of rotting cloth, tarnished rings, buttons and broaches, clumps of hair and fragments of human bone. A hole, about three feet across, sits in the floor descending into darkness at a 45-degree angle. This is a ghoul tunnel, leading to a network of chambers and passages honeycombing the below the neighboring Potter's Field to the north. Investigators foolish enough to explore these tunnels are likely never seen again (and Keepers are encouraged to ensure just that).

The Ghoul Pack – The pack of ghouls that have invaded the Appley crypt are the most loathsome and pathetic of their kind in all of New England. They are gaunt, half starved creatures, reckless and foolish by the standards of their race. The slim pickings of the Potters Field drove them to tunnel into the Appley crypt. While this additional food source somewhat abated their hunger, the pack has exhausted its new larder.

When the ghouls realize that someone is entering the crypt they assume a new burial is imminent. They enter the crypt, lurking in the shadows, under piles of filth and the remains of empty caskets. The creatures hope the same human they scared off several years ago will leave them another body and wander off. When investigators enter without a corpse

in their possession, the creatures snap. Driven to the point of madness due to starvation, the loathsome ghoul pack viciously attacks the investigators.

The creatures fight until they kill an investigator. Once this happens their primary goal will be to retreat while dragging the body with them into their tunnels to devour it. Otherwise the ghouls fight until they lose half their numbers, at which point they rush back to their tunnel leading to Potter's Field. Once the ghouls are destroyed or driven off, and their tunnel is sealed, they never return. The remoteness of the crypt, as well as its thick stone walls, ensures that even the loudest combat goes undetected.

The Loathsome Ghouls Pack

	#1	#2	#3	#4	#5
STR	10	14	11	12	13
CON	12	12	12	11	10
SIZ	13	11	14	13	12
INT	11	10	12	13	11
POW	13	9	15	11	10
DEX	14	11	9	10	11
HP	9	13	16	9	12
DB	--	+D4	+D4	+D4	+D4

Weapons: Claws 30%, damages 1D6+db

Bite 30%, damage 1D6+automatic worry

Armor: Projectiles do half damage.

Spells: None

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

Sanity loss: 0/1D6.

Restoring the Crypt – After the ghouls have been driven off, the investigators must restore the crypt to its former glory. This means gathering up the scattered human remains for respectful placement in their spaces, cleaning the mess the ghouls have made and sealing over their tunnel. Once the ghouls are dealt with, investigators can hire professional contractors to do the repairs. A successful **Fast Talk** roll, or payment of double the standard rate, will be necessary to placate the curiosity of the workers over the current condition of the crypt.

FAILURE

If the investigators fail to drive the ghouls away there is no hope for Mr. Appley. Depending on what they've managed to accomplish, Mr. Appley is either convicted and goes to prison, committed to Arkham Sanatorium for many years or cleared of the charges by the O'Bannion gang. If cleared by O'Bannion's high priced lawyer, Mr. Appley dies 1D12 months later, either of a drunken accident (25%), a drunken automobile accident (50%), or an outright suicide by hanging (25%). If any of these outcomes occur, the investigation ends in failure and investigators suffer a loss of 1D4 Sanity points.

SUCCESS

If investigators inform Bartholemew Appley that the creatures in the crypt have been driven off and that his family's crypt has been restored, as well as showing him the body of one of the ghouls, he is saved. He finds the strength to stop drinking and begins seeing a psychotherapist. In a short time he contacts his former fiancée, Hanna Pickering, and resumes a relationship with her. The scholarship program he creates as part of his plea deal becomes a source of pride and redemption for him. He greatly expands the program to provide research grants and scholarships to underprivileged youth seeking higher education. Lastly Bartholemew Appley becomes a vocal advocate for temperance, speaking out about his own recovery in order to help others less fortunate than himself.

Within 2D6 months, the investigators are invited to his wedding. Hanna Pickering is a beautiful bride and the investigators are seated with his closest surviving family members. Alcohol, of course, is not served at the reception. As a reverse wedding gift, the investigators are all given a general favor - each receives a brand new Buick Master Six (worth \$1400).

Sanity Awards

For keeping Mr. Appley from being committed to Arkham Sanatorium +1 point

For arranging the plea deal for Mr. Appley +1 point

For driving the ghouls out of the Appley family crypt +1D6 points

Northanger Abbey and the Necronomicon

By John A. Almack

No one who had ever seen Catherine Morland in her infancy would have supposed her born to be a heroine.

—Jane Austen, *Northanger Abbey*

From even the greatest of horrors irony is seldom absent.

—H. P. Lovecraft, *The Shunned House*

INTRODUCTION

What if Jane Austen had been born more than a century later and, instead of writing romance novels, she chose to write weird horror fiction? Would she have become part the group of pulp-era authors known as the “Lovecraft Circle”? Probably not. However, Lovecraft himself could have been amused by her literary style, which at times resembles his own archaic prose. Much like he did for Zealia Bishop, Lovecraft might have extensively revised her stories for publication. If he had, then one of Austen’s earliest works, *Northanger Abbey*, would have likely been very different...

This scenario is intended as a darkly humorous pastiche, in honor of two great writers who never met.

KEEPER’S INFORMATION

As the title suggests, the scenario’s characters and setting are loosely based on Jane Austen’s novel, *Northanger Abbey*. Much like the original source material, it has a satirical plot involving romance, social class and Gothic story conventions, but with the additional element

of Lovecraftian horror. The players take on the role of one of four characters (Catherine Morland, James Morland, Eleanor Tilney and Henry Tilney), who along with other guests, attend a dinner party celebrating James Morland’s recent engagement to Isabella Thorpe. It will be held at the converted abbey belonging to General Tilney, the family patriarch. Little do they know what terror awaits them all tonight.

The Regency Era

The years between 1795 and 1837, the period in history that Jane Austen wrote and set her stories, is sometimes referred to as the Regency era (for the decade of the formal British Regency from 1811 to 1820). It was a time of excess and uncertainty for the aristocracy, coming so soon after the American Revolution and encompassing both the Napoleonic Wars with France and periodic riots at home. It was also an epoch characterized by rapid change, as the First Industrial Revolution began the transition from manual labor to machine-based manufacturing and the technological advances of the later Victorian era. While noted for its elegance and achievements in the fine arts and architecture, along with these changes Regency society became increasingly stratified. The glamour and gloss of the upper classes depicted in fashionable novels of the day, which were printed in mass on new steam-powered presses, starkly contrasted with the abject squalor that existed among the growing population of less affluent living in the cities. It was an era of distinct haves and have-nots.

The Story So Far

In the spring of 1803, young Catherine Morland was invited to accompany her rich but childless neighbors, the Allens, from the small village of Fullerton in South Wiltshire to the English resort city of Bath. Unlike those in the Morland family, Mr. and Mrs. Allen suffered from the “Fullerton look”, a peculiar malady that afflicts some of the households in their parish.

Once at Bath, Miss Morland encountered and briefly danced with the handsome Henry Tilney. The next day, Mr. Allen spent much time visiting the pump room to “take the waters”, while Mrs. Allen went shopping in the marketplace for new veils with Catherine. The two women then met the widowed Mrs. Thorpe, an old school friend of Mrs. Allen, and her eldest daughter Isabella.

Catherine and Isabella soon became inseparable and, by a happy coincidence, learned that their respective brothers, James Morland and John Thorpe, were also good friends, both having just arrived together from Oxford. Later on, Catherine saw Henry again and was eventually introduced to his charming sister, Eleanor Tilney, his older brother on furlough from his regiment, Captain Frederick Tilney, and their mysterious father, General Tilney.

After a series of misadventures in and around Bath, culminating with James proposing marriage to Miss Thorpe, it was decided that they should have an engagement party for the young couple. General Tilney generously agreed to hold it at his ancestral home in Gloucestershire - Northanger Abbey.

WELCOME TO NORTHANGER ABBEY

The abbey estate is bordered by hilly, oaken woods to the north and west (from which Northanger derives its name), and the lower lying moors to the south and east. Built sometime in the early 12th-century to house a reclusive order of nuns, the abbey was formally dissolved in 1539 by The Suppression of Religious Houses Act passed by Parliament, and the land seized by Henry VIII a year later. It was eventually sold

off to private hands and acquired by an ancestor of General Tilney. The abbey and surrounding property have thus remained in the Tilney family for over two hundred years.

Northanger Abbey proper is a two-story quadrangle, made from stone that was cut from a quarry miles away in the Cotswolds. While retaining much of the Gothic-style architecture, the interior rooms have been heavily renovated by the General and his predecessors. Now only the cloistered courtyard and crumbling ruins of the chapel betray the structure’s original purpose as an abbey.

GROUND FLOOR

The ground floor is divided into east and west wings, with an open courtyard in the center that is encircled by a cloistered walkway. The courtyard also contains a covered cistern to hold rainwater, a flower garden and a small plot for growing fresh vegetables. On the north side of the abbey and accessible from the central courtyard are the stables and the remains of the old chapel.

Servants’ Quarters: The eight servants’ quarters lining the eastern half were originally the cells used by nuns who once dwelled here when the place was still a working abbey. They have only been marginally renovated since that time. There is nothing of particular interest and the visiting guests are never shown them.

Study: General Tilney’s study is cluttered by many bizarre souvenirs that the man has collected in his travels. A large terrestrial globe is marked with the exotic locales he has been to. Although several of the artifacts are of a disturbing nature (like colorful oni masks smuggled out of Japan, Zuni warrior fetish dolls from North America, and an actual shrunken human head from the Amazon Jungle), the only significant item is an innocuous-looking, flat stone being used as a paperweight for a stack of papers on his writing desk.

The papers are unimportant correspondence, mainly letters to the General’s solicitor in Lon-

don, or bills for the operation and upkeep of Northanger. However, any character that makes a successful **Spot Hidden** roll, finds a strange symbol carved into the underside of the stone. It will be recognized as an Elder Sign with a successful **Cthulhu Mythos** roll. If prominently displayed, this functional Elder Sign could ward an area to keep out both the byakhee and the unspeakable possessor later in the scenario.

Armory: The abbey's armory is equipped with a rack of ten "Brown Bess" muskets (Rifle skill, damage 1D8+4, range 40), and holds a good quantity of round shot and supply of black powder. A half-dozen flintlock pistols (Handgun skill, damage 1D6+1, range 10), and a single, large blunderbuss (Shotgun skill, damage 4D6/2D6/1D6+1, range 10/20/40), are also stored here. Meant for defense against a possible French invasion, these weapons are mostly used for hunting game. All are single-shot,

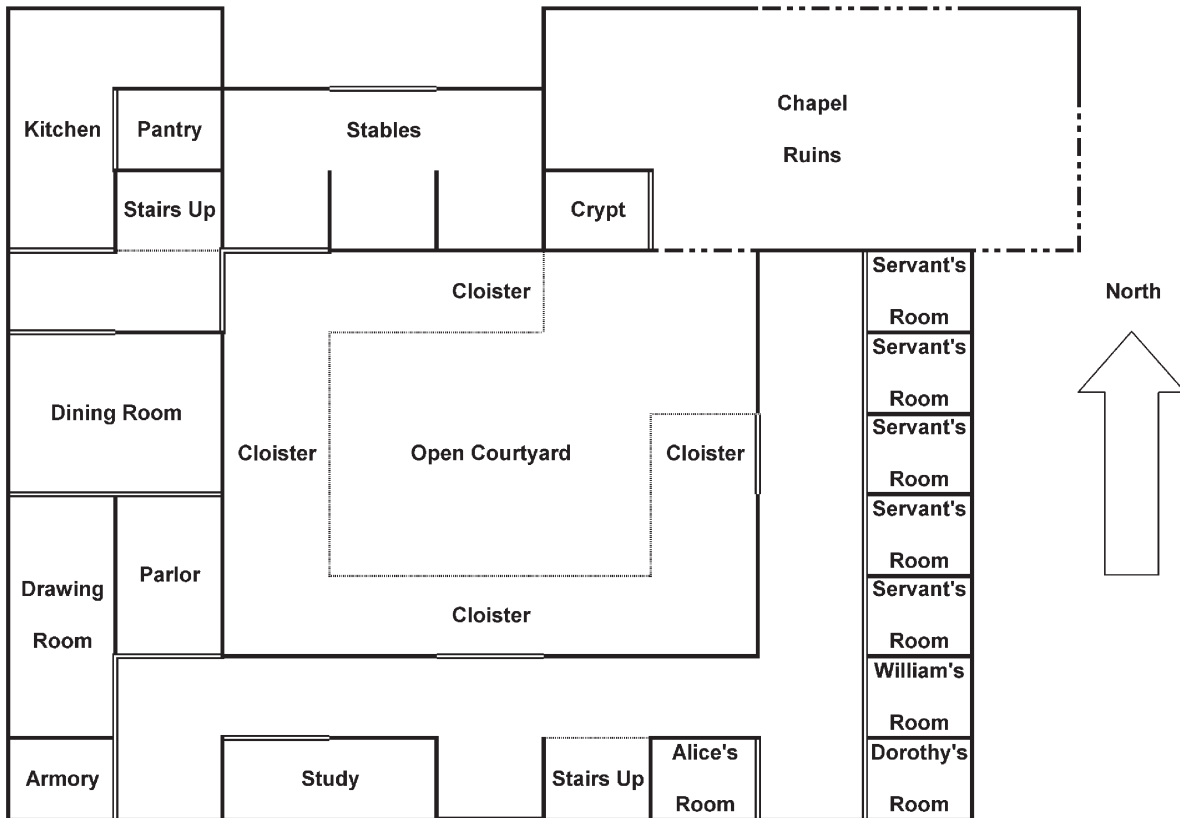
muzzle-loaded, black powder guns that have effective attacks per round of 1/4 and can impale.

If the Keeper has access to the Black Powder Gun rules found in Chaosium's *Fatal Experiments* supplement and wishes to use them, then assign player characters a Black Powder Gun skill equal their highest firearms skill. Otherwise, the weapons merely fail to fire on a roll of 95-00.

With a successful **Idea** roll, a player could improvise a makeshift bomb, equivalent to a stick of dynamite (5d6 damage/2 yard radius), by filling some small container with powder. Setting it off may require an additional **Luck** roll, unless the character is willing to do so within range of the explosion.

Including the sharp knives (Knife skill, base chance 25%, damage 1D6+db, can impale), in the pantry and a few metal pokers (Large Club skill, base chance 25%, damage 1D8+db, can knock-out), conveniently located beside

Northanger Abbey - Ground Floor



hearths, these represent the only handy weapons available to the PCs in Northanger Abbey.

Drawing Room: The drawing room is done in a distinctly African motif, with stuffed animal heads and tribal shields (2 HP armor), made from hides gracing the walls. A large tusk from an elephant rests on the mantel.

In one corner stands a gilded Egyptian sarcophagus. While it looks authentic, the wooden sarcophagus is actually an ornate replica. If opened, it is seen to contain only miscellaneous cleaning supplies.

Parlor: The parlor is smaller than the parallel drawing room, and has a more feminine touch in comparison. It was baroquely decorated by Eleanor herself, with oriental rugs and brocade curtains, and is her favorite room in the entire abbey.

Dining Room: The large dining room is dominated by a long table and lighted by a couple of

chandeliers. The walls are adorned with paintings depicting pastoral scenes. Doorways open into the drawing room, parlor and the short hall outside the kitchen.

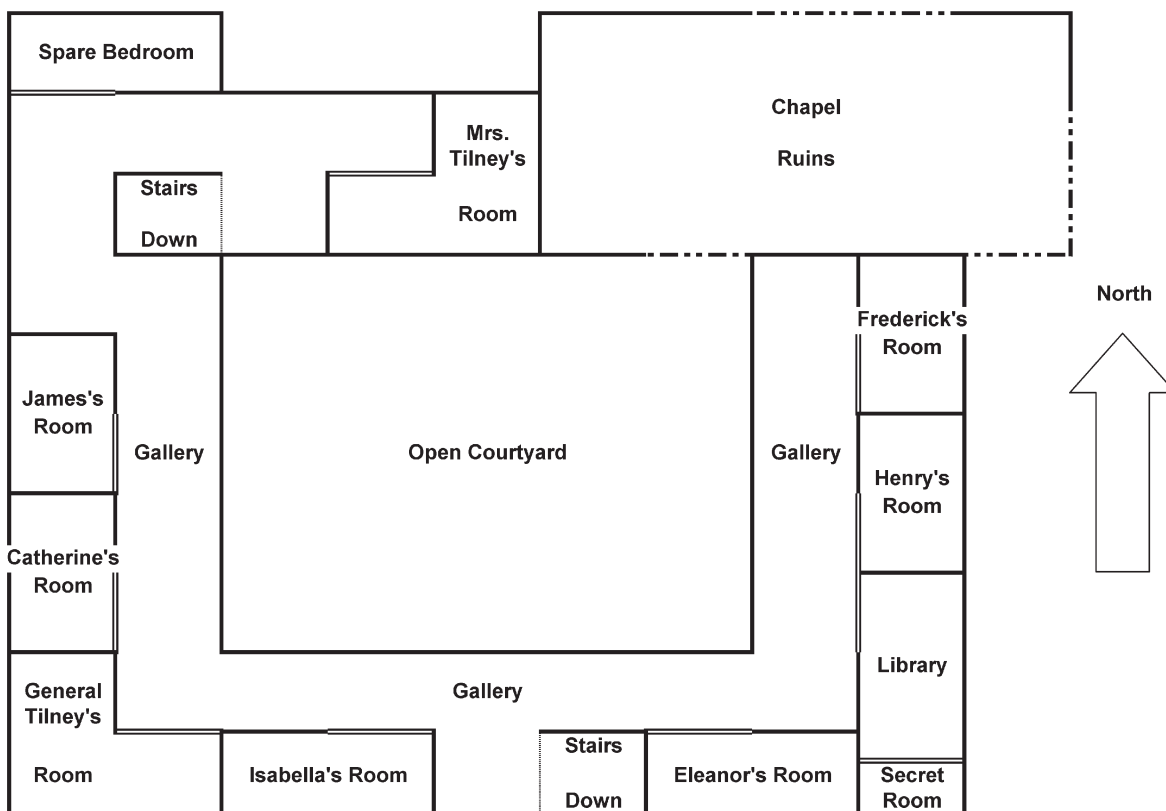
Kitchen: The kitchen is fully modernized with ceramic tile floors and wood-burning stoves. The house staff has already been busy cooking for hours before the guests arrive.

Pantry: Part of the pantry extends underneath the staircase. Along with the normal foodstuffs, the expensive silverware is kept in a box in the pantry when not in use.

Stables: The stables currently house the characters' horses, in addition to a pair that are owned by General Tilney himself. A back door allows access from the stables into the abbey's courtyard.

Chapel Ruins: The original Chapel of St. Anthony has fallen into ruin, leaving behind a

Northanger Abbey - First Floor



roofless, hollow shell that can be easily entered on three sides. Grass now grows in between the crumbling stonewalls. The intact doorway to the crypt below is just inside the courtyard entrance.

Crypt: The entryway into the Tilney family crypt is protected by a locked (STR 20) wrought-iron gate. General Tilney carries the only key and no one else has been allowed down there since his wife died. The crypt has numerous subterranean passages running beneath the abbey, containing the ossuaries of the abbey's former inhabitants, as well as several generations of Tilneys. The General has carefully prepared one of the underground chambers as a suitable location to perform the Mind Transfer ritual.

FIRST FLOOR

The first floor can be accessed by either the main stairs on the south side, or by the service stairwell by the kitchen. The upper gallery corridors have been enclosed with glass pane windows to keep out the elements.

General Tilney's Room: The General's bedchamber is the finest one in the abbey, as befitting a man of his status. Marble busts of classical figures, an overhead mural of the constellations and a canopy bed appoint the room.

Under the bed is a locked (STR 20) strongbox, containing silver jewelry, gold coins and paper banknotes worth many thousands of pounds in British currency. These valuables technically belong to Eleanor, for whom General Tilney is holding in trust as part of her dowry, as the jewelry was owned by her mother.

There is nothing incriminating about the man to be found here.

Mrs. Tilney's Room: Mrs. Tilney's bedroom is dark and dusty, with a cold draft wafting in from a cracked window overlooking the courtyard. Full of cobwebs and filled with the musty odor of mildew, it is immediately apparent that no one has been inside the room for years. The once nice furnishings have begun to rot.

An old trunk near the decayed, curtained bed holds only a moldy blanket. On the north side of the room stands a tall chest of drawers. This wooden bureau is locked (STR 10), but is fairly easy to force open. Mrs. Tilney's diary can be found stashed in one of the drawers.

Anyone that takes the time (3 hours) to peruse the diary will learn much about her marriage and family life. While it is clear from reading the diary that she was intimately aware of her husband's occult activities, only in the last few pages does she become increasingly worried, before finally discovering he had made a secret pact with "He Who Is Not to be Named". A copy of the last journal entry should be given to the players who read it (see *Northanger Papers 1*).

Other Bedrooms: The remaining bedrooms are equal in size and almost identically furnished (i.e. four-poster beds, upright wardrobes for clothing, cabinets holding pitchers, wash basins and chamber pots, etc.). All contain small fireplaces. Eleanor's room is notable for having a painting of her mother on the wall. The spare bedroom located over the kitchen is currently being used for linen storage.

Library: The library holds General Tilney's personal collection of rare and obscure books, covering a wide variety of subject matters ranging from the mundane to the outré. In particular, he owns a large number of volumes dealing with the occult. Player characters can attempt repeated **Library Use** rolls to find such tomes as the Emerald Tablet (alchemy), the Key of Solomon (magic), and the notorious *Malleus Maleficarum* (witchcraft), all in Latin translations. They could remember important details about the contents or history of a specific work by making successful **Occult** rolls.

In addition, there are two grimoires to be found here of a Mythos nature; a clandestinely-printed edition of the banned *Monstres and Their Kynde*, and a leather-bound manuscript of the *Book of Dzyan*, purported to have been translated by Dr. John Dee. Both of these latter copies are written in English. However, a

thorough inventory of the room reveals that the general's *Necronomicon* is conspicuously absent from the shelves.

Anyone who makes a successful **Spot Hidden** roll discovers a release lever at the back of one of the bookcases. This small switch is concealed behind a copy of *The Mysteries of Udolpho*, a Gothic novel by Ann Radcliffe. Pulling the lever opens a hidden panel in the southern wall, revealing the secret room.

Secret Room: Only General Tilney and his late wife know of the existence of this room, as there are no exterior windows to give away its presence. The General uses it as a place of worship to his Great Old One master. Hanging from a peg on the wall is a dark robe, embroidered with alchemical symbols. Many ritual accouterments normally associated with black magic (such as candles, skulls, incense, etc.), are arrayed on an altar before a hideous, stone idol.

All who view the carved effigy of a vaguely octopoid being must make **Sanity** rolls, for 0/1 Sanity loss. Upon close examination, the statue may be identified as a crude representation of Hastur with a successful **Cthulhu Mythos** roll.

Lying in plain sight on a side table is the missing *Necronomicon*. A thick and heavy book, if any player characters that can understand Latin simply turn to the page indicated by a red cloth bookmark, they find a detailed description for performing the Mind Transfer spell (see *Northanger Papers* 2).

WHO IS COMING TO DINNER

The following people will be encountered at Northanger Abbey by the players. Statistics for most of them can be found at the end of the scenario.

Isabella Thorpe

The oldest of three daughters in the Thorpe family, Isabella is considered to be “a fine young woman” and “the handsomest” by Mrs. Thorpe. Much like her widowed mother and younger

sisters, she is secretly a witch, belonging to a coven at their home in Putney, near London. Together they worship an avatar of the Outer God Nyarlathotep, in his aspect as the Black Man.

Both Isabella and her older brother John had mistakenly assumed that the Morlands were wealthier than they really are, due to their close relationship to the Allens. This is the main reason why she agreed to marry James, as well as her brother's rather clumsy efforts to woo the disinterested Catherine. When Miss Thorpe learned how little her intended husband actually stands to inherit from his father, she was disappointed and soon began to seek out alternatives.

Before her arrival at Northanger, Isabella previously cast the spell *Voice of Ra*, which increased her APP characteristic and added 20 percentiles to her social skills. Even without it, she is an accomplished liar and any **Psychology** rolls made against her have only half the normal chance to notice deception. While Miss Thorpe will generally try to talk her way out of trouble, if threatened, she can use *Evil Eye* to hinder an opponent or *Spectral Razor* to attack one at range. The woman also keeps a curved, sacrificial knife concealed somewhere on her person at all times.

John Thorpe

John is the eldest of three sons to Mrs. Thorpe and, like James, is a student at Oxford. Loud and rude, he always tries to be the center of attention and claims to be the best at everything, from hunting and riding to the buying and selling of horses. An obvious braggart not very skilled at the art of subtlety, he can be as scheming and manipulative as his younger sister Isabella.

Still angry with her for rebuffing his earlier romantic overtures, John will use every available opportunity to belittle Catherine and her family in front of the Tilneys. As with most bullies, however, he is a coward and will quit making snide remarks if confronted by the player characters.

Although not a member of the London coven, John is fully aware that all his female relatives are witches. While smarter and better educated than Isabella, he is also fearful of her great power. John will nonetheless support and defend his sister.

A somewhat comical, wild card character in the scenario, he could even become a valuable ally to the player characters, depending on the circumstances.

Captain Frederick Tilney

A dashing cavalry officer in the British Army, Frederick is the oldest of the three Tilney siblings, and well regarded by the others. He has the reputation for being something of a ladies man and a terrible flirt, but is otherwise an honest person and useful to have on the players' side in a fight. His willpower, though, is not particularly strong and he cannot resist either Isabella's charms or General Tilney's commands.

Frederick is attending the party at the specific request of his father and has no idea what special part he plays in the General's nefarious plot this evening.

General Tilney

While he does have a first name, even his own children only ever refer to their father as General Tilney. A rich and still influential man, the retired General owns Northanger Abbey and a good portion of the surrounding marshland as his estate. He is also a cultist, who covertly worships the Great Old One, Hastur.

Almost a decade ago, General Tilney swore an oath to Hastur, called the "Unspeakable Promise", in order to increase his wealth and magical power. In exchange, the man agreed to allow himself to become a vessel for his Great Old One god at a future date. Over the intervening years, however, he started to regret this decision and made plans to avoid his dire fate. Knowing that his remaining time grows short, the General arranged for his oldest son and heir Frederick to take leave from the British Army and return to the abbey. Using an

incantation he learned from studying a copy of the dreaded Necronomicon, General Tilney will attempt a Mind Transfer with the younger man tonight after the party. The General will then try to make his escape via byakhee, before he is forced to keep his promise to Hastur.

In combat, General Tilney prefers to order his byakhee to defend himself, but will sing the Song of Hastur as a last resort. He has a 28% chance to successfully cast this spell (or 14% chance, if under the effects of Evil Eye).

Despite being the major villain in this scenario, the man will remain openly friendly to his guests at the abbey until after the Mind Transfer has taken place.

Mrs. Tilney

The late Mrs. Tilney has been dead for nine years, but still invisibly haunts Northanger. Her husband, General Tilney, poisoned her when she found out about the pact he had made with Hastur, and was planning to expose him to the authorities. Since then, the ghost of Mrs. Tilney has been silently watching him, waiting for a chance at revenge while protecting her children. Upon discovering his evil scheme to exchange minds with her son Frederick, later in the scenario, she will decide to act.

The ghost has the ability to reverse the Mind Transfer spell. However, she must first possess a living body in order to use a variant of the Cast Out Devil spell, using the host's own Magic points to power it. Mrs. Tilney will most likely choose her daughter Eleanor as host, but could possess any suitable character. Note that she can only do so for a limited amount of time, up to ten minutes, before exhausting her phantasmal energy for the night.

Even while invisible, sensitive player characters might detect her ghostly presence in the room with a successful **POW** roll.

The Household Servants

There are eight servants who live and work at the abbey. They include the General's gaunt footman (William), Eleanor's morose maid (Al-

ice), and the ancient housekeeper (Dorothy). Five other unnamed valets, cooks and cleaning staff are uniformly pale, shabby and slow moving, with lifeless eyes and speaking only in low, unintelligible moans. Whether these latter individuals are a form of lesser undead or normal humans under some diabolic mind control - it is hard to get good help these days - is left up to the Keeper to determine. No statistics are provided, but the Keeper can assign them all appropriate characteristics and skills, as needed. They are not important to the scenario and the upper-class player characters may simply ignore them.

ARRIVAL AT THE ABBEY

The four player characters arrive late in the afternoon at Northanger Abbey, all having ridden in a “chaise and four” horse-drawn carriage for thirty miles from Bath. General Tilney traveled ahead of them a day earlier to arrange things for the party, while the rest are following behind in their own transportation. On the ride there, the skies were filled with dark, foreboding clouds that portend an approaching storm. By the time that the characters have arrived, winds are already blowing strongly across the moors.

The Thorpe siblings make it to the abbey next, with John wildly driving a two-wheeled curricule, with Isabella seated nervously beside him. Player characters making successful Psychology rolls can tell from their general demeanor that the pair had a recent argument - they were quarreling over money. After their arrival, Isabella forces a smile and acts friendly towards the player characters, while John remains largely aloof of them.

Last to arrive is Captain Frederick Tilney, riding in on a white charger, looking quite gallant in his red dress uniform and sabre. Upon dismounting, the gentleman courteously bows to the ladies and greets the men with hearty hellos.

With all of the dinner guests finally present, peals of thunder rumble overhead and rain begins to pour down on the abbey. It will

continue raining intermittently throughout the evening.

TOURING THE ESTATE

The player characters are welcomed at the front entrance by General Tilney, flanked by his footman and Eleanor’s maid. Other servants appear, to take the horses and carriages around to the stables on the far side of Northanger. The player characters are quickly escorted into the abbey and, after drying their wet clothes, those that have never seen it are given a short tour of the property by the General.

The man proudly displays the ground floor, with its many luxurious improvements and modern conveniences (like the retro-fitted Rumford fireplaces), which he has added to the original architecture over the years. Only the outer facade of the abbey and the decaying ruins of the attached chapel have been left untouched.

After touring the western half of the estate, including the armory and kitchen, but skipping the servants’ quarters in the east wing, General Tilney leads the characters up the main staircase to the enclosed gallery hallway, which overlooks the courtyard below. He next takes them into his impressive library.

If any player character should express an interest in his collection of occult books during their walk, General Tilney is delighted to meet a fellow student of the arcane arts. While in the library, the man glances for a second at the bookcase concealing the lever to his hidden room (**Spot Hidden** roll to notice), before offering to show that character his most prized possession some time, a Latin translation by Olaus Wormius of the fabled *Necronomicon* – however, it will have to wait until another day.

He then continues the tour by showing the richly appointed bedrooms on the first floor. When they reach the final corridor leading to Mrs. Tilney’s room, their host abruptly stops and returns his guests to the ground floor by way of the service stairs. If asked what is in

the last room, Eleanor can tactfully explain that it once belonged to her mother, and her father has forbidden everyone from entering since the time of her death.

The players now have a chance to mingle awhile downstairs, as the General orders his numerous household servants to finish preparations for the dinner.

DINNER IS SERVED

At 5:00 pm sharp, it is announced to the group that dinner will now be served in the dining room. The guests take their seats around a long table, with General Tilney at the head, his daughter Eleanor directly opposite him, and the rest where they choose to sit. The oddly lethargic servants then begin serving a full seven-course meal, which lasts for a couple of hours.

The Keeper should encourage the players to roleplay their characters' banter during dinner. While eating their food, which is a delicious assortment of dishes, several notable events happen in the room.

Captain Frederick Tilney engages in playful and obvious flirtation with Isabella. It is clear that they are attracted to each other, however if called out on it by the player characters, the captain sincerely apologizes and says that James is a lucky man to have won the heart of someone as charming as the lovely Miss Thorpe.

Meanwhile, her brother John starts making sarcastic comments about the Morlands, such as stating how different a fancy meal like this must be to the usual fare for someone of their class. Unless forced to be quiet by the player characters, he will keep disparaging them and bragging about himself throughout the dinner.

Occasionally, Mrs. Tilney also interrupts the festivities with some poltergeist activity. The ghost can knock utensils off the table, cause pictures to fall from the walls, blow candles out with gusts of wind, and make player characters feel weird, cold chills. Such unnatural occurrences require Sanity rolls, for 0/1 Sanity

loss. She waits until the end of dinner, when the General proposes a toast to the happy couple, to unleash her final *pièce de résistance*. As everyone raises their glasses in salute, the one in General Tilney's hand inexplicably shatters. Witnessing this bad omen requires making another Sanity roll, for 0/1D2 Sanity loss. The player characters can tell that their host is noticeably unnerved by the uncanny experience.

After-Dinner Conversations

Once the dinner is over, the men and women retire to separate rooms (the drawing room and parlor, respectively) for drinks and light conversation. The five gentlemen are stoically waited on by William, the General's footman, while the three ladies (or four, counting an invisible Mrs. Tilney), are sullenly served by Alice, Eleanor's maidservant.

During discussion of the various topics of the day, like the reintroduction of an income tax by Parliament and the continuing deterioration of the peace treaty with France, General Tilney offers them all a snifter full of a sweet, golden-colored liquid. If asked what the beverage is, the man simply calls it a rare and unusual vintage that he acquired on his last trip to the Continent. This is actually space-mead and can be properly identified by making a **Cthulhu Mythos** roll. Those who imbibe the curiously potent elixir experience a slight dizziness and mild feelings of euphoria, but it is otherwise safe enough to drink. Normally utilized to enable travel between the stars, the general is plying it to increase his son Frederick's susceptibility to the Mind Transfer, allowing him to automatically succeed later.

In the other room, Isabella soon steers the conversation toward the subject of the young captain, asking all sorts of suspicious questions about the man, such as his current status and future prospects. If queried why she is so interested in Frederick, the woman lies, claiming that while she is already engaged, Isabella is looking for a suitable match for one of her sisters. Unknown to the others, she in-

tends to seduce him in the hopes of obtaining a better suitor for herself.

Around 8:00 pm, with the storm still raging outside, it is resolved that the partygoers should remain at Northanger Abbey for the rest of the night. The upstairs bedrooms are prepared and the player characters are slowly led to them by the candelabra-carrying housekeeper, Dorothy.

However, John Thorpe and General Tilney both remain downstairs. John, having indulged in too much alcohol, passes out beside the fireplace. Unless disturbed, he will continue softly snoring in his chair until after midnight. Bidding goodnight to his guests, the General adjourns to his private study, saying that he has, “many pamphlets to finish” reading before bed.

By 9:00 pm, the household staff completes their assorted duties and shambles off to their own quarters for the evening. Other than the flickering light shining underneath the door to General Tilney’s study, and from dying embers left burning in hearths, the halls of the abbey are dark and vacant. It is the perfect invitation for nighttime mischief.

LATE-NIGHT SHENANIGANS

The player characters will probably want to take this opportunity to do an after-hours investigation. As an option, the Keeper can have the ghost of Mrs. Tilney attract their attention by creating a floating, spectral orb (0/1 Sanity loss) to lead the characters where she wants them to go. Players have about an hour to explore the darkened abbey, such as searching in the library or Mrs. Tilney’s room, before things start to get interesting. What they are able to witness then will depend on where the player characters are in relation to the action.

Sometime after 10:00 pm, Isabella quietly sneaks out of her room and slinks around the corner to the one she knows belongs to Captain Frederick Tilney. After checking to make sure that the coast is clear, she gently raps on Frederick’s door and whispers his name. The

man cautiously opens it, but with only a momentary hesitation, lets her into his bedroom.

Meanwhile, at the opposite end of Northanger Abbey, General Tilney puts on a greatcoat and leaves his study. Player characters watching the courtyard area see his recognizable figure moving in the direction of the ruined chapel, illuminated by occasional flashes of lightning.

At the crumbling chapel ruins, the General pulls an enchanted silver whistle from his coat pocket. He blows on it several times, summoning a grotesque “gargoyle” to his side. Any witnesses to this scene must make **Sanity** rolls, for 1/1D6 Sanity loss. This “gargoyle” is actually a bound byakhee, identifiable as such with a successful **Cthulhu Mythos** roll. General Tilney commands the gargoyle-like beast to perch itself somewhere on the abbey rooftop and await further instructions.

He then enters the adjacent family crypt, locking the gate behind him and discarding the key through the bars before making his way downward to his wife’s stone coffin. After briefly apologizing to her interred corpse for the unforgivable act he is about to commit, the general continues on to a vaulted antechamber that he has already prepared for his purposes.

Sitting in the center of a painted circle on the floor, inscribed with magical runes and lit by wax candles, General Tilney chants the mystic words necessary to cast the Mind Transfer spell. Once the task is accomplished, the surprised captain mysteriously finds himself in his father’s body, very disoriented and locked within the walls of the crypt. There he will stay unless rescued by the player characters.

General Tilney, now inhabiting his son’s body, is shocked and embarrassed to discover that he is not alone. Caught in a compromising position, he rapidly exits Frederick’s room and is aggressively pursued into the hallway and down the stairs by a confused and furious Isabella. Both are in a partial state of undress. Loudly arguing with each other, the estranged couple eventually moves out into the cloistered courtyard.

Isabella follows the man who she thinks is Frederick around the cloister, yelling obscenities at him above the sounds of the storm. Unless the player characters intervene, she draws her knife and threatens him with it, as he calls for his waiting minion to fly down and deal with the angry witch.

What occurs next is a potential battle of magic between two deadly opponents. The player characters might still be able to peacefully resolve the confrontation by using social skills, but whose side they decide to take, if any, is up to them. Note that the combatants' offensive spells require a line of sight to the target, so those taking cover behind walls or doors are safe from damage.

While this is going on, the ghost of Mrs. Tilney determines the time is now right to visibly reveal herself to the player characters. Anyone who sees her glowing apparition (closely resembling the portrait of her that hangs in Eleanor's room), must make a **Sanity** roll, for 0/1D4 Sanity loss. She does not appear hostile, however, and player characters who make a subsequent **Know** roll, realize that the ghost means them no harm. Mrs. Tilney will silently approach the player characters and attempt to temporarily possess one of them. This requires matching POW with her on the Resistance Table, with success being automatic if the selected player character chooses not to resist. With a successful possession, Mrs. Tilney can mentally explain the situation to the new host and ask for help against her murderous husband.

If the person hosting her spirit spends 10 Magic points in sight of General Tilney (in his son's body), she may then use her Cast Out Devil spell. Match the ghost's 13 POW plus half the host's POW (round down) to the General's 17 POW on the Resistance Table. Any character that is completely drained of Magic points by the casting will faint, probably for a couple of hours, but only after rolling for spell success.

If successful, the mind of Frederick safely returns to his own body, while the villain-

ous General Tilney is trapped back inside the crypt, to await his doom. If the spell fails, Mrs. Tilney must find another host before trying again. The player characters have until midnight to reverse the effect of the Mind Transfer or the chance to save the unfortunate man will be lost.

THE PROMISE IS KEPT

At the stroke of midnight, the howling wind suddenly stops blowing and an eerie quiet descends on the abbey. The byakhee halts whatever it is doing and sniffs the air for a moment, then quickly flaps off into the clearing sky, abandoning its former master. All other characters immediately cease fighting.

The Keeper should now have the player characters make **Listen** rolls. Those that succeed, hear a bizarre noise, like something large and squishy is approaching from the direction of the crypt vaults. This is soon followed by the sound of the metal gate crashing, as the newly arrived unspeakable possessor breaks free from its underground prison. General Tilney, if still inside his son's body, panics and tries to flee the area, just before the scaly, boneless creature that was once a man enters into the courtyard. Characters who view it must make **Sanity** rolls, for 1/1D6 Sanity loss.

The monstrous thing has no apparent goal but wanton destruction. It will chase anyone it sees throughout Northanger Abbey and the nearby countryside, in an attempt to crush or devour them with its sucker-tipped, tentacle-like arms. The players' best option may be to retreat to the armory and its cache of black powder weapons.

However, the body of General Tilney proves to be a poor vessel for the will of Hastur. At the break of dawn, the unspeakable possessor collapses into a bloated heap of flesh and then dissolves into a stinking puddle of goo. The danger from it is over.

CONCLUSION

The player characters only have to survive until morning in order to successfully conclude the scenario. If they manage to restore Captain Frederick Tilney to his own body, or somehow prevent the Mind Transfer from occurring, they are each awarded 1D6 Sanity.

If the player characters actually destroy either the byakhee or the unspeakable possessor, they receive an additional 1D6 Sanity (or 2D6 Sanity for defeating both).

As to what happens next to the characters, i.e. does James break off the engagement to the unfaithful Isabella? Do Catherine and Henry eventually fall in love? It is left to the players to decide.

STATISTICS

Non-Player Characters

Isabella Thorpe, age 21, secret witch

STR 10 CON 8 SIZ 14 INT 12
POW 15 DEX 10 APP 13(18) EDU 14
SAN 30 HP 11

Use the statistics in parentheses while under Voice of Ra.

Damage Bonus: none

Weapons: Concealed Knife* 25%, damage 1D4+2+db (can impale)

Skills: Bargain 25%(45%), Conceal 50%, Credit Rating 35%(55%), Cthulhu Mythos 14%, Fast Talk 30%(50%), History 65%, Occult 65%, Persuade 35%(55%), Psychology 25%(45%).

Languages: Aklo 31%, English 85%, French 61%, Latin 51%.

Artifact: Enchanted parasol (same as enchanted cane), currently storing 6 Magic points.

Spells: Enchant Cane, Evil Eye, Spectral Razor, Voice of Ra.

John Thorpe, age 22, boastful braggart

STR 11 CON 10 SIZ 16 INT 13 POW 8
DEX 11 APP 9 EDU 15 SAN 40 HP 13

Damage Bonus: +1D4

Weapons: Shotgun 40%

Skills: Bargain 90%, Credit Rating 40%, Drive Carriage 60%, Fast Talk 90%, Psychology 85%, Library Use 60%, Ride 25%, Spot Hidden 60%.

Languages: English 90%.

Captain Frederick Tilney, age 26, cavalry officer

STR 12 CON 10 SIZ 11 INT 14(13)
POW 9(17) DEX 11 APP 10 EDU 17
SAN 45(20) HP 11

Use the statistics in parentheses after Mind Transfer.

Damage Bonus: none

Weapons: Cavalier Sabre 35%(15%), damage 1d8+1+db; Fist/Punch 70%, damage 1D3+db; Grapple 55%, damage special; Head Butt 20%, damage 1D4+db; Kick 45%, damage 1D6+db.

Skills: Bargain 25%, Credit Rating 65%, Dodge 32%, Fast Talk 25%, Handgun 60%, Hide 30%, Jump 45%, Navigate 30%, Persuade 45%, Psychology 25%, Sneak 30%.

Additional Skills before Mind Transfer: French 31%, Ride 55%, Rifle* 45%, Shotgun 50%.

Skills after Mind Transfer: Art (Singing) 28%, Anthropology 26%, Cthulhu Mythos 31%, History 45%, Library Use 35%, Latin 31%, Occult 35%.

Spells: none. (Brew Space-Mead, Enchant Whistle, Mind Transfer, Song of Hastur, Summon/Bind Byakhee, Unspeakable Promise.)

General Tilney, age 52, retired general and cultist of Hastur

STR 10 CON 8 SIZ 15 INT 13(14)
 POW 17(9) DEX 10 APP 8 EDU 17
 SAN 25(35) HP 12

Use the statistics in parentheses after Mind Transfer.

Damage Bonus: +1D4

Weapons: Fist/Punch 70%, damage 1D3+db; Grapple 55%, damage special; Head Butt 20%, damage 1D4+db; Kick 45%, damage 1D6+db.

Skills: Art (Singing) 28%, Anthropology 26%, Bargain 25%, Credit Rating 65%, Cthulhu Mythos 31%, Dodge 30%, Fast Talk 25%, Handgun 60%, Hide 30%, History 45%, Jump 45%, Latin 31%, Library Use 35%, Navigate 30%, Occult 35%, Persuade 45%, Psychology 25%, Sneak 30%.

Skills after Mind Transfer: Cavalier Sabre* 35%, French 31%, Ride 55%, Rifle 45%, Shotgun 50%.

Artifact: enchanted whistle, adds 30 percentiles to the chance of successfully casting Summon/Bind Byakhee.

Spells: Brew Space-Mead, Enchant Whistle, Mind Transfer, Song of Hastur, Summon/Bind Byakhee, Unspeakable Promise. (none).

Mrs. Tilney, apparent age 36, ghostly apparition

INT 13 POW 13

Spells: Cast Out Devil - spell variant, requires possessing a living host body, but no casting time or magic components.

Sanity Loss: none while invisible, but 0/1D4 Sanity points to see the ghost materialize.

The Gargoyle (Byakhee)

STR 16 CON 10 SIZ 17 INT 11 POW 11

DEX 15 Move 5/20 flying HP 14

Damage Bonus: +1D6

Weapons: Claws (x2) 35%, damage 1D6+db; Bite 35%, damage 1d6+blood drain.

Armor: 2 points of fur and tough hide.

Skills: Listen 50%, Spot Hidden 50%.

Spells: none.

Sanity Loss: 1/1D6 Sanity points to see a byakhee.

Unspeakable Possessor

STR 20 CON 24 SIZ 23 INT 15 POW 35

DEX 10 Move 8 HP 24

Damage Bonus: +2D6

Weapons: Touch 85%, 1d10 hit points/round (hit points drained are added to STR and/or SIZ, in any ratio)

Armor: 6 points of scales and rubbery flesh.

Spells: none.

Sanity Loss: 1/1D6 Sanity points to see an unspeakable possessor.

PLAYER CHARACTERS

Catherine Morland

“And what are you reading, Miss -- ?” “Oh! It is only a grimoire!” Replies the young lady, while she lays down her book with affected indifference, or momentary shame. “It is only Cultes des Goules, or De Vermis Mysteriis, or Livre d’Eibon”; or, in short, only some work in which the greatest powers of the mind are displayed, in which the most thorough piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the light into the peace and safety of a new dark age.

The oldest daughter of Mr. and Mrs. Morland of Fullerton, Catherine has nine siblings, in-

cluding her eldest brother James. Her father is a local clergyman, as well as a member of the Esoteric Order of Dagon. It was from him that she acquired a special interest in musty, old tomes of forgotten lore, and Catherine has been allowed to peruse several at home. She also heard from Henry that his own father, General Tilney, possesses an extensive occult library at Northanger Abbey, which she very much wants to visit.

A plain, awkward tomboy, with dark hair, who preferred cricket and riding on horseback to playing with dolls when she was younger, Catherine has since grown into “quite a good-looking girl” and “almost pretty” according to her parents. While intelligent and witty, Catherine is still naive, which often causes her to misunderstand other people’s motives, such as when her brother’s obnoxious friend John Thorpe hinted at possible marriage during her stay in Bath.

Catherine Morland, age 17

STR 8 CON 11 SIZ 13 INT 17 POW 10

DEX 13 APP 11 EDU 11 SAN 50 HP 12

Damage Bonus: none

Weapons: Large Club 50%.

Skills: Anthropology 21%, Craft (Needlework) 30%, Cthulhu Mythos 11%, History 60%, Library Use 65%, Occult 30%, Ride 30%, Throw 70%, Spot Hidden 75%.

Languages: English 85%, French 41%, Latin 26%.

Spells: Warding the Eye.

James Morland

Catherine, by whom this meeting was wholly unexpected, received her brother with the liveliest pleasure; and he, being of a very amiable disposition, and sincerely attached to her, gave every proof on his side of equal satisfaction, which he could have leisure to do, while the bright eyes

of Miss Thorpe were incessantly challenging his notice; and she at once saw that her interest was by no means one-sided. She eyed him continually with an almost predatory air, and Catherine perceived that their intimacy was beyond untangling.

The oldest of ten children in the Morland family, James is more worldly and experienced in social situations than his sister Catherine. An equally strong and smart young man, he is currently studying for the clergy at Oxford. It was there that he first met the boastful John Thorpe, a fellow student who later introduced him to his future wife-to-be, John’s beautiful sister Isabella.

His parson father has promised James an annual “living” of 400 pounds, a modest but adequate enough income to get married, when he completes his schooling in two to three years time. After the wedding, he and his bride plan to move into a parsonage of their own near Fullerton. James will then be initiated into the secretive Esoteric Order of Dagon like his father.

James Morland, age 22, Oxford Student

STR 13 CON 11 SIZ 12 INT 14 POW 10

DEX 12 APP 10 EDU 11 SAN 50 HP 12

Damage Bonus: +1D4

Weapons: Fist/Punch 65%, damage 1D3+db; Grapple 50%

Skills: Accounting 70%, Climb 70%, Drive Carriage 50%, Jump 65%, Library Use 55%, Persuade 65%, Psychology 65%.

Languages: English 75%.

Eleanor Tilney

Miss Tilney had a good figure, a pretty face, and a very agreeable countenance; and her air, though it had not all the decided pretension, the resolute stylishness of Miss Thorpe’s, had more real elegance. Her manners shewed good

sense and good breeding; they were neither shy, nor affectedly open, and she seemed capable of being young, attractive, and at a ball without wanting to fix the attention of every man near her; but something in her expression alienated extremely sensitive people. It was, however, largely her origin and conversation which caused average folk to avoid her.

Eleanor is the youngest child and only daughter in the Tilney family. A quiet and thoughtful woman, she lives at Northanger Abbey with her wealthy father, the retired General Tilney. Her late mother died of a sudden illness, while Eleanor, then only a girl of thirteen, was away and she often misses her. Sometimes when she is by herself, Eleanor feels like her mother is still watching out for her from beyond the grave.

After learning about the engagement of James Morland to Isabella Thorpe from her new friend Catherine, she convinced her father to hold a party for them at his abbey estate. She hopes to spend more time alone with Miss Morland and possibly help foster a budding relationship between her and Eleanor's brother Henry.

Eleanor Tilney, age 22, young dilettante

STR 9 CON 12 SIZ 13 INT 16 POW 11

DEX 8 APP 11 EDU 13 SAN 55 HP 13

Damage Bonus: none

Weapons: Kick 45%, damage 1D6+db

Skills: Art (Dancing) 30%, Bargain 65%, Credit Rating 55%, Fast Talk 55%, Listen 65%, Persuade 75%, Psychology 55%, Sneak 65%.

Languages: English 65%, French 21%.

Henry Tilney

“If I understand you rightly, you had formed a surmise of such horror as I have hardly words to -- Dear Miss Morland, consider the dreadful nature of the suspicions you have entertained. What have you been judging from? Remember the

country and the age in which we live. Remember that we live on a placid island of ignorance in the black seas of infinity, and it was not meant that we should voyage far -- Does our education prepare us for such atrocities?”

The second-born son of General Tilney, Henry is a country parson who has his own house at Woodston, a village some 20 miles from Northanger Abbey. He made the acquaintance of Miss Morland at a ball soon after her arrival in Bath and eventually discovered that they share a common interest in occult books. He himself has read some of the ones in his father's library.

Henry is pleased that his sister Eleanor has arranged an engagement party for Catherine's older brother James, but does not understand General Tilney's reason for allowing it, as his father does not normally entertain guests at the abbey. He also harbors suspicions about his mother's untimely death nine years ago.

Henry Tilney, age 25, country parson

STR 10 CON 13 SIZ 14 INT 11 POW 11

DEX 9 APP 12 EDU 13 SAN 55 HP 14

Damage Bonus: none

Weapons: Rifle 45%, Shotgun 50%

Skills: Accounting 50%, Art(Drawing) 25%, Bargain 45%, Credit Rating 65%, Cthulhu Mythos 7%, Fast Talk 45%, Occult 25%, Persuade 55%, Psychology 45%.

Languages: English 85%, Latin 31%.

PLAYER HANDOUTS

Northanger Papers 1

Excerpt from Mrs. Tilney's diary

I WRITE THIS DOWN WITH TREMBLING HANDS AND MUCH TREPIDATION IN MY HEART. I HAVE JUST LEARNED MY GREATEST FEARS HAVE COME TO PASS. HOW COULD THAT MAN MAKE SUCH AN HEINOUS BARGAIN WITH HE WHO IS NOT TO BE NAMED? A PROMISE TO PROVIDE A HAVEN, HERE AT NORTHANGER, FOR SUCH AS THE UNSPEAKABLE ONE? THIS CANNOT STAND! I WILL NOT ALLOW IT. I MUST THINK OF MY CHILDREN AND ACT WITH COURAGE. IF NOT FOR MYSELF, THEN FOR THEM. ON THE MORROW, I SET FORTH FOR LONDON. I WILL DENOUNCE MY HUSBAND TO THE CHURCH. MAY GOD HAVE MERCY ON MY SOUL.

Northanger Papers 2

Passage from the Necronomicon, written in Latin.

AFTER TRACING THE ANCIENT SYMBOLS TO FORM THE DOUBLE CIRCLE, YOU MUST LIGHT THE CANDLES IN THE PROPER SEQUENCE. RECITE THE VACH-VIRAJ INCANTATION, REPEATING IT TWICE WHILST TURNING IN A CLOCKWISE MOTION. PAUSE TO BOW ONCE IN EACH CARDINAL DIRECTION AND MAKE THE REQUISITE SIGN.

NOW CLEAR ALL THOUGHTS BUT OF THAT WHO YOU INTEND TO BECOME.

CHANT THE WORDS OF POWER UNTIL YOUR MINDS HAVE JOINED. ONCE CONTACT HAS BEEN MADE, FORCE YOUR WILL UPON THE SUBJECT IN ORDER TO MAKE THE TRANSFER. FAILURE TO COMPLETE THE PROSCRIBED RITUAL MAY RESULT IN DEATH.



Splatterpunks

Adventure and Illustration by Jeff Woodall

Song by Angel Woodall

INTRODUCTION

An introductory scenario for investigators new to the Mythos set in the 1980's. This adventure emulates various 1980's horror films that featured groups of small, sneaky, evil creatures that would destroy small towns for amusement. Often the only people who knew what was going on, and who could save the town, were a group of kids who wouldn't get any help from the adults.

It is Friday, 1st August 1986, in the small farming community of Richland, Ohio. A group of teenagers, named the "Splatter Punks" for their love of all things macabre, come across a ritual from an obscure heavy metal album. The ritual surrounds the town in a fog and from within come five "goblins" and the "annoying monster", described below, intent on causing as much death and destruction as time allows them.

The creatures the investigators will come up against are less powerful than those they might encounter in other scenarios. A successful **Occult** roll informs investigators that August 1 is Lammas, a holy day for various occult groups around the world.

Adventure Hooks

The hook used for this adventure is that the investigators are teenagers whose families have recently moved into town. Pre-generated characters are provided for this hook. If this method is used, the characters have only been in town

for a week or two, and are just now beginning to explore.

Alternative hooks - The investigators could be interested in the haunted house and are in town to investigate it. Another possibility is that the investigators could be looking into missing persons reports from Cleveland, and have had clues leading to Payne. Finally, the investigators could simply be stopping at the bed and breakfast en route to another adventure.

THE SPLATTER PUNKS

Four boys, ages fifteen to sixteen, who were brought together by a mutual interest in horror films and heavy metal. They are known for holding marathon viewings of horror films. Dubbed the Splatter Punks by a teacher during a literature class, the name has stuck and they are usually referred to by that name by most people in town. In general, they aren't bad kids and stay out of trouble but they have a fascination with the macabre which led them to try out the ritual in the *Butchery* album. The members of the group are: Scott West, Matt Hardy, Greg Flores, and Tony Brasil (see end for details and characteristics).

Scott West

He has blond hair, blue eyes, is thin and 5' 10". On the school swim team, Scott is also very interested in art and literature, particularly in the fantasy genre. His mother was a bit of a groupie in the late sixties and got pregnant with Scott by a drummer. She had a heavy interest in the oc-

cult at one time and has several magazines and books on the subject hidden away - Scott has found and read all of these. He is the one who discovered the ritual in the *Butchery* album by making a connection with his mother's books on the occult. He has dozens of fantasy novels, as well as manuals for the fantasy role playing game *Liches and Labyrinths*. Also among these is a paperback from his mother's collection entitled *The Dark Mysteries*, a collection of Mythos-based legends, including the one about Hans.

Reading *The Dark Mysteries* adds 3% to Cthulhu Mythos knowledge and costs 1/1d3 Sanity to read.

Scott West

STR 12 CON 18 SIZ 10 INT 16 POW 15
DEX 12 APP 16 EDU 12 SAN 70

MP 15 HP 14

Idea 80 Luck 75 Know 60

Damage Bonus: 0

Weapons: Compound Bow 45%, damage 1d8+1 (6 arrows)

Skills: Swim 85%, Art (Drawing) 30%, Occult 40%, Archery 45%, Cthulhu Mythos 3%.

Spells: Summon the Maggots of the Earth

Matt Hardy

Slightly overweight, brown hair and eyes, with a feeble attempt of a mustache, he is 5' 4". A fairly demented kid, Matt finds movies like *The Texas Chainsaw Massacre* and *Faces of Death* to be funny. He hates preppies and hopes Scott will summon up a monster that will scare the hell out them. From a less than pleasant home life, he has learned to be sneaky and rely on his wits. He also knows some of the more unsavory characters in town.

Matt Hardy

STR 11 CON 11 SIZ 9 INT 13 POW 10
DEX 10 APP 8 EDU 10 SAN 50

MP 10 HP 10

Idea 65 Luck 50 Know 50

Damage Bonus: 0

Weapons: Butterfly Knife 30%, damage 1d4

Skills: Fast Talk 40%, Persuade 55%, Sneak 25%, Listen 35%, Street-Wise 45%.

Spells: none

Greg Flores

Blonde hair, grey eyes, and 5' 10" tall. Greg is very much into his car, soccer, and heavy metal music. He has several tapes and LP's of various heavy metal groups, with posters for metal bands all over his walls. He is fairly knowledgeable at mechanical and electrical work, and is learning welding as well. He is the one who found the *Butchery* album at a yard sale (the previous owner having ended up in jail).

Greg Flores

STR 12 CON 11 SIZ 10 INT 15 POW 12
DEX 13 APP 16 EDU 10 SAN 60

MP 12 HP 11

Idea 75 Luck 60 Know 50

Damage Bonus: 0

Weapons: Tire Iron 30%, damage 1d6; Kick 40%, damage 1d3

Skills: Mechanical Repair 56%, Electrical Repair 45% Drive Auto 40%, Craft (Welding) 30%.

Spells: none

Tony Brasil

Brown hair, green eyes, and 6' 2" tall. A ninja fanatic, Tony's goal in life is to go to Japan someday and study martial arts. He attends classes in Judo and Shotokan at a nearby Y.M.C.A. An

athletic young man, he can be difficult to handle. In addition to his athletic endeavors, he is an apt student in all subjects, particularly literature. He especially enjoys the writings of Poe and Shakespeare.

Tony Brasil

STR 16 CON 12 SIZ 13 INT 14 POW 12
DEX 16 APP 9 EDU 14 SAN 60

MP 12 HP 12

Idea 70 Luck 60 Know 75

Damage Bonus: +1d4

Weapons: staff 40%, damage 1d8+db; Punch 65%, damage 1d3; Kick 40%, damage 1d3; Grapple 60%

Skills: Martial Arts 35%, Dodge 45%, Jump 20%, Sneak 30%.

Spells: none

BEGINNING

The Splatter Punks wait until dusk at 7:11 pm on August 1st, and then play the Butchery song “Screaming Fairytale,” and perform the ritual. The boys believe that the ritual found on the record will summon a creature to do their bidding, and that they will be able to control it.

When they conduct ritual, a dense mist comes out of the pentacle on the floor and drifts away. After nothing else happens, they figure something went wrong and that they will have to study more. For the next 12 hours each of them will have 5 Magic points less than listed.

The ritual actually casts a spell that surrounds the entire town and some of the outlying farms (within a mile radius) with a dense fog. The fog goes about one hundred feet overhead. It is in from this fog that a portal opens, letting the creatures through.

After conducting the ritual, the Splatter Punks go to Scott’s house to celebrate Scott’s birthday with pizza and horror films.

Note: When and if the investigators track them down, the Splatter Punks will deny any knowledge at first. However, when the boys learn of the attacks, they will provide information and help as best possible.

The ritual also released five imprisoned “goblins”, and an “annoying monster”. The goblins are free to move around in the fog, but cannot leave the fog. At first, no one will notice anything until the attacks begin. The fog lasts thirty-six hours; during this time the goblins will sneak around, kill easy victims, and commit acts of vandalism and arson. The annoying monster will hole up in a tree next to the haunted house.

THE GOBLINS

These creatures have been imprisoned so long that they are absolutely ready to cause as much havoc as they can. These creatures are without morals. Their whole purpose for existence is to spread death and woe. Murder, arson, destruction, and poisoning are all fun to them. They will use simple weapons such as knives, hammers, pitchforks, or whatever they can find. When and if they figure out how to use firearms, they will gladly take those up as well.

Each goblin stands about 3½ to 4 feet tall. All them are knowledgeable in poisons and have a **Make Poison** skill of 90%. Additionally, each is able to cast the spell *Become Spectral* upon itself for up to 10 rounds a day. When a goblin becomes spectral it is invisible to human eyes. They are able to move around, see and hear, but unable to attack or otherwise cause physical changes on the material plane. While spectral they are able to keep the clothing they wear and any thing they may be holding.

The goblins have their own language and speak medieval forms of Danish and German. Attempts to communicate in modern English will fail. It costs 0/1d6 Sanity points to see the goblins.

The Long Nosed Goblin

This goblin has a nose 8 inches long and a permanent malicious grin.

STR 11 CON 11 SIZ 5 INT 16 POW 11
DEX 21 HP 8

Weapons: Improvised weapons 35%, damage 1D3 to 1d6

Skills: Hide 90%, Sneak 70%

The Pumpkin-head goblin

This goblin has a pumpkin-shaped head, with a second, smaller face growing on the left side. The smaller face does all of the talking.

STR 11 CON 11 SIZ 5 INT 14 POW 11
DEX 21 HP 8

Weapons: Improvised weapons 35%, damage 1D3 to 1d6

Skills: Hide 90%, Sneak 70%

The Bat-like Goblin

This goblin looks like a large, wingless bat.

STR 11 CON 9 SIZ 5 INT 14 POW 11
DEX 24 HP 7

Weapons: Improvised weapons 35%, damage 1D3 to 1d6; Fangs 45% damage 1d4

Skills: Hide 90%, Sneak 70%

The Hog-headed goblin

This goblin has a hog head and an insatiable appetite.

STR 11 CON 11 SIZ 9 INT 14 POW 11
DEX 21 HP 10

Weapons: Improvised weapons 35%, damage 1D3 to 1d6

Skills: Hide 90%, Sneak 70%

The Goblins





Pincer-handed Goblin

This goblin looks like the classical goblin but has pincers instead of hands.

STR 11 CON 11 SIZ 5 INT 14 POW 11
DEX 16 HP 8

Weapons: Pinchers 35%, damage 1d6

Skills: Hide 90%, Sneak 70%

TIMELINE OF GOBLIN ACTIVITIES

7:30 p.m. The ritual has been completed and the goblins, plus the annoying monster, enter the world. The annoying monster heads for the old dead tree while the goblins scour the cornfield.

8:15 p.m. The goblins come across an old farmer whom they dismember and partially devour. The farmer was enjoying a smoke at the time of the attack (which proved hazardous to his health). The goblins find his lighter and are fascinated by the device.

9:00 p.m. They burn down the old farmer's barn.

9:30 p.m. Following the creek to the graveyard woods, they come across a courting couple and partially devour them. The remains are discovered by another couple at 10:10 p.m.

10:00 p.m. They enter the open window of a house and attempt to kill a child. They are chased off when the parents are awakened by the child's screaming. The child claims to have seen monsters.

10:15 p.m. They block the doors to the bar and set it on fire. Most people escape but two die in the resulting smoke and fire. The remainder claim to have seen monsters but are dismissed as drunks.

10:45 p.m. They burn down the Methodist Church. The minister was inside practicing a sermon for the day after tomorrow, and is killed.

11:15 p.m. They kill the night attendant of the gas station.

11:25 p.m. They enter the grocery store and poison whatever food they can, and steal several lighters (they really like those lighters). People who eat food from here have a 50% chance of being poisoned. The poison has a POT of 16.

12:30 a.m. They burn down the Presbyterian Church.

1:30 a.m. They burn down the Baptist Church.

3:30 a.m. They hide in the old barn next to the haunted house during the day, inadvertently dropping two or three lighters.

By the early morning, the town is in chaos. Most people have joined efforts to aid the firefighters. Others begin searching the town for culprits. Blame may be placed on the investigators or on the Splatter Punks, depending on circumstances. If the investigators are outsiders and have been up to "Satanic" activities, they will be suspect. Around noon, the Splatter Punks will realize they have made a grave error and meet up to try

and figure what to do - possibly contacting the investigators.

7:30 p.m. At dusk, the goblins emerge once more. They spend this night picking off people who are easy targets and who are unarmed, as well as burning down outlying farmhouses and barns.

9:00 p.m. They kill Eddie Payne and share him with the Hog.

7:30 a.m. The fog lifts and the goblins are now free.

THE TOWN OF RICHLAND, OHIO AND PEOPLE OF NOTE

Richland Ohio lies about 40 miles east of Cincinnati, and a couple miles north of the Ohio River. With a population of about 300 it is primarily a farming area with some people working in the nearby aluminum factory. Most houses have a garden for growing their own vegetables.

Like many small towns it has its own local legends. One is the haunted house just off of Main Street. According to the Keeper's desire, it can be haunted or not. Recently, a rumor has spread that Satanists meet in the woods next to the graveyard. This is false. The "Satanists" are only kids, including the Splatter Punks, who sometimes leave graffiti inspired by heavy metal albums.

The public school is about 3 miles away. Children from Richland and nearby towns ride buses to reach the school.

The town is fairly boring at most times. There are no police stations within it and the only county deputy lives on the outskirts of town.

Earl the Deputy

STR 12 CON 13 SIZ 15 INT 14 POW 15
DEX 13 APP 11 EDU 12 SAN 75 HP 14

Damage Bonus: +1D4

Weapons: Shotgun 60% damage 4d6; Pistol 80%, damage 1d10

Skills: Drive Auto 50%, Law 40%, Listen 45%, Spot Hidden 60%.

While most of the residents are simple, hard-working, church-going people who will leave you alone if you leave them alone, there are few bad elements. A handful are members of the Ku Klux Klan. The heyday of this organization is long since over and the few members are forced to keep their activities and beliefs secret. They will only go after people they don't like if there is a good chance of not being caught. They will go after anyone they deem as "Satanist" after the arsons and killings are discovered. This will be done in secret and rather ineptly. They are bullies who will run if they come against people willing to fight and argue back.

Typical Klansman

STR 12 CON 10 SIZ 11 INT 7 POW 10
DEX 10 APP 8 EDU 9 SAN 50 HP 10

Weapons: Shotgun 55%, damage 4d6

Skills: Hide 40%, Intimidate 80%, Rant 85%, Sneak 10%.

Wildlife

There are some wooded areas, but nothing larger than a raccoon will be found. Water moccasins and snapping turtles can be found in areas near the creek.

Fire station

The town's volunteer fire station has two trucks, a dozen volunteer members, and one full-time staff member, Hank the Fire chief. Once the fires start up they will be busy.

Hank, Fire Chief

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

Skills: First Aid 80%, Firefighting 85%, Drive Auto 80%, Climb 60%, Jump 40%, Dodge 50%, Knowledge (Combustibles) 85%.

Grocery Store

A small store that has a decent selection of meats (freshly butchered), as well as fresh vegetable, dairy products, canned and dry goods, and cleaning items. Outside there are a couple of soda machines. Open 6 am to 8 pm weekdays and 6 am to 4 pm on Saturdays.

Video Shop

This small video shop opened just a few years ago. VHS and Beta videos can be rented for a dollar for two nights. Has a large horror and science fiction section. The owner, Ralph, is a horror and sci-fi movie enthusiast, and is well acquainted with the Splatter Punks. He has some more unsavory videos hidden in the back, away from the prying eyes of the local churchgoers.

Ralph, Video Shop owner

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

Skills: Quote Bad Movie 80%, Library Use 75%, Knowledge (Films) 70%.

Richland Restaurant/Gas Station

Fuel and snack items can be purchased here 24 hours a day. There is always an attendant. The restaurant is open every day, except Sunday, 11 am to 8 pm. Grilled food, sandwiches, pies and coffee are served. Irene is the manager and is a big gossip. She will likely have information useful to investigators. She can tell the investigators the story behind the haunted house, about what the locals know about Eddie, and about the nefarious doings of the “Satanic” Splatter Punks.

Irene

STR 10 CON 12 SIZ 11 INT 10 POW 10
DEX 12 APP 12 EDU 10 SAN 50 MP 10
HP 12

Skills: Gossip 95%, Cook 65%.

Old Auction House/Video Arcade

This is the largest building in town. Once the place held auctions on a monthly basis, receiving items and livestock from miles around. It closed down in 1978 and all but the front area is boarded up, with junk and some dusty antiques lying around. It remained abandoned until a year ago when John obtained a loan and converted the front part into a video arcade and pizza joint. A dozen arcade games and three pinball machines sit next to the walls. Four tables and some chairs are in the middle. Behind the counter sits John, who lords over his small domain. Local teenagers frequent the place; the teens and John will have seen the Splatter Punks enter the Haunted House earlier. Most teens will be secretive around strangers but will be willing to talk if the investigators assure them they aren’t cops. The pizza isn’t all that great.

John is a huge sci-fi fan and is somewhat socially inept. He is also a wealth of information about the town and the Splatter Punks, and is very willing to talk, especially to female investigators. The arcade is open 4 to 10 pm every night except Sundays.

John, Arcade Owner

STR 12 CON 11 SIZ 15 INT 16 POW 13
DEX 13 APP 9 EDU 15 SAN 65 MP 13
HP 13

Skills: Electronics 85%, Electrical Repair 75%, Make Pizza 40%.

The Haunted House

Off Main Street, this abandoned mansion and its associated barn sits like an unlit, rotting jack-o-lantern. Locals say it is haunted. Built before the Civil War, it was the home of a doctor for

some time. He used it both as a home and for his practice. Before the war, he would hide slaves escaping from Kentucky in the cellar, as they made their way north. One slave, an evil man, terrorized the other slaves until one day he finally offended the wrong man and was stabbed to death. (If the Keeper decides that the house is really haunted, the ghost of the stabbed man is one of the spirits infesting it). After the doctor passed away, the house was sold to a farming family who lived there a few years and then moved on. Later, a well-off man who was going to live there during his retirement purchased it. One night in a drunken rage, he killed several guests before local authorities shot him dead. (His ghost, and the ghosts of his guests might also inhabit the house). Later a scientist and his family owned it. They didn't fit in the town very well and eventually left, but not before the man let people know there were unexplained events that took place within the house. The house's bad reputation grew and made it difficult to sell or rent, and it sat vacant for many years. In 1975, a young family bought the house. The father left in 1983 and no one knows his whereabouts. The mother went mad shortly thereafter and is in a state psychiatric hospital after her two children disappeared. The house has been vacant since.

This is the place where the Splatter Punks have conducted the ritual. Evidence of their presence can be found in the upper bedroom. A pentacle drawn in chalk is on the floor, and a few candles lie on the floor.

If the investigators are the teenagers recently moved into town, they will have seen the boys enter the house earlier. If the investigators are adults and strangers to the town, they will see some children playing outside nearby and can obtain the information from them.

There are additional clues inside the house. One is a wallet with some cash and membership card for the local video store, which belongs to Matt. It is lying in a corner of the room where the ritual took place. If the investigators go to the video store and speak with the owner they will be informed that the

boys came in earlier and Matt discovered his wallet was gone – probably through a hole in his backpack. Scott used his card to pick up videos and the owner will be happy to give the investigators the address if they wish to return the wallet.

Eddie Payne has been here as well, although it was two months ago that he last visited. While he thinks that his visits have been secret, some people have observed him sneaking in and think of it as one of his oddities. He has a lock on the cellar door and in there, buried in the dirt floor are photographs of his victims - some of the photos clearly show Payne in them.

Next to the house there is a weird-looking dead tree, which may catch the eyes of the investigators. The tree, while odd looking, doesn't have any special properties at first. However, during the ritual, the annoying monster was released with the goblins, and quickly occupied this tree. This creature is froglike in appearance, but has only two legs, as well as three eyes and gray skin. This monster doesn't want to destroy or enslave mankind; in fact it's very confused and will latch onto the first person (investigator) who approaches it and follow them around. It emits a loud croak at various

The Annoying Monster



times, usually when things are too quiet. Ideal times for such a croak include when investigators are trying to sneak or hide, trying to interview a crucial witness, or generally trying to avoid attention. Pick an investigator that truly deserves its affection. Due to the creature's rubbery skin and high hit points, it is very hard to kill. If attacked, the creature will defend itself, but will run away at the first chance it gets – only to return, seeking the affection of its chosen investigator, at some later point.

Annoying Monster

STR 7 CON 20 SIZ 7 INT 9 POW 10
DEX 9 HP 30

Damage Bonus: none

Weapons: Bite 20%, damage 1d2

Armor: Thick, rubbery skin reduces all damage to 1 HP.

Skills: Croak Loudly 99%, Track 90%, Hide 90%.

Bed and Breakfast

The local Presbyterian preacher, Charles Ford, and his wife Elizabeth run this establishment. It is the largest house in town and a well-kept place. A hearty country breakfast is served every morning. Lunch and dinner can be added for an extra fee. Guests are expected to abide by the rules of the house. No loud noise, no unmarried couples in the same room, no drugs, and no weirdoes.

Madman's Farmhouse/The Hog

Eddie Payne lives in an isolated farmhouse, barely accessible via a rough dirt driveway. He is a small, unkempt man who makes a living doing odd jobs and some farming. Local people stay away, as it is rumored that Payne has spent time in jail for petty crimes. This rumor is true, but unknown to anyone is the fact that Payne is a serial killer who kidnaps victims and brings

them to his house to torture and kill them. He goes to larger towns and cities to find his victims, never going after people in Richland. He has killed over 40 people.

In his house are various books and videos on torture, murder and other unsavory subjects. Trophies from his various victims; small items, such as jewelry, clothes, and such like may also be found there.

Payne leaves the remains of his victims to his hog. This animal is very dangerous and will attempt to kill and eat any human if given the chance. It will bite anyone who gets too close to the pen. Strewn in the pen are the bone fragments of Payne's victims.

Payne has been getting careless lately. Recently in Cleveland, one of his victims got away while Payne was trying to shove her into his van. She gave police a description of Payne and his van. She also remembers seeing a receipt for Richland Gas Station. It won't be long before the police come knocking at Payne's door.

Eddie Payne, Serial Killer

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

Damage Bonus: none

Weapons: Knife 85%, damage 1D4+1; Chainsaw 45%, damage 2D8

Skills: Sneak 80%, Hide 85%, Conceal 75%, Fast Talk 65%.

The Hog, Devourer of Humans

STR 16 CON 18 SIZ 16 DEX 8 HP 17

Weapons: Bite 50%, damage 1d6+1

Skills: Scent Food 75%.

The Graveyard Woods

The graveyard woods are next to the cemetery, with grave stones dating back to the early 1800's. The woods are used as a hangout for kids wanting to keep their activities hidden from adults.

A teenage couple went here looking for privacy and was found by the goblins. Their dismembered and partially eaten corpses will be found by another couple.

Fields

Cornfields are everywhere. This is the main crop grown. Cattle are kept on a few pastures, and some hogs are kept in pigpens.

Snake Pit Creek

This creek runs through the town and contains the only dangerous wildlife in the area - water moccasins. It is deep enough that canoes or other small watercraft can be used to travel along it.

Water Moccasin, Snake

STR 5 CON 7 SIZ 5 INT 3 DEX 10
HP 6

Weapons: Bite 70% , damage 1d2 + poison (POT 10)

Skills: Climb 50%, Dodge 50%, Hide 80%, Sense 65%, Stealth 90%, Swim 98%.

The Bar

This small, dingy establishment caters for the locals. Strangers won't be bothered as long as they don't act too uppity. Information about the town can be learned by talking to the bartender, Hal, a retired Navy Chief Petty Officer. He keeps a baseball bat to prevent fistfights and a revolver for more dangerous situations. Cheap beer, whiskey, wine coolers and pretzels are served here. Anyone ordering fancy stuff such as French wine or drinks with umbrellas will be laughed at.

Hal, server of cheap beer and good whiskey

STR 14 CON 11 SIZ 14 INT 12 POW 12
DEX 11 APP 11 EDU 14 SAN 60 MP 12
HP 12

Weapons: Baseball Bat 50%, damage 1d6; Revolver 65%, damage 1d6

Skills: Gossip 85%, Tell Sea Stories 85%.

Churches

There are three churches in town, the Southern Baptist, Methodist and Presbyterian.

Anyone who isn't an evangelical protestant is considered with suspicion by most of the locals. Anyone talking about the occult or the Mythos will most likely be labeled as a Satanist. The Splatter Punks are viewed with grave suspicion by most.

There are a few Catholics in town, who have to go to a nearby town for services. A few agnostics and atheists can be found in town as well. There are a few teenagers in town that will claim to be Satanists - if in the right company. This is really nothing more than teenage rebellion. The most Satanic thing they do is listen to Black Sabbath.

The ministers of the churches will be of no help to the investigators, as they will most likely be too busy dealing with burning churches and the general mayhem caused by the goblins.

Mike Little's House

This is the same Mike Little from the *13 Black Candles* adventure from the monograph (CHA0406). He is currently the band and music teacher at the local school. In fact, he is actually a centuries-old cultist who now appears in his thirties. Mike Little knows nothing of the ritual album. He in fact hates blues, hard rock and especially heavy metal music. While he is an able musician with classical, pop and jazz styles, he is unable to perform a blues rift to save his life.

Investigators may go to him for him for musical expertise. This may be a dangerous choice. Mike is not initially aware of the music contained on the album, however if he takes the investigators seriously, he may look into the situation himself. If he does study the album and its contents, he will discover the actual purpose of it, and will most likely try to do away with the investigators and the Splatter

Punks in order to obtain the secret of the ritual for himself.

Mike Little, Ancient Cultist

STR 9 CON 13 SIZ 7 INT 18 POW 14
DEX 11 APP 13 EDU 14 SAN 0 MP 14
HP 10 MP 14

Damage Bonus: -1D4

Weapons: Shot Gun 30%, damage 4D6

Skills: Hide 40%, Sneak 50%, plus others at the Keeper's discretion.

Spells: *The Rite of Renewal* (Mass Mind Transfer for up to 13 people), *Call Forth His Dark Majesty Baphomet* (Contact Deity Shub-Niggurath), *Call the Dark Friends* (Contact Crow People), *Raising the Mists of The Earth* (Raise Fog), *Bind Soul*.

THE BAND "BUTCHERY"

Finding information on this band will be difficult. They are not very well known outside of Scandinavia. Their albums only recently began coming to the U.S. and only in independent record stores that custom order them.

The primary member of the band is Lars Gerber. He was always fascinated with the occult and in his travels he has come across occult and Mythos tomes, and has subsequently gone quite mad. The other band members think Gerber's ravings are bunkum, but as they are making some money, they put up with his eccentric ways.

Unlike most musical groups of the era, the members of *Butchery* never tour or perform live. Little is known about the members other than that they live in an isolated area of Sweden. Their first self-titled 1983 album was typical of early death metal of the 1980's, filled with horror lyrics, fast guitars and drums. Their second album, *The Goblins' Feast*, was released in 1985. These albums are rather obscure. A third release, *Hymns to the Unnamable*, is due out December 21st.

THE SPELL FOR SUMMONING OF THE MAGGOTS OF THE EARTH

This is really a combination of two spells. The first creates a dense fog that prevents the goblins from leaving. The second opens a portal unleashing the goblins and other creatures (the annoying monster) trapped in another dimension. The spell creates a shell of fog in a one-mile radius and about 100 feet overhead. Anyone entering this fog will wander around, unable to see beyond a few inches, and will have trouble navigating through it.

Shortly after the spell is cast, 5 goblins and the annoying monster emerge from a portal in the northeast area. They have been trapped in an alternate dimension for over two centuries. No matter where in the world this spell is cast, the portal will always open in an area where the fog is.

To reverse the spell, one merely has to play the album's 11th track backwards, while performing the ritual.

The spell has been cast once before in Denmark. In 1751, Hans Jorgensen created the spell. A cultist and musician, he performed the ritual to destroy an entire village. He then reversed the spell and trapped the goblins again. The spell was taken from an earlier ritual chant performed by a medieval monk who trapped the goblins in another dimension. The monk wrote down the chant in hopes that others would use it to banish similar creatures. Jorgensen came across the manuscript and warped its original intent. Subsequently, Lars of the band *Butchery* came across both manuscripts when he purchased an old house in Sweden where Jorgensen had fled, seeking seclusion to experiment with the Mythos. The liner notes of the record explain this, albeit in Swedish, and badly translated English.

To cast the spell costs 20 Magic points and 1D2/1D6 sanity. Other willing participants can expend Magic points to spread the cost out.

THE ALBUM "FEAST OF THE GOBLINS"

Greg has the vinyl version of this album, while the rest of the boys have cassettes copied from the vinyl. In addition, Scott has Xerox copies of the album cover and interior.

The cover features a goblin-like face inside an upside down pentagram. The back cover has a photo of the band members standing in front of an old castle. Lyrics to the various songs are inside, as well as various illustrations depicting a ritual. Lars Gerber has written all of the songs except for the 11th, which is credited to Hans Jorgensen. The inside jacket of the album has photographs of the band members in various poses, shows how to perform the ritual, and draw the symbols in order to make the spell successful.

The song "Fairy Tale Screaming," the 11th track on the *Goblins' Feast* album features a guitar solo and the lead singer chanting. If played with the ritual outlined by the albums sleeve notes, it will cause the fog to form and open the portal to where the goblins and the annoying monster are trapped.

Fairy Tale Screaming

It is in the ancient mists of the night when one's mind takes a hell spawn flight

As I run to the castle wall

I find no shelter there at all

Ashen sky hanging up above

Dead is the Prince that I once loved

Wraiths hunt while a requiem plays

At a grave lays dirt on a spade

Trolls and Goblins invade the site

Taking the day into the night

Where are my dreams of love so gleaming?

Demented things now planning and scheming

Psychotic my world fairytale screaming

Banshee laughter kills all the sound

Vampires Slaughter all around

Images so real in me flood

Lake once pure now a pool of blood

Where have I gone love once had meaning?

Uncontrolled things now ripping and feasting

Psychotic my world fairytale screaming

Magical beast torn from a page

Agonized rage bound in a cage

Kill the beast stab it dead they scream

The poor creature from a girl's dream

Blood all around saturates ground

Echoes call the cry of the hound

Dark woods, deep ravines, people scream

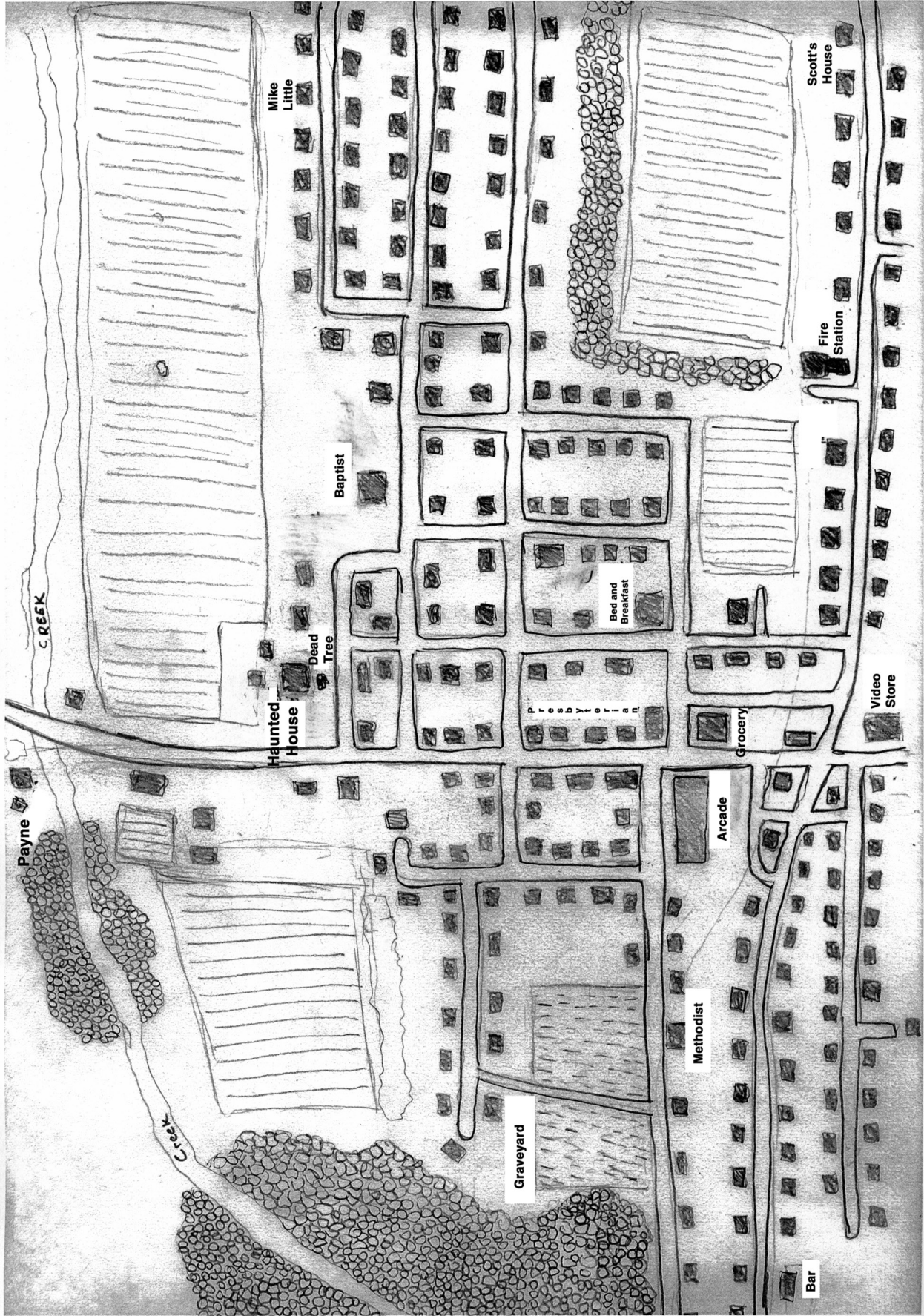
Obscure seen from a warped dream

Get me out of this place I am screaming

Twisted things in my mind I am dreaming

Psychotic my world fairytale screaming

My fairytale is screaming!!!!



*Now the Maggots of the Earth shall come forth
And in the twilight gloom
Dance for the dark gods mirth
To spread death and doom*

PRE GENERATED INVESTIGATORS

If these characters are not used by the players they can provide non-player characters around the town, including those who saw the Splatter Punks enter the haunted house.

Ron, age 17

A baseball fanatic, Ron spends most of his free time either practicing the game or going through his extensive collection of baseball cards. Older brother to Karen

STR 14 CON 12 SIZ 14 INT 14 POW 11
DEX 16 APP 12 EDU 08 SAN 55 MP 11
HP 13

Weapon: Throw Rock, 40%, damage 1D3

Skills: Catch 40%, Dodge 55%, Hide 30%,
Throw 40%, Baseball Bat 60%, Baseball Sneak
40%, Spot Hidden 30%, Trivia 75%.

Karen, age 16

A musician, Karen can play a variety of instruments. Younger sister to Ron.

STR 9 CON 14 SIZ 10 INT 13 POW 13
DEX 12 APP 16 EDU 09 SAN 65 MP 13
HP 12

Skills: Hide 25%, Piano 40%, Clarinet 40%,
Guitar 30%, Drums 30%, Sing 55%, Library
Use 45%, Read Music 45%, Spot Hidden 40%,
Sneak 30%.

Jack, age 16

A comic book, fantasy, sci-fi, and horror fan, Jack has a fair collection of comics and is constantly trying to watch horror movies that

his parents don't want him to watch. Younger brother to Jill.

STR 10 CON 14 SIZ 12 INT 13 POW 13
DEX 14 APP 14 EDU 9 SAN 65 MP 13
HP 12

Skills: Comic Book Trivia 45%, Hide 40%, Horror Movie Trivia 40%, Library Use 45%, Sneak 55%, Occult 35%.

Jill, age 17

Jill enjoys sports of all sorts. Older sister to Jack.

STR 12 CON 12 SIZ 12 INT 16 POW 12
DEX 10 APP 14 EDU 11 SAN 60 MP 12
HP 12

Weapon: Throw Rock 45% damage 1d3

Skills: Catch 35%, Climb 65%, Dodge 65%,
Hide 40%, Jump 49%, Sneak 25%, Spot Hidden
25%, Swim 40%, Throw 45%.

Roger, age 14

A child genius, Roger is enrolled in a program for gifted children. He is somewhat small and prone to allergies and asthma attacks.

STR 7 CON 10 SIZ 7 INT 18 POW 12
DEX 9 APP 9 EDU 16 SAN 60 MP 12
HP 9

Skills: Astronomy 30%, Biology 20%, Chemistry 25%, Geology 35%, Hide 35%, History 25%, Library Use 65%, Danish 55%, German 45%, Meteorology 55%, Sneak 50%.

Three Maidens of Bingen

by Joseph M. Isenberg

Art by Jeff Woodall and Maps by Joseph M. Isenberg

Weia! Waga! Wagala weia!

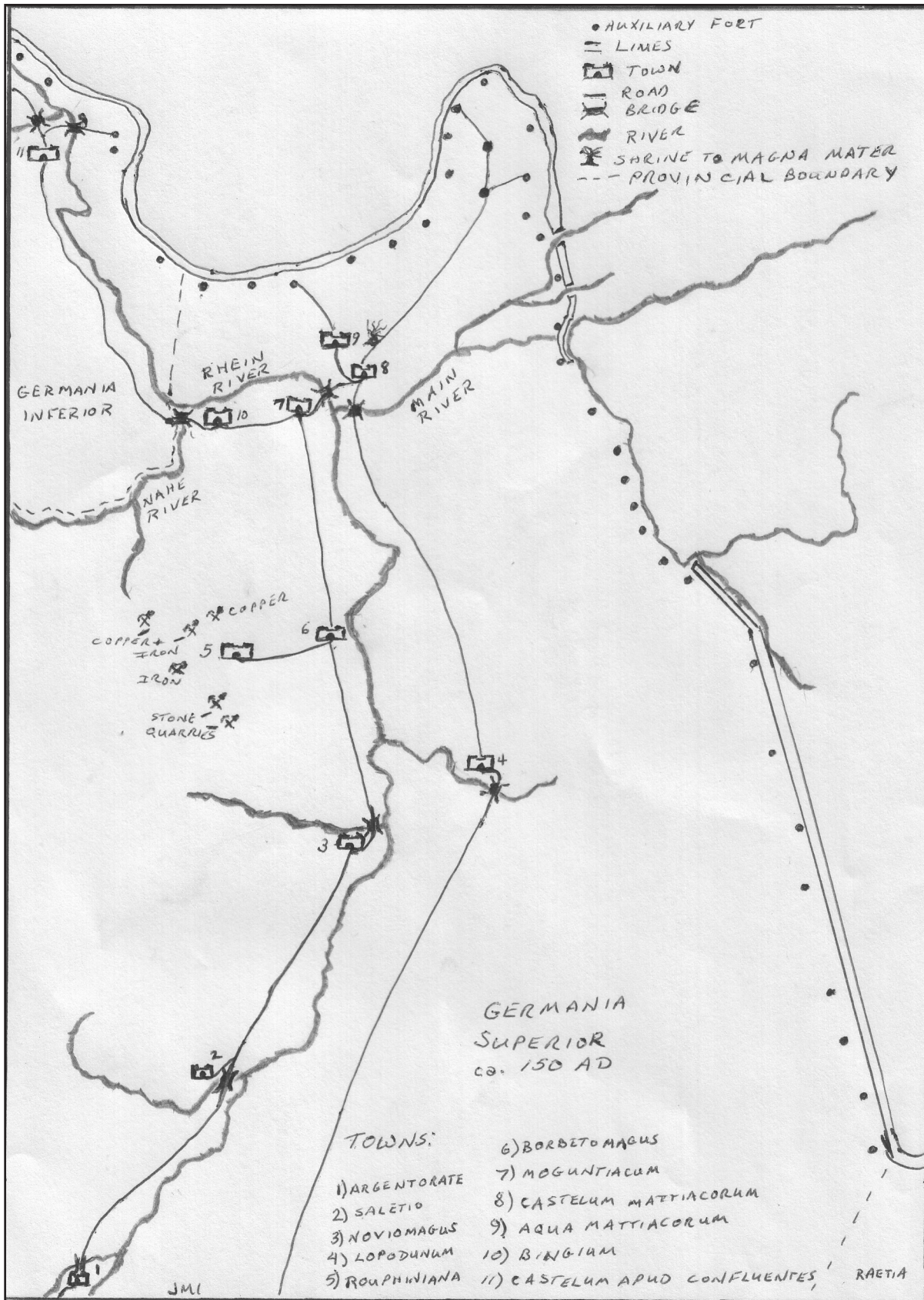
In the middle of the Second Century AD, the Romans are the most dangerous element at Moguntiacum, one of the two provincial capitals of Germania Superior. A Roman legion keeps the Germanic tribes on both sides of the Rhein River under close watch and careful supervision. However, they are not the only power in the region. There are many legends of powerful entities, some of which predate the Germans, the Celts and even the pre-Indo-European populace of the area. Not all of these are human and not all of them are benign. Many of these legends have influenced the Germanic population of the region, entering into the myths of the people. Long after the Romans are gone, long after the Germanic tribes are gone, the legends will continue.

KEEPER'S INFORMATION

An adventure for the *Cthulhu Invictus* setting of *Call of Cthulhu*, this scenario caters for an average sized group of investigators who must travel along the Rhein River, from Mainz to Bingen, to discover what exactly is blocking river shipping. The matter is of some urgency, as the province does not produce enough food to feed both itself and the local garrison. Additionally, the German tribes on the other side of the river are quite restless. Therefore, any discontent among the populace or the troops could quickly lead to a barbarian raid, or worse, a full-blown frontier war. While the Roman leadership in Moguntiacum suspects that a band of river

pirates, or an enterprising Germanic leader, is seizing ships and blocking the river at a narrow point, the truth of the matter is that a Roman engineering work has unleashed some terrible Mythos entities to prey upon the locals. In consequence, barges and boats lay idle at their moorings as the crews, ever superstitious, sit in local *tabernae* and *mansions*, debating whether forces natural or arcane are taking their toll. All take the very pragmatic position that until someone 'does something,' they will not expose themselves to further risks. Local merchants are, consequently, demanding action.

Although the scenario as written has a very specific non-player character as patron, and a very specific time setting, those are not integral to the story. A Keeper desiring to use a pre-existing patron for an established group, can simply post him off to the governorship of Germania Superior, and the scenario can be moved forward or backwards in time somewhat. Moguntiacum was founded by Drusus in 13 BC and was always the home of a strong garrison. The only adjustment that the Keeper will have to make to the story for a time change is one of military detail. Down to the revolt by Saturninus against Domitian in AD 89, Moguntiacum housed two legions in a double-sized Roman fortress, together with a fleet detachment. After the revolt was crushed, the policy of keeping two legions in a single place was abandoned. The history of which legion was located in the town during which year is, frankly, confused, tedious, and perhaps incorrect anyway. Mercifully, it is also beyond the scope of this scenario. In AD 158,



A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

Map of Germania Superior

the resident legion is *legio XXII 'Primagenia.'* If the Keeper wishes to set the scenario in an earlier period and really wishes to consider the issue, putting the following pairings together should work:

To AD 43: *legiones XIII 'Gemina'* and *XVI 'Gallica.'*

AD 43 to AD 70: *legiones IV 'Macedonica'* and *XV 'Primagenia,'* (not the same thing as XXII Primagenia).

AD 70 to AD 89/90 *legiones XIII 'Gemina'* and *XXI 'Rapax.'*

AD 90 to sometime in AD 300's *legio XXII 'Primagenia.'*

As if this was not enough, the province has developed a further problem on the Rhein River itself. Barges and boats moving up and down the river have recently been subjected to attacks near the island at Bingham. Several barges have been lost along with their crews. This is a matter of considerable concern to the Roman administration. They are initially inclined to attribute it to Germanic tribesmen on the far bank, raiding Roman shipping at a bottleneck. As such, the investigators attached to the Roman governor's staff may legitimately be called upon to stop it.

Should the Keeper wish to use Moguntiacum as a stage for further mischief, the town takes its name from an obscure Celtic deity, Mogons or Moguns, which is variously described as a "strong god" and a "servant god." He is depicted in Celtic iconography as a warrior riding a horse. This author has, in his own campaign, conflated the two descriptions of "strong" and "servant" to create a title not attested in Celtic mythology of, "the strong servant of one stronger still". This sounds like a very handy way to describe Nyarlathotep, that poor, overworked Mythos deity of choice for Keepers wanting a handy "*Mythos ex machina*" to stir up trouble. The Roman garrison, having been in place for at least 60 years by the time the

scenario opens, no doubt has many Moguns worshippers among its troopers.

In addition to the Cult of Mogons, the town of Moguntiacum boasts a major cult center to Isis and Magna Mater, the goddess Cybele, and her castrated lover, Attis. This, according to the *Cthulhu Invictus* source book, is simply an avatar or misunderstanding of Shub Niggurath (CI, pp. 101, 134). Another major site dedicated to Magna Mater lies just over the river at Castellum Mattiacorum (near modern-day Wiesbaden). A creative Keeper could build an entire campaign simply by having the investigators clear out the Mythos presence from the region.

Should the players seek to understand why the Romans simply do not send a detachment out to crush this problem immediately, the Keeper may also evoke the presence of the Harrii across the river. This Mythos-worshipping group of Germans is described in the *Cthulhu Invictus* source book, and can be trotted out as a bogeymen stirring up trouble on the German side of the river, thus keeping the Romans locked in place. The local commander may also wish to have an inspection made unobtrusively, before sending in the troops.

INVESTIGATOR INFORMATION

The party begins play in one of the two provincial centers of the province of Germania Superior - at the Keeper's discretion, either Moguntiacum (modern-day Mainz, Germany) or Argentorate (modern-day Strassbourg, France), in the year AD 158, assisting the provincial governor, Sextus Calpurnius Agricola, as members of his staff. Perhaps they have already been working on projects with a Mythos twist for that worthy. If not, they are about to acquire an education. Play begins when they are invited to meet with the governor, who has a crisis unfolding before his eyes.

BEGINNING PLAY

Place: Moguntiacum, Germania Superior (modern-day Mainz, Germany).

Date: The Keeper may use such date as is appropriate in his campaign, however, if no other date is chosen, then the Kalends of April, in the year of the consulship of Sextus Sulpicius Tertullus, and Quintus Tineius Sacerdos Clemens, which is also the twenty-first year of the principate of the Caesar Titus Aelius Hadrianus Antoninus Pius, as well as the 913th year *ab urbe condita* (otherwise, 1 April AD 158, *vulga dicta*).

Note: There is a festival sacred to Cybele/Magna Mater in Rome, the *Ludi Megalenses* on 4 April.

The investigators find themselves in Moguntiacum for one of several reasons. They may be following Sextus Calpurnius Agricola on his rounds as governor of the province, as part of his staff (this is the reason posited by the scenario). If the Keeper wishes to use some other noble patron for the party, then simply substitute that individual as governor. Alternatively, the governor (and perhaps the investigators) may be located in the other provincial capital, Argentorate, (modern-day Strassbourg, France), and will send the party north to Moguntiacum in response to rumors which have begun to filter down. Any number of other minor issues may have led to the party being summoned here. The work of the procurator, the fiscal administrator of the province, is never-ending, and must be continually audited. Other reasons for the party to be in the province include being attached to the local legion, or one of the many auxiliary units in the place. A number of warships attached to either the legion or the Rhein Fleet (the *classis Germanicus*) are also present. The investigators may also have been requested by local merchants, or perhaps members of the Cult of Cybele have sent them all the way from Rome.

In any event, the Romans are more concerned with the depredations of the Harii and cannot spare any assistance.

ABOUT MOGUNTIACUM

The fortress of Moguntiacum was established by Drusus in 13 BC as a guarded crossing point at the confluence of the Rhein and Main rivers. As such, it has a bridge over the Rhein River and a road leading first to the cult center of Magna Mater, and then off to the frontier.

The legion post itself is a substantial affair, twice the size of a normal legionary fortress. Two legions were stationed here at all times until the revolt of Saturninus in the reign of Domitian, in 89 AD, when the concept of double legion posting was abandoned. Both legions then stationed in the post were removed, and replaced with the *XXII legio*, "*Primagenia*." Instead of demolishing part of the fortress, which was done elsewhere when the Romans reduced the size of a garrison, the fortress continued in use, with a detachment of ships moving in to the place occupied by the second legion. It is not clear, and scholars debate, whether these were under the command of the legionary legate or a detachment of the Rhein fleet, which had its headquarters in Germania Inferior, downriver. The Keeper can take his choice; if he wishes to create another NPC as a patron, the commander of the local fleet detachment from the Rhein fleet makes a good possibility. Such an officer, in proximity to the legion command staff, but not subject to it, could easily suspect something wrong.

A major town has of course grown up around the fortress. This consists of retirees from the legion; Roman legions have been stationed here for almost 175 years by this point. A substantial number of tradesmen cater to the needs of the troops, the retirees, and the fleet. In addition, there is a small but thriving pottery industry, taking advantage of the river for shipping. Finally, the proximity to the frontier and the easy transportation routes has made this an ideal second administrative center for

the province. So a small bureaucracy calls the place home. It has many of the amenities of a Roman city, with temples, an amphitheater, a forum, a basilica, and a marketplace. It even has a monument, to Drusus, who died here in 9 BC.

ABOUT THE ISLAND AT BINGIUM

Bingium (modern-day Bingen, in Germany), lies on the river, west of Moguntiacum, right on the border between the provinces of Germania Superior and Germania Inferior. It is on the frontier, with the wild tribes of Germania Magna right across the river. The Rhein and the Nahe rivers meet here and the Rhein flows through a hilly country, just downstream from the town before turning northwest to flow to the sea. This gorge gives the town some of its strategic and commercial importance. The river narrows here considerably as it flows through the narrows, and a hostile force could easily block it off completely. The river is also somewhat treacherous, with a rather dangerous island on the Roman side of the bank. Shoal waters, down river from the island, are a clear hazard. The Romans have built outposts to control both ends of this gorge. Bingium is located at the south end of the gorge.

At the point where the Rhein and the Nahe meet, Drusus built a wooden bridge over the smaller river, the Nahe. He also built a tower (or *auxilia*) post on a hill overlooking the bridge to guard the position. By AD 158, much of the garrison has been moved out to other posts, closer to the new frontier chain, but the place is still manned. Consequently, a small town, Bingium, has grown up on the site. The Rhein flows more or less east and west here; the town and garrison both sit on the south bank of the river. Just past the town, the Rhein begins to angle off to the northwest and flows through a considerable stretch of shoals, islands, and rocks. These obstacles pose a problem for navigation. The Romans have recently built a little tower on an island at the entrance

Handout 1

Hail, noble Calpurnius Agricola,

I fear I must draw to your attention a situation that has arisen on the River Rhenus concerning the stoppage of trade and navigation. Over the last month, at least six of my river vessels, and at least four owned by other merchants, have been attacked and looted by bandits or marauding warriors, and their crews killed or driven off.

This has materially prevented me from executing my contract with the administration to supply weapons and iron to the legions in Germania Inferior, as crews have begun to refuse to carry goods along the river. I have complained to both the commander of the legion here in Moguntiacum, and to the navarch commanding the river warships here, but have had no convincing explanation of how they intend to deal with this problem.

With the shipping season beginning, crews will also bring grain upriver to the Roman garrison. This flow must not be impeded, as the resources of the province cannot support its population plus the presence of two full legions and the auxiliary troops.

None of the crews seem to have survived; most of the bodies have disappeared. I am therefore unable to furnish any further information.

I must request your urgent attention to the matter. I am going to Moguntiacum to confer personally with the legionary commander to see if any steps can be taken.

*Farewell,
Titus Adevinus*

to the gorge. It has just opened within the last few months.

Recently, over the last two months, barges and boats have been found drifting idly down the river through the gorge, or beached on one side or the other, below the island. A few bodies, showing signs of cuts, bruises, and other wounds have been discovered on the vessels or floating in the river. However, mostly, the

crews simply disappear. The Roman authorities attribute this to raiding.

At least ten river craft have disappeared. They have not been large vessels; each has had only four or five crewmen. The Roman authorities have begun to come under pressure from the river merchants to deal with the situation. The problem is complicated by the fact that the local garrison has been temporarily withdrawn to work on a line of forts further to the east. A small number of troops, barely adequate to police the town, sits to maintain the post, but the commander there refuses to budge or risk disaster by too close an investigation on the far shore.

River sailors, like any other sailors, being a superstitious lot, have begun to refuse to sail anywhere near Bingium. Captains have thus beached their boats all along the river. River traffic flows naturally and normally as far as Moguntiacum, above Bingium, and flows normally to a point just below it in Germania Inferior, Castellum apud Confluentes (modern-day Koblenz in Germany). The wagons and carriages of the region are insufficient to make up the difference. This effectively means that Argentorate and Moguntiacum, as well as the garrisons of those towns and the ones all through Germania Superior, are unable to receive shipments intended for them. Since these shipments include grain from Britannia to feed the army, the situation cannot be allowed to drag on for very long. The poverty of the place is such that the population and the army cannot both be fed.

Similarly, shipments down the river, of pottery, iron and the like, have been brought to a halt. Several merchants in the province are beginning to demand action. These include a prominent equestrian, Titus Adevinus.

The Roman provincial government, suspects a Germanic warband leader has set up in the wild and rugged hill country on the north bank of the river, and is taking the opportunity to pick off ships. That is, of course, not true. The auxiliary detachment in Bingium is too weak to go looking for trouble in

any event. In addition to the garrison, there is a tiny outpost of slaves to tend the light on the island near Bingium, called Mouse Island. The fleet, stationed mainly in the neighboring province, is responsible for supplying the island, and the auxiliary commander has no reason to visit it. He has noticed that the island continues to be lit at night and that people seem to be moving about on it; he assumes the slaves are doing their work. Since nothing is moving at night this is quite irrelevant to safety.

Orders Come Down

Sextus Calpurnius Agricola, as governor, can order the investigators to look into it. He can hand the investigators a letter received from a prominent equestrian in the shipping business, Titus Adevenus, (*Handout 1.*)

If Sextus is in Moguntiacum, he can direct the investigators to discuss the matter further with Titus, who can be found staying with the commander of the local legion as one of his guests. If Sextus is in Argentorate, he will explain that Titus will either be in Borbetomagus, where he holds a substantial villa, with a mansio and a smelting operation, or Moguntiacum. As Borbetomagus is on the way between Argentorate and Moguntiacum, it is quite possible that the investigators can find Titus if they hurry. It is quite possible that the investigators have already passed through Borbetomagus at one time or another if they have had any substantial contact with the province.

The investigators will be provided with travel passes and tokens suitable for use in the official post, and bundled on their way to find out what is happening.

IF THE INVESTIGATORS PASS THROUGH BORBETOMAGUS

Titus Adevenus will not be there. He has left his daughter, Adevena Persephone, in charge along with his steward, the slave Ahab ben Menachem. If the investigators do not encounter Ahab here, they will encounter him in Mogun-

tiacum and receive the same information. He will seek them out to provide it, if necessary.

Should the investigators mention they are on their way to Moguntiacum, Ahab will mention that he has been directed to bring Adevina there to join Titus Adevenus. Titus has requested certain records of account. Ahab suggests the group travel together as they would certainly enjoy some company.

If the investigators explain why they must go to Moguntiacum, then Ahab will look a bit distressed (an **Insight** roll will pick this up). Without too much pressing, he will explain that he has, of course, discussed this entirely with Titus already. He understands that crews are disappearing, but he is no longer certain that German tribesmen on the other side of the river are responsible. An eleventh boat was washed up and, though the crew was gone, the vessel was not looted at all. The cargo was intact. This news arrived after Titus left for Moguntiacum, and so may not have reached him.

When the investigators set out for Moguntiacum, the trip will take a few days. The investigators may ask Ahab all about his details. He has had a rather colorful life. Adevina has been much more sheltered and has less to tell. Ahab comes from Judea, a province well known for its rebelliousness. He was born in AD 136, just at the end of the Bar Kochba revolt, and he and his parents were sold into slavery. His father was a very learned scholar, able to read and write Greek and Latin, as well as Hebrew, and thus was purchased for clerical work in the household of a wealthy Roman senator. By some miracle, the same household purchased his mother, and so the family remained intact, though his mother died while he was very young. From an early age, Ahab showed remarkable intelligence, and so the senator, seeing an opportunity to raise up a valuable slave, encouraged his education. His father taught him a variety of languages, and Ahab acquired considerable knowledge of mathematics, and sciences. He also learned a great deal about the religion and mysticism of the Near East, though he will not comment much

on this point, except for the details below. When he was almost an adult, five years ago, his father passed away. About the same time, his original owner received a request from a client, Titus Adevinus, to look out for a tutor for his only child, Adevina Persephone. A deal was struck and Ahab was sent to Germania Superior to serve as tutor, accountant, scribe and general steward for Titus.

After a while, Ahab will turn to one aspect of the religion of his homeland, Judea, and of the myths and legends of the Hebrew people and their neighbors. Among these legends is the one of Dagon, a sea deity worshipped by the Phoenicians, who is related to some sort of amphibious monsters, able to function equally well on land and in salt water. These creatures, like mankind, are male and female. The males, however, often mate with the women of the earth. The females of these sea creatures are also much larger than the males of the species. Both are carnivorous. Ahab has never seen either sort of creature. He knows of them only through myth and legend; however, though the Jews do not worship Dagon, there is no reason to doubt the existence of Dagon or of the amphibious creatures. Of course, Ahab firmly believes the god of the Israelites to be infinitely powerful compared to Dagon, but that does not preclude the other having power or followers in his own right.

One legend in particular tells of how three of the female sea creatures stole a treasure of great value, of pure metal, from the sea god Dagon. When they proved unrepentant, Dagon banished the three to a cold river far to the north, and to punish them further, sealed them in a watery prison, together with their metal treasure. Since fresh water is inimical to creatures used to living in salt water, these three must have endured unimaginable and endless torments for all time, annoyed further by the presence of the object that they valued above their deity.

Asked if he really believes this, Ahab shrugs, pointing out that mysterious ship disappearances sometimes occur in the seas near his

homeland, and off of the coast of Gallia Narbonensis. The crews disappear, but occasionally the cargoes are left. This is obviously not the work of pirates or raiders, as such criminals would take any valuable goods. Such events are often attributed to the work of the amphibious men. It is odd that two such widely separated places should have such a similar problem.

If pressed further on the story of the entombed sea women, Ahab speculates that more information may be found in the writings of the learned scholars of Judea. Since the last Jewish revolt was suppressed, the surviving scholars have been dispersed throughout all the Empire. A considerable Jewish community exists in Rome. The elders there may well know more. For that matter, the other great traders of the region, the Phoenicians and their relatives, the Carthaginians, may have well had more information as well. The Romans, of course, destroyed the Carthaginian libraries, but some fragments of information may have been preserved in Roman histories or archives. Though no one knows where the tomb of the sea women may be, or even if it exists, the fact that cargoes are not always being taken is in itself disturbingly similar to events occurring elsewhere in the Empire. In any event, he cautions, "remember the story of Odysseus - he had to make special arrangements for his crew, to avoid their song. I also think Pliny has something to say on the subject, but I don't recall what it is." As Ahab finishes, the party arrives in Moguntiacum.

In Moguntiacum - Titus Adevinus' Problem

Titus Adevinus is in Moguntiacum, attempting to interest the commander of the local legion, and the commander of the detachment of the Rhine fleet, in the problem of the disappearances on the river. He suspects it is the work of some Germanic war bands who have turned to a bit of raiding in an attempt to get valuable loot.

If the investigators did not pass through Borbetomagus and travel with Ahab and Adevi-

Handout 2: Extract from Pliny's Natural History, Book IX:

In both the Eastern Mediterranean, near Tyre, and the Western Mediterranean, near Narbonensis, there are said to exist groups of mer-men, half man and half fish, or perhaps half frog, able to breathe in water, through gills, and in air, through lungs, and quite intelligent. These pay homage to the gods of the Carthaginians and the Phoenicians. They occasionally come to trade with small towns of men on the shore, but rarely come into the larger cities. While the mer-men are usually peaceful enough, willing to co-exist with the men of the land, the mer-women are quite ferocious, savagely attacking both the mermen and the men of the land alike, and quite willing to cannibalize either. There do not seem to be large numbers of either mer-men or mer-women, but as the mer-women are occasionally willing to prey up on small fishing boats for the purpose of devouring the crew, they are far more dangerous.

Extract from Pliny's Natural History, Book X:

As for the sirens, I do not believe they exist or ever existed. However, Dinon asserts that they do, and that they lull men to sleep by their songs, and tear them to pieces, perhaps climbing aboard a passing ship to do so.

na to Moguntiacum, then that couple will already be with Titus, lodged in the legionary legate's home.

Titus Adevinus will explain his concerns. River shipping is being interrupted and crews are refusing to pass by Bingium. So far, the river from Moguntiacum south is open, as it is open from points past Bingium. But the problem could quickly spread if something isn't done quickly. The legionary legate of legio XXII has much the same information as Titus. The pair can show the investigators the correspondence that has passed back and forth on the matter; in effect, a boat has been taken every four or five days for two months now. The navarch of the patrol vessels stationed at Moguntiacum has no further information. The river boatmen are very superstitious and the nervousness has spread to the crews of the Roman fleet. He does not care to order a

Handout 3: Extract from The Divine Claudius' Carthaginian History and Language, Book III

Turning now to the religion of the Carthaginians, it is, of course, largely the same as that of the Phoenicians who colonized the area. Among the deities worshipped by the Phoenicians is one called "Dagon" or "Dagan." This deity they depict as having a human torso, but with a fishes' body and fins where the legs might otherwise be. This deity, having particular charge of the sea, is supremely important to the maritime Carthaginians and Phoenicians. His consort is a similar creature known as Hydra, or sometimes "Mother Hydra." The Carthaginians claimed that these creatures spawned an aquatic race similar to themselves.

The Carthaginians also claimed among their myths that three daughters of Dagon and Hydra, who are unnamed in the story, conspired to steal from Dagon a rich treasure of priceless value, described as pure metal. I presume this to be gold, but the translation is obscure on this point. When Dagon asked them where the treasure went, they lied to him, and thus incurred his wrath. To punish them, he exiled them by sealing them in a subterranean cave on an island in a river far to the north, which, of course, the Carthaginians do not name. Here, sealed in water, they would be punished by isolation forever more, and, to compound their misery, Dagon left them with their stolen gains, which they loved more dearly than their parents. An object lesson in filial piety indeed.

As an aside, there remains in my possession a letter from my father Drusus to my uncle, Tiberius, describing an unusual experience in Germania during his campaign there. My father describes having fought a battle with the Chatti on the east bank of the Rhein, then moving off with a column of prisoners towards the site that would become Castellum apud Confluentes. As they passed through the place that would become Bingium, the prisoners became quite agitated, and stated that propitiatory offerings should be made to 'the female spirits of the place, lest they be released to wreak vengeance.' Quizzed more closely by the Romans, the prisoners told a story remarkably similar to that of the Carthaginians, of whom, of course, they must have been utterly ignorant. They spoke of a fish-god, who imprisoned three errant maidens; the Chatti never went on a particular island, which they described as this prison. It is, it seems, the first island one comes to as one leaves Bingium headed towards Castellum apud Confluentes.

The one detail that the Chatti were able to supply, that the Carthaginians did not, was the names of the three 'maidens' trapped by the Rhein. These were 'Woglinde, Wellgunde, and Flosshilde.' Of course, these are nothing like Carthaginian or Phoenician names, and I am unable to conjecture any shift or corruption of the language that would lead to such names. The Chatti also claimed that one can, if one is very quiet, hear singing if one approaches the island, and that if one falls asleep near it, one will surely go mad. Drusus camped near the island for some time, for he built a bridge over the river and an outpost, and was none the worse for it.

patrol to move north to investigate the matter, but would be happy to arrange for a vessel to take the investigators closer. Of course, it is not far; the investigators can also walk to Bingium. Only Sextus Calpurnius or the patron of the investigators can really require them to go to Bingium. The legate, navarch and mansio keeper, for their part, are all influential and not above bringing pressure to bear upon their superior, the governor Sextus Calpurnius to that end.

Titus Adevinus offers each of the investigators 20 aureii for their trouble, and a further 20 if they successfully resolve the matter. If they encounter the warband and find it too difficult to manage on their own, they

need merely report back to the legion headquarters to claim the reward, and the legate and navarch can mount a proper expedition on the strength of better information. If the investigators solve the problem on their own, they are free to keep such loot as the warband has accumulated. If a quick thinking investigator asks to take Ahab along, Titus will agree to this reluctantly. Ahab gives the investigator in question a distinctly sour look, but nods reluctantly. He also goes into the kitchen and is seen emerging a few moments later with a large piece of honeycomb, which he is rapidly emptying onto a piece of bread.

INVESTIGATION - THE LIBRARY
OF THE GOVERNOR'S PALACE,
MOGUNTIACUM

Should the investigators wish to do some research in the private libraries of local worthies, like the governor, legion commander, or navarch, they will find the resources somewhat limited. However, the town and the garrison officers can scratch up editions of Pliny's *Natural History* (Handout 2), the Emperor Claudius' *Carthaginian History* (Handout 3), and Homer's *Odyssey* (Handout 4). Digging out each will require four hours of research and reading, thus both taking a full day. These provide some information beyond what Ahab has provided; they can be used as an alternate source of information.

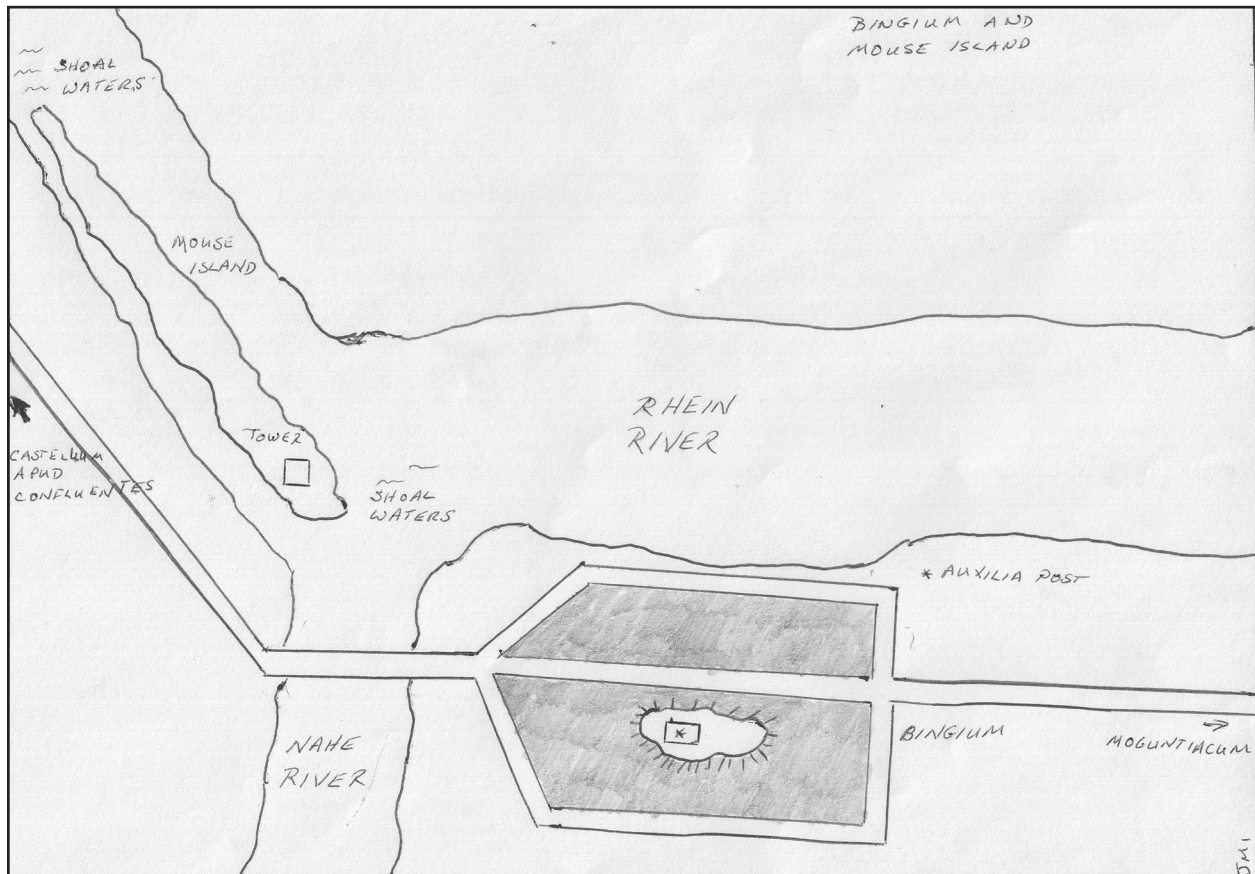
Keeper's Note: Castellum apud Confluentes is the modern-day town of Koblenz, Germany.

INVESTIGATION - THE TAVERNS
AND HILLS OF BINGIUM

1. The Region of Bingium

Bingium is centered on an old auxiliary post, built on a hill overlooking the junction of the Nahe and Rhine Rivers. The Romans built a road linking the provinces of Germania Inferior and Germania Superior, and a bridge over the Nahe. The road was considered strategically important enough to justify the posting of troops. Presently, though, like many of the auxiliary forts, this position is undermanned. The bulk of the troops have been pulled away to work on the new set of frontier posts further to the east, and the remaining troops, led by a rather timid commander, do not feel confident enough to scout the area with any great vigor. Along the Rhine River, a large number of river barges and boats (small galleys really), are tied up with their crews refusing to sail. As is usual, a town has grown up to serve the needs of

The Region of Bingium



Handout 4: Extract from *The Odyssey*

“Queen Circe then said: “Listen carefully now to what I have to say to you, and let the gods remind you later of it. You will soon come upon the Sirens, who charm all who come near them. Whomever comes upon the Sirens unwary and hears them sing will never return home to the joys of his family. The Sirens instead beguile such men ‘with their limpid songs’ as they sit on their rock with the corpses of their slain victims around them. So, as you come towards them, plug up your ears with beeswax lest you hear them, and pass them by quickly if you can. And if you must listen to them, let your comrades first bind you hand and foot and tie you to the mast of your vessel, so that though you delight to listen to the Sirens, you can take no action to join them. And order your comrades that should you ask them to free you, they should instead only tie you down the more carefully.”

the auxiliary troops and to provide a stopping point for commerce. At present, the main commerce under way is a considerable amount of drinking and debauchery, as the river crews try to stave off boredom.

The river itself poses an intimidating aspect in any event. At Bingium, the river, which has flowed southwest from Moguntiacum, and was fairly wide, narrows considerably as it cuts through two hills and creates a gorge for itself; flowing almost straight north for some distance. It eventually emerges from the gorge at Castellum apud Confluentes (Koblenz), and flows off towards the north and west again into the North Sea. A small island lies just past the point where the Nahe flows into the Rhine, on the Roman side of the river. A bit beyond that, the ripples and white water of some dangerous rocks swirl and eddy close to the island. Vessels attempting to come up river, fighting the current, can cross over to the other side and avoid the rocks. Vessels floating down river might not notice the rocks, obscured as they are by the island, and so the Romans have built a signal tower, both as an observation post and as a marker for navigation.

The Rhein fleet, the classis *Germanicus*, has the responsibility for tending the observation tower on the island, having stocked it with food

Handout 5: Diary of Terentius

[5 February 158 AD] Tower finally opened after a long delay in construction and I have been left here in blissful solitude to my own devices. A freedom after a fashion, as all I have to do is make sure a fire is kept well lit at night. No one to give orders or beat me. The construction of the tower was most odd, as the first effort to build it, further up the island, struck a cave when the digging was under way, which was filled with a considerable amount of salt. The site had to be moved. Water rose, and flooded part of the island including the cave, which caused further confusion.

[7 February 158 AD] I am hearing a scratching or digging noise. Surely it is my imagination.

[9 February 158 AD] It appears that a little hole or crack is developing in the foundation. The digging noise is much louder now.

and left some trustworthy slaves in charge. In the event of trouble, the slaves have been directed to signal, and then seek the assistance of the local auxiliary commander. The fleet completed the construction of the tower about two months ago. The troops in the main auxiliary post have a perfectly good view of the surrounding countryside, or at least of the rivers. Their view of the wooded slopes opposite is obscured - the local garrison thinks that it may be possible for a warband to hide in the woods, and row out to attack barges. They see no boats on the riverbanks though. No one among the troops particularly wants to go and look. The slave has neither signaled, nor even come into town, but since there is plenty of food, and the slave has a very easy job, this is not surprising.

Among the riverboat crews, a few think that it is possible that boats are simply running on to the rocks. Most, however, think that something or someone is attacking the river trade. Most are unfamiliar with the local legends surrounding the area. Several report rumors of temptresses attempting to lure the vessels on to the rocks by singing on the riverbanks near the rocks. Some of the sailors report strange

fogs that roll in suddenly and unpredictably, or rain storms or mists that affect only the area just to the west of the town along the river.

Only one of the riverboat pilots, Radulf of the Batavii, is particularly willing to help the investigators if they wish to cross the river at Bingium. He will make his barge available for that purpose, though he declines to help them by sailing further down the river. His crew refuses to do even this much, and so the investigators must work the oars if they wish to cross the river. Radulf's services do not come cheap; he demands an outrageous 2 aureii.

If the investigators explore the hills on the German side of the bank, they find no warband, nor any sign of a warband. They do, however, find Gunther of the Chatti. Gunther was travelling in the woods near the region, doing a bit of hunting. He misjudged the time and found himself forced to camp opposite the island.

Gunther, if approached by anyone even remotely friendly, can communicate in Latin or German. He tells his story if he can. About a week ago, just about sunset, a boat with its crew of boatmen worked its way up the river, trying to make it to Bingen before it was too dark. Gunther watched as two naked 'maidens' ran down to the river and began to cavort in the shallows by the island. They beckoned to the boatmen and began to sing, trying to entice the sailors to land. The sailors pulled closer, and many of the men jumped off the boat and swam towards the island. Of these, several were pulled into a whirlpool that suddenly appeared. At this, a Roman tower guard appeared and watched, but made no attempt to interfere. When only a couple of sailors remained on the boat, one of the maidens climbed onto the barge and began to frolic with the sailors. As the vessel drifted closer by him, Gunther saw that the maiden suddenly changed form and became a strange, green and scaly amphibious thing, which began to bite and claw the helpless men. The boatmen were killed and the creature began to feast upon their flesh while the boat drifted down

stream. After a time, the creature threw the remains of the men overboard, and jumped off the boat, letting it drift down stream. The boat eventually sank before it went very far, so the maiden must have damaged it somehow.

Gunther, terrified by this event, ran away from the riverbank, and has wandered the woods for some days, keeping somewhat close to the river. Strangely fascinated and obsessed with what he saw, he hopes for a return of the maidens.

If pressed, Gunther can tell or confirm the story of the maidens set out by the Emperor Claudius (*Handout 3*). The Chatti have long avoided the island, as it is inhabited by three water goddesses, exiled by the sea god for having stolen a great treasure. These goddesses are the maidens of the river and they are named Woglinde, Wellgunde, and Flosshilde. They would probably be grateful for anyone who released them, however, they could also be quite dangerous. They are said to have beautiful voices that can drive men to madness. They are also said to still possess the treasure, which the legend says must remain in their keeping.

2. The Records of the Auxiliary Unit

The tower on the island was built over the last year. The engineer who built the structure was forced to move the original site after striking a cavern lined with salt. This was quite unexpected, and the cavern quickly flooded from some unusually high floodwater. The tower was built on a much shallower foundation than originally intended. The engineer noticed nothing else unusual, though some men working on the tower reported seeing naked women on the island as the tower came closer to completion. This was explained as the result of an excessively generous wine ration. A couple of men disappeared, which was attributed to desertion. The engineer in charge of the place posted a slave with instructions to keep the tower lit, when and as necessary. In a not a typical Roman fashion, the engineer in charge was supposed to keep several slaves in the tower, however, he

seems to have departed back to the main fleet base with these in tow. The clerk of the auxiliary unit, if quizzed on the issue, suggests that they have probably been sold in some private deal, or are otherwise now doing private work for the engineer.

3. The Auxiliary Vexillation at Bingium

The local detachment is commanded by Titus Otucallius. Titus, a rather incompetent centurion, has been left with part of a cohort, mostly men nearing retirement; perhaps 100 men all told. Given their age and lack of ambition, the unit and its commander display very little initiative or drive. Titus claims that the tower is, in fact, the responsibility of the Rhine fleet, based in Germania Inferior. He has not sent anyone to check on the slave, though he does occasionally see someone prowling about, so he assumes that the matter is being handled as it ought. The fire stays lit, though there is no river traffic at night. He has no occasion to investigate the matter. Since the Chatti across the river are currently peaceful, he has had no reason to lead patrols out of the camp. Titus Otucallius has

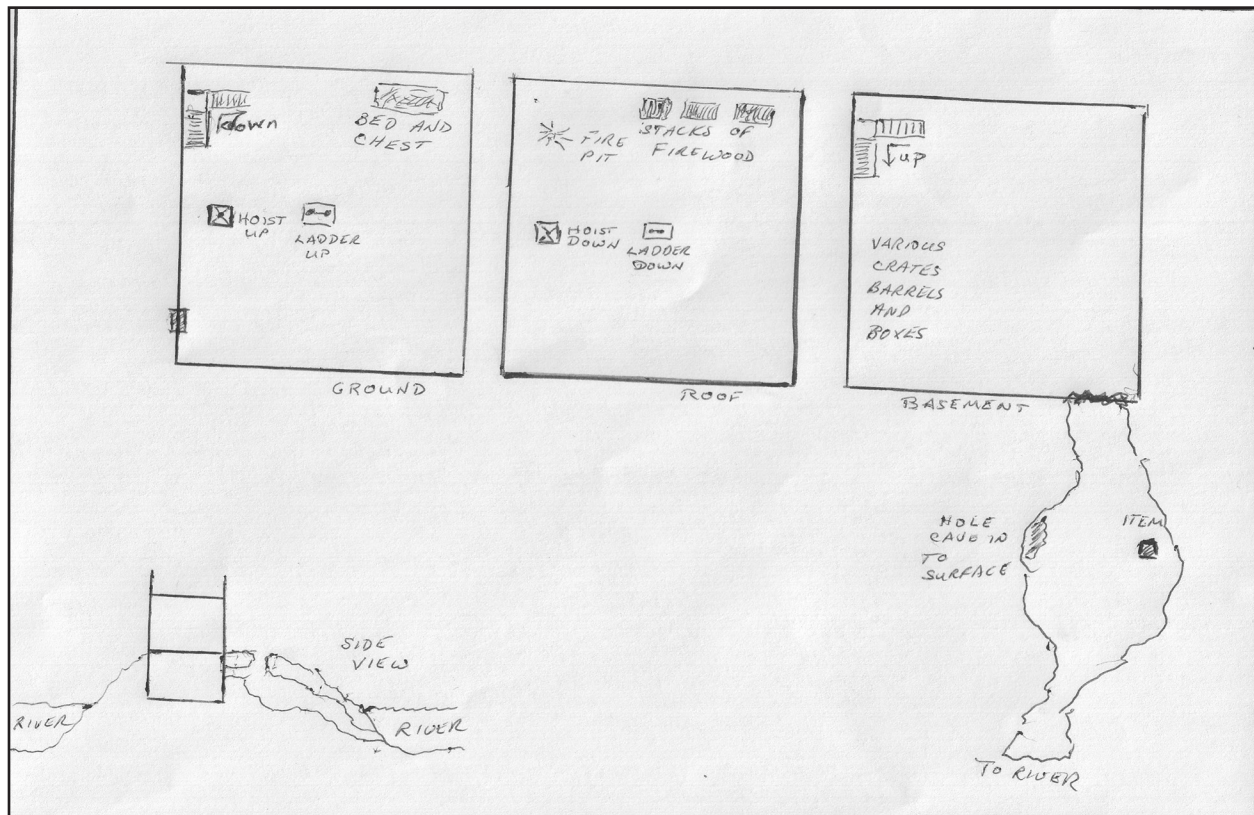
heard of boats being lost in the river. This is, again, the fleet’s responsibility. Drunken sailors talking about superstitions, who are causing no other trouble, pose no security problem, and so he leaves them to get on with their drinking and storytelling.

The auxiliary doctor, Andjetyka, an Egyptian, examined two of the washed-up bodies. He is happy to talk to the investigators about what he found. The victims drowned, though he declines to speculate on how they came to be in the water. What was unusual is that there seemed to be a number of claw and bite marks; however, he is not aware of any creature in Germania that leaves bite marks quite like that – the nearest he can surmise would be a bear.

4. Hildebert

Hildebert, a German serving in the auxiliary unit, has a different story to tell. He has occasionally seen two women on the island and in the tower, talking to the tower keeper. He has never seen them near a boat though.

The Tower on Mouse Island



VISITING THE ISLAND

Should the investigators desire to visit the island in the morning or at noon, they will find the place quite empty. The tower is deserted (the maidens are out swimming and frolicking in the river, some distance away from the place); the fire is lit, with an ample supply of firewood stacked next to it. Under these circumstances, the tower may be explored at leisure. Indeed, unless the residents of the tower are motivated by hunger or lust, the tower is usually empty as the maidens frolic in the river, enjoying their newfound freedom. Unless the Keeper wants an early confrontation, the party will not find the tower occupied at all. If the investigators make a noise or otherwise try to attract attention, the Keeper may have the residents take a more active interest.

The tower itself is 25 feet tall, with a ladder going up from the entry level to the roof. The whole is quite durably built out of good Roman masonry work.

Should the investigators enter the tower and make no attempt at stealthy movement, each of the inhabitants may have a **Listen** check; fortunately their hearing is quite poor. If the investigators make an uncommonly loud racket, a second check may be appropriate. If alerted, the maidens may take such action as the Keeper deems appropriate.

Wood is kept neatly stacked by a fire pit. A fire is left burning, though it burns down during the day, and the ladder is in good repair. Some hatchets for chopping the wood can be seen in a chest carefully sealed against the weather (the maidens are neither lazy nor dumb - they know that they are likely to be left alone if it looks as if the tower is being cared for).

If the investigators go up onto the roof, they may have a chance to spot one or more of the maidens, sunning themselves on the far end of the island. The investigators should make a **Spot Hidden** roll; if successful have the investigator make a **Luck** roll. A failed Luck roll indicates that they see the creature in its true

form (rather than as a maiden), and now need a Sanity check.

Inside the tower is an old bed which appears to have not been used in some while. If touched or moved it will make a racket, giving rise to another **Listen** roll for the maidens (if the Keeper wishes). There is also an unlocked, tattered chest here. Opening it reveals a pile of ragged, moth-eaten clothing (really rags), and a few spider webs. At the bottom, among the rags, is an old wax tablet. This is a set of entries made by Terentius, the light keeper, for a week after the opening of the tower. It describes clawing and scratching noises from below. It then breaks off abruptly (Handout 5).

Upstairs, on the roof of the tower, there appears to be nothing amiss.

The tower's staircase down leads to a sort of basement, really a very shallow foundation. Boxes, barrels and amphorae, litter the floor. A quick search reveals that a pit has been opened up in the northwest corner of the foundation, and that a deep dark hole leads off below. A short passage, about thirty feet or so, turns and leads off into a cave that has been flooded with river water at some time. This is the lair of the maidens. It is perpetually dark.

Should the investigators try to enter the cave with a torch or lantern lit, any maidens in residence will be immediately aware of their presence, and thus able to react. On the other hand, investigators with a lit torch will instantly be able to see a circlet of gold (the 'treasure' of the maidens) on a pedestal in the center of the cave, as well as the bodies of up to ten individuals who were 'persuaded' to come to the tower. Most have been completely devoured, leaving nothing but bones, however some are only partly eaten. Sanity cost to view the grisly remains is 1/1D6.

The investigators may also find three wooden boxes, which are the foci for the maidens' Vanish spell. The boxes contain hair clippings and bits of discarded scale. Should the investigators empty the boxes, they no longer function. Should the investigators take the boxes along 'as is', the spell still functions and the

maidens can show up next to the boxes simply by casting the spell.

If the maidens are out at the time, the investigators can simply steal these items, but to do so will come at a price. The maidens can sense the golden crown (their 'treasure') to a high degree of accuracy, and will continually move towards it. They will relentlessly track the investigators - this will have the side effect of ending the attacks on river craft at Bingham, however attacks will begin to occur as the investigators move around (at the rate of three or four individuals being attacked per week).

SO WE FOUND IT, NOW WHAT HAPPENS?

If the investigators have carefully prepared, they may well be able to defeat the creatures; who tend to make attacks at dusk. In such a brawl, look carefully at the spells available to each maiden, as they are all different. The maidens do not have unlimited power and some of their spells are quite costly in Magic points. The maidens have an average DEX and low armor, so an attack on one of them at a time might succeed, especially as spells take time to cast. If the investigators decide to fight and have brought Ahab, he will throw rocks and is careful to bring along two stout spears. Before beginning the fight, or in the first round if the party is caught flat-footed, he will first make certain that his ears are well stopped up with bee's wax. He then will chant a poem in a language the investigators probably do not understand (Aramaic), taking a full round to do so, and after that will not miss with his thrown objects. If the fight begins to go heavily against the investigators, he will not fight to the bitter end, but rather will scamper off after the party takes 75% losses. The Keeper may wish to preserve him as a useful character for the future.

The investigators might simply steal the treasure and run off. The chase as the maidens pursue them to recover their lost loot could form a recurring episode in a campaign. The investigators might try to communicate with

the maidens, especially if they have brought Ahab along as a translator. In this case, the maidens might well ask for the help of the investigators in being reunited with the Deep Ones, as the price of leaving the local Germans alone. The maidens will know the location of two Deep One communities; one off of the coast of Judea, and another off of the coast of Gallia Narbonensis. They will offer to accompany the investigators to either place (dangerous!), and will show them how to contact the Deep Ones (another dangerous game). Keeping them fed and happy will pose a distinctly different problem for investigators. Still, the maidens know many things, and a contented and grateful maiden may be a useful source of information. On the other hand, killing only one or two of the maidens, and missing the third (who may be out elsewhere), may lead to a cycle of vengeance as the investigators are stalked through the Empire by the survivor(s).

Truly cowardly investigators (or genuinely prudent ones), may decide that the best course of action is to make a report to higher authorities. This is a perfectly legitimate solution. A story of three murderous women is not likely to be believed or may only draw a token force, which will quickly be wiped out. In contrast, a story of a warband near the island, and an auxiliary commander who does nothing about it, will bring a contingent of *legio XXII* thundering down on the place in very short order. The auxiliary commander will be an enemy for life (if he survives). The legion will bring enough force to prevail at once, though with surprisingly high losses. Strange rumors will begin to circulate of a battle in the mists against powerful warrior maidens that grow in the telling.

Rash investigators, who charge in with ears unstopped, can expect to be teased, toyed with, and invited to dinner (with themselves as the menu). In this event, since there are many available clues that have to be overlooked to draw up such a plan in the first place, the investigators may get what they deserve.

Should the investigators prove recalcitrant about doing anything, the maidens will eventually begin to stalk the town, looking for victims now that the river traffic has ceased. They will, in human form, essentially attempt to befuddle isolated men by singing to them. Since the town is filled with idle soldiers and sailors, they will find an easy time of this. An impish Keeper might have the investigators encounter one or another of the maidens in the town.

REWARDS

If the party identifies the problem and alerts authorities, an award of 1D3 Sanity is warranted. Titus Adevinus happily pays the amount he promises, and the commander of the garrison happily adds an equal amount. The legion is sent in and river traffic resumes promptly.

If the party bargains with the maidens and persuades them to go away, a 1 Sanity point award is justified. If the party can persuade Titus Adevinus and the authorities that they have searched thoroughly, and that the river can now be opened, they pay happily. The consequences of the investigator's actions may be negative, with further strife caused by the maidens elsewhere – the Keeper is left to best determine how such consequences affect the investigators.

If the party fights and defeats the maidens, an award of 1D6 Sanity is justified. They also get to keep the treasure (until it's original owners come looking for it).

If the party runs away and does nothing, a penalty of 1D4 Sanity is justified as the depredations continue. Titus and the authorities are puzzled and upset, which could also be a problem for the investigators.

If the party grabs the treasure and runs off, then a penalty of 1D8 Sanity is justified, for the maidens begin their search by wreaking bloody vengeance on Bingham, word of which quickly reaches the investigators, who realize their connection to the problem. Of course, Titus and the authorities are thoroughly enraged, and that is an even bigger problem.

NON-PLAYER CHARACTERS

Ahab ben Menachem, age 22

STR 11 CON 13 SIZ 10 INT 15 POW 18
DEX 14 APP 17 EDU 18 SAN 84 HP 12

Damage Bonus: 0

Weapons:

Small club 20%, damage 1D6

Short spear (thrown) 20%, damage 1D6 (see spell below)

Sling with rocks 15%, damage 1D4 (see spell below)

Throw rock 25%, damage 1D3 (see spell below)

Skills: Science (Judaism) 60%; Science (Augury) 50%; Library Use 60%; Persuade 50%;

Swim 80%; Natural World 40%; Accounting 60%; Sneak 50%; Hide, 50%; Spot Hidden 40%; Occult 40%.

Languages: Aramaic 95%; Biblical Hebrew 90%; Phoenician/Carthaginian 40%; Latin 75%; Greek 50%; German 35%, can read and write the first five.

Spells: Impeccable Throw

Equipment: Goes to the island with two spears, a sling, and a tremendous amount of beeswax.

THREE MAIDENS OF BINGIUM

Woglinde

STR 17 CON 12 SIZ 18/16* INT 13 POW 16
DEX 10 APP 3/16* EDU 10 SAN 0 HP 15
MOV 8/10 in water SAN Cost 1/1D6 or 0/1D2*

* First statistic is in natural form; second statistic is in human-seeming form.

Damage Bonus: +1D6

Armor: 1-point scaly hide

Weapons: Bite 35%, damage 1D6 (useable in natural form only)

Claw (x2) 35%, damage 1d4 +1D6 (useable in natural form only)

Dagger 30%, damage 1d4+2 + 1D6 (useable in human form only)

Languages: Deep One 90%, Aramaic 60%; Phoenician/Carthaginian 60%; Sumerian 60%.

Skills: Play Flute 80%; Sing 75%; Sneak 40%; Hide 40%; Spot Hidden 30%; Listen 20%, Scent 20%; Sense Missing Treasure 90%.

Spells: *Consume Likeness* (1); *Siren's Song*; *Vanish* (3); *Dominate*; *Enthrall Victim*; *Implant Fear*; *Wrack*; *Mental Suggestion*; *Mesmerize*; *Fish Form* (new spell, 4); *Pipes of Madness*; *Breath of the Deep*.

Equipment: An enchanted flute, carved out of a single piece of coral. Oddly enough, it can play only five notes (E flat, F, A flat, B flat, and C). In addition to being able to cast *Siren's Song*, like her sisters, Woglinde can play her flute to dangerous effect with the spells *Dampen Light* and *Pipes of Madness*.

She will take her cue from her other two sisters, who have diametrically opposed attitudes, depending on which one the Keeper wishes to emphasize in dealing with the investigators.

Welligunde

STR 18 CON 13 SIZ 18/15* INT 12 POW 15
DEX 11 APP 3/17*EDU 10 SAN 0 HP 16

MOV 8/10 in water SAN Cost 1/1D6 or 0/1D2*

* First statistic is in natural form, second statistic is in human-seeming form

Damage Bonus: +1D6

Armor: 1-point scaly hide

Weapons: Bite 40%, damage 1D6 (useable in natural form only)

Claw (x2) 40%, damage 1D4 +1D6 (useable in natural form only)

Dagger 35% damage 1D4+2 + 1D6 (useable in human form only)

Skills: Natural World 50%; Sneak 40%; Hide 40%; Spot Hidden 30%; Listen 20%, Scent 20%; Sense Missing Treasure 90%; Sing 70%.

Languages: Deep One 90%, Aramaic 60%; Phoenician/Carthaginian 60%; Sumerian 60%.

Spells: *Consume Likeness* (1); *Siren's Song*; *Vanish* (3); *Dominate*; *Enthrall Victim*; *Implant Fear*; *Wrack*; *Mental Suggestion*; *Mesmerize*; *Fish Form* (new spell, 4); *Mind Blast*; *Alter Weather*; *Create Mist of R'lyeh*; *Raise Night Fog*.

Of the three, Welligunde is the most prone to violence, and the most likely to attack the investigators - with an eye to devouring them. However, even she is not immune to persuasion. She has considerable power to alter the climate, and uses this to disorient and confuse sailors on the river.

Flosshilde

STR 16 CON 12 SIZ 17/15/14* INT 13
POW 16 DEX 12 APP 3/18/10* EDU 10
SAN 0 HP 15

MOV 8/10 in water

SAN Cost 1/1D6 or 0/1D2 or 0/1D2*

*First statistic is in natural form, second is in maiden-seeming form, third is in form of old slave.

Damage Bonus: +1D6

Armor: 1-point scaly hide.

Weapons:

Bite 30%, damage 1D6 (useable in natural form only)

Claw (x2) 30%, damage 1D4 +1D6 (useable in natural form only)

Dagger 20% damage 1D4+2 + 1D6 (useable in human form only)

Skills: Medicine 40%; Persuade 40%; Sneak 40%; Hide 40%; Spot Hidden 35%; Listen 20%, Scent 20%; Sense Missing Treasure 90%; Sing 70%.

Languages: Deep One 95%, Aramaic 80%; Phoenician/Carthaginian 80%; Sumerian 80%.

Spells: *Consume Likeness* (1); *Siren's Song*; *Vanish* (3); *Dominate*; *Enthrall Victim*; *Implant Fear*; *Wrack*; *Mental Suggestion*; *Mesmerize*; *Fish Form* (new spell, 4); *Clutch of Nyogtha*; *Heal*; *Healing*; *Power Drain*.

Of the three, Flosshilde is the most likely to be somewhat understanding and helpful to the investigators. She is driven by the same powerful appetites and instinctive urges as her sisters, and will not hesitate to devour and consume the investigators, however, she is aware of the dangerous position she and her sisters are in, and is the one most eager to be restored to the good graces of Dagon and the other Deep Ones. She may negotiate or at least converse with the investigators before she destroys them.

FOOTNOTES

(1) Woglinde and Welligunde can appear, per the spell *Consume Likeness* in the main *Call of Cthulhu* rules (6th Edition), as Germanic maidens, blond, buxom, and beautiful. They use this form to distract passing travelers on the river. Consult the rules for the full parameters of the spell. Before attacking, the maidens always revert to their true form, since a 1 hit point loss in their illusory form destroys the illusion (and places a time limit before it can be resumed), while changing out of the form takes only a short time, and places no such limit in the event of injury. Presumably, if they resume the form while injured, the injury also reappears as it would on a human.

(2) Flosshilde has two likenesses, of a maiden like her sisters, but also of a slave sent to tend

the tower by the Romans. As such she appears as an elderly man.

(3) The spell *Vanish* needs a box to function. Each of the maidens have a box in the cave below the tower.

(4) *Fish Form* (new spell). This spell functions similarly to *Bat Form*. For 10 Magic points, the caster may assume the form of a large, river catfish, of a SIZ equal to the true form of the caster. This should only be done in water, of course. The spell can be cast day or night, and lasts for up to 12 hours. The caster has all of the capabilities of a fish, and all of the limitations, but retains the original “intelligence and intentions” of the caster.

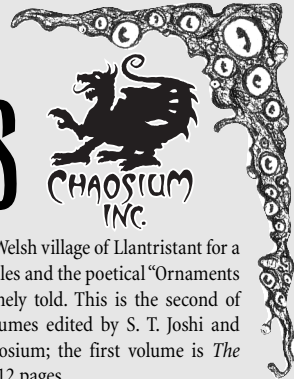
Keeper's Note: Playing the Maidens

These creatures are wily and crafty opponents. Though they can be quite formidable in a fight, their main tactic is to confuse, ensnare and seduce. They have objectives of their own - to remain at liberty, to protect their treasure, and to seek redemption and forgiveness from their own race. As clever sorceresses, they may well destroy a group of incautious investigators.

Keeper's Note: The Treasure

A Mythos artifact of no apparent function whatsoever to the investigators, unless the Keeper chooses to give it one. It consists of a crown or circlet of solid gold, of exquisite but inhuman manufacture. It weighs fully 15 pounds, and can be melted down into 750 aureii, (a fortune for a Roman). However, its value to the Deep Ones is incalculable and should they become aware of its presence, they will go to considerable lengths to obtain it. Their fury, were they to discover it was melted down and converted into gold coins, would be unimaginable. Therein, of course, hang the hooks for further adventures.

Selected Chaosium Titles



FICTION

Eldritch Evolutions

#6048 ISBN 1-56882-349-5 \$15.95

ELDRITCH EVOLUTIONS is the first collection of short stories by Lois H. Gresh, one of the most talented writers working these days in the realms of imagination.

These tales of weird fiction blend elements wrung from science fiction, dark fantasy, and horror. Some stories are bent toward bizarre science, others are Lovecraftian Mythos tales, and yet others are just twisted. They all share an underlying darkness, pushing Lovecraftian science and themes in new directions. While H.P. Lovecraft incorporated the astronomy and physics ideas of his day (e.g., cosmos-within-cosmos and other dimensions), these stories speculate about modern science: quantum optics, particle physics, chaos theory, string theory, and so forth. Full of unique ideas, bizarre plot twists, and fascinating characters, these tales show a feel for pacing and structure, and a wild sense of humor. They always surprise and delight.

The Yith Cycle

#6047 ISBN 1-56882-327-4 \$16.95

The planet Yith is the home of the Great Race, a place inspiring H.P. Lovecraft and other authors to pen classic tales of travel through time and space. In "The Shadow Out of Time" there is implicit a very different view of Homo Sapiens' origins, derived directly from the modern mythology of the Theosophical Society. Lovecraft often mentioned Theosophy as a kind of foil and precedent for his own Mythos in his stories. This collection includes tales of Yith both famous and obscure, replete with time travel, mind-exchange, and thrilling vistas of primordial history set in context that enables new readers and long-time Lovecraftian fans alike to enjoy them.

Includes short stories by H.P. Lovecraft, August W. Derleth, Richard L. Tierney and many others.

Mysteries of the Worm

#6037 ISBN 1-56882-176-X \$15.95

"H.P. Lovecraft — like his creation, Cthulhu — never truly died. He and his influence live on, in the work of so many of us who were his friends and acolytes. Today we have reason for rejoicing in the widespread revival of his canon. . . . If a volume such as this has any justification for its existence, it's because Lovecraft's readers

continue to search out stories which reflect his contribution to the field of fantasy. . . . [The tales in this book] represent a lifelong homage to HPL. . . . I hope you'll accept them for what they were and are — a labor of love." —Robert Bloch

Robert Bloch has become one with his fictional counterpart Ludvig Prinn: future generations of readers will know him as an eldritch name hovering over a body of nightmare texts. To know them will be to know him. And thus we have decided to release a new and expanded third edition of Robert Bloch's *Mysteries of the Worm*. This collection contains four more Mythos tales — "The Opener of the Way", "The Eyes of the Mummy", "Black Bargain", and "Philtre Tip" — not included in the first two editions.

The Yellow Sign & Other Stories

#6023 ISBN 1-56882-126-3 \$19.95

This massive collection brings together the entire body of Robert W. Chambers' weird fiction works including material unprinted since the 1890's. Chambers is considered a landmark author in the field of horror literature for his King in Yellow collection, which itself represents but a small portion of his weird fiction work. These stories are intimately connected with the Cthulhu Mythos introducing Hali, Carcosa, and Hastur.

This book contains all the immortal tales of Robert W. Chambers, including "The Repairer of Reputations", "The Yellow Sign", and "The Mask". These titles are often found in survey anthologies. In addition to the six stories reprinted from *The Yellow Sign* (1895), this book also offers more than two dozen other stories and episodes, about 650 pages in all. These narratives rarely have appeared in print. Some have not been published in nearly a century.

A Chambers novel, *The Slayer of Souls* (1920), is not included in this short story collection.

The White People & Other Tales

#6035 ISBN 1-56882-147-6 \$14.95

THE BEST WEIRD TALES OF ARTHUR MACHEN, VOL 2. — Born in Wales in 1863, Machen was a London journalist for much of his life. Among his fiction, he may be best known for the allusive, haunting title story of this book, "The White People", which H. P. Lovecraft thought to be the second greatest horror story ever written (after Blackwood's "The Willows"). This wide ranging collection also includes the crystalline novelette "A Fragment of Life", the "Angel of Mons" (a story so coolly reported that it was imagined true by millions in the grim initial days of the Great War), and "The Great Return", telling of the stately visions

which graced the Welsh village of Llantrissant for a time. Four more tales and the poetical "Ornaments in Jade" are all finely told. This is the second of three Machen volumes edited by S. T. Joshi and published by Chaosium; the first volume is *The Three Impostors*. 312 pages.

CALL OF CTHULHU RPG

CALL OF CTHULHU is a horror roleplaying game set in the world of the Cthulhu Mythos, as described by H. P. Lovecraft, the father of modern horror.

Call of Cthulhu, sixth ed.

#23106 ISBN 0-56882-181-6 \$34.95

CORE PRODUCT — The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep — some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R'lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth.

Call of Cthulhu is Chaosium's classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. *Call of Cthulhu* uses Chaosium's *Basic Roleplaying* system, easy to learn and quick to play. This bestseller has won dozens of game-industry awards and is a member of the *Academy of Adventure Game Design Hall of Fame*. In 2011 *Call of Cthulhu* celebrated its 30th anniversary. In 2003 *Call of Cthulhu* was voted the #1 Gothic/Horror RPG of all time by the Gaming Report.com community. *Call of Cthulhu* is well-supported by an ever-growing line of high quality game supplements.

This is a softcover 6th edition of this classic horror game, completely compatible with all of previous editions and supplements for *Call of Cthulhu*. This is a complete roleplaying game in one volume. All you need to play is this book, some dice, imagination, and your friends.

Call of Cthulhu Keeper's Screen

#23120 ISBN 1-56882-345-2 \$15.95

A 3-Panel Keeper's Screen mounted on thick hardcover stock that folds out to

33 inches wide. One side, intended to face the players, portrays an investigative scene. The other side collects and summarizes important rules and statistics, to help ease the Keeper's task. The package includes a 22"x34" *Mythos Vade Mecum* poster by the mad french artists Christian Grussi and El Théo, postulating relationships between the deities and minions of the Cthulhu Mythos.

H. P. Lovecraft's Arkham

#8803 ISBN 1-56882-165-4 \$28.95

"Behind everything crouched the brooding, festering horror of the ancient town . . . the changeless, legend-haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hid from the King's men in the dark, olden days of the Province.

It was always a very bad time in Arkham . . ."

—H. P. Lovecraft

Arkham is a small town along the Massachusetts coast—the setting favored by author Howard Phillips Lovecraft in his tales of monstrous horror. All in all a quiet place, Arkham is best-known as the home of Miskatonic University, an excellent school becoming known for its esoteric and disturbing volumes residing in its library's Restricted Collection. These tomes form the foundation of all current efforts to thwart the dire desires of the Mythos legion.

H. P. Lovecraft's Arkham contains extensive background information about this haunted New England town — written to be used by serious investigators as a base from which to further explore the mysteries of the Cthulhu Mythos. Pertinent buildings, useful people, and important locations are described in depth. A 17x22" players' map of Arkham is bound into the back, and four thrilling adventures complete the package.

Includes the H.P. Lovecraft short story "The Dreams in the Witch-house" (1933).

H. P. Lovecraft's Dunwich

#8802 ISBN 1-56882-164-6 \$25.95

Dunwich is a small village located along the Miskatonic, upriver from Arkham. Until 1806, Dunwich was a thriving community, boasting many mills and the powerful Whateley family.

Those among the Whateleys came to know dark secrets about the world, and they fell into the worship of unwholesome creatures from other times and places. Retreating to the hills and forests surrounding the town, they betrayed their uncorrupted kin.

Prosperity fled, and a dark despair seized the people. What remains is a skeleton town, mills closed, its citizens without hope or future. However, secrets of the Mythos survive, to be discovered by brave and enterprising investigators.

H.P. Lovecraft's Dunwich begins with "The Dunwich Horror," Lovecraft's masterful tale of life in the town and its surrounds. It expands upon the story with extensive information about the town: pertinent buildings, useful people, and important locations are described in detail. A 17x22" map depicts the area for miles around, and two scenarios are included. All statistics and gameplay notes for d20 Cthulhu are also provided.

Keeper's Companion II

#2395 ISBN 1-56882-186-7 \$23.95

A CORE BOOK FOR KEEPERS, VOL. 2—New to Call of Cthulhu? A battle-scarred veteran of many campaigns? Here are essential background articles useful to most keepers.

"The History Behind Prohibition" — A lengthy article bringing anti-alcohol advocates, law enforcement, gangsters, rum-runners, and consumers into focus. Lots of good stories.

"The Keeper's Master List of *Call of Cthulhu* Scenarios" — Lists are alphabetical by the following topics: scenario era; creature / maniacs / great old ones; legendary heroes and villains; cults / sects / secret societies; Mythos tomes; fictitious locations; and Mythos books from publishers other than Chaosium.

"Iron: a Survey of Civilian Small Arms Used in the 1890's, 1920's, and the Present". Practicalities of firearms; common malfunctions; new skills Handloading and Gunsmithing. Firearms considered are likely to be encountered or thought specially useful by investigators. Insightful discussions of nine specific rifles, five shotguns, ten handguns, a sniper rifle, and the Thompson submachine gun. Hot load damage values for most weapons, along with comparative ratings for noise, maintenance, powder, reloading per round, more, plus standard stats.

"Medical Examiner's Report" discusses the unusual corpse recovered by the Essex County Sheriff's Department, as does "Dr. Lippincot's Diary" from another point of view. Also a short article on deep one / human reproduction.

Brian Sammon's "Mythos Collector" submits write-ups for the *Book of Loä*, *Chronike von Nath*, *Confessions of the Mad Monk Clinthanus*, *Letters of Nestar*, *The Nyhargo Codex*, *Soul of Chaos*, *Testament of Carnamago*, *The Tunneler Below*, *Visions From Yaddith*, *Von denen Verdammten*, as well as for more than a dozen new spells.

And More: "Mythos ex Machina" gathers about forty examples of alien technology from Cthulhu supplements. Gordon Olmstead-Dean outlines the odd connections between H. P. Lovecraft and the Satanists HPL never knew, in "LaVey, Satanism, and the Big Squid". Indexed.

Basic Roleplaying

Welcome to Chaosium's *Basic Roleplaying* system, a book that collects in one place rules and options for one of the original and most influential role playing game systems in the world.

Basic Roleplaying

#2026 ISBN 1-56882-347-9 \$44.95

A CORE HARDCOVER BOOK—This book comprises a roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other player(s) assume the roles of player characters (PCs) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs).

From its origin, *Basic Roleplaying* was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other *Basic Roleplaying* mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. There aren't many easier ways to say a character has a 70% chance of succeeding at an activity.

The system is remarkably friendly to newcomers. It is easy to describe the basics of the game system, and the percentile mechanics, to non-gamers.

Players of other game systems often find *Basic Roleplaying* to be much less mechanistic and less of a barrier to the actual act of roleplaying. Less time spent on game systems usually equals more time available for roleplaying and thinking "in character."

Characters tend to evolve based on practicing the skills they use the most. They do not arbitrarily gain experience in skills and qualities based on ephemeral elements such as levels or experience ranks.

Combat can be very quick and deadly, and often the deciding blow in a conflict is the one to land first.

Basic Roleplaying is remarkably modular: levels of complexity can be added or removed as needed, and the core system works equally well with considerable detail as it does with a minimal amount of rules.

Retail orders for Chaosium titles are filled and shipped by Fergie, our shippin' shoggoth.
To order, find us online at www.chaosium.com.

"In the last centuries of the Fifth Cyliad, a great malaise began to descend upon the lands of humankind. The great civilizations of Urth, which for Aeons had seemed on the verge of slumber, now finally began to rot from within. From the edges of the world the ever-present enemies drew close, their hungry claws poised to tear apart the delicate flesh of a fruit a hundred millennia in the harvesting. And all around, a cry arose for Heroes, to stand against the dying of the light and save the world from the sins of its past.

"Some said that it was the end of days. Some said that it was only the beginning. These pages tell the history of that time yet to come. These are the Chronicles of Future Earth."

The Chronicles of Future Earth

The Earth we know is gone, forgotten in the depths of time. In its place is the Urth – a world of mystery and danger, steeped in a thousand centuries of history and legend, where humankind brushes shoulders with beings and creatures strange and monstrous. The Venerable Autocracy of Sakara, the greatest – and oldest – Empire on Urth, rules over half the world, led by an immortal God-Emperor whose very word is law. It's a world of deep, dark forests, brooding mountains, timeworn ruins haunted with the ghosts of the past and the weird monsters of the future. Arcane sorcerers explore strange dimensions, terrible priests wield powers from extradimensional beings known as Gods, mighty soldiers forge new histories from the ruins of the past. It's a time of danger, reckoning, and adventure. Welcome to *The Chronicles of Future Earth*.

Science-Fantasy Roleplaying
in Earth's Far Future

BASIC ROLEPLAYING
BRP

This is a supplement for the
BASIC ROLEPLAYING SYSTEM.
You must have at least one copy of
those rules to enjoy this book
Find additional treasures at
www.chaosium.com





CHAOSIUM
INC.

Horror Stories From The Red Room

•••

From the brilliant minds of John A. Almack, Padraic Barrett, Joseph M. Isenberg, Hugh Jesseman, Oscar Rios, Jeff Woodall, and Simon Yee come seven scenarios of horror for All Hallow's Eve.

Horror Stories from the Red Room contains seven scenarios from different times and places. From the Rhein River during the time of the Romans to the small town of Richland, Ohio.

Horror Stories from the Red Room is a collection of scenarios for the *Call of Cthulhu* roleplaying game.

ISBN-10: 1568823924
ISBN-13: 978-1568823928
5 1995



9 781568 823928

Find other treasures at
www.chaosium.com

