

Shades of Night, Chapter 3: The Living Bones

Introduction

Although *The Living Bones* derives its impetus from the earlier investigations into Rodger Baskerville's conspiracies in Grimpen and Treloosan, many of the events described in the adventure pre-date or coincide with happenings in *The Return of the Hound* and *Dark Seas, Dark Dreams*. It is important to note that, as far as the investigators are concerned, *The Living Bones* depends on neither Rodger's active participation in its events nor his survival of the earlier investigations. Indeed, if the investigators have handled things properly, Rodger will most likely have perished at the conclusion of *Dark Seas, Dark Dreams* in the destruction of his undersea settlement. But powerful agents of the Mythos villain still survive: who knows what mischief they might cause if left undisturbed?

As a result of their discoveries in *Dark Seas, Dark Dreams*, the investigators should have come across at least one reference to Dr Nathaniel Wardle and Gravensteed Asylum. The investigators may also have learned, or guessed, that Louise Ranvier has been despatched to Wardle's not so tender care at the sanatorium. Wardle is probably Rodger's most powerful lieutenant in Britain and, as far as anyone could be called a confidant and equal of Rodger's, Wardle is such a person.

Dr Nathaniel Wardle

Nathaniel Wardle is an unprincipled, corrupt agent of the Mythos. He is without conscience and lacks any redeeming feature, character faults which he conceals behind a facade of cultured concern assisted by his undoubted abilities as a psychiatrist.

Wardle knew of the Mythos long before he encountered Rodger Baskerville, the result of his insatiable quest to understand the dark corners of the human mind where nightmares, evil and nameless terrors dwell. He heads a small cult of Cthulhu worshippers in the Bude area.

Serendipity brought Wardle into contact with Baskerville, in the latter's

Leonard Northedge persona, at the London home of Auberon Childe (see *The Ruins of Golthoth*). From this chance meeting a recognition of mutual interests was established quite quickly and each man realized that there was advantage in co-operation. Leonard Northedge's money helped Wardle establish his asylum near Bude, while the psychiatrist's mind-warping skills extended Baskerville's confidence in the reliability of his subordinates and promised, once developed to their full capability, to be an invaluable tool for gaining control of important individuals within the British Establishment. Throughout their association, Wardle has never become aware of Rodger's real identity, although he almost immediately suspected that Leonard Northedge was an assumed persona.

Apart from his cult activities, Wardle has established a favourable reputation in and around Bude and his circle of acquaintances numbers some of the 'best' people in the district. Amongst the most significant of these for the purposes of this investigation are Professor Cuthbert Dinsmoor and his assistant, Paul Komorowski. Wardle has cultivated Dinsmoor's company for a variety of reasons which will be unfolded duly and Dinsmoor regards him as something of a friend.

Wardle is an angular man of average height, with thinning sandy hair, a bushy moustache and a measured tone to his voice.

Louise Ranvier

Louise Ranvier is the daughter of rich Parisian businessman Félix Ranvier. In July 1925 she was holidaying in English waters aboard her father's yacht, *Saphir*, when misfortune overtook her in the form of the skipper's decision to anchor near the sea-cave used for concealment by the *Karakal*. This sealed the fate of the boat and her crew, and in the small hours of the morning it was boarded by Deep Ones who slew the skipper and several of the sailors, carrying the others to captivity in the undersea dome until Rodger decided what

should be done with them. The *Saphir* was taken to deep water and scuttled.

Learning of Louise's family connections, Rodger realized that she could prove an invaluable tool in his service, but the process of conversion had to be handled carefully: he did not want to risk driving her over the edge into mindless insanity by exposure to the full horrors of the Mythos. Rather, using the sophisticated techniques developed at Wardle's asylum she could be turned into a willing servant through a combination of brain-washing and a subtle use of terror and revelation.

Currently Louise is held prisoner in Gravensteed Asylum, where her 'treatment' is progressing as described in the section dealing with the sanatorium.

Paul Komorowski

Paul Komorowski is Polish by birth, but his parents fled his homeland before the Great War to escape Russian rule. They finally settled in England and Paul became a student of Professor Dinsmoor's at Oxford University shortly before both his parents were tragically killed in a fire in a London hotel.

Komorowski's introduction to the Mythos came initially through an old book he found in a trunk that his father had had put into storage when the family came to Britain, a book against whose potential dangers he was warned by a letter forming part of his father's will. Unfortunately Paul chose not to heed these warnings, confident in his own intelligence and cleverness to take advantage of whatever opportunity the tome might offer. So began his slippery descent into the pit of the Mythos.

Paul's consumption by the Mythos marched almost hand-in-hand with his growing closeness to Professor Dinsmoor, and on graduation from Oxford the about-to-retire Dinsmoor offered him the position of personal assistant/secretary, a post which Komorowski decided to accept. In Dinsmoor's service, Paul was able to continue his private studies and to make useful contacts whose significance his employer was unaware of. The most important of these was with Nathaniel Wardle.

Keeper Aid #1: Paul Komorowski's Book

Title:	The Elder Gods
Author:	Pandolpho Galeotti, Dominican monk
Language:	Latin
Description:	The book is bound in dark leather, almost black with age, inscribed on the cover with an Elder Sign (an ineffective one, however, for no POW was used in its creation). The cover is locked by two gold clasps, added in the 17th Century by a nervous owner; Komorowski has the only key to these clasps, but they can be opened by Locksmith. There are some 300 pages in the book, hand-written and illustrated on stiff, yellowing paper. It is a 15th Century translation and, in some instances, imaginative elaboration by Galeotti of 5th Century BC Greek writings, themselves based on even more ancient hieratic records from the reign of the III Dynasty pharaoh, Neferkara II.
+ to Knowledge:	+14%
Spell Multiplier:	x3
Effect on SAN:	-2D8
Spells:	Dread Curse of Azathoth, Shrivelling, Summon Star Vampire, Contact Ghoul, Bind Star Vampire

As Wardle and Baskerville/Northedge recognized each other as allies, so Wardle discerned in

Komorowski a personality tainted by the Mythos. In visits to the asylum to study Wardle's work, Komorowski was

carefully exposed to hints concerning the psychiatrist's secret, hints that would be meaningless to one not already aware of and steeped in the Mythos. Komorowski responded to these hints positively and Wardle drew him into his own circle of conspiracy with Rodger.

Komorowski is tall and dark, clean-shaven and with brooding eyes. His English is excellent, though marked by a distinct Polish accent. He has a subtle ability to influence Dinsmoor, an influence of which the professor is blithely unaware.

Dinsmoor is, naturally, ignorant of the fact that Komorowski is a servant of the Mythos and has been working for Rodger Baskerville and Nathaniel Wardle.

The Dinsmoor Expedition

The Dinsmoor Expedition is an archaeological investigation just returned from Australia where Professor Dinsmoor, its leader, has uncovered astounding fossil evidence which he believes supports his theories on human evolution.

Professor Cuthbert Dinsmoor

Cuthbert Dinsmoor is emeritus professor of palaeontology at Oxford University. Since retiring from his chair at the university, Dinsmoor has pursued his private researches into the pre-history of Man, seeking fossil evidence to support his ideas and theories about the ancestors of the human race.

Dinsmoor's latest expedition has taken him to the antipodes where he has spent the better part of a year investigating various sites in the interior of Australia, particularly in the region of Lake Desolation, a salt lake in the Great Victoria Desert.

Cuthbert Dinsmoor is an archetypal elderly professor, untidy white hair, rimless spectacles, absent-minded in everything save his discipline, careless of dress, an air of general bewilderment for anything that does not have to do with his work and researches. Naturally, like many such characters, Dinsmoor tends to exploit this image to his own advantage and is far less scatter-

brained than first impressions would seem to indicate.

Dinsmoor will be happy to grant an interview to anyone of substance whom he does not actively dislike and to whom he can propound his theories. Such individuals include well-known academics with whom he has not come into disagreement (this excludes most British experts in palaeontology), 'respectable' journalists and writers, and most professional types. In conversation, however, he will avoid detailed discussion of his findings in Australia, wishing to save these for a climactic revelation at the Royal Society. Anyone with any sense can guess that the discoveries he made must have tremendous import from the obvious air of satisfaction with which he refers to the success of the expedition.

Komorowski's Book

Paul Komorowski was proud to show his most precious Mythos possession - the book he had found in his father's trunk - to the two men he had come to think of as his mentors, Nathaniel Wardle and Leonard Northedge. Despite the opportunity to learn new spells that the book offered, the two villains were particularly excited by various obscure references in the tome to the Daemons of L'nir. From these references and further researches by themselves and by various of Rodger's agents, Wardle and Baskerville established the information provided in the box nearby.

Together Rodger and Wardle convinced themselves that if they could recover even one bone of the Daemon that they believed had died in the ancient Australian desert, then they could learn how the mechanism of regrowth operated and perhaps uncover a key to extending the human life-span - a matter of no small interest to Rodger, given his age: although he had schemes afoot concerning an after-life in the Dreamlands, he was in no hurry to face Earthly extinction. In this plan Professor Dinsmoor would prove a vital, if unwitting, accomplice.

Keeper Aid #2: Daemons of L'nir

Daemons of L'nir are beings from a world beyond the confines of the Solar System, creatures of enormous power and evil. They came to Earth in prehistoric times to fight for supremacy against Great Cthulhu and his spawn. But one by one they were beaten and destroyed, their bodies and bones sundered to scattered atoms until only a few remained. They retreated to a remote part of the world that would one day become part of the great island continent of Australia, but even there they were pursued and hunted by Cthulhu's minions. Eventually only one survived and it fled into the depths of a great wilderness - now the Great Victoria Desert - where it managed to elude its pursuers. Here all trace of it disappeared, but Wardle and Rodger inferred that it succumbed quickly to dehydration and starvation in the barren wilderness and died.

However, Daemons of L'nir have a unique ability. From the bones of a desiccated skeleton a living creature can be reborn. When circumstances are right they can regenerate skin, organs, muscle and nerve-tissue so long as the skeleton remains whole. Within the cells of their bones they store the biological information necessary to regrow flesh and blood. The reborn creature has none of the memories of its former existence, though latent racial memories lurk in its subconscious, and its mind is immature, waiting to be filled with impressions of the world in which it finds itself.

What causes this process of regeneration, Wardle and Rodger have yet to establish, but Daemons can undergo it a number of times. Each occasion is marked by deterioration of both mental capacity and the central nervous system so that eventually little more than a flesh-and-blood vegetable is reborn. This deterioration is little marked in the first two or three rebirths, but sets in quickly thereafter and few Daemons can expect more than 1D3+1 'useful' lives after which their bones are usually cremated.

Select items of this information may be available in Mythos tomes that the investigators already possess, but only on rolling a given book's Knowledge x1.

Only a legitimate archaeological expedition could search for the remains of the Daemon without arousing undue attention and both the conspirators were happy that such an expedition should front for them. Thanks to Dinsmoor's own obsessive ideas concerning the evolution (or devolution) of Man (see Living Bones Papers #1), it was not difficult for Rodger, Wardle and Komorowski to use the information that their researches into Daemons of L'nir had unearthed, and Komorowski's ability to influence his employer, to persuade the professor that perhaps the key to proving his theory lay somewhere in Australia, and most probably in the region of Lake Desolation in the Great Victoria Desert. With Leonard Northedge willing to bankroll an expedition, there was nothing standing in Dinsmoor's way and he was delighted to take the opportunity of trying to find the evidence to convince the sceptics of the correctness of his theories.

Living Bones Papers #1 can be found with Library Use +25% by investigators seeking examples of Professor Dinsmoor's

writings in any reasonably large public library. Background information on the Dinsmoor expedition can be obtained by further Library Use amongst copies of the *West Britain Daily News* (Living Bones Papers #2 and #3). You should note that 'Leonard Northedge' made it a condition of his funding of the professor's field-trip that his participation be kept a strict secret, a confidence that Dinsmoor has kept faithfully: only he, Rodger, Wardle and Komorowski know that Northedge is providing the money for the trip.

The Lake Desolation Skeleton

Following a year's excavating in sites around Lake Desolation in South Australia, subtly directed by Komorowski's particular knowledge concerning the most likely location for remains of the Daemon to be found, Professor Dinsmoor has uncovered the complete skeleton of a giant anthropoid which he believes to be ancestral to the human race and evidence of his own theory about the forebears of Man. Unfortunately for Professor Dinsmoor's

theories, the skeleton is not that of an early ancestor of Man, but rather that of exactly the creature that Rodger and Wardle were hoping the expedition would discover. However, the discovery of the entire skeleton exceeds their

wildest hopes, offering the possibility of regenerating a healthy Daemon and using Wardle's psychiatric methods to focus its immature mental processes on an unswerving loyalty towards themselves.

Living Bones Papers #1: *The Ancestral Race - A Scientific Speculation*, by Cuthbert Dinsmoor, Maitland & Co, London 1911

The Darwinian theory that Man has evolved from ape-like ancestors is superficially attractive and persuasive, but has a number of serious flaws. Not the least of these is the extent to which small, weak, tree-dwelling creatures could have gained any advantage from descending to the forest floor to take up a life on the plains of the savannah that would have out-weighed the greatly increased risk from exposure to a vast army of new predators that would regard them as tasty morsels to be devoured as quickly as they could be caught. It is doubtful whether any animal developed for an arboreal existence would have the natural skills and abilities to evade grass-land hunters. Even if it had the much greater brain-power with which its supporters readily endow it, not even they suggest that tool-using evolved while the creature still dwelt in trees and so its ability to defend itself is questionable, at the very least.

The science of Reason should be applied to this conundrum. That Man evolved from an ancestral race is indisputable. That fossil evidence for the existence of this race is limited and fragmentary and of doubtful repute is also indisputable. None but the most ardent of advocates for our ape ancestor would argue for unquestioning acceptance of the theory as fact. By the application of Reason it can be demonstrated that the ancestral race must have been large, strong, powerful and intelligent.

Large, to overawe the great mass of smaller predators.

Strong, to overcome those greater predators that could not be intimidated by its size.

Powerful, to hold that which it had won against the encroachments of other species.

Intelligent, to organize and co-operate with its own kind to spread across the five continents of our planet and ensure the conditions in which we, its descendants, could ourselves evolve.

Dar-Nathar-Oth, The Daemon

Dar-Nathar-Oth is of the race of L'nir, a warrior race of voracious carnivores from a remote and strange planet circling a star in the constellation of Orion. With some five hundred of its fellows it came to Earth to contest Great Cthulhu's control of the world. Violent battles raged across the seas and continents of Earth for many years but Dar-Nathar-Oth and his kin were eventually defeated and their hope of returning to the home-world destroyed.

Mercilessly the surviving Daemons were hunted down and, privy to their regenerative capabilities, Cthulhu's minions ensured that the flesh and bones of each corpse were thoroughly destroyed.

Finally only Dar-Nathar-Oth remained, alone in the Daemons' last lair in what we know today as the Great Victoria Desert. It had no hope, no chance of survival here-and-now, but what of the future? The process to regenerate a Daemon can be triggered by a

very simple event: soaking in fresh, oxygenated water. Once begun, the process will continue until the being is complete and only total dehydration can reverse it. So even though it might die now, if it could ensure that its body remained undetected by Cthulhu's spawn then one day moisture would rekindle the spark of life in its dry bones. It prepared a lair, a resting place beneath a massive rock aquiclude that would, in all probability, delay regeneration for millenia or longer: its plan was simply to out-last Cthulhu.

Living Bones Papers #2: West Britain Daily News, Tuesday, 23rd September 1924

DINSMOOR EXPEDITION SAILS FOR AUSTRALIA

Professor Cuthbert Dinsmoor's archaeological expedition to the Antipodes sets sail from Southampton today. Funded privately by, in Professor Dinsmoor's own words, 'a most generous and modest gentleman', the expedition is being mounted in the hopes of unearthing prehistoric fossils which will give clues to the ancestors of humanity.

Professor Dinsmoor expects the expedition to be absent from England for up to a year.

Dar-Nathar-Oth reborn will have no memories of its previous life, but it will be adult and fully capable physically, driven by a racial urge to conquer and destroy all those it perceives as a threat to itself and its ambitions.

The Dinsmoor House

Professor Dinsmoor's home is a rambling three-storey country house standing in its own grounds a few miles south-east of Bude, on the outskirts of the hamlet of Whalesborough. Dinsmoor lives here with his assistant, Paul Komorowski, and his housekeeper, Mrs Beatrice Pringle. The grounds are maintained by a gardener from Whalesborough, who comes in as necessary.

Living Bones Papers #3: West Britain Daily News, Wednesday, 29th July 1925

RETURN OF DINSMOOR EXPEDITION

Arriving aboard the *SS Maroubra* at Southampton yesterday was Professor Cuthbert Dinsmoor and his assistant, returning from an archaeological expedition in Australia.

Apparently Professor Dinsmoor's hard work in the Australian Outback has been rewarded by the discovery of firm evidence concerning humanity's origins. However, the professor declined to give any interviews and said only that his findings would 'revolutionize our understanding of the origins of Man.' It is understood that next month Professor Dinsmoor will deliver a paper to the Royal Anthropological Society concerning his discovery.

The nearby sketch shows the details of the grounds and the plans show the lay-out of the various floors. All the buildings are well-kept, although the stables are used only as a store-house for rarely-used objects (packing-cases, steamer trunks, etc) and gardening-tools, paint, brushes, ladders and the like.

Dinsmoor's automobile, a Lanchester Forty, is usually parked in the garage and there are also a full set of motoring tools, spare cans of petrol and a number of spare wheels. Although Dinsmoor can drive, most of the time Komorowski drives the automobile and can carry out basic maintenance to keep the vehicle road-worthy.

- **The Library:** Professor Dinsmoor's library is lined from floor to ceiling with bookshelves on every wall. The only parts not covered with bookshelves are the doors, windows and fireplace. There are hundreds, perhaps thousands of books on palaeontology and related subjects and on other topics that have attracted the professor's interest; the classics of fiction are also featured amongst the titles, although investigators not skilled in Latin and Greek may have difficulty recognizing Virgil, Homer and the like in

their original languages. A hard-headed rationalist, there is no room in Dinsmoor's

collection for occult works or the like.

Keeper Aid #3.1: Characteristics of Daemons of L'nir

<i>Daemon Characteristics</i>		<i>Average</i>	<i>Dar-Nathar-Oth</i>
STR	3D6+18	28-29	32
CON	1D6+12	15-16	17
SIZ	3D6+12	22-23	27
INT	3D6+12	22-23	24
POW	variable	varies	varies
DEX	4D6	14	18
Hit Points		25-26	30

Armour: 6-point scale-like skin

SAN Loss 1/1D6

Weapons:

R Claw	45%	1D6+3D6
L Claw	65%	1D6+3D6
Grapple	65%	Special
Power Devour	Auto	1 for 2

Weapon Notes: The creature can attack with both razor-sharp claws at the same DEX; it is naturally left-handed.

Skills: Basic abilities in all skills vary from human abilities as listed: Climb 60%, Dodge (DEX x3), Hide 5%, Jump 45%, Listen 65%, Sneak 5%, Spot Hidden 40%, Swim 75%, Throw 40%, Track 40%. Dar-Nathar-Oth has these levels of ability in each skill.

Spells and Special Abilities: Daemons can learn any spells. They also have a number of natural abilities which function in ways similar to rulebook spells or as described below:

- **Fist of Yog-Sothoth:** The creatures have a telekinetic ability identical to this spell, but lacking the SAN penalty.
- **Heal:** Daemons heal naturally at double the rate for humans. In addition, Daemons can regenerate up to 1D10 damage in a combat round, but each point of injury healed costs one magic point.
- **Infra-sight:** In addition to being able to see in the same wavelengths as humans, Daemons also have sensory organs similar to but much more effective in both range and definition than the heat-sensing pits of snakes such as the North American rattlesnake; consequently a Daemon can see its surroundings in conditions that are otherwise pitch-black.
- **Mental Suggestion:** Costing no SAN and functioning within one combat round, this spell operates telepathically; otherwise it works in the same fashion as described.
- **Mind Meld:** A Daemon can read the thoughts of any creature with which it is in physical contact so long as no distractions occur. If the Daemon can succeed with a POW versus POW attack it can gain knowledge telepathically. This is a relatively limited ability and several successful 'melds' are necessary to learn anything immediately useful. Over the course of several hours, however, it would be possible for a Daemon to gain quite extensive knowledge, such as the ability to speak another language (at a base chance of 1D20+5%). Mind melding is a one-way street, but the effect of the process on a victim is sufficient to require a 1/1D6 SAN check on each occasion; match each SAN loss against the victim's CON on the resistance table, success causing the death of the victim through shock, a blood vessel bursting in the brain, etc.

Keeper Aid #3.2: Characteristics of Daemons of L'nir (cont.)

- **Power Devour:** Daemons have naturally low POW, but possess the ability to drain POW from sentient victims in a one-for-two ratio. If a Daemon successfully grapples a victim to immobilize, in the next and subsequent rounds if it succeeds with grapple again it can use its POW-draining ability. This functions automatically and drains two points of POW from the victim, of which the Daemon effectively absorbs one, adding it to its existing POW exactly as if it was characteristic POW with one major difference - it is only a temporary gain, for although it functions as characteristic POW, it is drained as magic points are used; in effect POW and magic points are the same thing for Daemons. A Daemon with zero POW does not die, but obviously suffers from the other disadvantages attendant upon such a lack of POW.

Dar-Nathar-Oth remembers no spells, but its natural abilities function as described.

- **Paul Komorowski's Room:** Despite his association with the Mythos, Komorowski is careful to keep this a secret and prefers not to keep overt evidence about his room (Mrs Pringle, the housekeeper, is an inveterate tidier). The only object which is suggestive of his connection with the Mythos is Pandolpho Galeotti's book. This is in a locked metal box inside a locked trunk in the bottom of the wardrobe; also inside the trunk is a 7.63mm 1896 Mauser and a box of shells in the same calibre. Komorowski keeps the keys to the box and the trunk on his person at all times. Nothing else of interest can be found in the room. Should the investigators acquire *The Elder Gods*, an in-depth study may lead them to the same conclusions as Wardle and Baskerville, but this will take much longer than the time-scale of this particular adventure; in the context of the investigation the tome is prima facie evidence of the double-role of Komorowski.

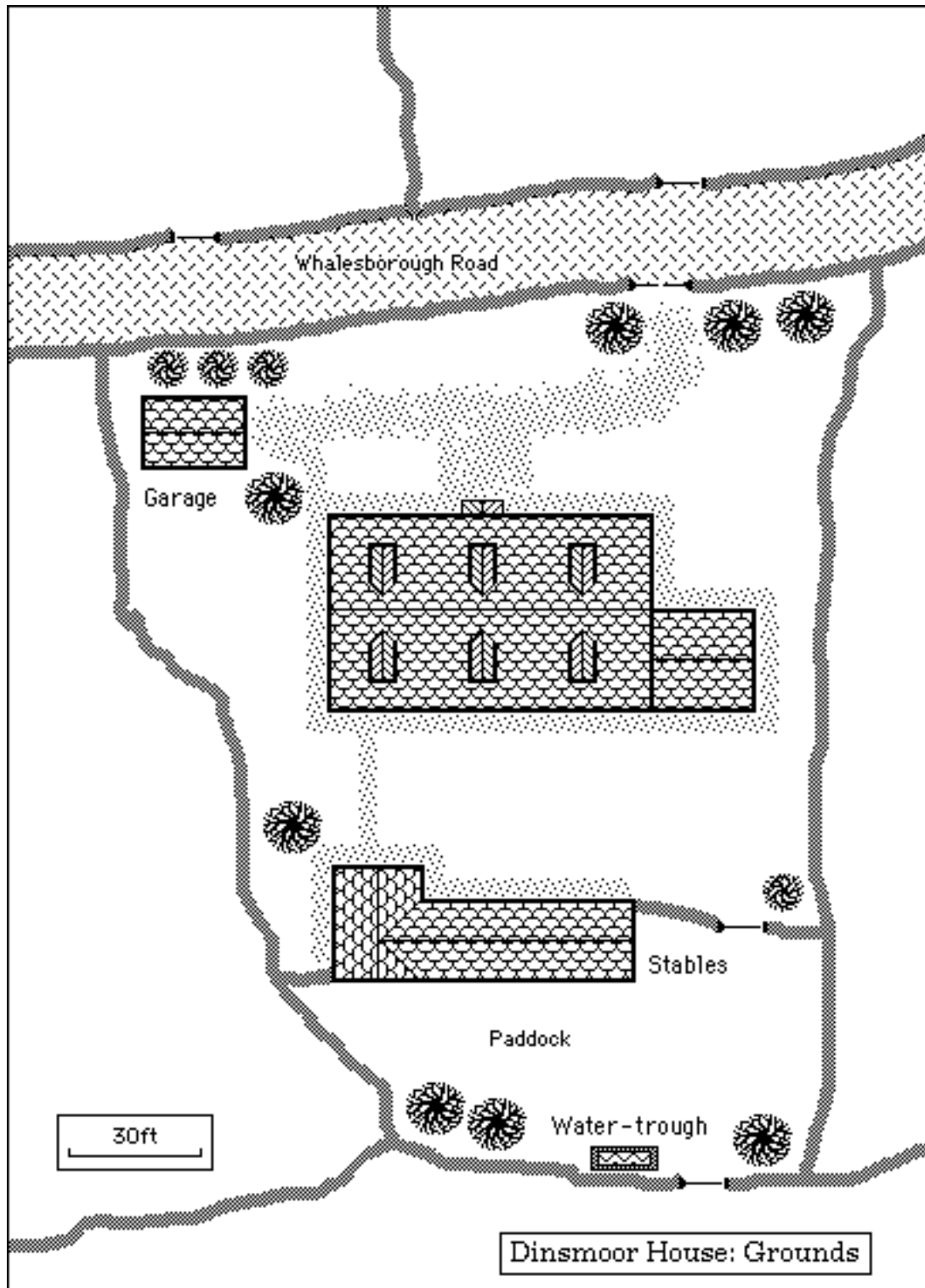
- **Professor Dinsmoor's Study:** This is an untidy room, the one room on the first two floors of the house that Mrs Pringle is forbidden from tidying. There are piles of notes on the desk and spare chairs, and books everywhere (the study holds the overspill from the library, plus any volumes that Dinsmoor is currently working with). Here Dinsmoor does much of his writing and dictating to Komorowski, who writes all of the professor's letters. There are boxes of correspondence on the shelves (Dinsmoor insists that copies of his own letters are all retained) which, despite the impression of surrounding chaos, are

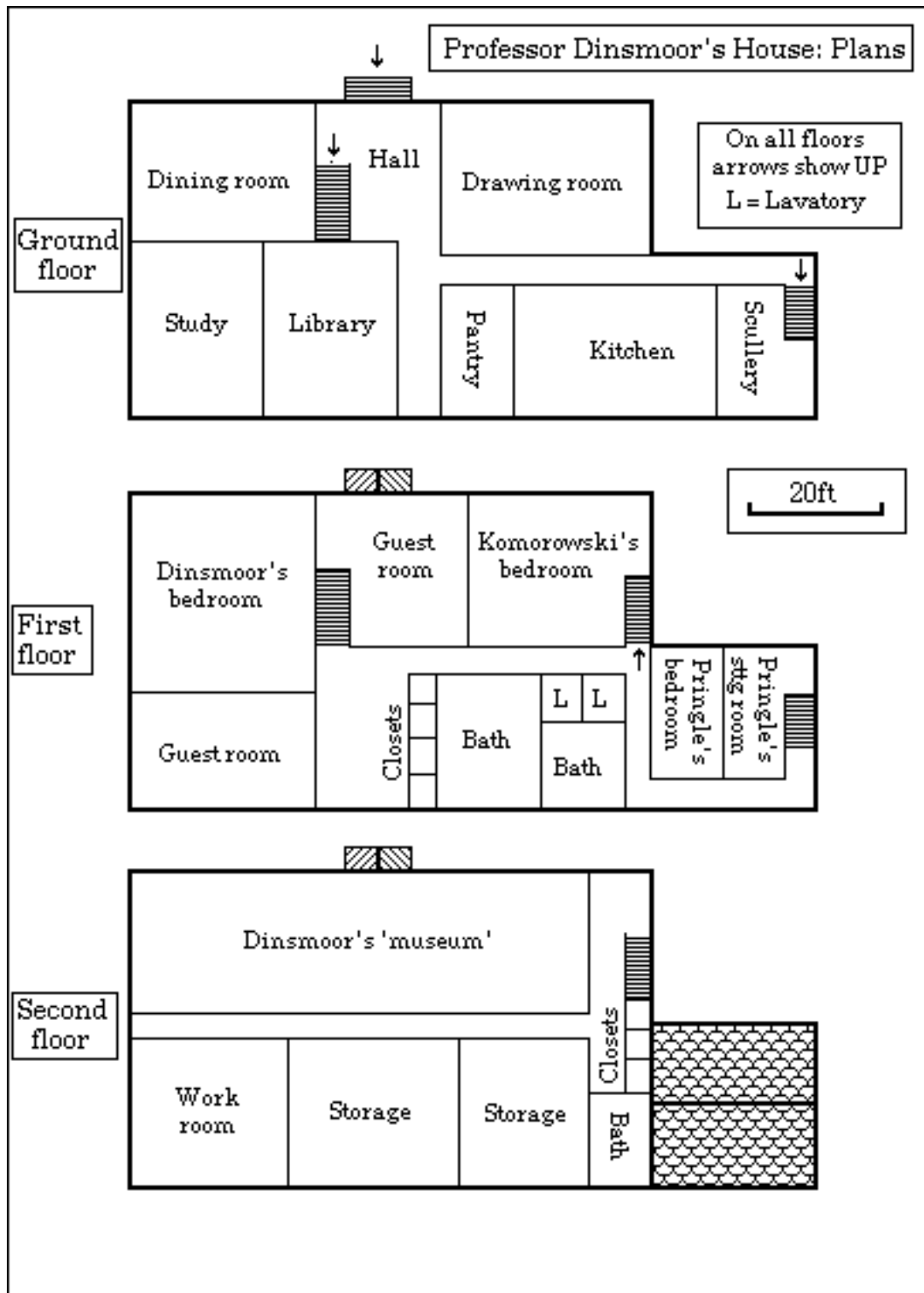
neatly ordered and cross-indexed in Komorowski's tidy hand. Also kept in files are manuscript copies of all the professor's books and articles. The study is a treasure-trove for fellow-palaeontologists, but otherwise investigators might only be amused rather than enlightened by the acerbic correspondence Dinsmoor has engaged in with a large number of academics with whom he has found himself in disagreement. Apart from this, the only things of interest are the professor's current notes detailing his preliminary findings concerning the Lake Desolation skeleton, such as physical measurements, estimates of body-mass and the size of the brain, and speculative conclusions concerning the skeleton's significance for Dinsmoor's own theories. These notes, the physical data in particular, should convince even sceptical investigators that this is something unusual; a special success with Cthulhu Mythos will suggest that these are most likely the remains of a Mythos creature rather than a species ancestral to humanity.

- **The 'Museum':** The museum comprises Dinsmoor's private collection of fossils, bones, sketches and reconstructions of extinct animals, field notes, etc. As the professor's study will delight other palaeontologists, so will the collection in his museum, but again there is nothing that will be regarded as extraordinary or particularly unusual to the expert - although he may disagree with some of the conclusions concerning certain items that are written on the identifying cards.

• **The Work Room:** So long as the Lake Desolation skeleton remains in Dinsmoor's house it will be kept locked securely in this room where the professor is carrying out his researches on it. The work room has everything that Dinsmoor needs to pursue his investigations: precise

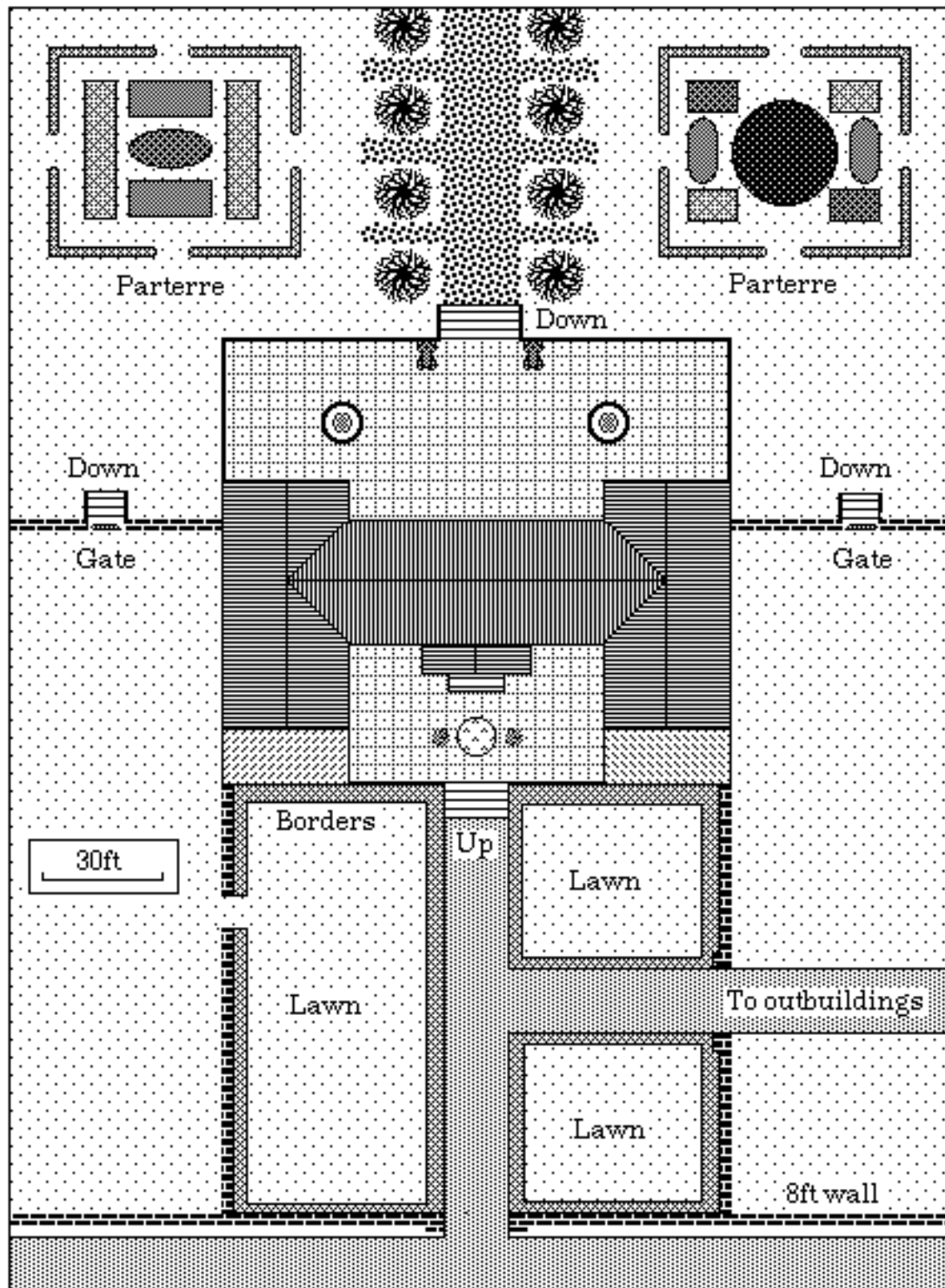
weighing and measuring instruments, microscopes, chemicals for staining and testing bones and other fossils, tiny files, saws, hammers, mallets, chisels and other tools, retorts, test tubes, etc. The skeleton lies on a long table.





• **Storage Rooms:** The store rooms hold packing crates, fossils that Dinsmoor does not consider worthy of display in the museum (but too valuable to be thrown away or offered to other

museums), spare tools and equipment, etc. There is nothing of direct interest to the investigators.



Gravensteed Asylum: Grounds

Gravensteed Asylum

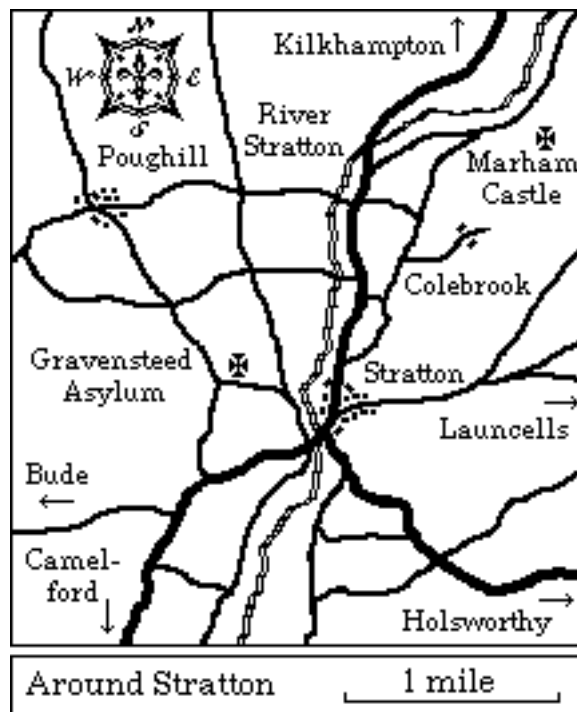
Dr Nathaniel Wardle has established a burgeoning reputation for Gravensteed Asylum as a modern centre for the advanced treatment of mental disorders. Distinct from the penal-like asylums that are typical throughout the

country, Gravensteed pursues different methods of treatment and therapy.

Wardle uses the arcane skills he has developed to identify amongst the mentally unstable those who will most easily succumb to the influence of the Mythos and thence become its dedicated servants. He is in the process of

developing a variety of conditioning techniques which can be used on stable and strong-minded characters whom both he and Rodger Baskerville believe to be valuable recruits to their cause.

Gravensteed Asylum is a large house standing in high-walled grounds some miles east of Bude near the village of Stratton.



Seeing Dr Wardle

Nathaniel Wardle has an image and a reputation to protect and he will readily make an appointment to see any of the following categories of investigators: doctors and psychiatrists (**not** parapsychologists, whom professionally he rubbishes, but privately fears their skills might raise a corner on his secret), journalists for respectable magazines and newspapers, lawyers and businessmen with an at least ostensibly legitimate interest in investing in the asylum, and anyone who claims to have a friend/relative/colleague who needs treatment of the sort that he can offer and who seems able to afford the fees the sanatorium charges (five guineas a day). Anyone who fits any of these descriptions can see Dr Wardle after a successful Credit Rating, but may have to wait several days: if the investigator succeeds with POW x1, Wardle will see them the next day, POW x2 the day after, and so on; successful Fast Talk can reduce the waiting time by one day.

Wardle is affable and charming. As far as fellow-professionals can detect, he appears to be professionally competent. He will happily show visitors all the public facilities of the asylum, although for ethical reasons he will balk at letting anyone but doctors or psychiatrists watch any treatment being administered or speak with patients. In the course of the tour, he will almost certainly introduce the visitors to matron Olive Thorpe. During the inspection, investigators can draw the following conclusions and inferences:

- Psychology hints at a latent instability in Wardle. The pupils of his eyes seem unnaturally dilated. Apart from this, there is nothing suspicious about the psychiatrist or his conversation.

- Astute students of body language might detect a certain possessiveness in Olive Thorpe when she is introduced by Wardle. It might not be terribly ethical or morally proper that she and Wardle are having an affair, which is the obvious inference, but it hints at at least

one crack in the otherwise faultless public image of the asylum.

- Investigators familiar with similar establishments and hospitals may be surprised at the high ratio of male to female nurses (there are in fact nearly two of the former for every one of the latter). If this is remarked on to Wardle, he will simply say that he makes no discrimination in his hiring policy except to ensure the necessary minimum of each sex to deal with the needs of male and female patients; if someone is competent, he hires them and, if they continue to be competent, he has no reason to dismiss them.

The Zombies

While Dr Wardle uses his advanced treatments on both willing and unwilling patients, necessarily he has had to experiment on live subjects to determine the boundaries of safety - the last thing he wants is an inquiry into excessive deaths at the asylum. A natural source of material for guinea-pigs has been the itinerant population of England - tramps and down-and-outs, without family or friends to care if they disappear and with little official interest in their whereabouts. However, to avoid even a hint of suspicion that such disappearances in the Bude area are somehow significant, Wardle has used Rodger Baskerville's lackeys in London to kidnap unfortunates from the streets of the capital and spirit them to the asylum in Cornwall.

The wretches upon whom Wardle has conducted his heartless experiments have suffered one of two fates: either they die and are buried and forgotten in a remote corner of the grounds of the asylum or they die and are then resurrected as zombies by the insane psychiatrist's use of his Create Zombie spell. He regards such abominations as useful for a variety of purposes: to carry out orders with complete loyalty, orders that perhaps even cultists might balk at or that he would prefer none knows of, and, in the last resort, to attack and delay any who enter the asylum with the intention of apprehending him. Wardle has created four such zombies.

The Grounds

Gravensteed Asylum lies roughly equidistant from Bude, Poughill and Stratton. It was originally built by Sir Geoffrey Winchcombe in the 1820s as a country home, when it was known as Gravensteed House. Wardle obtained the property from the Winchcombe estate following the family's need to dispose of it to meet outstanding tax liabilities. Using finances provided substantially by Leonard Northedge, Wardle converted the house to serve as a sanatorium for the mentally ill.

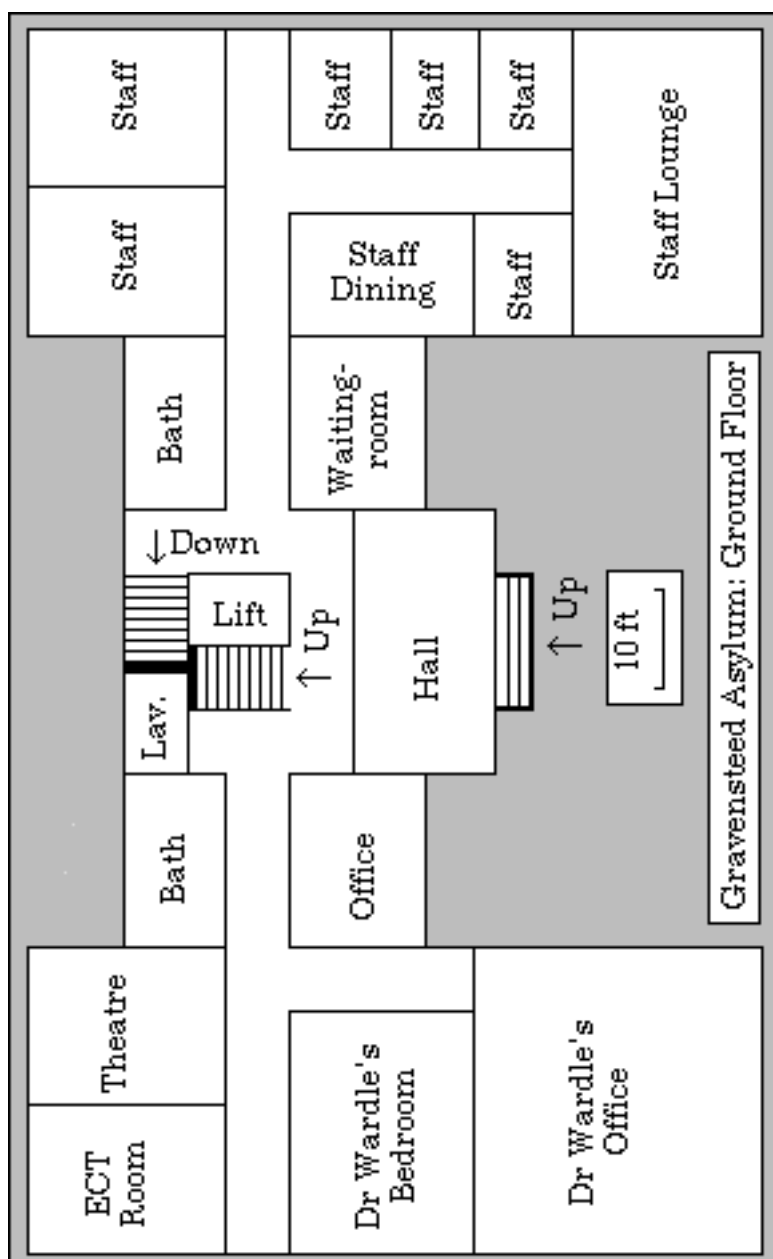
The asylum stands in a rural setting in walled grounds measuring some 3.5 acres in area. The walls surrounding the grounds rise some eight feet in height and are covered on both sides in a variety of climbing plants - particularly ivy, honeysuckle and clematis.

The plans nearby show most of the grounds. Garage, greenhouse and sheds lie just off-map to the east. There are woods at the back of the asylum and farmland to east, west and south. Investigating the outbuildings finds nothing unusual. There are three vehicles: Wardle's six cylinder Sunbeam limousine, a right-hand drive Chevrolet and a Ford van.

The remains of Wardle's experimental and sacrificial victims lie buried in the north-west corner of the grounds, in a wide border planted with a variety of shrubs and flowers to conceal the evidence of digging. Nevertheless, some settling has occurred and if the grounds are examined closely success with Spot Hidden will notice the sunken ground; Idea will notice that this has occurred only in this area. Most investigators will draw their own (correct) conclusions. Exhumed bodies are sufficiently unpleasant in appearance to require 0/1D3 SAN checks.

Ground Floor

- **The Office:** The administrative work of the asylum is carried on here and the staff and financial records of the sanatorium are kept in two filing cabinets, together with all correspondence not conducted personally by Dr Wardle. The following points are of interest.



The safe holds £172 in a cash-box and the ledgers.

Accounting used on the ledgers and financial records will show that everything seems to be above board, although it is evident that the success of the institution is heavily dependent on the external finance provided by Leonard Northedge. The latter is not identified as such in the records available, but large insertions of capital (£30,000 to purchase the house and grounds and to outfit it and subsequent amounts from £1,000 to £5,000 at intervals of three to four months)

suggest that there must be some external backer.

The staff records indicate an unusually high retention of personnel. In fact, as far as can be determined, most of the staff have been with the asylum since it opened in 1922 (the only staff to have 'left' are those who have died in cult ceremonies; any attempt to trace these individuals fails - they seem to have simply disappeared after handing in their notices).

If the investigators had the time, two days' intensive work reconciling the patient and staff records with the

expenditure record on consumables (three consecutive successful Accounting rolls; fail one and begin the sequence over, adding half-a-day for each failure) will indicate that the asylum gets through more of the latter than the former two indicate necessary (only doctors and accountants with experience of similar institutions should be able to draw this conclusion). An Idea should suggest that perhaps there are more patients than the records show.

- **ECT Room:** This room is used exclusively for electro-convulsive therapy and is fully-equipped to conduct such treatment. Investigators with psychiatric training or knowledge will be impressed by the advanced equipment used and perhaps even puzzled by its purpose; special success with Knowledge will be needed to recollect articles in professional journals dealing with the possibilities of using electroshock in treating mental illness and to know that this installation must be just about unique.

- **Theatre:** The theatre can also be used to apply ECT and has the necessary gear, but its primary purpose is for conducting psychosurgery and investigators who are doctors will quickly recognize the tools for advanced brain surgery.

- **Wardle's Bedroom:** Generally circumspect and careful, Wardle keeps nothing here suggestive of his connection with the Mythos. More indiscreetly, however, there are many items of Olive Thorpe's underclothing in one drawer of the chest of drawers and her dressing-gown in the wardrobe.

- **Wardle's Office:** There are shelves of medical books, a large wooden desk,

filing cabinets, three chairs, a sofa, coffee-table and two armchairs in here. All of the asylum's medical records and Wardle's personal correspondence are kept in the filing cabinets, which also hold details on all patients who are or have been at the sanatorium - with the obvious exception of those unfortunates selected for special treatment. There is nothing in any of these records that would lead expert investigators to doubt the legality of Wardle's treatments, although they might disagree with some of the ethics involved.

Correspondence is interesting for the agreement between Wardle and Leonard Northedge concerning the financing of the asylum, but the investigators should already be aware of this connection. More informative is Paul Komorowski's telegram from Australia, provided as Living Bones Papers #4, which may be found with Luck in one of the drawers of the desk.

In a locked drawer in the desk is a loaded .22 automatic.

The most interesting feature in the office is the closet in which Wardle keeps his overcoat, macintosh, umbrella and galoshes. Quick-witted investigators who succeed with Idea will realize that the interior depth of the closet is much more shallow than its exterior dimensions suggest. Spot Hidden on the rear wall of the closet will find a secret door which gives access to the concealed part of the basement. The hidden door is kept locked; Wardle and Olive Thorpe, the matron, have keys.

Living Bones Papers #4: Telegram in Dr Wardle's Desk

TARCOOLA, SOUTH AUSTRALIA, AUSTRALIA

17.06.25

COMPLETE SKELETON RECOVERED. RETURNING ENGLAND IMMEDIATELY=

K

- **Staff rooms:** The four smaller staff rooms are all single rooms for use by the senior staff at the asylum. The larger rooms are dormitories, one for the male

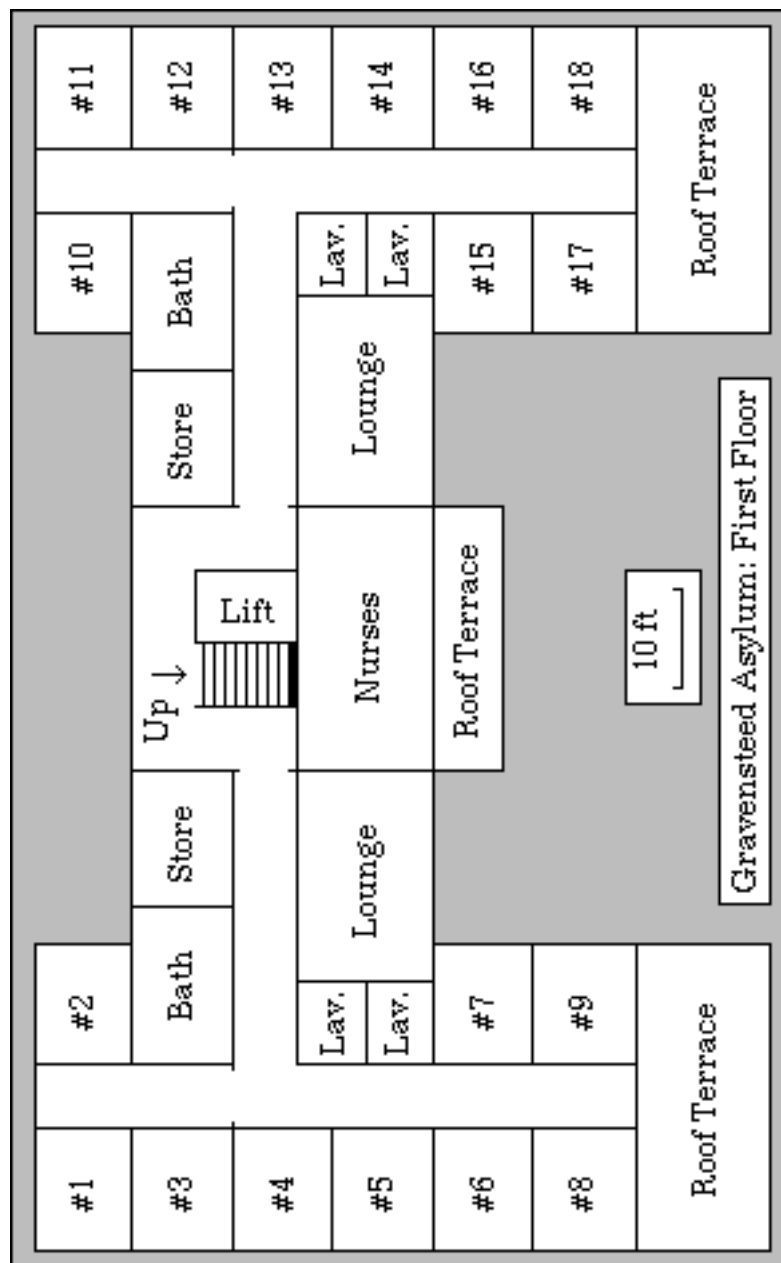
nurses and one for the female nurses. There is nothing to interest the investigators here.

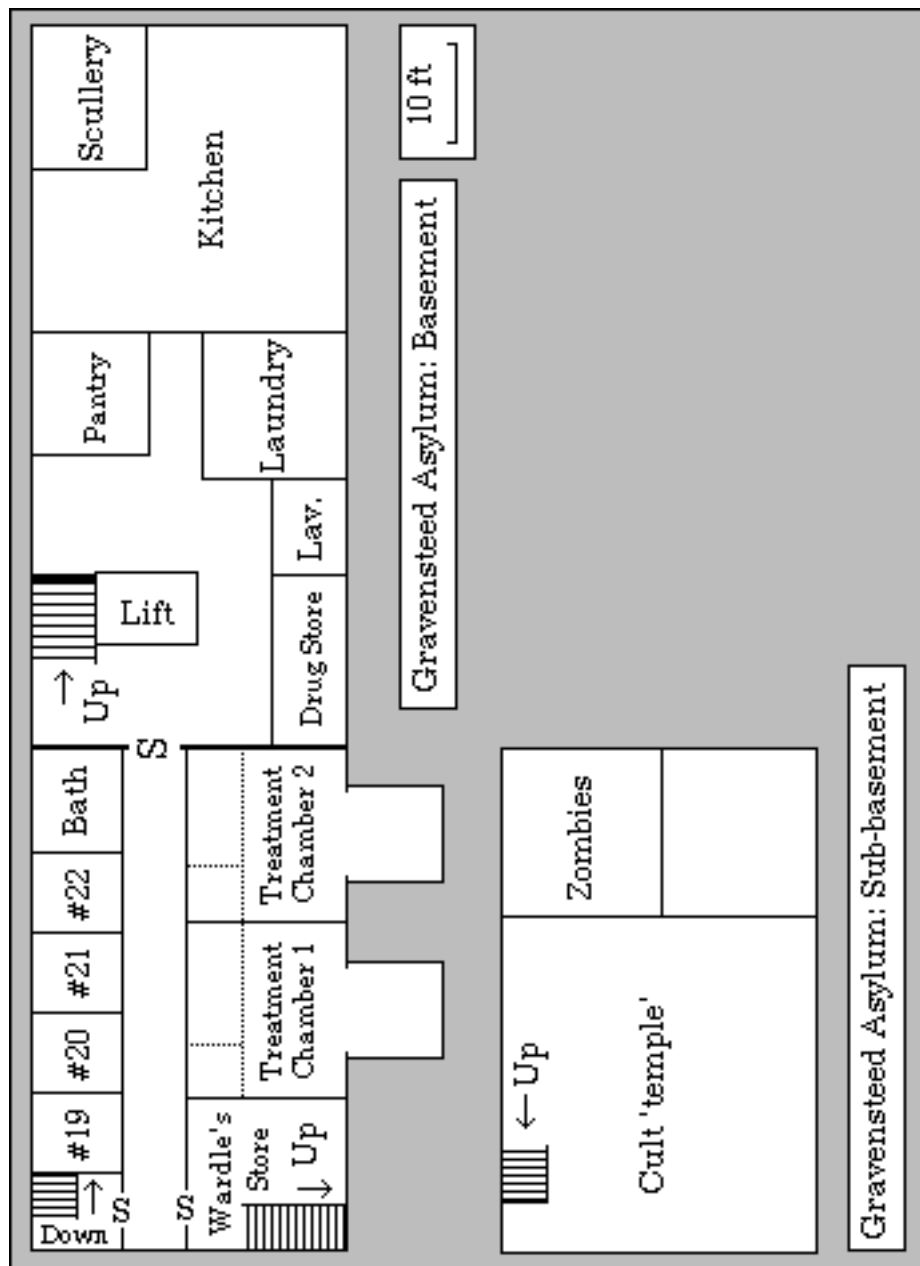
First Floor

The first floor of the asylum is used almost exclusively by legitimate patients attending the clinic to take advantage of Dr Wardle's advanced methods of treatment. In exceptional circumstances, however, 'special' patients may also be secured in rooms in this part of the sanatorium; in such instances those rooms at the rear of the building are used.

The two wings of the first floor conveniently provide male and female 'wards', with separate bathroom and lounge facilities and roof terraces where patients can sit out. All rooms are single rooms and are fitted out with bed,

wardrobe, dressing-table, armchair and bedside tables. Gravensteed Asylum does not treat the violently insane and there is no need for padded cells in this public part of the sanatorium. The doors may be locked by a key from either side so that patients have a degree of privacy, but none has a bolt on the inside so that staff can always reach patients in an emergency. Windows, however, are barred for Dr Wardle is conscious of the suicidal tendencies of some of the mentally disturbed and he is anxious to remove at least one temptation from their path.





Basement

- **Services:** The basement is divided into two sections, separated by a concealed soundproof padded door which is kept locked at all times; only Wardle has the key to this lock. Only Wardle and his fellow-cultists are aware of the door's existence. The door is rarely used, however, primary access being via the stairs in the closet in Wardle's office.

The services comprise laundry, kitchen, scullery and pantry. The drug store is also located here.

- **Drug Store:** A wide variety of pharmaceuticals are kept in the drug store (there are literally hundreds of different hypnotics and sedatives, for example, and there are several dozen varieties of each here). The store is kept locked and again only Wardle has the key. All of the drugs are identified by labels, albeit with the scientific names of the substances, but any investigator succeeding with Pharmacy will recognize what a particular drug is and what its effects are. None of the drugs are improper for an asylum and should cause

no concern to the investigators, although they may be wary of the many of the sedatives and hypnotics also present.

- **Holding Rooms:** The holding rooms are similar to the first floor rooms for patients, though fitted out with restraints on the beds, stout locks on the doors, externally-controlled lights and peepholes. They are used to keep unfortunates undergoing Wardle's special treatments.

Louise Ranvier is currently the only person being held in the sub-basement. She is in room #22 and is undergoing the conversion process, with the deleterious effect on her SAN noted in her character's details given previously. Currently she is temporarily insane, as described in the rulebook, following her recent experiences in one of Wardle's treatment rooms and will so remain for three more days. She is prone to hysterics at the slightest provocation, is terrified of the light and will fail to recognize anyone she knows. She will resist with all her strength any attempt to remove her from her cell, scratching, kicking and biting even those who are trying to rescue her; she is incapable of being reasoned with.

- **Treatment Rooms:** These are the two rooms where Wardle implements his conditioning and brain-washing treatments. Each of these rooms is identical.

The door from the corridor opens into a small whitewashed chamber five feet square. A door opens into the main treatment chamber immediately opposite the door from the corridor; to the left a second door opens into the monitoring chamber.

The monitoring chamber is five feet wide and ten feet long; it is painted a dull, neutral grey. The inner long wall is dominated by a one-way mirror, through which the treatment chamber can be viewed. A blind can be lowered to screen the treatment chamber from view. A long table stretches the length of the inner wall; it is loaded with a variety of equipment:

- A phonograph wired to a speaker in the treatment chamber.
- A microphone attached to the same speaker as the phonograph.
- Switches and rheostats to control various functions of the

treatment chamber: the lighting; the angle of the table; the operation of ECT gear wired to a victim; the delivery of electrical shocks to other parts of a victim's anatomy; raising and lowering the screen on the secondary chamber; lighting the secondary chamber; operating the cameras projecting film onto the screens on the walls, floor and ceiling. Handwritten labels identify which set of controls affects which function of the treatment chamber, but experimentation is necessary to determine what settings are necessary to produce which effects.

- Two small metal cabinets contain several phonograph records and drums of film. Playing the records is a disturbing experience for they contain a wide range of sound effects, varying from the simply spine-chilling to those redolent of alien horrors imaginable only in the darkest corners of the mind; other sounds include rhythmic pulsing across a wide range of frequency and intensity; listening to the recordings costs 1/1D3 SAN per five minutes. The films include silent footage of horrific scenes intercut in apparently random sequences - ritual killings (tribal and cult), orgiastic scenes of Deep One and human depravity, Mythos monsters (Byakhee, Deep Ones, Formless Spawn, Ghouls, Hunting Horrors, Mi-Go, Servitors and Star-Spawn) engaged in a variety of other disgusting and sickening activities, etc; viewing the films costs 1/1D6 SAN per five minutes.

- A small wooden cabinet with hypodermics and a number of bottles of drugs. Pharmacy will recognize cocaine and morphine amongst others.

The treatment chamber is fifteen feet broad and ten feet deep; walls, floor and ceiling are uniformly whitewashed and in certain lighting it is difficult to tell where one blends into the other. Examining the walls and ceiling shows that they are of light wood; sound-proofing material has been inserted into the cavity between the wooden panels and the walls proper. The chamber contains the following:

- A table pivoted across its middle has restraining straps that

hold a victim immobile. The table can be rotated fully around its pivot, placing its occupant in any attitude from upright and upside-down to facing the ceiling and facing the floor.

- Wires from the walls leading to electrodes which may be attached to victims on the table.
- A large number of lights in the ceiling and walls that can be used to produce an almost limitless variety of lighting conditions, including flashing lights. Some of the conditions that can be reproduced are distinctly unpleasant and worth an 0/1 SAN check.
- A loudspeaker.
- Several recessed cameras that can project film onto various sections of the walls, floor and ceiling; Idea realizes that all these sections can be seen from the various positions into which the table can be rotated.
- A secondary chamber approximately ten feet square opens off the long wall. The open side of this chamber is a grill of strong steel bars with a steel-barred door in the centre. A screen can be raised and lowered across the front of the chamber to hide the contents from view. The chambers are used to hold the different Mythos monsters that Wardle may summon from time to time as part of the conversion treatment on particular victims.

• **Wardle's Store:** This room is accessed via the stairs from the closet in Wardle's office and through a secret door from the basement corridor. Wardle uses the room to keep things that he would prefer not to be readily on view to visitors to the asylum. These things include a wide variety of mind-affecting drugs, some of the more dangerous and dubious hypnotics, and weapons for arming the staff in the event of an emergency. The following weapons are kept in a locked gun cabinet, the key to which Wardle keeps on his key-ring:

- # Four .32 and six .38 revolvers.
- # Two .303 rifles.
- # Six 20-gauge shotguns.
- # 600 rounds of assorted ammunition

for the above.

Doctors and psychiatrists amongst the investigators will be deeply

concerned at the quantities of drugs kept here.

Sub-basement

Access to the sub-basement is via the secret door shown on the nearby plan. This door is locked and, once more, only Wardle has the key.

There are three rooms in the sub-basement.

• **The 'Temple':** Wardle leads monthly cult ceremonies here in honour of Great Cthulhu. The walls of the temple are decorated with murals depicting scenes copied from the Mythos works found in Wardle's room and described below. Together with the unnaturally chill, heavy and tainted atmosphere in the room, these are sufficiently unpleasant and realistic to require an 0/1 SAN check.

In addition the temple contains an altar of an obsidian-like stone which even a special success with Geology will fail to identify. Testing the bloodstains on the altar shows that these are both animal and human. Other items of interest to investigators in the temple include a number of statuettes of Mythos creatures (Cthulhu, Star-Spawn and the like), black candles, a chest containing robes decorated with arcane symbols, and anything else that takes your fancy.

• **The Zombies:** Wardle's zombies are kept in a locked room in the sub-basement to which only the psychiatrist has the key. Opening the door assails the nostrils with the stomach-churning stench of decay. The zombies were slain 'humanely' - by drugs, electroshock or simple heart-failure under the stress of Wardle's treatments - and the extent of bodily decay is left to your discretion concerning the fragility of the investigators' sanity. Their standing instruction is to attack anyone who enters the room, except for Wardle, and they will carry out this order until they are destroyed, following their opponents out of the basement if necessary. There is nothing in the room except for the zombies and their weapons.

• **Wardle's Room:** This is Wardle's private chamber where he keeps all of his Mythos artifacts. As a place of study, contemplation and meditation, the room is comfortably fitted out and, were it not for the atmosphere of horror that

pervades it, it would be quite a nice place.

The walls are hung with rich satin drapes and there is a Persian carpet on the floor; subdued electric lighting is provided from an ornate fitting. In one half of the room there is an antique wooden desk and chair; to one side of the desk there is a similarly antique chest. Success with Knowledge by an investigator familiar with antique furniture will recognize all three items as Louis XIVth. On the desk there is a reading lamp, a writing pad, a fountain pen and a bottle of ink. Behind one of the curtains at this end of the room are the arcane symbols that mark Wardle's gate; success with Cthulhu Mythos will recognize these for what they are.

The other half of the room reeks of decadence with large comfortable cushions with exotic covers thrown on the floor. To one side of the cushions there is a hubble-bubble pipe which Wardle and Olive Thorpe use to smoke opium; Anthropology will know that this is from the Indian sub-continent, probably 18th Century. On the other side of the cushions there is a low table holding a gold candelabra, boxes of sweetmeats and ordinary cigarettes, several bottles of alcohol and mixers (whisky, gin, brandy, ginger, tonic, soda, etc) and a matchbox-holder.

Inside the chest, which is not locked, there are several things to excite the investigators.

Gospel of the Witches. This is a 17th Century book written by the English alchemist Jerome Blackstone, full of speculations, theorising, anecdotes and formulae concerning witches and magic. Buried within its interminable ramblings are the spells Hands of Colubra, Body Warping of Gorgoroth and Create Gate, which actually work (unlike the others described).

Obeah et Vaudoux. This early 19th Century book by an unknown author describes in salacious and sickening detail, profusely illustrated with horribly detailed sketches, far more than any sane person could ever want to know about Voodoo and the worship of the snake-god Obi in Haiti, San Domingo and the French West Indies. In passing, the book describes the spells Create Zombie, and Bind and Summon Dimensional Shambler.

Secreta Secretorum. This is a 16th Century book by a Benedictine monk named only as Brother Martius. It purports to be a study of devil-worship and the obscenities of the Black Mass. Inter alia it details the spells Summon Byakhee, Soul Singing, Bind Byakhee and Cloud Memory.

Other details concerning these books are given below.

Title	Language	Know +	Spell Mult	SAN Loss
<i>Gospel of the Witches</i>	English	+10%	x2	-1D8
<i>Obeah et Vaudoux</i>	French	+13%	x4	-2D6
<i>Secreta Secretorum</i>	Latin	+14%	x3	-2D10

Wrapped in a blood-red silk cloth a Summon Byakhee whistle; this has had no POW expended in its enchantment.

In an exquisitely-worked and jewelled scabbard a gold dagger for summoning a Dimensional Shambler, again with no POW expended in its enchantment. This dagger is used by Wardle to offer sacrifices to Cthulhu in cult ceremonies in the underground temple.

A loaded .22 automatic and a spare clip of ammunition for the same.

Treatment Methods

• **Drugs:** Before medical and pharmacological advances in the decades after World War II, drugs available for treating mental illness were few and limited mostly to those used for calming and inducing sleep in seriously disturbed patients (sedatives and hypnotics). However, unscrupulous practitioners could use drugs such as cocaine and morphine in treatment methods. Wardle believes that drugs are an important tool in his mind-control techniques and he

readily uses any that he perceives useful, if necessary deceiving patients as to what particular pharmaceutical is being administered to them.

- **Electroconvulsive**

Treatment/Therapy (ECT): Electricity has been used in the treatment of human illness for centuries, such as the application of shock-producing torpedo fish to ease persistent headaches. John Birch, a surgeon at St Thomas's Hospital, used electricity to treat patients in the latter part of the 18th Century. Belief in the efficacy of inducing epileptic fits as a method of treating various mental disturbances has existed for at least 170 years. Before 1938 the favoured method of causing a fit was to apply doses of camphor by mouth, but in the late 1930s Ugo Cerletti began experimenting in Italy with electroshocks to advance the practice of convulsive therapy.

ECT is given by applying one electrode to each side of the anterior temporal area and passing a low-voltage electric current (usually 80 volts or less) for up to one second, though usually less than half-a-second is normal. This causes a convulsion.

We credit Dr Wardle with better than a decade's advance on Cerletti's pioneering work, but the historical background to the use of convulsive therapy and the application of electricity to the treatment of mental illness is such as to make this anachronism acceptable.

- **Hypnosis:** Hypnotism was discovered by Franz Mesmer in the latter half of the 18th Century in experiments with patients suffering from epilepsy and for much of the following century it was closely and largely tied to attempts to deal with this illness. In the 1880s hypnosis, however, became the subject of much wider interest at the Saltpêtrière in Paris and many psychiatrists, Sigmund Freud amongst them, became convinced of the power of the mind to cause physical disease. This led Freud to develop his later theory of the unconscious mind.

Hypnosis, frequently assisted by the application of hypnotic drugs and the use of light stimuli, is used by Wardle for a variety of purposes:

- # to induce epileptic fits, for the same reasons as ECT-induced convulsions are regarded as beneficial;

- # to retrieve subconscious forgotten memories;

- # to calm disturbed patients by inducing sleep;

- # to implant suggestions and, where appropriate, to impose his will on subjects.

- **Leucotomy:** In the 1870s the neurologist Sir David Ferrier experimented with the removal of large parts of the frontal lobes of monkey's brains as a means of making the animals more docile and tame without affecting their motor and sensory abilities. In the 1890s Dr Gottlieb Burckhardt attempted the severance of nerve fibres leading to the frontal lobes of a number of patients suffering from severe mental disturbances and hallucinations, admittedly with poor results. In the years before the Great War, Ludwig Puusepp conducted similar experiments with manic-depressive patients, again with unsatisfactory results. Again it was the 1930s before more effective advances were made in this method of treatment, but once more it is not unreasonable to credit Dr Wardle's asylum with at least exploratory work in this field.

The usual method of executing early leucotomies, popularly known as a lobotomies, was to make a burr holes in the side of the head, above and forward of the ears, and then to insert a cutting tool and sweep it in an arc in the coronal plane to sever the necessary nerves - a somewhat crude and inaccurate procedure at best.

The Staff

All members of the asylum's staff are members of Wardle's Cthulhu-worshipping cult, a necessary requirement considering many of the activities that are carried on at the sanatorium.

- **Olive Thorpe, Matron:** Thorpe is the ruthlessly efficient matron of Gravensteed Asylum. Her mature good looks (she has just turned 40) belie an inner harshness which Psychology may hint at. She and Wardle are lovers and she has been associated with the psychiatrist both professionally and emotionally since before the asylum was founded; she is totally loyal to Wardle. Thorpe has a room of her own, but more often than not sleeps with the psychiatrist.

- **The Nurses:** With both men and women patients, the asylum necessarily has both male and female nurses. There are two senior nurses (both male) and five male and three female junior nurses. The senior nurses share a room.

- **The Secretary/Clerk:** Marcia Moroney handles the day-to-day administrative work of the sanatorium. Moroney has her own room.

- **Domestic Staff:** A cook and three maids handle the food preparation, laundry and cleaning of the asylum. The cook has a room of her own; the three maids share the female dormitory with the nurses.

- **Ken Sawyer, Bodyguard/Handyman:** Ken Sawyer is part-time bodyguard to Nathaniel Wardle and also responsible for maintaining the grounds and fabric of Gravensteed Asylum. He removed and buried the bodies of Wardle's experimental victims and, together with Wardle and Thorpe, is the only one of the sanatorium's staff who knows definitely where the corpses are interred. Sawyer shares the male nurses' dormitory. Sawyer was responsible for driving the asylum's van to London to collect and bring back the experimental subjects kidnapped from the streets of the capital by Baskerville/ Northedge's agents. He has run many errands for Wardle and his ally.

All of the staff members are largely loyal to Wardle and will obey his and Thorpe's orders as long as either is around to stiffen their resolve. In other circumstances, however, only by failing their INT x5 will they sacrifice themselves to protect their leader's secrets.

The Patients

There is nothing significant about any of the sixteen patients (five women and eleven men) currently at the asylum and the investigators can learn nothing from inquiring into their personal details; none can be of any help and in the event of anything happening at the asylum could only prove a hindrance. Should the asylum catch fire as a result of investigator activity, for example, and the cultists be aware that the game is up as far as their activities at the sanatorium are concerned, they will make no effort to rescue their charges. You

should expect honourable investigators to defer dealing with Wardle and his cronies in order to save unfortunates at the asylum from burning to death and are fully entitled to apply SAN penalties if they ignore this obligation.

Dar-Nathar-Oth Reborn

Despite the objections of his housekeeper, who regards keeping skeletons in a home as 'unnatural' (she can just about tolerate the occasional skull and has learned to accept fragments of bone with relative equanimity), Professor Dinsmoor insists on storing the remains of Dar-Nathar-Oth in the work room on the top floor, where he intends to conduct an in-depth study preparatory to presenting his astounding find and conclusions to the scientific world - *This will make those fools in the Royal Society sit up and take notice*. This does not fit in with the plans of Wardle and Rodger Baskerville, who are determined to take the skeleton into their own possession as soon as possible. It is clear that nothing would induce Dinsmoor to part with his find and so Wardle has no alternative but to steal it, a scheme in which Komorowski's assistance will prove invaluable.

Stealing Dar-Nathar-Oth

Irrespective of Rodger Baskerville's fate, Wardle will go ahead with their plot to gain control of the remains of the Daemon.

The psychiatrist has no wish to see a major police investigation into the theft of the skeleton. If the remains are simply stolen he is sure that no matter how Dinsmoor might hop from foot to foot in rage and demand a nationwide hunt, the police will have little long-term interest in the case and quickly place it in the file-and-forget drawer. His primary intention will therefore be to ensure that neither the professor nor his housekeeper disturb the theft, thereby leading to the possibility of violence and more serious inquiries by the police.

One evening Komorowski will introduce heavy doses of sedatives (supplied by Nathaniel Wardle) to the dinners of Professor Dinsmoor and Mrs Pringle. Certain that not even the house burning down would wake them, Wardle, Komorowski and Sawyer will be able to

remove the skeleton, load it into the sanatorium's van and Sawyer and Wardle will drive it to the asylum, where it will be concealed in the sub-basement ready for the psychiatrist to uncover its secrets. Meanwhile Komorowski will fake a break-in at Dinsmoor's home, place a misleading typewritten note provided by Wardle and claiming responsibility for the theft by 'concerned Christians' opposed to the professor's blasphemous ideas about evolution; the note will say that the skeleton has been stolen to be destroyed as a blasphemy before God.

If an expert is able to compare the letter with another letter produced on the typewriter at Gravensteed Asylum, he will be almost certain that the two were written on the same machine. The police will have no reason to make this comparison and Dinsmoor will certainly never suspect that the theft was instigated by his friend Dr Wardle.

The Awakening of Dar-Nathar-Oth

The best laid plans of mice and men.....

It will be raining heavily on the night of the theft. Everything goes according to plan at first as Komorowski successfully drugs Professor Dinsmoor and Mrs Pringle and Wardle and Sawyer arrive in the van to remove the skeleton. The remains of Dar-Nathar-Oth, carefully wrapped in a couple of blankets, are carried downstairs, placed in the back of the van and Wardle and Sawyer drive off while Komorowski goes about faking the burglary.

Driving back to the asylum the van skids on the wet road surface, Sawyer loses control and the vehicle crashes into a roadside ditch and overturns. Wardle is knocked unconscious and flung from the wreck as the passenger door bursts open, but luckily for him suffers no serious injury. Sawyer breaks his arm and is also rendered knocked out briefly. The windows in the back of the van are broken and, as the rain continues to pour down, water begins to soak the interior.

Sawyer comes round first, staggers to where Wardle lies and, after a few minutes, succeeds in rousing the psychiatrist. A brief discussion quickly reaches the conclusion that Sawyer cannot go for help because of his broken

arm, so Wardle decides that he will walk the two miles to the asylum and return with one of the motor cars to remove Sawyer and the skeleton. In the meantime it is most unlikely that any other vehicle will come along at this time of night, but if they do Sawyer is to assure their occupants that everything is all right and that a rescue party is on its way.

It takes Wardle the better part of two hours to get to the asylum and then return to the site of the accident, where an awful prospect awaits him: Sawyer has disappeared and the skeleton is gone, the doors of the van battered open from the inside as if by a sledge-hammer. With his already existing knowledge about Daemons, the psychiatrist can only conclude that the creature has been reborn, grabbed Sawyer and vanished into the cloak of darkness. Events have escaped from his control.

Dar-Nathar-Oth Abroad

Instinctively driven to become aware of its environment and circumstances as quickly as possible, on being reborn Dar-Nathar-Oth has immediately seized the crippled Sawyer, devoured much of the handyman's POW to re-energize its own and then melded minds to learn as much as it can quickly of the current situation.

Bundling its now unconscious prey over its huge shoulder, the Daemon has made off into the darkness to find a place of refuge, from there to extend its knowledge and consider its options. In a temporary hiding place provided by an old barn it shelters through the daylight hours of the following day, wringing as much information as it can from the terrified mind of the handyman. From Sawyer it learns the following:

- It is alone of its kind on this alien planet.
- Its physical and mental abilities are far in excess of those of the puny creatures who claim to rule the world, but, while individually weak and feeble, they have weapons of destruction that could easily terminate its existence. At one level, therefore, it is immensely powerful, but at another it is desperately vulnerable.
- It retains a vague ancestral memory of the struggle against Great Cthulhu and his minions and is exhilarated to realize

that its ancient foe is somehow trapped in sunken R'lyeh. It perceives in cultists like Sawyer a threat to itself, for their ultimate hope is to see R'lyeh risen and Cthulhu once more free to bestride the world.

- It realizes the possibilities inherent in the construction of a gate (Sawyer has used Rodger Baskerville's gate network on a number occasions to run particular errands for Baskerville/Northedge and Wardle). Should it be able to learn how to create a gate, it can open a doorway to its home world through which it could pass - and through which it could return with an army of its own kind to conquer the Earth, enslave humanity and destroy for ever any chance of liberating Cthulhu.

- Its need for a safe place of concealment is offered by the rarely-visited ruins of Marham Castle, with which Sawyer is familiar having himself considered the old fortress as an emergency bolt-hole.

Under the cover of another rainy night it makes its way to Marham Castle, absorbs the wretched handyman's remaining POW and then dines on the flesh of the corpse - its first meal for thousands of years.

Marham Castle

Standing on the crest of a low, wooded rise in the valley of the River Stratton, about a mile-and-a-half north-east of the village of Stratton itself, Marham Castle is a neglected ruin with crumbled, tumbled walls overgrown with ivy, honeysuckle, clematis. Bramble and bracken choke much of the surrounding moat, long-since drained of all save a few shallow pools of stagnating water in the darker corners. Trees from the nearby woods have spread into the moat and the bailey; earth and rocks have been pushed into the ditch to form a permanent bridge where a drawbridge was once raised and lowered. Weeds, ferns, gorse and wildflowers grow in profusion throughout the bailey. Lichens and moss stain fallen and standing stone alike. Small mammals and reptiles make their homes in nooks and crannies, while birds roost in the rafters of the keep; frogs, newts and toads take advantage of the dampness of the tiny ponds; the whole area is alive with

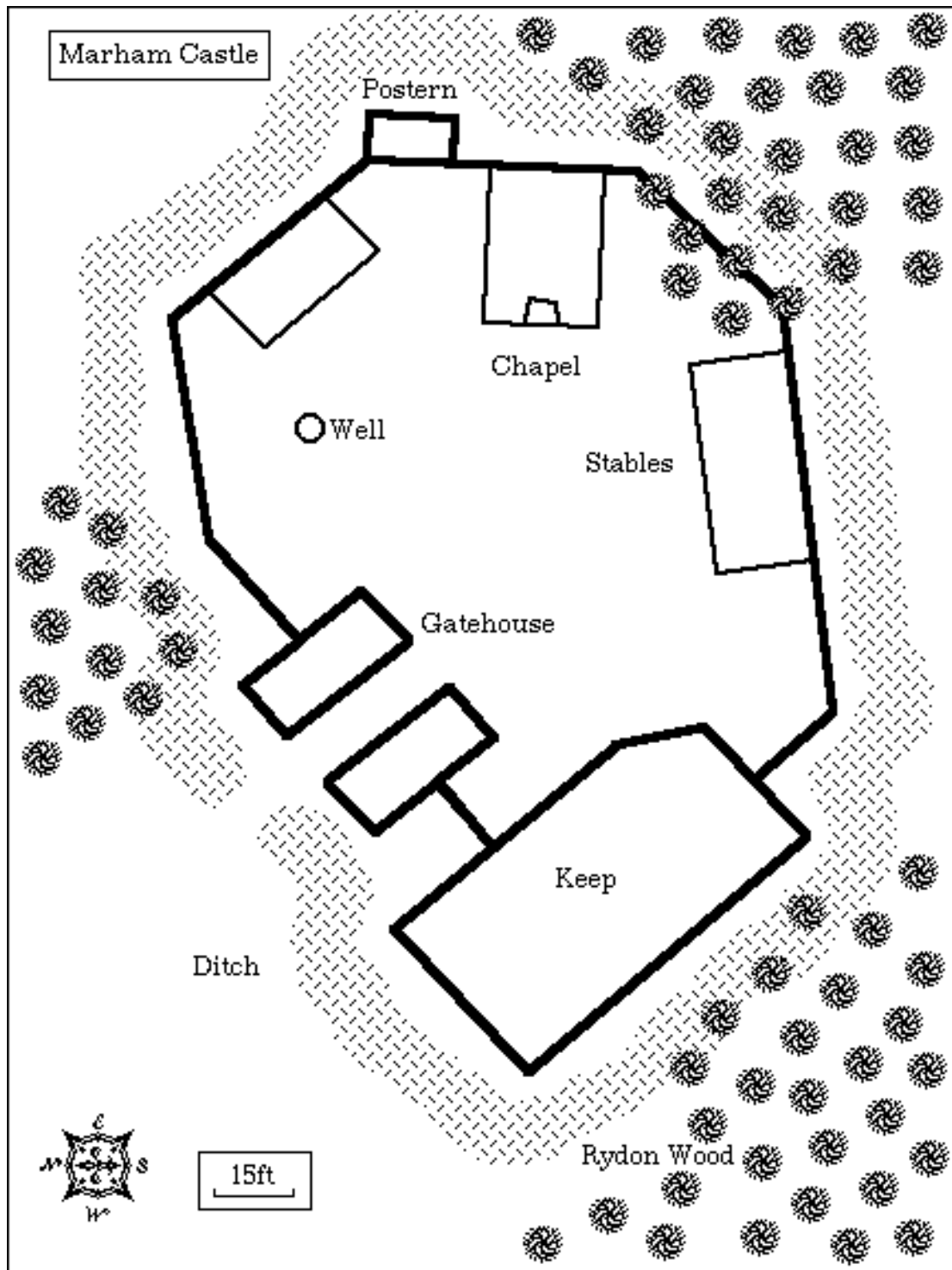
the noise of insects and the slithering and scuttling of all manner of invertebrates.

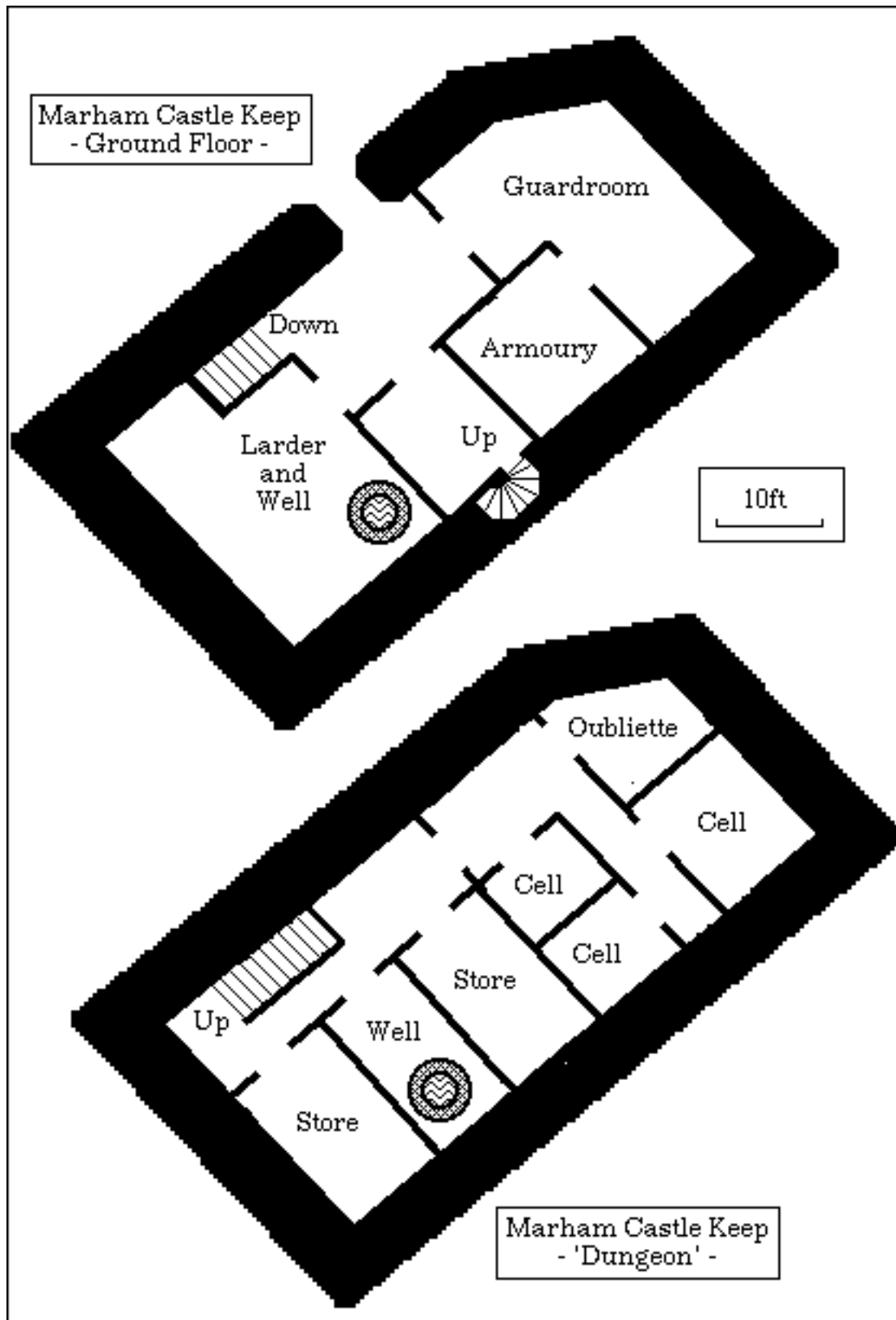
The castle was pounded into a ruin during the English Civil War when remnants of the Roundhead army which had been defeated at the Battle of Stratton in May 1643 were besieged by victorious Cavalier forces. Built in the 14th Century by the then Earl of Poughill, before gunpowder became such a threat to fortifications of this type, the walls of Marham were unable to withstand the pounding of Royalist cannon. Whole sections of the battlements were shattered and in the subsequent fighting the out-buildings were largely wrecked and the keep damaged by fire.

Following the siege Marham Castle was abandoned and since the end of the Civil War the ruins have been quarried by local people as a ready source of building materials. Nature has also had a hand in the continuing destruction and wind, rain, plant growth and animals have all contributed to a greater or lesser extent to the deterioration in the fabric of the castle. The ruins are still owned by the Poughill estate, but they are considered worthless and no interest is shown in them by either the current Earl or his agents. Only the occasional hiker or a local farmer looking for free building-material visit the castle today.

The nearby plans sketch the lay-out of Marham Castle and two of the floors of the keep. As described above, the walls are broken in many places and only near the keep and postern do they rise to their former height of fifteen feet. It is relatively easy to get into the bailey virtually anywhere without climbing, but pushing through the dense undergrowth of the ditch would be hard work and result in scratches and lots of noise. The outbuildings and eastern gatehouse are collapsed shells and offer little shelter from the elements, but the western gatehouse, the postern and the keep are still relatively intact though damaged. Throughout all of the castle none of the doors survives; vegetation grows in various places within the still standing structures where wind-blown earth offers a foothold and sunlight penetrates from outside. Surviving staircases are all stone, but in places are crumbled and slippery with moss,

requiring successful DEX to avoid slipping.





The keep has several floors, but only the ground floor and cellar are shown. The great hall occupies most of the first floor and domestic chambers (bower, solar, guest-rooms, etc) are found on the

second. Above this is the roof and battlements. The floors of the top three levels have all been badly damaged by fire and in places there are dangerous gaps; elsewhere the floors offer an

insecure footing and Luck may be needed to avoid treading on a part that may give way (test SIZ against 1D8+4 on the Resistance Table and allow Jump and/or DEX rolls to avoid total disaster for the unfortunate investigator); allow success with Mechanical Repair to judge which areas are unsafe. The domestic chambers are relatively well lit through slits and holes in the roof, but on lower levels rooms are dark and gloomy and in some parts visibility may be virtually nil; this is especially so in the cellars, where no natural light penetrates beyond the steps leading upwards.

Dar-Nathar-Oth has made a lair for itself in the dungeon of the castle. The large cell is where it sleeps during the daylight hours and it has gathered quantities of bracken and ferns to provide bedding. It has fixed up one of the other two cells to hold prisoners, simply by fetching a slab of stone from elsewhere in the ruin with which to block the door. Only a creature with its own prodigious strength could shift this slab once it is jammed into the doorway. It uses the oubliette to toss the remains of its meals into. Amongst the growing collection of débris in this black pit are several human bones and the remnants of clothing, including those of Ken Sawyer and Dennis McAulay; this discovery costs 0/1D3 SAN. The only way into or out of the oubliette is through the hole in the floor of the room next to the large cell; the floor of the pit is approximately fifteen feet beneath the access hole. Finally, it uses the store nearest the stairs to keep food, most the semi-devoured carcasses of its most recent prey.

Dar-Nathar-Oth's Plans

Dar-Nathar-Oth has two immediate objectives: survival and the construction of a gate. The first requires circumspection, but the latter calls for action and risks to be taken.

To survive the Daemon needs only food. Predominantly carnivorous, although it eats small amounts of root vegetables to provide essential minerals in its diet, Dar-Nathar-Oth must have meat. While it has no compunction about dining off intelligent beings, it can feed itself just as well off lesser animals and Dar-Nathar-Oth is instinctively smart enough to realize that if its starts killing

humans for food it will stir up no end of trouble. However, Daemons have prodigious appetites and rabbits and suchlike are too small to satisfy its hunger; at least three sheep or one cow are needed to feed it for a week. It prefers to eat its meat raw and freshly killed, although it will, in extremis, eat carrion. Despite its best efforts, its instinct for killing will lead it occasionally to kill more animals than it needs to feed itself.

The Daemon will also seek to increase its POW by capturing sentient victims on which to use its Power Devour ability. It will do this circumspectly and only a few such unfortunates will fall into its clutches.

To pursue its more ambitious plan it needs a victim with the knowledge of how to construct a gate; alternatively it needs a book detailing the spell. To use a book successfully this too requires a victim from whose mind the creature can learn to read the language in which the tome is written. As far as Dar-Nathar-Oth is aware, the only such book is at Gravensteed Asylum and the only character who can cast Create Gate is Dr Wardle, this information being leached from Sawyer's mind. From the luckless Sawyer it will also have learned of the location of Gravensteed Asylum. Consequently, at some point the Daemon is going to attempt to get its claws on Nathaniel Wardle and/or his Mythos tomes and, if it has to, it is quite prepared to raid the sanatorium to achieve this objective. It is very much left to your discretion and the developing needs of the investigators' progress through *The Living Bones* when and whether this raid takes place, and the extent of its success. However, one thing that should not happen is that Dar-Nathar-Oth be slain in its execution.

The Investigators in *The Living Bones*

The investigators have to grasp and deal with several strands in *The Living Bones*. To begin with they will, presumably, have been aiming to free Louise Ranvier and, with luck and good planning, destroy Wardle's cult activities. However, they should quickly realize that they have more than just Wardle to deal with. Ideally the investigators should achieve five objectives:

1. The rescue of Louise Ranvier.
2. The termination of Nathaniel Wardle's cult activities.
3. Preventing Wardle from gaining control of Dar-Nathar-Oth.
4. Destroying Dar-Nathar-Oth for all time.
5. Exposing Paul Komorowski for what he is and ending his association with Professor Dinsmoor.

Obviously, accomplishing (4) also accomplishes (3).

Each of these objectives overlaps to a greater or lesser extent with the others and the development of the investigation should see their threads almost inextricably interwoven. It is also entirely possible that one or more of the objectives may be achieved accidentally or unwittingly.

Rescuing Mademoiselle Ranvier

This task is relatively straightforward and requires only that the investigators get it right. They must be wary of being apprehended in the asylum or its grounds, for at the least they will be handed over to the police to be dealt with as common criminals. Alternative fates encompass being used as experimental material in Wardle's mind-control project and being offered as a sacrifice to Great Cthulhu in a despicable cult ceremony, possibly even both.

Coping with Dr Wardle

If successful in their investigations into Gravensteed Asylum the investigators can unearth more than enough evidence to provoke police interest in goings-on at the asylum.

Rescuing Louise Ranvier alone is sufficient to instigate official action, for the fact that she is alive indicates that she has been the victim of a kidnapping. After psychiatric treatment her testimony can implicate Wardle as at least an accomplice to possible murder. Fortunately, perhaps, her memories of being seized by Deep Ones and taken to Rodger Baskerville's undersea dome are hazy and confused and she now believes that she was taken from the *Saphir* by men in the pay of Wardle, for she can recollect nothing thereafter until she remembers being at the asylum. The murders which the police will suspect Wardle of being involved in are the

probable deaths of the missing crew of the Ranvier yacht.

Uncovering the bodies buried in the grounds and ensuring that they are brought to the attention of the police is a guarantee that the insane psychiatrist will be pursued as a mass murderer unrivalled in the annals of crime in England. His minions at the asylum will be rounded up and dealt with as accomplices, most being only too anxious to turn King's Evidence to avoid a meeting with the hangman one cold and lonely dawn.

The treatment chambers and illicit drug store in the basement are further evidence of illegal and improper activity at the sanatorium.

If the investigators find themselves with no option but to start killing people at Gravensteed Asylum they will be narrowing their options severely, but very probably they will have had no choice in the matter. If Dr Wardle is slain, the head of the monster that his cult organization is has been cut off and his followers will scatter helplessly, posing little or no threat for at least the immediate future. Depending on the circumstances of the psychiatrist's death, the investigators may be able to conceal either its fact (the good doctor has simply disappeared - unlikely, but by no means impossible) or their involvement in it, and very possibly both. These eventualities are left to their own devices and your assessment of their worth to determine their success. Multiple killings at the sanatorium will inevitably involve the police and the investigators must make sure that there is no evidence pointing to them, or that the deaths appear authentically accidental, or that they can show clear grounds for self-defence.

Dealing with Dar-Nathar-Oth

Living Bones Papers #5, #6 and #7 are typical of local newspaper reports concerning strange incidents that ultimately can be traced to Dar-Nathar-Oth. Both can be found with Library Use.

If the investigators compile an accurate list of incidents of rustling and cattle/sheep killing (Library Use again) and then plot them on a large-scale map of the area, succeeding with Make Maps +25% will show a distinct pattern

emerging. The exercise will show a roughly radial pattern centred generally on an area to the north of Stratton. If the incidents are analysed chronologically, the progression is anti-clockwise and outwards, in other words those nearest to the centre of the pattern are the oldest.

Living Bones Papers #5: *West Britain Daily News*, Friday, 4th September 1925

THE WILD WEST COMES TO CORNWALL

In the last weeks around Bude an outbreak of unexplained disappearances of farm animals from their fields has given rise to fears that a gang of rustlers are at work in north-east Cornwall. No one has yet seen these British cowboys going about their rascally business, but local police constables have been instructed to keep an eye open for lorries travelling the lanes late at night as the scoundrels are most likely transporting their unlawful gains to cities to sell to unscrupulous butchers.

The newspaper reports do not provide details of the rustling, the cuts that killed the animals (beyond that given above), or any suggestion of a scientific analysis of the teeth-marks that point to foxes and the like feeding on the remains. Any success with *Credit Rating*, *Fast Talk* or *Persuade* will elicit the following information from a farmer whose stock has been affected:

- There was no evidence of the tracks of a vehicle in the vicinity of the field from which missing stock was supposedly rustled. Only one or two beasts were taken. No farmers nearby experienced similar losses on the same night. To the stockman in question, this does not sound like economical rustling and he doubts the police theory about the missing animals being taken to a city. If he has any idea about the thieves himself, he suspects gipsies or tinkers - *danged thieves un rascals, the 'ole crew o' un* - who have taken the beasts for their own needs.

- No knife that the farmer has ever seen could inflict the sort of wound that his animals died from. The heads were

practically severed from beneath by a single wide cut. Perhaps a large sword or cutlass wielded by a very strong man could have delivered such a single killing stroke. The beasts also had a number of lesser wounds along their flanks, as if they might have been grasped and held by a big, clawed animal; these wounds were obviously not fatal. The farmer does suspect some sort of witchcraft is involved in the deaths, almost certainly using a ritual weapon; the side wounds were probably caused by a device the killers used to immobilize the animals on their backs to allow the killing stroke to be delivered effectively.

Living Bones Papers #6: *West Britain Daily News*, Tuesday, 8th September 1925

STRANGE KILLINGS OF SHEEP AND CATTLE

Possibly associated with recent reports of rustling from farms around Bude, local police have also had reports of a number of incidents concerning the killing of sheep and cattle in fields overnight.

Several farmers have found cattle and sheep killed and, in some cases, partially devoured. As far as can be determined all animals were killed in the same fashion, by having their throats cut as if with a sharp knife wielded by a powerful hand, but those eaten show clear evidence of animal jaws at work. It is possible that the sheep and cattle were slain by human agents and then scavenged by foxes, dogs and wild cats.

Police have been unable to suggest any reason behind the apparently random killings of the farm animals, but local gossip hints at devil-worshipping covens and satanic rites.

- At least one of the animals that fed on the carcasses must have been a very big dog - *a mastiff or summat like un* - from the size of the bites; maybe even a big cat escaped from a travelling circus that passed through the area some months previously (there was no report of such an

escape, but the farmer doubts that the circus folk would want to attract adverse publicity by reporting such).

Living Bones Papers #7: West Britain Daily News, Thursday, 10th September 1925

DISAPPEARANCE OF LOCAL FARMER

Dennis McAulay, a farmer from near Poughill in North-East Cornwall, has been reported missing in strange circumstances.

Mrs McAulay reported her husband's disappearance after he went to investigate a disturbance amongst his cattle late on Tuesday evening. She became worried when he had not returned after more than an hour. She made a brief search for him in the field where the disturbance had occurred, but there was no sign of him.

The police have conducted a search of the surrounding countryside, but have failed to discover any trace of Mr McAulay. Speculation is rife in the area that Mr McAulay's disappearance is tied to the recent incidents of rustling and cattle and sheep killing, but the police have declined to comment on this theory.

You may require the investigators to gather these facts from several farmers, or you can allow them to find a fount of information in a single individual.

The last of the three newspaper reports refers to the one sentient victim whose disappearance is worthy of a news item. If it is plotted onto the investigators' map, it will fit perfectly into the pattern they should see emerging of Dar-Nathar-Oth's activities. The few other victims have been tramps or hikers whose disappearance will not cause concern for many days, perhaps weeks, if at all and who will be difficult to trace anyway. If the police are contacted over the disappearance of Dennis McAulay, Law will gather the information that they believe the farmer has run away on his own account; gossip in the neighbourhood is such as to suggest that

both his farm and his marriage were failing and the police incline to the view that he has taken the easy way out. Investigative work at McAulay's farm will turn up no evidence to gainsay this theory.

If tracked to its lair in Marham Castle, Dar-Nathar-Oth's first reaction will be to attempt to slay all who have discovered its existence and hide-out, but if it believes that it is more circumspect to flee (to fight again another day) it will have no compunction about doing so. This is most likely if it is wounded and still outnumbered by obviously capable opponents.

It will seek a similarly remote refuge, the precise location of which is left to your discretion. Once it has found such a place, it will begin again to pursue its objectives and the investigators may trace it as they traced it originally - by gleaning evidence concerning its feeding activities, for feed it must.

Wardle and Dar-Nathar-Oth

Wardle is desperate to capture Dar-Nathar-Oth. He is too smart and wary to believe that it is possible to negotiate with the Daemon, but he is confident enough in his own abilities to believe that once the monster is in his hands he can control the creature and advance his Mythos knowledge. It is entirely possible, his warped mind believes, that his techniques for brain-washing humans can be used with equal success on Dar-Nathar-Oth, so that the Daemon will become his loyal and willing servant - a magnificent prospect!

Consequently, while the Daemon seeks to capture Wardle, Wardle is working feverishly to trap the alien monster. The psychiatrist is just as capable as the investigators of using information in the press to trace evidence of Dar-Nathar-Oth's activities and, once he has determined the site of the creature's lair, he will head for Marham Castle with all of the men from Gravensteed Asylum, armed with stout nets, strong ropes and copious supplies of anaesthetic drugs from the legal and illegal supplies at the asylum.

Again, the timing of Wardle's manoeuvres are left to your discretion. He may pre-empt the investigators' own efforts directed at the castle, in which

case you may decide that he is successful (in which case the Daemon will be restrained in the sub-basement of the sanatorium, heavily drugged with massive doses of hypnotics until such time as you decide it is dramatically useful for the drugs to wear off). Alternatively, if he fails you should ensure that Wardle at least survives as Dar-Nathar-Oth's prisoner. If you think it more appropriate, Wardle should escape the consequent mayhem while the Daemon flees to another place of refuge.

If it takes Wardle prisoner, Dar-Nathar-Oth will bend every effort to forcing the psychiatrist to create a gate leading to its home world. How far it succeeds in this endeavour before the investigators intervene is up to you.

Exposing Komorowski

Dinsmoor will refuse to believe wild accusations against his assistant, but he is not so single-minded about the young man that he cannot be convinced by irrefutable evidence. Obvious circumstances in which Komorowski's treachery might be exposed are in the theft of the Lake Desolation skeleton or through Komorowski's own words or actions. How the latter might occur is described below. The evidence of Komorowski's telegram to Wardle is alone insufficient to lead the professor to realize his secretary's nefarious role, but it will plant the first seeds of doubt.

Successive successes with Anthropology and Persuade and the evidence of an appropriate Mythos tome are required to convince Professor Dinsmoor that his Antipodean find is not quite what he thought it would be. In this eventuality, Dinsmoor will be aghast at what his expedition has unearthed and be determined to do everything that he can to rectify the situation. In these circumstances the professor's Make Maps skill can be used to help locate Dar-Nathar-Oth when plotting its raiding activities. Dinsmoor will insist on accompanying the investigators in their search for the Daemon and, naturally, Komorowski will accompany him. If at all possible, Komorowski will keep Wardle informed of what the investigators and Dinsmoor are about and Wardle will order his own actions accordingly. In any confrontation

between Wardle and the investigators, Komorowski will choose his moment to reveal his alliance with the psychiatrist. If the investigators and Dinsmoor are captured, he will do it then, revealing his sneering contempt for the professor and his stupid ideas concerning human evolution.

Wardle and the Investigators

As the investigators have several problems to deal with in *The Living Bones*, so does Wardle. The first difficulty he encounters is the elimination of his mentor/ally, Rodger Baskerville, and the latter's power base. The psychiatrist will be dismayed but not defeated by this (after all, he *is* an insane cultist and was probably plotting to usurp Rodger's leading position at some point) and will continue with his own schemes for advancing the Mythos.

Undoubtedly Wardle will suspect the intervention of outside agents in the overthrow of Rodger. Perhaps some of Rodger's minions may have escaped from the destruction of their evil master and made their way to Gravensteed Asylum (your choice as to whether or not this occurs). In this case, they should be at the sanatorium during the course of the events of *The Living Bones*, perhaps posing as patients or hiding in the basement; they will aid Wardle throughout the adventure. If so, it is probable that they will recognize at least one of the investigators should s/he arrive at the asylum on 'legitimate' business (use Luck or Idea as seems appropriate to the cultist concerned). This will warn the psychiatrist that his situation is under direct threat.

Alternatively, Wardle will only become suspicious of the investigators if they give themselves away. Obvious ways in which they might do this are by asking about Louise Ranvier, letting slip references to Mademoiselle Ranvier or the Mythos to see what kind of reaction this provokes, or by one or more of their number being caught in a compromising situation somewhere in the asylum. Other possibilities also exist.

If Wardle becomes aware of the danger posed by the investigators, he will do his best to eliminate it, but not at the cost of losing an opportunity to seize Dar-Nathar-Oth. Ideally he will want

to deal with the investigators in such a way that no threat emerges to his operation as a result. If he has to kill them, he will try to do it either in such a way that their deaths appear to be accidental or so that they appear simply to have disappeared (for example, by burying the bodies in the grounds of the asylum or otherwise disposing of them). If the investigators can be slain well away from the asylum, he will probably reckon that he is most unlikely to feature amongst the police's suspects and rely on his good standing and reputation to ensure that he is not involved in their inquiries.

Wardle will readily use his own magical skills and those of Paul Komorowski to visit unpleasant developments on the investigators, such as summoning Ghouls or Dimensional Shamblers to plague them. The circumstances of his precise actions are left to your discretion.

Wardle's contacts in the Bude area are sufficient to ensure that unless the investigators take particular precautions about concealing where they are staying, the psychiatrist and his minions will have little difficulty in tracing them.

Should Wardle be able to flee from the wreckage of the investigators efforts against him, he will cast Body Warping of Gorgoroth upon himself to change his appearance at the first opportunity, access funds that he has previously placed aside for such an emergency eventuality, and establish himself elsewhere in the country, perhaps to seek vengeance against the investigators at a later date, perhaps never to be heard of again.

Monster Notes

The Mythos monsters described in the section for non-player statistics are typical of the ones that the various villains and their creatures in *The Living Bones* are able to summon. Use them as the situation demands.

Asylum Staff Member

STR	14	CON	12	SIZ	14
INT	12	POW	10	DEX	11
APP	10	EDU	11	SAN	35
HP	13	MP	10		

Weapons:

Fist	75%	1D3+1D4
Cosh	65%	1D8+1D4*
Grapple	60%	Special
Knife	60%	Varies with weapon
Handgun	45%	Varies with weapon
Rifle	25%	Varies with weapon
Shotgun	50%	Varies with weapon

* Knock-out damage only as described in
Cthulhu by Gaslight

Spells: 30% chance of knowing Shrivelling.

Skills: Dodge 35%, First Aid 45%, Fit Strait-jacket 70%, Psychology 40%

Notes: Use the same character for all characters at the asylum except for Wardle and Thorpe. For women apply the following modifications - reduce STR by 2 and SIZ by 5; increase INT, POW and DEX by 1; reduce all melee weapons' skills except Grapple by 15%; ignore the damage bonus; reduce firearms' skills by 5%; increase Dodge by 5%. For non-medical staff ignore all skills except Dodge. Sawyer has the Drive skill at 40%.

Byakhee

STR	19	CON	12	SIZ	17
INT	12	POW	11	DEX	16
SAN	1/1D6	HP	15	MP	11

Move: 5/20 flying

Armour: 2 points

Weapons:

Claw	65%	1D6+1D6
Bite	80%	1D6+1D6 blood drain

Spells: Brew Space-Mead

Skills: Listen 70%, Spot Hidden 80%

Dimensional Shambler

STR	21	CON	17	SIZ	22
INT	10	POW	11	DEX	12
SAN	0/1D10				
HP	20	MP	11		

Move: 7

Armour: 3 points

Weapons:

Claw	65%	1D8+2D6
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Spells: Summon Hunting Horror

Professor Cuthbert Dinsmoor

STR	9	CON	14	SIZ	11
INT	17	POW	15	DEX	10
APP	12	EDU	23	SAN	45
HP	13	MP	15		

Weapons:

.38 revolver	35%	1D10
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Skills: Anthropology 85%, Archaeology 95%, Credit Rating 80%, Drive 25%, Geology 75%, History 90%, Library Use 95%, Linguist 60%, Make Maps 80%, Persuade 90%, Read/Write Greek 85%, Read/Write Latin 90%, Ride 60%.

Ghoul

STR	18	CON	14	SIZ	15
INT	13	POW	15	DEX	16
SAN	0/1D6				
HP	15	MP	15		

Move: 9

Weapons:

Claws	55%	1D6+1D6
Bite	55%	1D6+1D6+worry

Skills: Sneak 85%, Hide 70%, Listen 80%, Spot Hidden 65%, Climb 90%, Jump 80%

Notes: Guns do only half damage against a Ghoul.

Hunting Horror

STR	32	CON	11	SIZ	39
INT	17	POW	22	DEX	17
SAN	0/1D20				
HP	25	MP	22		

Move: 7/11 flying

Armour: 9 points; may not be impaled by bullets.

Weapons:

Bite	75%	1D6+3D6
Tail	95%	Grapple

Spells: Contact Yig, Summon/Bind Child of Yig

Skills: Listen 70%, Spot Hidden 80%

Star Vampire

STR	28	CON	12	SIZ	26
INT	15	POW	15	DEX	9
SAN	1/1D10				
HP	19	MP	15		

Move: 6/9 flying

Armour: 4 points plus invisibility (see 4th edition rulebook, p.72)

Weapons:

Talons	85%	1D6+2D6
'Bite' drain	90%	1D6 STR (blood)

Spells: Enthral Victim, Mindblast

Paul Komorowski

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

Weapons:

7.65mm auto	65%	1D8
.30 rifle	70%	2D6+3

Spells: Contact Ghoul, Dread Curse of Azathoth, Shrivelling, Summon/Bind Star Vampire

Skills: Anthropology 50%, Archaeology 65%, Drive 55%, Electrical Repair 25%, Geology 40%, History 65%, Influence Professor 75%, Library Use 70%, Mechanical Repair 40%, Persuade 60%, Read/Write English 70%, Read/Write Greek 45%, Read/Write Latin 55%, Read/Write Polish 75%, Ride 70%, Speak English 60%.

Olive Thorpe

STR	10	CON	17	SIZ	9
INT	14	POW	15	DEX	15
APP	16	EDU	13	SAN	0
HP	13	MP	15		

Weapons:

.22 automatic	40%	1D6
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Spells: Cloud Memory, Dread Curse of Azathoth, Shrivelling, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon Star Vampire

Skills: Cthulhu Mythos 35%, Diagnose Disease 45%, First Aid 95%, Occult 55%, Pharmacy 60%, Psychology 80%, Treat Disease 45%, Treat Poison 50%

Louise Ranvier

STR	8	CON	15	SIZ	8
INT	15	POW	17	DEX	14
APP	17	EDU	14	SAN	42
HP	12	MP	17		

Skills: Read/Write English 30%, Speak English 25%, Swim 65%

Dr Nathaniel Wardle

STR	12	CON	16	SIZ	13
INT	16	POW	12	DEX	12
APP	14	EDU	24	SAN	0
HP	13	MP	12		

Weapons:

.22 automatic 60% 1D6

Spells: Body Warping of Gorgoroth, Cloud Memory, Contact Ghoul, Create Gate, Create Zombie, Dread Curse of Azathoth, Hands of Colubra, Shrivelling, Soul Singing, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon Star Vampire

Skills: Accounting 90%, Chemistry 85%, Credit Rating 90%, Cthulhu Mythos 55%, Diagnose Disease 75%, First Aid 90%, Occult 85%, Pharmacy 90%, Psychoanalysis 85%, Psychology 90%, Read/Write French 65%, Read/Write Greek 75%, Read/Write Latin 85%, Treat Disease 75%, Treat Poison 60%

Notes: Wardle wears all the time an amulet fashioned from alien metal in the sigil of Great Cthulhu. This device has the ability to grant its wearer the ability to resist all magic cast against him at his full magic point strength x1.5, irrespective of its current level. The amulet also allows the wearer to cast all spells he knows at an increased chance of success equal to +10%. Naturally Wardle keeps the amulet concealed beneath his shirt.

Wardle has also created a gate at Gravensteed Asylum which connects with Rodger Baskerville's gate network.

Zombies

	1	2	3	4
STR	23	14	15	14
CON	14	12	9	20
SIZ	12	8	13	9
POW	1	1	1	1
DEX	10	11	9	11
HP	13	10	11	15
Damage +	1D6	-	1D4	-
Attack %	50	55	45	55

SAN: 1/1D4

Move: 8

Weapons: Wardle has armed the zombies with a variety of melee weapons; choose from amongst this list - epee (1D6+1), sabre (1D8+1), wood axe (1D8+2), pick-axe handle (1D8)

Notes: Impaling weapons do only one point of damage against zombies; all other weapons do half their rolled damage.

The Living Bones: Handouts and Maps

Living Bones Papers #1: *The Ancestral Race - A Scientific Speculation*, by Cuthbert Dinsmoor, Maitland & Co, London 1911

The Darwinian theory that Man has evolved from ape-like ancestors is superficially attractive and persuasive, but has a number of serious flaws. Not the least of these is the extent to which small, weak, tree-dwelling creatures could have gained any advantage from descending to the forest floor to take up a life on the plains of the savannah that would have out-weighed the greatly increased risk from exposure to a vast army of new predators that would regard them as tasty morsels to be devoured as quickly as they could be caught. It is doubtful whether any animal developed for an arboreal existence would have the natural skills and abilities to evade grass-land hunters. Even if it had the much greater brain-power with which its supporters readily endow it, not even they suggest that tool-using evolved while the creature still dwelt in trees and so its ability to defend itself is questionable, at the very least.

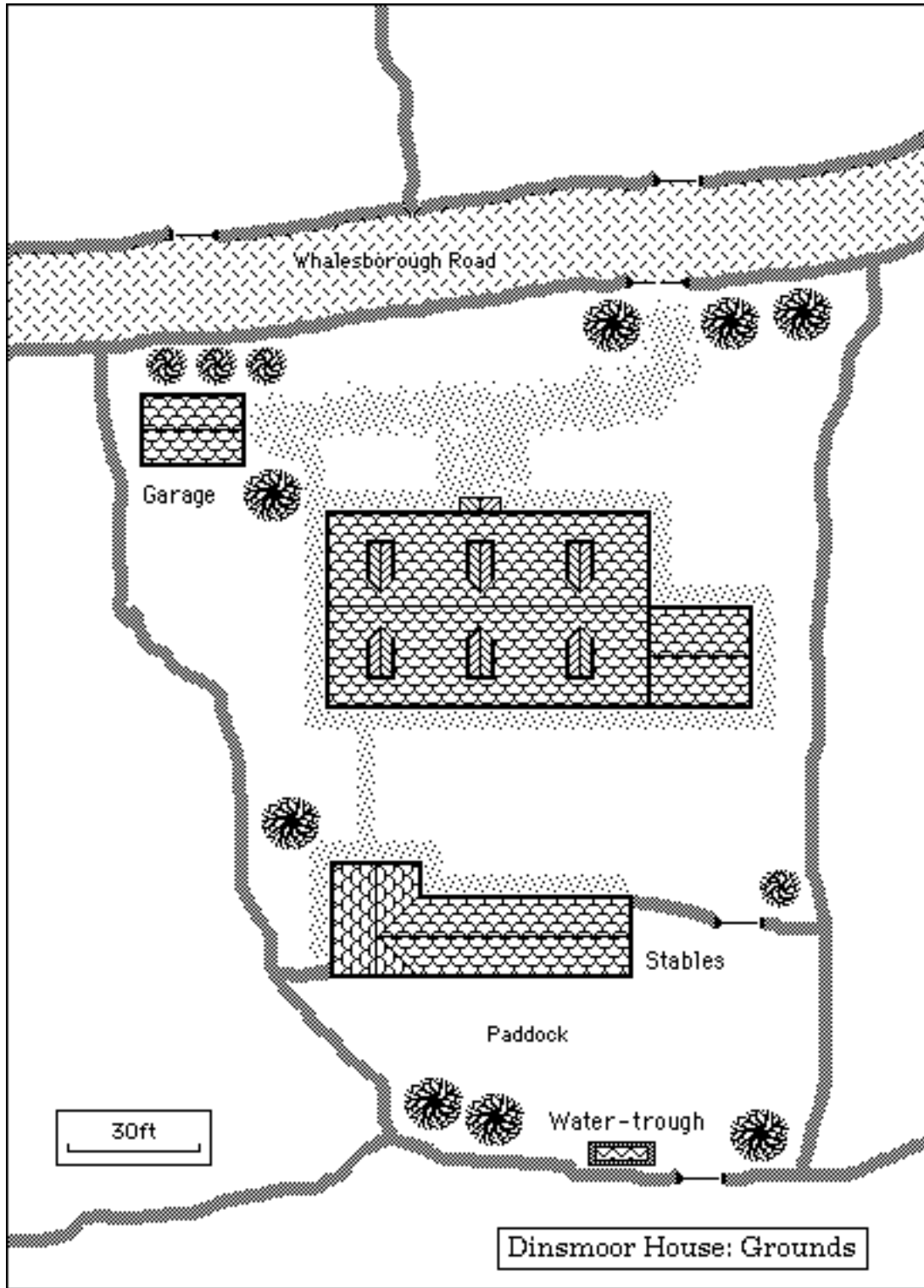
The science of Reason should be applied to this conundrum. That Man evolved from an ancestral race is indisputable. That fossil evidence for the existence of this race is limited and fragmentary and of doubtful repute is also indisputable. None but the most ardent of advocates for our ape ancestor would argue for unquestioning acceptance of the theory as fact. By the application of Reason it can be demonstrated that the ancestral race must have been large, strong, powerful and intelligent.

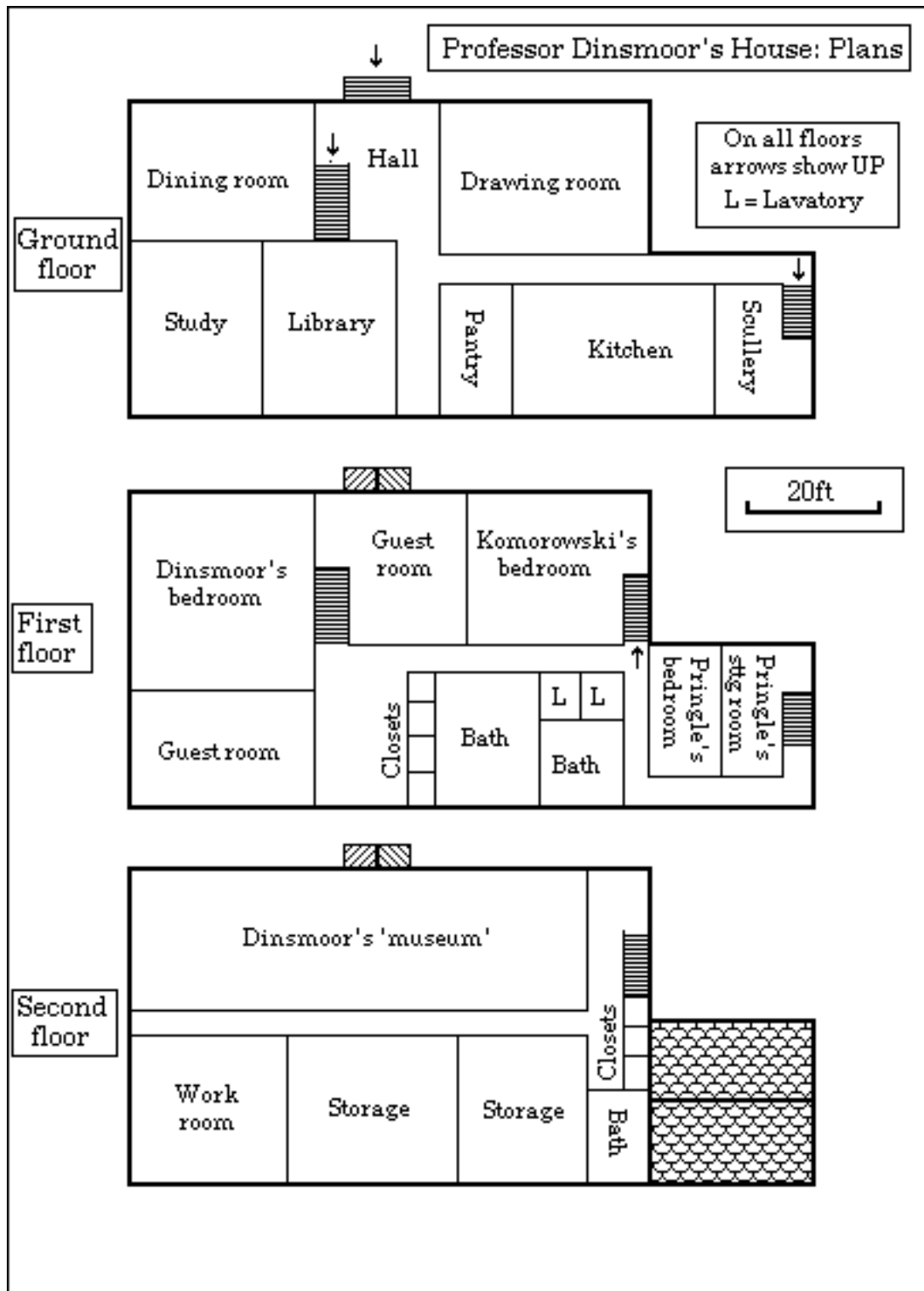
Large, to overawe the great mass of smaller predators.

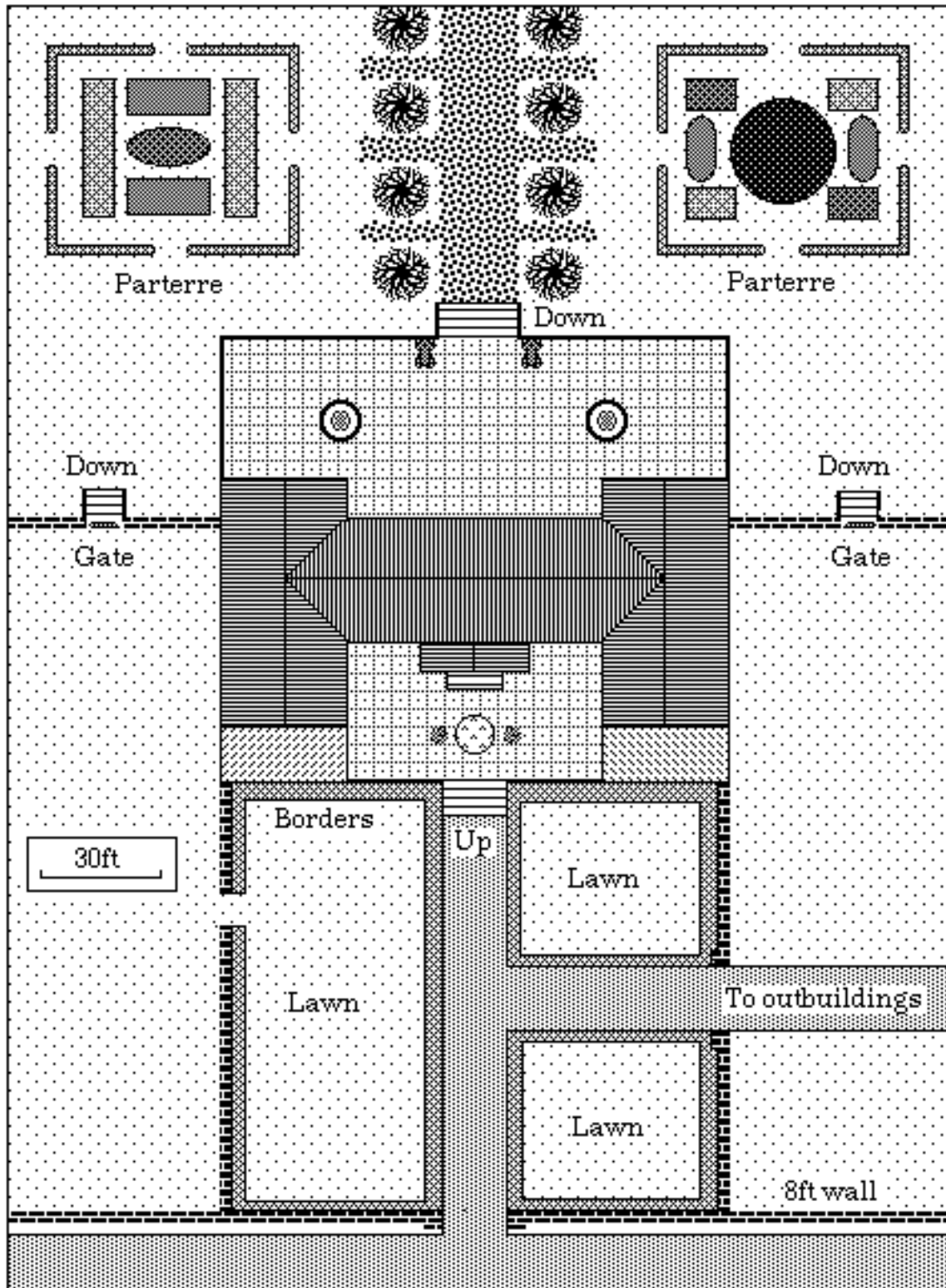
Strong, to overcome those greater predators that could not be intimidated by its size.

Powerful, to hold that which it had won against the encroachments of other species.

Intelligent, to organize and co-operate with its own kind to spread across the five continents of our planet and ensure the conditions in which we, its descendants, could ourselves evolve.







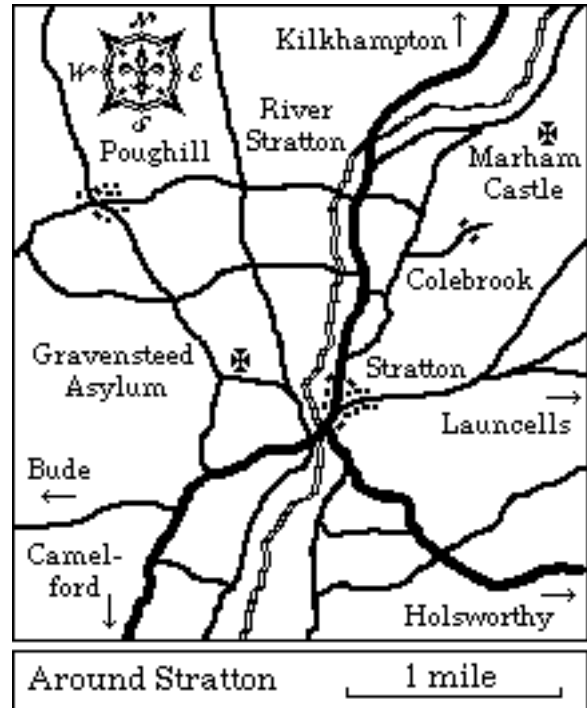
Gravenstead Asylum: Grounds

Living Bones Papers #3: *West Britain Daily News*, Wednesday, 29th July 1925

RETURN OF DINSMOOR EXPEDITION

Arriving aboard the *SS Maroubra* at Southampton yesterday was Professor Cuthbert Dinsmoor and his assistant, returning from an archaeological expedition in Australia.

Apparently Professor Dinsmoor's hard work in the Australian Outback has been rewarded by the discovery of firm evidence concerning humanity's origins. However, the professor declined to give any interviews and said only that his findings would 'revolutionize our understanding of the origins of Man.' It is understood that next month Professor Dinsmoor will deliver a paper to the Royal Anthropological Society concerning his discovery.



Living Bones Papers #2: *West Britain Daily News*, Tuesday, 23rd September 1924

DINSMOOR EXPEDITION SAILS FOR AUSTRALIA

Professor Cuthbert Dinsmoor's archaeological expedition to the Antipodes sets sail from Southampton today. Funded privately by, in Professor Dinsmoor's own words, 'a most generous and modest gentleman', the expedition is being mounted in the hopes of unearthing prehistoric fossils which will give clues to the ancestors of humanity.

Professor Dinsmoor expects the expedition to be absent from England for up to a year.

Living Bones Papers #5: *West Britain Daily News*, Friday, 4th September 1925

THE WILD WEST COMES TO CORNWALL

In the last weeks around Bude an outbreak of unexplained disappearances of farm animals from their fields has given rise to fears that a gang of rustlers are at work in north-east Cornwall. No one has yet seen these British cowboys going about their rascally business, but local police constables have been instructed to keep an eye open for lorries travelling the lanes late at night as the scoundrels are most likely transporting their unlawful gains to cities to sell to unscrupulous butchers.

Living Bones Papers #6: *West Britain Daily News*, Tuesday, 8th September 1925

STRANGE KILLINGS OF SHEEP AND CATTLE

Possibly associated with recent reports of rustling from farms around Bude, local police have also had reports of a number of incidents concerning the killing of sheep and cattle in fields overnight.

Several farmers have found cattle and sheep killed and, in some cases, partially devoured. As far as can be determined all animals were killed in the same fashion, by having their throats cut as if with a sharp knife wielded by a powerful hand, but those eaten show clear evidence of animal jaws at work. It is possible that the sheep and cattle were slain by human agents and then scavenged by foxes, dogs and wild cats.

Police have been unable to suggest any reason behind the apparently random killings of the farm animals, but local gossip hints at devil-worshipping covens and satanic rites.

Living Bones Papers #7: *West Britain Daily News*, Thursday, 10th September 1925

DISAPPEARANCE OF LOCAL FARMER

Dennis McAulay, a farmer from near Poughill in North-East Cornwall, has been reported missing in strange circumstances.

Mrs McAulay reported her husband's disappearance after he went to investigate a disturbance amongst his cattle late on Tuesday evening. She became worried when he had not returned after more than an hour. She made a brief search for him in the field where the disturbance had occurred, but there was no sign of him.

The police have conducted a search of the surrounding countryside, but have failed to discover any trace of Mr McAulay. Speculation is rife in the area that Mr McAulay's disappearance is tied to the recent incidents of rustling and cattle and sheep killing, but the police have declined to comment on this theory.

Living Bones Papers #4: Telegram in Dr Wardle's Desk

TARCOOLA, SOUTH AUSTRALIA, AUSTRALIA

17.06.25

COMPLETE SKELETON RECOVERED. RETURNING ENGLAND IMMEDIATELY=

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