

THE RESURRECTED • VOLUME TWO

Reprints from the pages of The Unspeakable Oath

WHEN THE VEILS ARE RENDED
AND BRING THE BLOOD-CAST DAWN,
THEN YOU SHALL HEAR US SPEAK.
FROM BEYOND THE AEONS, WE SPEAK...

OF KEYS & GATES

FOR CALL OF CTHULHU™
WRITTEN BY JOHN H. CROWE III,
CHRIS KLEPAC AND JOHN TYNES
ILLUSTRATED BY TOM KALICHAK



INTRODUCTION

It's hard to avoid nostalgia as this modest book comes together. The scenarios contained herein originally appeared in the first and the third issues of *The Unspeakable Oath* (the scenario from the second issue, "Grace Under Pressure," appeared in the first volume of this irregular series) and have been seen by only a small fraction of TUO's current readership. For many, this will be their first exposure to these works.

The first scenario, "The Travesty," is a terrific non-Mythos tale of horror and hauntings, written by a then-fourteen-year-old Christian Klepac. The second, "The House on Stratford Lane," is a tightly-constructed story of evil and otherworldly menace and was the first published scenario by *Walker in the Wastes* author John Crowe. The final scenario, "Within You Without You," was the premiere offering of our first issue and it still offers its fair share of mystery and investigation.

We believe that these early chestnuts hold up well, some three years later, and will still provide your players with a rollicking good time. We had a blast when we played them initially, and trust you will experience the same. The scenario as a work of craft and care is a difficult thing, especially in *Call of Cthulhu*. The game melds two genres, horror and mystery, which are also two of the hardest genres to write for in fiction or in gaming. Constructing an explorable, interactive adventure that manages to be scary as well as featuring a robust investigation is extraordinarily difficult, when compared to the cut-and-dried scenario offerings common to most roleplaying games.

All three scenarios explore classic Lovecraftian themes — the importance of history, the fragility of memory, and the persistence of evil across time and space. Lovecraft's stories frequently deal with transdimensional portals, magical gates, and the keys which open them, and it is this motif as well that binds these stories together. The idea that evil is contained but straining at its bonds is common in Lovecraft's tales, which offer the notion that bonds placed on evil will ultimately fail, for while cosmic malevolence is an innate part of reality, cosmic benevolence is not. The reason for this is that Lovecraft equated the absence of a positive force with the presence of a negative one; abandonment did not result in neutrality, but rather in evil incarnate. "Evil" was of course subjective, but certainly in human terms evil is what we are left with when Lovecraft pulls aside the heavenly curtain and shows us there is no God.

These three tales, like many of Lovecraft's own, are small stories about small events in the lives of ordinary people. None are earth-shattering. None present grand revelations about the nature of reality or the order of the cosmos. Instead, all three introduce a small, almost private situation into which malevolent forces have become involved. The end result of this nihilistic philosophy are stories in which the best one can hope for is to see another sunrise, another blood-cast dawn, and find that one's own mortality has not yet played its trump card.

—John Tynes, editor-in-chief, Pagan Publishing

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OF KEYS & GATES

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dedicated to the early readers of The Unspeakable Oath, for whom these terrors were crafted



THE TRAVESTY

in which the investigators visit a small hotel with a big problem

BY CHRIS KLEPAC WITH JOHN TYNES

This is a non-Mythos scenario for a group of two to six hardy investigators, with any amount of experience. It can be attempted with only one, but this will require a lot of luck and perception, as well as a generous Keeper.

BACKGROUND INFORMATION

The investigators are hired by a hotel manager named Robert Toleson. He insists that strange things have been happening at his small hotel, the Goodrest Inn. He would like the investigators to travel to the hotel, in Wisconsin near Lake Superior, and dispose of the problem.

You can set the Goodrest where you like in this region. It should be about eight miles from a small town, said town serving as the county seat. The Goodrest stands atop a lonely hill, with a commanding view of the immediate area. Keeping these requirements in mind, set it where you will. It is December of 192_. Heavy snowfalls have made the roads almost impassible except by horse and sled, said transport easily arranged in a nearby town.

This part of Wisconsin was the home of the Menomini, a Native American people related to the Algonquins. A fairly sedentary people, the Menomini fished and farmed, living in villages placed near the many rivers and streams of the land.

In the early 1800s conflicts arose between the Menomini and white settlers. The shaman of one small tribe convinced his group to perform a dream dance, the *ni•mihe•twan*. This shaman was a member of the *cese•ko* cult, one of two shamanistic cults that were a part of Menomini life. The purpose of the dance was to raise a guardian spirit who would keep the white settlers away. The spirit answered their call and slew three families of settlers who had lived in the region for some time. A witness described the entity responsible as a skeletal man with deadly eyes, "a travesty of a human being." Angry at the shaman for such drastic action, the tribe demanded that the spirit be restrained. The shaman relented and the guardian spirit was confined in the earth, trapped inside a lonely hill.

Cese•ko shamans were known as "jugglers" by the first of the white settlers, named for the way the shaman's tent shook when he spoke with the spirits. The terrible deaths were rumored to be caused by a juggler and soon tales of the incident misidentified the creature itself as a being called a juggler or a jester, the phraseology becoming blurred with the passage of time.

Within a decade of the deaths, a portion of the tribe's land was purchased by one Garret Moss and family. Moss disregarded the whispered talk of the hill being cursed, but he soon discovered that the land bore its reputation not undeservedly. After a winter of illness

and strange accidents, Moss made contact with the entity who dwelled within the hill through his dreams. It promised him power in exchange for its freedom and one drunken night Moss agreed.

When Moss broke the magical wards, the creature escaped and slew Moss's family before his eyes, making a mockery of their deal. Moss was tougher than he looked, though, and he forced the thing back into the land that had held it, shoring up the wards as best he could.

Moss knew the wards wouldn't hold forever, so eventually after he had remarried he passed the knowledge of the ward and the jester to his son. In the 1870's the thing began to get free again, but Moss's son remembered his father's words and kept it back. Eventually the son and his wife passed away, leaving one child. As luck would have it, this grandson died a couple of years ago with no descendents and Robert Toleson bought the building, converting it to a hotel. The wards protecting it slipped once more and the entity is now becoming free again. Its guardians finally gone, the Travesty will be unleashed onto the unsuspecting countryside.

THE BEAST

The Travesty is a very cunning creature and is slowly exercising its will over the hotel from its residence in the hill below the Goodrest. It has already begun to control the current guests who are weak and stupid in its eyes. It is having a harder time with Toleson who is made of sterner stuff.

The Travesty takes an ill view of humans, seeing them as toys. It enjoys the taste of fear and death, but its favored delicacy is madness. Slowly driving a group of people insane and then feasting on them is what it lives for. The Travesty is able to generate plentiful small offspring, referred to as the Breed. The Breed appear as various human body parts melded together in bizarre and disgusting formations.

The Travesty itself can appear in many different forms, drawing images and ideas from those it devours. All are recognizable as grotesque parodies of the human body. Unless the Keeper has other ideas, it will appear in this scenario as the Death Jester, a giant malformed human with no skin and a belled jester's cap. At the climax of the scenario, the Travesty may be encountered in its true form as well.

To drive people mad, the Travesty uses its Breed in conjunction with a unique power, Warp Reality. This powerful and dangerous ability is limited somewhat in that it only affects a small area. Stats for the Travesty, its Breed, and the Warp Reality effect can be found at the end of this adventure.

THE GOODREST INN

The investigators will probably arrive a little before dinnertime, after the official buildings in town have closed. When they enter the lobby of the Goodrest, Toleson will be behind the desk and will come out to greet them. He is a short, portly man in his mid-forties, with a receding hairline and a thick black mustache. He starts by apologizing for the fact that only two rooms are available, and then invites them into his office to tell them of his problem.

It all began—for Toleson, at least—about a month ago. Guests started complaining of small things disappearing or being moved from their rooms, and other minor annoyances. Then they started to see things. One said he opened his room door and found a gaunt bloody man within who gave him a crinkly smile and then faded away. Another swore that she saw a black cat on the roof the size of a large horse. Still another ran screaming from the Inn, yelling about some creature that had been under his bed. Toleson is getting worried since if this gets around it could spell the end of his hotel. He tells the investigators that they can stay as long as they need and will have free run of the place. Dinner is served promptly at six o'clock, but light breakfast and lunch is available upon request. He then hands the investigators their room keys and waits expectantly for them to do something.

First Floor

Lobby: A charming old sitting room, with high-backed chairs and a large blazing fireplace with an ample stock of wood. Currier & Ives prints line the walls, although Toleson is considering replacing them with sad-faced Emmett Kelly clown portraits.

Toleson's office: Clever investigators may slip in here after Toleson leaves (though he would consent to a reasonable search if asked). It contains a desk and chair, along with a few bookshelves. The hotel's ledgers are in his desk. A successful Accounting roll will prove them to be perfectly legitimate. Also in this desk, investigators can find Toleson's deed of purchase to the property along with papers in a folder dating back to the original acquisition. Investigators can find out some of the history of the property here, in case they missed it in town. The bookshelf contains many mundane but prestigious and well-bound books (Toleson is a great fan of classical literature). If you wish to be cruel, Toleson could mention all the "musty old religious books" he tossed out when he bought the property. If the investigators suggest any titles ("Was there a *Necronomicon*?") Toleson will helpfully agree that they were probably among those he tossed.

Dining room: This large, elegant, yet homey dining room is always open, but food is only served during regular mealtimes (Toleson's cook quit not too long ago, and he's got his hands full). There is a one in six chance that one of the three mobile guests will be in this room when the investigators first enter, reading a newspaper or a book (see the section entitled *Guests At the Goodrest* for details).

Kitchen: This room will be empty until about an hour before each meal, when Toleson will be in here frantically preparing food. The kitchen contains the usual number of assorted appliances and food supplies. There is a trapdoor in the floor of the pantry, partially covered by supplies. Below the trapdoor, a short set of crumbling stone steps go down to a locked door. Toleson is aware of the stairs and the door but has no key. He has always meant to get the door open somehow, but never got around to it. He has plenty of storage elsewhere as it is. The swollen oaken door has a STR of 25.

Second Floor

Unmarked guest rooms: These are the investigators' rooms. They are quaint and sparsely furnished, but still pleasant. Each room has its own sink and mirror for washing up. Full bathrooms are at the end of the hall.

Schwartz' room: While he's usually here, he'll be out from 8:30 AM til noon, and again from 1 PM til late afternoon.

Teller's room: Edward Teller will always be cowering in this room. He will yell at visitors to leave him alone.

Delbar's room: Virginia Delbar is only here between 10 AM and 3 PM.

Smythe's room: Maxwell Smythe will be in his room until he leaves at 6:30 PM, not returning until 11:30 PM.

Basement (not pictured)

Storage: Beyond the heavy door in the kitchen, this room contains a host of stuff—rusty bicycles, gardening tools, croquet mallets, old furniture, and junk galore. It takes a good half hour of searching to discover one thing of value to the investigators: a small diary wrapped in oilcloth. This is the journal of old Garret Moss, and is described in detail later in this adventure.

Root cellar: This room, with old hooks from which to hang roots for drying, is completely empty.

INVESTIGATOR RESEARCH

The investigators will be able to look up some of this information almost immediately. Connections to other relevant pieces will reveal themselves soon after; all are to be found in the small town nearest the Goodrest. Here is a list of queries that can produce information.

At Town Hall: At the town's place of records, a few items about the Goodrest and the property it sits on can be found. A Persuade or Fast Talk roll is needed to get by the nosy clerk. Several successful Library Use rolls will divulge the following info about the building and property; the number of rolls and what each reveals is up to you.

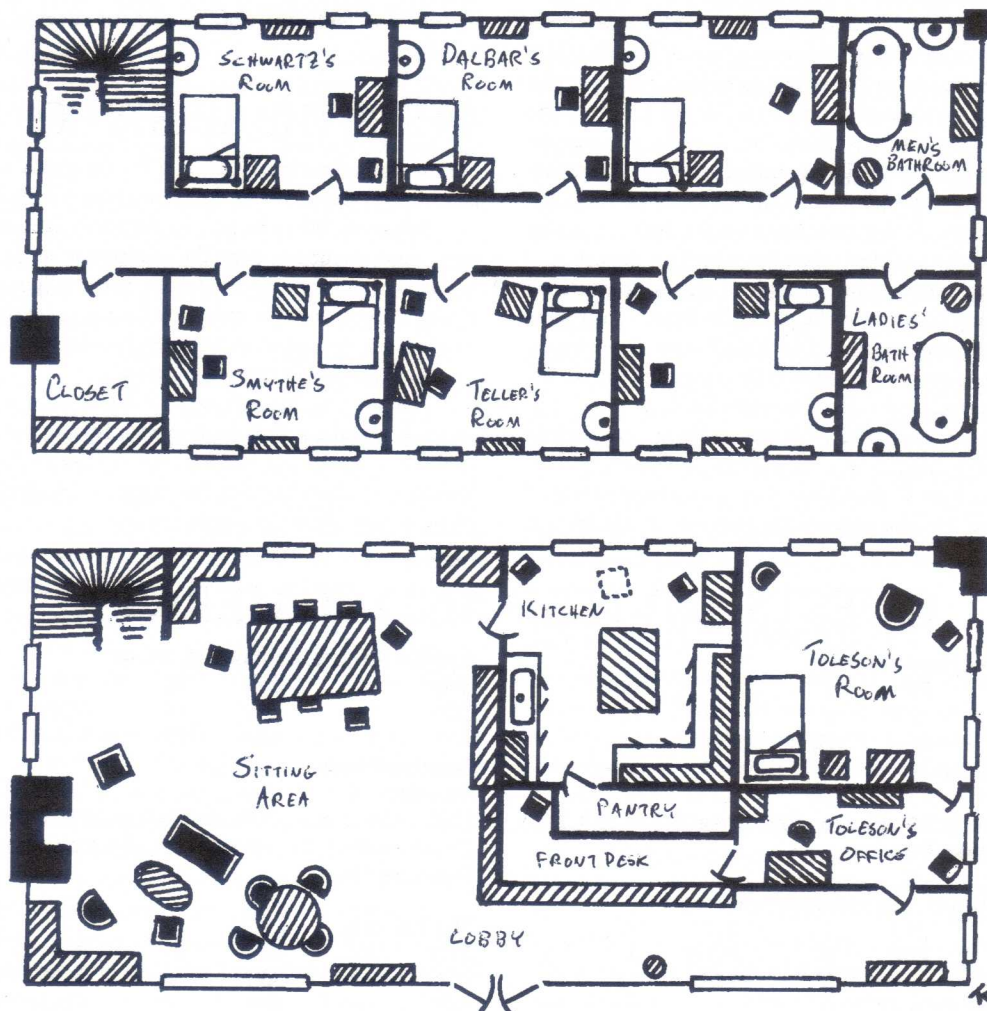
The Building: What is now the Goodrest Inn was built about a hundred years ago. It is an old and distinguished building, and has stood the test of time (with the help of Morgan & Morgan Contractors). It was originally built by a man named Garret Moss, and was owned by him for thirty years at which time it was inherited

by his son, Daryl. Eventually Daryl's son Timothy took possession of the property, keeping it until passing away a few years ago.

The Property: According to the (sketchy) old records, Garret Moss bought the property from the government, though it was originally the land of a Menomini tribe. He got it very cheap for the prices of the day, although the records do not state why.

At the Library: This won't turn up much about the Goodrest. However, a successful Luck roll while examining area history will turn up an old letter that identifies the hill the inn is located on as being avoided by the natives for unstated reasons. A successful Library Use roll will also turn up the little library's prized possession: the diary of one James Mothwood, an early settler in the area. Deciphering this antiquated journal will take a couple of hours and an English roll. In it he recounts the deaths of the three families and may make reference to a juggler being responsible (though the

THE GOODREST INN



specific tribe is not known). Investigators may need to do research to find out just what a “juggler” is.

Around the Town: Sources (records, articles from regional papers, old folk, etc.) will describe the Moss family as a peaceful, quiet bunch. Most of the town’s elderly loved Timothy (last of the line) and are resentful of “that new fella.” However, a Luck roll when talking with one of these codgers might cause them to remember hearing some odd sounds, “a funny chantin’ kind o’ noise,” when passing the house one night about fifty years ago.

GUESTS AT THE GOODREST

This is a list of the current guests at the Goodrest Inn, and their usefulness to the investigators. Their stats are listed at the end of the adventure.

Randolph Schwartz: Randolph is a big man, about 6’7”. He is a professional boxer from Illinois; any investigators who are athletes or who live in the Chicago area can make a Know roll. With a success, they have indeed heard of “Ol’ Swingin’ Schwartz,” who was undefeated up until several months ago. Schwartz is here because his manager told him he needed a little rest. He seems cheerful enough and says he has not seen anything strange going on at the hotel. Randolph has already lost a battle of wills to the Travesty and will be used as its pawn in the adventure. It is up to the Keeper how to use Randolph, but if the Travesty feels threatened, an insane Randolph Schwartz running amok in the hotel wearing Everlast shorts can add an unusual obstacle.

Edward Teller: Edward is a small, thin, blond man. He is a tax consultant in his native Iowa and is here for some R&R after a recent heart attack. Unless the Keeper is particularly cruel, he will not suffer

another one. Teller is the Travesty's current "toy." He is on the brink of insanity and is unable to leave. Every time he goes out of his room, the hallways of the hotel twist into an endless labyrinth, with every door opening onto a horrific sight. If the investigators seek to accompany Edward from his room, the same fate will befall them. The Keeper should assign jarring SAN losses for this experience.

Virginia Dalbar: Virginia is a frightening woman in her mid-thirties, and claims to be a Bible saleswoman from Milwaukee. Her face and body give the impression of being crudely carved out of a large rock. She is a tough, ruthless woman, but will talk with the investigators about the hotel's oddities. She states flat out that she feels the presence of evil in the building and that she has been praying for the safety of the guests. A few times she has heard noises in the night and once was certain that there was a winged demon flapping about in her room who vanished when she turned on the lights.

Virginia doesn't know it, but a couple of nights ago while she was sleeping, she was impregnated by one of the Breed. The results of this unholy matrimony are entirely up to the Keeper. A newspaper article about the, um, troubled birth after the successful completion of this adventure could be good for some lost SAN.

Maxwell Smythe: Maxwell is a tall gentleman, with a practiced grace and a handlebar moustache. He is a professor of Anthropology and Occult Studies from Oxford University, doing some unrelated research in the area. He also suspects the presence of supernatural

forces in the hotel. He will voice his concerns to the investigators if civilly and knowingly approached. He believes it is a poltergeist and is interested in the phenomenon in a detached, scholarly sort of way. If you wish to unnerve your players early on in the adventure, you might imply that Smythe knows more about the Mythos than he does. He might be sighted returning to the hotel with a couple of dusty tomes under his arms, or perhaps carrying a rather peculiar necklace...

WHERE THE GUESTS GO

See the room descriptions on p. 4 for the guests' schedules. If the investigators decide to tail the guests, they will find the following.

Schwartz: When he isn't in the hotel, Schwartz is out taking long, vigorous runs through the countryside, stopping periodically to exercise and do a little sparring with obliging shrubs. At the Keeper's discretion, he may also be paying visits to a farmer's daughter a couple of miles from the Goodrest.

Teller: He isn't going anywhere.

Dalbar: Virginia will spend a lot of time at a local church, currently hosting a week-long revival. Investigators who keep following will eventually lose her, but why does she come back in, looking even more haggard than usual, at 10AM? Hmm.. (make up whatever you like if the players persist)

GUESTS, INVITED AND OTHERWISE

Robert Toleson, hotel manager

STR	9	DEX	9	INT	14
CON	10	APP	9	POW	16
SIZ	15	SAN	72	EDU	17

Damage Bonus +0

Hit Points 13

Skills: Accounting 55%, Bargain 40%, Credit Rating 25%, Persuade 35%, Sneak 30%

Randolph Schwartz, questionable behemoth

STR	17	DEX	14	INT	10
CON	16	APP	9	POW	9
SIZ	17	SAN	0	EDU	12

Damage Bonus +1D6

Hit Points 17

Skills: Climb 45%, Dodge 10%, Fist Attack 75%, Grapple 55%, Hide 55%, Mechanical Repair 35%, Spot Hidden 40%

Edward Teller, insane wimp

STR	6	DEX	7	INT	10
CON	8	APP	10	POW	10
SIZ	9	SAN	4	EDU	19

Damage Bonus -1D4

Hit Points 9

Skills: Hide 75%, Whine 75%

Virginia Delbar, unexpectant mother

STR	16	DEX	12	INT	14
CON	12	APP	6	POW	15
SIZ	16	SAN	67	EDU	15

Damage Bonus +1D4

Hit Points 14

Skills: Fist Attack 40%, Listen 30%, Persuade 45%, Psychology 40%, Spot Hidden 40%

Maxwell Smythe, debonair occultist

STR	10	DEX	16	INT	17
CON	14	APP	14	POW	16
SIZ	11	SAN	80	EDU	20

Damage Bonus +0

Hit Points 13

Skills: Anthropology 20%, Archæology 20%, Credit Rating 45%, Cthulhu Mythos 2%, French 45%, Geology 15%, Occult 55%, Persuade 55%

The Travesty

STR	32	DEX	21	INT	18
CON	36	APP	n/a	POW	22
SIZ	34	SAN	n/a	EDU	n/a

Hit Points 35

Armor: The Travesty takes minimum damage from physical attacks.

<i>Weapon</i>	<i>Attk%</i>	<i>Damage</i>
Smash	60%	4D6

Spells: Dominate, Call Lightning, Warp Reality

The Breed

STR	2D6+3	DEX	3D6	INT	1D3
CON	2D6	APP	n/a	POW	1D6+1
SIZ	1D6+2	SAN	n/a	EDU	n/a

Hit Points varies

Armor: 2 points of rigid, shrunken flesh

<i>Weapon</i>	<i>Attk%</i>	<i>Damage</i>
grapple	60%	none, but STR resistance roll to stay on your feet
choke	50%	1D6/round, plus CONx5 roll to stay conscious after the first round
bludgeon	40%	1D3+damage bonus
eye poke	25%	1D2+Luck roll or eye is lost

Smythe: In the evenings, Smythe will be sampling some local culture, dining in the blue-plate special restaurants, visiting the theatre (if there is one), and sometimes going to the library and antique shops to hunt for obscure tomes.

A NIGHT IN THE NETHERWORLD

A snowstorm will arrive shortly after the investigators do, the news of its coming widely circulated. Shortly the Goodrest will be quite isolated. Trouble begins with the 6 o'clock dinner bell, though the investigators should not have time to both find and read the diary beforehand.

At dinner, everyone except Edward Teller will be present in the dining room. Curious investigators can learn from Toleson that Edward has not left his room since he checked in. Toleson will venture the theory that Edward is an inventor, working on some sort of secret project. This is wrong, of course. Edward is an accountant from Des Moines, but this can be an intriguing red herring.

Dinner consists of baked chicken and potatoes. This is a good time for investigators to make the acquaintance of the other guests, if they haven't done so already. Let the investigators ask whatever questions they desire; Virginia will be the first to excuse herself. A few seconds after she leaves the dining room, the investigators will hear a sudden cry. In the lobby, they will find Virginia in a dead faint in front of the picture window. Through the window can be seen a terrible sight: the hotel seems to be surrounded by a black and frothing sea, with giant, curling waves and lobster-like monstrosities thrashing about in the surf. Rotting wood pylons thrust from the dark surface, perhaps joining underwater at some deep and unimaginable threshold.

Toleson will be absolutely petrified at the sight. He will run to a corner of the room and cower, refusing to look at the windows until they are covered. Investigators making both Psychology and Persuade rolls are able to calm Toleson down, learning in the process that he almost drowned in Lake Superior as a boy.

All through the night, the "scenery" will change outside, reflecting the fears of the unfortunates in the inn. Investigators who have suffered from phobias or psychological problems may find themselves preyed upon by the Travesty's powers. Dispense SAN loss as seems appropriate. This should convince the investigators to solve this mystery quickly — and to keep away from windows as well.

Anyone who bravely steps outside will find themselves in the swirling snowstorm. Those still within will instead see something horrible happen to the venturesome soul, something appropriate to the current scenery, unless they can make a POW resistance roll against the Travesty's illusion powers. The person who has stepped outside will be attacked by numerous breed, attempting to drag them off into the snow to die. Should they survive and return, they may be able to convince the others that things aren't what they seem.

The investigators will hopefully restore some order to the lobby. If ignored, the other guests will eventually return to their rooms and cover the windows. The investigators are free to resume their tour of the hotel.

MORE FUN AND GAMES

Eventually, the investigators will probably elect to hole up in one of their rooms and read the diary found in the basement. It takes one half hour to read the diary. Moss had unusually good handwriting and good grammar, so the book does not even require an English roll

if the reader is a native speaker. The book adds 4% Occult, and also causes a 1D3 SAN loss. The book relates Garret Moss' purchase of the property, making passing mention of the "pathetic superstitions" of the other settlers nearby. It tells how he learned from a Menomini youth of the being that was imprisoned there, a thing possessed only of the greatest cruelty.

He relates the long strange winter, during which time the thing in the hill began contacting him and tells of the final awful moment when he released the being and witnessed it kill his family. Finally, he describes the method by which the damaged wards can be refreshed:

"...in the root cellar, the lowest part of the house, coat the amulet with burning blood. Take your place in the middle of the room and swing it around and around, never ceasing. Descend the steps into the darkness, until you reach the pit. Refresh the amulet and continue. The pit will seal again, and the ward will again glow with fiery power. If the thing attempts to escape, you must keep it within the pit. If you fail in your duties, all will be lost."

Amulet? What amulet? Well, said amulet can be found in the book itself. It is in the inside back cover, slipped in where the binding is rotten — the reader may notice this if they make a Spot Hidden roll. This amulet is about two inches in diameter, made of bone and hung from a slim copper chain. An Anthropology or History roll will identify it as being of Native American origin, although the chain is considerably more recent.

INTO THE BASEMENT

Now the investigators know how to proceed. However, the hard part will be getting down to the root cellar. Just as the investigator reading the diary gets to the last page, there is a knock at the door. If the investigators are split up, decide who gets the knock. Have everyone present make a Listen roll. Those succeeding will realize that the knock was very low on the door, maybe a foot off the ground. Opening the door will reveal one of the Travesty's Breed. It appears to be a human arm with a beating human heart attached to it at the elbow. SAN loss is 1/1D3. It will attempt to grapple the investigator's leg and pull him down, then skittering up to crush the windpipe. When they have (hopefully) disposed of this thing, they may notice about a half dozen more Breed crawling down the hall, for a 0/1D6 SAN roll. Assign these Breed whatever forms you wish.

Whatever the outcome, the investigators will want to get downstairs. If checked, none of the guests are in their rooms. Schwartz may be running around causing trouble if you wish, perhaps having already slain one or more of the other guests. Once on the stairs, the investigators will find that after descending a flight there is still another flight to go, and then another, and then another... they don't seem to be getting anywhere! (SAN 0/1) Meanwhile, Breed are scrambling down after them. The Travesty will begin to engage in POW vs. POW contests with each of the investigators, one per round. Each time that the Travesty wins, it drains a point of POW from the investigator, permanently, adding it to its own total. If an investigator succeeds in the contest, they break through the warped reality to the bottom of the steps. Once any investigator has broken through, they may add their POW to anyone else who is attempting to resist the Travesty's mental attack. They may do nothing else during this time, however, and so could be vulnerable to attack from the Breed or Schwartz. This whole sequence could occur on the steps leading to the basement, if the Keeper wishes.

Eventually, the investigators will be either alive at the floor or dead. Any remaining Breed will disappear when the last investigator has made the crossing. In the lobby, the picture window (if not covered) will be dead black, with vague pinpoints of light barely visible. Schwartz may be here, terrorizing the other guests or lying in wait for the investigators.

INTO THE PIT

Preparing a quantity of burning blood isn't too difficult. Eight hit points worth of blood is needed, four for the root cellar and four for the pit. This may be gathered from the investigators and guests. Of course, if Schwartz or another guest is dead, they would make an excellent donor. The blood needs to be mixed with any flammable substance — cooking oil, alcohol, or gasoline will do nicely.

In the root cellar, as one investigator begins to swing the flaming amulet on the chain, the floor begins to become insubstantial. Only one area remains solid — an 8' diameter circle in the center. Those standing elsewhere will fall through after a minute or so if they haven't moved off of the slowly-vanishing outer area.

Once the rest of the floor is gone, the investigators will realize that they are standing at the top of an 8' diameter column, ringed with narrow steps descending into blackness. No light other than the flaming amulet (which is burning far longer than it should..) will penetrate this dark.

Descending the steps takes five minutes, during which time the amulet must be continuously swung or the area around the column will solidify again. At the bottom, normal lights will work again and the investigators will find themselves in the place of the ward.

The place of the ward is a large dark room with a giant five-pointed star stretching across its floor. Unlit candles are set at each point of the star. The investigators will find that the candle wicks won't catch fire. In the center of the star is a large pit, whose bottom is swallowed up by darkness. The amulet will begin to dim at this point and needs to be immersed in the remaining blood mixture and set aflame once more.

Once the amulet is relit and spinning again, the candles will suddenly flare up, and a roar from below indicates that something is coming up the pit...

The investigator swinging the amulet will need four rounds to seal up the pit. During this time, the Travesty will have to be kept at bay. Doing this requires a combined POW resistance roll of all investigators present (including the one swinging the amulet) versus the POW of the Travesty. Investigators who are attempting this mental combat cannot perform other actions (such as firing weapons, etc.) with the exception of the amulet-bearer who may continue to swing it about.

If the Travesty can overcome the investigators' POW, it will emerge from the pit. If it succeeds a second time, it will get past the ward and be able to attack. Getting it back again requires successful resistance rolls or physical damage. Doing more than twenty points of physical damage to the Travesty in a single round will have the same effect as the resistance roll and will force it back into the ward or into the pit, depending on where it was. The investigators will have to decide pretty quickly if they want to all shoot or all join their POW...

If the Travesty is free, it will slay the investigators as fast as possible, going for the amulet-bearer last. As long as the Travesty is free of the ward, the restoration process will come to a halt until the

thing is forced back within the pentagram. For combat purposes, the amulet-bearer is considered to have eight points of armor versus attacks from the thing.

Finally, either the Travesty will slay everyone present or they will keep it in the pit long enough for the amulet to work its magic and seal it up again. If they succeed, the pit will solidify, becoming indistinguishable from the rest of the floor, and the Travesty will have to wait once more...

THE END?

Assuming that they survive, the investigators can return to ground level the same way they came down. The amulet, of course, needs to be swung the entire time. Once they get to the top and stop swinging it, it will dim and the floor around the column will solidify once more. Above, the investigators will find that all has returned to normal, and that the remaining guests are leaving to try to piece together their former lives. At this point, you can award the investigators 2D6 SAN for banishing this mind-blasting menace. However, the job is hardly done.

Remember, if Virginia is still alive, she's carrying the child of this awful thing. Also realize that the ward doesn't last forever. Perhaps on a quiet winter morning in 199_ someone will hear a scratching at the door...

WARP REALITY: This ability simply lets the Travesty play around with the basic laws of time and space. It can create semi-real visions of strange sights, taken from the minds of those nearby. These will likely cause SAN loss. These sights are not real, but could be used to lure people outside or separate them, making them easier targets.

Basically, Warp Reality is a handy way to explain a frequent component of the Mythos (and horror fiction in general). It takes care of the creepy houses where doors and hallways disappear, strange laughter echoes in the rooms, etc. Insane places like R'lyeh and Carcosa could be said to be under the same sort of effect, perhaps generated by the gods themselves. Feel free to improvise any sort of strangeness you wish; the Travesty is smart and cruel, and might draw upon past episodes in the lives of investigators for material. The Travesty draws a supply of magic points from the hill it is imprisoned in, rendering his powers here quite strong.

ACKNOWLEDGEMENTS

The author of "The Travesty" would like to express his gratitude to his playtesters: Matt "Bob Smith" Young, Chad "Doctor Muhammed Juwell" Masters, Jonathan "Dexter Doome" Knipping, Kevin "Fritz von Luchenstein, Sr." Marema, and Paul "Drake 'Machine Gun' Jones" Alexander. (whew, that's a mouthful!)

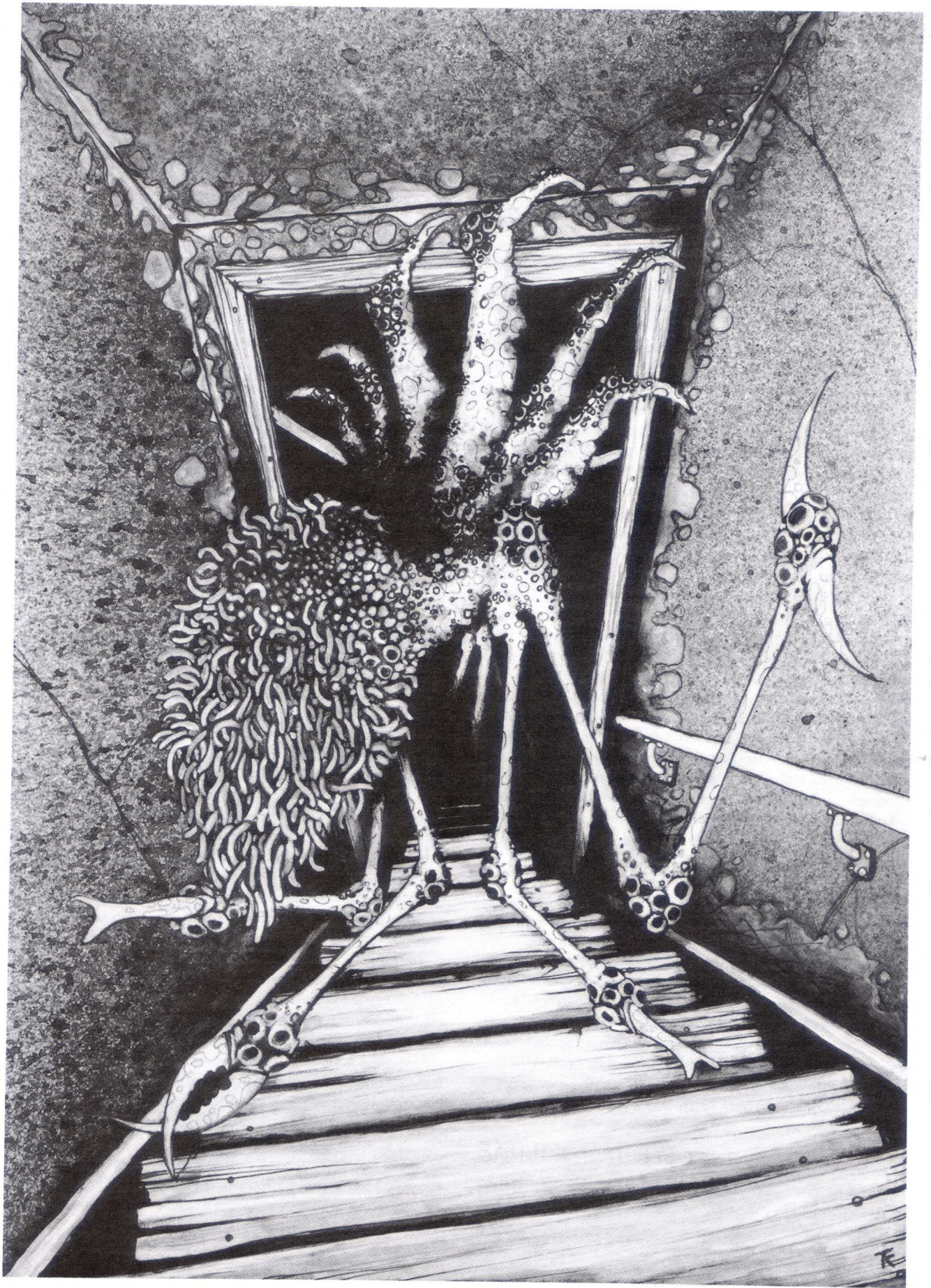
These guys provided me with some foolish — er, innovative ideas, and some helpful suggestions. By the way, they won... if you count blowing up the hotel as a victory.

Menomini material and some revisions by John Tynes. Revision playtesters: Brian "Jonathan Shelley Winters" Appleton, John "Vincent Rice" Crowe, and Charlie "Fred Hale, PhD" Lewis.

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Notes



THE HOUSE ON STRATFORD LANE

in which evil takes several forms, and your first guess may be your last

BY JOHN H. CROWE, III

This scenario may be set any time in the early 1920s and begins on May 4 in the city of Hartford, Connecticut. The city may also be changed though this requires that the Player Aids (given later) be altered by the Keeper.

BACKGROUND INFORMATION

Charles Edwards, a graduate of Miskatonic University, has long been a student of the occult. Unfortunately, this interest has gradually turned to a fascination and finally to obsession. While he is not a raving cultist by any means, Charles has the desire to see and control supernatural forces and prove they exist. This has become his life's goal and will likely prove to be his destruction.

Charles began his research and study of the occult while at Miskatonic University where he not only earned a bachelors degree, but also a Masters' degree in Physics. Attending every class offered in mythology, religion, and the occult did not satisfy him. He conducted, and continues to conduct, his own research and owns or has access to numerous Mythos and occult tomes, including Miskatonic's copy of the *Necronomicon*.

Through his research, Charles has come to the conclusion that doors or gates (what he calls "windows") can be opened to other places, dimensions, and planes of existence. Not only can these be used to view through, but they can also be used to travel through. His current project is based on one conducted by a physicist named Alvin Masters who died in 1918. The goal of this project is to open a "window" to another plane of existence which has been mentioned in a number of his sources. Charles has misinterpreted his sources, however, and the "window" he is trying to open is actually to another physical location...the ninth planet of our solar system, known to some as Yuggoth.

BEGINNING THE SCENARIO

The scenario begins when one of the investigators is contacted by a Mr. James Burbridge of Stratford Lane in Hartford, Connecticut. Burbridge, who is perhaps a friend or business associate of the investigator, wants him/her to look into the background of one of his neighbors, Charles Edwards, and investigate him. He describes Charles as being an odd character who has deliveries made to his house at all hours of the day and night. Charles is reclusive, rarely leaves the house, and speaks to none of his neighbors. Stratford Lane

is a fairly wealthy neighborhood, but Charles has let the house which he moved in to a few years ago deteriorate and become an eyesore. While this would not normally be reason enough to snoop around even such an odd individual as Charles Edwards, the recent kidnapping of a local girl has made him the prime suspect of the neighborhood's residents, despite a police investigation which cleared him. The police have no clues or suspects in the kidnapping and Burbridge feels that the police are not doing their job by failing to look into the suspicious Charles Edwards more thoroughly.

The actual kidnapper is not Charles Edwards, however. One of his neighbors, Richard Margrave, kidnapped the young Elizabeth Winfield from the backyard of her parents' house and now has her locked in his basement. Margrave is actively trying to stir up the neighborhood against Edwards and frame him for the crime. He is hoping the police will again search Charles' house since he managed to drop Elizabeth's dress down the coal chute of Charles' house in order to implicate him in the crime. The dress has since been covered by a load of coal, but is not deeply buried.

INTERVIEWING THE WINFIELDS

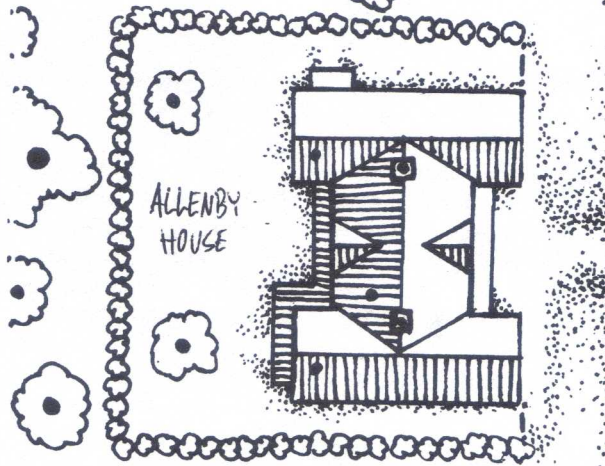
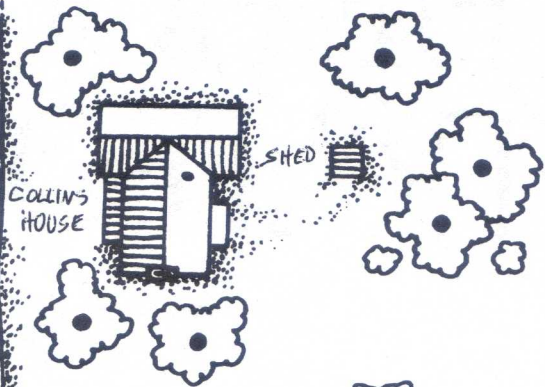
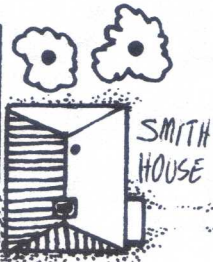
The Winfields will refuse to be questioned by anyone other than the police, but Burbridge can arrange a meeting with them if the investigators want one. Justin and Catherine Winfield can tell the investigators little. They last saw Elizabeth at 7:00 P.M. on April 27 when she went outside to play in the hedged back yard. This is something she did every day at this time for an hour or so. She was missing when they checked on her thirty minutes or so later. She was last seen wearing a pale blue dress, black leather shoes, and her "lucky" silver pendant on which her initials ("EWW") were etched. They have no idea who would have taken her and are offering a five hundred dollar reward for her safe return.

THE HARTFORD POLICE DEPARTMENT

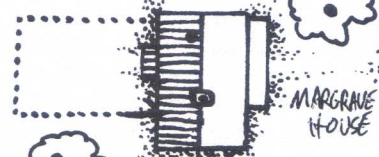
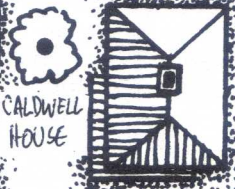
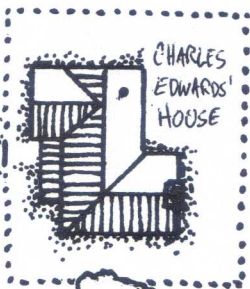
Checking with the police will reveal that they searched the house Charles occupies when neighbors insisted that he was the one most likely to have kidnapped Elizabeth Winfield. The search turned up nothing that would indicate that Charles had even met Elizabeth, much less kidnapped her. The police at first thought that she may

THE NEIGHBORHOOD

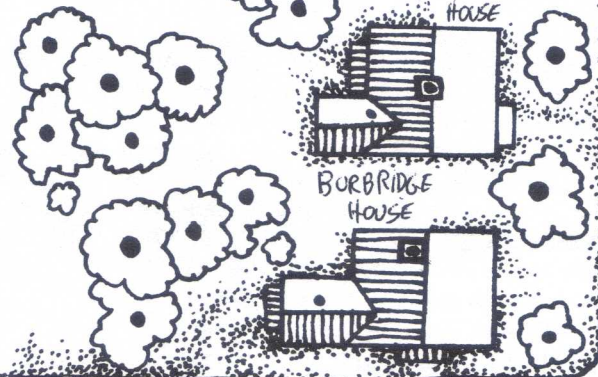
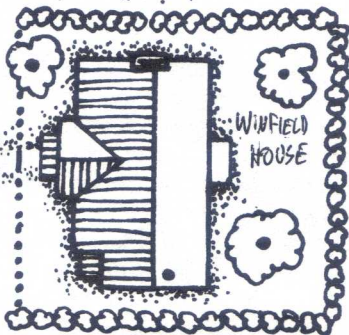
THE NEIGHBORHOOD
 ☼ = TREE
 ☼☼☼ = HEDGE
 = FENCE
 ONE INCH = EIGHTY FEET



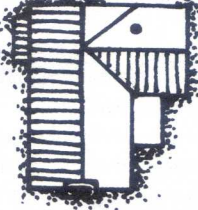
STRATFORD LANE



BRICK HOUSE



JACKSON HOUSE



LOVELY OAK LANE

R.

have somehow gotten down into the local sewers, but a search of them proved fruitless. A massive search of the neighborhood conducted by police and civilian volunteers (Margrave was one of the volunteers, but Edwards was not) also turned up no sign of Elizabeth and now the police theorize that she was kidnapped by a stranger from outside of the neighborhood. The detective in charge of the investigation is Sergeant John Colbert and he will admit there are no suspects or clues in this case. He is, of course, willing to view any evidence which the investigators may turn up.

EXAMINING THE CRIME SCENE

A search of the yard behind the Winfield house is a logical thing to do even though police have already done so. Nothing of help can be found in the yard itself, but a search of the surrounding hedges can reveal some information. If a successful Spot Hidden roll is made by an investigator searching the hedges, then he/she finds a pair of footprints in a section where no footprints should be. The way they are oriented suggests someone passed through the hedge and stood in it for a time. The prints are distinctive (there is a hole in the right shoe) and they could be submitted as evidence in court. Attempting to track them away from the yard can be tried (assuming a Track roll or half a Spot Hidden roll is made successfully), but only a short trail heading north generally toward Charles' house can be found. The rest of the trail was obliterated when search parties passed through.

Searching the rest of the neighborhood for the same footprints is possible with the appropriate Spot Hidden and/or Tracking rolls, but they can be found in only two places other than the hedge. The first is near the coal chute and the eastern window of Charles Edwards' house. The second is in Richard Margrave's yard. Of course, examining Margrave's yard may be difficult if his dog "Fluffy" is roaming the area inside the fence.

CHECKING CHARLES EDWARDS' MAIL

One way to get information about Edwards is to check his mail. While he is no longer receiving deliveries since he has all of the parts and materials he needs, he still receives some mail. Most of it is normal (utility bills, mail order catalogs, etc.), but he continues to correspond with an old college friend in Arkham. This friend shares similar interests with Charles and knows that he is conducting an experiment, but has no knowledge of specific details. The friend's name is Walter Hansen and the investigators may want to interview him in order to find out how much he knows about Edwards' activities and to get background information on him. Any intercepted letters reveal little of importance beyond a return address.

INTERVIEWING WALTER HANSEN

Hansen is currently an assistant professor in the History Department of Miskatonic University. He can be interviewed either in his office or at his apartment, though the office would be a more appropriate place. He will be hesitant to reveal any information about his friend to strangers, but if the investigators can convince him they represent the police or concoct some other reason for them to be asking such questions, then he might open up assuming appropriate communications rolls are successfully made.

He can explain that Edwards is an odd individual, but is well

PLAYER AIDS

Player Aid #1 is an article concerning the death of Dr. Alvin Masters which may be provided to investigators succeeding in research concerning him. Player Aid #2 is an article about the disappearance of Elizabeth Winfield which the investigators can obtain only if they bother to look up the articles written about the crime.

Player Aid #1

SCIENTIST DIES IN EXPLOSION

Late last evening, an explosion at the residence of Dr. Alvin Masters, 501 N. Trezvant, shook western Hartford and left a large shed on the lot a smouldering ruin. Hartford police responded to the blast after receiving telephone calls from nearby residents who reported the incident. A search of the ruins uncovered the late Dr. Masters who apparently perished while conducting an experiment in his makeshift backyard laboratory. Most of the contents of the structure were damaged or destroyed and police are still investigating the cause of the explosion though a generator malfunction is suspected.

Dr. Alvin Masters was a noted physicist who had a reputation among his colleagues as being a brilliant, but unorthodox scientist. His most noted work is *Magnetic Fields and their Applications* and he also contributed to the compilation of several commonly used college physics textbooks. Dr. Masters is survived by a son, Theodore, who is an Army officer currently stationed in the Philippines.

—*The Hartford Free Press*, June 10, 1918

Player Aid #2

STRATFORD LANE CHILD MISSING

Late last evening, police responded to a call made by the parents of Elizabeth Ward Winfield, who stated that their daughter had disappeared from their back yard and that they feared that she had been kidnapped. A search of the area around Stratford Lane conducted by police with the help of concerned neighbors turned up nothing. Elizabeth Winfield, age 8, was last seen by her parents, Justin and Catherine Winfield, playing in the back yard of their home. Police theorize that Elizabeth either somehow got down into the sewer system or that she was kidnapped. A search of the sewers is planned for today and police are still hopeful that young Elizabeth will be found unharmed.

Police ask that anyone seeing Elizabeth Winfield should contact them immediately. She is eight years old, 4'6" in height, 60 to 65 pounds in weight, thin, and has brown hair and blue eyes. She was last seen wearing a pale blue dress, black leather shoes, and a silver pendant with the initials "EWW" etched onto it. She will answer to the name "Beth."

—*The Hartford Free Press*, April 28, 192_

CHARLES EDWARDS' HOUSE

As has already been stated, Edwards' house is run down and sits on a weed choked lot. It is surrounded by a wooden picket fence with peeling paint and rotting boards. An examination of the exterior of the house and the grounds around it will show a number of things. While the yard itself contains nothing but weeds, it will provide a 10% bonus to Hide rolls attempted (though observers from the second floor of the house will negate this). There is a ten foot wide swath around the house that has been kept cut or beaten down. All doors are always locked and windows are shuttered and also locked. Even the steel hatch to the coal chute is locked with a heavy duty padlock (STR 10). It was this lock which Margrave managed to pick in order to drop Elizabeth Winfield's dress down to plant in Edwards' basement. Margrave's distinctive footprints can be found immediately around the coal chute, but elsewhere have been wiped out by the passage of delivery men and Edwards himself. They can also be found under a few of the eastern windows of the building as if he were trying to peer in through the cracks in the shutters. The footprints are distinctive due to a hole in the right shoe and would be admissible in court as evidence. The interior of the house is mostly normal. It is neat, tidy and well kept, in contrast with the uncared-for exterior. Points of interest are the study (second floor), master bedroom (second floor), lounge (second floor), coal bin (basement), and gate room (basement).

The **study** contains several large bookcases crammed with books, a large wooden desk, a small wooden table with a typewriter, two wooden chairs with cushions, and a locked, antique, wooden chest. The books in the bookcases are mostly on physics, chemistry, mathematics, mythology, religion, and the occult. Copies of Sir James George Frazer's *The Golden Bough* and Edward Derby's *Azathoth and Other Horrors* can be found in the occult section, but may be difficult to find unless one knows exactly what to look for. If read, *The Golden Bough* provides +5% to Occult skill (if a Read English roll succeeds) and causes 0/1D2 SAN loss. However, reading it is a trial since the edition here is the expanded twelve volume set published between 1911 and 1915. *Azathoth and Other Horrors* (1919) takes less time to peruse and the reader gains +4% Cthulhu Mythos should a Read English roll succeed. Sadly, a SAN loss

of 1/1D4 is inflicted. The desk holds various notes relevant to Edwards' research and experiments, but they are disorganized and require at least one full day to sort out. Since they are incomplete, a reader making a Read English roll will, at best, see that Charles is building a machine to help provide physical proof of supernatural forces. The bottom drawer of the desk is locked (STR 7) and contains the fragments of *The Journal of Alvin Masters* (two months to read, written in English, +1% Cthulhu Mythos, +1% Physics, -1D4 SAN if knowledge of Masters' true fate becomes known, x1 spell multiplier, one spell: Create Gate Machine). This massive, crudely bound, handwritten volume is missing several sections and many pages are charred or singed. The chest contains more notes plus some key spare parts to the gate machine. Edwards' diplomas from Miskatonic hang on one wall.

The **master bedroom** has the standard furnishings, but a locked steel strongbox can be found under some clothes in a wicker laundry hamper in the closet. It contains \$220.00 in cash and Charles Edwards' journal (two weeks to read, written in English, +2% Cthulhu Mythos, -1D2 SAN) which details his occult research from his university days to present. It is well organized, but extremely dry and boring. The strongbox also contains important papers such as the deed to the house, insurance papers, and stock certificates. In a nightstand drawer next to the bed is a loaded 9mm pistol with an extra loaded magazine and an open box of ammunition.

The **lounge** contains no clues, but a 20-gauge double barrel shotgun hangs above the fireplace. While it is not loaded, a box of ammunition and a shotgun cleaning kit can be found in a nearby drawer. This weapon may come in handy if Edwards is forced to defend himself against investigators or if investigators must defend themselves against a Mi-Go or two.

The **coal bin** looks normal, but anyone searching through the coal will find, with a successful Spot Hidden roll, Elizabeth Winfield's dress under a thin layer of coal near the east wall (under the mouth of the chute). The gate room is, of course, of greatest interest. Within is a laboratory dominated by a huge mechanical device (the gate machine) **CONTINUED**

meaning and harmless. He certainly could not be responsible for a crime such as kidnapping. As for what he is working on now, Hansen knows little except that Edwards is attempting to prove the existence of supernatural forces or beings by continuing the experiments of a late physicist named Dr. Alvin Masters. Hansen can say little about Masters except that Edwards, although he never met the man, was greatly impressed by Dr. Masters' research and thought that he was ahead of his time. Edwards moved to Hartford because that is where Masters lived and worked and died.

INTERVIEWING ARTHUR GAINES

Dr. Arthur Gaines was Edwards' academic advisor in the Physics Department of Miskatonic University. He can tell interviewers that Edwards was an above average student who was fascinated with the occult and supernatural forces. This obsession went so far that Edwards decided not to try to earn a Ph.D., but instead chose to leave after earning his Masters' and do independent research. Edwards was apparently an admirer of Dr. Alvin Masters, a physicist who was

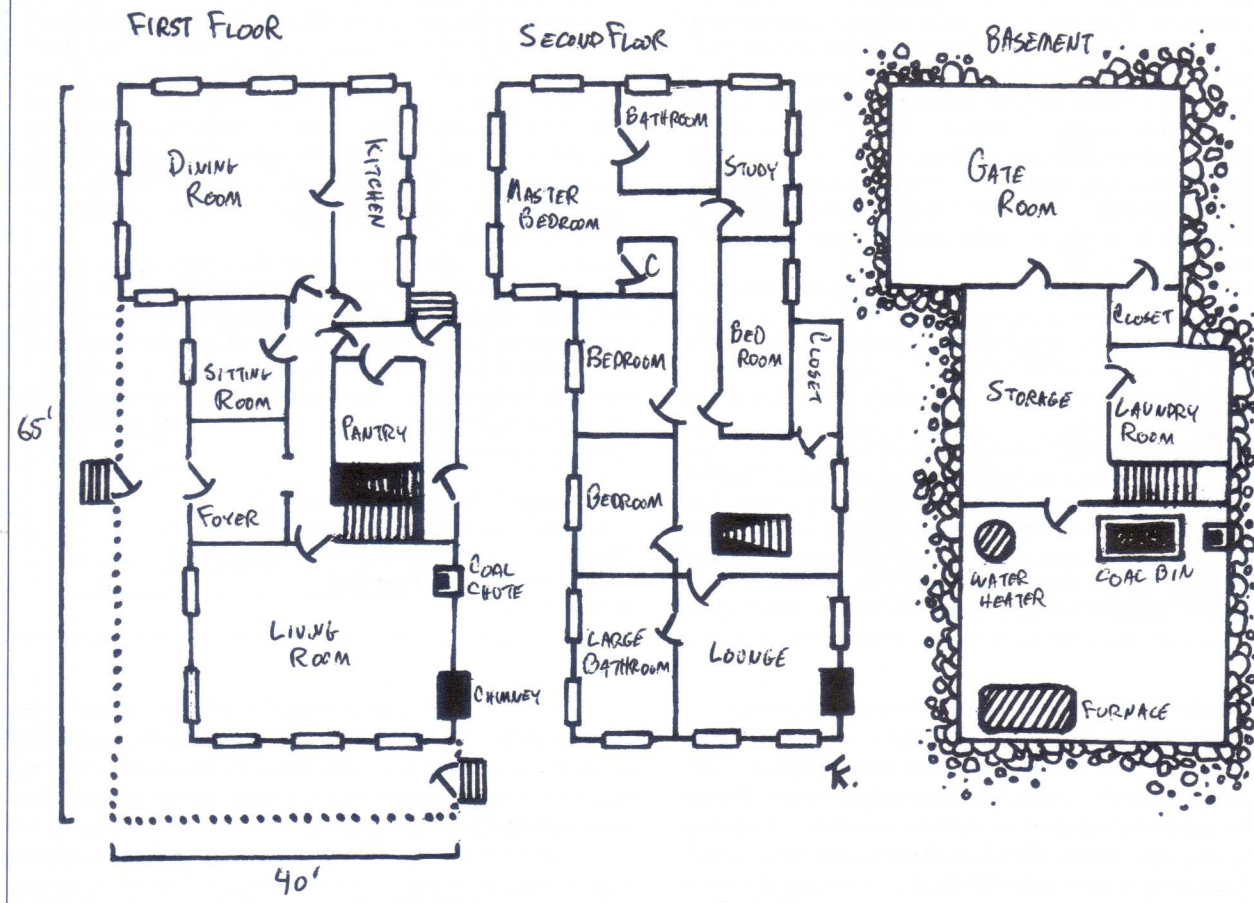
condemned by colleagues in the field for having outlandish theories and ideas. Dr. Gaines obviously has a much lower opinion of the late Dr. Masters than the professors at the University of Connecticut at Hartford. If asked about Dr. Masters, Gaines can recall that he died in a lab explosion a few years ago.

TRACKING DOWN DR. ALVIN MASTERS

Checking the Hartford City Library for back issues of the local paper, the *Hartford Free Press*, will only turn up (with a successful Library Use roll) two items concerning Dr. Masters: his obituary and an article about his death during a lab explosion (see Player Aid #1). Dr. Masters did do some work at the University of Connecticut at Hartford and was often a guest lecturer there. Asking around the Physics Department about Dr. Masters will prove fruitful. Several professors can inform the investigators that Dr. Masters was a brilliant scientist, but that his strange theories about the application

which is described in greater detail later. Destroying it before the gate is opened will thwart Edwards' plan only temporarily since he will merely build another one elsewhere. Destroying the notes does no good since he keeps up to date copies in a safe deposit box at a local bank. Only killing or incarcerating Charles Edwards can stop his plan unless someone can convince him of the

danger of the forces he is meddling with. Care should be taken to see that his notes do not fall into irresponsible hands. The storage room in the basement also contains parts for the machine, most of which are crated. Addresses stenciled on the crates show they come from all over the world, but an unusually large number come from Arkham, Massachusetts.



of magnetic fields to bind space were unfounded trash. It was this which prevented his academic career from moving forward, and was why he conducted research on his own. Despite this, most of the professors will state that Dr. Masters had much to contribute to the field and did help write and edit a number of popular textbooks.

None of Dr. Masters' family resides in the Hartford area any longer and a check of City Hall records will, with a successful Library Use roll, reveal that an executor auctioned off all of his belongings at an estate sale late in 1918. The money went to his son, Theodore, who was last known to be an Army officer in the Philippines.

Dr. Masters' death was not as simple as the newspaper would make it sound. When he turned on his machine, he swiftly learned that he had inadvertently opened a window to a place he had no knowledge of. His intent had not been to open a gate to Yuggoth, but open one to a point inside a barn on a farm near Providence, Rhode Island. As Mi-Go began to pour through the gate, Masters intentionally overloaded his machine in an attempt to destroy the gate. Unfortunately, both he and the gate survived the explosion and the Mi-Go took his brain back through to Yuggoth. The gate is still

there, but is buried in the ruins of the building (Theodore still holds the title to the now abandoned and overgrown property). Masters' charred remains were never autopsied, but if his body were to be exhumed, an examination would show that his brain has been surgically removed. Thorough investigators will check the ruins of the Masters' lab to make sure no gate is there. When they find it, it can be sealed with an Elder Sign.

THE GATE MACHINE

After the police search a week ago, Edwards began to assemble his gate machine. This is his final model which is capable of opening a gate to Yuggoth. His prior two models have blown out due to inferior parts and materials, the massive amount of energy required, and his incomplete understanding of Dr. Masters' design. He does understand that the machine somehow manipulates magnetic fields to produce a hole providing a route or "window" from point A to point B. The police saw the unassembled and crated parts of the machine, but thought nothing of it.

RICHARD MARGRAVE'S HOUSE

This is a normal house, but it contains several points of interest: family room (first floor), trophy room (second floor), master bedroom (second floor), and basement closet (under the stairs).

The family room contains, among other things, a locked, oak and glass rifle cabinet which is chock full of loaded hunting rifles and shotguns. A drawer in the base of the cabinet contains ammunition and cleaning supplies for the abovementioned firearms plus a loaded .45 revolver in a flapped holster.

The trophy room contains the reason why Margrave owns so much firepower. Numerous trophies from various hunts conducted in North America and Africa hang on the walls including examples of rare and endangered animals (a successful Biology or Zoology roll will reveal the latter fact). This should also clue investigators in to the possibility that Margrave is a skilled shooter.

The master bedroom is not unusual except for the contents of the nightstand drawer. In it can be found a loaded .45 semi-automatic pistol with an extra loaded magazine. Behind the pistol hidden among some papers is the silver pendant which belonged to Elizabeth Winfield. The initials "EWW" are on the pendant.

The basement closet, which is located under the basement stairs and is not locked, is of greatest interest. There, Elizabeth Winfield is securely bound and gagged, wearing only a thin, tattered blanket. She is hidden behind an empty crate at the west end of the closet. Unfortunately for her would-be rescuers, a "spring gun" has been set on the door. This consists of a 12-gauge, double barrel shotgun loaded with 00 buckshot which is

wired to the door so that it will discharge when the door is opened. Anyone standing in the doorway or in line with it may be hit by the blast (80% chance). The trap is detectable, however. If the basement lights are on, then a successful Spot Hidden roll made by the individual opening the door will allow him/her to notice the wire attached to the knob and running through a small hole in the wood. If mere flashlights or lanterns are used, then this roll is at only 50% of the normal chance to make it. If the investigator is actively seeking a trap on the door, he/she has double the normal Spot Hidden chance to detect it (but a fumbled roll still indicates failure). To disarm it, the wire must be cut. If it is pulled, the shotgun will fire. In this case, the door provides five points of armor protection to anyone unfortunate enough to be in the way of the blast.

Finally, the house is occupied by Margrave's dog, a large, fierce, and vicious Doberman Pinscher named Fluffy. The dog is sometimes allowed to run loose in the fenced-in yard and will not hesitate to attack any intruder it detects. An attack will generally be preceded by a round or two of barking, growling, and snarling, but this is not always the case (a group Luck roll must be made for the dog to hesitate and only growl and bark rather than attacking immediately).

Fluffy, large Doberman Pinscher

STR	14	DEX	15	CON	13
POW	7	SIZ	8	HP	11

Attacks: Bite 60%, 1D8 damage
Move: 12

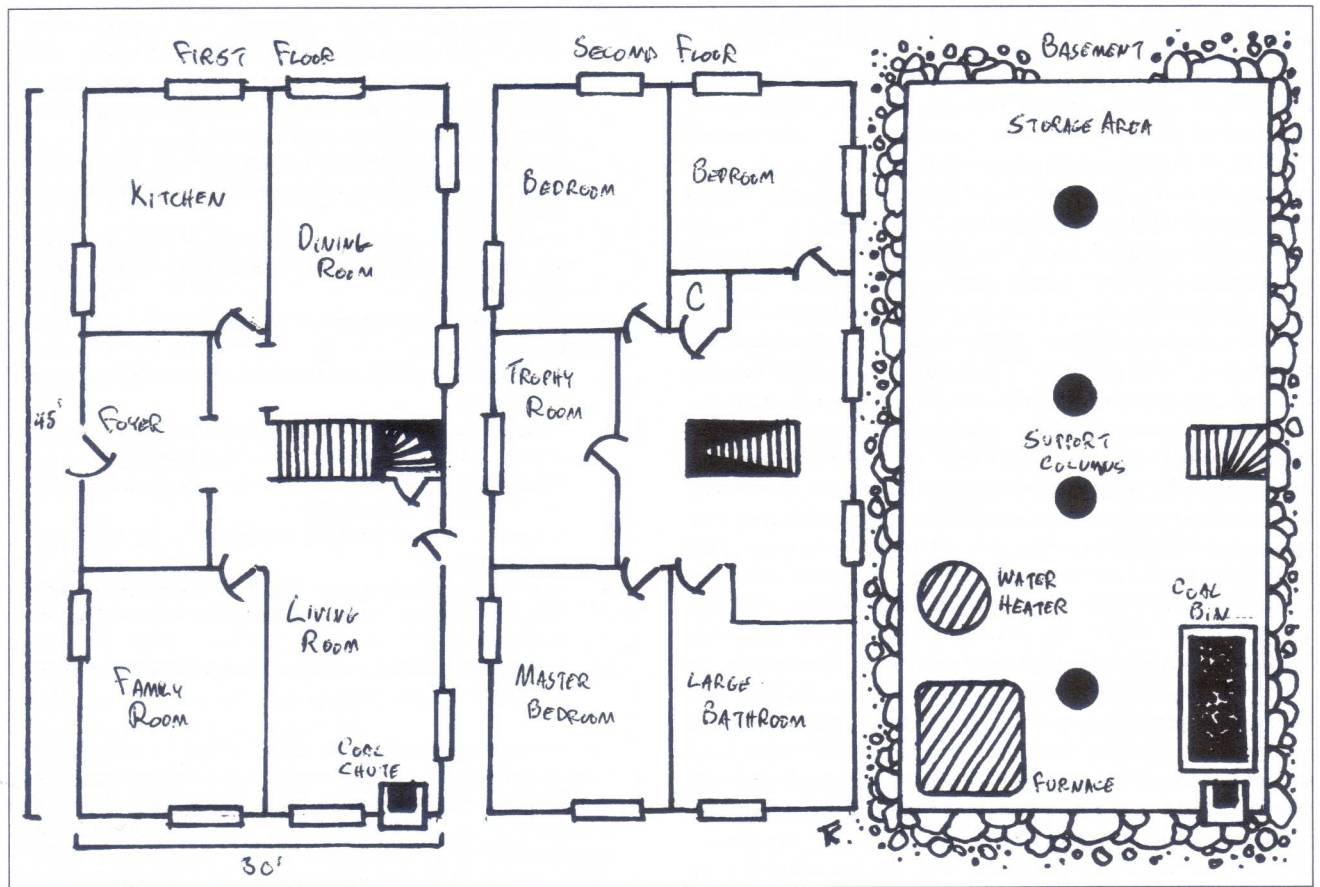
Edwards intends to test the machine sometime in the next several days and then actually use it the day after the test. The Keeper should coordinate these two events with the progression of the investigation so that they will not occur too early or too late. The test is merely a check to ensure the power systems of the machine are working properly. This test will cause a brownout in the neighborhood and areas around it (and will thoroughly confuse the power company who cannot yet trace the source of the drain). The brownout will last only five minutes for the initial test. When the machine is actually set to full power the next night, it will cause a five minute blackout and then will overload and burn out. Despite this, the gate will have been created.

The gate produced by the machine is truly a window. When first created in the basement wall, a low crackling sound can be heard by those witnessing the event. Anyone on the other side of the gate (i.e. Yuggoth) at the time of its creation will hear a loud crack or sharp report followed by a low, thunderous boom which can be heard for miles. This is accompanied by a bright flash of light and the appearance of a dense, white mist which dissipates over several rounds. The gate itself appears to be a six foot diameter hole within which is a clear, unbreakable, glass-like substance. Anyone on one side of the gate can easily see through to the other side. Travelling one way through the gate costs nine magic points and one point of SAN. The gate will alter any travellers so they can survive in their new environment for a time. To move through it requires one to only touch the "glass" and "will" him/herself through. For those lacking the required nine magic points, they merely bounce off the "glass," unlike the standard gate described in the rulebook.

The machine itself is around eight feet in height and twelve feet in diameter and weighs approximately one ton. The main bulk of the device is covered with numerous dials, switches, and buttons and extending from it is a steel arm going to the wall. At the end of the arm is a six foot diameter steel hoop within which is a complex web of metal wires and cables. When the gate is created, the web glows brightly for a few moments and then disappears, becoming the glassy matter mentioned earlier.

CONSEQUENCES OF AN OPEN GATE

The Fungi From Yuggoth (Mi-Go) will quickly notice the gate's appearance and investigate since its creation is accompanied by a lot of noise and pyrotechnics. Anyone looking through the gate immediately after it appears will initially see only a white haze. Within a few rounds, the haze begins to clear and several indistinct forms can be seen moving within it and approaching. The round after this, two to four of them can be seen clearly as they arrive at the gate. SAN rolls are appropriate for those viewing the Mi-Go as the curiously examine their side of the window and what they can see through it. After two or three rounds of this, several will come through one by one and attempt to capture everyone in the house. They will use lethal force only against those who fight back competently or those who are escaping. Anyone captured will have their brains surgically removed, placed into metal storage tubes, and taken back through the gate to Yuggoth. A different fate awaits Charles Edwards who attempts to communicate with the strange visitors after they come through. At this point Edwards has gone insane. He did not believe



anything could use the gate-window for transport due to safeguards built into the device. The Mi-Go will first secure him and then after some deliberations among themselves choose to let him live as a human representative and servant on Earth. They also want him to build a new machine for them to study and use. Edwards, finally gone over the edge, is only too happy to comply.

AFTERMATH

In the event the investigators wait too long and the gate is opened in their absence, the scenario is not yet over. Charles in this case becomes, as has already been stated, a devoted, insane follower of the Mi-Go. While he works for them, he makes requests and when he learns the fate of Masters from his benefactors, he asks for the brain of his hero to be returned to Earth and placed in his care. He argues that since the original ideas were all Masters', they can together work on an improved machine with Masters providing new ideas and concepts. Within a week or so, the brain is delivered in its containment system.

The containment system consists of a large metal cylinder filled with a concentrated nutrient liquid in which rests the brain. Electrodes attached to the brain link it to visual, audio, and olfactory sensors as well as to a voder so it can communicate. The machine is literally plugged into the wall and operates off of standard electricity. It contains sufficient nutrients to allow the brain to live for seventy years and a battery within the system allows it to go without external power for up to thirty days.

The brain within the system is truly Masters', but he is not yet

insane and not yet ready to submit to the Mi-Go. Rather, he is enraged that Charles is helping the aliens and is refusing to assist him with his project. Someone sneaking into Charles' house and listening at the door to the gate room may hear Charles and another person with an odd, mechanical voice arguing. If they choose to enter, Charles will be found in the lab full of strange tools, machines, and devices. If questioned at gunpoint, he will deny that anyone is in the room and will insist he was talking to himself. Masters is likely to pipe up at this point and demand the investigators kill Charles and destroy the gate whereupon Charles will likely, if possible, turn off Masters' voder so he can no longer speak. Keepers should not forget that a Mi-Go or two may also be in the room when the investigators break in and are likely to be irritated at the intrusion. The gate will generally be covered with a tarpaulin. If the investigators gain custody of Alvin Masters, he will be helpful to them and may be of further use in future scenarios. If they choose to destroy his containment/life support system, they are making a grievous error. The containment system is durable, however, and can take twenty points of damage before shutting down. It also has two points of armor.

If the investigators wait even longer before searching the basement, Charles will be given an electrical wand about eighteen inches in length. This is used to torture the resisting Masters into giving him information he wants. Eventually Masters will begin to provide Edwards knowledge, but will sprinkle it in with bogus facts. This will serve to slow Charles' progress to a crawl. Charles' final weapon against his mentor is to shut down all his sensory systems thus causing him to eventually go insane. This is something not even Masters can resist and eventually Charles will get what he wants.

BUT WHAT ABOUT ELIZABETH?

So far, the scenario has focused on how the investigators deal with the one obvious suspect, Charles Edwards. As they check out his background, personal connections, activities, and ultimately his machine, it becomes quite evident that Elizabeth is not in his custody. Assuming they don't forget about her in the rush to deal with Edwards, other possibilities must be addressed.

As the investigation progresses, things continue to occur in the neighborhood. Margrave discreetly agitates his neighbors and may, at the Keeper's discretion, provoke a group of them to become vigilantes. Since he is at the center of this, he may come to the attention of the investigators. The footprints are a more concrete clue, but may not be successfully traced to his house. Investigators clutching for clues may decide to look into Margrave just because his house is the only one that is inaccessible due to the fence and dog. At this point they are probably trying to outguess the scenario and the Keeper may wish to introduce a few clues before this occurs. One option is to have Margrave attempt to smuggle Elizabeth out of the area late one night. Investigators staking out the Edwards' place who are fairly perceptive may see him walk to his car bearing a blanket-wrapped bundle (Elizabeth). After placing this in the back seat, Margrave drives off to a rural farmhouse he owns. If confronted, he will try to talk his way out, but if it looks as if his plan is foiled, a brutal gunfight is inevitable (yes, Margrave will be carrying one or two concealed handguns for just such an emergency). Only when faced with poor odds such as several police officers with revolvers drawn (or well armed and determined investigators) will he willingly surrender. Other options on how to draw the players' attentions to Margrave are left up to the creativity of the individual Keeper. However, an effort should be made to try to avoid allowing the investigators to rescue Elizabeth too soon for if they do, there is little reason to go after Edwards.

STATS

James Burbridge, businessman and concerned citizen

STR 10 DEX 10 INT 13
CON 11 APP 12 POW 12
SIZ 13 EDU 13 SAN 57
Luck 60 HP 12 Age 46

Damage Bonus: +0

Skills: Accounting 51%, Bargain 40%, Credit Rating 46%, Croquet 60%, Drive Automobile 30%, Law 20%, Listen 32%, Persuade 35%, Psychology 26%, Spot Hidden 38%, Throw 30%

Languages: English 74%, French 35%, Latin 10%

Attacks:

Fist/Punch Attack 60%, 1D3 damage

Large Club Attack 40%, 1D8 damage (any convenient, large, club-like object)

Notes: Mr. Burbridge owns several businesses in the Hartford area which sell clothes and he is a successful businessman. A die-hard croquet enthusiast, Burbridge can use a croquet mallet (or similar large, club-like object) to great effect if forced to defend himself. He knows most of the local gossip and what he doesn't know his wife, Angela, does. His Yorkshire Terrier, Killer, is an excellent alarm for the house and barks when anyone approaches. Burbridge will not insult the investigators (who are, after all, friends of some sort) by paying them, but he will cover all of their expenses during this scenario.

REWARDS AND PENALTIES

1. Destroy the gate machine with knowledge of its general function: +1D8 SAN per investigator.
2. Convince Charles Edwards to permanently stop occult research and desist his current activities: +1D8 SAN per investigator.
3. Kill Charles Edwards so he is no longer a threat: +1D4 SAN (this is a negative loss if #2 above is accomplished) per investigator.
4. Gate opens, but is sealed with an Elder Sign: +1D8 SAN per investigator.
5. Rescue Elizabeth Winfield: +1D8 SAN and +\$500.00 per investigator.
6. Rescue Elizabeth Winfield after she has been physically abused: +1D3 SAN and +\$500.00 per investigator.
7. Realize that Elizabeth could have been saved, but wasn't: -1D10 SAN per investigator.
8. Apprehend or kill Richard Margrave: +1D6 SAN per investigator.
9. Rescue Dr. Masters from the clutches of the insane Charles Edwards and his alien pals: +1D4 SAN per investigator.
10. Gate opens and the investigators knowingly fail to close it: -2D10 SAN per investigator.*

* In this case the investigators may all be dead anyway, but if some survive and choose to give up and no one else succeeds in closing the gate, each must make an additional SAN roll once per week or lose a point of SAN. This continues until the gate is closed or the investigator's SAN reaches zero. Such individuals will have extreme feelings of guilt which eventually overwhelms them unless the problem is resolved. At the Keeper's option, some characters may be immune to this (especially those who are particularly amoral).

Charles Edwards, student of the occult and potential cultist

STR 12 DEX 13 INT 16
CON 12 APP 11 POW 16
SIZ 14 EDU 17 SAN 20
Luck 80 HP 13 Age 26

Damage Bonus: +1D4

Skills: Accounting 23%, Anthropology 15%, Astronomy 24%, Biology 10%, Chemistry 54%, Credit Rating 51%, Cthulhu Mythos 30%, Drive Automobile 31%, Electrical Repair 45%, History 43%, Library Use 78%, Listen 50%, Mathematics 49%, Mechanical Repair 55%, Occult 89%, Photography 67%, Physics 61%, Play Pipes 65%, Psychology 30%, Spot Hidden 64%

Languages: English 90%, French 83%, Greek 80%, Latin 82%

Attacks:

Handgun Attack 40%, damage dependent on weapon used

Electrical Wand Attack 40%, special effects

Spells: Bind Nightgaunt, Create Gate Machine, Dampen Light, Enchant Pipes, Voorish Sign.

Special: The wand Charles can eventually obtain from the Mi-Go is similar to the Electrical Stunner the Mi-Go gallowant around with. The latter device is described later in the scenario. Note that Charles does not possess this wand unless the investigators permit the creation of the gate and Masters' brain has already been brought through.

Notes: Edwards is a fanatical occultist and perhaps soon-to-be cultist. His intentions are well meant, but he has allowed his fascination with the occult to overcome his sense of caution. If he could be graphically shown what he is truly dealing with, he might change his ways and abandon occult research (provided the demonstration didn't drive him insane). Edwards knows nothing about the kidnapping of Elizabeth Winfield and has not let it concern him. While he is reclusive, he will have no problem explaining what he is doing to anyone confronting him about his activities. He will resist any idea of not continuing, however. If his equipment and facilities are destroyed, he will just restart his project elsewhere. Edwards is independently wealthy and has plenty of money for his research. This money comes from investments and family wealth.

Richard Margrave, businessman and kidnapper

STR 14 DEX 13 INT 11
 CON 14 APP 10 POW 11
 SIZ 15 EDU 14 SAN 22
 Luck 55 HP 15 Age 40

Damage Bonus: +1D4

Skills: Accounting 45%, Bargain 43%, Credit Rating 59%, Drive Automobile 40%, Fast Talk 58%, Hide 55%, History 32%, Jump 40%, Law 15%, Listen 41%, Persuade 49%, Sneak 60%, Spot Hidden 60%, Throw 43%, Track 42%, Zoology 27%

Languages: English 75%, French 40%

Attacks:

Fighting Knife Attack 48%, 1D4+2+DB damage (hunting knife)
 Fist/Punch Attack 69%, 1D3+DB damage
 Handgun Attack 25%, damage varies dependent on weapon.
 Rifle/Shotgun Attack 53%, damage varies dependent on weapon.
Notes: Margrave is a successful Hartford businessman like Burbridge. He is a man with twisted morals, however. A hunting enthusiast, he kills only for sport and has often been brutal and vicious with guides and bearers on his African safaris. Margrave has now sunk to the very pits of depravity by kidnapping Elizabeth Winfield. She will become his slave if no one intervenes. Margrave is attempting to frame Charles Edwards for the crime and it would not be beneath him to lead a group of vigilantes against his house. The specific plans he has for Elizabeth are up to the Keeper, but they are probably irrelevant to the investigators in the short term.

Elizabeth Ward Winfield, kidnapped girl

STR 4 DEX 8 INT 13
 CON 6 APP 15 POW 12
 SIZ 7 EDU 5 SAN 50
 Luck 60 HP 7 Age 8

Damage Bonus: -1D6

Skills: Hide 42%, Listen 33%, Spot Hidden 37%

Languages: English 61%

Attacks: none to speak of

Notes: Elizabeth is a frightened, confused little girl who has not yet been physically harmed, though how long this remains true is anybody's guess. The kidnapping is gradually eroding her SAN and it is vital for her to be rescued as soon as possible.

Dr. Alvin Masters, physicist and disembodied brain

STR N/A DEX N/A INT 18
 CON N/A APP N/A POW 6
 SIZ 1 EDU 21 SAN 29
 Luck 30 HP 1 Age 61

Damage Bonus: N/A

Skills: Astronomy 30%, Chemistry 80%, Cthulhu Mythos 11%, Electrical Repair 55%, Listen 56%, Mathematics 88%, Occult 21%, Persuade 48%, Physics 82%, Psychology 35%, Spot Hidden 69%

Languages: English 100%, German 25%, Latin 45%

Attacks: verbal abuse

Notes: Dr. Masters is a brilliant scientist who has now been reduced to being a disembodied brain in a large metal cylinder. The contraption he is in has already been described and it is this which he relies on for life. If the investigators encounter Dr. Masters, he can be a useful ally assuming they don't just choose to blow him away because they fear the unknown and strange.

THE MI-GO INVADERS

Below are four examples of Mi-Go which will come through the gate if it opens. These four are by far the least dangerous Mi-Go which can be encountered since they bear no technological weapons.

#1: STR 13 DEX 15 INT 13
 CON 12 POW 14 SIZ 13
 Luck 70 HP 13 Move 7/9 flying
 SAN loss: 0/1D6 DB +1D4

Attacks: Nippers 40%, 1D6+DB damage plus grapple

#2: STR 10 DEX 14 INT 12
 CON 10 POW 11 SIZ 11
 Luck 55 HP 11 Move 7/9 flying
 SAN loss: 0/1D6 DB +0

Attacks: Nippers 30%, 1D6 damage plus grapple

#3: STR 14 DEX 17 INT 14
 CON 14 POW 13 SIZ 15
 Luck 65 HP 15 Move 7/9 flying
 SAN loss: 0/1D6 DB +1D4

Attacks: Nippers 55%, 1D6+DB damage plus grapple

#4: STR 12 DEX 19 INT 11
 CON 10 POW 11 SIZ 13
 Luck 55 HP 12 Move 7/9 flying
 SAN loss: 0/1D6 DB +1D4

Attacks: Nippers 65%, 1D6+DB damage plus grapple

All Mi-Go take minimum damage from impaling weapons, but shots which impale still do double damage. While the above Mi-Go are typical, as more come through there is a chance that they will have spells or powerful weapons. Each Mi-Go after the first four has a chance equal to its INTx2 of knowing 1D3 random spells. In addition, after eight have come through, there is a 15% chance per alien that that individual has a weapon. What follows are a few examples.

Lightning Gun (Base 30% skill)

This looks like a bronze tuning fork about the size of a rifle or shotgun. It has a two hundred yard range (ineffective beyond that) and does 5D6 damage at ten yards, 3D6 damage at fifty yards, 2D6 damage at one hundred yards, and 1D6 damage at two hundred yards. It has fifteen charges and uses one charge per shot. Only the Mi-Go have the ability to recharge them and any human who

captures one will find it to be very difficult to figure out. Anyone who examines one for ten minutes and successfully makes an INTx1 roll can learn how to shoot it.

Electrical Stunner (Base 25% skill)

This looks like a short metal pole (perhaps three to four feet in length depending on the specific model) with a one foot diameter metal cage on one end. The cage is the business end of the device and when it strikes a victim, it does 1D6+1 damage and stuns him or her if a CON resistance roll versus a twenty point active characteristic is failed. If this roll is fumbled, the victim goes into heart failure and dies unless an immediate (within a few rounds) First Aid roll is successful (whereupon he/she takes another 1D4 damage and is unconscious for 2D10 minutes). The stunning effect lasts one minute for each hit point of damage inflicted. Trying to figure out how to operate this device is the same as trying to figure out the lightning gun. This weapon has twenty charges and uses one charge per attack.

Electrical Wand (Base 40% skill)

This eighteen inch long metal wand has three settings and twenty charges. On setting number one, it does one point of electrical damage to the victim and uses one charge. This is an excellent method of torture and is the setting used on Masters. Because the containment system helps insulate its contents, the brain, which effectively has only one hit point, is not killed or permanently damaged. Setting number two uses two charges and does 1D3 hit points of damage. This setting would kill Masters and Charles is aware of this. The third setting, which uses three charges, does 1D6 damage and stuns like the Electrical Stunner described above. This is not a distance weapon; the victim must be struck with it for it to work. Very few Mi-Go will possess this item, but Charles may eventually receive one. Trying to determine how to operate this item is the same as for figuring out the previous two items.

BOOKS

A total of four Mythos-related tomes can be found in this scenario, all in Charles Edwards' house. *The Golden Bough* and *Azathoth and Other Horrors* have been detailed previously and can be found in the CoC rulebook. The other two are journals which require more explanation since they have information relevant to the scenario.

The Journal of Alvin Masters

This massive, crudely-bound, hand-written volume is missing a number of sections and has obviously been in a fire, since many pages are charred or singed. This book has been Edwards' primary source of information in his current project. Unfortunately, the plans for the gate machine which are included in this book are incomplete. As a result, Edwards' prior two machines have failed, causing two blackouts in the neighborhood in the past several months. The

safeguards to prevent unwanted travel through the gate that have been built into the machine do not work in Edwards' version and when his machine is turned to full power, it will burn out after the gate has been created. In Masters' version, it could be used repeatedly due to sufficient power and superior materials and design. This book is written in English and takes two months to read. Readers gain +1% Cthulhu Mythos and +1% Physics, lose 1D4 SAN, and may learn the "spell" Create Gate Machine (x1 spell multiplier). It is obvious from the contents of this journal that Dr. Masters was not some sort of cultist but was a scientist who was trying to apply revolutionary theories to the nature of matter. He was apparently aware that supernatural forces could be manipulated and that the machine could, in theory, create windows not just to other places, but to other dimensions and planes as well.

The Journal of Charles Edwards

This well organized, hand written journal contains the details of Edwards' research into the occult from his university days to the present. The bulk of the beginning half of the journal contains unrelated research and notations, but does reveal that Edwards did have access somehow to Miskatonic's copy of the *Necronomicon*. The most recent section of the journal details his acquiring of Dr. Masters' journal at the estate sale and his subsequent construction of a total of three models of his gate machine. The journal takes two weeks to read and is in English. Unfortunately, it is very dry and boring, but readers do gain +2% Cthulhu Mythos and lose 1D2 SAN. Full plans to Edwards' gate machine can be found in the book, thus giving it the "spell" Create Gate Machine.

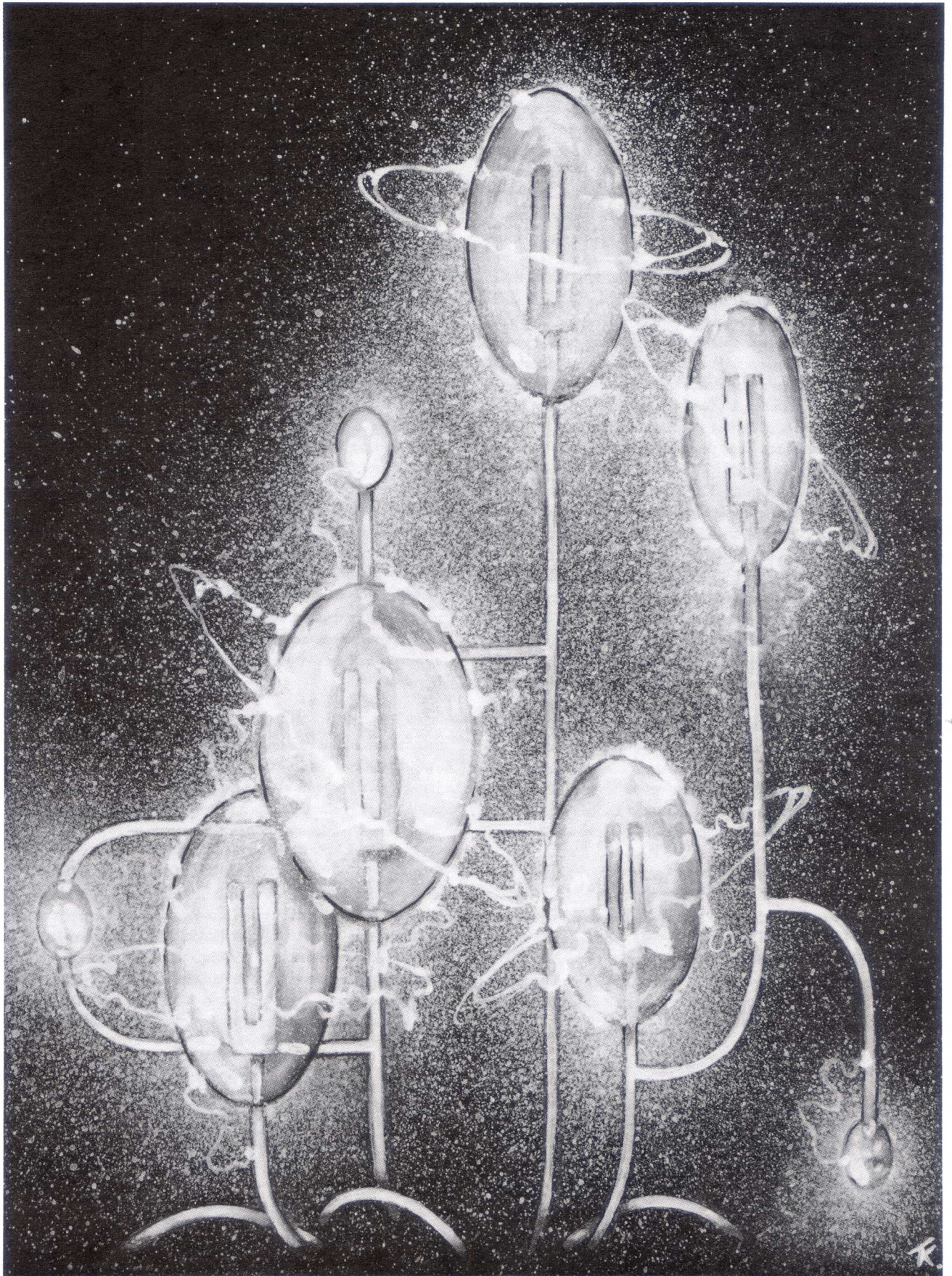
CREATE GATE MACHINE: This "spell" is actually the plans to the gate machine and these must be referred to in order to build one. Assuming the parts can be made and brought together (at great expense and at the cost of much time) the machine can be built, but requires the creator(s) to have at least 30% in Chemistry, 40% in Mathematics, and 60% in Physics. When the machine is turned on, everyone within ten feet has five magic points drained and the one who pulled the switch also loses one point of POW. Setting the destination involves the uses of an extremely complex formula and one machine must be constructed per gate to be created. Note that this "spell" cannot be memorized, but a roll involving the spell multiplier is necessary initially just to get even the slightest comprehension of how the machine works and what it does.

ACKNOWLEDGEMENTS

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To John Tynes goes many thanks for his advice and observations concerning this scenario. His specific suggestions concerning the aftermath section were extremely helpful.

Notes



WITHIN YOU WITHOUT YOU

in which a town out of time threatens past, present, and future alike

BY JOHN TYNES

In the town square, reality flickers. A brick building loses a story and becomes logs and daub. A woman stumbling through the deep snow cries out and ages fifty years in an instant. Under an awning, a group of children bleeding from the ears dance faster and faster in ever-changing circular patterns, singing in desperate quickness:

*jingle in, jingle out, ev'ry day it's round-a-bout
if you fall, you will cry, sound the glass, another try
jingle in, jingle out, ev'ry day it's round-a-bout
name me one, name me two,
see me 'gain and I'll know you*

“Within You Without You” is a *Call of Cthulhu* scenario for 4-6 investigators of medium experience (some Cthulhu Mythos skill is required). Herein they will find a town afflicted by its shadow and must solve a mystery two hundred years old. The end is a race against time, with Yog-Sothoth holding the stopwatch. The consequences are dire.

This scenario is divided into three sections. In the first, an investigator receives a letter inviting him to visit with an old mentor. This is the party's main opportunity for research — launching headlong into the scenario without it could be fatal. The second part deals with the little village of Solace, Massachusetts. Here the investigators will be confused quickly and perhaps see enemies where they should not. The third part is a race to a sorcerer's forgotten stronghold, where the inhabitants nevertheless have long memories.

Much of this scenario involves investigation and problem-solving. Little opportunity for combat occurs until the third part; the greatest enemy facing the investigators until then is time, weather, and the strangeness of the town. As Keeper, you must keep them moving. Conditions around Solace are steadily worsening, as a blizzard moves in and reality breaks down. Should they dawdle too long, they may lose all they have risked.

LETTER IN THE POST

Determine which investigator is most likely to have a collegiate background. A professor is ideal, of course, but anyone with ties to academia will suffice. Give them Player Aid #1, the letter from Dr. Pettigrew (on page 24). Inform them that the writer is an old friend and colleague who retired from academic circles three years ago.

Pettigrew was interested in the Cthulhu mythos from an academic point of view, and the investigator fondly recalls paging through musty tomes with the good doctor looking for obscure references to nefarious goings-on. Now, it seems that Pettigrew has dug up something of supreme interest. Surely such an offer can not be turned down!

As indicated, the acquaintance may bring along several friends. Before they leave, however, some research is suggested. A large city or university library is needed, though if the investigators is already in New England virtually any should do. For each successful Library Use roll, hand the players one of the Player Aids numbered 2 through 5 (see page 25).

Enterprising investigators may want to speak with some of the authors uncovered in research. Of the four given, Gladys Smythe and Thomas Wainridge have both passed away from natural causes. Dr. Jason Woodson and Linda Eastwick may both be reached, however. Dr. Woodson is a member of the faculty at Miskatonic University, and will be able to fill in the investigators on some of Joseph Woodcotting's background in Plymouth, though he knows little about the man's exploits in Saulous. Linda Eastwick may be reached in New York through her publisher there. Eastwick is an engaging old biddy full of stories about mysterious New England happenings. In fact, she could easily be used again as a source in other scenarios. She will be able to tell them, in a hushed voice, how the disappearance of old Saulous was discovered, and then will dismiss it as probably being the result of a disagreement with Indians or perhaps disease. Despite this, she enjoys a good ghost story as much as the next person, and is talkative in the extreme.

Below is a history of the town of Saulous/Solace. Some of this information they can get out of Eastwick and Woodson, some will be known by inhabitants of the town. Use it as you will, dispensing information when appropriate and referring to it to put discovered lore in context.

THE SOLACE OF SAULOUS

Joseph Woodcotting was not his real name; that curiosity is lost in the past. The man who used that name first came to light in Plymouth during the 1620's. A religious immigrant from England, he made his place in the new world and was soon known as a learned and spiritual man, if an outspoken one.

Outspoken he was, for by 1640 he had followers of his own and

January 12, 192-
Dr. Raymond S. Pettigrew
Rt.1 Solace, Mass

My dear friend,

I fear I have become much the recluse since my days at the university! Living in Solace these last several years has been a balm to my spirits, however, and now I expound on the virtues of rural New England as much as any other rustic.

Nevertheless, I have not lost my acuity. Over the last several months I have been researching this village of my youth, and have found much of interest. Recalling our common belief in things beyond, I have written to invite you to visit me and share in my findings. Solace, it seems, was once the home of a man of dark reputation. Well, I have found his old haunts, as it were, and they are most fascinating... and not a little disturbing. Should you be available, I would greatly appreciate it if you would spend a week or so here. Please bring some of your friends. Knowing you, they are birds of the same feather!

as ever,
Raymond
Raymond

p.s. Dress warmly!

Player Aid 1, letter from Dr. Pettigrew

had broken off from the Plymouth orthodoxy. With forty men and women he journeyed northwards, stopping near present-day Medfield. There they founded the community of Saulous, named for the wicked man who found new life as Paul the Apostle. There they made their homes and families, and Woodcotting kept them afraid and loyal and firmly in his grasp.

Woodcotting had plans for these people; a sorcerer and worshipper of Yog-Sothoth, he had the ideal set-up — an isolated place to work, all his needs tended to, and a group of willing fodder for his experiments. He accepted no new members to the community, and few of his flock left the area alive; for that matter, few wanted to. In 1680 he received a weighty tome from an associate of his in Salem. This manuscript, recorded entirely in an amazingly complex illuminated cipher, contained the recorded findings of a master wizard of his experiments with Yog-Sothoth. It fascinated Woodcotting to no end. Until this point he had been pleased with the controlled environment he had created in Saulous, but as he began the long and difficult process of deciphering the work he realized that this reality was as nothing to a true wizard. The work took decades out of his magically lengthened life, but slowly he began to learn its secrets.

What he found amazed him. Over the next thirty years he put together bits and pieces of knowledge gained from his researches and found that the author of the book had devised a ritual that would give one many of the powers of Yog-Sothoth itself. The user could journey through time effortlessly, at will, and see all there was to see, learn all there was to learn. As a disembodied traveller he could watch ancient experiments, witness the first coming of the Great Old Ones, and perhaps learn the origins of the universe.

Woodcotting was ecstatic. For the next ten years he planned and prepared. He began acclimating the town to the performance of the elaborate ritual by creating a yearly festive holiday which he masked in a garb of devout worship. Over time the people grew used to the ceremony, and when the time came for the real thing they performed it with no hesitation. Joining in elaborate circles that grew, shrank, mingled and mixed in imitation of Yog-Sothoth itself, the townspeople sang the Incantation of the Ephemeral Spheres. Joseph Woodcotting stood at the focus of it all, feeling the power flowing in.

But his extensive researches were nevertheless insufficient. He made three mistakes. First, he messed up the preparation. Before using the ritual, the spellcaster must become attuned to the vibrations of the Ephemeral Spheres, an elaborate mechanical instrument consisting of glass globes and tuning forks. Woodcotting, two hundred years old, no longer had the superb hearing of his youth. When he tried to use the instrument, he simply got it off-key. Second, the ritual required a great amount of power — thus the involvement of the people of Saulous in the casting. Woodcotting wrongly assumed that he, as the focus, would be the sole recipient of the spell. Rather, the entire town — people, buildings, livestock, vegetation — rolled and folded and collapsed in on itself as it withdrew from time and space. Woodcotting was but one among many; he was drawn into the process like all the rest. As for his third mistake, well... we'll get to that later.

The town vanished in an instant. A barren, level plain was left behind, quickly covered by snow. The disappearance was noticed by trappers the following spring, but as Woodcotting had actively discouraged travelers and visitors from entering Saulous the town was not greatly missed. Sixty years later, a youthful and wholly innocent veteran of the Revolutionary War settled in the area with his wife and several friends. Misunderstanding the name of the area when told, he dubbed it Solace, and so it has been ever since.

Until the research of our friend Dr. Pettigrew. The old scholar found a diary kept by one resident who fled Saulous for Plymouth with her family in 1657. She described conditions there bitterly, and noted that as a child she had occasionally followed Woodcotting to a secret cave he frequented in the stony hills near the town. Pettigrew explored the area in long ranging walks, and recently discovered the entrance. This cave complex is located five miles from the main part of town, and escaped the collapse that took the town proper. Untouched for two hundred years, the workshop of Woodcotting is fairly intact. It is also quite perilous. Dr. Pettigrew has not ventured far, feeling the need for reinforcements after hearing some decidedly unfriendly noises from one passage.

Unfortunately, the morning before the investigators' arrival he visited it again. While there he discovered the curious instrument used to prepare for the ritual, and accidentally set it spinning again. Within a few hours, Saulous began trying to come back...

SEEKING SOLACE

Investigators don't have a lot of options for getting to Solace. The nearest train stop is Norwood, on the route from Providence to Boston. But, it's Maine in January and there's a lot of snow around. The weather forecast for the area is even more snow; within a day Solace will be in a severe snowstorm. Getting from Norwood to Solace before the storm hits means taking a horse-drawn sled; it shouldn't take more than an hour to locate someone in Norwood willing to take them in such a contraption, but it will cost them a

couple dollars. The helpful citizen will warn them of the weather (though the coming of the storm is not yet definite), and mentions that because of it there may be a delay if they want him to make a return trip to pick them up. Cars will not get through to Solace — the investigators had better pack light and warm.

TOWN OUT OF TIME

The investigators will be dropped off at the town square — nothing more than a cluster of four buildings, though small farms can be seen dotting the hills nearby. Their driver will have been growing increasingly nervous as dark clouds move in, and he will regretfully decline to take them on to Pettigrew's cottage, even if he knew where it was. He suggests they check in at the general store, as old Abe there will usually give prospective customers a lift.

Determined players may make it impossible for the man to leave; extravagant offers of money will likely change his mind, though they really don't need him to stay. If he does, he will be incredulous at the goings-on but will have no useful information to help the investigators. From this point, the text assumes that the players do not keep the man with them.

As the sleigh jingles off back down the road, the investigators will be standing in near silence. Here in the square, lights will be on in the buildings, but no one is visible on the streets. The snow is piled up in drifts, and is somewhat tiring to walk through. If the investigators are not already wearing boots and insulated clothing they'll want to quickly.

POSSESSION IS NINE-TENTHS

Once they've stood for a moment or two taking in their oddly quiet surroundings (and they are odd — do your best to unsettle them) it's time to hit them with their first whammy. Call for Cthulhu Mythos rolls.

Anyone who makes their roll will seem to glance suddenly at something, let out a startled gasp and collapse. These unfortunates, having come into contact with the Mythos previously, managed to get a glimpse of Saulous as it was two hundred years ago. Opening themselves up in this way, they have become vulnerable to a possession attempt by a disembodied inhabitant of Saulous (if no one makes their roll, feel free to use the person who rolled closest).

Initially, they will be unconscious for an hour. At the beginning of each three hour period following that, they must make a POW vs. POW resistance roll. The opposing POW should be determined randomly (3D6) at each attempt, as many different Saulous minds are jockeying for bodies. Should the investigator be successful, they will remain conscious and lucid for that three-hour period. They can only recall being subjected to some powerful mental attack, but will know no more than that.

If they are possessed, a number of interesting things can happen, all of which should be carefully guided by your handling of the adventure. First and foremost, their body will be possessed for three hours by an individual from Saulous, circa 1720. For the first twenty minutes they will be catatonic and unresponsive. Following that, they will get used to having a material body again and will soon feel much better. The individual can be anyone — man, woman, or child. They will have full knowledge of their identities and memory, but will have little grasp of what has happened. They will be terribly frightened, however, as they are at least subconsciously aware of the time that has passed and of course will not know what to make of

The trapper returned within a few weeks and bore a curious tale. Certainly, he said, the good people of Saulous were never outgoing, but they have now withdrawn beyond even this. Where once the little farms dotted the land, and the solemn people tilled in the fields, there was now naught but an empty place. Not a nail pricked the feet of the traveler, not a smoky ash did gain his eye. Where Woodcotting had taken his people the trapper could not say, but they took all that they had built and all that they had dug and left no mark to show that man had ever been there.

- Thomas Wainridge, *Diaries of the Puritans*, Wade Press, 1905

The area had once been a religious settlement, but had lain vacant for years. Hiram and his young wife came here with three other couples, also veterans of the war for independence. They began the little community of Solace in 1786, and the change from the roar of battle to the whistle of the wind must have been most welcome.

- Gladys Smythe, *My Grandfather And The War For Independence*, DAR Press, 1894

Derivatives of the Roanoke legend are prevalent, but most can be attributed to Indian attacks or (more commonly) simple starvation. This is certainly the case with such "mysterious" vanishings as Adam's Bridge, Saulous, and Holston.

- Linda Eastwick, *Mysteries of Puritan New England*, Williams Publishers, 1916

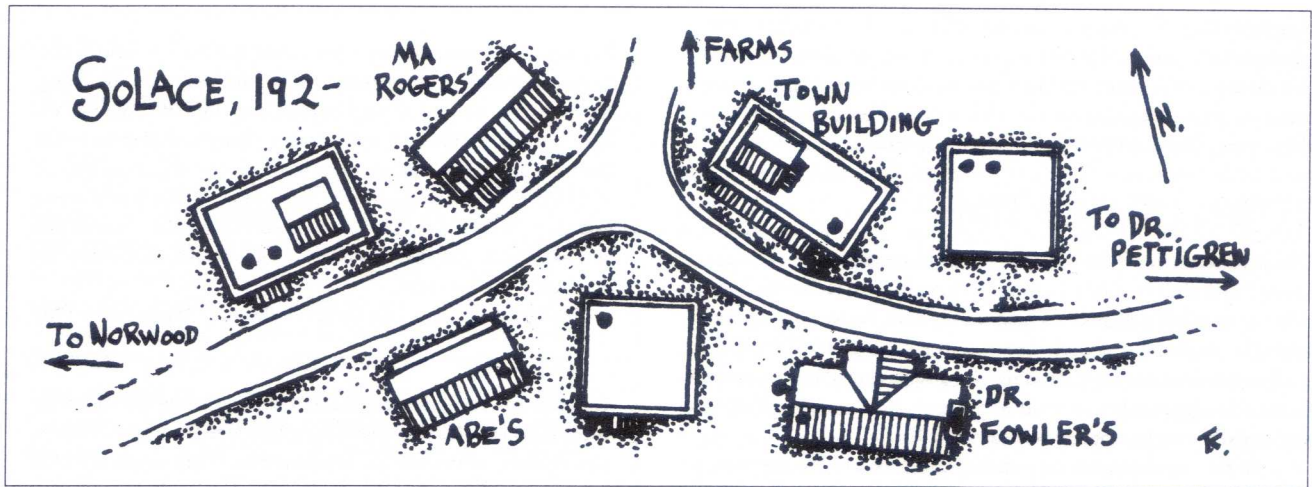
... of course, splinter groups were common. These Puritan offshoots were often clustered around a single religious leader, who would gather together his flock and lead them into the wilderness. This individual's influence generally led to the schism in the first place, and their domineering nature is indicative of megalomania at its worst. Examples of this type (among many) would include Ephram Crowe of Plymouth, Joseph Woodcotting of Saulous, and perhaps Edward Phildron of Boston.

- Dr. Jason Woodson, *Psychology of Faith*, Miskatonic University Press, 1921

Player Aids 2-5, results of research

their strange new body. Play these individuals as you like — they may be fire and brimstone zealots, or frightened children. The attitudes you give them will affect how they react to the investigators' actions and how much help they will offer. Whatever the party's wishes, they might also want to locate their husband/wife/parents, find Woodcotting, or any of a number of things. Especially devious Keepers could also have investigators possessed by a dog, cow, or perhaps a tree (2D6 POW?) although weaker entities could not achieve such a feat. In such a case no substantive communication should be allowed... just use your imagination for the possibilities.

Dealing with possessed people (both friends and townsfolk) is the party's major challenge for this part of the scenario. The possessing minds can tell them a great deal about what happened at the 1720 ritual (though its true purpose is still not understood), so they are fonts of information that should not be overlooked. On the other hand, the possessor won't necessarily want to stay with the investigators and knows nothing of the people or places of present-



day Solace. The investigators may have to restrain them or keep track of them somehow; after all, they are in the body of a friend.

Of course, now the mind of the original investigator is out floating around. It can simply float or, if you (and the player) wish, it may attempt to possess someone else — probably another investigator, as they are closest and most familiar. Then that mind will have to go somewhere, and... well, before long every player may be playing a different investigator (or at least, a different body) than they were at the beginning. There are an incredible number of options here, but don't get carried away. Use caution and don't put too many obstacles in their path.

No matter what, though, every investigator's mind will attempt to get back into its own body as soon as each three hour period is up. Each time an investigator succeeds either in resisting a possession attempt or in gaining their own body back, they get a cumulative 10% bonus to all subsequent rolls. Note that only those investigators who initially made their Cthulhu Mythos rolls can be possessed by Saulous inhabitants in this manner; disembodied *investigators*, however, may attempt to possess anyone.

After a couple of successes, the unfortunate ones will pretty much be resistant to future attacks due to their cumulative bonus. Until then, the investigators will have to reach Dr. Pettigrew's through the snow and still deal with their seemingly deranged companions. Wish them luck.

Incidentally, the townspeople of Solace are much more susceptible to possession. The investigators will meet several possessed people in town, but the Saulousites possessing them will not change every three hours. That effect is limited to the investigators.

GETTING AROUND IN SOLACE

Back in the town square, with any luck one or two investigators have just dropped unconscious into several feet of snow. If your players somehow don't think of this, it might be a good idea to pick them up and get them someplace safe and warm. The closest building, of course, is Abe's General Store. What luck! Time for whammy number two.

Abe's store is a two-story brick affair with a sharply sloping roof. There are stables out back with several horses and a sled. A chimney rising from the roof releases a continuous wisp of smoke. Lights are on in the first floor, but the upper windows (Abe's living quarters) are dark and curtained.

Coming in the front door, the first investigator must make a Dodge roll or a bucket of water propped on the jam will douse them and then strike them on the head (no damage). Whatever the result, with a successful Listen roll the investigators can hear a giggle from somewhere towards the rear of the shop.

Unfortunately for the investigators, solid old Abe Wilkins has been possessed by five-year-old Saulous resident Kevin Hardison who has found himself in a wonderful place without grown-ups where he can amuse himself to no end. Allow the investigators to explore the general store, noting the disarray. Kevin has dumped a sack of flour out onto the floor in one area and spent a couple hours making a little snowy town out of cereal boxes and whatnot. Suspicious investigators will assign dark significance to this model, but it does not in the least resemble Solace or Saulous. Growing bored with this play he started getting mischievous and has now assembled some funny tricks to play on whoever comes in.

The bucket of water was one. At the counter, investigators will find a sack full of baking soda. Kevin cut away at the bottom of the sack after setting it down, and now if it is picked up the powder will spill out all over the floor and onto the investigator. Kevin will laugh hysterically at this, too, of course.

He has also gone around and placed a dozen mousetraps in out-of-the-way places. Nosy investigators rifling drawers or sacks can get their fingers snapped painfully at your discretion.

Very quickly, Kevin will tire of these distractions and will begin throwing potatoes at the investigators. Kevin is pretty spry, even with his 76 year-old body, and will probably lead the investigators on a brief but merry chase.

Once Kevin is captured, the investigators will probably wonder why they even bothered. It is unlikely that anyone has been possessed yet (susceptible investigators still being unconscious) so they will most likely think that Abe is insane. In any event, he can tell them almost nothing; he doesn't remember the ritual, and will quickly begin to cry for his mother. The investigators can safely (and probably will) leave Kevin/Abe here in the store, though they might want to put some more logs on the fire and remind Kevin to do the same. Kevin is used to doing such chores, and will mind himself well enough.

The investigators may want to do some shopping while in the store. They can pick up blankets, clothing, boots, and all sorts of winter gear. They may also find some weapons and ammunition in a locked cabinet, should they feel they need some. Inside are two 20-

gauge double-barrels and four boxes of shot cartridges (twenty shells per box). Also inside is a .22 Winchester rifle and two boxes of ammo. Upstairs in a drawer of Abe's dresser there is a bottle of gin, laced with mousetraps.

Of course, the investigators are no closer to finding Dr. Pettigrew, and one of them may be dripping wet from Kevin's gag (remind them of this). It's actually not as hard as it might seem. One of their first thoughts will probably be to check the stables for some transportation. Finding them is easy enough, they're connected to the back door. Three horses stomp nervously in stalls, near a sled with blankets. Any investigator who has a Riding score higher than base may make a Know roll at half to tie two of the horses to the sleigh. The sleigh is large enough to hold 6 people in close quarters. As for finding Dr. Pettigrew, they will probably want to ask around...

WE CAME, WE SAW, WE WANTED TO LEAVE

There are three other buildings nearby that the investigators may wish to explore before or after their trip to Abe's. These include the following:

Dr. Fowler's: A small wooden house with a reception room and dispensary, home to a young couple, Dr. and Mrs. Howard Fowler. Fowler is the dentist/barber/vet for the area, having recently come here with his new bride. Mrs. Fowler, unfortunately, was possessed this morning by the mind of Saulous resident Thurmond Stewart while she and Dr. Fowler were in bed, much to the sudden horror of Thurmond. Since then, Dr. Fowler and Thurmond (in Mrs. Fowler's youthful body) have been arguing and scowling. Dr. Fowler has also been drinking, a practice that his unwanted guest is close to taking up. They are both confused and distraught, but are intelligent and capable for the most part. They don't know much of what is going on, but by the time the investigators meet them they are ready to start finding out. The two will accompany the investigators if they desire, and will explore the town themselves in any event. They can be of much use, actually. Dr. Fowler knows Solace well, and Thurmond knows Saulous equally well. They can give the investigators a lot of help, as long as they don't get to arguing again.

Town Building: An official-looking brick edifice, one story. This smallish building is the combination town hall, jail, and seat of government. Filing cabinets contain records going back to the 1780's, but no information on Saulous is present. There are three people within:

Harold Falton, aging mayor of Solace. His body is currently inhabited by Edna Winters, a twentyish newlywed who waxes eloquent about her sterling husband Reginald and gnaws on her knuckles in anguish at the thought of him "at the mercy of devils."

Clara Palmer, matronly secretary and designated gopher/town battle-axe, probably the real power in Solace. Right now, though, she is Wendell August, a thirty-year-old bachelor who has long admired Edna from afar. Poor Wendell is in a terrible state; not only was Edna married to begin with, but now she is a stocky man in his forties. Of course, not much can be said for Wendell's condition, either. The two of them are just moping around, not sure what to do, and Wendell is getting fed up with all of Edna's talk about her darling Reginald.

Morty Belmont, the town drunk in Solace's lone cell and, inevitably, a fount of information. Morty's just too dim to be possessed, but he can tell the investigators a couple of things. The

weirdness started last night, he says, and since then people have been acting funny and things keep shifting. Shifting? "Well, I saw Abe's store turn into a barn fer 'bout five minutes." If the investigators let him out of the cell and perhaps finds him some booze (Abe's got a bottle stashed away, though Kevin has thrown a few mousetraps in the drawer) he can get them to Dr. Pettigrew's.

Ma Rogers' Boarding House: As they approach, the investigators will realize that a corner of this two-story building has burned out. Poor Ma was busy cooking in her kitchen when she was suddenly possessed by Thurmond Stewart's cow, Nellie. She stumbled around for a bit, managing to set the kitchen on fire in the process. Her only two boarders, two young Boston College students doing folk research, managed to put out the fire, even though they were possessed by the minds of Julia Newcomb and Todd Listom. These two Saulous transplants are both about twelve years old and are completely bewildered at the events. They'll welcome any adults who show up.

It should be noted that all of the inhabitants of Saulous know each other; excited names are given and the mind/body confusion sorted out, excited conversation is bound to take place ("Little Julia, be that you? God in heaven, what has happened to this town?"). Ma Rogers/Nellie the Cow will quickly recognize her owner, Thurmond Stewart and will hang around him, making vaguely cow-like noises. Stewart will catch on pretty quick and perhaps grow a mite tearful about the majesty of the loyal bovine. Having to deal with all this, the investigators might *not* want to take this odd group with them. Stashing them in Abe's store is probably the best idea. However, any of the townfolk may accompany the investigators, if the players so desire, and certainly someone will have to guide them to Dr. Pettigrew's.

DR. PETTIGREW, I PRESUME

By sled, it takes little more than ten minutes to get to Pettigrew's cottage. He doesn't live far from the main road, and there are several other small homes further along. His home is modest, one floor with five rooms and a bath. No map is provided, but the investigators will find a parlor, library/study, bedroom, kitchen, and guest bedroom. There are stairs in the kitchen pantry leading to a root cellar; Pettigrew keeps wine, dry goods and various junk stored down below.

Pettigrew's combination library/study is worthy of note. There are a large number of volumes on early American history and the old world, as well as one section of occult items. Fifteen books make up this latter section. All of these give D3% in Occult skill except for one. This is *Prodigies in the New England Canaan*, which can be found listed at the end of the scenario. Since Dr. Pettigrew is quite doomed, players will do doubt loot this library at the first opportunity.

When the investigators and their entourage arrives, Pettigrew is unable to receive them. He is currently the target of a possession attack. Investigators who make their Listen rolls from the front door may hear him groaning; rushing in they will find him in his study, collapsing onto the floor. Within twenty minutes or so he will come to, now possessed by John Starlin, a fervent and devout Saulousite who has absolute faith in Woodcotting. While the other Saulous people are now willing to give some voice to their mounting suspicion of just what Woodcotting has mixed them up in, Starlin will say that this is but a test of their faith before passing on to the next life.

He is potentially dangerous; in Saulous he was respected and feared (though never privy to Woodcotting's secrets), and he can possibly turn the others against the investigators should they draw his suspicions (talking ill of Woodcotting, discussing sorcery, spitting on the floor, etc.). This will not be immediately apparent, however, as Starlin will initially be just as disoriented and confused as everyone else.

The desk in Pettigrew's study has a couple of noteworthy things. The first is a small book, very tattered and worn. This is the diary mentioned in the history section at the beginning of the scenario. 1D6 hours of studying this document will tell the investigators much about life in Saulous, and will also give them a very general description of the location of Woodcotting's workshop. While the investigators themselves would not be able to find it from this, any of the Saulous residents will recognize the general description. This is where Starlin can truly be dangerous, for he will be dead set against his fellow townspeople going off into "the devil's wastes" because of lies written by a fleeing heretic.

Also on the desk is a crumpled scrap of paper, findable with a Spot Hidden roll. On this paper Pettigrew copied down the Incantation of the Ephemeral Spheres from a paper he found in the workshop. The words are as follows:

Shn'geln, Shn'gelt, Ephray, Etsron dat

While the words themselves have no power, any Saulous people with the investigators will recognize them if they are spoken aloud. They sound very similar to the alleged "Hebrew" that Woodcotting had the people chant each year in his bogus religious holiday. Keepers may also realize that the children's doggerel given at the very beginning of this text contains a corrupted and anglicized version of the same words.

Somewhere in this time, any investigators who went unconscious will probably have awakened and must make their resistance roll against a possession attack. If this weren't enough, the snowstorm begins just before dark. No one will want to do anything outside the house tonight, and the investigators must try to organize food and lodging here for whoever they are with. Assume there is three days' worth of food for ten people; make sure the investigators keep track of this. While the storm won't really last that long it will add an element of time to their actions and perhaps unsettle them for a bit.

THAT NIGHT AND THE NEXT DAY

Things aren't going to be funny anymore. Up to this point, the players haven't had too much to worry about, though they may not get much sleep what with possessed investigators having attacks every three hours. It should be mentioned again that Solace residents are not subject to these attacks. Having been in Solace at the time of the machine's re-activation, the possessions on them are much stronger. The players should not feel jealous, however, since things are about to get nasty.

Starting at dawn, every three hours make a Luck roll for each Solace resident with a cumulative 5% penalty each time. Should they succeed, they will feel uneasy but not troubled. Should they fail, however, the outcome is frightful. Their bodies will finally catch up with their minds, resulting in a horrible fusion of two persons. Both minds and both bodies will now be present, joined together, and will be in terrible mind-crushing agony from the mingled flesh and bone. Anyone who sees the results of this horrific reunion needs to make

a SAN roll. Penalties are 1D3 if they succeed, 1D8 if they fail. Victims struck down in this manner will die within minutes. Starlin (in Pettigrew's body) is immune to this effect — for dramatic reasons, of course.

That morning the storm has passed and a trek to find the workshop is actually a possibility. But if anyone suffers the horrible fate described above, Starlin will immediately make use of the opportunity. Declaring that that individual was cursed by God, he will state that the same thing will doubtless happen to anyone who questions the Lord or his servant, Woodcotting. The others will quake at this, and refuse to help the investigators find the workshop. Investigators can make Persuade rolls, but so will Starlin. He must fail or roll worse than a competitor or the frightened Saulous members will not help the investigators. Persuade checks may be made each half-hour, with Starlin suffering a -5% penalty each time as the situation grows more desperate and additional innocents die. The investigators may choose, of course, to silence Starlin in some way, but this will likely turn the townsfolk against them even worse.

While some of them wear down Starlin and the others, a few of the investigators may want to go poke around some. There are a few houses nearby which may be examined, all containing a few victims of the dual-body effect and possibly one or two still-living but SAN-blasted unfortunates. Feel free to have one of these survivors suffer the merging so that the investigators can view it firsthand (and suffer the SAN loss), if they have not done so before.

If any investigators head back to the center of town they will encounter a curious sight, described at the beginning of the scenario. A group of six children are dancing around, making little swirling patterns in the snow as they form circles that ebb and flow. The children are all singing the doggerel given at the beginning of the scenario, a corrupted form of the Incantation that children in this part of Massachusetts have been skipping rope to for decades. Investigators who make successful Spot Hidden rolls realize that the children are bleeding from the ears.

Efforts to stop the children will prove futile. Physically grabbing one to stop them results in the Saulous body arriving instantly, and the manhandling investigator will find the child's body suddenly doubled in size as the two people are merged together, arms sticking out at odd angles, legs akimbo, while two heads scream in agony. Again, this costs 1D3/1D8 SAN to anyone watching. The investigator who grabbed the child suffers 1D8/2D6 SAN for the deed. The children continue dancing in any event, disappearing off down the road. Like the town itself, the children are beyond help.

Any NPC's that the investigators left behind may be dead or alive at the Keeper's option, and the players may bring them or leave them as they wish. By this time, however, Starlin/Pettigrew has probably been worn down to the point that the others are willing to make a trip to the cave and see what may be seen.

Incidentally, in playtesting this merging of bodies was quickly termed "jacking out" due to the keeper's description of the result as being similar to a child's four-pointed jacks.

THERE AND BACK AGAIN

The investigators — guided by any Saulous resident except Kevin — can find the cave in about two hours. Feel free to kill off any NPC's you wish along the way for dramatic pacing, though Starlin should be left alive. If the investigators do not bring Starlin, he will follow along and show up anyway at just the wrong time (see below for details). The cave itself is easy to miss; it is a small hole in the side of

a hill, and much of it is currently covered by deep snow. Hopefully the investigators thought to bring light sources along.

The entrance leads into a downward sloping tunnel that continues for several hundred feet before opening into a chamber.

Storage: the first widening of the passage was used by Woodcotting for storage. Several barrels and a couple of crates are here. All are empty save one, which contains three glass globes used with the Instrument of Yog-Sothoth. They are extras; should the investigators break one or more of the globes while messing around with the device they may replace them with these. Two tunnels lead away: one of them travels straight ahead, while the other one heads off to the right and evens out a bit, losing most of the slope. From the right tunnel there issues a low, constant tone — a sign that the Instrument is operating.

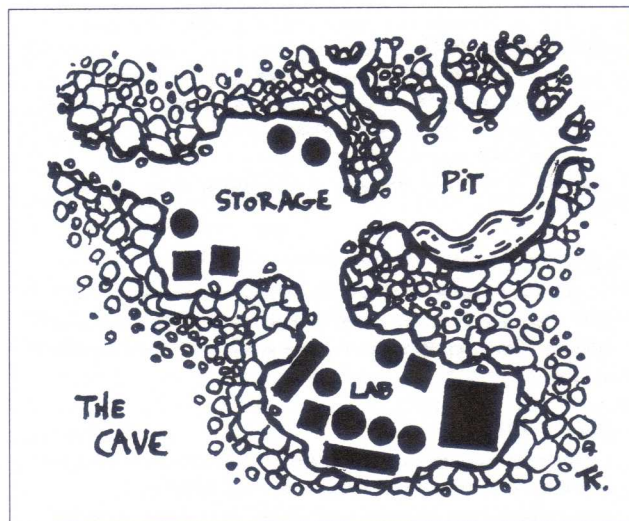
Pit: taking the passage straight through the storage room, it remains wide and opens into another chamber. This chamber is almost bowl-shaped. In the center is a tunnel entrance leading diagonally down into the rock, carved thousands of years ago by water running down the sloping entranceway. This tunnel leads into a several-mile expanse of narrow tunnels and crawlspaces. Investigators who enter will quickly realize that exploration of this area would be long and treacherous; it is also pointless, as no map is provided.

The caves do have an inhabitant, however. One of Woodcotting's early experiments was a monstrous guardian for his lab. This being had been in a magic stasis for the last two hundred years, but with the vibrations of the Instrument starting back it has been released. Following its old orders, the creature will not go any farther than the Pit room without Woodcotting's commanding him to do so. But if investigators want to play in the tunnels rather than exploring the laboratory, the creature is free to pursue them down there all it wants. On their initial swing through these rooms the investigators can feel free to give the pit a big miss; descending into the tunnels now to confront the creature is foolish and dangerous. Instead, all they have to do is wait for Woodcotting to arrive and the creature will come up to kill them, saving them the trouble of finding it themselves.

Laboratory: coming off of the right passage in the storage room, this is the center of the action. It is also quite cluttered. Tables, counters, shelves, crates, and all sorts of occult/scientific paraphernalia vie for space. There are dozens of books and odd items, the majority of which have been ruined by two hundred years of damp and moisture. Of course, the Keeper may wish to utilize this opportunity to introduce a particular book or item into the campaign. Woodcotting had to use some form of magic preservation to keep his equipment dry and usable. This magic has long worn off, but at the Keeper's option one box or area could still be protected, perfectly preserving whatever is desired.

The Instrument of Yog-Sothoth, pictured on p.22, is the most unusual item in the room. It fills a rough cube, about five feet high and six feet long, dominating the center of the chamber. The Instrument is in motion as the investigators enter (Dr. Pettigrew having set it off again the previous morning). As the tuning forks hum a steady tone, the glass spheres containing them whirl up and down, around and about, carried by arms that are powered by an unknown force.

Although the Instrument will no doubt command their immediate attention, there is something else that the investigators should take a look at. On one of the counters is Woodcotting's lab journal. Much of it is illegible, the victim of the cave's moisture. But sections of it can still be read. Paging through the journal and finding these



legible sections should take about twenty minutes, resulting in Player Aid #6. This stretch of time should help encourage the players to slow down a bit and think about what they are going to do with the humming, whirling Instrument.

It is a vital decision, since the scenario is going to go in one of three ways depending on their actions. While they wait, the investigators can make Listen rolls to identify the pitch of the Instrument's oscillating tone. It is in the key of F, but is not a single steady tone (recall that Woodcotting tuned the instrument incorrectly). Of course, as the journal excerpts show, it should be playing a clear F with no oscillation.

THREE PATHS TO POWER

As one of the investigators reads through Woodcotting's tattered journal, the players will need to make a decision. Their two immediate options are to tune the instrument correctly, or to stop it. They are welcome to sit and debate this while the journal is being read, but after that events will acquire a deadly momentum of their own. Begin to wear them down by knocking off another NPC (if they brought any with them). In fact, if your players are especially sadistic they may insist on sitting around until the body of Nellie the Cow "jacks out" from Ma Rogers.

At any rate, the surviving Saulous possessors will be stunned at the contents of the cave, not sure what to make of it all. One of them, especially, is devastated by the evidence of Woodcotting's evil nature. This is Starlin, naturally, within the body of good old Dr. Pettigrew. If Starlin is brought along to the cave (he will go once it is clear that he can no longer affect the decision) he will shortly collapse in tears, sitting in a corner and praying softly for forgiveness.

Woodcotting himself, however, will shortly have a chance to act. This can occur in one of two ways. First, if Starlin was left behind, then assume that Woodcotting took over Pettigrew's body from him and set out after the investigators shortly after they left (Woodcotting can escape from any restraints the investigators may have placed on Starlin/Pettigrew). He will show up at the cave while the investigators are deliberating.

Second, if Starlin/Pettigrew was brought along, Woodcotting will possess him. Due to his power he will assume full control at once, not going unconscious. He will, however, wait and see what the investigators plan to do before revealing himself.

February 25, 1627

I grow tired of Plymouth already. My work requires much time and solitude, but if I am to remain part of this society those things are often denied me.

There are a number of people here who respect my intellect. With time, perhaps I can gather them into my fold.

May 14, 1641

The work goes well in the weeks since we arrived. The poor good folk trust me in all things – sheep they are, and ripe for shearing. If only I knew more, all would tremble as they do.

July 5, 1641

The accommodations I have found for my workshop are excellent. The reaches of the tunnels will allow my experiments room to grow, and shield them from my other flock. A simple preservation magick protects my work from the cave's damp, though it must be re-applied often.

July 30, 1680

At- in Salem has come upon a most interesting item. It is the work of a great one of our order, and no doubt contains revelations I can not conceive. This work is in cipher, and will be a challenge. I have faith in myself and my lord.

September 13, 1689

The book is proving most taxing. I have deciphered but a morsel, and my knowledge is woefully inadequate for even this.

December 8, 1706

Blast that fool! What right has he to remain so elusive. I have journeyed far and wide and have consulted with all the resources at my disposal, yet still the intricacies of the Ephemeral Spheres are beyond me.

Some is clear. The ritual requires a great deal of power, power that these foolish sheep will provide me with. In preparation, the town will shortly celebrate an occasion of my own devising, said by me to be the true day of the birth of the savior. Thusly will I introduce the simplest components of the great ritual. With each passing year they will grow into it calmly. When I need them, they will be ready. But when?

August 25, 1715

Finally, most of it is in place. I have only to construct the instrument and tune it to F – a matter of but a few years, and what are years to such as me?

December 6, 1720

I shall not delay longer. All is ready, my understanding is complete. At the great occasion my flock will dance to the music of the spheres, and I shall receive that which is due me. Eighty years have I labored, but at last all is ready. When I return I will be as Tot-Totot itself, and shall look into all times at once. My knowledge and power will be beyond reckon.

Player Aid 6, excerpts from Joseph Woodcotting's journal

The first of the party's options is to destroy or halt the instrument. Halting it without destroying it requires a Mechanical Repair roll to succeed at half the normal chance. A fumble means that the Instrument is destroyed anyway; simple failure accomplishes nothing. Successfully halting the machine with Mechanical Repair is the best option for the scenario: Saulous will be banished again, along with all of the invading minds. Woodcotting will be trapped as before, though as he is drawn away he will command his pit-creature to emerge and destroy the investigators. If they survive the thing's assault, congratulate the players for doing a fine job. This ending is the closest the investigators will come to really winning.

On the other hand, if the machine is destroyed (whether by shotgun blast or fumbled halt attempt) then Solace and Saulous will die. The two towns will finish merging within a couple of hours, and all of the inhabitants will die horribly as their bodies come together. The town will be a wreck, buildings merged with other buildings or sticking out of the ground. Authorities will hush up the whole incident if possible, attributing the mysterious death of the town to disease, much as its disappearance was explained two hundred years ago.

However, the investigators will have a more immediate concern. When they try to destroy the machine, Woodcotting (now possessing the body of Pettigrew) will reveal himself, using spells and his creature to stop the investigators from their act. With his creature to aid him, Woodcotting is pretty much unstoppable. The investigators' best chance of survival will be for someone to destroy the Instrument while the others keep Woodcotting and the creature busy.

If the Instrument is destroyed, the party's troubles aren't over yet. The bodies of *both* Woodcotting and Starlin will arrive and merge with Pettigrew, resulting in a horrid conglomeration of three bodies. Both Starlin and Pettigrew will be hopelessly insane, but Woodcotting will maintain enough control over the three merged bodies that he will be able to continue using spells for five rounds before collapsing and dying. His creature, however, will attack until it is killed.

An additional note on the "destroy" option: any investigator who is still possessed may make a Luck roll. Should it succeed, he will get one final chance to repossess his own body before the Saulous mind's body catches up, killing the investigator. If the Luck roll is failed, he is doomed anyway.

OOPS

The third option, tuning the machine to the proper tone, will probably cost the investigators an incredible amount of their sanity, but it is also a lot more fun...

On the same counter as the journal there are a number of notes and plans about the construction of the instrument. One of the levers on the base of the device is used to tune it; anyone reading over the notes can realize this with a successful Idea roll. It will take a successful Mechanical Repair roll to tune it correctly, combined with a successful Listen roll (or even Sing, at the Keeper's option). If the Mechanical Repair roll is fumbled (96-100) then one of the glass globes will shatter. Recall that there are three extra globes in the storage room, which can be used as replacements should the investigators prove exceptionally clumsy. They will probably be able to succeed without too much problem. Then all hell breaks loose.

First, a force field will spring into place, encompassing the machine completely. This force field can only be damaged by spells

or enchanted weapons, and requires fifty points of damage before falling (several Shrivel spells might do the trick). In this unlikely event the machine may be destroyed normally.

At the same time, *all* of the bodies still waiting in limbo will arrive and merge with whomever their minds are possessing, a terrible calamity. Investigators whose bodies are possessed are allowed a Luck roll to attempt one last try at getting their body back, but failure means inevitable “jacking out.”

The worst of this last part is that as described above, the bodies of both Woodcotting and Starlin will merge with that of Pettigrew into the Woodcotting Thing. But this time, no one dies. Though the entire populations of Solace and Saulous have now come together, they remain alive, in terrible agony, fed by the power of the now-tuned Instrument. Of course, this means that Woodcotting is in complete control of his form and he isn't dying anytime soon either. Congratulate the players on what a fine job they've done, then roll up your sleeves and get to work. We've got SAN to suck.

While the Instrument remains active and tuned Woodcotting is effectively unkillable. Any physical wounds heal over as soon as they occur. He *is* susceptible to spells and enchanted weapons, however, but he will deal harshly with any who are able to harm him.

His primary goal, though, is not to destroy the investigators (he leaves the creature behind to do that, if it lives). Instead, he will very quickly stop bothering with them and at the first dramatic opportunity he and the Instrument will both vanish.

Any merged NPC's or investigators will immediately turn and leave, returning directly to town. Woodcotting's creature will ignore these people, intent on killing the remaining unmerged investigators.

If the investigators can escape the caves alive, it only gets worse. Back in town, Woodcotting is bringing the people together to perform the Ritual of the Ephemeral Spheres one last time so that he may finally get the power he has been seeking for the last several hundred years. Anyone who has undergone merging will respond to the call, their minds completely gone. Riding back in the sleigh the investigators may pass these unfortunates on the way back to town (about a forty-five minute trip returning, since they know just where they're going).

By the time they get back, the ritual is in full swing. Approaching the town over the crest of the hills a good mile or so away, the investigators will be aware of a curious glow that is extending from the center of town. They should wait and see just how far the glow will reach before traveling further; it will stop short of them if they go no closer. This phenomenon is unsteady, and it roils and buckles as the investigators watch. Should any of them enter the glow, their minds will be destroyed and they will join the townsfolk in performing the ritual. Don't encourage them to do this.

As the ritual progresses, the joyous-sounding chant echoing through the hill, the glow will begin to pull back. As it does, *everything* comes with it. Snow, trees, buildings, grass — all of it folds in on itself somehow and rolls inwards, leaving behind bare earth.

Woodcotting, presiding over the ritual from the Saulous church belltower (one corner of which is merged into the town building), notices this curious rollback, and he doesn't like what he sees.

Somewhere in this time, the investigators need to decide if they are going to stay and watch or flee for Norwood. Don't ask them to choose directly, just see if there is any action they wish to take as the ritual continues and the land rolls back towards the center of town. Leaving will spare them the horrible sanity costs about to come, but will also leave them unsure of what happened.

If they stay, they quickly realize that something isn't going right. Woodcotting can be dimly heard, screaming for the villagers to stop. But now mindless and caught up in Yog-Sothoth's incomprehensible energies, the people only dance faster and faster, chanting louder and louder. As the glow rolls everything back closer and closer to the town, Woodcotting's cries grow more desperate. Finally, his three-body self clambers down to the ground and tears into the crowd, trying to stop them.

At this point, all of the investigators must make resistance rolls versus POW 18. Since they have remained, Yog-Sothoth is now close enough that they may be drawn into the ritual against their wishes. Depending on their resistance roll, three outcomes are possible:

Success: Able to ward off the threat, the investigator will only take 1D8/1D20 SAN from viewing Yog-Sothoth's absorption of Saulous/Solace.

Failure: Oops. The investigator's mind is momentarily drawn into the All-in-One. For a split second he is part of Yog-Sothoth, part of reality itself. He will know the universe absolutely, at once comprehending all of existence in a way that no human mind was ever meant to. Fortunately, the pull of life is too strong, and he returns to his body after this brief but costly experience. The investigator loses 20% of his current SAN for the experience, going indefinitely insane and requiring institutionalization to recover. If the investigator receives phobias, it is suggested that he gets both claustrophobia and agoraphobia.

Fumble: Double Oops. What needs to be said? The investigator's mind is sucked into Yog-Sothoth itself and does not come back. The body is now a mindless vegetable, and will remain so for good.

Whoever is still able to watch will see the final stages of the ritual, as the strange rollback reaches the center of town and finally folds in on itself until nothing whatsoever remains. Woodcotting's final screams will echo off the hills for several seconds, and then all is quiet.

Before the investigators lies a large area of exposed earth, roughly circular. As they watch, a soft snowfall begins, and soon the wound is hidden in a soft wrapping of snow, showing no trace that ever a town — or two — was there.

POST-MORTEM

If the investigators tuned the Instrument and witnessed the destruction of Solace/Saulous, they will know that something was wrong. Woodcotting was obviously not expecting for both towns to roll up and disappear into the angles of space and time *again*. What happened? Should any of the investigators take the 20% loss, upon their recovery they will be able to inform the others of the significance behind the night's events:

As noted at the beginning of the scenario, Woodcotting made three mistakes. The first was that he tuned the instrument incorrectly, causing the town to simply slip away instead of passing on to something greater. The second was that he thought he would be the sole recipient of the ritual's effects. Had he grown in power for another few hundred years to the point where he could perform the ritual all by himself, it would have. But, unwilling to wait any longer, Woodcotting tried to use the entire town as a sort of battery to power the ritual. Thus, everyone and everything was exposed to the effects.

The second time around, these two mistakes were not a problem. The investigators obligingly tuned the Instrument for him, and the townspeople had all gone so insane that none of them would survive the transformation brought on by the ritual.

STATS

The Creature from the Pit

STR	18	CON	34	SIZ	22
INT	9	POW	18	DEX	17
HP	28	Move	12	DB	+1D6

Weapon	Attk%	Damage
tentacle slap	45% (x3)	1D4 +DB damage
tentacle grab	30%	1D2 + capture
bite captive	60%	1D6+1

Armor: 4 points of chitinous skin

Notes: If the Creature succeeds in a tentacle grab attack the victim must make a STR vs. STR resistance roll to break free. Captive victims will be bitten each round, while the Creature's three slap attacks may still be used as normal.

SAN: 1D4/1D8

Average Town Resident

STR	12	CON	13	SIZ	11
INT	13	POW	14	DEX	12
HP	12	Move	9	DB	+0

Prodigies in the New England Canaan

by Rev. Ward Phillips (found in Pettigrew's library)

+4 Cthulhu Mythos; -1D6 SAN; x0 Spell Multiplier

Joseph Woodcotting

(in Dr. Pettigrew's body)

STR	11	CON	15	SIZ	13
INT	21	POW	25	DEX	14
HP	14	Move	9	DB	+0

Spells: Contact Yog-Sothoth, Wither Limb, Mind Blast, Death Spell, Fist of Yog-Sothoth, Ritual of the Ephemeral Spheres, Mesmerize.

The Woodcotting-Thing

(with the bodies of Starlin, Woodcotting, & Pettigrew)

STR	24	CON	30	SIZ	25
INT	20	POW	60	DEX	16
HP	22	Move	10	DB	+2D6

Weapon	Attk%	Damage
punch	30% (x6)	1D3+DB

Spells: Contact Yog-Sothoth, Wither Limb, Mind Blast, Death Spell, Fist of Yog-Sothoth, Ritual of the Ephemeral Spheres, Mesmerize.

Notes: He may punch with all fists if there are enough targets nearby. The Woodcotting-Thing does not get a full damage bonus, as his bodies' STR and SIZ are not massed together.

SAN: 1/1D4

But Woodcotting made a third mistake — or, more accurately, the writer of the mysterious book made it — and the investigators who took the 20% SAN loss will know it.

According to the description of the ritual, the user gains the powers of Yog-Sothoth, becoming one with the universe, able to manipulate space and time at will. Unfortunately, this is not the case. The Ritual of the Ephemeral Spheres does indeed give one the powers of Yog-Sothoth. Unfortunately, the way it achieves this goal is by making the caster into just another *part* of Yog-Sothoth itself. Casting the Ritual enables Yog-Sothoth to absorb the caster into its consciousness, where he completely loses his identity and individuality. Woodcotting did gain the power he desired, but only at the cost of himself. No longer a separate entity, perhaps some remaining portion of Woodcotting screams on, lost somewhere in the folds of existence.

HOPE YOU'RE FEELING BETTER

SAN rewards are as follows:

Killing the creature gains combatants 1D8 SAN.

If the investigators were able to halt the machine without destroying it in the process (doing so after it halts is fine), they gain back 1D8 SAN.

If they destroyed the Instrument and thus doomed the people of the towns to an agonizing death, they gain back 1D4 SAN for nevertheless foiling Woodcotting's plan.

If they tuned the Instrument, but no one gained the insights from losing 20% SAN, the investigators gain back nothing. To their knowledge, Woodcotting succeeded in his goal due to their actions.

If, however, they tuned the instrument, and someone gained the SAN-induced insight, and was subsequently able to share it with the others, the investigators may gain back 1D8 SAN for understanding that the people of Saulous were doomed to begin with, and that Woodcotting's plan backfired on him terribly.

Notes

DO NOT CALL UP ANY THAT YOU CAN NOT PUT DOWN

...or so trembling hands have scrawled in many a grimoire of warlocks of old. Even sorcery most foul — even that which beggars at the threshold of unholy science — has its limits. Yet at times certain folk cross those limits, seeking knowledge, power, or vengeance. At such times is the veil of reality rended...at such times do such knock as few would care to answer...at such times do the beasts which lie in the spaces between spaces venture forth in search of prey. It is of keys & gates we speak, earnest voyager, and it is of your doom that we portend. Frail humanity must yet tremble

before the forces of incoherent malice and uncaring might. Yog-Sothoth is the key and Yog-Sothoth is the gate, and there is no rest beyond the gate.

A second time we say: we speak of keys & gates...

The three scenarios reprinted in this volume are nominally set in 1920s America, but may readily be relocated to locations better suited to your campaign. They are Call of Cthulhu™ scenarios in the grand style, with plenty of creatures, forbidden tomes, strange artifacts, and sinister villains — and each should take no more than a single session to run. Their content ranges from cautious investigation to in-your-face danger, and their reach even extends beyond the range of the Cthulhu Mythos into the realm of folklore. Diversity is king!

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