

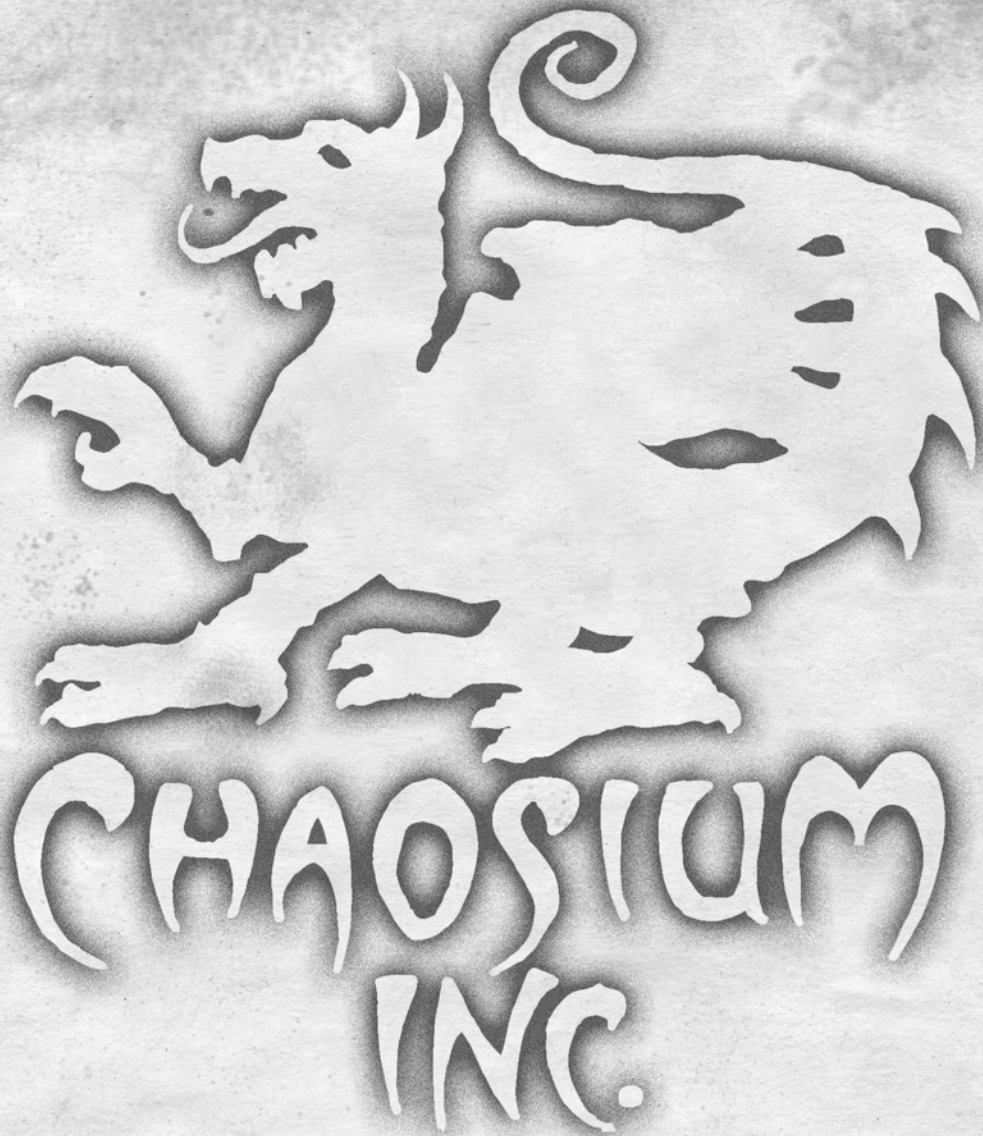
A Race to Save Humanity From a Dark Future

TERROR FROM THE SKIES



COLIN HART

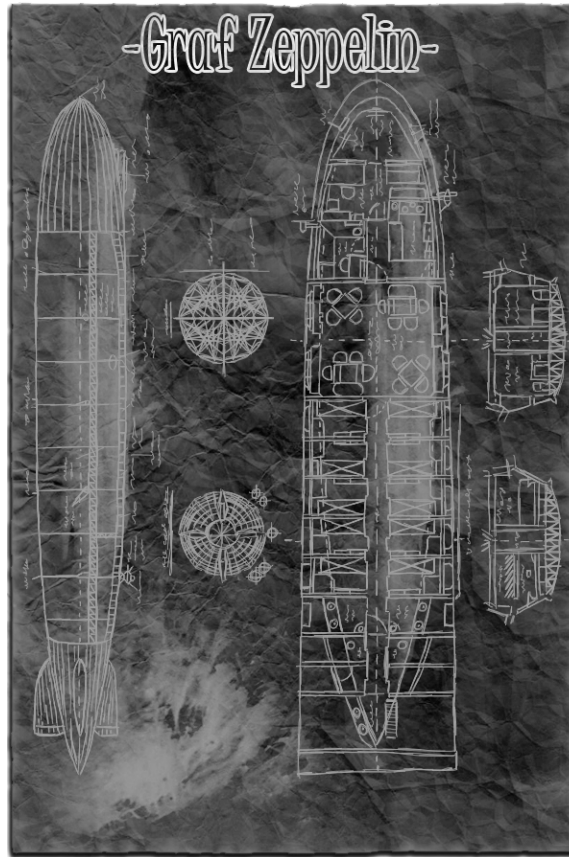


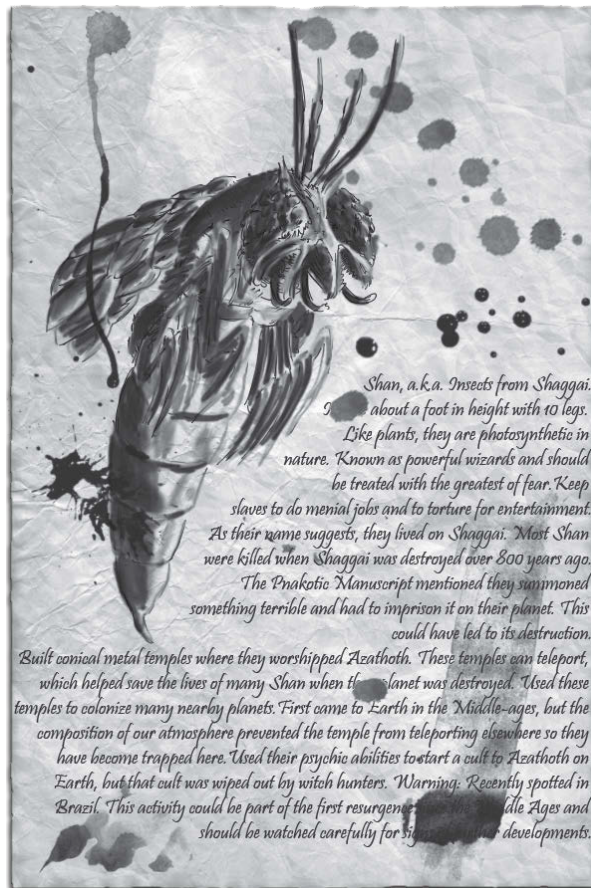


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THE TERROR FROM THE SKIES

By Colin Hart





Shan, a.k.a. Insects from Shaggai.
about a foot in height with 10 legs.
Like plants, they are photosynthetic in nature. Known as powerful wizards and should be treated with the greatest of fear. Keep slaves to do menial jobs and to torture for entertainment. As their name suggests, they lived on Shaggai. Most Shan were killed when Shaggai was destroyed over 800 years ago. The Pnakotic Manuscript mentioned they summoned something terrible and had to imprison it on their planet. This could have led to its destruction. Built conical metal temples where they worshipped Azathoth. These temples can teleport, which helped save the lives of many Shan when the planet was destroyed. Used these temples to colonize many nearby planets. First came to Earth in the Middle-ages, but the composition of our atmosphere prevented the temple from teleporting elsewhere so they have become trapped here. Used their psychic abilities to start a cult to Azathoth on Earth, but that cult was wiped out by witch hunters. Warning: Recently spotted in Brazil. This activity could be part of the first resurgence of the Middle Ages and should be watched carefully for significant developments.

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INTRODUCTION

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Keeper's Synopsis

The shan are an ancient, insect-like alien race. Fleeing from a catastrophe that destroyed their homeworld and forced into a nomadic life for millennia, they are scattered throughout space. Aeons ago a group of shan arrived on Earth and became trapped because a certain property of the Sun's light renders shan weak and unable to escape. These first arrivals long since became inured to their captivity and fell into idleness and decadence. When they do act, it is by invading the sleeping minds of human beings.

More recent shan arrivals are considerably less sanguine about their captivity. They hijacked the older shan's Azathoth cult to construct a device they call Heliowall. It will block the influence of the Sun and allow them to regain their old strength. Instead of escaping, they intend to send a signal to the rest of the shan to come to Earth and make it their new home. Once established here, and having wiped out the human "infestation," they intend to use the Earth as a base for the conquest of other worlds and build themselves an empire.

At the beginning of the campaign, the Heliowall device is ready. Fortunately for Earth's human population, the technology behind it is optimized for deployment in orbit, which the shan can no longer achieve. Less fortunately, it will still work if it can be taken around the world in less than 28 days. This task is done preferably, but not necessarily, in the air. Even this simple task is still beyond the shan's weakened technology. They can't fly fast or far enough to carry it themselves, nor can they persuade their potential allies, the shantaks, to take

it for them. It can only be attempted once, and this has stymied the shan for several decades.

The invention of the airship by the otherwise-derided humans has suddenly changed everything. The shan originally intended to use the R101, being constructed at Cardington in England for the Imperial Airship Scheme. Their plan was to infiltrate the project by entering the minds of some of its workers, assure themselves of its ability to circumnavigate the globe, then steal it and set off with the device on board. Misgivings about the soundness of its design, combined with the announcement of the round-the-world flight of the German LZ127 Graf Zeppelin at the beginning of 1929, prompted a change of plan. Instead of purloining the R101, the shan constructed a human-skinned robot, dubbed the Carrier, that will travel on the Graf Zeppelin as a passenger. As an extra security measure they have invaded the minds of several of the other passengers to protect the Carrier during the trip. They have reinvigorated the Xada-Hygla aspect of the old Azathoth cult with some new, younger human members to supply them with both the necessary energy supply and manpower.

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The Investigators

The good news is that all these preparation have left a trail that can be followed. The investigators must uncover the plot, reserve places for themselves on the Graf Zeppelin, identify the Carrier, and find and destroy or delay the Heliowall device before it can complete the circumnavigation. The shan have

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Pertinent Events: Chronology Prior to the Campaign

1825

New Shan arrive on Earth.

1846

Curse implemented in Shelborough.

1880

Local branch line completed from Ashford to Rye; Shan move their base to the North York Moors. Brass Plaque installed in the Shelborough church.

1887

April 18: Shelborough Curse defeated by Ralph Davis and the Stephensons.

July 23: gravestones sent to Moore and Sons for re-carving.

1895

Simon Mitchell appointed Shelborough parish priest.

1909

Last attempted wedding in Shelborough.

1928

Simon Mitchell retires and is replaced by Jeffrey Peterson.

September 18: Graf Zeppelin inaugural flight.

November: Elliot Elder and the Whitby group learn of Heliowall; Shan learn of Elliot Elder.

1929

Jan: Announcement of the Circumnavigational flight of the LZ127 Graf Zeppelin.

May 15: Graf Zeppelin first, failed attempt at Round the world flight.

June 5: first "Vampire Murder" in Whitby

only one chance to succeed, and the investigators one chance to stop them.

The shan's biggest problem is that, unable to fly very far and acting through humans, they will

always be one step behind the investigators. By the same token, the investigators must keep moving in order to stay ahead of the shan. If they don't (or can't) move fast enough, the shan will catch up with them and use their human or alien slaves to stop them. If, for instance, they return to re-interview someone they have already questioned, a shan will have invaded that person's mind in the meantime, provided at least one night has passed. This shan will convince their new host to lie to the investigators—leading them astray or, preferably, to their doom.

The acquisition of spells and enchanted items in the first few chapters may seem a little too easy, but the campaign is not as generous as it appears. The investigators have a very limited time in which to act. They have only the time between arriving in Whitby on June 19th and the final departure of the Graf Zeppelin from Friedrichshafen on August 15th to solve the mystery and get themselves on board. It is imperative that they move quickly, not only because they must catch the LZ127, but the shan will be constantly on their heels and the investigators must stay ahead of them to avoid being attacked. They simply do not have the time to plough through huge, rambling Mythos tomes. There are also some serious caveats to their apparent gains. For example, making a star vampire visible with Voorish Sign might make it easier to hit, but it also exposes all concerned to the hefty SAN loss. Elliot's tactic in Whitby, of sticking to confined spaces where he knows the Vampire must be, is a lot safer. They'll be in grave danger in these situations so they'll need all the help they can get.

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The Shan

The shan have an unshakeable belief in their own superiority, dismissing the human population of Earth as a mere infestation, requiring removal. This isn't unusual; they regard all other races as existing solely for their personal convenience, and they delight in exploiting and tormenting them. This amuses them, in addition to reinforcing their belief, and they will go out of their way to do it. In Shelborough, for example, instead of just scaring away newcomers or even killing them with a trap, the shan set up a complicated curse to drive them insane. Similarly, the recharging ceremony victims could be procured far more simply and easily, but the shan prefer to first convince them that they are participants in some grand scheme that will bring



them to power. All the people helping the shan have been fooled into believing that they will benefit in one way or another, and they will ultimately be betrayed and killed when they are no longer of any use. The shan find this misplaced loyalty amusing, though even they are appalled at Ashton Brown's eagerness to betray his fellow human beings for personal gain. This would be unimaginable amongst themselves and a further justification, if it were needed, of the righteousness of their planned takeover.

Like many people with an arrogant and superior attitude, the basis of the shan's exploitation of other races is fear. The new arrivals in particular have watched the humans industrialize and develop ever more rapidly while they have stagnated. They know from their own history that it is only a matter of time before the humans outstrip them, and long before that they will have reached a stage where they are capable of detecting and eliminating the shan. As they do not know anymore how long they will live, the shan have become desperate, and this makes them careless.

By far the shan's biggest weakness is their vulnerability to the sun. How much it affects them depends on how direct it is. In daylight, but not direct sunlight, their physical strength is limited to the point that they are unable to use any weapons, even the Nerve whip. They are not able to invade people's minds and can only fly about 100m at a time. Psychologically they can't take in anything except their immediate surroundings, although they can recognize immediate danger, such as an investigator pointing a gun at them.

Exposure to direct sunlight renders them completely helpless. They are unable to move, think, react or defend themselves in any way. If they are flying they fall to the ground. If the exposure follows their removal from a host's mind by the Cast Out shan spell, they die within five minutes, although

the sunlight must be direct and continuous for this to happen. Shadow, clouds, mist or other ways the sunlight is obscured, such as the sunlight reflecting from a mirror, reduces its effect. Even the sun shining through glass won't work if it is in any way tinted, or even just very dirty. The window glass in Hob Lea House is clean enough to kill a shan, thanks to the fastidiousness of the Hob.

At night or in darkened rooms the shan regain their normal strength, and this is when they are usually active.

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Shan Technology

Shan devices are a combination of technology and magic. They are powered and, to some extent, worked by Azathoth. Devices are charged up in a ceremony that requires everything to be chanted rather than merely spoken. The shan do this through the aspect of Xada-Hyglá, to avoid an appearance by Azathoth himself. Xada-Hyglá also benefits the shan directly, by providing them with physical strength and prolonging their lifespan. It is this link that the Sun's rays interfere with, which is why they and their devices are severely weakened whilst on the earth and also, ironically, why they cannot warn any incoming shan of the danger. Crucially, it has also made them reliant on humans in general, and their technology in particular, for getting the Heliowall device around the world.

The only means they now have of powering their hardware is the sacrifice of intelligent life. Originally the shan employed Xiclotlan for this purpose, until they discovered that using humans was equally acceptable—and more fun. They have since developed a quick, easy technique using infestation that the investigators will witness at Bloody Beck in The North York Moors. If the shan stop short of killing the participants, they can still accumulate just enough energy to drive some low-power devices for a short time, such as the computer in the undercroft of Durham Cathedral. It still shortens their lifespan, however; a detail the shan always neglect to tell them.

Sacrifice provides only a pale shadow of the energy available from Azathoth and is severely restrictive, although constructing the technology itself is less of a problem. The shan managed to build the Carrier in a few months with just a little human help, yet it has taken virtually all the recharging

ceremonies of the previous year to provide it with enough power to complete the round the world trip.

The shan pyramids are a combination of space ship and teleporter. They are, or were, capable of transporting themselves and any occupants vast distances through space and, once in place, of teleporting passengers between them. On Earth, they are now largely fixed in position, unable to move more than a few kilometers at a time and needing to be recharged every few times they do. Consequently, most pyramids are still located very close to where they first landed—all in the British Isles—only able to teleport the shan the two or three hundred kilometers that separate them. It is this that has trapped them on Earth and why they cannot use the pyramids to transport the Heliowall.

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Being Shanned

The shan’s weakness on Earth, particularly in daylight, means that they cannot survive without human help. They secure such help by invading people’s minds, quite literally; the shan slides into its chosen host’s skull leaving no trace, making it invisible from the outside. Even in a host’s head, the shan is still subject to the peculiar properties of the Sun. A resident shan cannot command the person’s actions directly, however, at least not while the person is still sane. Instead, they have to influence their host’s thought patterns by implanting ideas when they are asleep, and only at night. By morning the host will have accommodated the ideas as though they were their own. During the day, the sun’s influence puts the shan in a torpid state, not unlike sleep, or a trance. This prevents it from influencing its host, and it cannot see or hear anything the host is doing. The shan has to wait until the following night to catch up on events, when it has complete and unhindered access to all its host’s memories of their thoughts, actions, observations and experiences during the day. This means the shan are almost always a day behind, and this gives the investigators an edge. Moreover, the shan’s suggestions cannot completely contradict their host’s thoughts. This constrains them to choose people whose personalities and ideas are already suitable for manipulation. The resident shan uses the insights it gains from its host to twist, distort and extend their host’s mindset to get what the shan want. Ashton Brown’s belief that his breeding makes him fit to rule is ideal.

The shan infestation corrodes the host’s sanity, which diminishes over time. As it does so, the

host’s ideas and beliefs become more and more distorted, closer and closer to the shan’s purpose until, when they finally reach 0 SAN, they are completely enthralled and act at all times as though the infesting shan is controlling their every move, even after the shan leaves the host. The host is not automatically doomed, however. Any time before going completely insane, and provided it is during the day, they are still amenable to persuasion. Although the resident shan can try to reverse this the next night, it sets up a conflict within the host, which, if sufficiently exacerbated, can cause the shan to abandon them and seek another. The less SAN the host has lost the easier it is. Out of the hours of daylight, the resident shan is strong enough to prevent any influence from altering their host’s thoughts or actions, even though it cannot alter them itself unless the host is actually asleep.

There is a spell, Cast Out shan, which is more direct, but it requires the loss of 1 POW point from both caster and host. Once freed from their shan, the host, provided they have at least one point of SAN left, slowly regains their lost sanity, free will, and personal identity. On the other hand if the shan is removed, or simply leaves, after the host has reached 0 SAN the host’s own personality and ideas will be gone for good. Without the shan’s direction they become lost and disoriented. This is what happened to the nest of cultists in Cardington.

The rate of SAN loss varies with the intensity of use the resident shan makes of its host. Again, in the case of the Cardington nest, where the factory workers were used constantly and went completely insane in a matter of months, Sam Miller, who was only used to gather information, lost a mere handful of SAN in the same period, so he can still be saved by the investigators.

Some shan are connected in a way that gives them a telepathic-like ability to communicate with each other at a distance at night.

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Eckener and Airships

Vast, awe-inspiring, glorious, beautiful, majestic, luxurious, romantic, legendary, doomed. In spite of numerous later attempts to revive them, airships have come to be seen as an indelible part of a past golden age of aviation in which anything seemed possible.

Originating in the 19th century, the Zeppelin Company in Friedrichshafen stood at the cen-

ter of airship development, both military and civilian. Notorious during the First World War for their bombing raids on Britain, airships built at Friedrichshafen were taken by the allies as reparations after the First World War and the first post-war British designs, the R33 and R34 were based on disabled Zeppelins.

Briefly reduced to making aluminum pots and pans, by 1929 the Company was resurgent under its operational chief Hugo Eckener, the greatest champion of airships for aerial transport. He wanted to build a global network of air routes served by airships, and very nearly got his wish.

For a while during the 1920's, the airship constituted a genuine rival to the airplane. Though at 80-90 mph they were a little slower, their ability to maintain this speed all day and all night more than compensated. Moreover they had range, carrying capacity, and reliability that no aircraft could hope to match then, or for many years afterwards. The R34 completed the first non-stop double crossing of the Atlantic by air in 1919 and was only beaten to the first single crossing by Alcock and Brown's converted Vickers Vimy bomber by a few months. Many other long distance feats followed, including the first crossing of the North Pole by the airship Norge.

The culmination of all this was the LZ127 Graf Zeppelin's circumnavigation of the globe in 1929. The biggest and most luxurious airship of its time, Eckener intended this as a proving flight to show just what airships were capable of. Although this wasn't the first trip around the world by air, the previous attempts by airplane had been slow and took many stages, with a great deal of support. The Graf Zeppelin, on the other hand, required only two stops for refueling, something no other type of aircraft could manage until well after World War Two. Largely forgotten now, the trip garnered massive publicity at the time and Eckener almost succeeded in his dream. He remained behind in America after the Graf Zeppelin returned to Friedrichshafen, to negotiate with the American government for the establishment of an airship passenger service. These talks would have succeeded but for the stock market crash that followed a few months later.

Partly because of the Stock Market, and in spite of many other successful long distant commercial flights, with the British Imperial Airship Scheme was abandoned following the crash of the R101, the world gearing up for war, and general improvements in the performance of heavier-than-air aircraft, the airship missed its chance. The final blow

came with the infamous and dramatic destruction of the Hindenburg, at Lakehurst on May 6th 1937, caught live on film with Herb Morrison's chilling and unforgettable commentary.

Having expanded their capabilities dramatically during and after World War Two, it was to be airplanes, not airships, that established regular, reliable global air travel.

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Some Suggestions

Below are a couple of ideas that the author has found to be useful. Keepers should feel free to use or ignore these as they wish.

A Journal

One of the perennial challenges with playing *Call of Cthulhu* is remembering at the beginning of each session exactly where in the campaign the players have gotten and what they have discovered, particularly if the group concerned does not meet very often. If the players can't remember, the keeper may be reluctant to tell them and even if they do, can't always know what they have been thinking. This often results in the players being told things they have not worked out for themselves, or losing vital information they cannot rediscover. Both of these situations tend to undermine the unique investigative nature of the game that makes it so enjoyable.

One way around this is for one or more players to keep a journal. This can then be referred to without the need for intervention by the keeper. If the player is worried that the journal might end up in the hands of the opposition, rule that it's assumed to be in their character's possession at all times, passed on to another investigator intact if they are killed or go permanently insane.

The Contest

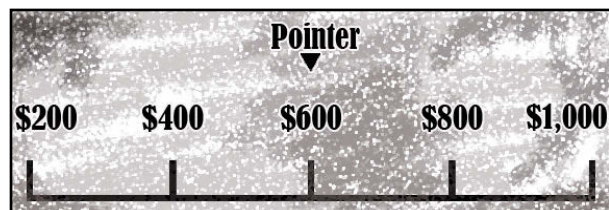
This is an extension of the concept of a vehicle chase in the *Call of Cthulhu* rule book. Instead of having two sides beginning at either end of a series of steps, the contest starts with a single indicator in the middle, with the two possible outcomes at either end. Each round, the player and the opposition both roll the appropriate skill. The indicator then moves one step towards the appropriate end depending on the outcome of the rolls.

If both or neither succeeds, the pointer stays where it is.

If only one succeeds, the pointer moves one step to their side.

The contest is won by whoever gets the pointer to their end first.

More detail can be added by allowing a hierarchy of results; for example, specials beat ordinary rolls, and a critical success allows the indicator to move two steps instead of one.



This technique is particularly useful for Bargaining, Fast Talk and Persuade, especially if the player's (or keeper's!) own personal skills in these areas are not so good.

Example

Say the player wants to bargain with a bookseller for a Mythos tome. The bookseller is asking a price of \$1,000 and the investigator only wants to pay \$200. These prices are set either end of a contest, with four steps of \$200 each. The pointer is placed in the middle at \$600. Both roll their Bargain skill. The bookseller makes it and the investigator fails, so the pointer moves one step to the bookseller's side, to \$800. Next round the bookseller fails his roll, but the investigator makes a critical success, taking it two steps to her side to \$400. Next round the bookseller makes his roll, but the investigator beats it with a special roll, taking the pointer all the way to her side, so she gets the book for the \$200 she wanted.

In practice, six is usually about the right number of steps.

If the contest is going on for too long, the player and keeper can agree to stop at some intermediate point before reaching one end or the other, say \$400 in the above example, making for a good compromise between dice rolling and roleplaying.

Major San Loss

Various places in the campaign suggest what insanities might be incurred by the loss of 5+ SAN after

failing SAN rolls. These suggestions do not have to be followed, but will be applicable later on in the campaign, especially on the round the world trip. These are:

- ▶ Anxiety
- ▶ Depression
- ▶ Panic disorder
- ▶ Fear of Flying
- ▶ Fear of Heights
- ▶ Claustrophobia

Even if the insanity is only temporary, the keeper may rule from the outset that it still makes the character permanently sensitive to certain situations. When their insanity is invoked, they have to make a successful SAN roll to avoid reacting uncontrollably in the way described in the text. This ensures that there are some continuing consequences to the horror the investigators encounter, and generally add to the fun.

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Continuing Hob

Seth's resident Hob will probably remain in Hob Lea House when the investigators leave, ready to provide a Deus Ex Machina for stalled investigations. If, instead, the keeper decides that it goes with them, it can be used to help them in a number of ways.

In general, it takes charge of all "domestic" duties such as cleaning clothes and rooms, which will always be neat and tidy. More usefully, it prepares meals, especially breakfast, even when there is apparently no food to be had. It also lays out overnight everything it thinks the investigators may need the next day. This can include spells, weapons, and books; for example, leaving Elliot Elder's journal open at the appropriate page. Exactly what this includes is entirely at the keeper's discretion, so although it can be used to point out missed clues or their hidden significance, it cannot be relied on by the players to provide a substitute for good investigative technique. For instance, the Hob might sort through and present the newspapers during the cross-Pacific leg of the Graf Zeppelin trip, with the appropriate photograph uppermost.

More importantly, it can rescue them if they find themselves in real trouble through no fault of their own. For example, if any investigators become marooned in the pass through the Stanovoi mountains, the Hob might stay with him, supplying him

with what he needs to survive. The Hob's thick coat ensures its own survival in the cold.

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Something In The Air

Shelborough is a small village in Kent, on the south coast about five miles west of Old Romney. This is old marshland, and much of it has been abandoned since the sea level rose and the land became too wet to support farming. The village itself is about at the practical limit of sustainability, and the nearest villages are all equally small and physically isolated. In the mind of the sophisticated stranger this might seem the ideal place for old superstitions to thrive, but it is as well connected as any place outside of a city.

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Keeper Information

In 1825 some shan, newly arrived from space, chose the area around Shelborough to live, partly attracted by its isolation. Within twenty years they had influenced enough humans to set up a cult to Azathoth to help serve their needs. The shan take pleasure in the discomfiture of others and delight in tormenting humans, whom they regard as proto-slaves. To this end, in 1846 they instructed the cult to put a curse on the village church, St Mary's.

The curse prevents anything positive, joyful or life-affirming happening in the church; specifically voluntary, happy, weddings. It is the joyful nature of the occasion that is the key; whatever happens in the couple's life thereafter, the day itself is supposed to be a happy one. This is why a marriage entered into reluctantly or by force does not trigger the curse; it increases the measure of human misery which the shan find so amusing. Funerals are fine and christenings are allowed, since the subject may end up as a cultist and the ceremony means nothing to Azathoth anyway.

Publishing the banns invokes the curse. Members of the wedding party are visited by hideous nightmares. In them, the wedding party and guests are consumed by hideous tree-creatures. The nightmares gradually intensify (as does the SAN loss), peaking the night before the wedding.

If the wedding has not been called off six Xiclotlan attack during the ceremony, entering via the undercroft. Even if the wedding has been called off, the

bride, groom and as many of the guests as are still in the parish will be attacked. The curse is only canceled if the bride and groom both cancel the wedding and leave the parish.

To defeat the curse itself requires two things: the wedding must proceed successfully, and the stones which hold the curse must be destroyed. The nightmares stop as soon as the stones are destroyed, but the curse remains if the wedding does not take place.

If the images on the curse-stones are only defaced, the curse is suspended; if they are re-carved it is reactivated. This is precisely what happened the only time the curse was deactivated.

There are four curse-stones disguised as grave-stones. They carry names, dates and all the other information expected on a gravestone, and they are carved in different styles. The names on them are false, they do not appear in the parish records.

Like most shan devices, the curse is semi-technological. Powering it requires a ceremony involving living sacrifices dancing around a shan pyramid. It is invoked and maintained through a relief carving of such a ceremony, disguised to look like a ring of people dancing around a bee hive. The investigators will witness just this sort of ceremony in Bloody Beck, if they live that long. The cultists ensured that all the gravestones erected thereafter were given such a carving, to hide the significance of the curse-stones.

Shan activity in this part of the country came to an end in 1880, when the shan decided to change their base from Shelborough to the North York moors in response to the coming of the railway, which ended the isolation of the village. None of the gravestones put up since 1880 have the carving. The curse was left in place as the shan's idea of a bit of fun.

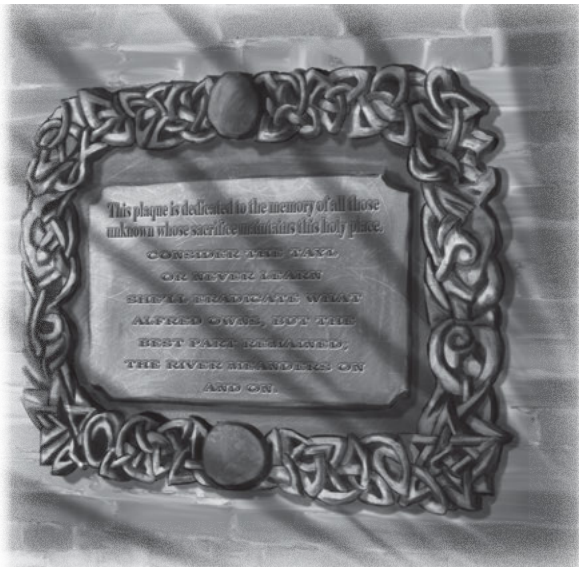
On the wall inside the church is a brass plaque, the only one. It was put here in 1880 by the last survivor of the original cultists who set up the curse.

The shan were moving away, he was getting old, and he was the only one left who knew which were the appropriate gravestones.

The plaque contains clues to the names on the gravestones, so any successor can identify them if they need repairing. This turned out to be a wise move in light of the curse's one deactivation so far. In 1887 George Boardman and Anne Stephenson got married in St. Mary's, invoking the curse. With the help of George's best friend and best man, Ralph Davis, they worked out the clue



Abby Barker



on the plaque, deactivated the curse, and married successfully. Unfortunately, they only defaced the gravestones, they didn't destroy them; deactivating, rather than eliminating, the curse.

The shan lost the signal from the stones and dispatched a cultist to investigate. When he discovered that the stones survived, he was ordered to re-invoke the curse by having them re-carved by Moore and Sons in Maidstone. This meant that the nightmares returned, so the Stephensons and Ralph Davis moved from the parish to Harrogate in Yorkshire, finally freeing themselves from the curse. The SAN increases gained from defeating the curse outweighed the losses and they all prospered as a result. Ralph has since died but his son, Frederick, is still living in Harrogate.

The curse requires death to give it power; both when it is cast (or re-cast) and any time it is invoked. Funerals help to strengthen, or at least maintain, it. The curse is a combination of Send Dreams and Summon/Bind Xiclotlan. If a wedding is cancelled or interrupted and the bride and groom manage to escape the parish unharmed, the Xiclotlan summoned by the curse devour a random victim. So far these deaths have been dismissed as "Death by Misadventure; wandering into the marsh," something that happens from time to time anyway. These deaths are entered into the parish register with this cause given for convenience, though it hasn't happened for some time.

Following the restoration of the curse in 1887, Simon Mitchell took over as parish priest. He soon realized there was something wrong with the church. He eventually became aware of which ceremonies triggered it. He was unable to tackle the problem head-on, however, as he does not believe

in supernatural powers not directly connected to Christianity. A pragmatic man, he solved the problem by simply not performing weddings. This has given the village twenty years of respite from the curse. He retired shortly before the adventure begins, replaced by Jeffrey Peterson.

Events

The adventure starts when Abby Barker, a friend or relative of one of the investigators, invites them to her wedding. The groom is Isaac Martin, and the wedding is to take place at St. Mary's, Shelborough. The church has already been booked and the banns published (thus invoking the curse). To get to Shelborough the investigators can travel by train starting in London, changing at Tonbridge for Ashford, and finally taking a local service bound for Rye. The closest stop to Shelborough is Appledore.

Ask for **Spot Hidden** rolls. Anyone who makes it sees a small poster advertising a "Best Kept Station" competition as part of the celebrations for the branch line's 50th anniversary next year (i.e. 1930. If the campaign has to be set in a different year, move the shan's departure and brass plaque date to accommodate this). This is a clue: the shan moved away when the railway arrived and broke the seclusion of Shelborough.

Abby meets them outside the station in a car she hired for the week and drives them to village.

Shelborough is situated on the border of Walsland Marsh and the countryside is flat, wide and marshy; the villages are small and isolated. Abby gives the investigators accommodation in her house in the village, which has plenty of rooms. She only moved into it recently and the couple intend to live here after they are married. The investigators are invited to arrive exactly one week before the day of the wedding; the couple are new to the village and need some help organizing the event. To this end the investigators are taken to the vicarage to meet the parish priest, Jeffrey Peterson. He greets them enthusiastically at first, as he has only just taken up office here and this is his first wedding. He has only presided over two christenings and a burial so far. (The clergy in this chapter are all part of the Church of England, also known as the Anglican Church. "The Reverend" is a formal title generally confined to written use; in conversation they would normally be addressed as "Father".)

Nothing else happens on the first day; the investigators are taken for a drink at the local pub, the Marshman. Making a good first impression with the landlord, Arthur Eatwell, and the regulars here may be useful later.

The first night, however, the bride, groom, best man and maid/matron of honor all have similar dreams—or rather—nightmares. The wedding is taking place in the church. Horrible tree-like creatures with mouths (Xiclotlan, although the dreamer is unlikely to know this) appear in the crypt of the church. They make their way up the stone staircase to the main body of the church and kill everyone in the assembled company.

The dream repeats the following and subsequent nights, getting gradually more lurid and real as time passes. This dream causes 0/1D3 **SAN** loss the first two nights, 1/1D3 for the next two nights, 0/1D6 for the next two and finally 1/1D6 the night before the wedding. If the investigators have not prevented the curse by the day of the wedding, the attack takes place as in the dream.

On the second day, Abby takes them to buy some of the local honey for the wedding feast. Mrs. Florence Artley keeps the hives in her garden and makes a living by selling the honey. The house is situated a little distant from the rest, at the end of a footpath. The front room is set up as a small shop, piled high with jars. If the investigators take a look, the label says “Shelborough Honey. From our own hives since 1846.” Abby buys half a dozen jars, whispering that they are unlikely to need so much, but she wants to build good relations with the locals.

Like most of the villagers, Mrs. Artley is quite happy to chat if they talk to her. She tells them that she is a widow and moved to Shelborough after her husband died. She took over the house and business on impulse while passing here on holiday. She doesn't know anything about the history of the hives or the village; the house was empty when she arrived, the previous owner having recently died.

The business was inspired by one of the first gravestones to appear with the beehive carving, started by a non-cultist who knew nothing of the curse. None of the locals know anything about it either, except that it has been here for a long time and is a useful source of income for widows. It is entirely unofficial and there are no records anywhere of its existence.

The following day, the couple takes the investigators for a walk along one of the paths in the marsh. Halfway through, a sea mist comes rolling in and they lose their way. It takes three consecutive

successful **Navigate** rolls to choose the right junctions to find their way back if they decide to follow the paths; only one roll if they use a compass and either have a map or took their bearings before setting out.

At some point during the walk back, the investigator who has been having the nightmares comes across a tree and has a momentary vision of it attacking and trying to bite them. Give him a **SAN** roll. If he succeeds, he merely screams and tries to **Dodge**, (head butting the stationary tree for 1D3 damage if he don't make the roll). If he fails, he runs off into the mist, only stopping when he comes to a stream or body of water, where he finally snaps out of it. He is disoriented and lost. If the others try to find him and go off the paths, give them **Navigate** rolls to avoid getting lost themselves.

Anyone who gets lost is unable to find their way back until the mist clears the following morning, unless they make the appropriate **Navigate** rolls as above. If they stay put they'll be fine, but give them a **CON x4** or an appropriate **Survival** roll; if they fail they temporarily lose one point of **CON** for 1D6 days, for spending a night out in the cold, damp marsh.

If they try to walk out without navigation aids, give them a **Luck** roll. If they make a special or better success, they find a path to take them back to Shelborough. If they fail, they end up stuck in the marsh, requiring a **STR vs. STR** of 20 roll to pull them out once they are found. In this case, give them a **CON x3** roll; if they fail, they lose 1D6 **CON** for 2D6 days as a result. Remind them to check if this affects their hit points.

After the marsh walk, trips are confined to the village hall, where the investigators are roped into making decorations, shifting furniture or making cakes (**Know** or **Cooking** roll, if they fail give them a **Luck** roll to avoid burning the cakes).

These activities should only last for another day or two before the investigation takes priority.

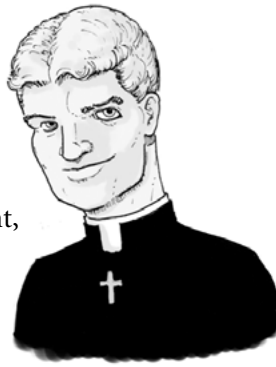
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Sources of Information

The Reverend Jeffrey Petersen

Petersen has only just taken up the post, having moved from a small village curacy. He has no cult connections. This is his first wedding; so far he has performed two christenings and a funeral. All have

gone well, the funeral especially, always something of a worry. He lets them look through the parish records, something he hasn't done yet. He can also direct them to the previous incumbent, Simon Mitchell.



Rev. Jeffrey Petersen

A look through the parish records reveals the following points on a successful **Library Use** roll for each:

- ▶ Weddings really are held very rarely in this church. There are only seven apparently successful ones from 1846 onwards. Before that all seems normal.
- ▶ Five of the weddings were quickly followed by christenings.
- ▶ The last wedding booked was in 1909, and it was cancelled.
- ▶ Some wedding bookings have odd notes attached to them, e.g. “a mess,” “lost,” “terribly sad,” all of which were cancelled or at least not performed.
- ▶ Several of the people concerned in the cancelled weddings were buried within a few days of their planned wedding date.
- ▶ Bookings for weddings often coincide with the appointment of a new vicar, falling off rapidly thereafter.
- ▶ The wedding on the 18th of April, 1887, has a reference to repairs afterwards, for gravestones. They were sent to Moore and Sons in Maidstone.
- ▶ There is a record of a brass plaque being paid to be put up in 1880, “in memoriam,” but anonymously and to no specific person. (A **Know** roll reminds the investigator that the railway station in Appledore was built in 1880)
- ▶ A special roll reveals that there are several sets of christenings with parents that were not married in St. Mary's. From this, the investigators can infer that weddings that should have taken place in this parish have been performed elsewhere.
- ▶ There are several deaths recorded as “wandered off into the marsh,” the body not being recovered. These also follow several weddings

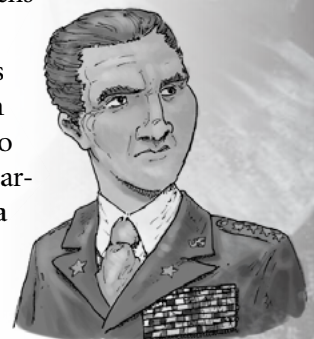
that were cancelled, except for two: one in 1846 (when the curse was laid) and 1887, just after the re-carved gravestones are recorded as having been put back into position.

- ▶ If the investigators specifically say they are looking and have taken down the names on all of the gravestones (over 100 in total) they find that four names do not appear in the Register. These are the names on the four disguised gravestones.
- ▶ If they look around the graveyard at any time and mention the beehive carvings, on an **Idea** roll they notice that, with the exception of the four curse-stones above, the carvings only appear on gravestones with dates between 1846 and 1880.

Arthur Egglestone, Local policeman

Arthur Egglestone has been the “village bobby” for 15 years. A successful **Psychology** roll suggests that he is very mentally tough and not prone to fantasy or exaggeration. If he says it is time to leave, run.

- ▶ He tells them that the church has acquired a bad reputation, the way certain places do in isolated villages. This seems to go back a long way; the older men have assured him that their grandfathers told their fathers, who told them etc. Most stories are unspecific, however.
- ▶ He admits that he, himself, avoids it at night, and it is the only place he has never found tramps sleeping.
- ▶ There is a local saying that “only those marrying unwillingly get hitched here.”
- ▶ People do very occasionally wander off into the marsh and need rescuing (they may have first-hand knowledge of this!), but “once in a blue moon” they simply disappear and are never seen again. He finds nothing particularly suspicious about this, as it usually happens shortly after the pub closes.
- ▶ Anyone living here, and thus supposed to get married in Shelborough, tends to go to another parish by special arrangement, or goes through a civil ceremony instead.



Arthur Egglestone

Local People

Talking to the publican and clientele of the village pub reveals the following: (No names or stats are given, as they are not meant to be significant characters, just local color.)

- ▶ The church is haunted, especially the crypt.
- ▶ I wouldn't go near the churchyard at night, not for anything.
- ▶ (Hearing the above) No-one does.
- ▶ Gives a (highly exaggerated) story of a relative, decorated in the Great War, afraid of nothing, who tried to spend a night in the crypt but ran out screaming.
- ▶ There are monsters out in the marsh that come out at night and eat people (on a **Listen** roll the investigators hear people sniggering if this is said within earshot of anyone else in the pub.)
- ▶ No one willingly gets married in St. Mary's.
- ▶ People go into the crypt of the church and never come out again.

Local Library Search

The nearest big library is in Ashford. Here they may find:

- ▶ A directory of firms in Kent, which lead them to Moore and Sons. Directories at this time are mostly meant for traveling salesmen and gave all the various trades, farmers etc. in each town and village. In time these were taken over by telephone directories, but at this time most businesses, especially small ones, are unlikely to have a telephone.
- ▶ A special **Library Use** roll, or asking the librarian specifically, gives the name of a local historian, one Julian Baker, who is probably their best contact.
- ▶ *Haunted Churches in Kent*, by Evelyn Gibbs. This cites St. Mary's in Shelborough as a 'classic haunting'. It mentions people wandering off into the marsh, that the local population avoid it at night and that one bride and groom were so affected by it that they fled the parish.
- ▶ *Occult Disasters in the British Isles*, Various editors. A lurid work detailing horrors supposedly happened to those dabbling in the supernatural. It claims that all those involved in a séance in Shelborough in 1847 "simply disappeared," never to be seen again. This tale does

not appear in the parish registers—or anywhere else—as it is entirely apocryphal.

- ▶ Archives of the local newspaper. These confirm all the disappearance dates given in the Parish Records. If they check on St. Mary's services they discover a dearth of weddings since 1846, though not before. If they took note of the various wedding cancellations, they find those, also.

The Reverend Simon Mitchell

Jeffrey Peterson gives the investigators Mitchell's address in Canterbury if asked.

The Reverend Mitchell won't seem surprised that they are asking about the parish. If the players are obviously intent upon doing something about it, he is eager to help. His conscience bothers him that he did not succeed in this himself.

There were bad rumors about the church when he came to it. At first all seemed well. Christenings were no problem and burials always seemed to go very smoothly, something of a relief; "our most difficult and delicate duty." The local gravedigger (now deceased), shared amongst several churches, seemed to positively enjoy digging in Shelborough. He said the spade always went easily into the soil, unlike the hard clay encountered elsewhere (a side effect of the curse). He also said he was always coming across other bodies and bits of bodies, well decayed; just bones, not orderly in graves.

Weddings, however, were another matter. Only those that were obviously due to pregnancy or were otherwise reluctantly entered into seemed to succeed. No others ever did. Something always seemed to happen, and it felt like a darkness fell across the parish until it did. Eventually he gave up doing weddings at all. His last attempted wedding was in 1909. The prospective groom started having nightmares about creatures coming into the church and attacking the congregation. An exorcism was arranged one night but all those involved—he does not approve of such "superstitious ideas" and was not present—disappeared and were never seen again. Since then he has made arrangements for all weddings in the parish to be performed elsewhere. Some neighboring parishes were reluctant to do this, as it is normally not allowed, but one or two priests knew about the problem and were keen to help. He was quite keen to retire and when Peterson was suggested he leapt at the chance. He has not kept up any contact with the village or its inhabitants since.

Moore and Sons

If they check Moore and Sons (from a local directory) they find that it still exists and that Philip Moore, the son of the man who owned it in 1887 now runs the business, his father having died some years ago. He can show them the order in the old books, dated July the 23rd, 1887; about three months after the wedding. The order was to have defaced decoration on four gravestones re-carved. Drawings and, unusually, photographs were supplied (this was to ensure accuracy). The order is not from the parish priest, however, although he countersigned the completion form as it was his church. The name on the order, Paul Fraus Populi, is false (a **Latin** roll reveals that it means “fraudster”). The client gave Mercy Hill, Gloucestershire as his address (also false; he was one of the new Bloody Beck cultists).

His old man didn't do the work, one of the older workers did. If they ask, he was the sculptural man, i.e. he specialized in carving figures, not words. He seemed to go a bit odd after. Come to think of it, his father said that there was a strange atmosphere in the workshop when the stones were there, though he, himself, was too young to remember it. If they ask, he says that Maidstone does seem quite a long way to go, certainly there must have been stone carvers closer to Shelborough; perhaps it was because the carving was a bit specialized. (The cultist concerned wanted to keep well away from any prying eyes or awkward questions from those who might be familiar with Shelborough or its church.)

Frederick Davis

Now 50, he lives in a large house just outside Harrogate in Yorkshire. Even though he was “just a nipper,” he remembers that there was a problem with the wedding and the church. As soon as he walked into it he felt that something was wrong, but the adults wouldn't listen to a child. He remembers being woken up in the night by the sound of people coming and going at odd times. He remembers his father and the wedding couple poring over a brass rubbing in the living room; the sound of their conversation woke him in the dead of night. It must have been significant; their reaction was strongly protective rather than angry. The day before the wedding, however, everything suddenly seemed all right, including the church. About three months later, however, there was a bad atmosphere in the house and a slightly panicked move to Yorkshire,

after which all returned to normal. Whatever it was that had happened was forgotten, at least he could never get anyone to talk to him about it. The adults concerned are now all dead, they died of natural causes and lived at least as long as most; longer, now he comes to think of it. This may be seeing through rose colored glasses, but they all seemed happier and generally more fortunate once they moved to Yorkshire than anyone around them, including himself.

Julian Baker, the Local Historian

Julian Baker lives in Rye, near the coast. He is very knowledgeable about all matters historical regarding Kent, most particularly anything related to the mythos. If the investigators are already familiar with the mythos, or are becoming aware of it and let Julian know, he becomes an instant ally and far more forthcoming.

He tells them that the haunting of the church started in the late 1840's, and that there have been bad rumors and reports of strange events since then, but not before. He suspects (incorrectly) that this is when a cult base for some underground-dwelling deity or monster was established.

This deity or monster seems to require sacrifices and the suffering of non-worshippers, so the curse was enacted. The curse seems to ensure suffering. He believes that any such curse requires a blood sacrifice to start and to maintain it, but he has no evidence of this for St. Mary's as he has not checked the parish registers himself. He also tells them that, to be permanent, it requires an object or objects to be inscribed in some way, possibly disguised. In St. Mary's case, he believes that the curse markers are on one or more of the gravestones.

Baker believes that to eliminate the curse not only must any such object be destroyed, but a happy event must take place in the church itself. Simply destroying the stones is not enough, and if they are not, the happy event itself is unlikely to take place. The most likely event to be prevented is a wedding, and a happy one at that. However badly it might turn out later, on that day a wedding would be a happy occurrence. If they point out that christenings and funerals seem to go off normally; he suggests that christenings are of no concern because the child has already been born, the ceremony is just meaningless mumbo-jumbo to a non-Christian deity. Deaths are presumably good for the curse, as it effectively makes all the deaths in the parish sacrifices.

If they ask him how the curse itself is activated he suggests that it is by the publishing of banns. Following this the curse gives the wedding party increasingly horrible nightmares, hopefully driving them partially insane. Baker claims “the nightmares are enacted if they do not put the couple off. People would be attacked by god knows what, and dragged down to the cellars to be sacrificed” (this last is a guess). Thus the occasional rash of burials. It makes sense that this tends to happen most when a new priest takes over, as he may be unaware of the curse if the outgoing priest had not worked it out, died, went insane, or if the new priest simply did not believe him. The priest himself would be unmolested, as the unwitting source of new sacrifices—that is, burials.

The wedding in 1887 was one where the members of the wedding party broke the curse—albeit just in time—but only defaced, not destroyed, the gravestones. When one of the few remaining cult members (Baker believes, correctly, that they are all gone now) paid for the gravestones to be re-carved, the curse was re-invoked. The nightmares and other horrors began again, causing the couple to move to Yorkshire where it could not touch them. Julian found and still corresponds with the son of the couple’s friend who still lives there. (This was fairly recently; Frederick does not know about the gravestones themselves, or tell Julian any more details than described above). They all seemed to lead happy, indeed almost charmed, lives thereafter.

As can be seen, Julian has some new information to impart, but is essentially there to give the investigators one last chance to pick up on important facts or, more importantly, their consequences. If there is anything the keeper thinks they still need to know or work out (and deserve to!), this is their

chance. Obviously it would be ideal to arrange that this is their last port of call.

The Church of St. Mary’s

The church itself is unremarkable, except for the four curse-generating stones in the graveyard and a dedication plaque, the only one, mounted on the wall inside. The plaque is about 8 by 16 inches (20 x 40 cm), made of brass and decorated in what at first appears to be a Celtic/Anglo-Saxon style. A closer look (**Spot Hidden** roll) shows that it cleverly intertwines both pentagrams and a labyrinth pattern. An Archaeology or **Anthropology** roll reveals that the labyrinth pattern is a non-puzzle maze that dates back millennia. Both designs are pagan symbols and inappropriate for a Christian memorial. This is the shan’s idea of a joke, plus it was thought that it might put the inquisitive off the scent.

The inscription is in three parts and reads:

*This plaque is dedicated to the memory of all
those unknown*

whose sacrifice maintains this holy place.

CONSIDER THE TAYL

OR NEVER LEARN

SHE’LL ERADICATE WHAT

ALFRED OWNS, BUT THE

BEST PART REMAINED;

THE RIVER MEANDERS ON

AND ON.



Solution to the plaque:

The phrase “consider the TAYL OR never learn” is telling the reader that this is a cryptic clue to the whereabouts of the gravestones. The deliberate spelling mistake is there to draw their attention to show them how to solve it. The name Taylor does not relate in any way to the gravestones, it’s just an example. The party should know that there are four stones from the accounts of Moore and Sons.

*sHE’LL ERadicate what
AlfreD OWNS, but the
best parT REMAINED;
the river meANDERS ON
and on.*

Note that the verse has been arranged so that only one name appears on each line. These are just the surnames. The full names, which they find on the stones in the graveyard if they search it are:

- ▶ Philip Heller
- ▶ Malcolm Downs
- ▶ Simon Tremaine
- ▶ Adrian Anderson.

The plaque was put up in 1874 by the originator of the curse to allow his successor to work out which gravestones to guard or repair after his death. This followed an unsuccessful attempt to break the curse.

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Characters

The Reverend Jeffrey Peterson. 28, Shelborough Parish Priest

Jeffrey Peterson is a well-built young man with blonde hair and grey eyes, who would be quite handsome if it weren’t for his broken nose. He always wears his priest’s black uniform and adopts a serious, severe manner normally found in those many years his senior. He is perhaps a little too enthusiastic for his profession and a stickler for religion by the book, with no room for argument or compromise. During his seminary years he studied the scriptures from medieval Latin texts, for accuracy. He believes in a

clean, healthy lifestyle with plenty of exercise and is keen on boxing as a sport, thus the broken nose. He believes in a hands-on, practical approach to his job and tends to avoid bureaucratic distractions. He dismisses any suggestions of the mythos or any of its creatures as superstition, but won’t shirk from a fight of any kind if required.

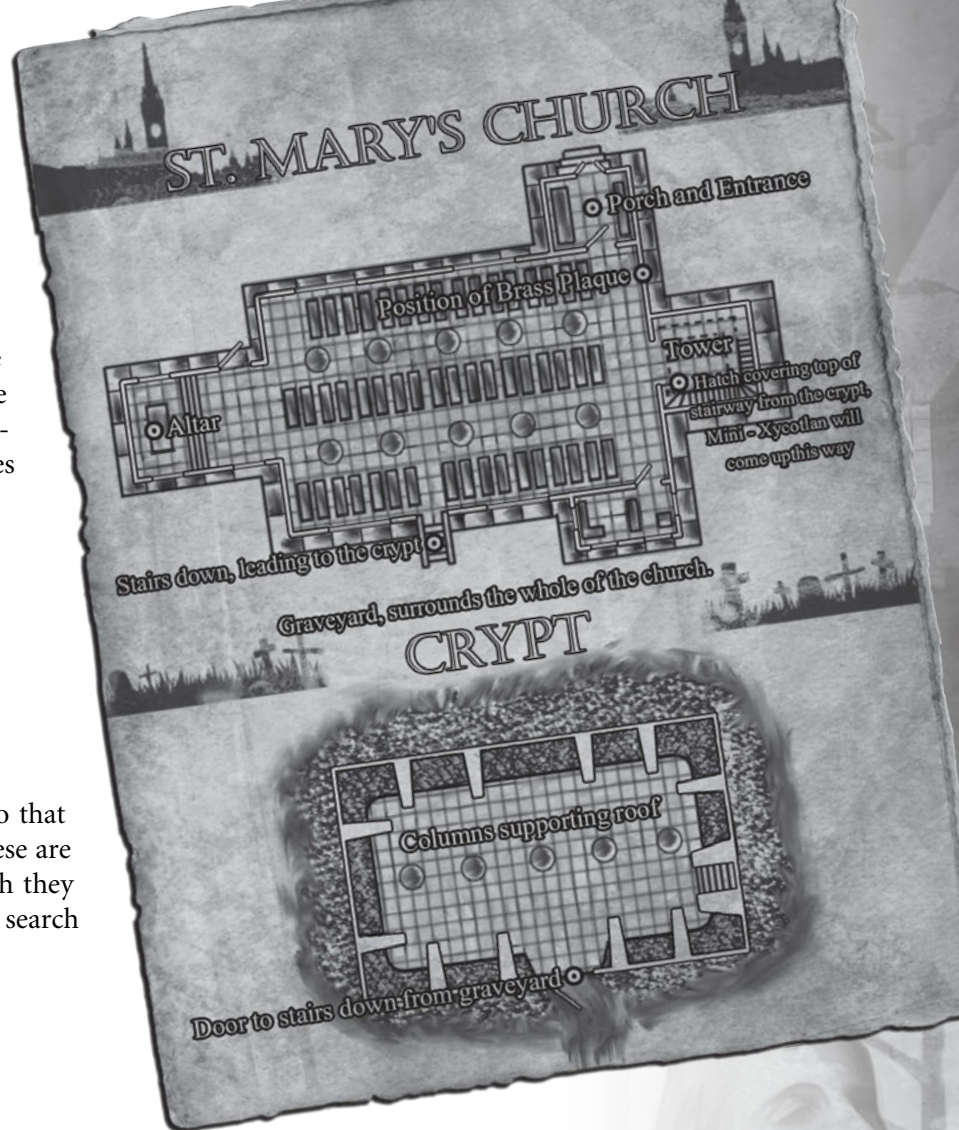
Jeffrey has only been a fully fledged parish priest for a year. His previous parish was a small rural one, where his severe style put him at odds with his parishioners. After complaints to the bishop from the local landowner, he was sent to Shelborough as the ideal candidate for a “troubled” parish whose residents tend to avoid the church—especially at night!

Jeffrey is essentially a first step to those with knowledge that can help the investigators, although he allows study of the parish records and helps in any attack.

The Reverend Jeffrey Peterson

STR 15 CON 14 SIZ 14 INT 13 POW 09
DEX 14 APP 12 EDU 18 SAN 45 HP 14

Damage Bonus: +1D4.



Weapons: Fist/Punch 80%, damage 1D3 + 1D4

Skills: Accounting 60%, History 65%, Library Use 80%,
Persuade 75%, Psychology 70%, Fast Talk 45%.

Languages: English 80%, Latin 65%.

The Reverend Simon Mitchell. 74, Retired Parish Priest

Old and grey, Simon looks older than his true age. His face is heavily lined from the strain of his old parish; his voice has a weary tone for the same reason, although there is also new note of hope. He is a practical man, unexpectedly tough mentally (witness his SAN) and is enjoying his retirement. He seems unusually at ease, having rediscovered his life after leaving Shelborough and is almost infectiously relaxed and at peace. There is an element of reliving past horrors if the old parish is mentioned, but he won't stint on his answers as his conscience bothers him that he did not resolve the situation himself.

Mitchell has been a priest in small country parishes for most of his adult life. He is the only incumbent of Shelborough to have stayed any length of time. Any resident priest there inevitably gets his name known in religious/occult circles as it has a bad reputation. Mitchell has vital evidence to give. He knows that there is something wrong with the church and that it involves otherwise happy weddings.

The Reverend Simon Mitchell

STR 11 CON 12 SIZ 14 INT 16 POW 11
DEX 09 APP 10 EDU 17 SAN 78 HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3 + 1D4

Skills: Accounting 50%, History 45% Library Use 4%,
Persuade 65%, Psychology 70%, Fast Talk 65%.

Languages: English 75%, Latin 45%.

Arthur Egglestone, Police Sergeant

Sergeant Egglestone is large, ruddy faced and weather-beaten, and generally rounded of appearance. He is jovial and apparently superficial, but has a steely gaze suggesting a more robust personality, as the unwary discover if they try to pull the wool over his eyes. A **Psychology**, **Persuade** or special **Speak English** roll suggests an early career in the less salubrious parts of Manchester prior to transfer to this rural parish.

Sergeant Egglestone knows everyone roundabouts. He knows about the church, and can tell some tales of it from a non-religious viewpoint; e.g.

people avoiding graveyard at night, getting married in other parishes.

Arthur Egglestone

STR 12 CON 12 SIZ 13 INT 11 POW 10
DEX 13 APP 12 EDU 12 SAN 47 HP 13

Damage Bonus: + 1D4.

Weapons: Fist 73 %, damage 1D3+1D4

Grapple 60%, damage special

Headbutt 50%, damage 1D4+1D4

Kick 40%, damage 1D6 + 1D4

Truncheon (Nightstick) 75%, damage 1D6+1D4

.303 Lee Enfield Rifle 50%, damage 2D6+4

Skills: Dodge 64%, Fast Talk 69%, First Aid 45%, Law 45%, Psychology 70%, Bargain 80%, Ride Bicycle 50%, Listen 70%, Spot Hidden 70%.

Languages: English 60%.

Philip Moore. 49, Monumental Mason

Philip looks younger than his age; healthy, fit and strong, with short, fair hair usually hidden under a layer of stone dust. He is quiet and polite, partly from years of dealing with distressed relatives of the deceased. Has a very fatalistic outlook on life.

Apprenticed to his father, he has worked in the family business, which he now runs, all his life. One of his father's workers re-carved the curse powering gravestones; he and the relevant order books can give useful hints as to its nature and elimination.

Philip Moore

STR 11 CON 13 SIZ 12 INT 18 POW 10
DEX 14 APP 15 EDU 10 SAN 50 HP 13

Damage Bonus: +0.

Weapons: none above base chance.

Skills: Craft: Carve Stone 66%, Geology 25%, Operate Heavy Machine 45%, Drive Auto 48%.

Julian Baker. 40, Local Historian

Julian looks like an old professor. Tall, but thin and sickly, he tries to look older than he is but only has grey around the temples so far. Earnest and loquacious, he eagerly discusses his subject with anyone who asks. In spite of himself, he is actually quite good at this and makes an engaging host. Anyone professing an interest in the occult or supernatural makes an instant friend of him. He is not, however, a man of action.

Julian has a good reputation in History circles as an amateur, those he is more intimate with know

he is a little too keen on the occult, in as much as he believes it is real. He is wise enough to avoid this being more widely known. He is very knowledgeable about the local area, especially the church and the curse. He can direct the investigators to the means of permanently destroying it.

Julian Baker

STR 10 CON 06 SIZ 15 INT 16 POW 13
DEX 11 APP 12 EDU 18 SAN 60 HP 11

Damage Bonus: +1D4.

Weapons: None above base chance.

Skills: Anthropology 40%, Archaeology 40%, Cthulhu Mythos 35%, History 80%, Library Use 70%, Occult 65%, Persuade 60%, Psychology 60%.

Languages: English 75%, Latin 50%, French 45%, German 50%, Celtic 55%, (Old) English 65%.

Abby Barker. 22, Bride-to-be

Tall, thin and gawky, Abby has always been picked out by her appearance and prefers to stay in the background; one reason she decided to move to an out of the way place like Shelborough. To those who get to know her she is friendly, pleasant and a good conversationalist. Abby is a friend or relative of one of the investigators.

Abby's planned wedding has unwittingly invoked the Shelborough curse and her invitation to the investigators means it also includes them.

Abby Barker

STR 11 CON 10 SIZ 17 INT 13 POW 13
DEX 10 APP 11 EDU 13 SAN 65 HP 14

Damage Bonus: +1D4.

Skills: None above base chance.

Isaac Martin. 21, Groom-to-be

Martin is highly intelligent but very uncoordinated physically and a little unstable. This has made him shy and retiring, but he is very good at seeing through pretence in others and once he trusts someone he makes a good and loyal friend.

Isaac Martin

STR 13 CON 13 SIZ 13 INT 17 POW 08
DEX 07 APP 13 EDU 10 SAN 40 HP 13

Damage Bonus: +1D4.

Weapons: None above base chance.

Skills: Psychology 78%.

Summary

The investigators are invited to a wedding and unwittingly become involved in the race to destroy an ancient curse before it destroys them. During the course of this, they should interview Frederick Davis, one survivor of a previous activation of the curse. A friend of his provides the link to the next chapter of the investigation.

Mini-Xiclotlan

Use the description of Xiclotlans in the rules book, but with the following stats:

STR 17 CON 14 SIZ 22 INT 7 POW 11
DEX 14 HP 20

Damage Bonus: +1D6.

Weapons: Tentacle 50%, 1D6 + Grapple

Swallow whole - does 2D6 damage per round thereafter, can swallow up to total of SIZ 22 of prey.

The Mini-Xiclotlan were originally bred small and stunted in order to survive in the exposed, windy conditions common on the moors and wild places of Britain. The shan found them to be of great use in this size, and now employ them more commonly than their larger brethren. All the Xiclotlans the investigators encounter in this campaign are this strain.

A Mini-Xiclotlan uses the same tactics as a larger Xiclotlan, attacking all persons within range with all six tentacles at once in an attempt to snare just one, who it lifts into its mouth. This takes two rounds; on the second round anyone in range can help the ensnared person, adding their STR to the victim's. If it fails, the Xiclotlan tries repeatedly until it either succeeds or is killed. If it succeeds, it attacks the others present with the intentions both of killing them, and preventing them from rescuing the swallowed victim.





A WHITBY VAMPIRE

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Background

Whitby is a famous northern seaside town. Formerly isolated by its location and accessible only by sea, the coming of the railway in the 19th Century opened it up to the burgeoning holiday trade. Although tourism is well established, Whitby is still a bustling fishing, trading and ship building port. It also produces jewelry made from jet (a type of coal).

Tourism began with an almost snobbish, middle class atmosphere. Many famous authors came to stay, most notably Bram Stoker. Many hotels were built to accommodate this trade, mostly on the increasingly prosperous west side of the River, giving rise to a division between it and the old fishing port under East Cliff. By the 20's, the great British seaside holiday is well established, with all the usual trappings: sticks of candy rock, walks along the pier, donkey rides and sandcastles on the beach, fish and chips on the sea front, all in the "bracing" easterly wind whipping off the North Sea. Holiday-makers take rowing boat trips up the River Esk, and there are motor buses to take people to the outlying beauty spots. Steamers also take passengers up and down the coast, particularly to the more prosperous seaside resort of Scarborough. Consequently there many boarding houses, often providing vital income for widows from the Great War.

As a town isolated in the middle of the North Yorkshire moors, Whitby has acquired many tales of the supernatural even before this campaign begins, often referred to under the name Bargheist, some of which have been incorporated into the campaign

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Introduction

Elliot Elder

Elliot Elder met Ralph Davis after he moved to Harrogate, and over the years they became close friends. Elliot was one of the very few people Ralph ever told about the strange and terrifying events surrounding the Boardman's marriage. Elliot not only believed him, but attempted to solve the Shelborough riddle on his behalf after Davis' death. Although unsuccessful, this experience sparked an interest in the unexplained, and he formed an investigative group of his own. He moved to Whitby because most of the group lived there.

Nine months before the beginning of this chapter the group stumbled on the Heliowall plan and, although initially unaware of much more than a name, made some headway in uncovering it. The Shan became vaguely aware of the group, but dismissed them as being hopelessly behind events. However the Shan became more concerned after the LZ127 abandoned its first attempt at the round the world flight, as this gave the group more time to investigate. In response the Shan set one of their human agents, Tom Jenkins, on their trail. He traced them to Whitby and, posing as a journalist on the local newspaper, succeeded in tracking them all down but one. With the help of a summoning spell given to him by an old Azathoth cultist he set about killing them off one by one, and a proto-deep one by mistake. At the beginning of the chapter only Elliot and Seth Gray survive. Elliot does not have long to live and Gray is only still alive because Jenkins

NORTHERN TOWN IN STATE OF TERROR

Whitby, made famous as Dracula's haunt by Bram Stoker, seems to have got itself a real vampire. Local police are investigating a series of murders in which the bodies have been drained of blood. A local contact told the *Daily Mail* that the attacks only happened at night and under a full moon. "The whole town is in a state of fear" he said, "people are afraid to go out into the streets at night." Garlic sales have more than doubled, one stall holder told the *Mail*, and the local church has been inundated with requests to borrow crucifixes. Local carpenters report requests for stakes "for fencing" and are doing a roaring trade in crosses. The tourist trade has been unaffected, however, as local hoteliers report a boon in bookings as brave souls flock to see if they can be the ones to track the vampire to his lair. House prices in Whitby remain stable, so far.

- *The Daily Mail*, June 12th 1929.

Keeper's note: This article is based on one report from a contact in the Whitby police station. The rest has been made up; a London based newspaper is not going to send a reporter all the way north for a story when all they are interested in are the sensational aspects.

has been unable to find him, as he lives outside of Whitby.

Frederick Davis

Ralph's son, Frederick, became acquainted with Elliot following his father's funeral, and for a while they were quite close. He even told Elliot what he knew about the Shelborough incident. This is something Frederick normally refused to discuss; he only agreed to talk to Elliot's investigators as their lives were in danger. They lost contact for a while when Elliot moved away, Frederick insisting on staying in Harrogate, as he was devoted to his beloved sweet shop. Shortly after the Whitby investigators went to see Frederick, he finally sold the shop and bought another in Whitby, renewing his friendship with Elliot. He still insists on having nothing to do with Elliot's investigations, which has preserved his life so far. In the last few weeks he has become increasingly concerned with what he sees as his friend's obsession, prompting him to contact the investigators.

Events

The investigators notice some sensationalist stories in the newspapers covering a series of murders in Whitby. They seem related because the bodies have all been drained of blood. Because Whitby is where Dracula landed in Britain in Bram Stoker's book, these have been dubbed the "vampire killings" and there is much speculation about who the perpetrator is, whether there is a real vampire at work, and how it can be stopped. With their new-found appreciation of the weird, they may want to investigate this for themselves. Even if they do not, Frederick Davis sends them a letter asking for their help.

The investigators must travel to Whitby to meet with Frederick, but Elliot dies before they can talk to him. They must piece the story together from Elliot's journal, eye witnesses, newspapers and the police, finally preparing for a trip onto the moors to see the one remaining member of Elliot's group. On the way they must contend with the deliberate hindrance of Tom Jenkins and talk their way out of an unexpected meeting with the deep ones.

Newspaper Articles

As the investigators probably already know, stories printed in the newspapers are not necessarily reliable. What they may not realize is that in the case of the *Whitby Gazette*, this is quite deliberate on the part of the reporter.

If they are uninterested, the keeper can suggest (using *Idea* rolls if required) that whatever is committing the murders may be interested in them, too, because of their actions in Shelborough, and talking to Elder could give them a head start. The ultimate persuasion would be for the Shan to arrange an attack on them, driving them onward for self-preservation. In this event, they find Davis dead by the time they arrive in Whitby.

The Journey

The investigators can travel to Whitby by train. From the south they change at York for the North Eastern railway, from the north they change at Darlington. Either route takes them across some remote and spectacular scenery, not arriving in Whitby un-

A MURDERER AT LARGE

IN WHITBY

Recent reports from the Northern seaside town of Whitby suggest a multiple murderer is at large. Several bodies have been found, all with the same wounds and in similar circumstances. The modus operandi of the culprit seems to be to break in through an upstairs window at night, somehow drain the victim of blood, and leave the same way. Nothing is stolen, there appears to be no connection between the victims, and no apparent motive for the crimes. There are always signs of a struggle. Whitby is the location in Bram Stoker's famous novel where the ship carrying Dracula arrived, and the bloodless bodies have led to sensationalist reports of vampires. The famous criminal psychologist, Professor Herbert Morrison, in an interview with the Times, suggested that there may be a more mundane connection. "The vampire legend inspires certain types of psychotic criminal to imitate those murders and this may be what is happening in this case. There have been past instances of just this type of behavior, for instance the 1889...(Continued on p.14).

WASHINGTON, Oct. 29.—Faced by the Old Guard... *The Times*, June 14th 1929.

THE WHITBY GAZETTE

The town is in a state of fear tonight as the Whitby murderer appears to have struck again. The victim, Steven Mason, 38, was found in an upstairs back bedroom next to a fire escape. There were signs of forced entry and a struggle suggesting a bungled robbery, as may have been the case before. Certainly the murder was a violent and bloody one, the victim having lost a lot of blood. The investigating officer, Inspector Needham, described the murder scene as "horrific" and "the most awful I have ever seen, worse than anything in the trenches." There still appear to be no useful leads and this, along with the paucity of eye witness statements indicates a psychotic professional thief from outside of the Town.

Special to *The Whitby Gazette*, 17th June 1929.

Keeper's note: The journalist responsible for this story is Tom Jenkins, the Shan's human agent in Whitby and largely responsible for the events he is describing.

til the early evening. If they are based locally there are motor buses, or they could hire a car.

A Whitby Vampire

To make their way to Davis's house they have to walk across the swing bridge then through the maze of streets to the Abbey Steps with its 199 stairs. Roll under **CON x5** to make it all the way to the top in one go. Past the church and abbey ruins, looking spookily atmospheric in the gathering gloom, it is just a short walk to East Cliff House, on its own with a spectacular, if precipitous, view of the sea.

.....

Frederick Davis

Davis greets the investigators with enthusiasm and thanks them for coming. He tells them that Elliot is away at the moment, visiting a friend up on the moors, one of his group he thinks. He has arranged for them to meet Davis when he



Frederick Davis

returns, which should be the day after tomorrow. They are welcome to stay at his house for their visit; he has two guest bedrooms with double beds and there is also the sofa. If this is insufficient, or the party is particularly large, they can spend the first night here, then some or all of them can move to a hotel or guest house in the morning. He assures them there are plenty of these in Whitby, although he can't really recommend any. He then leads them through into the dining room. Here they find a table groaning with food; Davis is a generous host and has ordered his cook to provide a feast

The investigators presumably talk to Davis over dinner, who can tell them the following.

- ▶ Elliot Elder is someone Davis knows through his now-deceased father. Davis' father knew Elder from work, and after Davis' father's funeral Elliot and Davis became friends. They only see each other occasionally, however.
- ▶ Yes, Elliot should be keen to talk to them, as he is to anyone who will listen. "Gets a bit obsessive if you ask me."
- ▶ Frederick told Elliot what he remembered about the Shelborough affair during a pub session about ten years ago, and the next day Elliot came back to his house and took notes. Elliot then talked to one or two other people who had known his family at that time, went down there to take a look around and then wrote it up. Lat-

FREDERICK DAVIS'S LETTER

(Arrives on June 18th).

*East Cliff House,
Abbey Lane,
Whitby,
North Yorkshire
17th June, 1929*

Dear Sirs,

Firstly, I would like to thank you for solving the terrible mystery surrounding St. Mary's church that I witnessed in my youth.

I must now ask you for help regarding an old friend of my father's and mine, Elliot Elder. He also researched the events at the church and, although less successful than yourselves, became intrigued in the strange and occult. Together with a group of friends he became convinced he had found some connection between the church and other strange events. I thought this harmless enough until recently, when Elliot, although obviously trying not to worry me, intimated that this had rebounded on him. He claimed that whatever he had been investigating was now investigating him, and he feared that his life could be in danger. I might have dismissed this, if it were not for the recent series of killings that you may have seen in the papers.

Whatever the truth of the matter, I am worried for my friend and I would be extremely grateful if you could take a look into this matter, at least by talking to Elliot as a disinterested party and reassuring me if all is well. I know this is a great favor to ask but I believe you are the only people who can help me.

Looking forward to receiving your reply,

Yours faithfully,

Frederick Davis.

On the back of the letter are directions to Davis's house:

Please note my new address. From the Station, walk across the swing bridge, turn left at the end of the street, climb the Abbey Steps (unmistakable) and a ten minute walk will bring you to my house, you can't miss it as it is the only house on the road for some distance.

er he told Frederick that, though he couldn't solve the riddle, the investigation had sparked an interest in the unusual. He built up a circle of like-minded friends, and once or twice claimed that they were onto something. Frederick says he saw no sign of it himself and anyway wanted to let sleeping dogs lie. Whatever it was, it kept Elliot busy. He doesn't know the names of any of Elliot's friends.

- ▶ About three weeks ago, just before the murders started, Elliot told him he felt as though whatever he had been investigating may have started investigating him. He wasn't specific, but was obviously uneasy. A few days later, after the first murder, Elliot told him he thought he (Elliot) might be a target and that his life was in danger. That's when Frederick started to get worried and contacted the investigators. He last saw Elliot briefly a few hours before the investigators arrived, when he passed him in the street, which is how he knows he was visiting his friend. Elliot seemed very intense and distracted and he couldn't get much sense out of him.

Frederick has no other useful information to impart, but chats happily about the town, his life before he got here (he opened a sweet shop specializing in toffee, became successful, got married, and had kids who have since moved away) and the move: "I fancied some sea air and a good view, had been here many times on holiday and liked it."

He has opened a shop here selling jet and local fossils and bought this house: "do you like it?" His wife is away visiting relatives in Scarborough; she won't return while the investigators are here.

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A Tour of Whitby

In the morning Frederick happily gives them a guided tour of the town. As they get to the top of the Abbey Stairs he shows them what's where, as this is a superb vantage point.

If they insist on going to Elliot's house they get no reply; he won't return until the early hours of the morning. Try to ensure that the investigators are back in East Cliff House by this time; Frederick does not want his friend to be disturbed in the middle of the night.

If they need further accommodations, everything from fairly posh hotels to dreary boarding houses are available, depending on their funds. The

investigators can indulge themselves in some seaside pursuits, or run errands they may have thought of (perhaps purchasing maps or guidebooks), at the keeper's discretion. The tour ends in the evening with fish and chips from Frederick's favorite chip shop on Church Street.

They eat their meal while strolling down Henrietta Street and onto the east pier via the old spar steps as it starts to get dark. The steps are narrow and the sea is visible through them. Anyone failing a **SAN** roll decides that the view is better from the beach nearby. Those climbing the stairs need to make a **DEX x5** roll to avoid stumbling. The investigator who fails by rolling the highest number (or anyone who rolls a fumble) falls into the sea. If anyone falls, give them a **Swim** roll; they start drowning on a failure. If they succeed, ask for a **STR vs. STR** of 20 roll. If they make it, they are able to maintain position, but without getting closer to the shore. If they fail, they feel themselves being swept out to sea. Anyone jumping in to rescue them suffers the same fate. There are no boats or lifebuoys nearby.

Swimmers must make a **CON x5** roll; on a failure they lose a point of CON temporarily to the cold—this is the North Sea! Repeat this for at least a couple of rounds until the situation feels appropriately desperate, then they suddenly seem to be propelled onto the beach by a big wave. Anyone making an **Idea** roll realizes that they should have been dragged further out to sea instead. Anyone on the beach making a **Spot Hidden** roll confirms this; on a critical roll they get the distinct impression that the swimmers were thrown, although by what they are not sure; 0/1D3 SAN penalty for seeing this. If a swimmer makes an **Idea** roll, they have a fleeting memory of hands grabbing them and being thrown, incurring a 1/1D3 SAN penalty, though their main memory is of cold, wet, and confusion.

The deep ones are responsible for saving them; not out of any concern for the swimmer's welfare, but because one of their number has recently been killed and they don't want a lifeboat or anyone else searching around the pier while they are gathered en mass. Those who walk all the way to the end of the pier can try a **Spot Hidden** roll. If they succeed they see the heads of seals bobbing about in the water. Those making special or critical rolls are not so sure they are seals. As they make their way back up the Abbey Stairs, pausing at the top for a last view over the town, they notice that it is a beautiful, clear, starlit night.

Call for **Listen** rolls. Those making it hear the sound of horses approaching from the road behind them. If they keep watching they see a funeral procession approaching the church. It consists of a black carriage pulled by six black horses with black-clothed drivers. It is flanked by two outriders, also dressed in black on black horses. The procession stops, the carriage door opens and a group of black-clad mourners get out and walk into the graveyard. They stop when they get to a freshly dug grave (it is Gabriel Ward's if they read the headstone; there is no coffin in it), walk three times round it and then get back into the carriage. Once they are inside, the procession sets off again towards the steps then down them, at breakneck speed, turning right along Henrietta Street, finally disappearing round the corner, plunging over the cliff as it does so. The participants act throughout as though the investigators are not there, ignoring any questions put to them. If an investigator tries to touch one, their hand passes through them, causing a 1/1D6 SAN loss. The same applies to the carriage if they get in the way.

Anyone who lost CON to the sea does not recover until they have had a nice, hot bath back at their lodgings or East Cliff House. This should also help put them off seeing Elliot Elder until the following day.

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Elliot Elder

Day three should involve a visit to Elliot Elder. Elder's house is on Prospect Hill, but when they get there, the investigators are in for a surprise. If they arrive in the morning they get no answer to ringing the bell or knocking on the door. If they look around the back, they see that an upstairs window has been smashed. They can try to get in via the broken window (requiring two **Climb** rolls), attempt to pick the lock of the front door (no joy, the key is still in the other side), or call the police.

If one of them manages to climb in, they can let the others in via the front door, which gives them a chance to look around before the police arrive. The police are eventually called by a neighbor, so if they did not post a lookout and fail a **Luck** roll, they are found in the house, arrested as suspects, and taken to the Police Station on Albion Terrace. They'll have to do some serious **Persuading** to talk themselves out of this, as they are the only suspects the police have ever had. Play this for as much as it

is worth; if they escape and are wanted criminals, it will make for a much more intense campaign.

If they call the police themselves, or don't get there until the afternoon, when the Police have already arrived, they discover that Elliot named Frederick as his next of kin, so they are allowed access to the house. Most of what follows will still be there, except for the body, which was taken to the mortuary.

Tom Jenkins turns up with the police and starts ingratiating himself with the investigators as soon as he discovers who they are and why they are here .

.....

Elliot Elder's House

Study

Spot Hidden for each of the following:

- ▶ His journal. This will take some reading, as it is in shorthand, somewhat disorganized, and very thick. It is closely cross-indexed.
- ▶ Containers of various chemicals. A **Chemistry** roll reveals that there is nothing uncommon or unusual about them, other than being in quantity in a study.
- ▶ Photographs of various buildings or people, and one of something difficult to make out, as though it had been under-exposed.
- ▶ A handwritten sheet with several odd names on it and what looks like a set of instructions for making up some chemical. An **Idea** roll shows the chemical ingredients to be the ones found above.

The Study's contents are given in more detail under Sources of Information.

Bedroom

The bedroom door is open and the latch damaged, although the door was not locked. The key is still in the lock on the inside. The bed has been slept in, but there is broken glass all over it and the floor. The window—not just the glass, but the frame as well—has been smashed from the outside. A successful **Idea** roll confirms that this is not an easy climb, if they have not already tried it themselves. The bedside table is next to it, in pieces. Closer inspection (**Spot Hidden** and **Idea** rolls) reveals



The Body of Elliot Elder

that the damage to it is different than simply being flung against the wall. It looks as though it has been pulled apart, an act that would take more than normal human strength.

Aside from the wardrobe which contains a fairly standard set of clothes the only other furniture is a cupboard next to the bed that is tall, shallow and empty. An **Idea** roll reveals this to be a gun cupboard, probably for a shotgun; virtually unknown outside of farms or big country houses.

Landing

The wall here is damaged; an **Idea** roll suggests by a shotgun. If inspected, or on making a **Spot Hidden**, some remains of whatever was being shot at are found. A **Biology** roll shows that they are definitely not human, but otherwise unidentifiable.

Living Room

The body was found here. Frederick identifies it as Elliot Elder, either in the house or at the mortuary. If it's still there when the investigators enter, (or they manage to gain access to it later) they see that it has been drained of blood and is covered in bruises

and unidentifiable puncture wounds, invoking a 1/1D6 SAN loss.

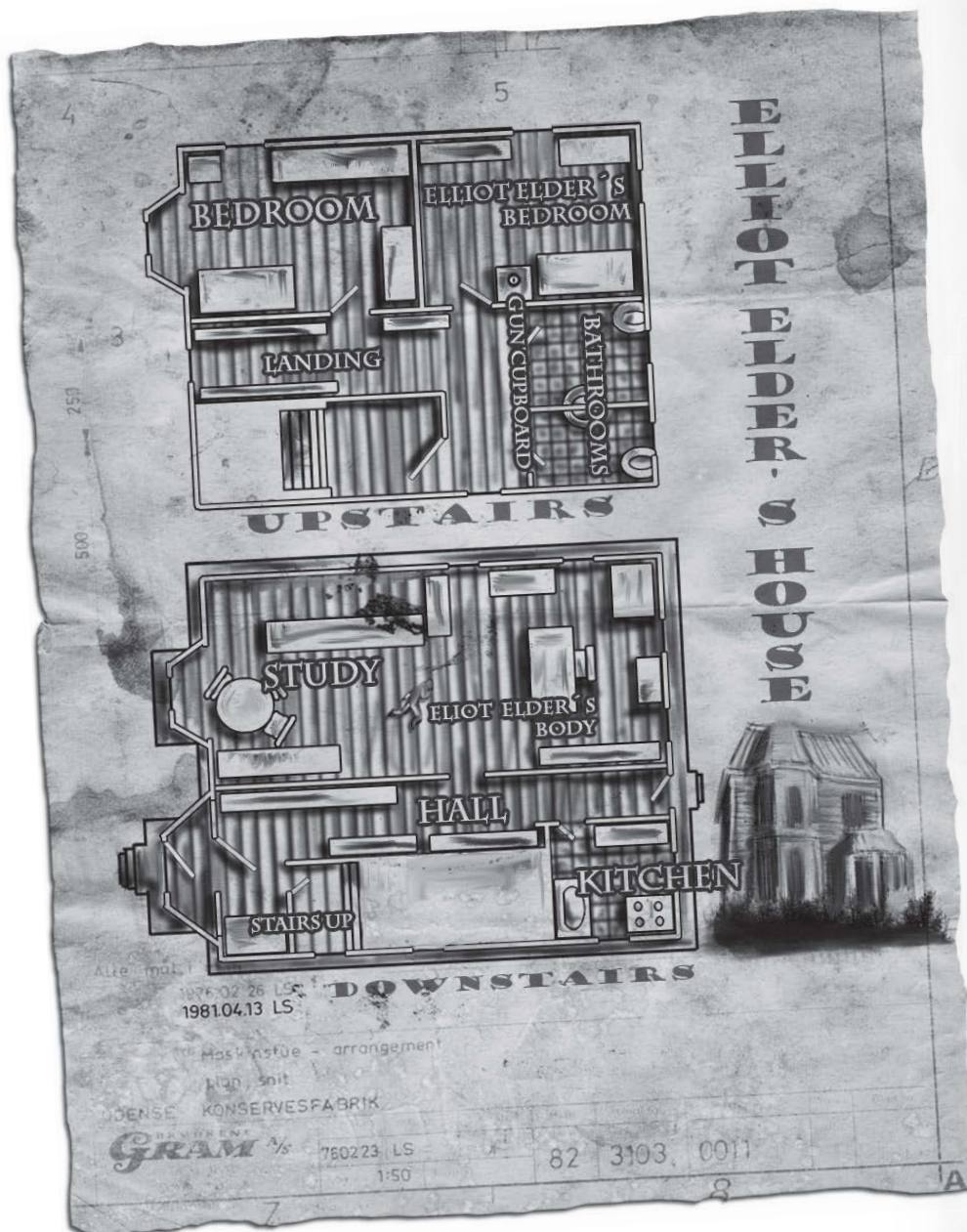
There is a shotgun next to the body; both barrels still have empty cartridges in them. The man is in his pajamas and there are two shotgun cartridges in the shirt pocket.

Kitchen

One of the cupboards has been wrenched open with enough force to damage the hinges. Some of the contents, all baking ingredients, are scattered on the floor. A **Spot Hidden** reveals two spent shotgun cartridges (or chalk to mark their position if the police have already been in).

Hall

Spot Hidden rolls reveal two more spent shotgun cartridges on the floor at the bottom of the stairs, and more biological mess on both walls next to the staircase. An **Idea** roll identifies it as being the same substance as on the landing. There is also flour on the floor between the kitchen and the living room doors. A **Spot Hidden** shows one set of footprints in it from the kitchen to the living room. A special



result shows some other, odd, marks as well. If the strange tracks are seen, an ordinary **Spot Hidden** roll finds similar tracks in the living room. A **Track** roll reveals them to be of no known animal.

The critical question the investigators should ask (and if they don't, the police will), is: if Elliot was fleeing down the stairs from his attacker and had time to grab a bag of flour, then why not simply leave via the front door? It was locked, but the key was in the lock (one of Elliot's precautions). The answer is that being outside would give an invisible foe an advantage. Elliot realized his only chance of survival lay in the cramped confines of the house, aided by the flour.

Now the investigation starts in earnest.

..... Sources of information

..... Contents of Elliot's Study

The containers of chemicals

These are the "Common chemicals and ingredients" necessary for the Baneful Dust of Hermes Trismegistus .

There are several kilograms of the required chemicals, enough for three batches of Baneful

Dust of 16 doses each. If the investigators decide to make the Dust up themselves, a successful **Chemistry** or **Pharmacy** roll is required to produce each batch. The keeper should make these rolls and take note of the results, as the players won't find out if it works until they use it.

Handwritten Sheet

This contains a list of spells that Elliot was discussing with Seth Gray the previous night. They were trying to decide which would be most useful to protect themselves, based on what they knew of the enemy. Gray is the expert on such things, as the investigators should discover in the following chapter. The Dust spell was chosen as this seemed the most immediately useful (as it might well have been, if the attack had taken place one night later).

The sheet consists of the following cryptic lines, with keeper's notes in brackets.

Cast out Shan (This is the first time the investigators see this name.)

Contact Deep One? No!

Call for spirit of the air? Definitely not (Spirit of the Air means star vampire. Neither of them realized it contains a binding as well as summoning element, or they might have taken it more seriously.)

Powder of Ibn-Ghazi—later (Gray has gathered most, but not yet all of the ingredients for this at his house. In the circumstances it would not have helped Elliot anyway.)

Voorish Sign Can "make visible the invisible" ????????

Healing

Banishment of Yde Etad—too long, too many people

The Baneful Dust (Of Hermes Trismegistus) (This is written out in full and produces the Dust if followed correctly. The list of ingredients is the same as the collection of chemicals in the study. It takes an **Idea** or **Chemistry** roll to be certain of this, as the names are all archaic and not immediately recognizable. Seth Gray spent a considerable amount

of time working out the necessary process and only just finished it. This was the main reason for Elliot's visit, but he did not have time to make up the Dust before the attack. Gray happily shares this knowledge with the investigators.)

Photographs

None of these are annotated. It never occurred to Elliot that anyone else would need to know what they were without his being there to tell them.

People

These are photographs of all the cultist passengers, except for the Carrier. Describe as many as are needed. One is cut from the society pages of a newspaper, and gives the name Amanda Freeman-Danby, which has been underlined. Eric Todd also appears in this picture, in the background. Although he is not named, his face has been circled.

Buildings

- ▶ The airship sheds at Cardington. One of the investigators might recognize this on a **Know** roll.
- ▶ An early 20th century house. The house number is clearly visible. This is Sam Miller's house in Shortstown at Cardington. It is highly unlikely that any of the investigators will recognize it.
- ▶ All the buildings attacked by star vampires. One of these was taken at night with flash. It shows the broken window and something impossible to identify that at first sight looks blurred, underexposed, or out of focus. A successful **Photography** roll reveals that this is not the case, this is exactly what it looked like; 1/1D3 SAN loss to realize this. (Elliot had gone to Michael Green's house to warn him and instead caught the creature coming out of the window, still slightly visible with his blood).

Footprints

A close up of footprints on a beach, taken at night by flash. These were made by deep ones the night Gabriel Ward was killed. A **Track** or **Natural History** roll reveals that they are neither human, nor made by any other natural creature. If they make an **Idea** roll they realize that that these seem to lead

from the end house in Henrietta Street down to the beach and into the sea.

A second set of footprints, of the same type. An **Idea** roll suggests that the photograph was not taken in Whitby. A **Know** roll, if appropriate for the character, identifies the location as Staithes, a fishing village just up the coast from Whitby. Frederick recognizes it, if they ask him.

Journal

The journal was only ever meant to be read by Elliot himself and is as difficult to decipher as many a Mythos tome. It is confusingly cross-referenced, abbreviated, and the entries are scrappy and almost cryptic. The “shorthand” is Elliot’s own and is difficult to read, even to someone with the skill.

Each of the following entries requires a roll under **English** at half chance, or **Craft** (Shorthand) if anyone has it and takes a day’s study. The journal can only be read by one person at a time. It can be used by the keeper as a plot device to give the players extra information or hints if they get completely stuck, or are obviously and inextricably on the wrong track.

1. A list of names. These are the members of Elliot’s investigative group. They have all been crossed out, (as they were killed) except for the last.

Jake Pearson, Church Street

Alex Hunt, Sandgate

Michael Green, Wellington Terrace

Steven Mason, Cleveland Terrace

(These first four are all Whitby addresses. The investigators recognize them on a **Know** roll if they read through the appropriate newspapers cuttings, or from the map if they have bought one and think to look. Frederick is familiar with them, but again only tells them if they ask him.)

Seth Gray (The address has been torn out by Elliot as a precaution.)

Gabriel Ward ??????????

(There are also two cross-references to this name, an **Idea** roll each reveals their locations.)

Fisherman says probably seals, often gather at night and on the beach.

Gabriel Ward. Henrietta Street. Unknown. Same creature? Footsteps. And Staithes. Keep away from the sea.

(Elliot asked Gabriel his advice on things he had seen in the water, not knowing he was talking to exactly the wrong person, nor could he work out why he had been killed).

2. Another name list, the first two are people Elliot had identified as potential contacts.

Sam Miller Definitely Careful

Prof. Benjamin Graham, Durham. Knows more than he thinks he does Give him more information

Seth Gray, Hob Lea House, Ugthorpe. (This address is bound up with other information so would be harder to find than the others. Frederick knows where Ugthorpe is if they ask him, but he has never been to the house. If they look on an appropriate map, on making a **Spot Hidden** roll they find both the village and the house.)

The Local Paper

The Whitby Gazette. Normally a newspaper would be wary of giving out information on recent murders to strangers. Tom Jenkins, however, makes a pretence of being extremely helpful. If they have not met up with him yet he introduces himself here. He will keep a close eye on the investigators, offering to come with them to help if he can, on the pretext that it would make a great angle on the murders story. In reality he wants to use them to find out more than he would be able to by himself, while at the same time trying to put them off the scent. He adopts a cynical attitude throughout, suggesting mundane explanations for everything they discover, and dismissing the people of Whitby as hopelessly superstitious.

To make an initial show of good faith, he guides them through the local newspaper clippings. These carry much more detail than the national ones, providing things like addresses, names of witnesses, and dates and approximate times of

the killings. They all seem to give the same story: the body completely drained of blood, no fingerprints, breaking and entering, witnesses didn't see the killer.

Most of the articles are from an "it's just a burglar" angle, questioning the evidence and suggesting the witnesses have been influenced by the stories of vampires. If they say they are checking, or on an **Idea** roll, they notice that all of these are written by Tom Jenkins, who is trying to cover his tracks. The few stories written by other journalists take different tacks. Some suggest access by upstairs windows and at least one struggle. An **Idea** roll shows that they all took place at night. If they think to take a more detailed look at the timing of the attacks and check the weather reports, they discover that they all took place on clear nights. A **Library Use** roll in Whitby library gives the same information.

The victims and dates are:

- ▶ Jake Pearson, June 5th
- ▶ Alex Hunt, June 7th
- ▶ Michael Green, June 12th

- ▶ Gabriel Ward, June 16th
- ▶ Steven Mason, June 18th

.....

The Police

If they have the contacts, possibly through the Shelborough investigation, they may be able to liaise with the police. Alternatively, if they make a **Persuade** roll (perhaps claiming to be consulting detectives hired by Frederick Davis), or succeed in a **Credit Rating** roll (if they have the skill above 50%), they are able to secure at least one interview with the police. As they discover, this is partly because the man they talk to, Inspector Needham, has no leads of any kind. When discussing the case with him it is important (**Psychology** rolls to realize this) that they do not suggest outlandish explanations. Needham is touchy about such things.

If they do manage to make a good impression, they can find out the following information.

- ▶ The bodies did indeed die from total loss of blood. There were numerous puncture wounds

Elder's Journal

NEW YORK (AP) — Talk about holding

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oldest mention outside the
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early. It is very important because of the content," said Frank Moore Cross of Harvard, a leading American archaeologist

the inscription nearly a century earlier. Earlier kings with similar names were

~~Jake Pearson, Church Street~~
~~Alex Hunt, Sandgate~~
~~Michael Green, Wellington Terrace~~
~~Steven Mason Cleveland Terrace~~
~~Seth Gray~~
~~Gabriel Ward ???????~~

*Fisherman says probably seals
 often gather at night and on the beach.*
*Gabriel Ward, Henrietta Street. Unknown.
 Same creature? Footsteps. And Staithes.
 Keep away from the sea.*



A CHAOSIUM PUBLICATION

in all cases. The pathologist, brought in from York, has never seen anything like it.

- ▶ There were signs of forced entry, but not always through doors, even if they were the most accessible. The windows used were mostly on upper floors, and one at least would have been more or less impossible to get to without a very long ladder.
- ▶ The victims had no apparent relation to each other.
- ▶ The attacks took place on apparently random dates.

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Eye Witnesses

These can be found by asking around the scenes of the crimes, through the papers, Tom Jenkins, or Inspector Needham. Their stories contradict the paper's debunking approach.

Below is a list of the names and addresses of firstly the victims and then the witnesses, the date of the killing and the information obtainable via a **Persuade**, **Fast Talk** or **Credit Rating** Roll. There

is also a note on Jenkins' alternative explanations; from the horse's mouth if he's with them, or his newspaper articles if not.

Jake Pearson, June 5th, 12 Esk Terrace

Witness: Sean Palmer, No, 13, next door neighbor. Heard and saw nothing, in spite of the way in and out being in view of his window all the time.

Jenkins: The witness was asleep throughout.

Alex Hunt, June 7th, 55 Sandgate

Witness: Claire Powell, same address, flat downstairs. Heard the window smash, looked out, saw nothing. Convinced she would have heard anyone climbing up or down inside or out as she has the flat below, but didn't. She did hear the sounds of a struggle, though, and when she looked out straight afterwards she had a fleeting impression of something. However it may have been the reflection of

Elder's Journal

NEW YORK (AP)— Talk about holdin

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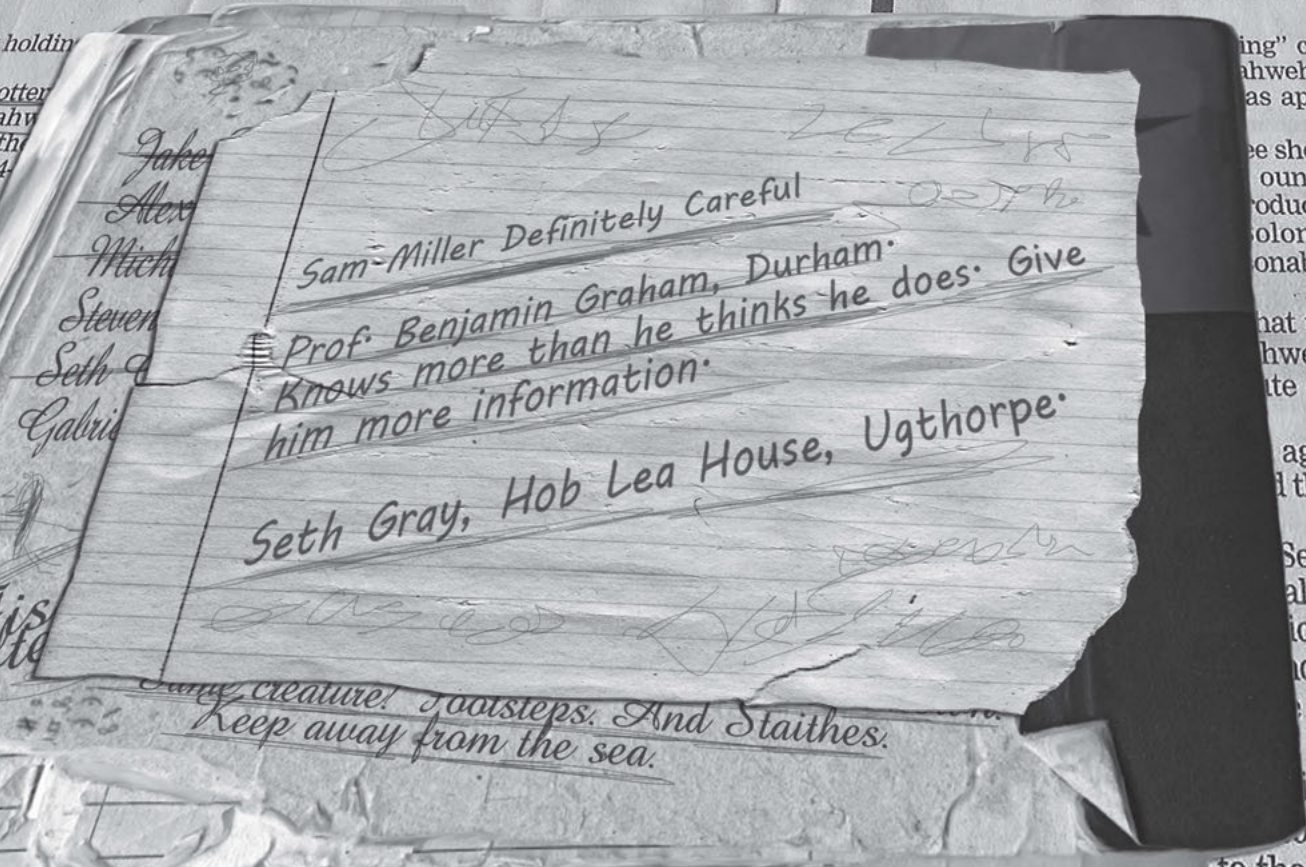
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early. It is very important because of the con-
tent," said Frank Moore Cross of Harvard, a lead-
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lier kings with similar names were



any creature! Footsteps. And Staithes.
Keep away from the sea.

a light, as it was gone almost as soon as it appeared and she is adamant she would definitely have seen it if anything was there.

Jenkins: the window was broken as part of the struggle; the killer simply used the stairs and she understandably doesn't like to think she didn't hear or see them.

Michael Green, June 12th, 18 Wellington Terrace

Witness: Claire Powell, No. 20, next door neighbor. Saw nothing but heard a ghoulish "tittering" sound.

Jenkins: heard manic laughter, backing up the psychotic burglar theory.

Steven Mason, June 16th, 99 Cleveland Terrace

This is the killing described in the *Gazette* newspaper clipping.

Witness: Molly Robertson, 4 Park Place, who was passing by on her way home from the pub at the time.

If they knock on her front door they get no reply. If they ask around the neighbors they are told she is at the pub now: the Anchor on Tate Hill.

Jenkins: coming home from the pub, no more need be said. He refuses to visit the Anchor: "I have better things to do than talk to a lot of drunken, superstitious sailors" and tries to put the investigators off going. He also tries to dissuade them from taking a close look at Cleveland Terrace. If he can't convince them, he leaves with one last disparaging comment about time-wasting superstition.

If they take a look at the building, they'll have to examine it from the alley that runs behind it, as the room in which the attack took place is at the back of the house. If they make an **Idea** roll they can work out that access had to be via a third storey window on an otherwise featureless wall, impossible to get to without a ladder. There is no fire escape, contradicting the account in the *Whitby Gazette*.

If they go to the Anchor they find that Molly is not currently there; if they ask the landlord he tells them that she'll be in later. If they wait for her in the pub, they can talk with the locals. These are fisher-

men from the east side of the Esk and they are all convinced that some supernatural agent is at work. Given the chance, they regale the investigators with ghostly tales. For instance, standing in the porch of the local church on St. Michael's eve (24th April) allows the observer to see the spirits of all those in the parish who will die in the coming year.

If the investigators mention the funeral procession they saw on their second night, they are told that every time a fisherman dies and is buried in Whitby, a ghostly and very grand funeral procession is seen, giving a poor man the rich funeral he deserves. 0/1D3 SAN loss on hearing this, if they haven't worked it out already.

At least one oldster says that there are old tales of things in the water, things that ought not to be meddled with, so much so that they don't even appear in the folklore out of fear. Another says that those that do mention them tend to disappear.

If they ask about Gabriel Ward, they are told that he kept himself to himself and always went fishing alone, never with the fleet. One old fisherman says that he was often suspiciously successful when nobody else was (deep ones always know where the fish are). Another dismisses this as fishermen's tales, and makes a joke about the one that got away.

If they ask, his boat is called The Merman.

Most say he seemed a bit odd, some that he may have been disabled (they use the word crippled). After this there is general agreement that "there was something wrong with him" and it was progressive; perhaps he didn't have long to live and walked out into the sea to avoid the worst. This precipitates a discussion, including the investigators if they choose, about the moral rights and wrongs of suicide and the conversation drifts away from Gabriel Ward.

These tales and opinions come from several different people and could take quite a while, distracting the players until Molly arrives.

When she finally appears they find that she is a barmaid and stone cold sober. The landlord didn't realize they didn't know this, and tells them that she is strictly teetotal. She is quite happy to talk about the incident. She says she often takes a shortcut down the back alley when returning home at night, and has never experienced any trouble previously. She heard the sound of glass smashing and, looking up, saw the broken window. Glass was still falling from the break and there was an unnerving "tittering" sound. She was passing

directly behind the house at the time and is adamant that she would have seen something if there was anything to see.

Gabriel Ward, June 18th, Henrietta Street, End house, no numbers

Witness: Andrew Foster, next door neighbor.

If they thought to ask around in the Anchor, or they look for themselves, they find Gabriel's boat still tied up at the fish quay. On board there is only the bare minimum of fishing gear; a **Know** roll suggests that it's a little short of fishing gear. They'd better have a good excuse to examine it, as they are visible to most of Whitby. If they do this at night, they have to make **Sneak** rolls to be unobserved, and if they do they are taken by the deep ones as described below.

Investigation of Gabriel's house is a little more involved than with the others, and there are important consequences.

Jenkins refuses to go there at all and tries to dissuade the investigators, this time on the grounds that Gabriel's death was an accident and quite coincidental to the murders. The explanation is simple: the man set out in his fishing boat alone at night, it sank and he drowned. Tragic, but it happens; this is a fishing town and such deaths are all too common. Just take a look at the gravestones in the churchyard (there are plenty for fishermen "lost at sea" if they look). Bodies are rarely washed ashore in their home port, that's why there are so many fishermen round here with one gold earring (to pay for their funeral if they are washed ashore in a port where their body is not recognized).

Henrietta Street reaches out from the rest of Whitby, along and above the beach, nearly reaching the pier, where it is a single row of houses looking out to sea. Situated directly under East Cliff, the land here is highly unstable, and the houses at the end of the row are askew due to the ground settling. They look as though they might slip into the sea at any time. The end house is by far the worst, and this was Ward's.

The footprints directly outside the house have mostly been obliterated but a successful **Track** roll picks them up on the other side of the road and they can be followed down to the beach, where a second successful **Track** roll shows signs of something having been dragged along with them.

Getting into the house itself is simple, as the door has been pulled off its hinges and only rough-

ly fitted back into place. All other entry points are almost as easy to access because of the generally poor state of repair. Inside there is little furniture, no personal effects and the kitchen range hasn't been used in a long time. The bed is dirty and disheveled; it strongly (and the rest of the house generally) has a fishy, seaweedy smell. Very little has been disturbed. As there was no body, the police only took a cursory look round. The footprints are still easily visible indoors, a **Biology** or **Natural History** roll shows that they are bipedal, but not human. 0/1D3 SAN loss for realizing this.

His next door neighbor, Andrew Foster, is a fisherman, as are most of this row's residents. He wears one small gold earring. He tells them that Gabriel was a fisherman, but always worked alone and generally kept to himself. Andrew knew him from when he was a child, but not well. He always seemed a little odd and distant; increasingly so recently. If they manage to gain his trust, he tells them that Gabriel was always a bit unkempt, but became more so in the last few months. He seemed to be changing physically. Andrew is of the opinion that there was something wrong with him, some kind of encroaching deformity. On the night in question, he heard a crash and an odd, tittering sort of sound but saw nothing. He was afraid that the house was finally succumbing to the sea and hid under the bed. Some time later that night, after he had finally got into bed, he was awakened by another crash; it sounded like Gabriel's front door coming off. There were sounds of movement in the house, and finally retreating footsteps outside. They didn't pass in front of his house, so they must have been going the other way, towards the beach. No, he didn't look outside then, either. It's wise not to, he says; funny things go on at this end of Whitby. He won't expand on this. If they ask his opinion he doesn't think Gabriel's boat sank, as he was an experienced sailor and it was a flat calm night, with not a cloud in the sky.

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A Sea Trip

The deep ones have been watching Gabriel's house and see the investigators looking round and talking to the neighbors. What happens next depends on when the investigators chose to examine the house.

If they break in at night, the investigators are intercepted by the deep ones there and then. They surround the house and enter it via the front door



The Deep Ones Attack!

to carry off as many investigators as they can. Otherwise, they come for them that night wherever they are staying; preferably East Cliff house, as it is very isolated. They enter by breaking down the front and back doors.

In either case, the attack is sudden, unpredictable, and in overwhelming numbers. There is no warning and the deep ones move fast enough that the investigators only have one round to do anything, including wake up if they are asleep. The raid is also brief, lasting for a maximum of five rounds; the deep ones do not wish to be observed. Any investigators not found quickly are left behind. Their best and only realistic defense is to **Hide**; the speed of the raid means each character only has to make one successful **Hide** roll against one deep one to remain hidden. Use **STR vs. STR** rolls to resist being taken; at least two deep ones combine their strength against each investigator. Failing means the investigator is effectively immobilized until they reach their destination. Even if

they manage to make a successful **Grapple** against a deep one, the other deep ones simply pick up and carry both combatants.

For their part, the deep ones only attack to injure in self defense. They don't want to harm the humans initially, just take some of them away for questioning.

Captured investigators have a very scary ride at wave-top height up the coast to Staithes.

Staithes is a small fishing village, reached via a steep track leading down the cliff, like many others along the North Yorkshire coast. Cut off from almost everywhere, it is full of small winding streets and is very atmospheric. It's the deep ones' main area of activity, moved here as Whitby opened up. It is here the creatures hold their council, on the far side of the breakwater, and it is to this body that the investigators must answer. Six of the elders ask questions of the humans in English, then the assembled company decides by show of hands whether or not they are believed.

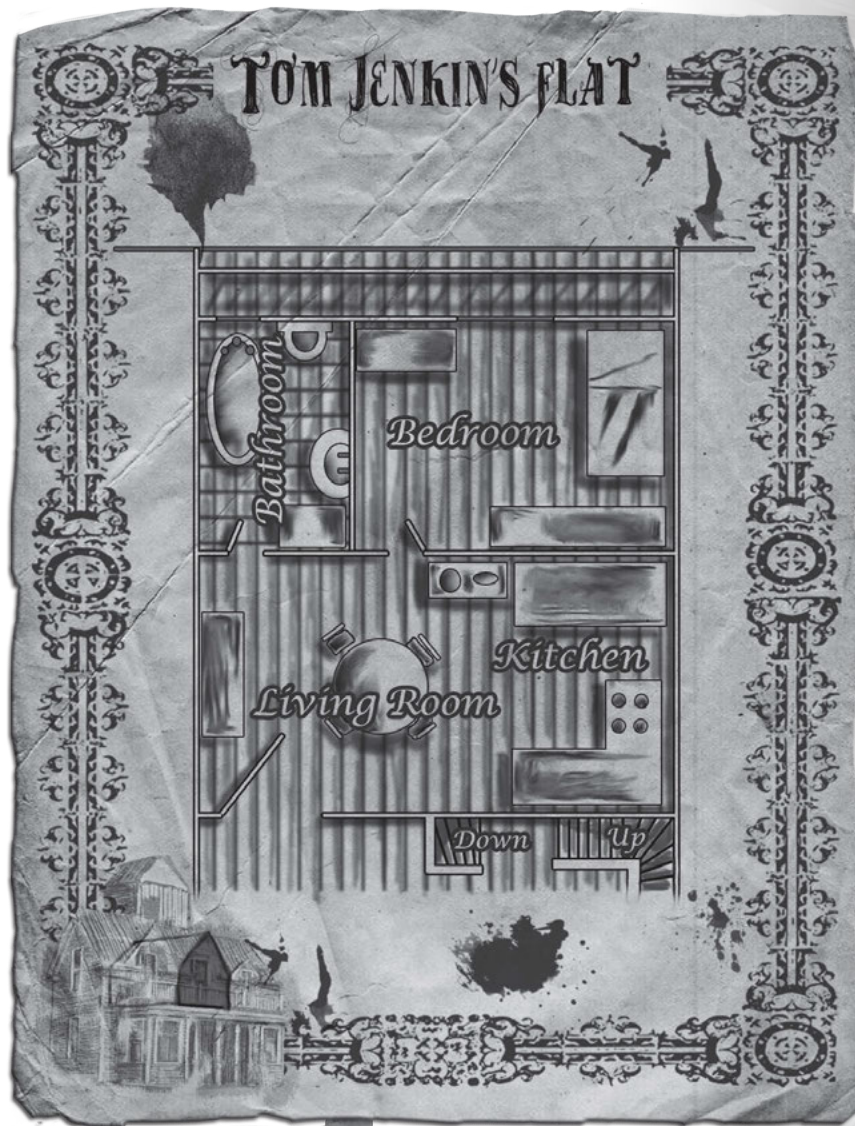
A Whitby Vampire

The deep ones are neither malevolent nor helpful. One of their number was killed and they want to know why. They were keeping the house under observation as Gabriel reached maturity, and went there to investigate when the star vampire attacked. Too late to see or stop it, they carried Gabriel's body to the sea for burial. They know from his wounds it is unlikely that humans killed him, and this gives the investigators a chance for survival.

The deep ones make their decision rationally and in their own interests. If the investigators convince them that they are not the cause of Gabriel's death, the deep ones let them go. If they can further convince the deep ones that they face a mutual threat, deep ones everywhere will treat them as allies if they identify themselves. If they can't convince the deep ones, they are drowned.

If any of the investigators killed a deep one he is drowned if present, or marked for death if not. This won't prevent the rest of the party from persuading the council to let them go if they can convince them that the person was acting alone. But they are regarded as potential enemies by all deep ones, something they may come to regret later. The deep ones were told by Gabriel that Tom Jenkins was acting suspiciously and asking questions. If the investigators already suspect Jenkins and tell the deep ones, they deal with him; permanently.

Any investigators who escaped capture may suspect the others have been taken to Staithes from the information in Elliot's journal. If they go there later that night or the following day they find the captives deposited on the harbor wall; dead or alive, depending on how the negotiations went. If nobody goes to Staithes and



picks them up, they'll have to hire a boat to get back to Whitby. The only boat available is a sailboat and its captain is another proto-Deep One. He looks, on making an **Idea** or **Cthulhu Mythos** roll, oddly familiar.

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Tom Jenkins



Tom Jenkins

Tom Jenkins is one of the Shan's chief agents. His original assignment was simply to watch Elliot Elder's group, but this was changed to tracking down and eliminating them after the Graf Zeppelin's abortive first transatlantic flight. The pursuit led him to Whitby, where he is currently based. A Shan entered the editor's mind for one night to ensure Tom got a job with the local newspaper. Working as a journal-

ist puts him in an ideal position to gather all sorts of information without arousing suspicion, as well as spreading some disinformation. For instance, he invented the handy fire escape in the newspaper article (see page 22). This makes the investigators' job harder if they take the newspaper reports, and especially Tom Jenkins', at face value.

Jenkins tries to befriend the investigators from the start, so he can keep an eye on them and report on their progress to the Shan. He attempts to derail the investigation at every turn by being skeptical of any "supernatural poppycock."

This aside, as they are not part of his original mission he only acts when and how the Shan order him to, but remember he cannot inform the Shan of their actions until the following night. Moreover, the Shan will not authorize him to take any direct action against the investigators until they have discovered the name and location of the final member of Elliot's group, Seth Gray. Tom needs this information and has been unable to find it for himself. Once the investigators are of no more use, however, he is told to dispose of them.

If he is given orders to eliminate the investigators, he summons a star vampire on the first clear night and sends it to their accommodations. He can only summon one star vampire at a time.

His initial intention was to leave Whitby once the Graf Zeppelin was finally on its way. However, if his star vampire fails to kill the investigators, his resident Shan gives him new instructions. He is told to follow the investigators and report on their movements. This includes talking to any cultists they have interacted with. This has repercussions later on. It is up to the keeper to decide if the players are moving fast enough to lose him, or just keep ahead of him.

Tom really isn't all that good a journalist, a fact that may help alert the investigators.

If they become suspicious of him, the editor of the paper, Will Harris, is happy to talk to them on a successful **Persuade** roll. Harris says that Jenkins only joined the paper recently; the last week in May in fact. He was not initially inclined to hire Jenkins, but, after sleeping on it, changed his mind. Come to think of it, with hindsight it does seem like an odd decision and no, he never checked Tom's references. If they check the C.V. (Curriculum Vitae: a resume) he presented, they find it is entirely fictional; he has never been a journalist. If they ask for it, Harris discovers that he has no home address for Tom, something he finds more disturbing than they do. If they wish to search Jenkin's house, the only place they find the address written down is in Jenkins'

rent book. As he keeps this on him all the time, they will have to find a way to search his jacket, which he rarely takes off. The alternative is to follow him home. Jenkins works normal office hours, but as he tries to spend as much time with the investigators as possible, this may mean giving him the slip.

He lives on Prospect Hill, opposite Elliot Elder's house. He rents a small flat on the first floor (British houses start on the ground floor, the first floor is the next one up) from a war widow called Edith Lee. This is an odd arrangement for a supposedly local journalist. If they can make a successful **Persuade** or **Credit Rating** roll she confirms that he lives there and, if they ask, that he has only been in residence for about a month, from the 29th of May. A further successful roll allows them access to his rooms.

The flat consists of a bathroom, bedroom and kitchen/dining room.

The bedroom contains only a bed and wardrobe, inside which is one change of clothes.

The kitchen cupboards are empty, and the living area has only the furnishings that came with it. There are no photographs or personal effects. There is a sideboard with drawers, the topmost of which holds Tom's only possessions.

The first item is an investigative journal, not unlike Elliot's. It contains surveillance notes on various individuals, some the investigators never have heard of, with X's put next to their names in black. These are all false leads. Thereafter follows a list of the victims in date order, with red pencil through each of them. There is no mention of Seth Gray. Jenkins has not come across him, as he lives outside Whitby, although he is sure there is one more member to deal with. Ironically, it is the investigators themselves who may lead Jenkins to Seth if they don't suspect him.

Once they have read the notes and if they can make an **Idea** roll, they can deduce that Jenkins knew of Elliot beforehand and simply followed anyone he met who seemed to be acting suspiciously. This included Gabriel Ward; Elliot spoke to him briefly, following up his sighting deep ones in the water by the East Pier.

The second item is a handwritten set of loose leaves, headed "True Magick, Call for Spirit of the Air" (Summon/Bind star vampire). Successful **Mythos** and **Library Use** rolls indicate that it is taken from the 17th century *Book of Devil's Lore* by Theophilus Wenn. This is how Jenkins has been disposing of what he believed to be his confirmed suspects. The notes on the spell are in Jenkins' own hand. He was given the spell by the Shan rather than

SUMMON / BIND STAR VAMPIRE:

Curious rustling sounds are heard once this invisible thing lurks near. The magic point cost varies; for each magic point sacrificed, increase the chance for a successful cast by 10 percentiles; a result of 96-00 is always a failure. Each cast of this spell also costs 1D3 Sanity points. The caster also needs a book in which are written or inscribed the words of the spell. If the book is enchanted, the chance for success is increased by 10 percentiles per point of POW within the book. This spell can be cast only at night under a cloudless sky. The creature is invisible save when its veins fill with blood from some visible creature.

BANEFUL DUST OF HERMES TRISMEGISTUS:

Similar to the Dust of Suleiman, it only affects creatures of nonterrestrial origin (that excludes humans, deep ones, ghouls, servants of Glaaki, sand dwellers, serpent people, and chthonians, but not flying polyps, elder things, mi-go, star-spawn of Cthulhu, or shogoths). It costs 4 magic points and no Sanity to cast the creation spell; thereafter anyone may use the gold-colored dust created. Only the most fearsome entities continue to fight after an application of this powerful dust.

Applying the dust requires that the target be within reasonable **Throw** range. With a successful Throw roll, the dust burns the extraterrestrial creature for 2D6 points of damage. Armor does not protect against the dust. Each successful **Throw** of the dust does the same damage. If thrown and missed, the nimbus of the dust still does 1 hit point of damage. The creature escapes damage only if the roll is fumbled.

The dust's effects are horrible, and costs sensitive observers 0/1D3 SAN points to see. The creature flinches and flails, and sometimes screams. Its body smokes and burns as if eaten by powerful acid.

The formula for the dust requires common chemicals and ingredients in a proportion of combined weight about equal to two pounds. Two ounces of this concoction is enough for one dose. Sixteen doses are made each time the formula is followed. A successful **Chemistry** or **Pharmacy** roll is required for a batch to work; the keeper should make this roll, for the caster should have no idea if a batch will be effective.

simply given the book, as they do not want him gaining any more power than strictly necessary.

Summary

By the end of this chapter, the investigators should have discovered a plot that extends well beyond recent events in Whitby. They should have uncovered the identity of a member of the opposition and one of the creatures that might be sent against them. They have had the opportunity to make common cause with the deep ones. Finally, they should have located their next contact, Seth Gray.

Tom Jenkins. 33, Shan agent

Anyone keeping an eye on the Whitby Vampire story will have seen his name as a by-line in the *Whitby Gazette*, but only in the last month and nowhere else. He only joined the paper a few weeks ago, just as the murders were starting. This is his first job as a journalist, though he will deny this. A real journalist will spot him as a fake very quickly.

Small, with prematurely graying hair and vaguely weasel-like features, he wears a suit that is slightly too old to give the intended impression of respectability. He comes across as a little too earnest, and is overly keen to give out information (mostly false) and opinions (mostly fake). Highly resourceful rather than skilful or knowledgeable, he tends to rely on the Shan to arrange things for him.

Jenkins has been tasked with eliminating Elliot's investigative group, and is sent after the investigators. He will try to put them off the scent before attempting to kill them.

Tom Jenkins

STR 10 CON 12 SIZ 11 INT 13 POW 16
DEX 15 APP 9 EDU 14 SAN 0 HP 12

Damage Bonus: +0.

Weapons: None

Skills: Bargain 45%, Conceal 62%, Cthulhu Mythos 45%, Fast Talk 47%, Library Use 59%, Listen 56%, Persuade 78%, Photography 50%, Psychology 50%, Sneak 63%, Spot Hidden 49%, Track 61%.

Languages: English 60%.

Spells known: Call for Spirit of the Air (Call/Bind star vampire).

Inspector Paul Needham. 45, York Constabulary Police Inspector

Very straight and upright, Needham always dresses sharply and correctly. On duty he is serious and incisive, always coming directly to the point and immediately rejecting any spurious or irrelevant information. He dismisses any suggestion of the supernatural, along with anyone who suggests it. Whereas previously this approach served him very well, in this case it has inevitably run him into an investigative brick wall, and he is becoming both frustrated and desperate.

A fan of murder cases probably recognizes his name, as he has been called in to investigate otherwise unsolvable cases in the North before. Much influenced by tales of Sherlock Holmes, he has built his considerable reputation on a calculative approach, sticking strictly to the evidence and refusing to be distracted by hearsay or the merely anecdotal. He has used this technique to resolve a number of previous murders that baffled local police. This is the reason he has been assigned to this case and he regards solving it as a point of professional pride.

Needham is a potential source of detailed, highly reliable information and possibly a valuable ally, but only if the investigators take the right tack. He may even be recruited to their cause if presented with evidence that is incontrovertible and/or enables him to solve the case. This could happen at any stage of the adventure, as he is absolutely tenacious and never admits defeat. He would also make an interesting player character if used as an instant replacement when one of the investigators is killed or goes insane.

Paul Needham

STR 14 CON 12 SIZ 15 INT 17 POW 15
DEX 17 APP 12 EDU 16 SAN 75 HP 14

Damage Bonus: +1D4.

Weapons: .455 Webley Revolver 60%, Damage 1D10+2
.303 Lee-Enfield Rifle 61%, Damage 2D6+4

Both these skills were acquired during service in the Great War.

Skills: Bargain 45%, Chemistry 39%, History 41%, Natural History 32%, Fast Talk 38%, Law 62%, Listen 45%, Persuade 58%, Psychology 69%, Psychoanalysis 52%, Spot Hidden 78%.



Paul Needham

Languages: English 80%.

Star Vampire

These loathsome things are normally invisible, their presence signaled only by a sort of ghoulish tittering. After feeding, they become visible through the blood they drink. Summoned from the depths of space, some can be controlled to serve powerful wizards or other beings. In an attack, 1D4 talons can grasp a given target at once. The victim will then be drained of blood, whether or not dead, and living victims lose 1D6 STR per round, as blood loss. If not killed, the victim replaces this loss quickly, in three days or less.

Against an invisible creature, halve the chance to hit, even if it is tittering. After feeding, the star vampire remains visible for six rounds, when the fresh blood metabolizes into a transparent equivalent. While it can be seen, attacks can be made at a normal chance to hit.

STAR VAMPIRES, Invisible Ravens

| char. | rolls | averages |
|-------|--------|----------|
| STR | 4D6+12 | 26 |
| CON | 2D6+6 | 13 |
| SIZ | 4D6+12 | 26 |
| INT | 3D6 | 10-11 |
| POW | 1D6+12 | 15-16 |
| DEX | 1D6+6 | 9-10 |

Move 6 / 9 flying

HP 20

Av. Damage Bonus: +2D6.

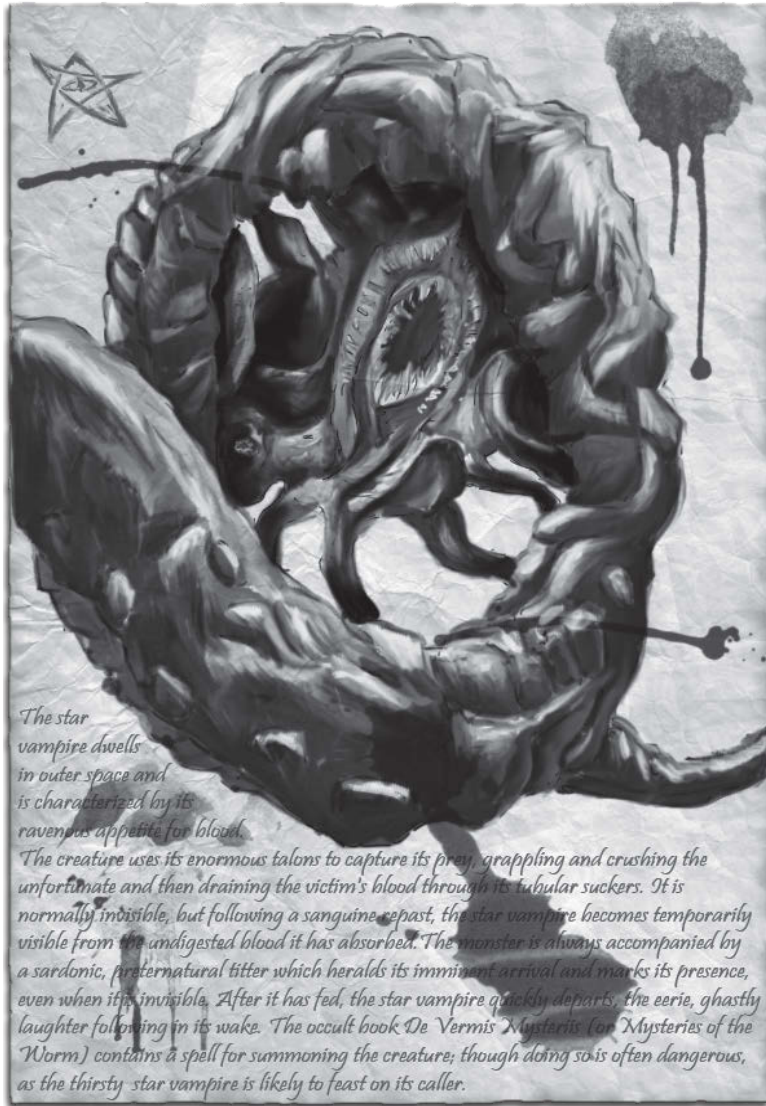
Weapons: Talons 40%, damage 1D6 + db
Bite 80%, damage 1D6 STR blood drain per round

Armor: 4-point hide. Bullets do only half damage to the extra-terrene integument of the star vampire.

Spells: Call for Spirit of the Air (Summon/Bind star vampire)—see page 37.

The Baneful Dust (Of Hermes Trismegistus) page 37.

Sanity Loss: 1/1D10 Sanity points to see a star vampire or experience its attack.



The star vampire dwells in outer space and is characterized by its ravenous appetite for blood.

*The creature uses its enormous talons to capture its prey, grappling and crushing the unfortunate and then draining the victim's blood through its tubular suckers. It is normally invisible, but following a sanguine repast, the star vampire becomes temporarily visible from the undigested blood it has absorbed. The monster is always accompanied by a sardonic, praternatural titter which heralds its imminent arrival and marks its presence, even when it's invisible. After it has fed, the star vampire quickly departs, the eerie, ghastly laughter following in its wake. The occult book *De Vermis Mysteriis* (or *Mysteries of the Worm*) contains a spell for summoning the creature; though doing so is often dangerous, as the thirsty star vampire is likely to feast on its caller.*

Star Vampire



THE NORTH YORK MOORS

The newly-arrived Shan's takeover of the old Azathoth cult and its rituals meant moving from their traditional sites. The old sites such as Shelborough, once remote, are becoming far too populous. Because the new Shan use their technology far more than the older ones, they need to recharge it more often, and this has to be done well away from prying eyes. Rumors, fuelled by occasionally killing stray animals or infesting the odd curious human, keep most people away, at least for long enough to allow their overall plan to work. In this chapter the investigators should uncover one of these relocated sites and discover its purpose.

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Events

The investigators' next move should be to talk to the last remaining member of Elliot's group, Seth Gray, in Ugthorpe. He directs them to an old site of activity on Lilla Howe, but otherwise the trail seems to have gone cold. An evening in the local inn may change their minds, and if they follow one of their fellow guests, they witness a ceremony that will give them some idea of what they are facing, their foe, and that their next stop should be Durham. The bus ride back to Whitby gives them a hint that it is time to move on.

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Transport

The best way to Ugthorpe is by motorbus. The bus leaves the quayside in Whitby at 11:30 am, arriving at the Ugthorpe bus stop on the moor road at around midday. It stops here again on the way back

to Whitby at 2:00 pm. Realistically, they won't be able to travel back the same day, as it's too far to walk, there are few cars, tractors are only just making an appearance, and horses are a non-starter.

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Sources of Information

The investigators' best and only practical lead is Seth Gray, the last remaining member of Elliot's group. They should know his name and address from Elliot's notebook.

Frederick declines to go with them; he doesn't know Gray and wants to protect East Cliff House—at which he succeeds, unless the investigators lead the Shan to him. The Shan regard Frederick as extraneous and won't attack him unless it becomes necessary; they have learnt to be cautious. The investigators should have recognized Jenkins as a Shan agent by now. If not he goes with them and tries to put them off, specifically by attracting the other cultists' attention during the ceremony at Bloody Beck. If they allowed him to see Seth's address earlier, a star vampire will have preceded them and killed Seth. This will leave them with only the library, although the Hob can still help them. The Hob prevents Jenkins from destroying the library itself by attacking Jenkins until he runs away, then leaves the investigators a note describing him as an enemy.

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Seth Gray

Seth lives in Hob Lea, an old stone house, just outside the little village of Ugthorpe. Seth Gray himself

is quite old and lives alone (but see below). He walks with a stick and travels as little as possible, a fact that has helped preserved his life so far. He was the group's researcher and accumulated quite an extensive library, including a number of Mythos tomes. There is also a section on airships, which includes newspaper cuttings, articles from magazines such as *Flight* and a rough plan of Cardington. These take some effort to find, however.

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The Journey

The bus to Ugthorpe has some difficulty making it up the steep hill leading out of Whitby; an **Idea** roll suggests that it might also have difficulty stopping on the way back down. Mention this in passing every time they cross the Esk valley. Jenkins, if he is still around and trusted, is either on the bus with them, follows them in a car, or has them followed if there is time to arrange it.

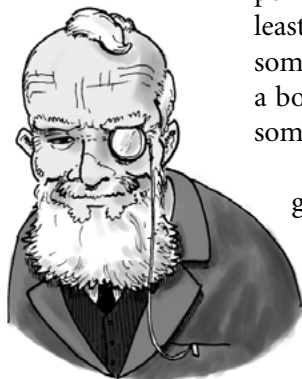
Timing is vital to the plot, so if they have a car, make sure it is unusable. It could be sabotaged by Jenkins if he's still around (Mechanical Repair to realize it's a garage job, an **Idea** indicates deliberate sabotage), or another car might run into it while it's parked. There are no taxi firms in Whitby.

The bus does not go into the village of Ugthorpe itself. The stop is on the moor road; they must walk from there, which should take them about half an hour. Their first task is to find Hob Lea house. Asking someone is the easiest way to find the house—the post office is the best place to ask. Hob Lea House is listed on the Ordnance Survey map of the area, or they can simply wander around looking (**Luck** roll) at every house in town.

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Hob Lea House

On arrival, there is a considerable delay after ringing the bell while Seth hobbles to the door. He is highly suspicious of the investigators initially, but if they introduce themselves as friends of Frederick's and produce the journal, or the Baneful Dust mixture if they have made some up, he is reassured and lets them in. Otherwise they



Seth Gray

could try **Persuade** (but not **Credit Rating**; Seth is too old and experienced to be impressed by such things).

The house is in surprisingly good order for one so obviously infirm. A successful **Idea** roll suggests that it's virtually impossible.

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Origins

Seth offers them tea and cake and insists on serving it in the well appointed parlor before discussing anything.

He was disturbed, but not surprised, by his friend's death. (The papers are delivered every day, so unless they have somehow managed to out-pace the news, he knows about it already).

This all began for him about seven years ago when he met Jake Pearson at a spiritualist meeting. Neither of them was impressed with the medium or the séance, but Jake had some interesting things to say and Seth liked him. They became friends and went to a number of supposedly paranormal events, all of which turned out to be rather obviously faked. In frustration they tried to debunk them, usually unsuccessfully, until one night when they were helped out by another member of the audience, Elliot Elder. He really seemed to know what he was doing and they teamed up for a while. Elliot then introduced them to three like-minded individuals, Alex Hunt, Michael Green and Steven Mason. They all got on well and when Elliot suggested forming an investigative group they readily agreed. Fortunately, as he was only slightly less infirm then, it didn't involve too much travel on his part. What travel there was involved libraries or book shops of one kind or another. It was fascinating researching and resolving mysteries in the real world—do the investigators find it so? As his group spent most of their time proving that there were no real supernatural agents involved, it seemed they were at least doing no harm, and perhaps occasionally even some good. Besides, he had recently retired (he was a bookseller and librarian before that) and needed something worthwhile to do.

After the first couple of years, however, the group witnessed certain events that convinced them that some of these things were real (he won't elaborate). After that they began to investigate in earnest and it all became very serious. About a year ago, they got a hint of something really big. Elliot and the rest of the group went all around the country follow-

ing leads—he can't give them any details, as he was semi-housebound by then—and they became quite obsessed. Seth even tried to put them off once or twice, but they were always able to come up with evidence that he was unable to dismiss. He doesn't remember any details. The investigators should be given the impression that his general infirmity has sidelined him.

With his more disinterested perspective, and perhaps a little hindsight, he thinks that the things they had been investigating noticed them in turn, and he is now sure that they are after them.

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Current Events

He thinks his group is being eliminated because whatever was being planned is about to come to fruition. About six weeks ago, he and Elliot had the impression that something new was happening, leading to the opposition being much more watchful and aggressive. For the last month especially, Seth's group had all become more concerned with their security than investigation. He suspects that someone trailed them to Whitby; but can't be sure who, and now probably never will be. He has avoided the place himself for the last fortnight.

Worse, they never found out exactly what the opposition was up to, although he's fairly certain that whatever they are doing—or invoking—needs people to help, and this, according to Seth, “allows you to stay ahead of them if you keep moving.” If the investigators ask, he tells them that although he doesn't know what the prime movers in this plot actually are, he is sure they are not human.

He believes he has been too isolated for the opposition to find him so far, but it's only a matter of time before they do. Elliot's last visit was a risk, but they were both sure Elliot's turn was next, and he couldn't refuse to help his friend. As Seth is the expert on magic—yes it really exists—they spent the day trying to decide what they were facing and which defense would be best. He'd gathered the spell components here and Elliot took them back with him. He's eager to know if Elliot made up the Baneful Dust of Hermes Trismegistus; if not, did they, and have they brought it with them? If the investigators suggest that their foe is invisible Seth concurs; he suspected this from Elliot's information and the newspaper reports. He explains the use of the dust and says that he has other spells and weapons that might come in useful. A successful **Psy-**

chology roll reveals that he is genuinely scared despite his placid appearance.

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The Group's Research

Before doing anything else, he gives the investigators as much of the background as he can.

The link between the church at Shelborough and what is happening now seems to be an old, pre-Celtic cult, worshipping a deity named Azathoth. Most of his references suggest it is archaic, centered in the south west, but now moribund there.

Elsewhere, however, things are different. Old cult centers have been revived and others have appeared in entirely new locations. They must have been established relatively recently, a few decades ago at most; some only a few years ago. He has uncovered hints of ceremonies being conducted in the most isolated places on the North York Moors, and he suggests this as their best line of investigation. He only knows of one specific location, Lilla Howe, which is on the other side of Whitby and some distance from Ugthorpe, a fact for which he is very glad. He doesn't remember anything else useful, off-hand. For more information they have to look in the library.

The Library

The library is the largest room in the house but, in contrast to the other rooms, is completely disorganized. There are books and papers packed onto shelves from floor to ceiling and piled on the carpet, the desk, the tables and chairs. Seth apologizes for the mess, “it isn't usually quite this bad.” He re-emphasizes that most of his recent research has been defensive and increasingly desperate, so tidiness and order have gone out of the window.

Unfortunately, Seth has no catalog or guide to his library or research; it is like Elliot's journal. He just remembers where everything was, and now that it is all out of order he can't find anything. Ask for **Library** rolls all round. Those that are successful are disappointed; they realize that the task is far too great for one day's effort. A special result shows that there is several weeks' worth of work here, even with the entire party helping. Working this out takes the rest of the day and well into the evening.

If they have not made up the Baneful Dust, Seth recommends this as a better use of their time, at least for some of them. If they already made

some, or make it up right there, he can tell them if it has been made correctly. He also tells them that it should work on shantaks, Xiclotlan, and star vampires, and the sort of effects it has on them. Unfortunately he can't tell them much more about these creatures than their names, other than that star vampires seem to be invisible, shantaks can probably fly and Xiclotlan may be some kind of plant.

As there is no practical way of returning to Whitby today, they have to spend the night. The house is very large and has enough bedrooms for the whole party, whatever its size. The rooms are well furnished and decorated, and in the same immaculate condition as the rest of the house. Seth insists on having a bite of supper first; it is beautifully prepared and presented, even though he doesn't enter the kitchen during their stay.

In the morning, as with every morning the investigators spend here, the whole house, including the library, is spick and span, with breakfast laid out. In the library, the things they need for that day, such as Mythos items or tomes, are laid out on the desk for them by the Hob, with the appropriate spells already written down. This allows the investigators to circumvent the requirement of reading a lot of books, for which they simply do not have time.



The Hob Lea Hob

Seth's place is an old farmhouse and it has a Hob. This Hob is tied to the area of ground known as Hob Lea, on which Seth's house stands and after which it is named. Its more unusual tasks here include finding books and items in Seth's extensive but disorganized library.

The Hob is the reason Seth can still live here alone in spite of his infirmity. He only mentions this if the investigators press him on how he manages so well by himself, or question the magical appearance of perfectly prepared meals. He immediately regrets doing so and changes the subject, telling them only that Hobs do not like to be seen. He leaves a jar of cream out for it—somewhat sheepishly, if the investigators catch him at it. The investigators may discover the truth for themselves when they stay overnight. If one of them makes a **Listen** roll during the night they will wake up convinced they can hear movement coming from downstairs. If they manage to **Sneak** out of their bedroom and down the stairs they see the Hob at work, but had better not be seen. If they are, or annoy it in any other way, the keeper should decide what sort of mischief the Hob makes in revenge.

If they choose to come back to the house later in the campaign, the Hob can be used to supply any information or spells the players can't or haven't managed to find in the form of books, papers or artifacts. This provides the keeper with a perfect feed in a similar way to Elliot's journal, especially as it is the Hob who decides what to leave out for them and is not to be contradicted. If he is, there is nothing for them the following morning, and he stops altogether if they persist. If Seth becomes Shanned and they leave him and the house, the Hob becomes attached to the investigators and goes with them.

The Hob Lea Hob

STR 30 CON 35 SIZ 4 INT 18 POW 16
DEX 19 APP 5 Move 12

Today's items consist of a map showing Lilla Howe and an old reference to sites of Azathoth worship that mentions it. When he sees this, Seth remembers that he got this, along with quite a lot of old Celtic Gods material, from a professor at Durham University; one of the few places he has traveled to in the last couple of years. The professor's name was Benjamin Graham, (a name they should have from Elliot's journal). There is a bus timetable, with the Ugthorpe and Flask Inn stops circled.

Bus Schedule

The bus from Ugthorpe to the Flask Inn runs Scarborough—Guisborough—Scarborough daily, crossing the Esk at Ruswarp, bypassing Whitby.

The timetable:

Scarborough 11:00

(Flask Inn 11:30)

(Ugthorpe 12:30)

Guisborough 13:00

Guisborough 13:30

(Ugthorpe 14:00)

(Flask Inn 15:00)

Scarborough 15:30.

Total journey time between Scarborough and Guisborough is 2 hours. There are many stops on this route; some automatic, some only by request. Only the two appropriate ones are shown, in brackets.

This should ensure that they are stranded at the Inn until the following day.

Two spells have been copied out; these are Voorish Sign and the Healing spell which have been prepared for them by the Hob. Anyone who reads them (incurring a 0/1D3 SAN penalty), will know both what they do and how to use them.

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The Journey to Lilla Howe

Assuming they decide to go, the investigators can catch the Scarborough bus at the same stop on the moor road they used yesterday. They have to wave down the bus; this is a request stop only, as is their destination. They have to ask the driver to let them off at the Flask Inn, as he won't recognize Lilla Howe.

Seth does not accompany them due to the state of his health. The trip obviously requires a long walk over the moors and besides, he is in no fit state to defend himself if there are fisticuffs, and he doesn't want to be a burden to them.

If they suggest he may be attacked anyway, if he stays put, he tells them he's better off in his house where he has some defenses, rather than being caught out in the open. Besides he has lived here for

many years and won't be scared away by anyone. He nonetheless asks them to return with their findings as soon as possible, if they don't say so themselves.

The bus stop is right outside the Flask Inn, a 16th century coaching inn, which provides accommodation as well as beer and food. The landlord has six rooms and only two other guests, if they arrange accommodation before moving on to the Howe.

A successful **Navigate** roll finds the appropriate path behind the inn. Lilla Howe is a roughly two mile walk from the road, up a mild incline and across open moorland. Investigators used to the bustle of the city are struck by the barren wilderness and isolation. The mound itself is huge and unmistakable, dominating its surroundings. An **Idea** roll shows that the mound is artificial, an **Anthropology** or **Archaeology** roll suggests it is a burial mound or barrow. Circling the its base is a ring of stunted Hawthorns, leaning over from the strong winds that blow unimpeded across the otherwise bare hillside. The path becomes increasingly overgrown as they approach the mound, suggesting several decades of disuse.

If they make their way through the ring of trees and climb to the top, the view is spectacular; open moorland falling away on all sides. The Flask Inn can be clearly seen, as can rain clouds scudding up the moors. They can see and be seen for miles around; an **Idea** roll shows that it is unlikely that anything could happen up here without someone seeing it. There is a simple stone cross on the summit; an **Archaeology** or **History** roll suggests it is a couple of hundred years old.

Coming back down through the trees, a **Spot Hidden** reveals a standing stone. It is roughly conical.

Lilla Howe

The mound of Lilla Howe is an ancient site of worship for the older generation of Shan. It has not been used regularly since the mid-nineteenth century, and was completely abandoned in 1880 when the new wave of Shan from Shelborough abandoned it for the new, more camouflaged, location at Bloody Beck. They did leave a guard, however, to discourage the inquisitive: a mini-Xiclotlan, perfectly disguised among the stunted ring of hawthorns. To avoid attracting unnecessary attention, its orders are only to attack those who take a special interest in the site and have noticed the ring of stones and their carvings.

For larger groups, use one Xiclotlan for every four investigators.

cal, lichen covered, and very worn. An **Archaeology** roll shows it to be very ancient, many centuries older than the cross on the summit. A **Spot Hidden** roll reveals a small carving on it, weathered almost to illegibility. A **Natural History** roll suggests the carving is of an insect of some kind, perhaps a wasp. If they make a special success, however, the investigator realizes that there is something not right about it, without being sure of exactly what. Call for more **Spot Hidden** rolls; those who make successful rolls see other standing stones on either side, about five meters away. More **Spot Hidden** or **Idea** rolls allow them to realize there is a full ring of stones surrounding the barrow, partially hidden in the low, thick undergrowth. A final **Idea** roll suggests that, when new, they were all the same roughly-pyramidal shape. An **Archaeology** roll here reveals that neither the shape, nor the position of the stones in a circle round the bottom of the barrow, is typical of stone circles; if they research it later, they discover that it is unique.

If they succeeded in discovering the stones and examine them, call again for **Spot Hidden**s while they are still in the ring of trees. On a successful roll the player are convinced that the trees on either side of the overgrown path do not look quite the same as they did on the way in, as though one of them had moved. The Xiclotlan moved, preparing to ambush them. It is currently stationary. A second **Spot Hidden** (at -10% if they didn't make the first **Spot Hidden**) allows the investigator to see it before it attacks. The Xiclotlan attacks the investigator who discovered the stones first, then whoever is closest, thereafter prioritizing those who try to attack it. Investigators trying to run away have to make a **STR vs. STR 14** roll to force their way through the heavy undergrowth faster than the Xiclotlan. Anyone witnessing an investigator being swallowed loses 1/1D6 SAN, even if they are freed alive.

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The Flask Inn

Assuming they survive Lilla Howe, the investigators' next problem is where to spend the night. It's getting late, there are no cars to give them a lift, and the next bus won't arrive until tomorrow. To make matters worse, it's starting to rain.

If they try to walk back to Whitby, Ugthorpe or anywhere else for that matter, the weather inter-



Ashton Brown

venes, driving rain that requires **CON x4** rolls every half an hour to avoid hypothermia (a one point temporary reduction in CON per failed roll), until they think better of it. They also have to make ½ chance **Navigate** rolls at the same intervals, due to the lack of visibility. Failing **Navigate** brings them back to the inn.

If they insist on camping out, and the weather has not put them off, if they make **Listen** rolls they awaken to the sound of Ashton Brown and the

other cultists making their way to Bloody Beck. If they stay put instead of following them, **Listen** rolls later on allow them to hear the chanting, and **Spot Hidden** rolls allow them to see the glow of the fire.

Their best option is to look for somewhere to stay the night. They can find accommodation at the Flask Inn; give them an **Idea** roll if they haven't thought of this (they may have already arranged this when they first arrived). After a good meal served in the lounge, they find the Inn's other customers highly amenable and they join the investigators' table to chat at the slightest inducement. They are all locals except for one holidaymaker. As they are in an isolated inn on the moors, the conversation inevitably turns to the supernatural, even if the investigators don't bring it up; more enthusiastically if they do.

Local Information

If the investigators ask about local cults they are told that there are old tales of weird ceremonies up on the moors but nobody goes there now.

- ▶ A local farmer mentions more recent odd happenings, complaining that when his sheep wander in the direction of Bloody Beck and the wood near there they tend to disappear.
- ▶ Another says there is a good reason for it being called Bloody Beck and that nobody goes there at night, as it has a reputation for being haunted.
- ▶ A third man says that those that go come back with no memory of it except for being scared, and never go there again.
- ▶ If the investigators ask, they are told that this has only been going on for a couple of years or so.

As soon as Bloody Beck is mentioned, a young man with an obviously non-local accent joins them. This is Ashton Brown, though he doesn't introduce himself and avoids mentioning his name if he can do so without being too obvious. Everyone around their table except the holidaymaker knows it, though, and will happily tell the investigators if they ask, as will the landlord. Ashton is a student up at Durham University and is often seen around here, doing some sort of research, they're not sure what.

Ashton derides all the tales as foolish superstition. Abandoning such outdated ideas and using science is the only way to understand the world, and that the sooner everyone thinks this way the better. As they are new here, he tries to recruit the investigators to this point of view.

A farmer says that there is more in heaven and earth than is known in the realms of science. Ashton replies that science's remit is in all realms. The holiday maker says that such superstitions are part of the richness of the history and culture of the island; Ashton finds this harder to argue with.

Unless the investigators take his side, the conversation doesn't go his way, and he eventually leaves the table, saying: "I leave you to your olden tales." He doesn't leave the inn, but goes to bed in

an upstairs room; he and the holidaymaker are the two other guests.

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Bloody Beck

During the night, the investigators awaken (if they make a **Listen** roll) to the sound of the door to one of the other rooms opening. Give a second **Listen** roll to hear footsteps going along the corridor and down the stairs, both of which are old and creaky. An **Idea** roll suggests that the person is trying to be quiet. If this doesn't wake them, the sound of the back door opening and closing gives them a third chance. They don't have time to see along the corridor before the person has gone, but if they look out of the window, they see a figure striding off into the darkness. A successful **Spot Hidden** shows that it is Ashton Brown. A **Navigate** or **Idea** roll suggests that he is heading in the general direction of Lilla Howe. Following him requires **Hide** and **Sneak** rolls, but only results of 96-00 are noticed by Brown, as he is a long way ahead, distracted by thoughts of the coming ceremony, and deafened by the strong wind that is tearing over the moors (the rain has stopped). He



mistakenly thinks that the shantaks in the wood will automatically attack any non-cultists they see. If he does notice the investigators, he tries to lead them astray and then double back to the Beck.

If they succeed in following him, they see Ashton take the path as far as the cairn on Burn Howe, then turn south. When they get there themselves, a **Spot Hidden** roll shows that the cairn is more pyramid-shaped than it was when they passed it earlier. This is because it has been temporarily reconstructed by the Shanned dancers. This has exposed a carving similar to the ones on Lilla Howe, but very clear and recent. Again at first glance it looks like a wasp, but a **Natural History** roll shows that it is no insect native to the Earth; in particular, it has eight legs.

From Burn Howe, Brown goes directly into the woodland up ahead, although there is no path. Following him into the forest brings them to Bloody Beck and the scene of the action. The Beck runs through a steep-sided, heavily wooded valley, much more secluded than the old site on Lilla Howe. On the way in, on making a **Spot Hidden** roll they see a shantak sitting in one of the bigger trees, but it only watches them. The shantaks are very independent and do not yet see the investigators as a threat. No one disturbs the investigators if they only **Hide** and watch. The sight that meets their eyes is a large pyramid, made of some unidentifiable material, set in a clearing, surrounded by people. About a dozen of them are wearing ordinary clothes, but are getting undressed. Three others stand out from the crowd: they recognize Ashton Brown, the other two are musicians; a naked drummer and a female flautist wearing only a cat mask. As they watch, Ashton dons a white cloak decorated with an unknown symbol (the Heliowall symbol) on its front and a mask, making him the only one to remain clothed.

The Ceremony

The purpose of the ceremony is to invoke Xada-Hygla, the aspect of Azathoth worshipped—or rather exploited—by the Shan to power their technology. This requires a living sacrifice. The Shan enter the minds of various people, persuading them the ceremony will give them great power. They lead their victims to a prepared site and have them dance around in a ceremony, chanting. The musical accompaniment represents two of the dancing, music-playing gods who entertain Azathoth; Ashton plays Nyarlathotep, his messenger, and is present to avoid the Outer God himself from turning up. The central

pyramid is one of the Shan's otherwise redundant spacecraft. These are currently being used mostly as reservoirs of energy; this one is being recharged and will be encountered again in **Chapter 6, Newcastle**. As the charging takes place, the dancers are “used up” and dissipate, freeing their implanted Shan who remain unharmed. Once freed from their hosts, the Shan immediately fly into the pyramid which then disappears. The last part of the ceremony must take place just after dawn.

There is no good reason for the participants to be naked, but Ashton couldn't resist the temptation. As all but he and the two musicians are going to die, this might seem to be in rather poor taste, but then again he is insane.

This is what will happen if the proceedings are not interrupted:

The ceremony begins with Ashton Brown speaking to the assembled company, saying; “Welcome my Azazel, welcome all, welcome to Bloody Beck, welcome to your moment of perfection. Join hands in a ring, Azazel. [They do. They don't have any choice, but it seems like a good idea anyway]. Listen to the music, Azazel [The drummer and flautist begin to play] and dance, dance around the ship. [They start to dance around the pyramid in the center]. Now chant, Azazel, chant!”

(A **Know** roll tells the investigator that Azazel is a biblical reference. It is the name of a fallen angel to whom the scapegoat was sent to be sacrificed.)

They begin chanting “Azazel, Azazel, Xada-Hygla, Xada-Hygla, 'round the world, 'round the world” over and over, holding hands in a ring and dancing around the pyramid. The dancers and the central pyramid start to glow, gradually getting brighter and brighter until the dancers dissipate, just as dawn breaks, revealing the Shan who flee to



the pyramid before it, too, disappears. Only Ashton and the two musicians remain. Seeing the ceremony costs 0/1D6+1D3 SAN. The ceremony takes about half an hour all told. This is the type of ritual cryptically represented on the gravestones in Shelborough churchyard.

Disrupting the Ceremony

The investigators can disrupt the ceremony in one of three ways:

- 1). Breaking the circle of dancers. They must be holding hands throughout.
- 2). Preventing either of the two musicians playing. They are needed to appease Azathoth and the Shan will not risk continuing without them.
- 3). Attacking the pyramid. To have the desired effect requires doing damage equivalent to six sticks of dynamite attached directly to its surface, and can be done at any time before the dancers dissipate. It will not destroy the capsule, but the energy required to protect it renders it useless in the timescale of the campaign.

If the ceremony is disrupted, the investigators have succeeded in saving the dancer's lives. This gives them an award of 1D6 SAN. They have also removed one obstacle from **Chapter 6, Newcastle**.

The Shan will not risk another attempt in the same place, and they will need to use other locations for other pyramids.

The dancers regain their senses, dress and wander away. They seem quite bewildered if questioned; as will the musicians, though they are faking it, as a successful **Psychology** roll demonstrates.

If they interrupt the ceremony the shantak(s) attack, but only chase them until they are in sight of the inn. The only human defending the ceremony or attacking its disruptors is Ashton Brown; the Shan don't want to risk their hosts, as it is nearly dawn. Ashton uses a nerve whip he was given by the Shan, but leaves immediately if the fight goes against him. The two musicians have to keep playing until the ceremony ends, after which they attempt to **Sneak** off.

If the investigators choose to sneak away instead of attacking they can, returning to the inn before catching the bus later on that morning. This gains them no SAN reward.

Aftermath

If they survive the ceremony, the investigators should return to Hob Lea to report to Seth. They have to stop in Ugthorpe anyway, as the bus bypasses Whitby, unless they fancy a trip to Guisborough.

On arriving back at the house, however, they find things are not as they left them. The Whitby Shan have caught up with events, traveled to Seth's place overnight, and entered his mind. Ironically, this saves his life, as it makes him useful to them.

He tries to put them off with the following arguments suggested by the Shan:

- ▶ It's all just superstition and a waste of time.
- ▶ The information he gave them was just a hoax; Hah, fooled you!
- ▶ The ceremony they saw was some re-enactment society, performed in the woods at night to avoid embarrassment. (Try to ensure he tells them this before they describe it to him, giving them a clue.)
- ▶ Disappearing dancers, emerging insects indeed. Hadn't they just spent all night at the pub?
- ▶ He is thinking of selling up and moving, perhaps abroad, for the sake of his health.
- ▶ He is giving up this fallacious research anyway and will burn all his books and papers. The Shan do not want him to mention this last, but it's something it has told him to do and it is unaware of its mistake until the following night.

Argue this out with the players. Really try to convince them that none of it is real. Try using Seth's **Persuade** on one of the investigators, with their player's cooperation, to add some disruption and make it more fun. Successful **Psychology** rolls allow them to realize something has happened to Seth, if they haven't already guessed.

If the investigators are not convinced by Seth's protestations, he storms upstairs. He summons a star vampire and sends it back downstairs to attack them. Give them a **Listen** roll to hear Seth chanting the spell. Seth slammed the doors to both the library and his bedroom, and these appear to open by themselves as the star vampire approaches.

Ask for **Spot Hidden** rolls. Those making successful rolls notice a strange-looking spear prominently placed that was not there before (the Hob at work). This has had "Enchant Spear" cast on it.

Once the Vampire is defeated, the investigators must decide what to do with Seth. He continues to tread the Shan line until the following day. Then he appears to be restored to health; but this is only another instruction. He pretends to be enthusiastic about the investigation now, and suggests that he accompany them to Durham, as this is the obvious next step. This sudden desire to travel should alert the investigators. A **Psychology** roll reveals that he is still not in control of himself. Seth as a Shan agent will make for an interesting diversion. It will not, however, stop the exhilarating bus ride that follows, which he survives by sitting at the back of the bus.

The papers in the library this morning contain the spell “Cast out Shan” with a small pile of the herb Arnica. This frees Seth if they succeed in casting the spell, as he is too frail to resist. It also leaves them with a live—and very annoyed—Shan to deal with, albeit in daylight. If it is in direct sunlight it shrivels up and dies as a consequence of the spell.

Meanwhile, either Jenkins or a Shan arranges for the bus attack on the way back into Whitby. This should impress on the players the importance of moving quickly and not retracing their steps.

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Magical Mystery Ride

From the Ugthorpe the bus route into Whitby runs along Chub Hill Road, down St. Hilda’s Terrace, and onto Flowergate.

Ask the players where their investigators are sitting on the bus. As it starts down the hill, the driver suddenly sits up straight, then goes rigid as the bus gathers speed (**Spot Hidden** roll to see this). Once it is going too fast to stop, the driver leaps out of his seat, opens the door and jumps out, rolling over and over so he survives (the Shan cannot directly cause someone to kill themselves, besides, it would release the resident Shan during daytime). The bus has gathered enough momentum to continue racing downhill without swerving for two rounds with nobody at the wheel, after which it crashes.

If any of the investigators try to drive, they first need to succeed in a **DEX x3** roll to make it into the driver’s seat, taking one round. If more than one tries, the closest to the front gets there first if they both make the roll.

The driver needs to make three **Drive Auto** rolls:

- ▶ The first roll ensures that the bus stays on the road.
- ▶ The second is to pump the brakes without crashing. This slows the bus a little; not enough to stop it, but enough for someone to jump off if they manage to make **DEX x3** roll. The first person to do this suffers 1D3 damage on landing, the second 1D6, the third 2D3, the fourth 2D6, and so on, as the bus gathers speed. An **Idea** roll allows them to accurately gauge the level of injury before they jump.
- ▶ The third roll is to negotiate the bend at the bottom of Flowergate, taking them to the swing bridge.

A second person can try to make these rolls if the first fails, provided they also made the **DEX x3** roll and are standing next to the driver’s seat.

Note that the bus never gets up that much speed, it’s just that the brakes are inadequate to stop it on the steep slope once it gets going.

If any of the **Drive Auto** rolls are failed by all attempting them, the bus crashes. Call for **Luck** rolls. A critical success means no damage, a special success 1D3 damage, an ordinary success 1D6, failure 2D6, and fumble 3D6.

Unfortunately, the driver was not the only one to be Shanned. The swing bridge operator has been too, and he starts to swing the bridge just in time for it to be fully open when the bus gets to it. Everyone still on board needs to make a **Luck** roll to brace themselves (unless the player specifically declares that they are bracing before you call for the roll). If they make the **Luck** roll, they only receive 1D3 damage, otherwise they take 1D6 and are thrown to the front of the bus. Anyone rolling a “6” is knocked unconscious and remains so until they make another **Luck** roll. Allow one roll per round to recover. There are six other passengers, all with 55% **Luck**. The keeper should roll for them as well.

The bus comes to rest with its nose on the river bed and the back end still on the fixed end of the bridge, nearly vertical. The rear half is out of the water, so only those in the front section are liable to drown, which starts immediately. This includes those who failed to brace and have been propelled helplessly to the front.

Help arrives in six rounds. For anyone to get out by themselves, they first need to make a **Spot Hidden** roll to find the emergency door (at the back of the bus and out of the water), a **Climb** roll to get to it, a **DEX x4** to open it (unless someone else already has) and finally another **Climb** roll to clam-

ber through it and onto the road. A **STR vs. SIZ** roll is needed if they are carrying someone (STR vs. ½ SIZ if there is someone inside the bus to help them).

Anyone in the water and conscious has to make a **Climb** roll to get out of the water, or Swim roll to prevent drowning. If they are unconscious they start to drown automatically, until they can make a **Luck** roll.

To rescue anyone in or under the water, an investigator needs make a **Swim** roll (failure means they start drowning themselves), and a **Luck** roll (failure means the victim panics). If the victim is not panicked, a **STR vs. ½ SIZ** roll gets the person's head out of the water and stops them drowning. If they are panicking, either a **Grapple** or straight **STR vs. SIZ** roll is needed.

All the windows remain intact. Smashing one requires a **STR x4** roll, plus a **Luck** roll to avoid taking 1D6 damage from the broken glass. Leaving via a broken window requires a **Climb** roll plus a **Luck** roll to avoid 1D3 injury. If the window is underwater, use **Swim** instead of **Climb**. Trying to help someone requires a **STR vs. SIZ** roll, plus a **Luck** roll to avoid injuring them for 1D6 damage.

Sample Shantaks

Shantaks brood in cavernous holes and their wings are encrusted with rime and nitre. They are always described as noisome and loathly, and are used as steeds by various of the servants of the Outer Gods. They have an extreme fear of nightgaunts and always retreat from them. shantaks can fly through space, and have been known to carry an unwary rider straight to the throne of Azathoth.

| | 1 | 2 | 3 | 4 | 5 | 6 |
|-----|----|----|----|----|----|----|
| STR | 31 | 33 | 30 | 32 | 31 | 33 |
| CON | 11 | 8 | 12 | 11 | 10 | 9 |
| SIZ | 54 | 49 | 44 | 48 | 51 | 47 |
| INT | 5 | 5 | 4 | 5 | 4 | 5 |
| POW | 14 | 13 | 11 | 12 | 12 | 13 |
| DEX | 11 | 14 | 8 | 10 | 12 | 13 |
| HP | 33 | 29 | 28 | 30 | 31 | 28 |

Move 6/30 flying.

Damage Bonus: +4D6

Weapon: Bite 55%, 2D6+2

Armor: 9-point hide

Spells: none.

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

On round seven after the crash, other people enter the bus to help and a boat comes alongside. Any people left in the bus are rescued with no more rolls needed.

The driver, when questioned, is unsure what happened. If pushed he says he panicked; a **Psychology** roll reveals that he is lying. A **Psychoanalysis** roll, if they have the opportunity and the time, reveals that, at that moment, he suddenly realized he had always wanted to jump out of a moving bus, just like in the moving pictures. It doesn't seem like such a good idea now; it was a moment of madness. It was almost as though someone else was telling him what to do. Perhaps that's what it's like for people who "hear voices."

This incident should convince the investigators, if they have not already realized, that Whitby has become too dangerous for them and that they should move on.

..... Characters

Ashton Brown. 25, Student and Azazel Chief Cultist

Ashton is a Durham University PhD. student from a wealthy family, studying classics. He is also a member of the rugby club and a student society called Azazel. Ashton's cult responsibilities have left him looking a little old for his age. He has blonde hair, is very thin and always wears tweeds when not conducting Azazel ceremonies. He sincerely believes that his background and education make him superior to the rest of humanity, and thus fit to rule. He was selected as an agent by the Shan for this reason. This high self-opinion tends to get in the way of his intelligence, especially when discretion is required.

Ashton has come to the Flask Inn to conduct the ceremony that recharges the Shan's pyramid. He attempts to put the investigators off by ridiculing the tales told by the locals. Ironically, his protection of the site is responsible for the most recent of these tales. If the investigators follow him, they witness the ceremony and make their first sighting of a Shan. Learning his name and University reinforces the Durham connection.

Concerning Hobs

Hobs are dwarf-sized humanoids covered in thick brown hair. They are notoriously bad-tempered and hate clothing. In spite of this they are usually welcomed as quick hard-workers, albeit in secret. They are strong and speedy and ask only for the occasional word of thanks or jug of cream left out for them. Hobs are highly independent, choosing their own tasks and then only things they consider necessary. They are insulted by being given clothing as gifts, milk instead of cream, or being spied upon; they can become as destructive as they are helpful.

Hobs are usually tied to one farm or, occasionally, a family. They are very similar to the Norwegian Nisse, so may have been brought over by the Vikings. This tradition survives in many Yorkshire place names such as Hob Garth and Hob Gill.

Hob

| Char | rolls | averages |
|------|--------|----------|
| STR | 3D6+18 | 28-29 |
| CON | 3D6+18 | 28-29 |
| SIZ | 1D6 +3 | 6-7 |
| INT | 2D6+12 | 19 |
| POW | 2D6 +6 | 13 |
| DEX | 2D6+12 | 19 |
| APP | 1D6 +3 | 6-7 |

Move: 12

HP: 13-14

Damage Bonus: +1D4.

Weapons: None, Hobs don't need them, see below.

Skills: Hide 100%, Know 100%, Listen 100%, Sneak 100%.

Hobs automatically know anything they need in order to complete a task. They can avoid being seen when they wish in any circumstances, which is most of the time. It is rare for anyone to see a Hob.

Sanity Loss: There is no sanity loss to see a Hob, although if an investigator is seen by, or insults one, they could still be driven mad.

Spells: Hobs don't need these either, although their task-performing abilities have an impossible, magical quality to them.



Ashton Brown

STR 12 CON 18 SIZ 12 INT 16 POW 17
DEX 17 APP 17 EDU 18 SAN 0 HP 15

Damage Bonus: +0.

Weapons: 12-Gauge Shotgun (2B) 64%, Damage 4D6/2D6/1D6

Nerve Whip 20%, damage special

Skills: Anthropology 67%, Credit Rating 80%, Cthulhu Mythos 46%, History 54%, Library Use 70%, Occult 48%, Persuade 62%, Psychology 68%, Ride 58%.

Languages: English 80%, Latin 77%, Greek 71%, Celtic 60%, Old English 70%.

Seth Gray. 76, Last Surviving Member of Elliot's Group

Seth is white haired, physically frail and walks with a stick. He can no longer travel very far but his mind is still active, if slightly forgetful. Although recent events have made him a little paranoid and scared, he doesn't show it and is courageous enough to carry on researching no matter what. Full of old-fashioned grace, courtesy and charm, he still insists on treating his guests royally in spite of his physical infirmity.

Seth lives in an old farmhouse in the Yorkshire village of Ugthorpe. He shares this with a Hob who performs all the required domestic duties, allowing him to remain independent. He was the researcher of Elliot's group and has a broad knowledge of the occult, magic and old superstitions, as well as a well-stocked library. He also has some expertise in the practical side of magic and has accumulated an extensive collection of arcane ingredients, including an herb garden. He can provide the investigators with a nearby location of Azathoth worship that leads them to a Shan ceremony and their next contact in Durham. He, his library, and the Hob can also supply them with some of the knowledge, spells and artifacts they will need, both now and later in the campaign.

Seth Gray

STR 08 CON 09 SIZ 12 INT 16 POW 17
DEX 11 APP 12 EDU 18 SAN 64 HP 11

Damage Bonus: +0.

Weapons: None.

Skills: Anthropology 62%, Archaeology 64%, Chemistry 43%, Cthulhu Mythos 32%, History 60%, Library Use 78%, Occult 59%.

Languages: English 75%, Latin 60%, Greek 45%, German 47%, French 60%, Persian 60%, Celtic 43%.

Summary

By the end of the chapter, the investigators should have met Seth Gray, discovered a unique new source of information, observed a Shan ritual, battled a star vampire and had a bus adventure returning to Whitby.

They have gained some knowledge of who and what the opposition are, and acquired some supernatural aid in the form of useful spells, artifacts and a Hob. They should realize that their next move is to Professor Graham at Durham University, and that it's a good idea to keep moving.

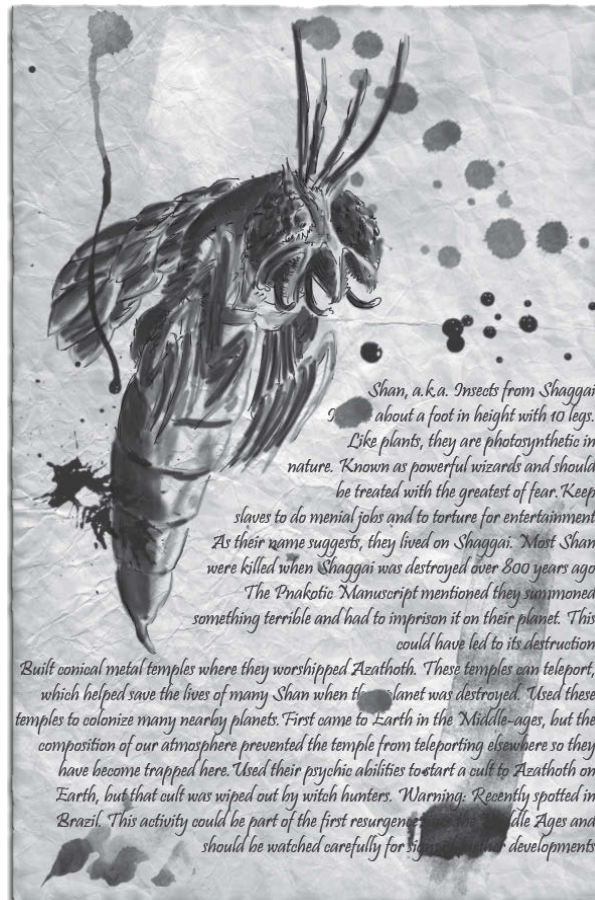
Special Spell Effects

Baneful Dust of Hermes Trismegistus: a star vampire taking more than 6 hit points damage in one throw of the Dust will have to make a roll under its **POW x3** that round and each thereafter to stay in combat, or it will flee.

The effects of the Dust will happen first if the investigators **Throw** it at a shantak, as the shantak will have to fly through the cloud before it can attack.

Voorish Sign: note in particular “makes the invisible visible,” specifically star vampires.

Cast Out Shan: For the purposes of this campaign, this also acts like a vaccine; anyone who has had this spell performed on them can never be infested with Shan again.



DURHAM CATHEDRAL



Durham is an ancient and beautiful Northern English city, famed for its classic Norman cathedral and castle perched on the summit of a steeply-sided rock, set in a tight bend of the River Wear. The seat of the all-powerful prince bishops in mediaeval times, since the mid-19th century it has been home to what is regarded as Britain's third University (after Oxford and Cambridge). The castle keep is now the female students' hall of residence.

Introduction

Whether from Elliot's journal, Seth Gray, or discovering Ashton Brown is a student there, the investigators should realize that their next best move is to Durham and Professor Benjamin Graham. The Professor is their only real lead and certainly the only person they know both the significance and location of.

As these events take place during the summer holidays, most students have gone home and the halls of residence are mostly deserted.

Events

The investigators should travel to the university city of Durham and make contact with Benjamin Graham, a professor of British Pagan History. He reveals that Azazel is the name of a Durham student society. Infiltrating the society leads them to Amelia Carter, the Shan's leading agent in the City. If they follow her into the cathedral one night and can avoid shantak attacks, they enter a maze cut from

the rock the Cathedral stands on. If they manage to successfully negotiate it, they witness another Shan ceremony, giving them vital clues to the Shan's plan and their next destination.

Being Followed

Exactly what happens in this chapter depends in part on what happened in Bloody Beck.

If they disrupted the ceremony and Ashton survived, he tries to round up the musicians, if they are still alive, so that they can play in the ceremony in the undercroft. He (and they) won't get back to Durham until the second day after the ceremony, at around 6:00 pm, just in time to attend the Azazel meeting. Ashton doesn't tell Amelia what happened, except in the most dire of circumstances, even though she is nominally the leader. This is partly because of the enmity between them, but mostly because he doesn't want her to know he messed it up, and he'll try to resolve the situation for himself instead. If either of the musicians can recognize the investigators, Ashton tells them to inform him if the investigators turn up and to keep them under observation. If he recognizes the investigators, he tries to follow them himself.

If Ashton didn't survive, the musicians report to Amelia. If they saw the investigators, they describe them to her and she assesses them as a threat straight away and puts them under observation. If the musicians can't identify them, she'll be more on the alert for infiltrators and more suspicious of the investigators when they try.

If they didn't disrupt the ceremony, Ashton and the musicians return to Durham the same day.

If any of the Azazel cult sees and recognizes the investigators, they follow. The bodies of the victims dissipate untraceably.

If the investigators have been recognized, give the player with the worst **Luck** score a roll. If he fails, the investigators are seen by the Azazel as soon as they arrive. If so, give them all a **Spot Hidden** to realize they are being observed.

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Cultists Following Investigators

Only Amelia or Ashton will initiate action against the investigators.

Everyone who is aware, or has been informed, of their presence is told to keep them under surveillance, find out where they are staying, what they are up to, what they know, and what they intend to do. This includes pretending to befriend them if the opportunity arises. Exactly what this entails depends on the order in which the investigators go through the scenario and their own successes.

Once the investigators are known to be a threat and once a place they can be attacked is identified (probably their accommodations) a creature is sent to kill them; a star vampire from Amelia, or a shantak from Ashton.

If Ashton and the two musicians were killed the investigators have freer movement, but there are fewer sources of information. However, the investigators should still end up in the Cathedral for the final ceremony.

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Investigators Following Cultists

If the investigators choose to follow any of the cultists (e.g. Brown when he leaves the Azazel meeting), use **Hide** and **Sneak** to judge their success. Give the cultists **Listen** rolls and, if successful, they try to lose their pursuers, then turn the tables and follow the investigators in the same way. If there is more than one cultist, they split up to aid this process. Do this each time the investigators follow cultists.

The cultists do not attack the investigators themselves, unless instructed to or in self defense.

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Travel

Although they could take the moor road by car and find their way (**Navigate** roll) to the Great North

Road, by far the best way to get to Durham is by train. They can either retrace their steps to York, or take the Esk Valley Railway line to Darlington, then change for Durham. It's on the main line and most trains stop there. The station itself is spectacularly situated high above the city, overlooking the castle and cathedral. A short walk takes them down to the river, over the old Framwellgate bridge to the market square and finally up the hill to the Palace Green. Situated between the castle keep and the cathedral, the Green is surrounded by ancient stonework and is an inspiring sight.

There are a number of University buildings here; a **Spot Hidden** identifies the Bursar's Office, where they can make enquiries about Professor Graham. The Bursar is obstreperous and officious, and it takes a successful **Persuade** or **Credit Rating** roll to get him to even acknowledge Graham's existence. If they succeed, he telephones the Professor, who agrees to see them if they say they are friends or colleagues of Seth Gray or Elliot Elder. The Bursar gives them directions, but only if they ask. If they don't, they have to wander around and ask. No one stops them, but it takes a successful **Luck** roll to find someone who knows where to send them, or an **Idea** and **Navigate** roll for any investigator who has been to University before to know where to look.

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Professor Graham

Professor Graham's office is located just behind the cathedral, in one of the oldest parts of the University. To get to it, they have to go through the Cathedral and the cloister, giving them a first look which may come in useful later. The cathedral is made of age-old and beautifully worn stonework. If they can follow the directions they've been given (an **Idea** or **Navigate** roll), they arrive at a highly polished oak door with the Professor's name on it. He won't open the door himself, just call for them to come in. Inside, Graham's office is fairly typical of an academic; disorganized and piled high with books on sets of shelves and every horizontal surface. It is reminiscent of their first sight of Seth Gray's library.

Professor Graham is a historian of British Pagan Worship. He comes across as trustworthy but stuffy and introverted. This makes him fairly isolated, and he is used to people being bored with him, so if they at least feign interest in his subject he happily responds to their questions in some detail. If they give him an edited version of what they have discovered he is intrigued by their ideas.

He knows something of the cult of Azathoth but assures them, as he did with both Elliot and Seth, that it died out a long time ago. It was a cult of great antiquity, pre-roman, and it was replaced by a series of other pre-Christian faiths. He believes that it was concentrated in the South-East of the country, but the only specific place name he knows is associated with it is Lilla Howe, which he also gave to Seth. He tries to convince them that anyone practicing the cult's rituals now or in the recent past (by this he means the past couple of centuries) has invented them, not unlike the modern druids at Stonehenge; all very silly and sad. He knows nothing of any real revival of the cult, except the things Elliot told him, and he didn't really believe them.

If they tell him they saw a Durham University student at the ceremony in Bloody Beck it confirms his opinion that it is all sham. Students, he tells them, often do things like that, from over-enthusiasm or as a prank.

He is saddened by the news of Elliot's death but it won't change his mind.

If they mention the name Azazel, however, he is startled, as it is also the name of a student group in Durham. If they ask him about it, he points them in the direction of the Student Representative Council, where they can make enquiries. He believes it is some sort of history society, but isn't sure as he doesn't associate with students outside of lectures and tutorials.

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Student Societies

The Durham Colleges Students' Representative Council, on the Palace Green, is the best place to find out about student societies. They can locate it by asking Professor Graham or at the Bursar's Office.

In the entryway is a notice board giving various society activities. Give the investigators two **Spot Hidden** rolls. Both are for society meetings. The first is the Music Society, for eight o'clock tonight in the Church across the road from the Cathedral. A closer look reveals that it is a local, rather than student, society. An **Idea** roll reminds them of the musicians at Bloody Beck, if necessary.

The second meeting is for the Azazel, tomorrow night at seven, in the nearby Buffalo's Head Pub on Saddler Street. Both notices say all are welcome.

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The Music Society

This is exactly what it appears to be; Ashton came to the society to recruit because he needed musicians.

There are about 20 people at the meeting. The only cultists are the two from Bloody Beck. They are a flautist and a drummer, and not interested in singing.

The drummer, William Walker, should be easily recognizable on a **Spot Hidden**, but they have not have seen the flautist (Jasmine Johnson) without a mask. If the pair recognize the investigators, they pretend not to and try to engage them in conversation as instructed. A **Psychology** roll allows the investigators to realize they have an ulterior motive.

If these two are out of the picture, then replacements have been selected and will be present. Use the same stats as given below. Whoever they are, on making a **Psychology** roll they seem to be somehow out of synch with the other members. Any investigators who fought in the Great War recognizes the signs of someone who has seen too much in too few years.

If the cultists don't recognize them, the investigators have to feign the cultists' attitude if they want to do more than exchange a few words. The cultists believe that civilization has run its course, citing the Great War as proof, and some great change is needed. If the investigators seem interested they are told that some great disaster is about to overtake humanity; a welcome and deserved disaster, from which a better world will arise. If they ask for details the cultists merely say that there are "signs" without being specific. This mind-set is typical of all minor cult members.

If the investigators manage to get their trust (or the musicians want them to think they have) the cultists invite them back to their rooms. Jasmine's is in the castle keep, William's on this street. If they accept, the cultists automatically assume that this is for sex, irrespective of gender or age, and once in back in their rooms begin without any hesitation. This is obviously inappropriate behavior, no rolls needed! Even in sex they seem cold and distant. This utter self-indulgent ignoring of the consequences is very much a Shan-induced attitude.

A successful **Know** roll, if appropriate, indicates that their rooms are not typical student rooms either. They are too sterile and clinically well-organized; on an **Idea** or **Psychology** roll the investigators realize that they are arranged more in the fashion of an office than a living space. On a successful **Spot Hidden** roll they see a calendar note for a mid-

night choir practice in the Cathedral in two days' time.

If they don't know who the investigators are they won't try to recruit them; that is someone else's job, although they may introduce them to Amelia. They have accepted a particular place in the cult, have a particular job to do, and a particular reward in sight. Everything else is temporary and they stick rigidly to this, as do all the human cultists. Even Amelia and Ashton don't move far outside their boundaries, and the Shan would stop them if they tried.

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The Azazel

This student group caters for those interested in the history of Durham in general, and its cathedral in particular. They are especially keen on the more esoteric aspects, such as the "square built" pillars and geometrical relationships. The cult decided that membership in this society would be an ideal way to disguise their activities, particularly as they revolve around the cathedral.

A **Know** (for ex-students) or an **Idea** roll suggests that this is an odd time of the year for a student society to meet, since most students are home for the summer.

The Buffalo's Head Pub is quite full when they arrive. The barman can tell them that the meeting is taking place in an upstairs room. There are a couple of dozen people present. Only six of them, and Amelia, are cultists. If Ashton Brown survived Lilla Howe and is at liberty, he is also here. If he recognizes the investigators, he pretends he does not (**Psychology** rolls to see that this is a pretence), and leaves after half an hour, along with two other cultists. This is to arrange for the investigators to be followed, as already described.

At the appointed time, when the socializing is over and everyone is sitting down, Amelia Carter stands up and welcomes everyone, including non-members. She introduces a guest speaker, Professor Mark Hooke. He is an expert on the geometry of English cathedrals and is quite genuine. He talks for some time, then asks for questions. All in all, the meeting takes about two hours. If the investigators are not interested in the presentation, they should pretend to be (**Psychology** roll). Those failing to do so, or who can't be bothered, are noted by Amelia.

At the end of the lecture, Professor Hooke offers a tour of the Cathedral, giving access to areas not normally open to the public. The cultists all

sign up for it. Again, Amelia makes a special note of those non-cultists who do. The tour is scheduled for midday the following day.

Afterwards there is an order for the bar, and a number of the non-cultist members leave. About a dozen people remain, however, giving the investigators a chance to spot the cultists. They can begin with a **Psychology** roll, one for each person there. A success only tells them whether that person is seriously interested in architecture, or something else. One male student is not a cultist, but is interested in Amelia, though she is not interested in him. They have to talk to the members to learn more. As with the musicians, cultists seem to have different priorities and interests than the rest of the society, and are somehow more adult in a way that seems oddly sinister. They seem very cynical and care little for the fate of their fellow human beings.

As the investigators are newcomers, Amelia is also analyzing them for underlying motives (**Psychology** rolls). She deliberately seeks them out and talks to them to assess them. She is not yet aware of the events at Bloody Beck and regards them as potential cultists, women especially. If they can successfully feign what they should by now recognize as the cultists' attitude, she offers to send them to Ashton, giving them his address, as he is the recruiter. If they refuse, or he is no longer around, she talks to them further herself, and invites them to join her in the bar downstairs.

This is a chance for both sides to suss each other out. Roleplay this or set up a Persuade vs. Psychology contest. If the investigators win, Amelia regards them as potential recruits. She offers to see the women the following day in her room to discuss details. She does not invite the men. If there are no women in the group, but they seem interested, she arranges to meet them back in the pub at lunchtime the following day. If she wins, there are no more meetings and she has them followed from the pub; as she does if she already knows who they are.

They do not see her leave the pub, but she is back in her rooms later. This is because there is a passageway from her accommodations to the pub cellar, and from there to the ceremony room under the Cathedral. She always uses this route to get to the Buffalo's Head, for secrecy, privacy and laziness. If anyone tries to follow her, using **Hide** and **Sneak**, she uses the lavatory first, to try to shake off the men, at least. If they still follow her, they see the door she uses appear and disappear as she goes through it. They cannot find the door even with the most intense searching.

Amelia's Room

Women invited to Amelia's room find it to be neat and well furnished, but not as oddly clinical as the musicians'. If they look around the room as they are talking, they see a bookshelf full of architecture, anthropology and feminist tomes. On a **Spot Hidden**, they see a reminder on the wall calendar of the same choir practice as the musicians.

She is more careful in her actions than the other cultists, and begins by talking about history, architecture and the forthcoming tour of the Cathedral. Only gradually does she turn the conversation around to the British pagan religion and its history, and "Woman's Rights" trying to link the two. She uses the following arguments:

- ▶ The old religions respected women. They had a much greater role, often a leading one, in the older practices.
- ▶ Patriarchy and Christianity suppressed the pagan religions precisely for this reason. To achieve this, women were condemned as witches and things gradually got worse. She cites the *Witches Hammer* as evidence (the *Malleus Maleficarum* or *Witches Hammer* is a notorious mediaeval book describing how to find and deal with witches. It was directly or indirectly responsible for the torture and killing of thousands of women.)
- ▶ If there is to be a resurgence of women in the modern age, why not the old religions too?
- ▶ Many things must change and progress is very slow. What if there were a means of making the changes happen now?
- ▶ Opposing the status quo requires great power. What if there were such a power, a power accessed through updating the old practices?



Amelia Carter

She goes no further for the time being, and carefully judges the investigators' reactions. If she is satisfied with the result, she will talk to them again during the Cathedral tour, then arrange another meeting for after the ceremony (by which time any idea of

recruiting the investigators will almost certainly have been overtaken by events).

If they get a chance to search the room, on a **Spot Hidden** they find a copy of the Summon/Bind star vampire spell (the same as in Tom Jenkins flat), hidden away in a drawer.

Any attempt to find the secret passage from the keep to the Buffalo's Head only succeeds if one of the investigators had their biometric data taken during the Cathedral tour, and then only for that person. If they have, have them make **Idea** and **Cthulhu Mythos** rolls; success reveals the door at either end.

Ashton's Rooms

Ashton's residence is on the North Bailey. The following description assumes that any search takes place when Brown is not there. No-one else has been in. He has a suite of rooms including a bedroom, living room and kitchen. The place looks like a student's rooms, except that he has someone come in to clean once a week, so it is relatively tidy.

Things to find, one **Spot Hidden** roll for each.

- ▶ A map of North Yorkshire, giving the location of Bloody Beck. On it is marked the date of the ceremony they saw and a list of names. The only names of significance are those of the two musicians. The others were those to be sacrificed.
- ▶ A note of the choir practice, even though he is uninterested in such things as anyone who knows him can freely tell them, such as the landlord of the Buffalo's Head.
- ▶ A copy of The Revelations of Glaaki. This has the Durham University stamp on it and another saying "Restricted Access. Not to be removed from the Library." It contains the spell Summon/Bind Xiclotlan which Ashton used to bind the Xiclotlan on Lilla Howe and others elsewhere. There is also a handwritten copy of this spell.
- ▶ A sheet of paper with a copy of the spell "Summon shantak." An **Idea** roll notes that it does not have a "bind" instruction.
- ▶ A Shan nerve whip.

The Cathedral

The investigators can make enquiries here either on their own initiative, or on the occasion of the special tour. Various officials wander around at most times of the day, and they are happy to talk and answer polite questions. If the investigators ask about the choir practice, they are told that there isn't one scheduled; the Cathedral will be closed at 9:00 pm to allow for some essential maintenance. Certainly there will be nobody to let them in at midnight.

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The Tour

The tour happens at midday the day after the Azazel Society meeting. Quite a crowd has gathered—at least twenty people, not all from the society. Amelia is there with the six cultists from the Azazel meeting. A Cathedral official meets them at the main door, under the famous knocker. The tour takes them around the upper levels, up spiral staircases, through doors to walkways high above the ground, under the stained glass and finally down into a part of the undercroft. They are repeatedly warned to be careful, as some of the walkways are narrow and have no safety barriers. Potential cover and places to hide can be seen by anyone making a special **Idea** roll. Part of the way through, Amelia suddenly leaves the group. Anyone making a special **Spot Hidden** roll sees her go through a doorway that suddenly appears in a pillar just as she approaches it, and disappears as soon as she steps through it. Trying the same trick only yields a bruised knee. This is a Shan technology door, and requires a biometric key. If they stop to watch, they see some of the others put their hand briefly on the same pillar as they go past; these are the six cultists, who need to have their biometric data entered. This is why Amelia is going into the ceremony room. If any of the investigators touch the same pillar, their data is added too.

If Amelia identified any of the investigators as enemies, she instructs one of the six cultists to trip them on one of the upper walkways that has no barriers. A successful **Psychology** roll shows the change of attitude in the selected cultist before they make the attempt. Only one investigator is targeted, and even then only if the nominated cultist thinks (**Psychology** roll) that they have not been noticed. Give the targeted investigator a **Spot**

Hidden to see the cultist make their move, and the cultist a **Spot Hidden** to decide if the investigator has seen them. If the cultist decides to go for it, roll a **DEX x5** contest to see who ends up being pushed off; **DEX x3** for the investigator for the first round if they didn't see it coming. There are only five rounds for this contest before they are off this section, so it might be a draw. The walkway is about ten meters (30 ft.) off the ground giving 3D6 points of damage, but remember if the fall doesn't come as a surprise a successful **Jump** roll reduces this by 1D6.

The cultist claims it as an accident if he succeeds, or that the investigator started it if he doesn't.

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Choir Practice: the Cathedral Maze

The choir practice is two days after the tour, at the Cathedral at midnight. The door from the cloister they went through to get to Professor Graham's office is open, and there are no apparent guards outside. They find the reason for this once they get inside. Give each investigator a **Spot Hidden** roll to see two shantaks (or two per four investigators for larger parties) perched in the upper floors of the Cathedral. An **Idea** roll suggests that the shantaks can see them also. The shantaks do not attack immediately.

The six cultists, plus Amelia and Ashton (if he's still around) are standing in the space under the main tower. The investigators can **Sneak** to a vantage point they spotted, if one of them made the **Idea** roll on the tour. If they didn't, they need to make a **Luck** or **Idea** roll to find a hiding place. They also have to roll **Hide**, although they are only spotted if the roll is 96-00, as the cultists are distracted. If they fail the **Hide** or **Sneak** rolls, the shantaks begin their attacks straight away.

Once in place, they observe the following. The cultists are indeed singing; not a hymn, but a ceremonial, and in Shan. An **Anthropology** roll tells them that this is not a human language, for a 0/1D3 SAN loss. As the chant continues, the spiral staircase that leads up to the organ in the center of the Cathedral starts to turn and descend, until it serves as a set of stairs going down into the floor. Still chanting, the cultists, led by Amelia and Ashton, descend the stairs in a procession.

Once the cultists have descended the stairs the shantaks attack the investigators, as they are now convinced that they are the enemy. They swoop down repeatedly from the Cathedral vault, making one attack each per pass. To get from their hiding place to

the staircase should take the investigators ten rounds, five if it's one they spotted on the tour. It takes a further half a round per person to get far enough down the staircase to be out of reach of the shantaks, who are too large to follow them. The staircase remains open for two minutes (one minute if they were seen by the cultists), then returns to its original position. Thereafter they will need explosives—at least 100 hit points worth—and a rope to descend into the hole. This also applies if they try to get back out this way.

If attacked before the staircase descends, an investigator must be unengaged in combat, make a **POW x4** (to look away from the attacking shantaks), and a **Spot Hidden**, and to see where the cultists go.

Once all the investigators are off the spiral staircase, it rises out of reach and the stone hatch, now well above their heads, closes. It appears that they are in a large, dimly-lit room looking very much like an ordinary undercroft, but all is not as it seems. The investigators are trapped in a room-sized Shan security device, a rectangular chamber with two exits on the far wall. They each have the appearance of a short, roughly-hewn stone tunnel to the outside. At the tunnel end (upon making a Spot Hidden), the investigators spy a perched shantak waiting for them, and a heavy, medieval-style old oak door. One of these exits leads to the Ceremony Room, while the other leads to a low cave opening on the side of the castle rock.

In reality the room is quite small—much smaller than it appears to the investigators. A sophisticated holographic projection gives the illusion of a large, stone-built room with vaulted ceiling. Many stone columns support the ceiling, dividing the space into a grid of 20 x 20 foot squares. Half-columns along the walls are covered with medieval-appearing illustrations of various kinds.

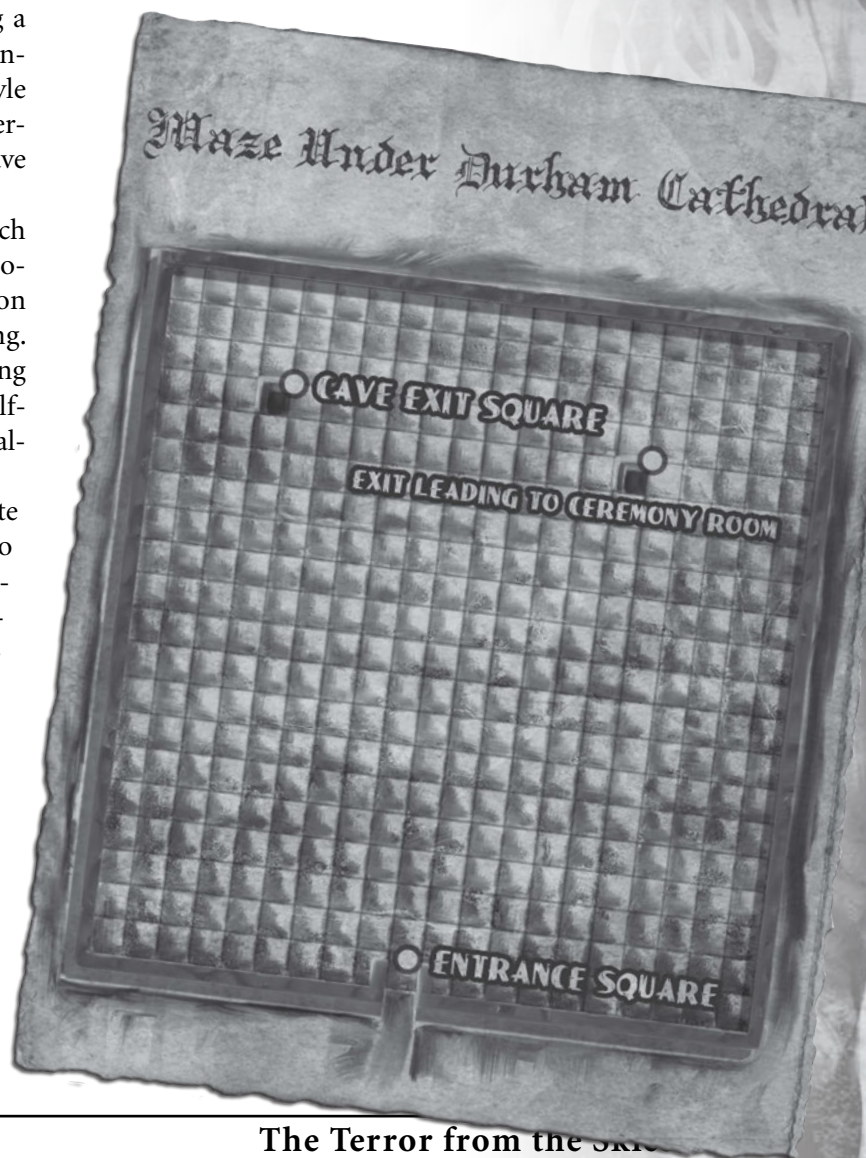
The room acts as a virtual maze. To negotiate this maze, the investigators move from square to square. To move closer to the exits they must interpret the illustrations on the walls. Interpretation requires a roll either of the average of Cthulhu Mythos and Idea, or the average of Occult and Navigate, for each square moved. Each success or failure moves the investigators toward the exits. After a dozen squares or so, the investigators begin to move closer to one exit or the other. Successes in interpretation move them closer to the Ceremony Room exit. Failures in interpretation move them toward the Cave Exit. A special interpretation result, or a fumble, moves the party by two squares toward the appropri-

ate door. A critical result moves them three squares toward the Ceremony Room.

When they are in the maze, they discover that the two doors always appear to be set into the wall ahead of them, irrespective of which way they are looking. Each time they make a successful roll, when they move into the next square the door to the ceremony chamber appears bigger and closer than before. Each time they fail a roll, the exit gets a little closer instead.

To mark their progress, use the 20 x 20 square grid provided. The investigators go from square to square on this grid until they land on one of the door squares. Each time they succeed in a roll, move them one square closer to the ceremony door square, for each failure, one towards the exit.

If they look up, the hatch they entered through has disappeared and they can't find it by any means. If they try to retrace their steps to it, the cave entrance moves one square towards them for each square they go through. Voorish Sign doesn't work in here.



Timing

Depending on the investigators' progress, it may be necessary to alter the actual dates of events in Durham, while keeping to the same order, that is:

| | | |
|-------------------------------|----------|--------|
| Arrive, quiz Professor Graham | | Day 1. |
| Music society | 8 pm | Day 1. |
| Azazel meeting | 7 pm | Day 2. |
| Cathedral tour | Midday | Day 3. |
| Ceremony | Midnight | Day 5. |

Cultists are guided through the maze via a link from its projecting device to one of their resident Shans.

If the investigators end up at the door to the cave, the maze vanishes (0/1D3 SAN loss) and they find themselves in a square, roughly-hewn chamber in the hillside below the cathedral. They won't see the shantaks hiding outside the cave on either side, ready to attack them as soon as they leave. Outside, the hillside slopes down to the River Wear, steep enough to require **DEX x5** rolls as they step onto it. If they fail, they roll helplessly down for 1D3 damage and fall into the river, with the consequent need for **Swim** rolls and the possibility of drowning. There is a small boat tied up nearby, accessible in 3 rounds if a rescue is necessary. Anyone fighting the shantaks, including merely **Dodging**, must make a **DEX x5** roll each round to avoid the same fate. The shantaks continue their attacks until they are killed or have killed the investigators, or at least driven them into the river. They won't attack investigators in the river, as they don't like getting their wings wet; plus there is too great a chance of their being seen. The tunnel exit appears to become part of the hill once all investigators are through it. There is no way to access it from this side.

If they get to the ceremony room door, the maze illusion disappears for 0/1D3 SAN loss. They find themselves in a square room with the door, now of an unidentifiable metal, set in one wall.

To open the door to the ceremony room, one of the investigators must place their palm on it, roughly at its center. When they do, a square-shaped light flashes in the door surrounding their hand. This is taking their biometric data; after a few seconds, the door opens. The Shan assume that anyone getting this far is friend rather than foe, an example of their overconfidence. A second person is able to slip through before the door closes if they can make a **DEX x5**, a third if they can make a **DEX x4** and so on down to a continuous **DEX x1**, until either they

are all through or the roll is failed, in which case the door closes and anyone left in the maze has to put their hand on the door and have their data taken. If any of the people touching the door has had their data taken already, the door opens, and stays open until everyone else is through. Keep a note of those whose data is taken, as this will have serious repercussions later on in the campaign.

Once they have all passed through (there is nowhere else for them to go, unless they want to be stuck in the maze forever) they find themselves at one end of a large, domed room not like the maze room or anywhere else in the Cathedral. At the far end stands a pyramid, identical to the one they saw in Bloody Beck. To see more they have to get closer, although they can hear what is going on if they stay where they are and make a **Listen** roll. There are lots of unidentifiable technological devices in the room that they can hide behind if they want a better look. They still have to make a **Hide** or **Sneak** roll, but unless they roll 96-00 they aren't noticed, as the cultists, once again, are distracted by chanting.

The scene is strongly reminiscent of the ritual at Bloody Beck, though Amelia leads the chanting, wearing a white robe with the Heliowall symbol on it, standing next to a hovering Shan. Don't forget the **SAN** rolls (0/1D6 SAN loss) for seeing the Shan. The two musicians (or hastily Shanned replacements) are playing quietly to one side; the other six cultists are standing still in two rows facing the pyramid. All are clothed this time. If they move closer, the investigators are able to see that there is another high-tech device between the Shan and the cultists, standing about waist high with a screen. There is also a rack on the far wall with about a dozen Nerve Whips, which the investigators might recognize.

They chant:

*“Azathoth, Azathoth,
Xada-Hyglā,
Xada-Hyglā,”*

repeated over and over. After about five minutes of this, the chanting stops and the Shan speaks a couple of lines. Amelia repeats it in English, then the cultists chant:

*“Round the world, 'round the world
Take it take it
'Round the world.”*

The Shan says two more lines, the cultists repeat the chant and so on. Amelia's translation runs:



*“Our older brethren, trapped in aeons,
Trapped and lost, heart and mind.”
“For time through space we travel here,
We cannot rule we cannot leave.”
“Our new device restores and shields us
Rescues us and saves our race.”
“Awaits its’ transport,
Awaits its’ time.”
“Then the earth will be our home.
Then the earth belongs to us.”
“With Azathoth’s help, with Xada-Hygla,
We conquer all, our empire starts.”*

The investigators may gather that it loses something in the translation. Human, Shan and cultists all then chant, a dozen times:

*“Round the world, round the world
Take it take it
Round the world.”*

The screen on the device starts to glow as they do so, then an image forms. The investigators can’t quite see what it is from where they are hiding. The cultists stop chanting and gather around the device. There is pointing and quiet talking. Successful **Listen** roll allows them to catch a few snatches of conversation.

*“But they are no longer needed.”
“What about security?”
“Move them to where?”
“It’s still a back up, we can wait another year.”*

Eventually things seem to be agreed on and a date decided.

Once they have finished, everyone leaves. The Shan flies to the pyramid and enters it via a door that suddenly appears as it approaches and closes seamlessly behind it. The humans exit via a spiral staircase that leads up to the door in the pillar in the Cathedral; Amelia, though, uses a door that opens in one wall at her touch. This leads to the cellar of the Buffalo’s Head pub.

Once everyone has gone, the investigators are able to approach the device. On the screen they see a plan of two huge sheds with a small, geometrically laid-out village. This is the airship works at Cardington, although there is no name on the plan. One of the houses is highlighted and there is the name Sam Miller. The investigators can match the plan with the photographs from Elliot Elder’s journal; give them an **Idea** roll to do so if they can’t think of it for themselves.

The discussion they overheard concerned what to do with the cultist nest at Cardington. The

Generic Cultists

These are presented in case the investigators have to tangle with members of the Azazel Society other than Amelia and Ashton. M1 is Jasmine Johnson the flautist, M2 is William Walker the drummer. These stats can be reused for other, random opponents the investigators might meet later on in the campaign.

| | M1 | M2 | 1 | 2 | 3 | 4 | 5 | 6 |
|------|------|----|------|------|----|----|----|----|
| STR | 12 | 12 | 15 | 13 | 13 | 11 | 9 | 10 |
| CON | 16 | 10 | 12 | 12 | 9 | 11 | 14 | 8 |
| SIZ | 14 | 9 | 13 | 13 | 9 | 13 | 15 | 13 |
| INT | 13 | 14 | 12 | 11 | 15 | 15 | 17 | 11 |
| POW | 13 | 10 | 7 | 12 | 15 | 8 | 7 | 11 |
| DEX | 15 | 14 | 7 | 9 | 13 | 16 | 10 | 13 |
| APP | 14 | 11 | 10 | 8 | 13 | 10 | 12 | 12 |
| EDU | 16 | 15 | 15 | 14 | 13 | 14 | 15 | 16 |
| SAN | 6 | 15 | 18 | 6 | 18 | 27 | 27 | 3 |
| HP | 15 | 10 | 13 | 13 | 9 | 12 | 15 | 11 |
| D.B. | +1D4 | - | +1D4 | +1D4 | - | - | - | - |

Weapons: Nerve Whip 15%, damage special

Skills: Cthulhu Mythos 25%.

As they are all students in this chapter, they also have their academic discipline at 40-60%.

decision made was to leave them as security, along with the R101 as a back up, until the Graf Zeppelin has successfully completed its trip.

If the investigators are discovered, the cultists attack them using Nerve Whips, with Amelia and Ashton (if present) leading. They attack to disable rather than kill, so that captured investigators can be used as power sources. If the cultists succeed, the captives are sacrificed immediately.

If the investigators decide to examine the various technical devices, they can make a ½- chance **Idea** roll on each. Most are unrecognizable, but they can guess that one seems to be some kind of weapon, another might have been used to manufacture something about the size of a coffee pot, and a third looks like an operating table. If someone makes both a **Cthulhu Mythos** and an **Idea** roll on the last, they realize that somehow it doesn't look as though it was designed for a living body. Although they won't know this, these last two were used to create the Heliowall device and the Carrier respectively.

This room is the Shan's workshop. The few devices that they made since coming to Earth were all made here. It is also where they discovered their lim-

REVELATIONS OF GLAAKI

in English, by various authors, 1842-1865. Nine folio volumes were published by subscription, the last in 1865. Since then, three more volumes are said to have been composed and privately circulated. Copies of the original nine folio volumes are held by many major libraries. Each volume is by a different cultist, discussing a different aspect of Glaaki, associated entities, and their cults. This version of the text was apparently expurgated, but much information survives. The range of spells gives a good idea of the general contents. Sanity loss 1D6/2D6; Cthulhu Mythos +15 percentiles; average 32 weeks to study and comprehend. Spells: Call/Dismiss Azathoth, Call/Dismiss Daoloth, Call/Dismiss Shub-Niggurath, Contact Byatis, Contact the Crystallizers of Dreams, Contact Deity/Eihort, Glaaki, Ghroth, M'nagalah, Nyhargo Dirge, Summon/Bind Being from Xiclotl.

itations. They can't produce enough power for the weapon, and most of the rest don't work at all. Only the Nerve whips are small enough to remove.

The door to the pub cellar only opens for someone whose biometric data has been taken and only if they put their hand on it. The rest can try to slip out before it closes using the same rules as before. Otherwise they have to use the spiral staircase and leave via the cathedral.

Whichever door the investigators use to exit disappears behind them and they can't return to the room no matter what they do. Voorish Sign doesn't work, nor does the entrance to the maze. The undercroft room has been locked by Amelia until the cultists need to use it again. No one will give them permission to do the necessary damage to the cathedral to break into it, and they will be spotted and stopped by the cathedral authorities and police if they try.

If the investigators leave for Cardington immediately, they give the cultists the slip.

If they miss all the clues above, they could try going through Seth's journal again. Give them an **Idea** roll each to find the photographs and the name Sam Millar. Professor Graham gives them permission to use the University Library if they ask him. They need to make special **Library Use** rolls (or they can ask a librarian) to link these with Cardington. Alternatively they could go back to Seth's house and the Hob.

Both of these options take at least an extra day, during which time they are liable to be followed or attacked if any of the Durham cultists recognize them. It also gives the cultists time to alert the Cardington

nest as a precaution. They tell the Cardington nest everything they know about the investigators. Even if they only suspect that they are being investigated, they will still be on their guard. If the investigators are too sloppy, they might even find themselves followed down to Cardington, especially if Ashton or Amelia know who they are.

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Summary

In Durham, the investigators should have uncovered the Azazel, identified some more cultists, and seen a second Shan ceremony. This should have given them some insight into the nature of the Shan's plan. They should also know that their next destination is the airship sheds at Cardington and Sam Millar their next contact.

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Characters

Amelia Carter. 22, Student and Chief Azazel cultist in Durham.

Amelia has curly brown hair set in a bob, looks strong for her size and always wears stylish but practical clothing. In conversation she is friendly and charming and only voices her political or cult concerns if she feels she is winning her audience over. As a member of the upper classes she, like Ashton, believes that she is fit to lead, but to lead all women to a better life, as opposed to Brown's simple greed and hunger for power.

Amelia organizes the Azazel/Shan cult in Durham. She is, or was, sympathetic with the suffragette movement, and the Shan have exploited this to make her their agent. They have promised her a position of power and equal power for men and women in the Shan-controlled world. She genuinely believes that their aims are compatible with hers. As proof of their sincerity, they made her, not Brown, the leader of the cult in Durham, whilst telling Brown that the ceremonies in Bloody Beck and elsewhere are the things of real importance. She and Brown hate each other. Brown regards himself as superior to other men, and generally believes men are superior to women. Consequently he regards Amelia as being beneath con-

tempt and the suffragettes as a joke. Amelia will not be unhappy with any calamity that may befall Brown.

Amelia appears at the Azazel meeting and will become either a source of information or a dangerous opponent. She leads the ceremony in the undercroft.

Amelia Carter

STR 15 CON 12 SIZ 12 INT 14 POW 16
DEX 13 APP 14 EDU 16 SAN 25 HP 12

Damage Bonus: +1D4.

Weapons: Fencing Foil 55%, damage 1D6+1+1D4
Nerve Whip 47%, damage special

Skills: Anthropology 62%, Cthulhu Mythos 47%,
Conceal 48%, Drive Auto 45%, Library Use 56%,
Navigate 37%, Persuade 51%, Psychology 43%.

Languages: English 65%, French 43%.



Originally constructed by Shorts Brothers in 1915, the airship factory at Cardington became the Royal Airship Works in 1919. By 1929, it is the home of the British Government's Imperial Airship Service project. Intended to provide long-range aerial transport to connect the disparate parts of the empire, a series of airships was planned to be built here, starting with the R101. The Works include a hydrogen production plant to provide the gas on site.

Cardington is famous for its massive airship sheds, easily the largest buildings in Britain. Only one of them was actually built on site, however; the other was moved from Pulham, Norfolk, in 1928. This work was accomplished by a team from Roland Timon's works in Newcastle; providing the investigators with a crucial link between Cardington, the Graf Zeppelin, and its passengers.

Shorts Brothers built a "garden village" at Cardington, called Shortstown, to house its workers. One of its residents is an engineer on the project called Sam Miller.

A Shan surreptitiously invaded Sam's mind about a year ago, of which he is still unaware. The intent was to determine if the R101 was suitable for their needs. Satisfied, they set up a nest of cultists here, all workers from different parts of the site, each with a resident Shan.

Following the announcement of the Graf Zeppelin's around the world trip, the Shan abandoned the project and left their hosts with the exception of Sam, who now acts as an unwitting alarm. This precaution proved its worth when Seth Gray contacted Sam, prompting the Shan to send Tom Jenkins after Elliot Elder and his group.

...

Events

Ironically, the investigators need to discover many of the same things the Shan did, although they are unaware of this at first.

Their first task in Cardington is to locate Sam Miller. If they ask him the right questions, they can determine the Shan's original plan for the R101. Searching the works' offices on his information, they will also discover the reason for its' abandonment and where to look for the next part of the story. Meanwhile they must avoid the remaining cultists, who will be alerted by their presence.

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Travel

The nearest large town to Cardington is Bedford. As Cardington is not on the main railway line, it requires at least one change if the investigators decide to go by rail, so they will not arrive until late in the afternoon. If they decide to book accommodations straight away they have a wide choice of nearby hotels. A good option would be the Swan, an 18th Century building on the banks of the River Ouse, about five minutes walk from the station. If they decide to interview Sam Miller first they need a **Luck** roll to find somewhere to stay by the time they have finished, as Sam will not invite a group of strangers to stay in his house overnight.

A car journey via the Great North Road isn't direct, either, and requires an overnight stop on the way. This is time they can't afford, especially if the cultists are following close behind them. The cultists might even get there first, in which case both

Sam's Shan and the Cardington nest is alerted and ready before they arrive.

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Sources of Information

Sam Miller

The investigators are able to recognize Miller's house in Shortstown from the photograph in Elliot's journal with **Idea** and **Spot Hidden** rolls. The garden village itself was marked, but not named, on the screen in the ceremony room, and it appears on local maps if they purchase one. If they don't think of this, a **Library Use** roll in Durham University library or the local library in Bedford turns up a picture in a newspaper article that allows them to identify the houses. Otherwise they have to ask around, or possibly make enquiries at the works, either of which alerts the cultists, putting them under observation from the start.



Sam Miller

Once they have found his house, the investigators need to convince Miller to help them. Remember that Sam works full time so he is only in during the evening and at weekends. They can use the usual **Persuade** or **Credit Rating** rolls, but if they mention Elliot Elder and at least appear to be interested in airships he is quite happy to talk to them.

Before he answers any questions, he asks them why they are interested. This isn't because he is reluctant to talk, but because they are not the first people to ask him about this and he is curious to know what all the fuss is about.

If they give him a satisfactory answer and ask the right questions, he tells them the following:

Two sets of people have interviewed him before them. The first turned up about a year ago. They claimed to be journalists, but he wasn't sure he believed them. He has dealt with the press before and, generally speaking, finds them to be fairly ignorant of technical matters, sticking to the banal. This group was quite different. They seemed very knowledgeable about airships already and asked him some quite detailed technical questions. Complimented and pleased, he answered them as fully as he could, then showed them around the plant. They were fascinated, asked very good questions and took both notes and photographs. The questions they asked him were mostly about the air-

ship's range, endurance, payload, speeds, that kind of thing. It all seemed oriented towards the possibility of as an around-the-world flight; in particular, how long it would take. They seemed most satisfied with answers of around a month, anything more and they became colder, almost angry.

Not long after this visit, some of his colleagues started acting strangely. A group of them started hanging out together. They always sat together in the canteen, all went together to the same pub, different from everyone else. They started going on trips on the weekend, but wouldn't say where to. Cliques do develop at work, but this was something else. For a start, they worked in different areas of the factory and would not normally have seen each other. They moved to houses closer to each other, too. At least some of them underwent complete personality changes. All the people they worked with said they'd become a bit odd, and that was certainly true of the one in his office. (Paul Ellis, if they ask. If they try to interview Paul he refuses and the cultists immediately mark the investigators down as enemies, with deadly consequences). Any questions were brusquely rebuffed.

This was all very disruptive, and would normally lead to their dismissal, but they were kept on. This was because they became very dedicated to their jobs, putting in lots of extra time, especially after everyone else had gone home. Management loved them and used them as examples, which bred resentment and made them even more isolated.

A friend of his, Stephen Wilkinson, became suspicious of them and, well, spied on them. He hid in a cupboard in the drawing office when they were all there together after hours. He told Sam that he saw them discussing drawings, plans and various other materials that weren't directly connected to their jobs. When Sam asked if he could see these, Steve told him they had been locked away in a drawer. He tried to open it but couldn't without forcing it, which would have been too obvious. This didn't sound very convincing, and Sam dismissed Wilkinson's ideas as paranoia. This was confirmed in his mind not long after when Steve left the works without speaking to him again. This was shortly after following the group on one of their trips out, and Miller hasn't heard from him since.

(Keeper's note: Steve contacted Elliot's group following the Shan agents' visit and was recruited by them as an investigator. Unfortunately he confid-

ed in Sam, whose Shan conveyed Wilkinson's suspicions to the rest of the cultists. When he followed them on one of their trips to a Shan ceremony, he was captured, became a Shan host himself, and was later sacrificed in a recharging ceremony.)

The changes in his co-workers all began around a year ago. About six months later, they started to calm down a bit, although they still didn't seem right. If the investigators press him on this, he says they became somehow lost and disoriented, the one in his office especially.

The second group of people (Elliot Elder's group) initially contacted Sam by telephone, as he has one in his house. (This is unusual for the time and was suggested by his Shan). The caller was Seth Gray, ever reluctant to travel. When they arrived they didn't ask him much about airships or his job, but were more interested in the first group, or rather what they had asked him. He liked Elder but he seemed, well, a bit unbalanced.

He would be delighted to show the investigators around if they ask, either that evening or the next day after work.

.....

The House

If they get the chance to search Sam's house, the only thing of significance they find is a sheet of parchment with the Summon/Bind shantak spell written on it. A successful **Idea** roll shows that it is in Sam's own handwriting, if they can find a sample to compare it with (**Spot Hidden** roll). Sam's Shan had him copy this out one night as a precaution, then made him forget about it. He is as surprised as they are if they show it to him. If they remove or destroy it, the Shan simply makes him write it out again the next night.

The investigators may suspect that Sam is host to a Shan. Confirming this takes **Psychoanalysis**, not just **Psychology**—Sam is unaware of his resident Shan, so uncovering it takes some deeper digging. Whoever makes the roll has to introduce some more points of conversation, as they need to talk to him for some time. As Sam enjoys discussing his work this shouldn't be made too difficult, but they need to make a **CON x5** roll to stay awake, unless they are a real airship fan.

If they discover his infestation, they may want to liberate him from it. This would be greatly to their advantage and certainly worth the sacrifice.

....

The Tour

What happens when Sam takes them on a tour of the factory depends on when they go. If it takes place on the same day they interview him, which would have to be either on the weekend or that evening, the cultists merely observe them, similarly if Sam has been de-Shanned. This gives the investigators a good look around the site and a chance to locate the drawing office for later.

After the first night, and if Sam's Shan is still in residence, it persuades him that the investigators are here to sabotage the R101, makes him aware of the other cultists, and tells him to liaise with them. He still takes the investigators on a tour of the works, but the first stop is an ambush he arranges with the rest of the nest. It preferably, but not necessarily, takes place in one of the airship sheds. Sam summons two shantaks to help, using the spell from his house. The attack does not start until they are all together at the site of the ambush and the shantaks have appeared.

If the attack takes place in the daytime, the investigators can try to persuade Sam not to do it. It requires a special **Persuade** or **Fast Talk** roll and a very good argument from the players concerned, but make sure that they at least have the opportunity. If they succeed, the other cultists still attack, but when they do the summoned shantaks defend Sam and the investigators.

One of the airship sheds is full of the nearly-completed R101, the other is empty at this time. Remember the hydrogen storage tanks, if you prefer an alternative—more explosive—climax.

.....

The Works Office

If they want to act on the information they obtained from Sam, they'll need to take a closer look at the drawing office. This is very difficult to do during the day, as the office is occupied almost all the time. Their only real chance is bluffing their way in during lunch hour. There is someone in there (not a cultist) making up for lost time, and they need a **Persuade** roll and a good plan to lure him away, requiring at least one of the investigators to go with him.

A **Spot Hidden** locates the appropriate drawer; if they fail this roll they can try opening them all, it is the only locked drawer. It unlocks automatically for anyone who had their biometric data taken in

Durham, but this alerts Sam's Shan, if it's still extant. Otherwise they need to use the **Locksmith** skill; if they force it someone in a neighboring office hears and comes to investigate. Keep a careful note of the elapsed time—they only have an hour at most. It takes them at least ten minutes to find and open the drawer, twenty if they fail the **Spot Hidden**.

Sorting through the things in the drawer takes another half an hour, even if they make all the rolls, so they will probably want to take the stuff away. One of the cultists works in the drawing office and checks the drawer each time he enters, and raises the alarm if anything is awry. He can telephone the other departments, so the whole nest is alerted well before the investigators can leave the site.

They stand a better chance if they break in at night. They need to use **Hide** and **Sneak** rolls get to the office buildings without being seen. They then have to either use **Locksmith** or force a door or window to get in. Night watchmen patrol the site, so they need to make a **Conceal** roll to avoid attracting attention. **Hide** and **Sneak** rolls are again necessary once inside, as is some idea of where they are going. If they had the tour earlier they only need **Know** rolls to remember, otherwise ask for **Idea** rolls for each room they enter. They'll have to take a flashlight, as there are no lights left on inside. Even with a flashlight, they only get **Spot Hidden** rolls at ½ chance when they get into the drawing office (identified by a sign on the glass door).

Ask for **Luck** rolls every time they do anything that makes a noise, as the night watchmen patrol the interior as well as exterior of all the buildings. If they are quiet, they only have to succeed in one **Luck** roll to avoid a patrolman walking into the drawing



office while they are there. If they watch the site for at least one night, they can time it so that there are no watchmen around—they have very regular patrol times.

It is to their advantage to conduct the search as soon as possible. Once the cultists are aware of the investigators' presence, they patrol the site after dark themselves. This includes the interiors, and at least one hides in the drawing office, so the investigators need to tackle him and actively **Hide** and **Sneak** to avoid the others. All patrolling cultists carry Nerve Whips.

Contents Of The Drawer

- ▶ A loosely-bound set of papers covered in a series of calculations covering distances, weights, fuel, payload and so on for flights achievable by the R101. An **Idea** roll suggests from the various routes covered that these relate to a trip around the world. A **Spot Hidden** and another **Idea** roll (if the players don't specifically ask) reveals an emphasis on completing the trip within 28 days.
- ▶ A folder full of cuttings. The most prominent is a newspaper article dated January 1929 announcing the Graf Zeppelin's planned circumnavigatory voyage. There are follow-up articles, cut out of Flight and other journals, giving more details.



- ▶ A second set of calculations for another airship, with similar aims to the notes above. Comparing these with the articles (and making an **Idea** roll if necessary) shows that these relate to the Graf Zeppelin. There are more variations than for the R101. A **Psychoanalysis** roll demonstrates that the first set of calculations were done with the intent of proving something possible, the second set trying to prove something impossible, but failing to do so.
- ▶ A newspaper dated May 15th this year, reporting the Graf Zeppelin aborting its first around-the-world attempt.
- ▶ A second folder containing drawings and papers relating to Timon's company moving the No. 2 Airship shed. These show that Roland directed the work personally; he is mentioned several times by name. There are also two slightly cryptic letters handwritten by him to the cultists. (See handouts).

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The Opposition

Cardington has not been entirely abandoned by the Shan. This is partly as a backup in case the Graf Zeppelin plan fails, and partly to trap anyone who comes investigating. This is what Amelia Carter's cultists were discussing in the ceremony chamber in the Durham Cathedral.

There remains a nest of cultists who were hosts for so long that they behave as though they still are, even though their Shan have left. Facing a mental vacuum, they are lost and bewildered. Consequently, any perceived threat re-unites and reinvigorates them, making them especially vicious and determined.

They do not know about Sam's Shan any more than he does.

Sam's Shan raises the alarm the day after their first visit if it is still resident, telling the cultists that the investigators are deadly enemies. Thereafter the cultists actively search for and try to kill them, no matter what. The Shan also alerts John Carrigan's Shan (see the next chapter), passing on all the information that it can, although Carrigan himself won't be told until he returns home.

Any cultist seeing the investigators first contacts the others via telephone (all the works departments are connected in this way), arranges a place to ambush them (preferably the empty airship shed) and keeps an eye on their movements until

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Roland Timon's letters to the cultists.

To my friends in the South,

Well, I delivered, now you must deliver.

Your friend in the North,

Roland Timon.

To my friends in the South,

My commiserations but your contribution has been noted. You will only get your reward the sooner when they inevitably triumph.

No, you cannot be passengers or stewards, you must remain in case of failure.

Your friend in the North,

Roland Timon.

the others can get there, picking up Nerve Whips and any other weapons they can find on the way. This includes Sam, who begins the attack by summoning two shantaks.

While they were here, the Shan infested at least one person in each works building, so the investigators are seen wherever they go. At least one cultist stations himself at Sam's house and alerts the others by telephone if the investigators return there. It takes about five minutes for them to arrive, but they almost certainly still see the investigators, even if they are leaving.

If all this fails they try to find where the investigators are staying and attack them there.

If Sam's Shan has been removed and destroyed before it can report, the investigators are still regarded as suspicious if they are seen around the works, and the cultists put them under observation; even on the weekend, as they still put in lots of overtime. They try to follow the investigators back to their accommodation.

Their intent is to discover the investigators' real purpose, and they set up patrols as described. If

the investigators are seen around the works at night, they are intercepted and forced off the premises. Any resistance is met with violence, including Nerve Whips. If the cultists find out, or even suspect, what the investigators are up to, such as talking to Paul Ellis or finding the information in the drawing office, they try to kill them.

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Summary

Starting from an interview with Sam Miller, the investigators should have discovered the use to which the R101 was to have been put, and its substitution by the Graf Zeppelin.

They know that their next destination is Roland Timon's works in Newcastle.

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Characters

Sam Miller, 38. Airship engineer and unwitting Shan agent.

Anyone following the progress of the Imperial Airship Service project, or of airships in general, might have heard of Sam Miller in connection with the R101.

Sam is of average height and has a rugged, outdoorsy look that belies his entirely sedentary lifestyle. He is intelligent and quiet, but perfectly friendly, if a little guarded. He is very enthusiastic about airships, firmly believing that they are the future of air travel and explains this at length to anyone who cares to listen.

Sam's role in the campaign is double-edged. On the one hand, he can lead the investigators to information outlining the Shan's plan for the R101 and its transfer to the Graf Zeppelin, although not its purpose. On the other hand, his resident Shan can alert the Cardington nest and the Newcastle cultists to the presence of the investigators if they don't detect and deal with it.

Sam Miller

STR 13 CON 14 SIZ 14 INT 17 POW 13
DEX 16 APP 12 EDU 16 SAN 53 HP 14

Damage Bonus: +1D4.

Weapons: None above base chance.

Skills: Art Engineering Drawing 60%, Library Use 68%, Mathematics 78%, Mechanical Repair 44%, Operate Heavy Machine 25%, Physics 76%.

Languages: English 65%.

For the other cultists, use the Generic Cultists table on page 62, with 35% Nerve Whip skills. Use Large Club stats for other weapons. An ambush should consist of one cultist per character; two if the investigators are armed with guns.



Newcastle-Upon-Tyne in the 1920's is a classic smoky industrial northern city. This is not the only smokescreen, as the investigators will discover. A major manufacturing center, renowned for exporting coal, it is home to Armstrong's famous armament works. It also has a large fishing fleet.

Roland Timon is an industrialist in the Armstrong mold and owns a bridge building firm, ironworks, and shipyard in Newcastle. A successful **Idea** roll suggests that his is not the obvious firm to contact for a highly specialized job like moving an airship shed. Timon's works are situated in Wallsend, a little way downriver from the center of the city.

Bizarrely, an important part of the financing of the Graf Zeppelin's trip is the postage stamp cargo. A philatelist named John Carrigan is partly responsible for this. Also based in Newcastle, he is far more involved in the Shan's organization than the other cultists. This makes him doubly valuable to the Shan, and doubly dangerous to the investigators. If they do not find him, he will find them.

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Events

The investigators should arrive in Newcastle with high hopes for Roland Timon, but they find that he is merely one of the Graf Zeppelin's passengers. Nonetheless, through him they should discover extensive papers on the project, giving further clues to Heliowall and their next man, John Carrigan. In Carrigan's house they find descriptions of the other passengers and his ticket for the trip. There is a hint

as to the location of the Shan's device, and the first mention of the word Heliowall.

The players should, if possible, be encouraged to try **Persuading** and de-Shanning Roland Timon in the first instance, rather than just breaking in. This avoids repetition of burgling scenarios and prevents the investigators from having to go back on themselves.

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Travel

Newcastle was one of the great railway pioneer cities and is on the East Coast main line, so all services stop there. A car journey is a little more arduous but straightforward, the route is straight up the Great North Road, since Newcastle lies at its head. It is also a seaport, so they could get there by boat, arriving at North Shields and taking the urban rail link from there to Wallsend and Newcastle city center, but this takes far too long. There are good hotels in the middle of the city, but the investigators would be well advised to get to Roland Timon as fast as possible.

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Sources of information

Roland Timon

Timon's works are difficult to miss; they line half a mile of the northern bank of the River Tyne. They can be reached from the city center by the urban railway or tram services. His office sits right in the

center of the complex, with a superb view over the entire works and the river.

Breaking in is not really an option. Roland's office is surrounded by activity and there are people there 24 hours a day. As he doesn't keep any material on the Heliowall project in the works it would not benefit them anyway. If the investigators try, remember that this puts them on the wrong side of the law. This is a populous and busy area of the city; they will almost certainly be seen and in real danger of being arrested and charged.

The office is, on the other hand, the best place for them to make contact with Timon legitimately. They are unlikely to find his home address. First they have to get past his secretary, Miss Webb. She is every bit as ferocious as a Mythos monster and won't give them an appointment unless she is sure it is to Roland's advantage. The initial contact could either be by telephone (the number is on several of the documents from the drawing office in Cardington) or in person. Sending a letter would get the best response, but they do not have time for this.

As Roland only talks to people he thinks he can make money with, or preferably out of, they need to invent a cover story. It would be best if only one or two investigators at a time try this, as it gives them several chances if the first is rejected, especially if calling in person.

They meet with Roland the same day if the appointment is granted, as he is very quick to adopt any scheme that he thinks has money-making potential. His desire for speed is probably their greatest advantage.

The following ruses are the most likely to succeed and can be used to assess alternate suggestions made by the players.

- ▶ Pretend to be investors looking to put money into the firm.
- ▶ Say they are interested in putting in an order. This should be for something relatively small and obscure, like a footbridge, otherwise Timon wonders why he hasn't heard of either it or them. People have been trying to swindle him for his entire career and he wouldn't have got this far if he had let them.
- ▶ Pose as journalists interested in the around-the-world trip. The best line to take is that they believe the trip is going to be one of the great



Roland Timon

events of the time and will usher in an age of long-distance luxury travel. Roland has a huge ego, so if he thinks they are going to publicize his name in connection with something important he is flattered beyond his usual caution. If he gets a hint that they have an ulterior motive, or that they are looking for a story to cast him or the works in a bad light, they will be shown first the door, then the river; he has had plenty of people try this as well.

- ▶ Claim to be cultists from Cardington, perhaps still hoping for a trip on the Graf Zeppelin; or say that their calculations have proved that the LZ127 won't make it, and that the R101 is the safer bet. Roland does not know the names of any of the Cardington nest except Sam Miller, and he does not expect them to know him. His attitude in this case is let them down gently, showing them the calculations done by the Shan as proof. He expects the investigators to be able to follow these; a successful **Psychology** roll on his part reveals it if they don't, resulting in a trip to the cellar.

Give the investigators **Idea** rolls to adopt one of these plans if they really can't think of one for themselves.

Remember that Roland Timon is an experienced businessman. Only genuine-sounding opportunities to make money, the prospect of positive publicity, or the appearance of fellow cultists gain his trust. They are much more likely to succeed if they do a little homework first, or at least choose something they know enough about to allow them to bluff believably.

If they manage to convince Roland of their veracity he invites them to a further meeting at his house that evening. His home is located in Jesmond, one of the wealthier areas of the city. It overlooks Armstrong Park, a long, thin piece of green space following the Ouseburn, more commonly known as Jesmond Dene. They can make their own way there, or he sends a car if they tell him where to pick them up.

Once at his house they are treated to a huge, impressive dinner. Business is discussed over cigars in the drawing room afterwards. This is partly because Timon likes to impress people with his wealth, and partly because it gives him a chance to assess them more closely.

Persuasion

Roland guides the dinner conversation to test the background knowledge he thinks the investigators should have. He might, for instance, ask supposed investors about previous investments they have made, see if they know other of his backers, or perhaps touch on some of the mechanics of finance. Or, if they are pretending to place an order, he might probe their knowledge of engineering, or the location they say they want the structure to be built. Only later, once they are in the drawing room, does he quiz them directly about specific details. Set up a **Psychology**, then **Persuade**, contest if necessary.

If Roland succeeds he realizes that they are really after the Heliowall. He has the servants (there are at least six, use the generic stats on page 62) put them into the elevator on the pretext of being thrown out, but actually sends them down to the cellar and the ghastr.

If the investigators succeed and they can put Roland sufficiently off his guard, they can take this opportunity to perform Cast Out Shan. If they can then make a **Persuade** or **Fast Talk** roll or present a good enough argument, he is so horrified at what he has been led into doing that he cooperates with them. This includes showing them the file from the safe and letting one of them take his place on the Graf Zeppelin.

Otherwise, once Roland is completely satisfied that they are who they say they are, he opens the safe, which is hidden behind a portrait of himself hanging on the wall. He takes out the various documents needed such as contract forms and account details, or photographs if they are supposed to be journalists, then closes it again. On making a successful **Spot Hidden** roll the investigators notice a folder on the bottom shelf carrying the Heliowall symbol. Anyone making a second **Spot Hidden** and an **INT x3** roll sees and remembers the combination of the safe.

If they fail the rolls, they can give themselves another chance by inventing a sufficiently good excuse for him to re-open the safe; but only once, or he becomes suspicious.

If they can think of a good reason and make a **Persuade** roll, they can get him to leave the room briefly, although he won't leave the safe open. If they managed to memorize the combination, they can use it to open the safe, take out the file, and try to close it again before he returns. Give them a **DEX x3** roll per round until they either succeed, Roland returns, or they fumble it, in which case the safe won't

close. Roland is gone for 1D6 rounds. If someone **Listens** at the door, they get one round's warning of his return. He won't check the safe until after they're gone, but if he catches them at it they end up in the cellar.

Any attempt to use violence against him results in the servants calling the police, and they will be wanted criminals from then on. Roland won't tell anyone if he finds the file gone, but he passes the investigators' descriptions on to Carrigan.

If all goes well, the rest of the evening is spent discussing details and drafting contracts (or other activities related to their cover story). Before they go, if appropriate, Roland suggests a final meeting in his office to allow documents to be signed and witnessed, then offers to have his car take them back to their accommodations and bids them goodnight.

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Breaking In

If they have to resort to burglary, the ideal approach route after dark is via the park. The servants do not live in the house, and Roland goes to bed at 10:00 pm They must avoid making too much noise (**Sneak** rolls, one for entering the house and one per floor; a fumbled roll wakes Roland) and deal with the ghastr. This creature is kept in the cellar, but Roland lets it out to roam the bottom two floors of the house between his going to bed and dawn. Its main tactic against intruders is attacking them by surprise, using **Sneak** and **Hide**. If they wake him, Roland contacts the police using the telephone in his bedroom, but only if he thinks the ghastr has been defeated.

If the investigators choose to break in during the day, the road is less busy than the Park. If they manage to avoid being seen entering the house (**Sneak** rolls) and avoid the two daytime staff (**Luck** roll per room; if they fail, give them **Listen** rolls before entering to realize someone's there) they only have to keep out of the cellar to be successful. If the staff see the investigators, they call the police and then hide in the kitchen.

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Caught Out

If they lingered too long in Cardington and Timon knows who they are, or discovers it for himself, he pretends to agree to whatever they are proposing and make the same arrangements for dinner at his

house. However, it is the investigators who are on the menu, as he intends to feed them to his pet ghastr. He puts them in an elevator he has installed in his house but sends them down instead of up. He tells them that he will climb the stairs, as there is not enough room in the elevator and he likes to get exercise. If the investigators don't believe him, he rides with them into the cellar and trusts his pet not to attack him. If this still doesn't work he tries again later, as they have to change floors to get to the drawing room or to leave the house.

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The Cellar

Once in the cellar the elevator doors open automatically, simultaneously disconnecting the controls.

The cellar occupies most of the ground plan of the house and has a number of dividing walls. There are no windows, but there is a hatch to the outside once used for lowering wine, beer and other goods for storage, located on the opposite side of the cellar from the elevator. As the light comes from a single 40-watt bulb, it requires a **Spot Hidden** roll at ½ chance to see it; ¾ chance if they are carrying some kind of flashlight. The hatch is locked from the outside and it takes a **STR vs. STR** of 24 roll to break through it; There is just enough room for two people to push at once.

The ghastr prefers to attack from behind, and initially hides behind one of the walls waiting for someone to walk past. It only actively **Sneaks** up on them if they choose to stay where they are.

If it feels it is losing the battle, it throws something at the light bulb to smash it, then finds and finishes them off one at a time, using its excellent sense of smell. This like a **Track** skill of 50% that works in the dark. If the investigators have a torch give them ½ chance **Spot Hidden** to see it; ¾ chance if they make a **Listen** roll first (to point the beam in the right direction).

Opening the hatch to let in sunlight is enough to disable the ghastr almost instantly, killing it within the hour. Unfortunately, it may be evening when they enter the cellar, with at least six hours before the sun rises again, even at this time of year. Roland won't call the elevator back up until the following morning.

If Roland smells a rat at their initial meeting, but doesn't realize they're investigators, he sends them on a tour of the works where they are intercepted by some of his workmen and seen off the premises via the River Tyne. These men are not cult-

Letter to Timon

Your place has been secured, in the usual manner via temporary agents. The Carrier has been selected. You will only substitute if the Carrier is damaged beyond use.

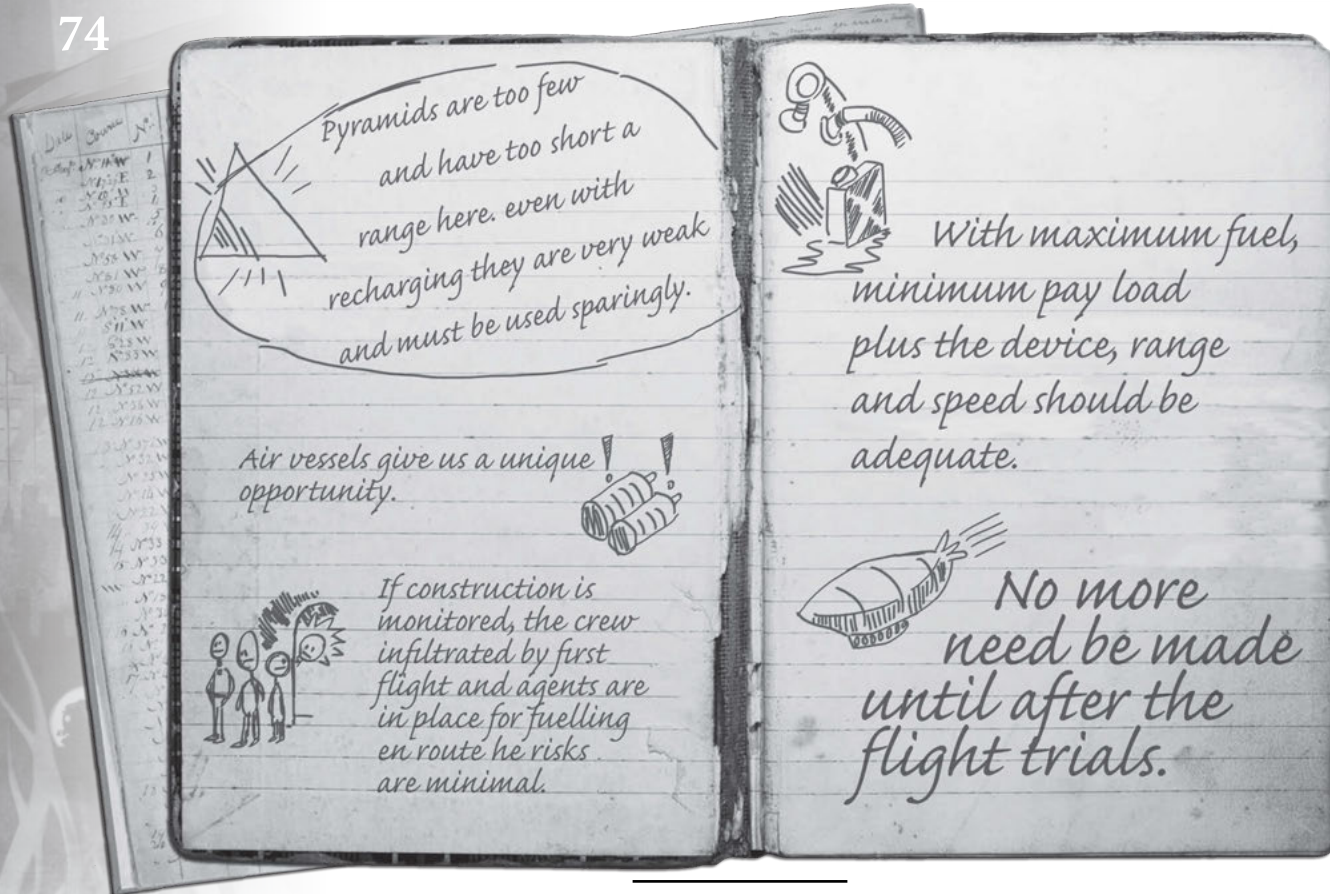
ists, just thugs who enjoy an unfair fight. Use the generic cultists given on page 62 with 45% Fist skills.

Contents of the Safe

The file contains quite a pile of relevant material. Only the crucial elements are given below and in the handout.

- ▶ A sheet of paper, printed on one side. See handout *Paper in the Safe #1* on 71 page: The typeface used for this is very unusual, a successful **Anthropology** roll suggests that it is adapted from some alphabet very different to any found on earth. 0/1D3 SAN loss for the person realizing this.
- ▶ A handwritten set of calculations relating to both the R101 and Graf Zeppelin. These are essentially better presented and organized versions of the ones they should have seen in Cardington. A successful **Idea** roll shows that they are in Roland's handwriting, if they compare them with the Cardington letters. The Shan wanted a double check and he is, after all, an engineer. He shows these to the investigators if they successfully pose as members of the Cardington nest.
- ▶ A second sheet of paper (see *Paper in the Safe #2*). This is typed, but the original was written by Carrigan.
- ▶ A letter addressed personally to Timon. See *Letter to Timon*. It is signed John Carrigan and carries his address in Whitley Bay.
- ▶ A ticket for the Graf Zeppelin's round the world trip, plus one for the Orient Express. These have no names on them.

This material also provides a good outline for the information that a de-Shanned Timon could pass on to the investigators, although he goes into it a little more detail, e.g. the reason for the time limit.



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Paper in the Safe #1

Carrigan's House

Here the investigators don't have much of an alternative to breaking in. Even if Roland Timon is with them now, he has never been inside Carrigan's house and doesn't know what is kept there. The house is in Whitley Bay and can be reached via the urban railway, tram or car. It is set on the sea front and isolated from the houses nearby, so getting in, especially round the back, should not present too many difficulties.

Whether he is aware of them or not, Carrigan is absent from the house when the investigators get there. This does not mean that it is empty, however; he has left some guards behind. The first is a familiar-looking potted plant in the spacious hall. The second is Carrigan's Shan. As he is reliably insane, the shan resides in the house as often as it resides in his head, especially when Carrigan is away. Its connection to Sam Millers' Shan means it knows if Sam's has been killed. When it hears the investigators breaking into the house, it hides in Carrigan's study, where all the important documents are kept, and attacks them with a Nerve Whip when they enter. If it is night and the sky is clear (roll 6 on 1D6), it first summons a star vampire to help.

There is a set of traps, tripped when someone opens an internal door. They are well concealed and can only be seen on a critical **Spot Hidden** roll, or a special result if someone is specifically looking for them. There is another trap placed at the bottom of the stairs, which can be avoided by climbing up the banisters, if they see it and can make a **Climb** roll. Breaking in through an upstairs window helps avoid some of these traps as the study is on the second floor.

The traps are based on the same playful technology as the Nerve Whips, with a maximum range of 5 meters. They have an effective POW of 18 initially, losing 1 point each time they fire since—being inanimate—they gradually discharge. They automatically aim at the person within range that has the lowest POW and has not already been hit.

A trap can be destroyed by giving it 6 or more cumulative points of damage. Alternatively, the on/off switch is located in the hall, and can be found by anyone specifically looking for it and who makes both an **Idea** and special **Spot Hidden** roll.

Study

All the useful papers can be found here, contained in a large, clear sided box with a hinged front. The back of this appears to be missing, but is actually pro-

Paper in the Safe #2

Reasons for transfer from R101 to the LZ127 Graf Zeppelin.

- a) The LZ 127 is due to leave first.
- b) It is going round the world anyway. Minimum required interference means maximizing chance of success.
- c) The LZ 127 is a more sound design.
- d) There are increasing doubts about the R101, both with the design and management/political interference.
- e) Eckener has a good reputation and track record.
- f) The R101 remains as a backup. The nest there will not be eliminated for the present.

J.C.

tected by an electric shock device. This automatically hits anyone putting any part of their anatomy—or anything they are holding—in it, rendering them unconscious for 12 + 1D12 hours. It does not need recharging, and cannot be deactivated.

The rest of the box is made of an extremely tough, transparent material that can resist any form of attack that won't also destroy the contents. It is securely mounted on its base and cannot be removed or tipped over. Carrigan likes this safe because it allows him to check its contents every time he enters the room without having to open it—he knows if anything has been removed from it as soon as he returns to home.

The safe does not have a conventional lock and key or combination, although it does have a hypnotizing trap. It is only inaccessible to people due to their low-tech background. To open it requires gaining an understanding of the Shan's alien mentality.

Its control device picks up the brainwaves of anyone within touching distance who is trying to work out how to get into it. The investigators unwittingly begin a **Psychology** contest with the safe. It has an effective **Psychology** skill of 50%. Each person in the party can try this once. Winning disarms the trap and opens the door. Losing sets off the trap and keeps the door shut. The hypnotizing trap causes the victim to see the other members of the party as deadly enemies and act accordingly, until they can make an **INT x2** roll, which they can try once per round.

The door opens automatically for a Shan or any human sufficiently aligned with their minds to have become insane.

Contents of the Safe

There are a number of envelopes containing stamps; these are all rare and valuable, as a **Know** roll shows. (The study is lined with reference works on stamps, if anyone looks).

On the bottom shelf is a file with the Heliowall symbol stamped on it. This contains the following:

- ▶ A passenger list. It gives names, occupations and some locations. The problem is, the Shan don't recognize human place names. Their descriptions come across as puzzles. This is expanded on in the next chapter. See handout *Passenger List*.

There must be one passenger per investigator so that they can take their places. To accommodate for larger groups add to the list some or all: Nicholas Jenkins, Eleanor Ancil, Cole Henderson and Amber White.

No location puzzles are given for these extra people, as they are found in association with the others.

- ▶ A sheet of what looks like paper, but a **Chemistry** or **Art** roll reveals it is made of some unknown substance, it is a device that functions something like e-paper. It could be used to write a message of their own if only they knew how.

Currently written on it is:

Device completed, tested, dispatched to location, awaiting Carrier pick up. Initiates automatically. The Carrier need only protect it.

Good fortune.

Over "location" Carrigan has scrawled "Hawksmoor's, Limehouse." Otherwise it is in the same script as the first item from Roland Timon's safe. The odd wording is the result of a Shan trying to make a human-sounding message. It is also now redundant, as it refers to the Graf Zeppelin's first attempt at the trip, as a result of which the Carrier is already in Lakehurst with the device.

- ▶ His ticket for the Graf Zeppelin trip. Like the others, it does not have a name on it.

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Passenger List

Confirmed Passengers

Sebastian Wright

Wealthy from primitive transport.

Well protected city of the high priest.

John Carrigan

Hard copy transfer mark trader.

City of the recent old fortress.

Amanda Freeman-Danby

Close to our kind. Unsullied by trade.

Eric Todd

Protector.

Edward Driscoll

A presenter of occurring history. Hidden in a street with many others.

Roland Timon

Wealthy commander of industry. Where the barrier stops at the river.

The Carrier *dispatched*

- ▶ A ticket for the Paris to Strasbourg section of the Orient Express. This is an open ticket; i.e. it is not for a particular date. This applies to all the Orient Express tickets carried by the cultists; Carrigan suggested this as a precaution against unexpected delays.
- ▶ Two official-looking letters from the Zeppelin works at Friedrichshafen. The first is a guarantee that all tickets are still valid for the second attempt. This includes a provisional itinerary and traveling times, these can be seen to total well under a month for the whole trip. The departure dates given are 1st August from Friedrichshafen and August 8th from Lakehurst.
- ▶ The second is a form requesting confirmation of the names of the passengers from Carrigan. This has yet to be filled in. It is vital that the investigators take this; give them an **Idea** roll to realize this if they don't. Carrigan used his connections with the Graf Zeppelin to reserve places for several cultists on the trip. As the first attempt was abandoned, they need him to reaffirm the names of the passengers, something

he has not yet had time to do. This gives the investigators the chance to substitute their own names once they possess the tickets.

- ▶ A ticket stub for a transatlantic ocean liner voyage, starting from Southampton. This was for the Carrier. It is dated May 1st, but no name is given.

All this should lead them back to Roland Timon if they haven't neutralized him already, as one of them will have to take his place. The best method is to use Cast Out Shan, but whatever way they choose, it will give them practice for the next chapter as they have to do this with all the other passengers on the list, including John Carrigan.

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Summary

By the end of the chapter the investigators should have nearly completed their knowledge of the Heliowall project and confirmed that the Graf Zeppelin's trip is the crucial event.

They have the names and cryptic locations of the cultist passengers that they now know they must replace. If all has gone well, they may already have succeeded with Roland Timon.

Getting to the rest of the passengers will be a race between themselves and Carrigan, if only they can work out where they are. They know that there is one passenger whose name they do not know and that this one is carrying the device.

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Characters

Roland Timon. 54. Industrialist, cultist and Graf Zeppelin passenger.

Roland is overweight, balding and always dressed in a slightly too obviously expensive suit. He initially appears pompous and self-righteous, but this disguises shrewdness and a sharp business brain. Quite ruthless when it comes to money, Roland is very quick to pick up on any financially advantageous idea and will drop one that isn't just as fast.

His company was responsible for moving the second Cardington airship shed.

Roland is an important source of information on the Heliowall project and can lead them to John Carrigan. One of the investigators also needs to take his place as a Graf Zeppelin passenger.

Roland Timon

STR 12 CON 13 SIZ 16 INT 17 POW 13
DEX 09 APP 10 EDU 14 SAN 20 HP 15

Damage Bonus: +1D4.

Weapons: None above base chance.

Skills: Accounting 64%, Bargain 61%, Chemistry 51%, Cthulhu Mythos 13%, Fast Talk 60%, Library Use 49%, Mechanical Repair 41%, Operate Heavy Machine 83%, Persuade 52% Psychology 54%.

Languages: English 70%.

Ghast

Add an extra ghost for parties larger than four. Ghosts are restricted to the underworld and vast caverns where sunlight never penetrates. Exposed to direct sunlight, they sicken and eventually die. Ghosts are cannibalistic and eat one another as well as other beings they catch.

The horrible semihuman bipeds which are ridden by the highly scientific but morally degenerate humans inhabiting the cavern of K'n-Yan may

well be relatives of or even be examples of ghosts. If this is the case, then ghosts are likely a result of serpent people genetic experimentation. Ghosts are evidently tamable, though very primitive and savage.

GHASTS, Unwholesome Scabrous Beasts

| char. | rolls | averages |
|-------|--------|----------|
| STR | 3D6+12 | 22-23 |
| CON | 4D6 | 14 |
| SIZ | 4D6+12 | 26 |
| INT | 1D6 | 3-4 |
| POW | 3D6 | 10-11 |
| DEX | 2D6+6 | 13 |

Move 10 HP 20

Av. Damage Bonus: +2D6.

Weapons: Bite 40%, damage 1D10

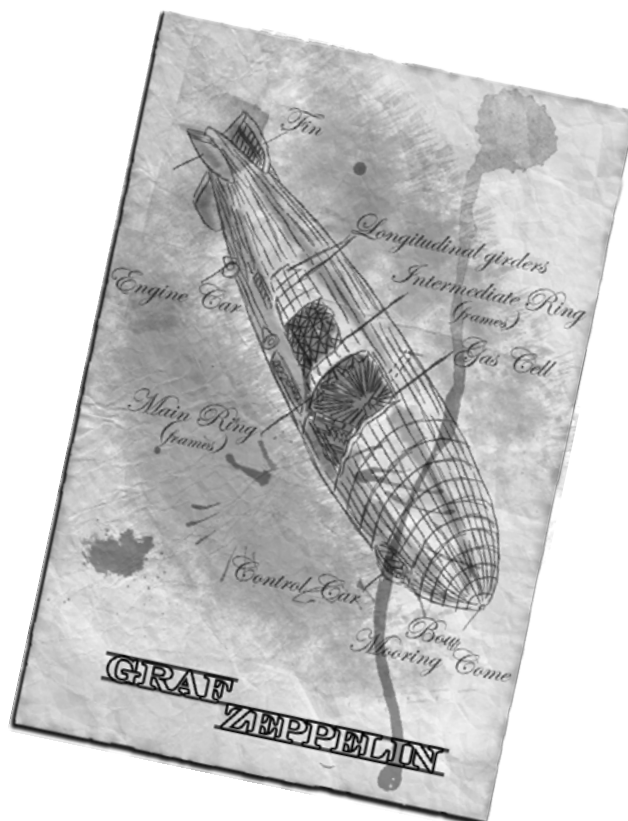
Kick 25%, 1D6 + db

A ghost is able to kick once and bite once in a combat round.

Spells: none.

Skills: Sneak 70%.

Sanity Loss: 0/1D8 Sanity points to see a ghost.





This chapter consists of a set of three linked mini-scenarios. Each requires the players to employ a slightly different approach, and they should be encouraged to adopt strategies that avoid repetition. The players can tackle them in any order, but try to give them the impression that they are in a race with Carrigan and that time is short. This should help ensure that they attempt this chapter first. Although it is possible for the players to complete **Chapter 8, Heliowall**, before this one without compromising the plot, doing so allows Carrigan to get ahead of them.

...

Events

The investigators must track down all the remaining cultist passengers (except the Carrier) using the list from Carrigan's safe and find a way to take their places. Carrigan himself is their biggest target, but he is also hunting them.

As he believes that he is too important to Heliowall to take any significant risks, his general strategy is to enlist the other cultists to capture or kill the investigators, with an emphasis on leading them into traps.

Keep a close eye on the time the players are taking to do everything and compare it with Carrigan's movements. This should include not just traveling, but research time and discussions over strategy as well.

..

Travel

The usual options exist; car, train or other public transport. Don't spend too much time on the details; only the time they take to reach each cultist is really significant.

.....

The Passengers

For security reasons, none of the main cultist passengers know each other. They are aware that there are others, but not who or how many, except for Carrigan. His central organizing role means that he has had dealings with all of them at one time or another. He intends to introduce them to the Carrier and each other when the Graf Zeppelin arrives in Lakehurst.

This is one of the investigator's greatest opportunities, especially if they can deal with Carrigan before he can describe them to the other passengers. This also helps them on the Graf Zeppelin trip if they haven't managed to eliminate all the other cultists.

The passengers are described here in the same order as on Carrigan's list. The first two the investigators already know, and this should give them a lead in to solving the clues for the rest. They have to decide what they are going to do when they find the remaining cultists. The form letter they took from Carrigan's safe in the last chapter allows them to legitimately take their places, but only if they can prevent the cultists themselves from going.

The spare passengers are briefly described with the main passengers with which they are as-

sociated. Use as many of them as there are extra members of the investigative party; the others can be used as spares. If they are not needed they can either be discarded or used as non-cultist NPCs.

.....

Roland Timon

Wealthy commander of industry. Where the barrier stops at the river.

The investigators should have met and dealt with Roland in the last chapter. If the investigators succeeded in converting him he could be very useful to them here, particularly with Sebastian Wright.

.....

John Carrigan

City of the recent old fortress.

They have no real clues as to Carrigan's whereabouts but there is no need for any; he will find them, especially if they move too slowly. One way or another, they meet up with him by the end of the chapter, for they need to take his place, too.

As a philatelist, Carrigan is surprisingly rich. He made his money finding rare stamps that nobody else recognized and is now organizing some of the stamp cargo on the Graf Zeppelin as well as its cultist passengers. During the last chapter he was away on this business, and returns to his house the day after the investigators leave. When he does, he realizes almost immediately that the house has been entered and material taken from the safe, so he suspects that someone is investigating Heliowall. His next step is to confirm this and if he does, find the perpetrators, eliminate them as a threat and—most importantly—retrieve his ticket.

Carrigan's plan is to go around to all the cultist passengers in turn, traveling by car, starting the next day.

First he phones Roland Timon, if he's still around. How much he learns from Roland depends on the investigators' actions in the last chapter. If they managed to convert Roland, Carrigan realizes it, as he knows Roland very well. He contacts the Cardington cultists and sends them to kill both Timon and the investigators if they are still here.

He then contacts all the other cultists by telephone before setting out (via the editor's desk in Driscoll's case), asking if anyone they don't recognize has appeared in the last couple of days. If yes, he assumes it was the investigators, even if it wasn't,

and drives to that cultist immediately. If not, he visits them in the same order as on his list. He stays for one day at each location, moving on to the next until he encounters the investigators. He phones the cultists every day at midday and 6:00 pm, including when he is on the road if he can find a telephone box (**Luck** roll at ½ chance).

If any of the other cultists have been turned by the investigators, set up a Psychology contest with them to see if he realizes something is wrong.

Eventually, by chance or a process of elimination, he and the investigators end up in the same place. How quickly this happens depends on how successful the players have been so far.

If the investigators left Carrigan's Shan alive he is aware of what they look like, and knows even more if Sam Miller's Shan is also still extant. He communicates this information to all the other cultists in the initial phone call, making the players' job that much harder. It also affects his tactics when he gets to each location; details are given in the section on each cultist. He starts moving immediately rather than waiting until the next day.

As his investigations progress, he may learn more about his opponents if they have preceded him, and this affects his actions and the information he can give to the remaining cultists.

Give him a **Luck** roll per day to avoid breakdowns. If he fails, roll a second **Luck** roll—on a success, repairs take 1D100 minutes if he makes his **Mechanical Repair** roll, otherwise he will have to find a garage. A final **Luck** roll results in repairs taking 1D20 hours; 1D3 days on a fumble.

John Carrigan, Age 54, Philatelist and Chief Cultist

STR 12 CON 8 SIZ 8 INT 17 POW 18
DEX 14 APP 9 EDU 16 SAN 0 HP 8

Damage Bonus: +0.

Weapons: .32 Revolver 45%, damage 1D8

Skills: Accounting 60%, Art Philately 92%, Bargain 67%, Credit Rating 32%, Cthulhu Mythos 23%, Drive Auto 40%, History 67%, Library Use 71%, Mechanical Repair 40%, Persuade 73%, Psychology 64%.

Languages: English 61%, German 47%, Shan (Read only) 20%.

Carrigan is a philatelist of some renown, and is currently one of those organizing the stamp cargo for the Graf Zeppelin, an important source of funding for the trip. He is the chief non-Shan organizer for Heliowall. He is the investigators' main opponent

until they can eliminate him. He almost always carries a revolver and is not afraid to use it.

Carrigan is short and doughy with mousy brown hair. He wears expensively tailored brown suits that contrast badly with his stature. He carries an air of self-assurance derived from experience rather than arrogance. Like many Shanned cultists, he regards himself as fit to rule via an inherent superiority but, unlike most, it doesn't show in his manner. On first meeting he comes across as being congenial and trustworthy but this is all skilful artifice; in reality he is quite ruthless and a killer.

Anyone following the story of the Graf Zeppelin's planned circumnavigatory trip in the papers may have heard his name in connection with it.

.....

Amanda Freeman-Danby

Close to our kind. Unsullied by trade.

Amanda Freeman-Danby is a well-known socialite. She is wealthy and interested only in indulging in luxury, particularly exotic travel. The Zeppelin trip combines the best of both. She likes the best of everything; including men. She lives in a huge country house in Hampshire, just north of Winchester, crawling with servants.



Amanda Freeman-Danby

Finding Amanda

No location is given for Amanda, but they come across her name if they look in the newspaper society pages or a "society" magazine, and make a **Library Use** roll. A second successful roll tells them that she is holding a party at her house the next evening. This is not as much of a coincidence as it sounds; she holds parties nearly every day and twice on Sundays.

Meeting Amanda

The Investigators have to find a way to break into Amanda's social circle.

A third successful **Library Use** roll reveals that there is an important social event tomorrow: a book launch by Jayden Harris, a famous author. It is in London at midday and all the glitterati are expected to be there, including Amanda.

If they choose to enter the event legitimately, a successful **Credit Rating** roll for one investigator is enough to get the whole party in. Alternatively, a successful **Persuade** or **Fast Talk** roll for each investigator is sufficient. There is not too much security, as it is assumed that the "lower orders" simply won't turn up to such an event, so lower-class investigators can just **Sneak** in. If they do so, they must succeed in a **Luck** roll every time they talk to someone, to avoid giving away their lower class origins. If they fail they are escorted to the door.

Jayden Harris is publishing a book of his safari adventures, in which he does a lot of witty and incisive character assassinations of "Great White Hunters" and very little actual hunting. This pretty much sums up his personality if any of the investigators choose to talk to him, which is not a bad idea if they wish to allay suspicion as this is—at least in theory—the point of the event.

At least one investigator has to ingratiate themselves with Amanda. The best chances of success are the following:

- ▶ Any reasonably physically attractive man (APP 14+) who she thinks may be beddable.
- ▶ Anyone sufficiently flattering who is not too obviously obsequious or lying. Praise along the lines of "you're really glamorous" or "you have a wonderful lifestyle" works best.
- ▶ Someone who admires her for going on the Graf Zeppelin trip for the luxury and travel to exotic, far away places, not the adventure. If they suggest it's dangerous, she is more likely to be put off. Indeed, if they are sufficiently convincing at the party later on, she might let them take her place. Give them an **Idea** roll to realize this, then a **Fast Talk** or **Persuade** roll to plant the suggestion in her mind for later.

If they succeed in impressing Amanda, she gives them an invitation to her party. This is their real objective, as she is much in demand at the book launch and they only have a short time to talk to her; certainly not enough to achieve anything permanent.

Eric Todd, her bodyguard, only intervenes if she is obviously uninterested, in which case the investigators find themselves thrown into the lane via

the back door; plus Eric will now recognize them later. It might be best for not all of the investigators to go to the book launch for this reason, as it gives them a second chance with Amanda later.

If they don't secure an invitation to Amanda's party but turn up at the house that evening anyway, a character with a **Credit Rating** of at least 75% gets them in on a successful roll. A **Persuade** roll also works, but only if they are wearing suitable attire, or one of the male characters has an APP of 16+ (Eric Todd opens the door and he knows Amanda's preferences, but anyone he threw out at the book launch definitely won't get in) and they need to make **Luck** rolls when they talk to anyone.

The butler has **Art-Spot Pleb** (i.e. not a member of high society) skill of 75%. He circulates at the party and gets Eric Todd to throw out anyone he thinks is below the bar, unless they can succeed in a **Persuade** roll. Eric also patrols the party until the early hours, and patrols the house itself once the party is over. Allow him one **Psychology** roll per investigator once they are inside. If he succeeds, he realizes that they have an ulterior motive and throws them out, unless they can make a counter roll to realize they are being assessed. Try setting up a **Psychology** contest as a decider. If Amanda has approved of, or invited, them, Eric and the butler tell her a story about the investigators having to leave. She believes this and forgets about them very quickly, as she does anything not directly related to her immediate interests.

If they win against Eric or the butler, they are free to convince or neutralize Amanda and Eric by whatever means they can. If they discovered at the book launch, or realize now, that she hates "adventure" or roughing it, they can use this to stop her going on the trip. It requires some very good arguments, and it helps considerably if they can convince her that it will be cold in the airship (it will) and uncomfortable. Comfort and constantly looking fabulous are her greatest desires. If the investigators offer to take her place and suggest an excuse that makes her look good, she agrees. She gives them Eric Todd's ticket as well; he stays with her if she doesn't go.

Alternatively, they could break in and steal the tickets. If they do this during the party, it provides a diversion, but give them a **Luck** roll. If they fail this roll a servant or Eric Todd is in the room they break into. Amanda insists on keeping all tickets (for the Graf Zeppelin and the Orient Express, Cole's as well, if he is a passenger) in her handbag when she is out of bed, and under her pillow when she is not.

They may have more luck if they wait until the party ends. If they do, give them a **Luck** roll per room for it to be empty, as Eric Todd patrols the house at night (he sleeps from dawn to early afternoon). A **Listen** roll hears him if he is in the room. Once they find Amanda's bedroom, they discover Cole Henderson is spending the night. He initially makes a heroic showing, but scarpers if seriously challenged. This is not cowardice; he is aware of his temporary status and won't stick his neck out further than required to stay in her good books. Amanda relies on calling for Eric; give the players another **Luck** roll for him not to hear her.

Carrigan's Actions

If Carrigan knows who the investigators are he instructs Amanda to have the butler let them in if they turn up at the party, or invite them without making it look too easy.

Carrigan himself only appears if he thinks he won't be recognized by the investigators. If he does, give them a **Psychology** roll to realize that he has a different motivation than the other guests. A second **Psychology** roll shows that Amanda also has an ulterior motive, but only for the one who tries (and succeeds automatically) to persuade her. Amanda isn't much of an actress and it seems far too easy; similarly for Eric Todd if he lets them in to the party without an invitation.

Amanda, Eric and Carrigan (if present) attempt to lead the investigators away from the main part of the party to a ground floor room by promises of food, drink, information (the cultists are all too aware of what they want to know) or a good time.

The room is quite large and was once used as a strong room. The walls, ceiling and floor are stone and resist anything short of dynamite. The steel door has a STR of 50 but a successful **Locksmith** roll opens the lock (it was meant to keep people out, not in). All rolls are at ¼ chance unless they can produce a light source. If they do, and Carrigan is around, they are attacked by his mini-Xicotlan potted plant.

They are kept prisoner until after the party is over if Carrigan is there, or until he arrives if he isn't. Neither Amanda nor Eric Todd have the stomach for murder, so Carrigan shoots them with his pistol.

If he knows that someone is investigating, but not who, then he only appears at the house, not the book launch. There Carrigan, Amanda and Eric Todd use the same tactics, but they have to use

Psychology rolls to spot the investigators, who get rolls to counter them. Give Carrigan and Amanda an additional 1D6 rolls to represent other people at the party; a fumble means that they go after the wrong target.

Anyone familiar with “high society” knows of Amanda as an extravagant hostess. Very physically attractive with long blonde hair, she carries herself with an independent, distant air. Born into a large fortune and an old country family, she rarely acknowledges the existence of anyone not connected with her immediate personal well being. She is a fairly unpleasant person to be with generally; arrogant, utterly selfish and a snob, ideal Shan material. All too aware of her looks, she spends a great deal of time and money to enhance them. Maintaining her appearance of studied elegance and being surrounded by the greatest comfort are her only real interests. Underneath, she is terrified of losing them.

Amanda is one of the cultist passengers the investigators must replace, and the employer of another, Eric Todd.

Amanda Freeman-Danby. Age 27,
Socialite and Cultist

STR 10 CON 11 SIZ 13 INT 14 POW 15
DEX 16 APP 18 EDU 14 SAN 42 HP 12

Damage Bonus: +0.

Weapons: None..

Skills: Art: Haute Couture 88%, Credit Rating 82%, Ride 64%.

Languages: English 76%, French 68%, Italian 63%.

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Cole Henderson

One of Amanda’s many friends and lovers,. She is only taking him with her because she can’t guarantee finding a temporary boyfriend on the trip; what she calls “carrying a spare.” He can be found hanging around wherever she happens to be. Cole is a gold-digger and something of a social climber; the Shan offered him status as much as wealth.

....

Eric Todd

Protector.

Eric Todd is Amanda’s bodyguard, though the Shan ultimately want to use him to protect all of the

cultists; they will try to send him on the trip even if Amanda doesn’t go. Eric, like many of his age, is an ex-soldier (a machine-gunner), and was in the boxing ring before that. He is good at his job, very determined and not afraid to tackle anyone. In line with their usual policy of minimum interference, his resident Shan is only there to keep an eye on him, as his job involves doing what they want him to anyway.



Eric Todd

Tracking down anyone who attacks Amanda, or transferring his loyalty to the other passengers, only takes a small amount of persuasion from his resident Shan as he is highly conscientious. This means he might be amenable to persuasion by the inves-

tigators. They find him when they find Amanda, and he proves an effective adversary if they don’t deal with him. He is well above medium height, but looks shorter. He is stocky and obviously quite strong. This shows through the dinner jacket that Amanda insists he wear at all times in public. He speaks with a put-on “posh” accent.

Eric Todd 35, Bodyguard and Cultist

STR 17 CON 16 SIZ 16 INT 12 POW 13
DEX 17 APP 12 EDU 10 SAN 54 HP 16

Damage Bonus: +1D6.

Weapons: .32 Revolver 45% damage 1D8

Lewis Machine Gun 54% damage 2D6+3

.303 Lee Enfield Rifle 67% damage 2D6+4

Fist/Punch 76% damage 1D3+1D6

Grapple 72%, damage special

Head butt 48% damage 1D4+1D6

Kick 30% damage 1D6+1D6

Skills: Conceal 42%, Dodge 75%, Drive Auto 52%, Hide 47%, Martial Arts 67%, Operate Heavy Machine 46%, Psychology 38%, Sneak 53%, Track 30%.

Languages: English 45%.

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Edward Driscoll

A presenter of occurring history. Hidden in a street with many others.

Edward Driscoll is a journalist, living and working in London. He got his ticket by pretend-

ing to be working for *Flight*, a respectable aviation journal. In fact, he writes for a Fleet Street tabloid and is looking for scandal stories on the airship. His logic runs: rich people + confined space for days + beds = scandal.



Edward Driscoll

Finding Driscoll

Anyone making a **Know** roll is aware that Fleet Street in London is the chief area for journalism in Britain at this time. If they search through all that day's newspapers, including the tabloids and make a **Spot Hidden** roll they find his name attached to some of the sleazier stories.

Meeting Driscoll

The best way to contact Driscoll is to offer him a news story, one that he can't refuse. However, he is being very careful to hide his deception over the Graf Zeppelin trip, and is very wary of anyone asking for him by name. The investigators are more successful if they approach the paper's editor (Owen Hall) first. He is also cautious about who sees his journalists, especially Driscoll, but if the story sounds good enough (**Persuade** roll) he allows the investigators to meet him.

Driscoll works in an open office with several other journalists, so they almost certainly have to convince him to meet them elsewhere, and alone. The story they present to him has to be solid. Ideally it should have an element of scandal, money, or murder, and a hint of sex; preferably all four. They should keep their story reasonably close to the truth and not too far-fetched or he'll see straight through them. Driscoll may be sleazy and unprincipled, but he is also a highly experienced journalist and has a well-developed sense of self-preservation. He is very good at telling when people are lying to or trying to fool him. He is, however, amenable to financial inducements (the Shan's offer to him was essentially a big but unspecified bribe, not necessarily money). Use a **Persuade vs. Persuade** contest if you like.

If they manage to convince him, they can arrange a second meeting at some isolated location

supposedly vital to the story, and he will come alone. They can de-Shan him or carry out whatever plan they have in mind, although any attempts to get him on their side fail.

If the investigators wish to search Driscoll's rooms, he lives in a dinghy flat a few streets away from his office. Finding them is difficult unless the investigators follow him after work, which he usually leaves around 6:00 pm. If he sees them, he leads them to Amber White's house in Mayfair instead, and gets her to distract them while he sneaks out of the back door. He has no further contact with them.

Breaking in to his room requires a **Locksmith** roll at ½ chance, or **STR. vs. STR** of 25 roll to get in either the front or back doors, as Driscoll's place is better protected than it appears. If they break the door down, or do something equally obvious like climbing a drainpipe, give them a **Luck** roll to avoid attracting attention from the police. No one in this neighborhood will say anything.

The flat is chaotic and dirty, with the bed unmade, the living room carpeted with old newspapers, and the whole place smelling slightly damp. Searching it takes six investigator hours (i.e. six hours for one investigator, three hours for two and so on). There is a 10% chance each hour that Driscoll arrives home unexpectedly. The only thing to find is a set of papers covering Driscoll's ticket application for the round the world trip, on *Flight Magazine* letterhead.

Reading the material closely enough to work out the facts and hints in the following paragraph takes a further hour, as they realize on a making another **Idea** roll. They may want to take the papers away instead. If they do, or fail a **Conceal** roll, when Driscoll returns home he realizes—in spite of the mess—what has happened and immediately assumes it is the investigators, however well they may have disguised their intentions earlier. He starts investigating them. He tries to follow them, break into their rooms, and use his contacts to find out who they are, especially if they are well known in any way. If he discovers that they are after Heliowall, he contacts Carrigan for instructions.

Driscoll forged the *Flight* letterhead, and a successful **Know** roll shows that the heading is not quite right. An **Idea** roll reveals that the letters and other papers all imply that Driscoll works for *Flight*. A second **Idea** roll on the Zeppelin Company's replies makes it clear that, even though the application is being made through Carrigan, they are only giving Driscoll a ticket because he works for a highly reputable magazine specializing in aviation.

This provides the investigators with an alternative course of action. If the Zeppelin Company at Friedrichshafen is presented with proof that Driscoll is not an aviation journalist and therefore obtained his place under false pretences, they cancel his ticket and may be prepared to give it to one of the investigators, if they appear to be of the appropriate social status.

Driscoll keeps his ticket in the lining of his hat, which he never lets out of his sight.

Carrigan's Actions

If he knows who the investigators are, he gives Driscoll their descriptions along with all the other information he has and orders Driscoll to start looking for them. If the investigators contact him, he should agree to a meeting with them the following day, then telephone Carrigan so he can be there. If Driscoll does, give the investigators a **Psychology** roll. If they make it he seems a little too eager and credulous about their story for an experienced journalist. If they suggest an alternative meeting place, he agrees and informs Carrigan during his next arranged phone call.

Carrigan's ideal location is in a patch of woodland in Hyde Park, London. Here Carrigan ambushes the investigators with his mini-Xiclotlan and pistol. Driscoll has no problem helping him.

If Carrigan knows someone is investigating but not who, he tells Driscoll to be on the lookout and to contact him if he has any definite leads, preferably via telephone. Either way Carrigan gives him the number for wherever he is, and updates it each time he moves.

This advice is not as useful it sounds because Driscoll, as a sensationalist journalist, has people coming in with outrageous stories all the time, and the investigators are hard to spot in the crowd. Nor can he shut up shop completely without risking missing the chance to trap them.

Set up a **Psychology** vs. **Psychology** contest for him to work out that the investigators are the people he is looking for. If the investigators win, it allays his suspicions of them unless they make a mistake.

Edward Driscoll. Age 42,
Sensational Journalist and Cultist

STR 11 CON 11 SIZ 11 INT 16 POW 11
DEX 11 APP 11 EDU 13 SAN 32 HP 11

Damage Bonus: +0.

Weapons: Fist 40% damage 1D3

Skills: Accounting 38%, Bargain 60%, Conceal 52%, Craft: Journalistic Writing 67%, Drive Auto 30%, Fast Talk 60%, Hide 49%, History 40%, Law 42%, Library Use 69%, Listen 63%, Locksmith 58%, Persuade 50%, Photography 67%, Psychology 61%, Spot Hidden 57%.

Languages: English 64%, French 38%, German 46%.

A tabloid journalist of the worst kind, Driscoll has an average, nondescript appearance that is hard to remember after meeting him. He uses this trait in his profession to blend into the background. He usually wears a battered old trench coat and trilby and always carries a small notepad and pencil in his pocket. Sleazy and unprincipled, but highly experienced, he will do anything more-or-less legal to get, or create, a sensational-sounding story. Anyone who habitually reads the tabloid newspapers or is a journalist is aware of him and his methods.

Driscoll is a cultist passenger the investigators must replace. Carrigan uses him as an investigator and his journalistic skills make him a danger to the investigators if they fail to deal with him.

.....

Amber White

Edward Driscoll's favorite honey trap, just in case there is no real gossip for the trip. He never lets the truth get in the way of a good story. She lives in a flat in Mayfair. If she is a passenger, Driscoll keeps her ticket with his.

.....

Sebastian Wright

Wealthy from primitive transport. Well protected city of the high priest.

Sebastian is a wealthy individual living in York. His family made their fortune investing in the railways, and he now lives a life of luxury on the proceeds. He is very keen to invest in new modes of transportation and sees the airship as a prime opportunity.

Finding Sebastian

York is home to the Archbishop of York, and has famously well-preserved city walls. An encyclopedia, gazetteer or tourist guide all provide this informa-

tion. *Who's Who* has an entry for Sebastian. In addition to his name it details his business and social interests, club and residence.

Business interests: Railways, a steamship company, aerial transport.

Social: Member of York's Shambles club.

Personal: Philanthropic interests: quality housing for factory workers, especially his own. Keen amateur aviator, yachtsman and powerboat racer, he also enjoys fencing and shooting.

A **Know** roll gives his name in connection with his philanthropic affairs.



Sebastian Wright

Meeting Sebastian

Business Meeting: If they want to try proposing a business deal, such as investing in some idea of theirs, they can call or write, but he gets a lot of requests and they must get a special or better **Fast Talk** or **Persuade** roll to even get a hearing. This is where a de-Shanned Roland Timon

can come in handy; although he is regarded as a grubby industrialist and has no useful social or club connections, Sebastian Wright has heard of him. If they suggest it, Timon can get them an introduction based on their idea, or through an order from his firm.

Transportation is their best bet, preferably something to do with air transport, especially a potential rival to the airship. A new aircraft design would be ideal, sufficiently different from contemporary designs to grab his attention. He keeps a close eye on developments so they have to do their homework. They must act the part well, as he has met many of aircraft designers and knows the sort of personalities the profession attracts.

Whatever plan they have in mind, they need to get him on his own. This is more difficult than it sounds, because he always conducts business at his house; it is more convenient for him, and impressive to everyone else. The problem is there are always other people around, including an army of live-in servants. Eleanor Ancil insists on sitting in on anything involving money, partly on behalf of her indolent employer, partly because she likes to know what is going on. The investigators have to

Philanthropy

Sebastian is a firm believer in the philanthropy of the rich. Philanthropy and Heliowall might seem an odd combination, but the Shan have led him to believe that their advanced technology will revolutionize travel on Earth—and potentially off it. Sebastian's resident Shan has convinced him that this will be achieved through a Shan/human partnership, with the numerically inferior Shan providing the technical information and the humans performing the manufacturing. This promises to provide irresistible opportunities for him to invest and maintain his wealth, plus the hint of space travel is the real "hook" for him.

find a good reason related to their supposed business that means a meeting, alone, somewhere else.

If they haven't converted Roland they could still claim that they are acting for him, or even pretend to be him, as the two have never met. This requires successful **Conceal** or **Disguise** rolls respectively, and Sebastian gets a **Psychology** roll in either case to reveal the subterfuge. If he sees through their deception, he has no more dealings with them, and he has information on them to give to Carrigan.

Social Meeting: The best way to meet Sebastian is to join his gentlemen's club in York, the "Shambles." Named after an area of mediaeval streets in the City, it caters for men of "polite business"; industry financiers who don't get their hands dirty. The emphasis is on the word "Gentleman"; Roland Timon would never be considered for membership.

Becoming a member requires a **Credit Rating** of at least 60% and an interview to determine their suitability (**Credit Rating** roll). If they are accepted, they can bring two guests to lunch or events, provided they behave themselves—the club has very strict behavior rules, including no business deals.

If any investigators already belong to a Gentleman's club and can make a **Know** roll, they remember that they have a mutual friend, or someone with a business connection to Sebastian, who can get them an introduction to both the club and the man himself.

Either way, this can all be resolved in a few hours, with membership starting the next day. Moreover, Carrigan is not a member of this club and never will be, to his great annoyance.

Sebastian spends quite a lot of time at the Shambles and is there on their first day of membership. He is quite keen to welcome new members; he

is very sociable, and they are potential sources of new ideas for investment.

The club is quite busy, and Sebastian only meets in private with people he finds useful, intriguing or stimulating company, so the investigators have to make a big impression fairly quickly. This means engaging him in conversation in one or more subjects dear to his heart. Sebastian automatically turns this into a series of debates. The best options, and Sebastian's opinions on them, are:

Philanthropy vs. State Provision: Like most rich people, he doesn't like paying taxes, but still feels guilty enough to advocate philanthropy. This might lead into a conversation about his own personal projects, see below.

Airships vs. Airplanes: Airships are bigger, carry more payload, have longer range and are more reliable than airplanes. He might be prepared to concede that airplanes have a greater development potential.

Airplanes vs. Autogyros: Autogyros are too inefficient, slow, and dangerous, and will always be too small.

Old vs. New Technology: Old is more romantic, new more practical.

Steam vs. Electric Power for Railways: Electric—faster, cleaner, more efficient, wins hands down.

Cars vs. Trains: Trains are faster and better organized, cars slow, chaotic and dangerous.

Beer vs. Wine: He is only second generation wealth, so thinks wine is only for snobs—one thing Sebastian is not.

Theater vs. Cinema: Theater has a unique form of interaction, but cinema can show things theater cannot. This is one subject he can't quite make up his mind on, but finds fascinating.

The objective for the investigators is to convince Sebastian that they are interesting company, rather than to agree with him. If they can make good arguments against his opinion they can persuade him, or he might invite them, to meet again later in more secluded surroundings. This will be a private room either in an (expensive) restaurant or at the Shambles.

If using a Persuade vs. Persuade contest, give them +5% to their roll for each time they manage to convince him and -5% for each time he out-argues them.

They might sidetrack him into talking about his philanthropy. Sebastian is the patron of a charity promoting the provision of better quality housing for working people. He is very keen on setting up a garden city (or town) not unlike Shortstown for his workers, especially those in the aircraft factories he is just setting up. He is very interested in their knowledge of Cardington for this reason, if they can present it in the right way, and because he is undecided between airships and aircraft for the future. Successful **Library Use** and **Idea** rolls allow the investigators to discover that this is a good topic for discussion, if they are researching his background for ideas.

Hobbies

If they research his interests, reading his entry in *Who's Who* or looking through the society pages of the newspapers and making a **Library Use** roll reveals the following:

Sebastian has a powerboat that he likes to zoom up and down the Ouse (York's river), a tall ship harbored in Whitby (they remember seeing it there on making an **Idea** roll) and a light airplane (a DH 50) at nearby Bagby airfield. He enjoys fencing and clay pigeon shooting. If any of the investigators have the appropriate skills, Sebastian responds enthusiastically to a challenge involving any of these activities. This has additional advantage in that it wrong-foots Carrigan.

The initial meeting, whether on the Quayside in York, Whitby harbor, the airfield or relevant club (also in York), is very public and any competition attracts a crowd.

If they make a good showing of themselves, irrespective of whether they won or lost, he invites them back to the Shambles Club in York as guests. If they manage to get on well with him, he insists on a private room, something the club takes very seriously.

Press

Pretending to be journalists fails miserably; Sebastian never talks to the press.

Sebastian might convert to the investigator's cause if they can convince him (and he can't convince them) of the Shan's real purpose and, most importantly, that he won't be going into space.

Sebastian keeps his tickets in the Shambles club, in a locked drawer provided for members to store less-valuable items (there is also a safe). The club happily informs the investigators of this arrangement if they ask when they become members.

Locksmith can open these drawers, or they can be forced quite easily (**Luck** roll or be heard, thrown out, and their membership terminated) but there are 30 individual drawers. Sebastian keeps the key, which has the drawer number (12) inscribed on it on a fob in his trouser pocket.

Sebastian and Carrigan

Sebastian regards Carrigan as money-grabbing, self-aggrandizing, vicious, and possibly a killer. He is quite correct in this opinion, but while it makes the others afraid, Sebastian is merely contemptuous. Any plans of Carrigan's are of secondary importance to his own. The investigators may find this useful, because it means he travels alone and generally goes about his business as usual, giving them opportunities and delaying Carrigan.

Carrigan's Actions

If Carrigan accuses the investigators, Sebastian only acts if Carrigan can provide proof. This takes time and Carrigan won't have access to the investigators in the meantime. Sebastian ensures that he knows where they are at all times, however; at the club, a hotel, or his house. Once Sebastian is convinced, his Shan works on him that night and the next day he will agree to a meeting with the investigators. Assuming they turn up, Sebastian and Carrigan do one of the following:

- ▶ Invite them on Sebastian's powerboat, distract them, run it towards some rocks and jump overboard at the last moment. (3D6 damage each, or 1D6 if they can make **Spot Hidden**, **Idea**, and **Jump** rolls).
- ▶ Invite them on his yacht, set them up with drinks downstairs, lock the hatch, open the sea cocks to sink it, then leave in the life boat. **Locksmith** or **STR vs. STR** 18 rolls to open the hatch. The boat floods in 1D6 rounds, requiring **Swim** rolls thereafter to leave, plus the

chance of drowning. Give them 3 additional rounds to get out if they can make **Listen** or **Idea** rolls first to realize what's happening.

In either of these cases, if they made allies of the deep ones in Whitby, the deep ones rescue them before they drown.

- ▶ Arrange to pick them up in Sebastian's airplane at some secluded beach, but bring Eric Todd instead, machine-gunning them from the cabin; 30% chance to hit, 15% if they are running. Use Browning 1917A1 stats. Divide the damage between investigators if they are in a group. He can only make five passes before running out of ammunition. The investigators can shoot back or **Hide** in the dunes. Both sides use the moving target rules.

This is only an option if Eric Todd is still an active cultist, as none of the others have a machine gun skill.

If he knows someone is investigating but not who, Carrigan phones first and visits later as with the others, but he has to make an appointment and won't be allowed into the club. Sebastian doesn't prioritize the meeting, but insists on discussing things in a civilized fashion over lunch; he won't act on a phone call. After the warning he is on his guard, giving him an automatic bonus of +20% on **Psychology** rolls at any time he meets one of the investigators.

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Nicholas Jenkins

Sebastian Wright's nephew. Being so closely related to rich people, he has never had to learn to do anything for himself, and acts accordingly.

.....

Eleanor Ancil

Nicholas Jenkins' secretary. She is present for any occasion requiring an appointment, financial advice or writing of any kind.

Both Nicholas and Eleanor are in the house any time Sebastian is there; Eleanor in particular listens in on anything that might involve Sebastian spending the family's money. Nicholas is interested in anything involving money he can spend. Eleanor keeps their tickets in a locked briefcase she takes with her, or locked in her room in Sebastian's house.

These two are the main reason Sebastian spends so much time at his club.

Sebastian Wright. Age 32, Philanthropist and Cultist
STR 11 CON 12 SIZ 14 INT 15 POW 13
DEX 14 APP 16 EDU 17 SAN 44 HP 13

Damage Bonus: +1D4.

Weapons: Fencing Foil 63% damage 1D6+1+1D4
.303 Lee-Enfield Rifle 53% damage 2D6+4
12-Gauge Shotgun (2B) 66% damage 4D6/2D6/1D6

Skills: Accounting 68%, Climb 60%, Credit Rating 95%, Dodge 46%, First Aid 40%, Library Use 58%, Mechanical Repair 54%, Navigate 76%, Persuade 65%, Pilot Aircraft 67%, Pilot Yacht 63%, Pilot Powerboat 50%, Psychology 48%.

Languages: English 77%, French 65%, Italian 54%, German 44%.

Sebastian is tall with black hair, on the thin side. He always dresses impeccably for the occasion, in expensively-tailored clothes that suit him perfectly.

A cultist passenger the investigators have to replace. He regards Carrigan as beneath contempt and is potentially convertible to their cause.

.....

The Carrier

The carrier was sent to America by sea in time for the Graf Zeppelin's first attempt at the around-the-world trip, and remains in Lakehurst awaiting the second trip. The investigators should know of the existence of this person by now but they have no idea who he is. Working this out occupies most of the rest of the adventure.

The carrier is completely unaware of their existence, making it vital that they deal with Carrigan and any of the passengers he has told about them.

Failing to neutralize any of the other cultist passengers won't stop the investigators, provided none of the cultists are aware of the investigators, although it might mean that one of them won't get to go.

The Carrier has its ticket with it and the investigators can't get ahold of it.

Penalties

If the investigators fail in any of their attempts and reveal who they are, the cultist concerned comes after them, their resident Shan aiming to kill instead

of capture. If Carrigan is left alive and free, this applies to all cultists retaining their resident Shans.

Otherwise any cultist still in possession of their ticket turns up at Friedrichshafen on the 1st of August expecting to fly, and the players will have to deal with them then.

.....

Summary

By the end of the chapter, the investigators should have revealed the identity and taken the places of at least some of the cultist passengers on the Graf Zeppelin.

They have met and had to deal with the chief coordinator of the opposition, John Carrigan.

Award them +1D3 SAN for every passenger they manage to replace, another +1D3 for each passenger they managed to convert to their cause, and -1D3 for each they know about but missed.



The Carrier

HELLOWALL



Having secured their places on the Graf Zeppelin, the investigators' final task before embarking is to follow up the final clue from Carrigan's safe. This suggested that the Heliowall device was being kept somewhere in "Hawksmoor's, Limehouse." If they follow this clue, they discover the full story behind Heliowall and why stopping it is so important.

...

Events

The investigators travel to Limehouse in London and discover the Shan pyramid there. One of an interconnected series, as they step inside each pyramid it transports them to a new location, in which they must search for the next via a series of hazardous traps. How difficult these are to negotiate depends, in part, on how well they have handled the previous chapters. In the final pyramid they find a comprehensive description of the Heliowall project and its aims, but not—to their frustration—the device itself.

.....

The Pyramids

Hidden in plain sight in the graveyard of Nicholas Hawksmoor's church in Limehouse, London, is one of the Shan pyramids, the first in a chain the Shan have employed to safeguard the Heliowall device. Traveling along this chain, the investigators must negotiate a series of hazards that a Shan would normally guide cultists through. This invasive Shan is the first hazard.

As they approach each consecutive new pyramid (after the first), the door opens, closing once they are all inside. A moment later, the pyramid transports them to the next location, the door reopens and does not close again until they are all outside, whereupon it returns to its starting point. If nobody enters, the door closes after five rounds and the pyramid transports itself empty. The investigators have to wait a further five rounds before it reappears, and they can only enter if someone who's biometric data has been taken puts their hand on the door. If they still don't enter, it transports itself away a second time, and doesn't return until they have left.

Due to the drastically shortened range of the pyramids, they do not leave the country. Once the investigators have negotiated each hazard and made it to the next pyramid, they can choose to stop there and find their own way back. This provides an out for investigators who have accumulated too many injuries to continue.

If any of the PCs do stop, give them a **Know** roll once per day to realize where they are. If they fail the **Know** roll, they can try calculating their position using a **Navigate** roll. If they fumble either roll, it takes them an extra day to find their way back. If they just wander around aimlessly and fail a **Luck** roll, it adds an extra day. Once they know where they are, they need a successful **Navigate** roll to get to a train station, road or other transportation, adding 20% to their skill if they have a relevant map. As it is summer, they are unlikely to suffer from exposure, but if they have no food with them and can't find water (**Survival** roll), they lose one point of CON temporarily and subtract 5% from all rolls for each day they don't eat or drink.

The investigators are unable to find the pyramid if they return later. Each pyramid is covered by an illusion, rendering it invisible, except for the first one. The other pyramids can only be seen by someone coming from the previous pyramid. If anyone else approaches within one meter of a pyramid, it immediately transports itself, empty, to the next location and doesn't return until they have gone, as a security measure.

The initial Pyramid doesn't allow anyone to enter it a second time. Any investigators that didn't enter it with the first party can still enter it, with the added advantage of not having to face its Shan.

.....

Finding the First Pyramid

Any English characters know that Limehouse is a neighborhood in London. Foreigners may find this out any number of ways: asking someone, Library Use, having a map book, **History** or **Know** roll, etc..

After finding Limehouse, if they obtain an appropriate gazetteer, tourist guide or history book, a successful **Library Use** roll (+10% to the roll if it's from the library in Limehouse itself) reveals that Limehouse contains a church by the famous and, at the time, controversial architect Nicholas Hawksmoor. A second successful roll reveals that the churchyard contains a mysterious pyramid, originally meant for the top of the spire. Give them an **Idea** roll if necessary to connect this with the pyramids they have already seen.

...

Hazards

The Shan

To get any further, the investigators have to go to the churchyard and inspect the pyramid. This is a fairly quiet spot, so they are able to examine it unobserved. An **Idea** roll suggests that it has the same dimensions as the pyramids at Bloody Beck and Durham. It appears to be solid stone. If any investigator had their biometric data entered in Durham



Cathedral, as soon as they put their hand anywhere on the pyramid its door opens (on the side facing the church) and stays open for a maximum of ten rounds. A **Spot Hidden** at this point merely reveals a darkened interior.

Any investigators not entering the pyramid during this time are stranded outside. If they all go inside, the door closes behind them. Once the door is shut, the lights come on, a Shan appears and tries to enter a random investigator's head. As they are inside a working piece of Shan technology and not in daylight, the invading Shan is not debilitated. It expects a willing host, so is in no hurry; they have two rounds to deal with it before it successfully enters an investigator's head. If they do not eliminate it in those two rounds, the person now hosting the Shan receives commands from it. 1/1D6 SAN loss for anyone seeing this.

There are two doors inside this pyramid (the other pyramids in the chain only have one). One leads to the next hazard; the other back to the graveyard; and it is towards this exit that the Shan tries to persuade the investigator. Conduct a Psychology vs. Psychology contest to see if the investigator can re-

sist the suggestion. If they can, they freeze in place until freed of the Shan. If they can't, they exit the pyramid to the graveyard. If the Shan is expelled, it immediately attempts to enter another person, so the investigators ultimately have to kill it. If the graveyard door is approached by anyone, it opens for one round, then closes again. The pyramid only transports them when someone approaches the other door.

The Forest

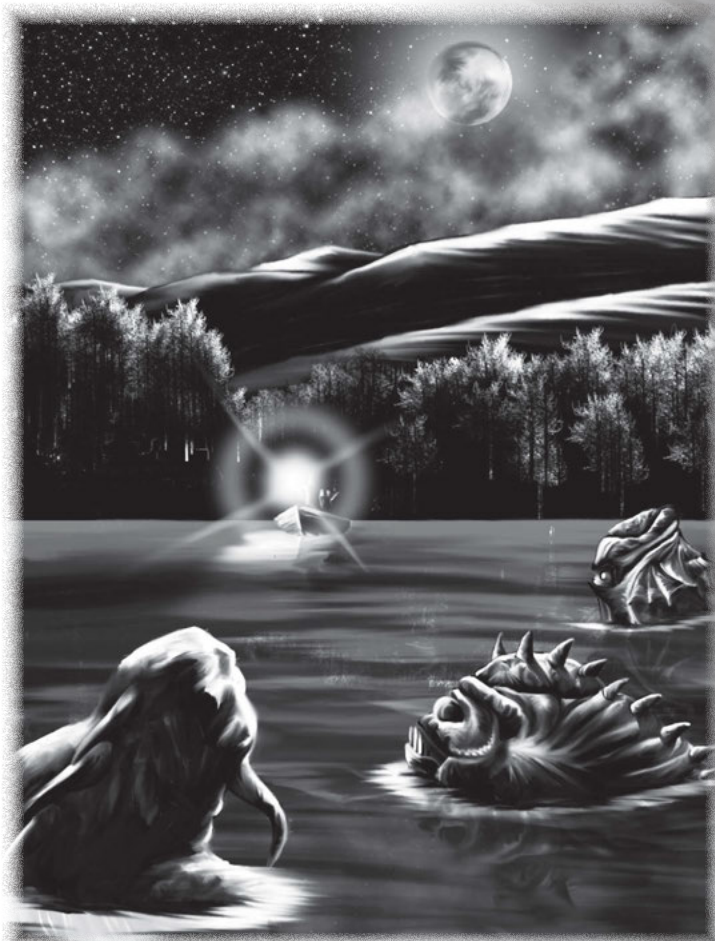
When they leave the pyramid through the second door, the PCs find themselves in a woodland clearing situated in a steep-sided, narrow valley, with a sheer cliff face behind them. Anyone with a **Climb** skill of less than 75% sees this as unclimbable. If they have 75% or more than they'll think it's barely possible, but it takes an initial special success and two additional ordinary successes to get to the top. If they make it, they see that they are at the apex of a horseshoe-shaped valley; a **Know** roll suggests that they are in the Pennines in central England. The wood fills this valley with the next pyramid in the center. Unfortunately, they see (without having to make a roll) mini-Xiclotlan mixed in with the terrestrial trees. They are distributed so that the investigators have to fight some of them whatever direction the pyramid is approached. Getting back down the cliff only takes one successful **Climb** roll.

From the ground, a **Spot Hidden** is needed to see both the Pyramid and the Xiclotlan.

The PCs have to negotiate up to 13 Xiclotlan, depending on which direction they go. To work out a route to the Pyramid that avoids as many Xiclotlan as possible, ask the players to make **Navigate** and **Idea** rolls. If they succeed they only have to face seven Xiclotlan; if they fail, they must face 13.

After they defeat each Xiclotlan, ask for **Navigate** and **Idea** rolls. If anyone makes both, they can bypass half those remaining; round halves down. If they make the rolls after the first Xiclotlan they can evade the next six; after the second, the next three; etc. Any fumble means that they have gotten lost, and have to start again from the beginning, but subtract any Xiclotlan that they have already neutralized from 13. Anyone who managed to climb the cliff gets +20% to all these rolls. If someone **Climbs** a tree instead, they get +10%, but only for the next roll.

They can deal with each Xiclotlan using either weapons or the Bind Xiclotlan spell if they found



The Deep Ones Await...

and removed it from Ashton Brown's room in Durham.

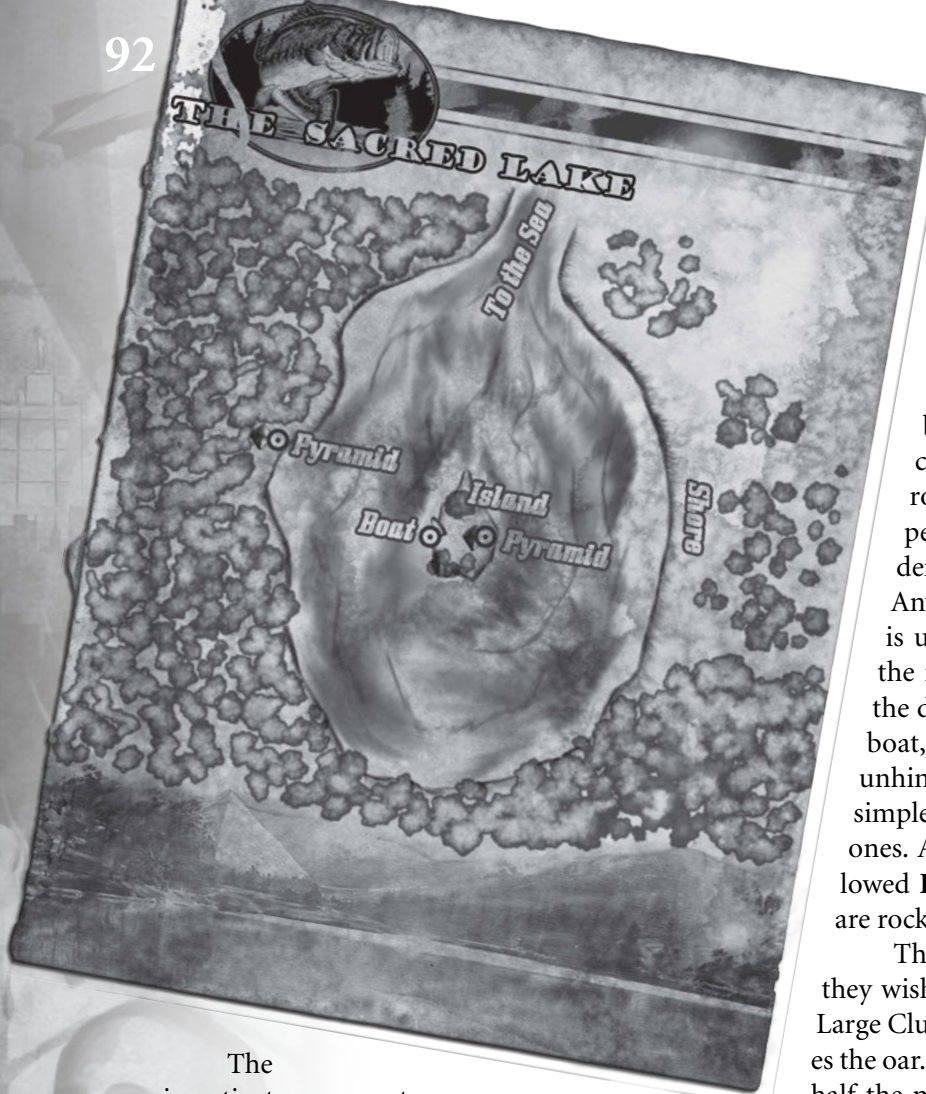
The trees are not sturdy enough for them to make their way past the Xiclotlan via their upper branches.

The pyramid itself stands in another clearing, with its door out of range of any Xiclotlan.

.....

The Sacred Lake

Once through the second pyramid, the investigators emerge on an island in the center of a small salt water lake connected to the sea. The next pyramid is easily visible on the far shore. A rowing boat large enough to take them all is beached on the island, and can be easily pushed into the water. If anyone makes any kind of successful **Boating** roll they can cross the lake in 10 rounds. Otherwise, ask for a **DEX x4** roll each round from whoever volunteers to row; each time they fail means an extra round of rowing, five more if they fumble. There is only one pair of oars.



The investigators are not alone. This lake is sacred to the deep ones, and 25 deep ones act as its guardians. They attack and kill anyone who sullies the lake with their presence, fighting to the last if necessary.

Once all the investigators are on board and have begun to row, a **Spot Hidden** reveals lots of heads bobbing about in the water. At first they look like seals, but a successful **Natural History** roll shows that they are not. An **Idea** or **Cthulhu Mythos** roll reveals them as deep ones.

If the investigators succeeded in making allies with the deep ones in Whitby, a **Persuade** or **Fast Talk** roll grants them unhindered passage to the shore.

Otherwise the deep ones try to force the intruders into the water and drown them. Every round 1D6 deep ones attempt to climb into the boat, to a maximum of twelve. Give them a **DEX x5** roll each to get in. The investigators can try to push them back out as they do so; use a **STR vs. STR** roll. A maximum of two people can combine their strengths for each deep one.

Each deep one that succeeds in getting into the boat attempts to **Grapple** an investigator at ran-

dom. The investigator gets a counter **Grapple**, in accordance with the rules. If the deep one wins, on making a second successful **Grapple** they pull the investigator over the side and into the water. A maximum of two deep ones can attack each investigator.

Additionally, each round 1D6 deep ones try to tip the investigators out of the boat by rocking it. Again, the investigators can try to push them off using **STR vs. STR** rolls, with a maximum of two investigators per deep one, but need to make a **Spot Hidden** to see them in the general confusion. Any deep ones resisting them or fighting is unable to contribute to the rocking. Give the investigators a roll to stay in each round the deep ones successfully manage to rock the boat, **DEX x5** if only one deep one can rock unhindered, **DEX x4** if there are two, down to simple **DEX x1** if there are five or more deep ones. Anyone with a **Boating** skill is always allowed **DEX x5**, no matter how many deep ones are rocking the boat.

The investigators can use the oars to fight if they wish, but they can't row that round. Use the **Large Club** stats for oars. A fumbled attack roll loses the oar. They can punt with the remaining oar for half the movement rate. If the investigators attack with any weapon other than oars, any deep ones still in the water respond with their hunting spears, starting from the next round.

Any investigator who ends up in the water needs to make **Swim** rolls to avoid drowning. If they succeed, any unengaged deep ones try to **Grapple** them, with the investigator allowed a counter-**Grapple** roll. If the deep ones succeed and can make a second **Grapple** roll the next round, they have managed to pull the investigator under and they begin drowning. A free investigator can swim for shore, moving at half the speed of a rowed boat. If he makes a successful **DEX x5** roll, he can climb back into the boat.

If the investigators decide to return to the island, the pyramid is gone and the deep ones attack them on dry land, using **Grapple** if they are unarmed and hunting spears if they are not.

If they manage to get the boat to shore and are still under attack, it takes one round to climb out of the boat if they make the **DEX** rolls, another round for them to get to the pyramid, and a third round to get inside and the doors to close. Add one round for anyone who fails the **DEX** roll or if there are any

unconscious or injured investigators who need to be carried. Once they are inside, they are safe, as the door closes automatically and the deep ones don't enter for fear of being trapped inside.

If they choose not to enter the pyramid they have a long walk back to civilization; they are in Loch Carron (a sea-loch, or fjord) in the Scottish Highlands.

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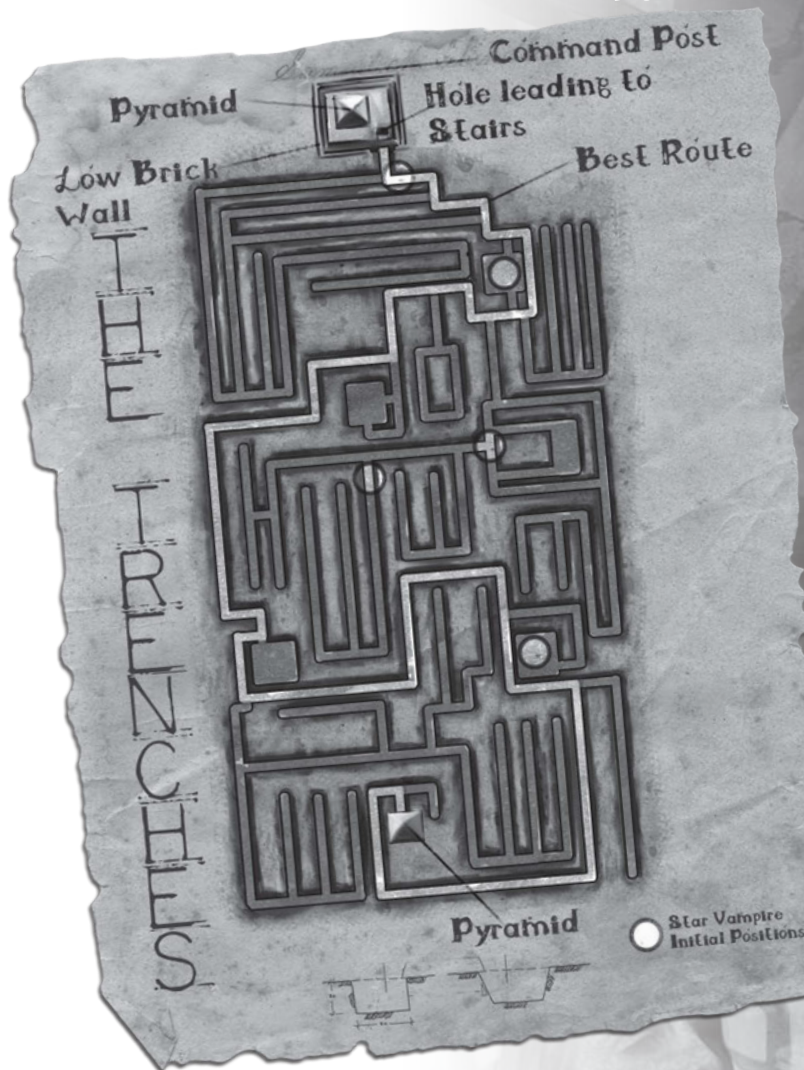
The Trenches

If they interrupted the recharging of the Bloody Beck pyramid skip this hazard, going straight to the final pyramid.

The PCs emerge onto the flat roof of a low building, in a space enclosed by a one-meter-high brick wall. There is a square hole in one corner. Night is falling (if it is not dark already) and the sky is clear and full of stars.

A successful **Spot Hidden** shows the next pyramid some distance away, at the end of a network of trenches leading away from the building at ground level. These both connect and bypass a number of rectangular spaces, each about five meters square (see diagram). They are a little deeper than the average human height. Together they constitute a maze. Any veterans of the Great War recognizes this as a military training ground; a **Know** roll identifies Salisbury plain. If someone suggests memorizing the layout of the trenches, give them an **Idea** roll to do so; they don't have time to make a sketch. This is because, as a second **Spot Hidden** shows, a number of shantaks—one per investigator—are flying towards them from above. They have three rounds to do something before they are in direct combat. The hole in the corner of the roof has a set of stairs leading down and is too small for a shantak to enter, or they could **Jump** straight into the trench, taking 1D6 damage if they fail the roll.

If they descend the stairs, they find themselves in a brick-lined room filling the entire structure. This is the old command post. There is a fairly substantial door leading to the first trench, but it is hanging off its hinges. Give all veterans a **Psychology** roll. If they fail, ask for a **SAN** roll. If they fail, they suffer a flashback, losing 1D3 SAN and refuse to enter the trench. It takes a **Psychoanalysis** or **Persuade** roll to convince them to continue. **Fast Talk** also works, but only temporarily; each time they come to a junction they have to make another **Psychology** roll, repeating the above sequence if they fail.



One shantak per round tries to bite them from above at 10% chance, but do not go down into the trench (they are flying creatures and feel too vulnerable in a trench). The investigators can realize this by making an **Idea** or **Natural History** roll. They are safe from the shantaks by crouching or crawling in the trench, but have -10% to all combat skills.

A star vampire is waiting in the left fork of the first T-junction, and attacks the first person to round the corner. Throwing dirt around the corner first (unlike the real trenches, it is dry and dusty underfoot) reveals the star vampire two rounds before it can reach them.

There are, additionally, half as many star vampires as there are investigators. They begin in the positions shown and generally hone in on the investigators via the trenches (but only if the investigators stay in them) at a move of 6.

The investigators have to make their way along the trench system to the pyramid. Give them **Navigate** and **Psychology** rolls to decide which way to go

Message for the Carrier

It is now time for you to know the whole story.

We, the Shan, have wandered the corridors of space since our world was destroyed many aeons ago. On this Earth, we believed our quest to find a new home was over, requiring only the removal of an infestation of primitives.

Too late we discovered that this planet is a trap for us. Something about the light given out by its star cripples our devices. The pyramids that once allowed us to cross vast tracts of space in an instant are unable to move us even off this island. Of our great and powerful weapons, only the nerve whips still work, and our computers are reduced to abacuses. Even our own powers are drained in daylight so we are confined to the night or dependant on the infestants as hosts. Nor could those who first arrived here warn the rest or we would have avoided this fate.

These difficulties so overwhelmed our ancient brethren that they abandoned all hope and became indolent, using the infestants only for amusement, not even as slaves. We began down the same path but rescued ourselves by building the Heliowall device, which will render their sun harmless to us and restore us to glory. Then we can call our race to join us, rid ourselves of the infestation and build a new civilization.

This world will become the capital of a new empire and the base for our conquests.

One problem remains. Heliowall was intended to be deployed in orbit. A single circuit of this planet would have sufficed, but our pyramids are now far too weak for even this simple feat. Then we discovered that any circumnavigation within one lunar cycle—that is roughly 28 of this world's days—would suffice. At first, even that was beyond the infestation's simple machines. But we were patient; we could see in them the stirrings of a primitive industry. We watched and waited as they slowly developed powered transport on land, on water and finally in the air. Still they were inadequate.

But now these lighter-than-air crafts, basic and dangerous though they are, have given us our chance. The infestants have even planned a circumnavigation in one, relieving us of the necessity of taking it from them.

This, then, is your task. Take the device, cross the water to the starting point, await their craft and embark. Heliowall will start automatically once the air vehicle has left the ground. When you return, it will have succeeded and our time of trial will be over.

But beware; this can only be attempted once. If you fail for any reason after the device has started, we can never try again. We will be trapped, helpless, on this simple world forever, waiting in silent anguish for the infestation to advance enough to recognize and destroy us.

We have fooled some infestants into providing protection, they will be made known to you once your journey has begun.

If any new interference from infestants is discovered between now and successful completion, you will be notified by a "telegram" with the single codeword: "Metropolis."

You are our hope,

our only chance,

the Carrier,

you are Heliowall.

Go now and good fortune.



at each corner—this system was built by humans, so there is logic to how it works. The keeper should roll this; +20% if they made their **Idea** roll to memorize the layout at the start. They get +10% if they **Climb** the trench wall high enough to see the pyramid over the top, but only for that roll. If they fail a **Luck** roll a shantak attacks them at full chance.

Their best bet is avoid the open spaces as they are vulnerable to full attacks by one shantak, as well as star vampires; fumbled **Navigation** rolls lead straight to them.

The investigators enter the pyramid via a trench; none of their opponents follow them in, although if the keeper feels their journey has been too easy he may place a final star vampire outside the door.

The Baneful Dust of Hermes Trismegistus, Voorish Sign and the Spear from Hob Lea are all helpful; give the players **Idea** rolls to remember them if they are in real trouble.

They can avoid the maze by **Climbing** the trench walls and walking on the parapet, allowing them to go straight to the pyramid. This requires an initial **Climb** roll, and **Jump** rolls each time they cross a trench to avoid falling in; If they miss the jump they take 1D6 damage falling into the trench; a second **Jump** roll avoids the damage. However, if they do this all the star vampires leave the trenches and fly directly towards them at a move of 9. The star vampires are far harder to detect as they are not constrained by the trenches. They are attacked by three shantaks per round.

.....

The Final Pyramid

Inside this pyramid, mounted on one wall, is what a later generation will recognize as a flat-screen TV. Anyone whose biometric data has been taken activates it if they put their hand on it, starting a recorded message. If not, they can work out how to turn it on using the controls located underneath it with a successful **Idea** roll. The message was intended for the carrier, who had been kept as ignorant as practicable up to that point for security reasons.

It uses the same typeface as the paper on the Heliowall project from Roland Timon's safe. See handout *Message for the Carrier*:

Once the message has ended, the screen goes blank. A hatch to a hidden compartment slides open, revealing an empty stand. If they haven't guessed, An **Idea** roll tells them that the device used to sit there, but has already been taken. A second

Idea roll allows them to estimate its size as roughly that of a tea or coffee pot. The hatch then closes, the door in the side of the pyramid opens, and the internal lights go out. Nothing else happens, no matter what they do. Once they have left it, the pyramid transports itself back to Salisbury Plain.

They find themselves in a back street in some city. They can soon determine that is Southampton. A final successful **Idea** roll reminds them that this was the port of embarkation on the ticket from Carrigan's safe.

It might occur to them that this is an odd task for a human being to agree to, although they may dismiss it as the influence of a resident Shan.

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Summary

By the end of the chapter the investigators, if they have survived the series of hazards, know everything they need to about Heliowall, except the identity of the carrier.

Guardians of the Lake.

These deep ones were specially chosen for their dedication to Dagon and Hydra and for their proven ability to tackle other races fearlessly and successfully.

The deep ones are an amphibious race that serve primarily Cthulhu and two beings known as Father Dagon and Mother Hydra. Locked in the timeless depths of the sea, their alien, arrogant lives are coldly beautiful, unbelievably cruel, effectively immortal. They come together to mate or to worship Great Cthulhu, but do not crave touching or being touched as humans do. They are a marine race, unknown in freshwater environments, and globally have many cities, all submerged beneath the waves. One is off the coast of Massachusetts, near Innsmouth. Some deep ones interact with humans. They appear to have a monstrous lust to produce human/deep one hybrids. The reason may lie in the breeding cycle of these beings, of which little is known. Deep ones may be worshiped by humans with whom they regularly interbreed, for deep ones are immortal, unless slain, and so are any hybrid offspring. Typically, hybrids inhabit remote coastal villages. Such a hybrid begins life as a human-looking child who gradually becomes uglier and uglier. Suddenly, over a period of a few months, the human

undergoes a monstrous transformation into a deep one. The changeover usually takes place at the age of 1D20+20 years, but some individuals change earlier or later, or only partially.

Sample Guardians.

Repeat these stats for all 25.

| | 1 | 2 | 3 | 4 | 5 |
|------------|----|----|----|----|----|
| STR | 18 | 18 | 19 | 13 | 17 |
| CON | 18 | 16 | 13 | 10 | 12 |
| SIZ | 19 | 15 | 17 | 24 | 16 |
| INT | 13 | 12 | 13 | 14 | 15 |
| POW | 16 | 18 | 15 | 17 | 10 |
| DEX | 13 | 13 | 14 | 10 | 12 |
| HP | 19 | 16 | 15 | 17 | 28 |

Move: 8/10 swimming.

Damage Bonus: all+1D6.

Skills: Grapple 40%.

Weapon: Claw 35%, damage 1D6 + 1D6

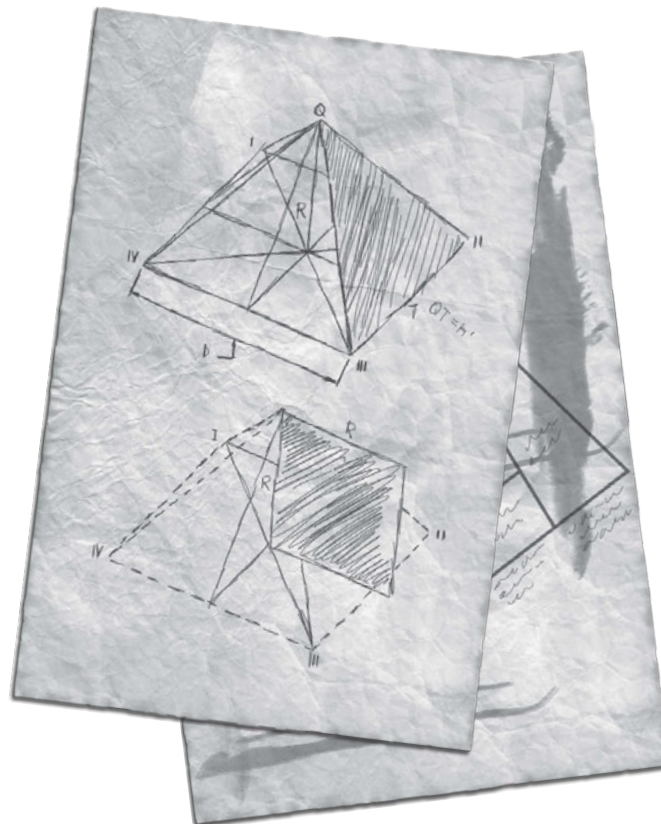
Hunting Spear 35%*, damage 1D6 +1D6

Grapple 40%, damage special

*Impaling weapon.

Armor: 1-point skin and scales.

Sanity loss: 1/1D6 to see a deep one.



THE GRAF ZEPPELIN



By now the investigators should know of the around the world flight of the Graf Zeppelin, if not they soon read about it in the newspapers. They should also be aware that the Carrier will board the airship when it gets to Lakehurst and the importance of identifying it and stopping Heliowall.

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Events

The Graf Zeppelin's circumnavigatory trip begins at the Zeppelin Airship Works in Friedrichshafen, and this is the best place for the investigators to embark. From there it crosses the Atlantic to Lakehurst to pick up the rest of the passengers before returning to Friedrichshafen, giving the investigators a second chance to catch it. It then sets off across Eastern Europe to its first stop in Japan. Tokyo will prove dangerous for the investigators, and by the time they have crossed the Pacific to San Francisco, the Carrier will have had two chances to eliminate at least some of them, and they will have two clues as to its identity.

If any of the investigators wish to sneak a parachute on board and can suggest a legitimate source, let them; although it may not be as useful as they think. Parachutes exist at this time, are well inside the 50 lbs. allowance, and are not so bulky that they can't fit into a large, shapeless piece of luggage such as a kit bag.

Eckener will regard a parachute as a major insult, so it must be brought aboard surreptitiously. Give the investigator concerned a **Luck** roll to see if they are spotted with it before they leave, and at

each stop. On a failed roll the investigator, the parachute, or both will be left behind, keeper's choice.

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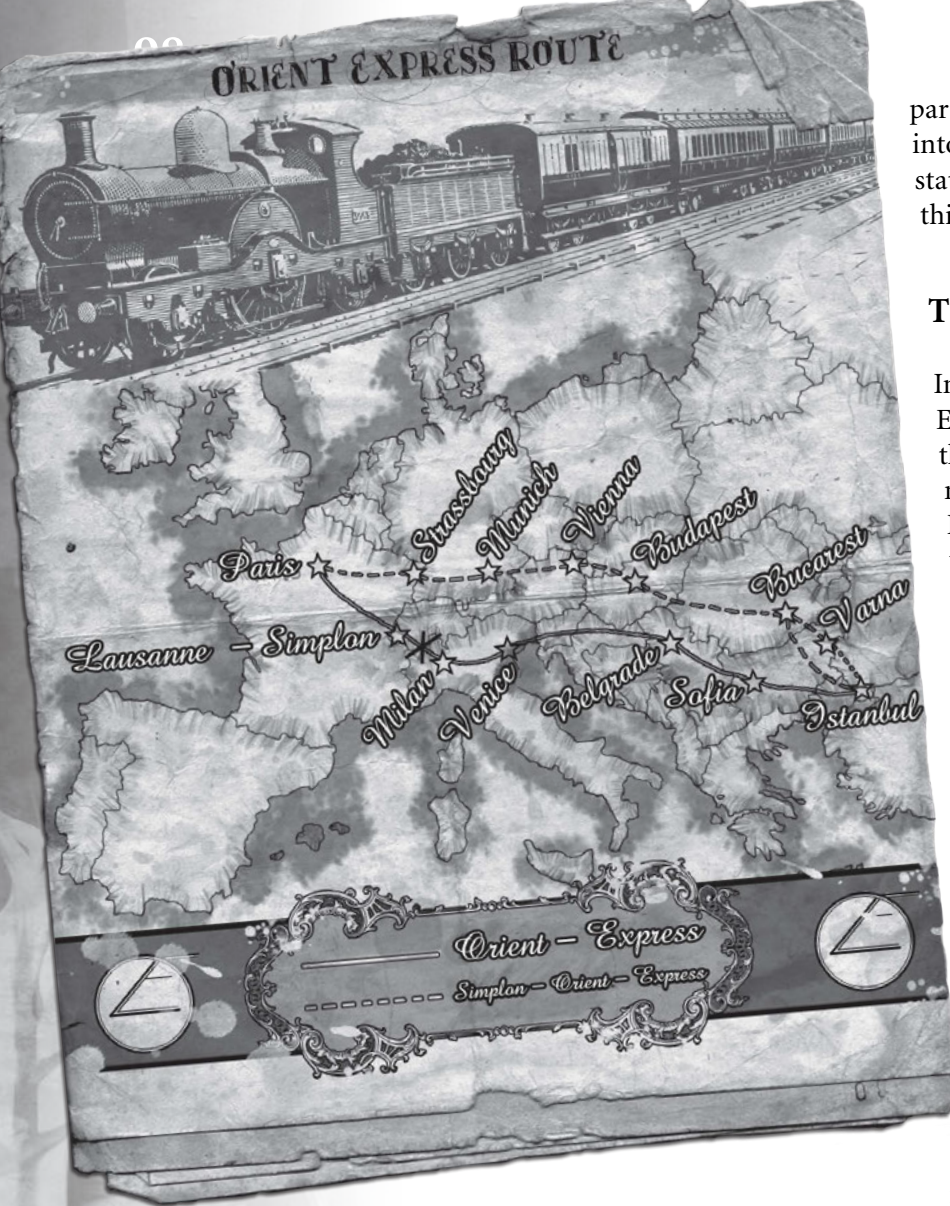
Travel

England to Lakehurst

Theoretically, if they have time, the investigators can cross the Atlantic by liner and travel to Lakehurst by road or rail from New York City. Nominally, this should take about a week (on the RMS Rutland, departing from Southampton) and involve very little hassle. Unfortunately, if they do the ship accidentally collides with another liner on the way and is forced to limp very slowly back to Southampton. Spin this out, giving the distances covered day by day, so that they can feel the time slipping away. They might even be barred from entering port for a while due to fog or heavy seas. They don't arrive back until Monday, July 29th, giving them only just enough time to get to Friedrichshafen before the airship leaves. If they wish to try again, there are no more Atlantic crossings until Saturday, August 3rd. Give them an **Idea** roll if necessary to realize that this means the LZ127 will have left Lakehurst before they can get there and, as it can cross the Atlantic far faster than any ship, they will end up being stranded in America.

England to Friedrichshafen

Friedrichshafen is the home of the Zeppelin Airship Works and is situated on the Northern shore of Lake



Constance in Southern Germany, near the border with Switzerland. The best way of getting there is by rail. Starting from London the route goes to Dover for the boat to Calais, then by train to Paris, changing there for Strasbourg and then again onto a local service for Friedrichshafen.

As the Paris-Strasbourg leg is one of the Orient Express routes (there is more than one at this time) they can use this line if they are sufficiently well-heeled. Alternatively, if the PCs have managed to replace Roland Timon, Amanda and Eric Todd, Carrigan or Sebastian Wright (plus their hangers- on if appropriate) on the trip, the investigators may have taken their train tickets too, as this is their planned route. On the other hand, if they missed all or any of the cultists on the list, they find themselves traveling on the same train, and the cultists may try to eliminate the investigators. The cultists' attempts include pushing the investigators off the train, stabbing them in their com-

partments at night or trying to fool them into getting off the train at an intermediate station. The cultists won't risk a gunshot at this stage.

The Orient Express

In 1929 there are two routes: the Orient Express itself, via Munich and Vienna; and the Simplon Orient Express which takes a more southerly route through Milan and Belgrade. It is the first route that the investigators take. Both routes start in Paris; the Arlberg Orient Express, which started in London, does not begin service until 1930, although if the campaign has had to be moved forward in time the investigators can take advantage of it. Either way, they must leave the train at Dover to take the ferry to Calais and re-board there, as the Express coaches themselves do not cross the Channel.

Before the investigators leave, ask the players to itemize their major belongings, lumping them together: for example, warm weather clothes and cold weather clothes.

Whether or not they catch the Orient Express, the journey takes them seven and a quarter hours to reach Paris if they start from London, and a little over eight more to get to Strasbourg. The final leg from Strasbourg to Friedrichshafen takes three hours, but if they miss the connection to Friedrichshafen (failed **Luck** roll) they have to wait 4D6 hours for the next one. If this would make them late they can hire a car (**Idea** roll) if they have the language skills, and drive there.

At every change of train, give each of the investigators an **Idea** roll. If they fail, ask for a **Luck** roll. If they fail this, too, they have left an item from their luggage on the train. Roll at random on their prepared list for the item lost. If they contact the appropriate railway line they can try to have it found. They need to speak the local language; if not, give them **Idea**, **Luck**, and **Persuade** rolls to find someone who does. Give them another **Persuade** roll (the character's as it is their arguments that are being presented) to convince the line that it is worth trying, a **Luck** roll for each item for it to be still on the train (i.e. it hasn't been stolen) and a 40% **Spot Hidden** skill roll for the line employee trying to find

it. From the initial phone call or other contact to the item appearing in their hand takes 4D20 hours plus the required traveling time. If the item was left on the Orient Express, the line prides itself on finding it no matter what, if it is still there. There is no need to persuade them, they speak English, and it only takes half the time. The line employee has a 100% **Spot Hidden** skill, although the player still needs to make the **Luck** roll per item to ensure it hasn't been stolen.

They could drive all the way to Friedrichshafen instead, but this takes a lot longer; at least a week all told. One of the investigators needs to make a **Navigate** roll each day to avoid getting lost, at ½ chance if they don't think to take a map. Add an extra day each time they don't make the roll. Give the driver a **Drive Auto** and **Luck** roll per country (Germany and France) to avoid a crash or breakdown. If they fail either, a successful **Mechanical Repair** roll sees them back on the road but it takes an extra day. In addition, if they failed the **Drive Auto** roll give everyone in the car a **Luck** roll. Anyone who fails takes 1D6 damage from the crash. If the **Mechanical Repair** roll is also failed, they need to find a garage and overcome the language barrier, which adds another 1D6 days. They need to arrange accommodation every night en route.

Alternatively they could fly. There are air routes at this time that can take them from London to Paris and then on to Munich. From there they would have to either hire an airplane (**Luck** roll), taking them straight to Friedrichshafen, or use the train or hire a car.

If they miss the first departure, they can still board the airship after it returns from Lakehurst on August 10th.

Friedrichshafen

Once they arrive in Friedrichshafen they need to arrange accommodation, as they cannot board the Graf Zeppelin until the day it leaves. There are a number of hotels in Friedrichshafen; a good bet would be the Buchhorner Hof. Situated between Lake Constance and the Railway Station; it is both convenient and easy to find. They may want to pre-book accommodations for the return from Lakehurst, as they will be on the ground again for five days. Any cultists that they have yet not eliminated are staying at the same hotel. If they are aware of the investigators, they keep an eye on them, following

them wherever possible and looking for opportunities to prevent them from getting on the flight.

Before they board, get the players to prepare a more detailed list of all the things that their characters are taking with them, aside from the clothes they are wearing. More than with any other type of aircraft, weight is absolutely critical in airships, and the passengers are only allowed 50 lbs (about 23 kg) of personal belongings of all kinds. Their baggage won't be searched in any way, but it will be weighed and they must stick to this limit.

Friedrichshafen to Lakehurst

The airship leaves Friedrichshafen for Lakehurst on August 1st. The investigators and any cultists they have missed are the only passengers on board. The cultists, if they are aware of the investigators, do nothing at this stage as they do not want to jeopardize the trip.

There are a couple of potted plants in the dining room, one of which is a disguised (**Spot Hidden** to recognize) mini-Xicotlan, courtesy of Carrigan, present even if he is not.

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Stowaway

On this leg of the flight the Graf Zeppelin carries a stowaway; Albert Buschko, 19, a Dusseldorf baker's apprentice.

If the investigators make **Listen** rolls the first night out, they wake to hear someone moving in the passage outside, towards the front of the airship. This is Albert trying to **Sneak** (40% skill) into the galley to steal food. He tries to **Climb** (35% skill) back into the superstructure the same way. If the investigators follow and attempt to capture him, he uses **Hide** to avoid being caught and isn't aggressive. If the Investigators do not catch him, he is found by the crew before reaching Lakehurst. He is sent home on the Hamburg-American liner Thuringia after they have touched down in America. He has no cult connections; he simply wants an adventure.

Lakehurst

The Graf Zeppelin arrives at Lakehurst on August 5th. Accommodation has been arranged for the passengers in a hotel near to the airship base until it leaves again on the 7th. Hotel cars are arranged

Secrecy

William Randolph Hearst agreed to become the prime backer of the trip (to the tune of \$100,000) partly on the condition that his own people would file their news stories first. Everyone else on board was sworn to secrecy until after it was over.

for them when they arrive and on the day they depart. The rest of the passengers are already in the hotel, so the investigators only have one day to chat with and assess them before they board the airship. They can't check up on them, however, as they are not allowed any phone calls or telegrams as part of Hearst's news deal. All of the passengers' places on the trip are conditional on accepting this stipulation, and it is important that the investigators do not learn too much too quickly. If anyone attempts to slink off to do research, the Carrier sees them and anonymously informs Hearst, who promptly has them banned from the trip. They will have better opportunities during the stopovers in Tokyo and Los Angeles.

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Passenger List

There are 10 staterooms, accommodating a total of 20 passengers. Female passengers are not forced to share cabins with strangers; Grace Drummond-Hay is given a cabin of her own. If there is a female investigator or Amanda Freeman-Danby is aboard she shares her cabin. If both Amanda and a female investigator are aboard, they have to share a cabin (Lady Drummond-Hay will only share her cabin if there are an even number of women on board). As there must be at least one investigator, nineteen passenger names are given here. Reduce this by the number of investigators remaining, plus any cultists who embarked at Friedrichshafen, but don't leave out Ryan Baker!

Of those listed, numbers 1 to 5 were passengers on the actual trip and William Randolph Hearst's "Reporting team"; 6 and 7 are false names for real journalists, and the rest are entirely fictional. Notable skills, things that might be found in a cabin search (by **Spot Hidden**) and their general demeanor are given for some of them. They are introduced, or introduce themselves, as the following:

Karl H. Von Wiegand

European director of Hearst's universal news service

Sir George Hubert Wilkins

Hearst-backed polar explorer

Skills: Climb 78%, Arctic Survival 65%, Navigate 80%.

Finds: His favorite "lucky" ice axe.

Lady Grace Drummond-Hay

Finds: A soft-toy cat.

Robert Hartman

Photographer

Finds: Photographic equipment including several cameras. Two of the cases are big enough to contain the Heliowall device and he always keeps them locked when he's not in his cabin.

Charles E. Rosendahl

Commander of the airship Los Angeles and survivor of the Shenandoah airship disaster.*

Skills: Pilot Airship 79%, Navigate 63%.

*The Shenandoah, the U.S. Navy's first rigid airship, filled with helium instead of the more volatile hydrogen, was torn apart in a storm in the early hours of September 3rd, 1925. Fourteen of the crew were killed, the rest made it back to earth in the three broken sections. Rosendahl managed to make a safe landing by flying the nose section in the manner of a balloon.

Gebhard Hirsch

A German journalist

Demeanor: Highly intelligent and apparently amenable, he can really turn on the charm when necessary, and is quite ruthless when it comes to getting a story. Any time that the investigators observe him he is talking to one of the passengers or crew in a way that a **Psychology** roll reveals is aimed at extracting information.

Hikaru Maruyama

A Japanese journalist

Skills: Grapple 67%, Martial Arts 73%.

Demeanor/Finds: Highly conscientious, he keeps all the photographs he takes in a locked equipment case, again the right size to contain Heliowall.

The Graf Zeppelin

Ben Wood

A Chicago businessman who claims to be in the lumber business, but his company actually sells firefighters.

Finds: Business cards, specially printed with an image of the Graf Zeppelin. He plans to hand these out once he has returned to America to boost sales. If the investigators call the telephone number on the card during the stopovers in Tokyo or Los Angeles they discover the true nature of the company.

Robert Hall

Hall made his money on the stock market and has recently “retired” at the age of 32.

Skills: Martial Arts 70%, Pilot Aircraft 45%, Pilot yacht 56%, Shotgun 65%.

(These skills derive from Hall’s hobbies as a rich Play-boy).

Cody Lee

Lee works for a firm of speculators interested in investing in new technology, and they have sent him to report on the performance of the airship. To this end, he keeps a detailed journal locked in a small case about the same size as the Heliowall device placed under his bed.

Nicholas Jackson

Jackson says he works for the *London Times*; in truth he is a journalist for a small local paper and won his ticket in a card game.

Skills: Persuade 70%.

Finds: A series of notes made on the trip so far, a **Spot Hidden** followed by a **Know** roll reveals his occupational deception, without having to read them in detail.

Jim Mason

An Australian who owns what he calls a cattle ranch, but it’s really a “sheep station,” which is just as big and lucrative but doesn’t sound as impressive.

Skills: Rifle 70%.

Finds: An out of date Australian newspaper. If they say they are flicking through it, on making a **Spot Hidden** roll the investigators read an advertisement for wool from his sheep station.

Suspect Elimination Summary

The potential passengers are:

1. Karl H. Von Wiegand
2. Sir George Hubert Wilkins
3. Lady Grace Drummond-Hay
4. Robert Hartman
5. Charles E. Rosendahl
6. Gebhard Hirsch
7. Hikaru Maruyama
8. Ben Wood
9. Robert Hall
10. Cody Lee
11. Nicholas Jackson
12. Jim Mason
13. Ryan Baker
14. Evan Philips
15. Joshua Gray
16. Landon Hughes
17. William Thompson
18. Tim Owen
19. Justin Webb

Ryan Baker

Baker is the carrier and claims to be a property speculator. He has been equipped with enough knowledge to convince anyone not intimately involved with the business that he is genuine.

Finds: Several property descriptions with sale prices. If the investigators look these up on arrival in Los Angeles, (they are unable to beforehand) they find that one of them was sold a month before the flight started. An **Idea** roll points out that this was after the first attempt of the Graf Zeppelin was abandoned. (The Carrier picked these up during its extended stay to improve its cover and didn’t bother to check on their progress).

Evan Philips

An industrialist specializing in the building of dams.

Demeanor: Evan had a rough upbringing in an urban slum and has punched his way up from there, often quite literally. Although he has learnt the rules of polite company, he still has a somewhat brusque manner, but is psychologically strong and very dependable.

Skills: Fist 62%, Kick 40%, Headbutt 37%.

Joshua Gray

Gray made his money as an author.

Demeanor: He is ineffectual and often appears distracted but is very sharp when it comes to assessing character.

Skills: Psychology 58%.

Finds: A large, loose leaf manuscript. It contains detailed notes concerning the psychology, demeanor, physical attributes and mannerisms of all of the passengers. He intends to use these as the basis for characters in his next book and is quite secretive about it, keeping it under the mattress in his cabin.

Landon Hughes

A stock broker. The most normal-seeming person on board.

William Thompson

A postal worker who tells them he won a competition and spent the money on this trip. What he won't say is that he abused his post office position to ensure he took first prize.

“Tiger” Tim Owen

Owen is a racing driver.

Demeanor: Energetic and charismatic, he is possessed of an apparently inexhaustible supply of scary racing and flying stories guaranteed to thrill any audience.

Skills: Drive Auto 88%, Pilot Aircraft 67%.

Justin Webb

A banker.

Demeanor: High finance is his only subject of conversation and he bores the pants off anyone foolish enough to show even the slightest interest.

As can be seen from their descriptions, a number of the passengers have something to hide, and this shows up with **Psychology** rolls. Once on board, the veracity of their stories is extremely difficult to determine. Use this to arouse the players' suspicions, especially if they are wrong. **Psychology** does not work on Ryan Baker—the Carrier always appears to be telling the truth because it is a machine and does not generate the various cues that people use to assess honesty. This is all designed to ensure that the investigators have to work out from unfolding events who the Carrier is, and cannot simply take shortcuts via skill rolls, no matter how well they make them.

If they are caught searching cabins, they need to have a good excuse and make **Fast Talk** or **Persuade** rolls to avoid being left behind at the next stop.

If the investigators try to convince any of the passengers of the existence of Heliowall and the general plot they are dismissed as nutcases. The only one that might take them seriously is Ryan Baker, and then only if it thinks it can use this to its advantage.

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Stowaway, Reprise

Prior to departure they have a chance to catch another stowaway.

If the investigators decide to check out the hangar, talk to mechanics, etc. as part of their enquiries or simply out of curiosity, give them **Spot Hidden** rolls to see a figure in the rafters before anyone else does. If they do, they can climb up into the hangar roof themselves (**Climb** roll) and attempt to capture him. Once there, they can try to **Persuade** him that he has no chance of getting in, or getting away, now that he has been seen. If **Persuade** fails, or they prefer to use force, they can try to **Grapple** him. If they do, they need to make a **DEX x5** roll to keep holding on to the roof girders. If they fail, they fall off, but only take 1D6 damage as they land on the Graf Zeppelin, whose fabric covering acts like a huge trampoline. One way or another, the prospective stowaway is eventually captured and ends up in the guardhouse. If they get the chance (**Persuade** roll again) they can interrogate him.

His name is Morris Roth; he is 18 and a plumber's helper from Trenton, New Jersey. He had a 175-ft. rope with him, and had planned to slide down it onto the top of the Graf Zeppelin, then climb inside. As with Albert Buschko earlier, successful **Psy-**

chology or **Psychoanalysis** rolls reveal his motive was simply adventure, in no way sinister.

The Graf Zeppelin departs Lakehurst on August 7th.

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The Carrier

The Carrier is basically a metal robot with a covering of human skin. The players first thought will probably be “Terminator” but the Shan based it on the robot Maria in Fritz Lang’s *Metropolis*. Indeed, it was one of their hosts going to see this film that gave them the idea.

Automatons first appeared in science fiction in the 19th Century and the concept would be familiar to anyone with any knowledge of the genre. The word “Robot” entered the English language in 1923, in the play *R.U.R.*; *Metropolis* was made in 1927 and the characters almost certainly have seen it, so it should still be fresh in their minds. “Metropolis” as the telegram codeword is a broad hint in this direction.

The Carrier has all stats at 21 except for an APP of 11, to avoid standing out. It has all the normal human skills including the appropriate 1920’s firearms skills at 75%; again to avoid seeming too perfect. Damage affects it in the same manner as a real human being, except that it does not become unconscious—or de-activated—until its hit points reach -2. It has some capacity to repair damage by re-routing circuits; this is limited to an absolute lifetime total of six points, at a rate of 1D6 points per round, so long as it has -2 or greater hit points left. Each time it takes damage, viewers have a 10% per damage point chance that a successful **Spot Hidden** roll reveals metal under its skin.

The Carrier’s arms contain a defensive device similar to a modern taser. It can send a high-voltage electrical discharge through anyone it is touching with both hands, even through their clothes. The target is immediately thrown back a distance of 1D3 yards, and must roll under their **DEX x3** to stay standing. The target is unable to make any coherent movement for the next 2D3 rounds. It takes 2D3 rounds to recharge before the Carrier can use it again.

The Heliowall device is contained in an open space in the Carrier’s chest cavity designed especially for it, and is obvious if the skin covering the chest is removed. The device is a cylinder roughly 25 x 20 cm in size and carries the Heliowall symbol. The Carrier took it from the compartment in the fi-

nal pyramid and inserted it by cutting open the skin on its chest. A slowly-healing scar remains from this operation if the investigators ever get a chance to see it.

The Carrier speaks English, with an American accent picked up during the time it has spent waiting in Lakehurst.

To allow for last-minute changes, the Carrier has not been told the names or appearance of any of the cultist passengers, although it does know there are supposed to be some. The only cultist it can recognize is Carrigan, and it is programmed to only accept the identities of the other cultists from him. If he is not on the trip it assumes that something has gone wrong and regards all passengers as potential enemies. It tries to sort out friend from foe, and from ordinary passengers, starting on the ground in Lakehurst. It listens to conversations, uses **Psychology** and **Psychoanalysis** observationally to evaluate behavior, searches rooms and cabins (under pretence of getting lost if caught), and follows people on the ground if it is safe to do so.

It can detect anyone within 10 meters who has had their biometric data taken by the Shan. As it knows that none of the cultist passengers (except Carrigan) has been biometrically sampled, it regards any sampled investigators as enemies. Even if they haven’t been scanned, it should be able to identify at least some of the investigators, at least by the cross-Russia leg, and when it has identified one or more, it makes plans to neutralize them. This does not necessarily mean kill, although it will if it gets the chance; so long as they are no longer on the airship and unable to interfere with Heliowall it is satisfied. It is also aware that a blatant murder might jeopardize the whole trip so it is careful at first, unless it believes itself to be in imminent danger of failure.

If any of the cultist passengers, including Carrigan, are still alive but not on the Graf Zeppelin when it leaves they can pass any information they have about the investigators to the Carrier via the airship’s radio telegraph. The Shan’s technology is too weak for them to use any more sophisticated means. Even with the radio there is only a 50% chance per day that they can get through, unless the airship is on the ground. So long as the message contains the codeword “Metropolis,” which only the cultists are supposed to know, the Carrier believes what it says. Incoming telegrams are delivered by hand directly to the appropriate passenger as soon as they are received. No-one else is allowed to handle a telegraph no matter how Persuasive they are.

The Carrier destroys any message as soon as it has read it.

Lakehurst To Friedrichshafen

If they get up at any time on the first night aloft, They hear someone moving about in the lounge/dining room on a successful **Listen** roll. If they go to investigate, they see Tim Owen, who, if asked, sheepishly tells them that he wants to “see the dawn over Nantucket.”

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The First Day

Lady Drummond-Hay wakes the investigators and everyone else, telling them that they’ll miss breakfast if they don’t get up now. Tim Owen and Charles Rosendahl don’t appear until lunchtime. She insists on going up into the superstructure after breakfast. Sir Hubert Wilkins, at least, goes with her.

Any investigators making a **Spot Hidden** roll during the day sees Landon Hughes disappearing out of the lounge/dining room via the door at the front. If they follow him (**Sneak** roll) they see him enter the radio room. If they **Listen** carefully at the door, they hear him sending a telegram. If they manage to **Fast Talk** or **Persuade** the radio operator later, they discover that it was a stock-purchase order.

If they spend any time looking out of the window, they see two ocean liners, their passengers waving up at them. On making a **Know** roll, or if they ask a crew member, they find that they are the Rochambeau and the Roosevelt.

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The Second Day

On the second day the Graf Zeppelin runs into heavy cloud. The crew reduce altitude to get under it, but can’t. Any investigators who have acquired a problem with flying or claustrophobia have to make a **SAN** roll to prevent a panic attack. If they fail,

they need to be restrained (via a **Grapple** or special **Psychoanalysis** roll) or they lose control. If they do, they try to jump out of a window (with a parachute, if anyone managed to sneak one on board) before anyone can stop them. Anyone who jumps without a parachute dies when they hit the water. If they have a parachute, roll under Eckener’s **Pilot Airship**. On a special success, he is able to maneuver the Graf Zeppelin close enough to the water to allow the investigator to be pulled back on board. If he can’t, the airship radios their position to an operator in America who relays it to all ships in the area.

Give the character a **Luck** roll to be picked up before nightfall by one of the liners they passed the day before. If they fail, each day thereafter give them a **Luck** roll at ½ chance to be seen by a ship. If they fail this roll, ask for a **Craft-Survival** skill (if they don’t have it, ½ chance **Idea** and **Know** rolls). Failure here means that they have to succeed in a **CON x3** roll or lose a temporary point of CON. This continues each day until they are rescued or reach zero CON, in which case they die.

Alternatively, if they allied the deep ones in Whitby, they are carried back to America and deposited on a breakwater where they can walk to the nearest hospital.

After a short while at the lower altitude, the airship ascends and any panic attacks pass. It stays in the clouds all day; the passengers amuse themselves by making shadow shapes on the clouds with their hands, using the light coming from the airship’s windows.

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The Third Day

Just before dawn on the third day, anyone making a **Listen** roll awoken to the sound of someone running down the corridor. If they stick their head out of the door, they are just in time to see someone disappearing through the lounge/dining room door, this time in their pajamas. If they follow, they enter the control cabin at the very front of the gondola. There, they see Von Wiegand, who, on hearing them enter, points at the instruments and says excitedly “Look! 169 kilometers per hour. 169!” (German aviators use Metric, rather than Imperial, measurement). The crew tells them that this speed is due to a tail wind. Later they pass over the Scilly Isles and then Paris, finally arriving back at Friedrichshafen on the 10th of August shortly after noon, having spent a total of 55 hours in the



air. A huge crowd welcomes them. They must leave the airship and move back into their hotel for the next five days.

Back in Friedrichshafen, Again

The Carrier spends the stopover putting in some extra time assessing its fellow passengers. If it has identified any of the investigators as enemies it observes the groups they associate with. It checks at the hotel desk to find out all the passengers' rooms, and searches them if it can without risking being seen. If the investigators make an **Idea** roll once they return to their rooms, they realize that they have been searched, but not by whom. If they can make a successful **Persuade** roll, the concierge can tell them that someone did enquire about the passengers' rooms but he can only say that it was one of the Americans, by the accent. The Carrier is unlikely to take any more direct action at this point as it could delay the flight, unless the investigators present it with an obvious opportunity. It does nothing that might direct suspicion onto itself. By the time they leave, it should have been able to work out who some, if not all, of the investigators are.

Eckener reminds them that the Hearst news blackout will be rigidly enforced while they are here. Make sure that any attempts by the investigators to break this are thwarted. Someone from the Hearst group might insist on going with them on any trips, any telegraph office they go into will need change they don't have, telephones happen to be out of order, they might coincidentally find themselves being observed, and so on.

Friedrichshafen to Japan

The Graf Zeppelin departs from Friedrichshafen for the second time on August 15th at 4:35 am, carrying 20 passengers and 41 crew. As dawn breaks, Hikaru Maruyama dances the Charleston in the lounge/dining room to celebrate. He does this solo, unless one of the investigators joins him. If they do, they have to make a successful **Craft-Contemporary Dance** or similar skill roll, or at least a **Know** and **DEX x3** rolls to avoid making a fool of themselves. If they fail the roll they crash into a table, breaking it and doing themselves 1D3-1 damage.

The First Day

The various journalists move throughout the ship, taking photographs and making notes. If any of the investigators are watching, several of the Hearst people use the radio to file stories, but it is impossible to find out what they are about. The Carrier does not use the radio room, to avoid attracting attention. Other passengers write out postcards; if the investigators ask the crew tell them that there will soon be an opportunity to send them.

As far as possible, the Graf Zeppelin flies at around 300 meters (1,000 feet), to give the passengers a good view of features on the ground. Anyone looking out of the window and making a **Navigate** or **Know** roll recognizes the Danube and later, Berlin, as they pass by overhead. They traverse eastern Prussia before crossing the Russian border at 6 pm.

After this, the first meal is served, consisting of Rhine Salmon, saddle of venison, fruit and cream. If they venture into the control cabin, all they can see ahead is forest.

The Second Day

On the 16th they fly over Leningrad, the former St. Petersburg or Petrograd (renamed 3 days after Lenin's death in January 1924). By midnight they have reached the Ural Mountains.

The Third Day

The following morning they find themselves over vast marshlands that stretch as far as the eye can see, desolate and featureless. Any investigators sensitized to agoraphobia or depression need to make a successful **SAN** roll or be at -5% to all rolls until they reach Japan. If they ask any of the crew, they are told that navigation is now by dead reckoning only, until they hit a major river system.

The crew are as good as their word; when they reach the Yenisei river (special **Navigate** roll to recognize it, or ask one of the crew) they turn north to fly along it until they find an appropriate settlement for a positive position fix. This turns out to be the tiny town of Verkhne Imbatskoye. If the investigators are looking out of the window at the time, they see the inhabitants either transfixed by the sight of the airship, or shutting themselves indoors. Ani-

mals flee in terror; a horse dragging a cart demolishes two houses.

That night it gets desperately cold. The cabins are unheated and everyone is heavily dressed for breakfast the next morning. The investigators do the same, or make a **CON x4** roll to avoid losing a temporary point of CON to the cold.

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The Fourth Day

Later that day they pass over what is probably the most isolated town in the world: Yakutsk in Siberia. The airship drops a floral tribute to the German prisoners of war who died there and a sack of mail, including any postcards the passengers have written.

The final obstacle on this leg is the Stanovoi Mountain Range, barring their way to the Sea of Okhotsk and Japan. Eckener's initial plan is to breach them by heading for what he believes to be a low-level pass. However, as they approach, anyone looking ahead and making an **Idea** roll realizes that the floor of the pass is much higher than he thought.

As they enter the pass, it quickly becomes obvious that they are much too low. To clear it the crew desperately try to gain more altitude, climbing higher and higher, while the ground gets closer and closer beneath them. They eventually have to claw their way up to 6,000 ft to get over the pass, and even then only barely; mountain crags loom within 250 feet on either side, and a mere 150 feet below them.

Anyone sensitized to flying, heights, suffering from claustrophobia or panic attacks need to make a **SAN** roll during this climb to avoid losing control. If they fail, and nobody is close enough to **Grapple** them, they try to leave the ship when the ground is closest. They grab some rope conveniently lying around, fix it to part of the airship's structure, and shin their way down it to the ground (**Climb** roll). If they fail the roll, they freeze in fear part of the way down and have to be hauled back up, via a **STR vs. SIZ** roll; a maximum of two people can haul them in. If they fumble the climb roll, they fall for 2D6 damage; 1D6 if they can make a **Luck** roll (landing in the soft snow). Alternatively, they can use a parachute, if any remain, before anyone can stop them.

Investigators looking out of a window at this point and succeeding in a **Spot Hidden** roll see some familiar-looking creatures sitting in the crags. These are shantaks and, as they watch, two of them, summoned by the Carrier, detach themselves from the rocks and head for the airship. They en-

ter it by smashing the windows in the lounge/dining room or cabins as appropriate, trying to kill any investigators whom the Carrier has positively identified. It has already informed them who to target and where. The shantaks kill either by using their bite attacks, or picking the investigator up, carrying them outside, and dropping them. The investigator can resist being dropped by using **Grapple** to hold on. If they succeed the shantak deposits them safely on the ground, as they are so close to it. If not, give them a **Luck** roll to be low enough to suffer no more than 1D6 damage; 1D3 on a special success, 2D6 on a failure. It won't attack them thereafter, as they have effectively neutralized them by marooning them.

Any investigator who succeeds in reaching the ground unharmed (or at least alive) by any means needs to make rolls under the appropriate **Survival** skill (Arctic or similar, as they are 6,000 ft. up in Siberia) until help arrives a month later, summoned by the radio room on the Graf Zeppelin. They must make one roll for each of the 28 days, losing 1 point of CON temporarily each time they fail. They should still be in their warm clothes, so even if they don't have an appropriate skill, give them an **Idea** and **Know** roll. If, for whatever reason, they aren't wearing warm clothing and don't have the **Survival** skill, they have to do this every four hours, and again overnight. If they try to walk out of the mountains, they have to make a **Navigate** roll each day and it takes them 28 days to reach safety.

If their CON is reduced to zero points before they are rescued (or reach a town) they die. The airship can't try to pick them up due to the danger of colliding with the mountains and being attacked by "those creatures."

The shantaks only attack marooned characters if they do something threatening, such as trying to eat shantak young (these crags are their nesting sites). If they managed to memorize the Summon shantak spell from Ashton Brown's rooms and can make a **Persuade** roll, they can convince one of the shantaks to fly them to Japan in time to re-board the LZ127 before it leaves. The investigator have to present a very good argument for the shantak to do this, as there is no "bind" component to the spell.

The other passengers rationalize this event by dismissing them as either some unknown species of bird or, if they have read *The Lost World* by Conan Doyle (published in 1912), Pterosaurs who have somehow survived in this high and isolated mountain range.



The Shantaks Attack!

The Carrier spends the entire shantak incident in its cabin in order to avoid being seen performing the spell. Any investigators who ask to make a **Spot Hidden** roll at the time of the attack, or an **Idea** roll afterwards, can work out who was in their cabin and who was visible during the attack, giving them their first positive clue to identifying the Carrier. The passengers not in their cabins and visible were: Karl H. Von Wiegand, Robert Hartman, Hikaru Maruyama, Cody Lee, Evan Philips and William Thompson.

Once they are through the pass, the remaining passengers soon catch sight of the Sea of Okhotsk directly ahead. The airship turns south and makes its way down the coast to Japan. After first passing over the cities of Tokyo and Yokohama they land at their destination, Kasumigaura naval airship base, on the evening of August 19th in front of a crowd of 250,000 people. From there they are taken by car to their accommodation in Tokyo.

During the four day stop off there is a huge welcome, plus food, gifts and lots of press attention, especially for Eckener and the Hearst people. Consequently, Graf Zeppelin passengers appear daily in newspaper photographs, something that may prove to be to the investigators' advantage later.

By the end of the four days, the investigators will have regained any CON lost to the cold. However as it is now very hot, ask them for **CON x5** rolls

each day to acclimatize quickly, or they lose 1D3 CON until they lift off again.

A Japanese official insists on taking them for a personally-guided tour around the Shitamaki; the old and traditional areas of the city such as Kita-Senju, Tsukiji, Yanaka, Sendagi and Nezu. They are guided past crowded jumbles of traditional wooden houses and streets of shops. They find crafts of all kinds, as well as outdoor markets selling local food and fish, rice crackers, tofu, and Japanese sweets. They can shop to their hearts' content. On a more somber note they see some of the ruins remaining from the 1923 earthquake that destroyed a lot of the housing. Anyone purchasing raw fish and eating it needs to make a **Luck** roll or suffer from food poisoning. If they fail, it hits 4+1D4 hours later and puts them at -10% to all skills for the next 1D10 days; -5% if they can make a **CON x3** roll.

They then travel in rickshaws to Asakusa, passing through the Kaminari gate and along the Nakamise to the Sensoji temple complex. There they are given an exclusive tour of the Dempoin temple, famous for its traditional garden and normally closed to the public. Afterwards they are allowed to wander freely by themselves, perhaps taking in the five-storied pagoda, the Asakusa shrine and most importantly of all, the Sensoji temple itself, an ancient Buddhist shrine more than 1,000 years old.

While they are here, the Carrier attempts to assassinate one of the investigators whose identity it is certain of. It reasons that anyone killed here will be assumed to be the victim of local crime and therefore unlikely to delay the departure of the LZ127. The area is packed with people and the investigators need to make a **STR vs. STR 20** roll each to stay together; anyone failing the roll becomes separated from the others. One investigator wandering around alone is targeted by the Carrier. If there is a choice, it attacks the investigator with the worst **Spot Hidden**. The Carrier is heavily disguised in Japanese clothing, making it unrecognizable. The first the investigator knows about the attack is a knife plunged their way. They need to make a **Spot Hidden** roll, success gives them a chance to **Dodge** to avoid 1D3+1 damage.

Whatever the result, the Carrier only makes this one attack, then moves off into the crowd before the

character can directly retaliate. If they wish to hunt down the assassin, set up a pursuit with the Carrier having a three move head start. Give the investigator a **Spot Hidden** and **STR vs. STR** 20 roll each round to keep the assassin in sight and follow it through the pressing crowd. As the carrier chooses its own route, it takes the path of least resistance and only has to make **STR vs. STR** 11 rolls; having 21 STR it should be able to lose the pursuers.

If the investigator succeeds in catching it, it uses its shock weapon to get away. Its face remains covered no matter what, as it is imperative that they don't discover the Carrier's identity at this stage. As soon as the character fails one of the **Spot Hidden** rolls, the Carrier gets more than two extra moves ahead, or after five rounds, tell the player that their quarry has gone around a corner. By the time the investigator has rounded the corner and made up the distance, the Carrier has given the disguise, which was worn over its ordinary clothes, to a beggar who was sitting below eye level. Give the investigator a **Spot Hidden** to renew the pursuit. If they succeed, they see the beggar, now dressed in the Carrier's disguise, making off into the crowd. If they follow him, set up another pursuit. The beggar tries to lose them, as he doesn't want anyone to take his new clothes. As he has a STR of only 9, the player probably catches him quite quickly.

The beggar speaks nothing but Japanese. Even if they can speak it as well, he can only say that the stranger was a westerner and a man. If they show him a picture from the paper with all the passengers on it, he at first says "hai!" (yes), without pointing out a specific person. If they ask him which one, he first points to Hikaru Maruyama, saying "not him." If questioned further, he indicates the rest and say "yes, one of those" *i.e.* it could have been any of the others. A successful **Psychology** roll shows that this is all he knows. As the Carrier was careful to prevent the beggar from seeing his face clearly, he can't tell them who it was anyway, even if it was placed in front of him.

If they smell a rat and don't chase the beggar, allow another **Spot Hidden**; on a success they realize that the assassin has disappeared into the crowd and is lost. On a failure, they spend a fruitless 1D6x5 minutes searching.

Japan to Los Angeles

The Graf Zeppelin lifts off again on August 23rd and heads out over the Pacific for its next stop in Los Angeles. Anyone suffering from food poisoning finds it

aggravated by the motion of the airship and needs to make a **CON x4** roll or keep their reduced skills until they land in America.

Poor visibility most of the way leaves the investigators with little to do but examine the evidence. A pile of newspapers covering the last four days has been brought on board describing every detail of the stopover in Japan. If they examine the papers (**Idea** roll if necessary) and make a **Spot Hidden** roll, they find a photograph of some of the passengers taken on the other side of the city at the time of the assassination attempt, allowing them to eliminate more suspects. The passengers in the picture are: George Wilkins, Lady Grace Drummond-Hay, Charles E. Rosendahl, Nicholas Jackson, Joshua Gray and Tim Owen.

A further elimination set up, if necessary, can involve the pile of newspapers disappearing out of the (still open) window and a list of passengers who could and could not have been responsible. In any event, the investigators won't have quite as much time to do this as they might think, as the airship picks up a sizeable tailwind which carries it to the western shore of the United States in a total of 67 hours. They have gained a day by crossing the international date-line, crossing the Golden Gate Bridge in San Francisco on August 25th. Looking out of the window the investigators see a flight of Air Force aircraft escorting them. The Graf Zeppelin makes its way down the coast to arrive at Mines Field, Los Angeles, at 5:00 am, after a total time of 79 hours, 3 minutes in the air.

The passengers are numbered for ease of reference. This also makes it easier to substitute cultists for passengers if required, begin with the last and work up, *i.e.* replace number 19 first, 18 second, and so on. Don't substitute Ryan Baker (13), though!

The opportunities for eliminating suspects and the passengers concerned can be summarized as:

1. The shantak attack—Those not in their cabins: 1, 4, 7, 10, 14, 17.
2. The Tokyo attack—Those appearing in the photograph across town: 2, 3, 5, 11, 15, 18.
3. The Speakeasy—Those not leaving with the Carrier: 6, 8, 9, 12, 16, 19.

In this case the names list presented to the players is of those who did leave, including Ryan Baker. As he should be their last suspect this allows him to stand out clearly.

THE LAST LEG



The Los Angeles scenario should come as something of a surprise. This chapter is intended to provide a different type of challenge to the players, surrounding a final chance to eliminate suspects for the Carrier.

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Events

The passengers have another four days on the ground before the airship leaves on its final leg. During this time the Carrier attempts to have the investigators arrested to prevent them from completing the trip. To this end, it ensures that they are following it by making arrangements to complete the journey by rail in a way that they are bound to notice. Then, on the final night it visits a speakeasy along with the remaining suspects. If the investigators follow it there, it arranges for a Police raid. Remember that Prohibition is still in effect in America.

By the time they re-board the airship, if they do, all this should have given the investigators the final pieces of information they need to work out who the Carrier is. They then have to decide what they are going to do about it.

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The Setup

All the passengers are booked into rooms in a hotel in Los Angeles. The first day they are given a tour of the city, including a trip down Broadway, plus a show in the evening. The investigators have various options for the remaining three days. They might

take a tour of a Hollywood studio such as Warner Bros., M.G.M., Walt Disney, or Paramount. They could look around Chinatown or spend an evening listening to a classical music performance at the Hollywood Bowl, admiring its new shell, completed just in time for this season. They almost *have* to take in the famous sign; at this time it still says “HOLLYWOODLAND” and at night flashes alternately “HOLLY,” “WOOD,” “LAND.” There’s no need to spend too much time on these diversions, though, as the investigators soon have more important things to entertain them.

The second morning, give each investigator a **Spot Hidden** as they pass the reception desk in the hotel lobby. If they make it they see a timetable for the trans-continental railway lying on it, with a written note taped to it giving “the costs as requested.” The Carrier asked for this and told the clerk to just leave it on the desk so it could pick it up later. If the investigators try to find out who made the request, they have to make a **Persuade** roll on the manager, Ernest Cranmer, to get him to talk; this is a reputable hotel and he believes in confidentiality. If they succeed, he can only tell them that it was one of the passengers, the clerk concerned has just left on holiday and will not be reachable until he returns the following week. The Carrier chose him for this reason, having overheard him talking to one of the other staff the previous day.

The next day give them another **Spot Hidden**, this time to see a rail ticket set in the letter rack on the wall. It has no name on it and is dated August 28th, for a train leaving at 11:55 pm. An **Idea** roll reminds the players that the airship leaves on the morning of the 29th. Another **Persuade** roll on Cranmer reveals only that this was sent here directly from the railway station. If they call the ticket

desk from the hotel they can find out the journey times and other details of the train itself (an **Idea** roll shows that it will allow the journey to be finished well within the required 28 days) but nobody can tell them about individual passengers over the phone. If they wish to inquire further they must go to the station. The hotel calls them a taxi if they ask, it's half an hour's walk otherwise.

At the station, they have to make a **Persuade** roll on the ticket seller (who doesn't know who purchased the ticket), and another on the manager when he arrives. If they can think of a good excuse for asking, he tells them that it was a passenger on the Graf Zeppelin that bought the ticket. The person said that it was vital that they get to the East Coast within a certain time, and asked for the ticket to be sent to the hotel, but didn't give a name. No, he wouldn't recognize them if he saw them again.

If they stake out the lobby, they see Hikaru Maruyama take the ticket quite early on in the final evening. The investigators should already have eliminated Maruyama as a suspect. If questioned, he says that the desk clerk—"Graham Lloyd he said his name was"—asked if he would give it to a passenger at the "destination" tonight. No, he didn't give Maruyama the passenger's name, all he said was that they would ask for it when he got there. He only agreed to help because the man seemed a bit anxious for his job. Maruyama refuses all offers to take it for him, and gets cagey and suspicious if the investigators are persistent; after all the "destination" is illegal. If they ask after Graham Lloyd the manager tells them that he has gone off duty, but will be back on again tomorrow afternoon. The hotel doesn't give out the addresses of their staff for any reason, if they ask.

Incidentally, if any of the investigators get left behind when the Graf Zeppelin leaves and can make a **Persuade** roll, Lloyd tells them that it was Ryan Baker who made this request, and that he asked him not to tell Hikaru his name for a "consideration." This wasn't long before he went off duty; he's pretty sure Baker did this deliberately as he had been hanging around in the lobby on and off all day.

Although it is perfectly possible for the Carrier to complete the journey by rail in the time available, it only uses the ticket in an emergency. The ticket is really just a means to get the investigators to follow it to the speakeasy. However, it has also bribed a third desk clerk to tell if anyone asks him or the manager about the timetable or ticket, to help confirm its identification of the investigators.



Later on that evening, the following group of passengers gathers in the hotel lobby ready for a trip into town: Robert Hall, William Thompson, Joshua Gray, Ryan Baker, Ben Wood, Jim Mason, Gebhard Hirsch, Nicholas Jackson, Justin Webb, Hikaru Maruyama, Landon Hughes, Evan Philips and Tim Owen. This list includes the Carrier and what should be the remaining suspects. They are very secretive about their destination; if asked they suggest the investigators go with them "if they really want to know." They would be well advised to do so, because if they don't the Carrier will use the train ticket. If it does, they almost certainly fail, unless any of them are watching the train station. If they are staking out the train station, it just goes back to the speakeasy and there is no raid.

Whatever they choose to do, the Carrier surreptitiously delays the group's departure until at least one of the investigators it has positively identified has joined them, or it is convinced that they are either definitely following or are obviously never going to.

The group's destination is the Double-Deuces Club, a speakeasy. Once there, most members of the group order drinks and sit down at various tables. The band plays dance tunes, and a singer performs one or two standard numbers. The club is quite quiet, the airship passengers are the only customers. During the performance, the carrier uses the phone at the bar to tip off the police about the club. As soon as it gets off the phone it leaves, taking some of the other passengers with it to avoid it being too obvious who was responsible. About 10 minutes after the Carrier leaves, the police arrive.

The Los Angeles police have had plenty of practice raiding speakeasies. They charge in through the front and back doors simultaneously in a well-coordinated attack. Give each investigator **Listen**, then **Idea**, rolls to realize what's happening in time to react; if they make both rolls ask the player where they want to go. There are only two safe exits: the

lavatory window, or the boss's escape route through a hatch in the office ceiling. Unless they pick one of these areas, they run headlong into the police and are captured, as are any characters not making both rolls. If they attempt to resist, several guns are pointed at them at close range and the police shoot if they don't come quietly. The police officers all carry .38 revolvers with 40% skill.

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Escape

If they do choose to follow one of the ways out, give them a **DEX x5** roll first to avoid immediate capture.

If they head for the lavatory, they have four rounds to act before the police enter. The windows are open; looking out of any window they see a drainpipe. Give them an **Idea** roll to catch on, which takes up a round. A **Climb** roll sees them safely to the ground; if they fail they only take 1D6 damage, as they are not all that high up. If the police have entered the room, the investigator needs a **STR vs. STR 16** roll to resist being pulled back in through the window.

If they head for the office, give them a **Spot Hidden** roll to see the hatch, disguised as a loose ceiling tile. They must stand on the desk to reach it. Pulling or pushing on it causes a loft-type ladder to slide down, so they won't need a **Climb** roll. They'll have plenty of time, at least a dozen rounds, as the police think that anyone going into the office is trapped there; but give them periodical **Listen** rolls anyway, to hear the police outside discussing searching the office to give them a sense of urgency.

Once safely out of the speakeasy, ask for **Sneak** rolls. Provided they don't roll 96-00, they are able to get away, as the police are fully occupied arresting those that they find inside. If any of them fail the roll, they can try to **Persuade** the officer they have run into that they are not involved, otherwise they are arrested. If they try running away, the officer is able to get off two shots at them, but won't pursue them further as he is too lazy and there are plenty of arrests to be made without risking retaliatory gunplay.

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An Arresting Experience

Those rounded up are put in a police cell for the night, to be charged the next morning. In theory

they won't be released until after the Graf Zeppelin has departed the following day, but the game is not over. This is a time of widespread corruption, and it only takes a successful **Credit Rating** roll, provided the investigator has the skill at 75% or more, to have them, and anyone else they choose, released immediately without charge. They can do this at any time that it occurs to them, from the raid in the speakeasy onwards, although the officer in charge requires a bribe of \$50 per person—in cash, of course. If they don't think of this themselves the cops discreetly hint of the possibility.

If they think to contact Eckener at Mines Field using their one telephone call, intervention from Hearst gets them out of jail in time to catch the Graf Zeppelin before it leaves.

The Carrier loses the other passengers once it has left the speakeasy and goes directly to the airfield, hiding there until it is time for boarding. This ensures that it is on the Graf Zeppelin before the investigators.

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Consequences

Anyone not turning up for boarding on this final leg is left behind. The weather is good, and they are too close to success for Eckener to allow any delays. If this happens to any of the investigators they could complete the journey by rail, but then they won't know what's happening on board and they will have a hard time stopping the airship. If they are sufficiently desperate, or if they all get left behind, they could hire an airplane and drop something on it, like a grenade. Ironically, this would work very well, requiring only successful **Navigate** and **Pilot Aircraft** skill rolls to find and target the Graf Zeppelin. It would also give them a minimal chance of being caught, as it is unlikely that there would be any survivors.

Either way, the speakeasy should allow them to finally identify the Carrier. If any of them made their **Spot Hidden** rolls in the speakeasy, tell them now that they noticed that a group of passengers left quietly before the cops arrived. An **Idea** roll, if necessary, allows them to realize that it was almost certainly one of these people who called the police, so one of this group must be the Carrier. They can also remember their names: William Thompson, Joshua Gray, Ryan Baker, Nicholas Jackson, Hikaru Maruyama, Evan Philips and Tim Owen. If they compare them with their list of remaining suspects, they should be able to isolate Ryan Baker as the only

remaining candidate. Allow them to remember the names of those who stayed in the speakeasy if they are still unsure. If any of the investigators did not go to the speakeasy, they won't know who the Carrier is, unless at least one of the others made it back or thinks to send a telegram to the airship.

Now they have to decide what they are going to do about the Carrier and the Heliowall. The Graf Zeppelin leaves Mines Field at 9:30 am on the 29th of August, leaving them with only 52 hours before they arrive back at Lakehurst. After that it will be too late.

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The Carrier's Strategy

The Carrier's actions for the first 48 hours depend on what the investigators do.

Do Nothing

If they do nothing threatening, it waits until the last night, then tries to destroy them. It doesn't care if it gets arrested, provided it and the Heliowall device make it back to Lakehurst. The Heliowall itself will continue to work even after the Carrier has been de-activated.

On the final night the Carrier summons a star vampire in the early hours and sends it to their various rooms to kill them. If that fails, the next day (with four hours to go) it calls two shantaks to do the same. If that doesn't succeed, it takes refuge in the superstructure, making a hole in the roof of its cabin for access if necessary. It takes the Xiclotlan potted plant with it and tries to use it to block their way. It takes a pistol, but only uses it in extremes, as it is afraid of setting fire to the airship (a pistol shot only sets fire to the Graf Zeppelin on a roll of 96-00; this is not quite as easy as it might seem). If that still doesn't stop them, it tries to get them to follow it on to the outside of the airship—there are hatches in the upper surface accessible by long ladders. Once there it uses **Grapple** to throw them off, if it succeeds give them a **Jump** or **DEX x3** roll to stop from falling to their deaths.

If there are any cultists on board and the Carrier knows who they are, it recruits them to help—this will be particularly effective if the players still haven't discovered them. Their resident Shans convince them to sacrifice themselves to the cause, for example by **Grappling** an investigator and jumping out of one of the windows, provided that they first

fail a **POW x3** roll (representing the desire for self-preservation). Their actions are coordinated by the Carrier, it and they use any weapons they can get hold of.

Try to Kill the Carrier

The Carrier stays wherever there are the maximum number of non-investigator passengers. It only stays in its cabin when it is casting spells or at night, and even then only if there are no passengers in the dining room (give the investigators a **Luck** roll if this is what they want). As it does not need to sleep, it is awake and alert for the full 52 hours. Consequently, it automatically gets a **Listen** roll for anyone moving about in the corridor, and it sits so that anyone entering its cabin has to put their head round the door in order to see it. It shoots without hesitation as soon as it is sure it is one of the investigators.

Once they have tried to kill it at least once, it will try to kill them.

Destroy the Graf Zeppelin

If they seem intent on sabotage, the Carrier goes all-out to stop them. It alerts the crew and passengers, then tries direct action using the methods already described; summoning shantaks (or a star vampire on the final night), using the Xiclotlan by placing it at some strategic location, recruiting cultist passengers to help, etc..

Whatever the investigators decide to do, there is a 20% chance of being noticed by a crew member for each activity during the day and 10% at night. (An activity consists of things such as climbing a ladder into the superstructure, opening a hatch onto the top of the airship or attempting to light a rag.) For excursions into the front part of the gondola, a **Luck** roll each time they enter a room is needed for it to be deserted, except for the control cabin itself, which is manned at all times.

Setting Fire to an Airship

If all else fails, the investigators will have no choice but to destroy the Graf Zeppelin. Setting fire to a large bag of hydrogen painted (as it turned out) with rocket fuel might not sound too difficult, but there are some problems. Only the exterior covering and the gas bags themselves are reliably flammable. Pouring a flammable liquid onto a gas bag

and lighting it would be sufficient, but almost guaranteed to attract attention (½ chance **Luck** roll to avoid), especially at night (special **Luck** roll). These rolls are in addition to the normal chances of being seen.

The investigators may make an incendiary bomb using **Chemistry**, or an electrical igniter with **Electrical Repair**. Placing the bomb or igniter is an action which may be noticed by the crew. Roll **Luck** x½ to place the device and set the timer (if there is one) correctly. The device explodes in the investigator's face on a fumble (another **Luck** roll means that the gas also ignites as planned, though).

Cutting a hole in a bag and lighting the gas coming out would be more surreptitious, but requires making a **Luck** roll to avoid the rushing gas extinguishing the flame, or for the gas to saturate the area so that it won't explode (hydrogen explodes at concentrations between 4% and 75%). Although igniting the hydrogen is guaranteed to destroy the airship, if the investigator is lighting it manually it explodes for 4D6 damage, plus 1D6+2 damage per round as he is set on fire. Those standing further away suffer decreasing damage with distance as per the *Call of Cthulhu* explosion rules.

If they try any reasonable method to light the zeppelin's fabric skin, it burns quickly and spreads rapidly to the rest of the airship, destroying it in less than a minute. If they attempt to climb outside of the airship to do this, the crew tries to stop them; first using **Persuade**, then **Grapple** if this doesn't work. Once outside, a **Climb** or **DEX** x5 roll is necessary for anyone wishing to carry out any action, to avoid sliding towards the edge. If they fail it, they need to make a second roll to stop themselves from falling to the ground (and, most likely, their deaths)..

If the airship catches fire, anyone who wishes to survive probably needs a parachute. If the investigators decide to wait until they are close enough to the ground at Lakehurst to jump out, they risk the airship's momentum carrying it forward and completing the circumnavigation anyway. Give them **Idea** rolls to realize this. If they still wish to try, ask for an **Idea** or **Know** roll from one of them to correctly calculate the timing. They then have to make a **Luck** roll each to avoid being burnt, then a **Jump** roll to make it to the ground successfully, taking 1D6 damage if they fail.

The crew and passengers only survive on individual **Luck** rolls from the plan's originator.

Stopping the Carrier

The Carrier will not stop unless and until it is deactivated. When this happens, or if it succeeds in its mission, it self-destructs, melting into a pool of unidentifiable metal and the Heliowall device, which remains intact and functioning. Allow the investigators an **Idea** roll if they don't realize the implication of this. The Heliowall is highly robust and will not stop unless something gives it at least 17 points of damage in a single blow; roughly the explosive effect of one stick of dynamite directly attached to it. Their best bet is to throw it overboard, prevent it completing the circumnavigation even if it isn't destroyed. They can do this at any time before the Graf Zeppelin touches down at Lakehurst.

Summary

One way or another, by the end of this chapter, the fate of the Heliowall, and the Earth, has been decided.

If the investigators succeeded in stopping the Heliowall from circumnavigating the earth, the Shan lose their chance to dominate the Earth and fade into the background, reduced to hiding their existence until human technology has developed far enough to detect and destroy them.

If they failed, the newly-invigorated Shan immediately start to spread around the globe via their now fully-functioning pyramids. Their first move is to invade the minds of various world leaders to prepare the human race for their brief role in supporting the coming invasion. Next they use humans as slaves to construct facilities for making Shan technology. The first devices to be produced are weapons, to help them subdue, then eliminate, the remaining "infestation." The first new Shan start arriving in six month's time, first in handfuls, then a flood. Within ten years there are no humans left on Earth and the Shan begin reaching out into space to start their empire building campaign.

If the players succeeded in stopping Heliowall, reward them with 2D10 SAN. If they failed, they lose 1D20 SAN.

If they had to destroy the airship—and kill people doing it—give them a **SAN** roll to steel themselves to the fact that it was for the greater good. If they succeed, they only lose 1D6 SAN. If they fail, they lose 1 point of SAN for every person

that died (41 crew and up to 18 passengers, less any that survived the destruction of the airship). All is not lost, however as the SAN loss does not take effect immediately. Instead, as the import of what they have done gradually sinks in, it is expressed as a slowly encroaching mental illness. This gives them a chance to fight it. To do this they need someone with a good **Psychoanalysis** skill as an ally, whether they are a professional psychiatrist or simply a fellow investigator.

Once per week of analysis, give the person helping them a **Psychoanalysis** roll. To represent the opposition, the keeper should take the remaining potential SAN loss (starting with the original total) as a percentage and try to roll under it. If only the analyst succeeds, subtract 1D6 from the potential SAN loss. If only the opposition makes it, the patient loses 1D6 SAN. If both succeed or both fail, nothing happens. Continue until either the analyst has succeeded in removing all the remaining potential SAN loss, or the insanity has removed SAN from the patient equal to the original potential loss.

If the analyst succeeds first, the patient is free of any insanity, although they do not regain any SAN that they lost during this process. Otherwise, the patient gradually succumbs to shell shock (PTSD), crippling anxiety or depression. They become progressively less able to function until they are almost helpless; repeatedly attempting suicide until they succeed or are incarcerated.

If the analyst succeeds, award the investigator 1D6 SAN; if they fail, lose 1D6.

AFTERMATH



It's not over.

Exactly what happens in this chapter depends in part on how successful the investigators have been so far. Keepers should feel free to pick from and modify the following scenarios to tie up any loose ends.

..... **The Return Trip**

All being well, the Graf Zeppelin departs from Lakehurst on September 1st. Eckener remains in America, giving command of the airship to ex-Zeppelin bomber pilot Ernst Lehmann for the final Atlantic crossing, arriving in Friedrichshafen on September 4th.

Any cultist passengers still alive who failed to protect the Carrier and Heliowall are instructed by their resident Shans to take revenge on the investigators. They try everything suggested in the previous chapter, including destroying the Graf Zeppelin. Sacrificing themselves now only requires **POW x4** rolls, as their mental states have decayed to the point where they are overwhelmed with feelings of failure and rage, egged on by their Shans. The Shan also have less regard for their own survival, though they still prefer their hosts to die at night, to at least give them a chance to escape. Cultists and investigators are the only passengers; the others disembarked at Lakehurst.

If the airship makes it back to Friedrichshafen in one piece, British-based investigators probably retrace their steps home. Any remaining cultists follow them and may even pretend to befriend them, if they have not so far been recognized. Once they have returned, the cultists report to the most senior cult leader and try to keep the investigators under surveillance.

If the investigators return to England via passenger liner, the remaining cultists use the Graf Zeppelin to get ahead of them.

If the airship was destroyed, assume that any cultists aboard were killed.

..... **Home Sweet Home**

If the investigators succeeded in stopping Heliowall, the Shan and their cultists are unlikely to let bygones be bygones. A reception is arranged for them on their return to Britain. Exactly who, where, and how depends on which cultists are still active. Enough time has elapsed for all the Shan and cultists to know everything that has been discovered about the investigators.

The attack is coordinated by the most senior cultist still active, in order: John Carrigan, Ashton Brown, Amelia Carter, Tom Jenkins, any cultist passengers who didn't get to go.

The attackers consist of the above and the remnants of: potential or actual passengers, the Durham cultists and the Cardington nest.

Use the stats for generic cultists on page 62 if needed, all skills not given are at base chance.

The intent is to produce an all-out final conflict that settles the matter for good, nicely rounding off the campaign and leaving the characters free to start the next adventure.

..... **Finding Them**

Any remaining cultist passengers following the investigators from Friedrichshafen telephone ahead

to whoever is coordinating, giving their port and time of entry if possible. Otherwise, cultists are stationed at the major ports, especially any who preceded them on the Graf Zeppelin, and follow them when they arrive. Give the investigators a **Spot Hidden** each to spot the watchers.

.....

The Attack

The basic plan is to ambush the investigators somewhere they are either known to be, or to be going, such as their accommodation. Until then they are followed by the most suitable cultist; Edward Driscoll being the ideal choice if he is still around. Give the investigators **Spot Hidden** rolls to see their shadow. If they do, give their pursuer an **Idea** roll, if they make it they realize they have been seen and another cultist takes over.

Ideally, the attack happens in the open at night, beginning with two star vampires. Next come shantaks, one per two investigators. Then the cultists themselves charge in, armed with nerve whips, large clubs and appropriate guns for anyone with a firearm skill above base chance. Their intent is to kill or capture the investigators; captives will be sacrificed as power sources. The fight continues until all on one side are either dead or captured.

Allies

They are not necessarily alone, however.

Inspector Paul Needham has been following up their trail while they've been away, including several visits to Hob Lea House and its library. He is now fully aware of the cultists and what he calls their "conspiracy." Although he is convinced that they are both human and "a bunch of nutters," that doesn't mean he thinks they aren't dangerous. He has put alerts out at all the ports for the investigators as he knows they were on the Graf Zeppelin, but won't contact them just yet. He suspects the conspirators will try to kill them on their return and intends to have the investigators surreptitiously followed until they do. Consequently there are two sets of people on the investigators' tail; the police are all in plain clothes and have 75% in the appropriate skills. Use this to build up paranoia in the players.

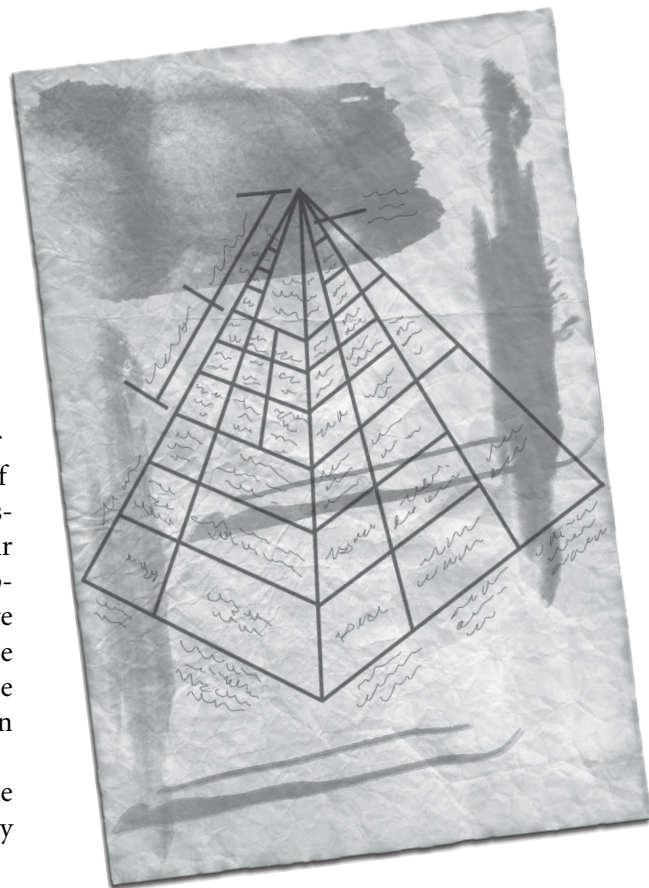
If they haven't lost the police tails by the time the attack happens, Needham has police ready

to save them. There are as many police as cultists, armed with .38 revolvers at 40% chance, but save them until the last moment.

Any cultists they managed to convert has retained enough contact with the rest to be aware of what is happening and can alert the investigators to the danger. Roland Timon and Sebastian Wright are the most likely candidates. Both have plenty of industrial/financial muscle and are able to call on a number of competent heavies, who arrive at the last minute, especially if the police don't. Sebastian Wright, in particular, uses his airplane to gun down any arriving/escaping cultists, attacking in a similar manner to the one described for the investigators in **Chapter 7, The List**.

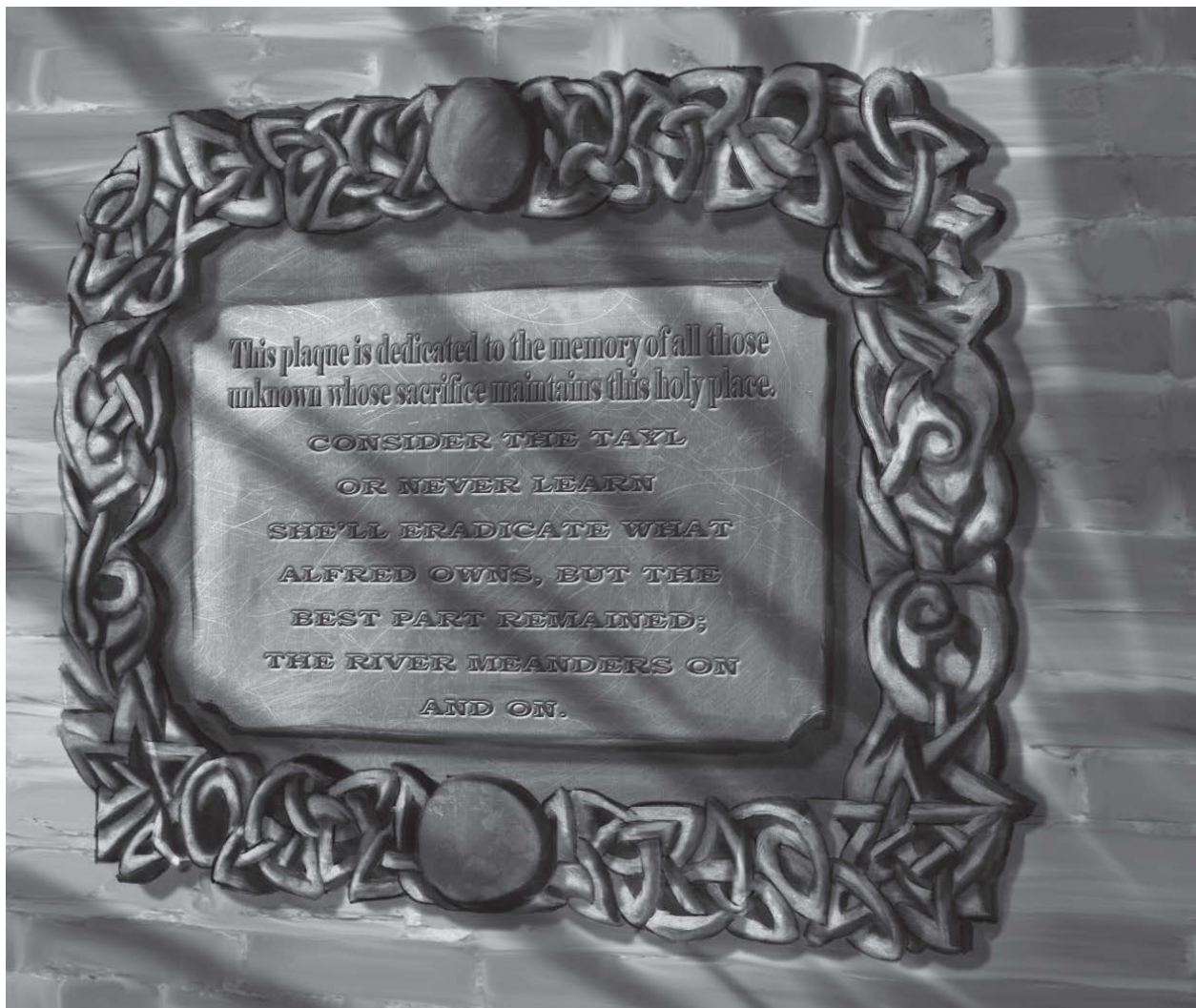
If the investigators are based outside of Britain, both cultists and any allies slowly gather round them until the ambush.

If all else fails the deep ones help them if they succeeded in making allies of them, in which case the attack could happen on a beach or boat.



Afterward

MAPS

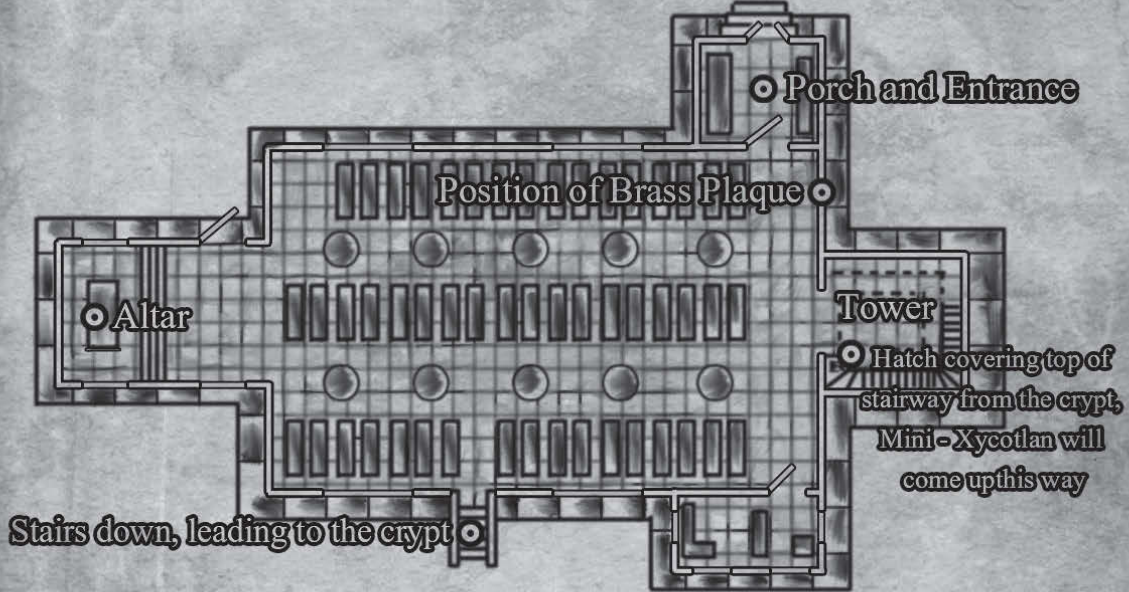


The Plaque at the Church of St. Mary's



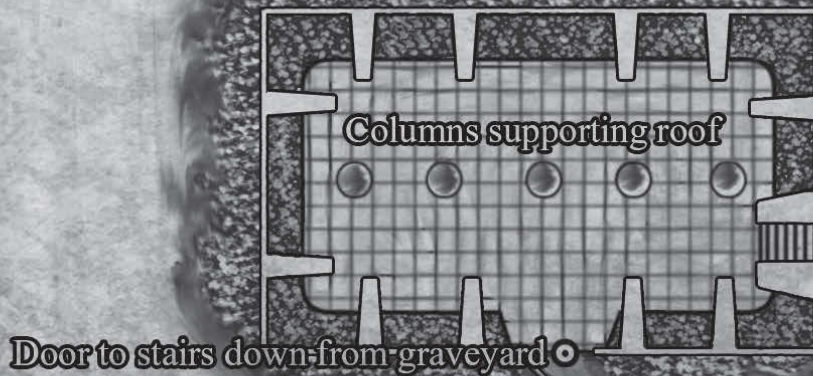
The Gravestones at St. Mary's Church

ST. MARY'S CHURCH



Graveyard, surrounds the whole of the church.

CRYPT



NORTHERN TOWN IN STATE OF TERROR

Whitby, made famous as Dracula's haunt by Bram Stoker, seems to have got itself a real vampire. Local police are investigating a series of murders in which the bodies have been drained of blood. A local contact told the *Daily Mail* that the attacks only happened at night and under a full moon. "The whole town is in a state of fear" he said, "people are afraid to go out into the streets at night." Garlic sales have more than doubled, one stall holder told the *Mail*, and the local church has been inundated with requests to borrow crucifixes. Local carpenters report requests for stakes "for fencing" and are doing a roaring trade in crosses. The tourist trade has been unaffected, however, as local hoteliers report a boon in bookings as brave souls flock to see if they can be the ones to track the vampire to his lair. House prices in Whitby remain stable, so far.

- *The Daily Mail*, June 12th 1929.

Article from Page 21

A MURDERER AT LARGE IN WHITBY

Recent reports from the Northern seaside town of Whitby suggest a multiple murderer is at large. Several bodies have been found, all with the same wounds and in similar circumstances. The modus operandi of the culprit seems to be to break in through an upstairs window at night, somehow drain the victim of blood, and leave the same way. Nothing is stolen, there appears to be no connection between the victims, and no apparent motive for the crimes. There are always signs of a struggle. Whitby is the location in Bram Stoker's famous novel where the ship carrying Dracula arrived, and the bloodless bodies have lead to sensationalist reports of vampires. The famous criminal psychologist, Professor Herbert Morrison, in an interview with the *Times*, suggested that there may be a more mundane connection. "The vampire legend inspires certain types of psychotic criminal to imitate those murders and this may be what is happening in this case. There have been past instances of just this type of behavior, for instance the 1889... (Continued on p.14).

- *The Times*, June 14th 1929.

Article from Page 22

THE WHITBY GAZETTE

The town is in a state of fear tonight as the Whitby murderer appears to have struck again. The victim, Steven Mason, 38, was found in an upstairs back bedroom next to a fire escape. There were signs of forced entry and a struggle suggesting a bungled robbery, as may have been the case before. Certainly the murder was a violent and bloody one, the victim having lost a lot of blood. The investigating officer, Inspector Needham, described the murder scene as "horrific" and "the most awful I have ever seen, worse than anything in the trenches." There still appear to be no useful leads and this, along with the paucity of eye witness statements indicates a psychotic professional thief from outside of the Town.

- *The Whitby Gazette*, 17th June 1929.

Article from Page 22

FREDERICK DAVIS'S LETTER

(Arrives on June 18th).

*East Cliff House,
Abbey Lane,
Whitby,
North Yorkshire
17th June, 1929*

Dear Sirs,

Firstly, I would like to thank you for solving the terrible mystery surrounding St. Mary's church that I witnessed in my youth.

I must now ask you for help regarding an old friend of my father's and mine, Elliot Elder. He also researched the events at the church and, although less successful than yourselves, became intrigued in the strange and occult. Together with a group of friends he became convinced he had found some connection between the church and other strange events. I thought this harmless enough until recently, when Elliot, although obviously trying not to worry me, intimated that this had rebounded on him. He claimed that whatever he had been investigating was now investigating him, and he feared that his life could be in danger. I might have dismissed this, if it were not for the recent series of killings that you may have seen in the papers.

Whatever the truth of the matter, I am worried for my friend and I would be extremely grateful if you could take a look into this matter, at least by talking to Elliot as a disinterested party and reassuring me if all is well. I know this is a great favor to ask but I believe you are the only people who can help me.

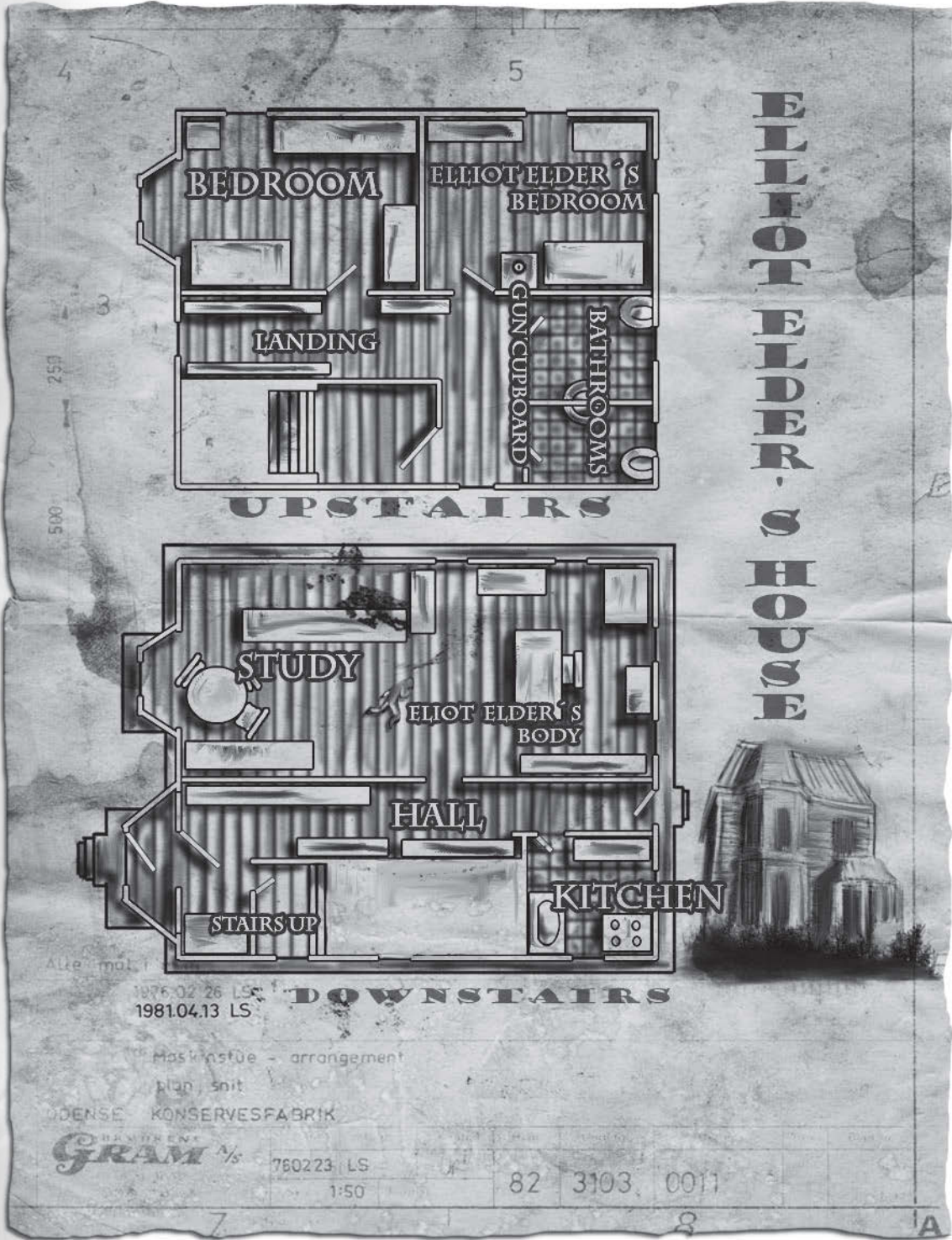
Looking forward to receiving your reply,

Yours faithfully,

Frederick Davis.

On the back of the letter are directions to Davis's house:

Please note my new address. From the Station, walk across the swing bridge, turn left at the end of the street, climb the Abbey Steps (unmistakable) and a ten minute walk will bring you to my house, you can't miss it as it is the only house on the road for some distance.



EVILIGENCE OF SOLOMON'S TEMPLE FOUND

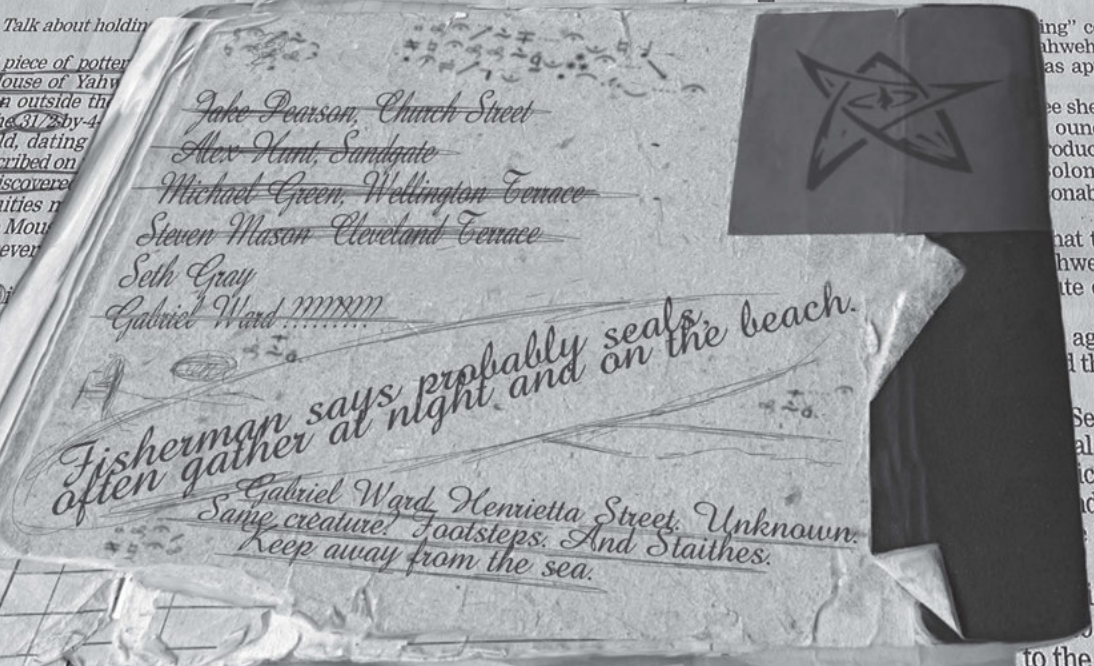
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EVILIGENCE OF SOLOMON'S TEMPLE FOUND

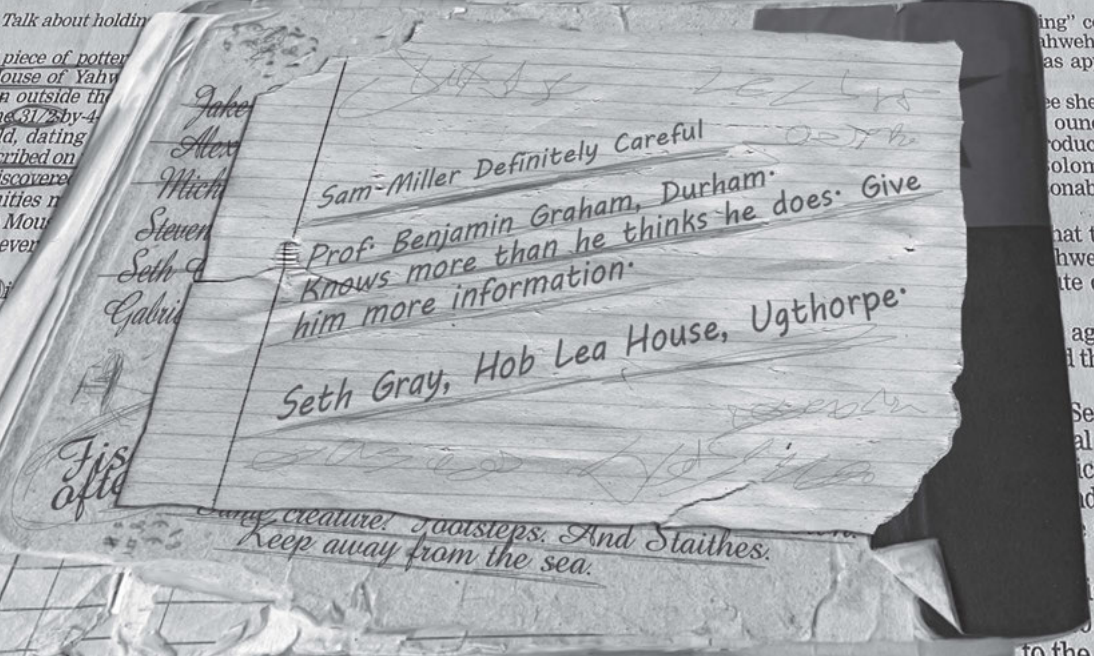
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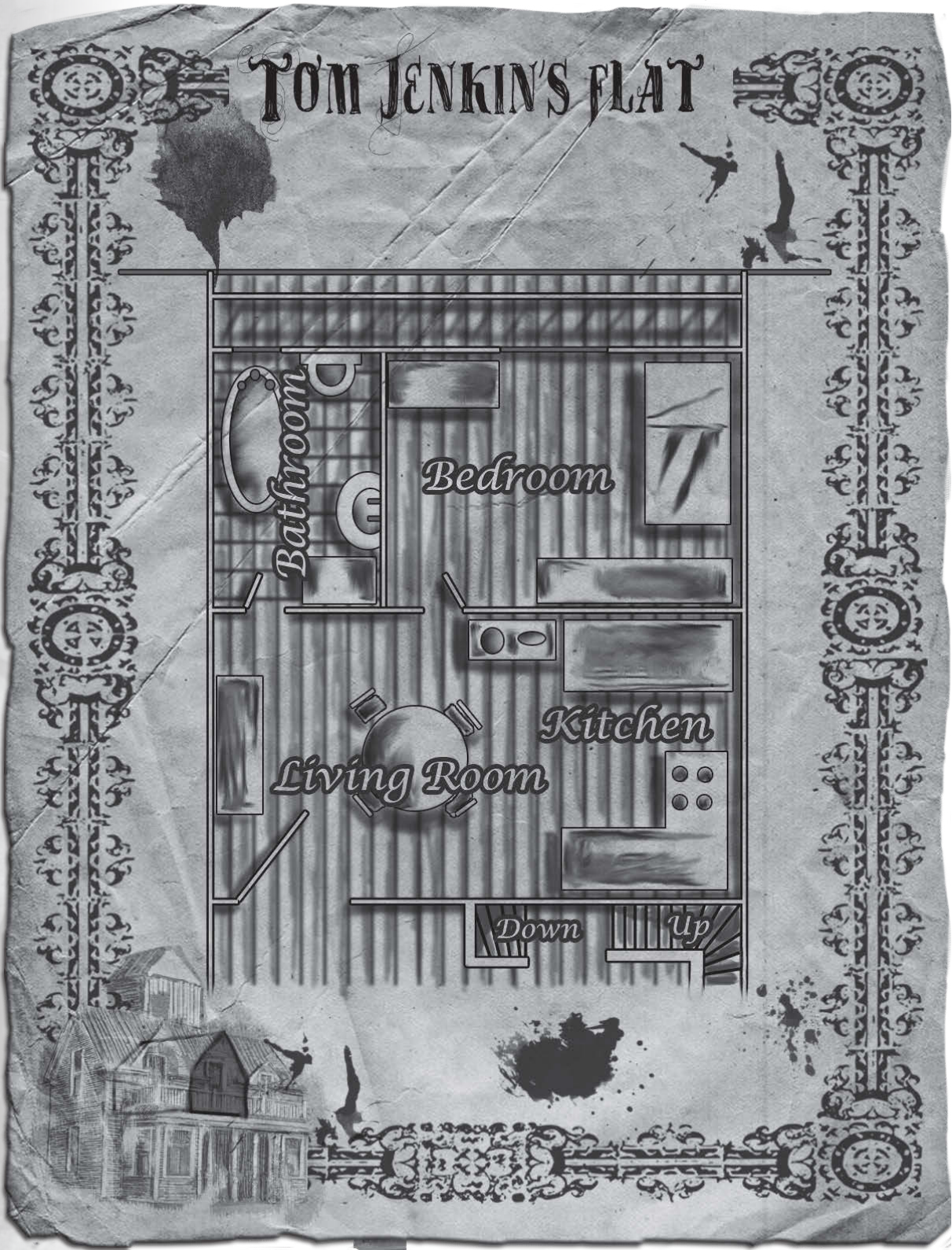


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Elder's Journal

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Bus Schedule

The bus from Ugthorpe to the Flask Inn runs Scarborough—Guisborough—Scarborough daily, crossing the Esk at Ruswarp, bypassing Whitby.

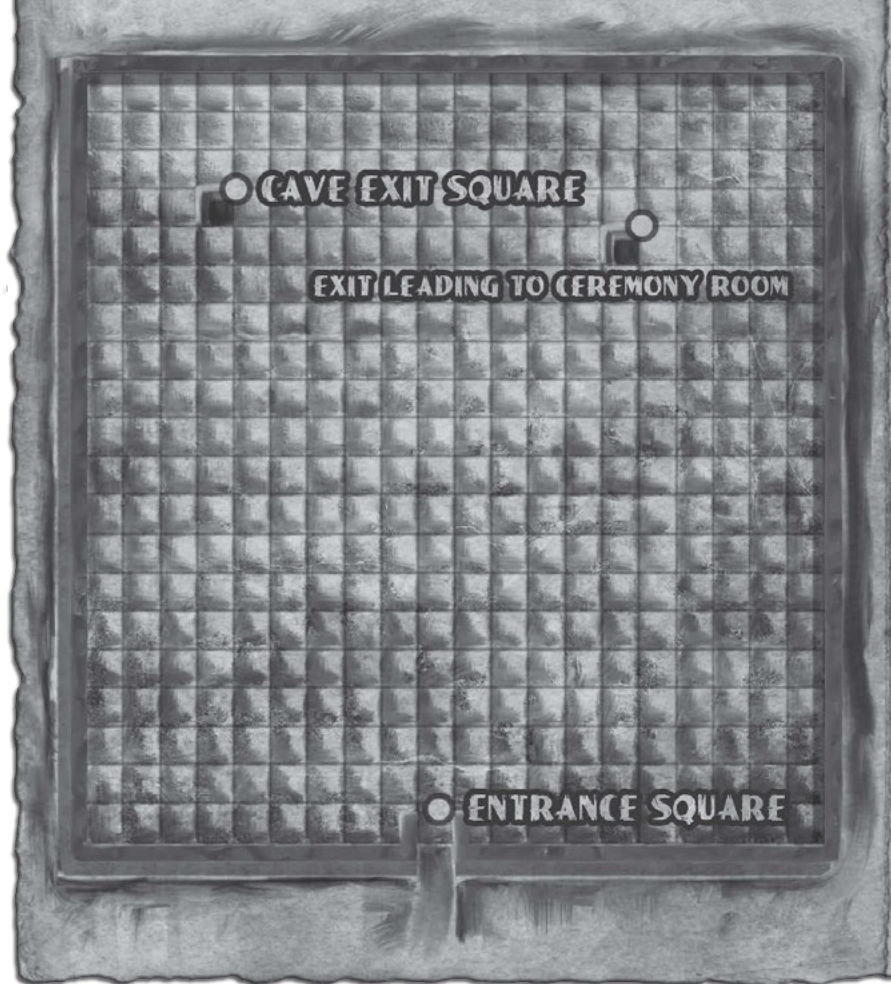
The timetable:

Scarborough 11:00
 (Flask Inn 11:30)
 (Ugthorpe 12:30)
 Guisborough 13:00
 Guisborough 13:30
 (Ugthorpe 14:00)
 (Flask Inn 15:00)
 Scarborough 15:30.

Total journey time between Scarborough and Guisborough is 2 hours. There are many stops on this route; some automatic, some only by request. Only the two appropriate ones are shown, in brackets.

This should ensure that they are stranded at the Inn until the following day.

Maze Under Durham Cathedral





Contents of the Drawer, Page 67

Letter to Timon

Your place has been secured, in the usual manner via temporary agents. The Carrier has been selected. You will only substitute if the Carrier is damaged beyond use.

Roland Timon's letters to the cultists.

To my friends in the South,

Well, I delivered, now you must deliver.


Your friend in the North,
Roland Timon.

To my friends in the South,

My commiserations but your contribution has been noted. You will only get your reward the sooner when they inevitably triumph.

No, you cannot be passengers or stewards, you must remain in case of failure.

Your friend in the North,
Roland Timon.

 Pyramids are too few and have too short a range here. even with recharging they are very weak and must be used sparingly.

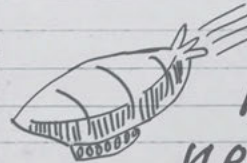
Air vessels give us a unique opportunity.



If construction is monitored, the crew infiltrated by first flight and agents are in place for fuelling en route he risks are minimal.



With maximum fuel, minimum pay load plus the device, range and speed should be adequate.



No more need be made until after the flight trials.

Paper in the Safe #2

Reasons for transfer from R101 to the LZ127 Graf Zeppelin.

- a) The LZ 127 is due to leave first.
- b) It is going round the world anyway. Minimum required interference means maximizing chance of success.
- c) The LZ 127 is a more sound design.
- d) There are increasing doubts about the R101, both with the design and management/political interference.
- e) Eckener has a good reputation and track record.
- f) The R101 remains as a backup. The nest there will not be eliminated for the present.

J.C.

Passenger List

Confirmed Passengers

Sebastian Wright

Wealthy from primitive transport.

Well protected city of the high priest.

John Carrigan

Hard copy transfer mark trader.

City of the recent old fortress.

Amanda Freeman-Danby

Close to our kind. Unsullied by trade.

Eric Todd

Protector.

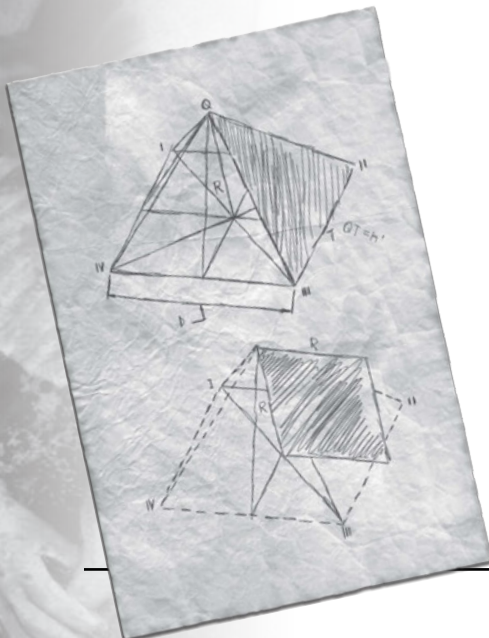
Edward Driscoll

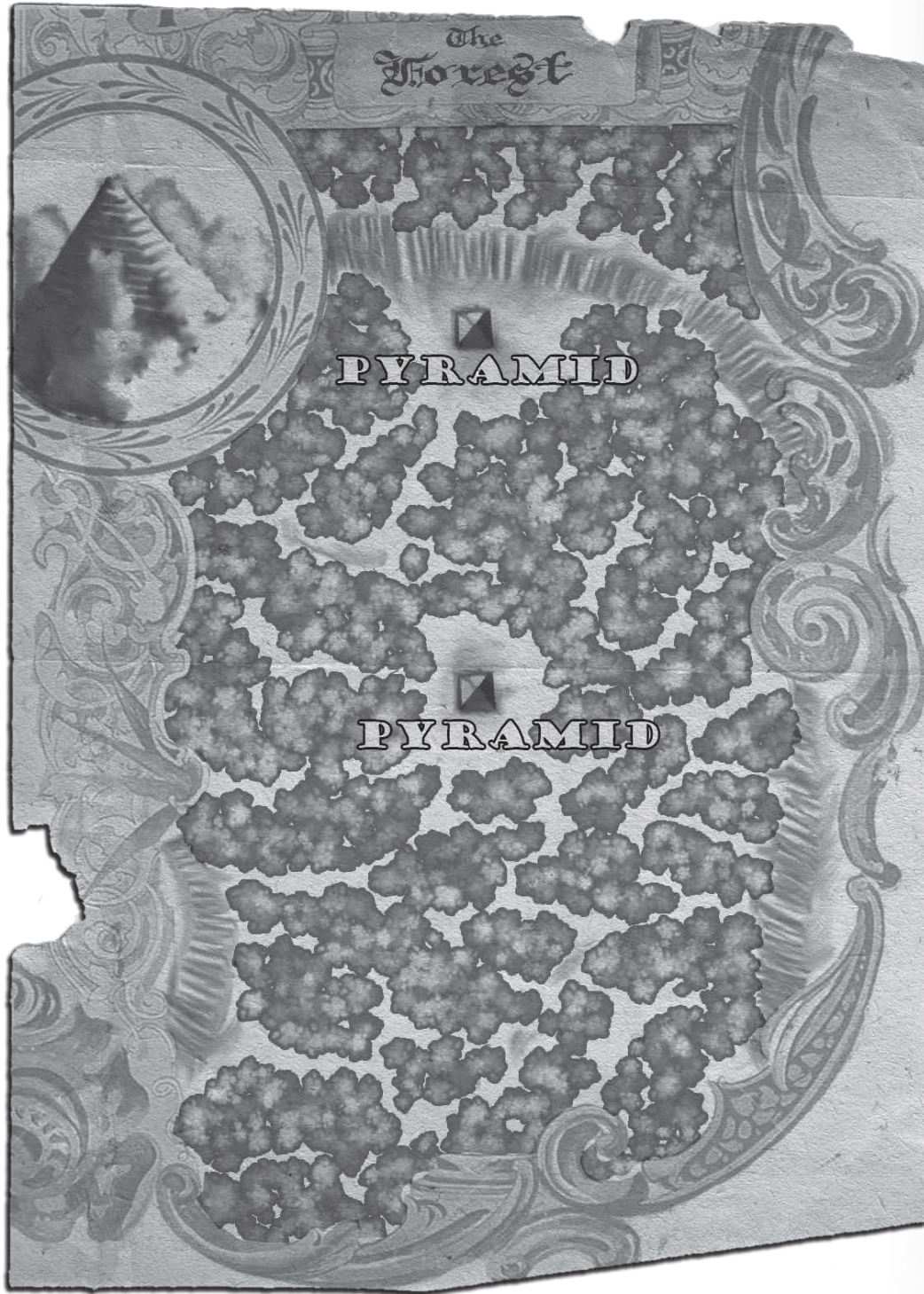
A presenter of occurring history. Hidden in a street with many others.

Roland Timon

Wealthy commander of industry. Where the barrier stops at the river.

The Carrier *dispatched*

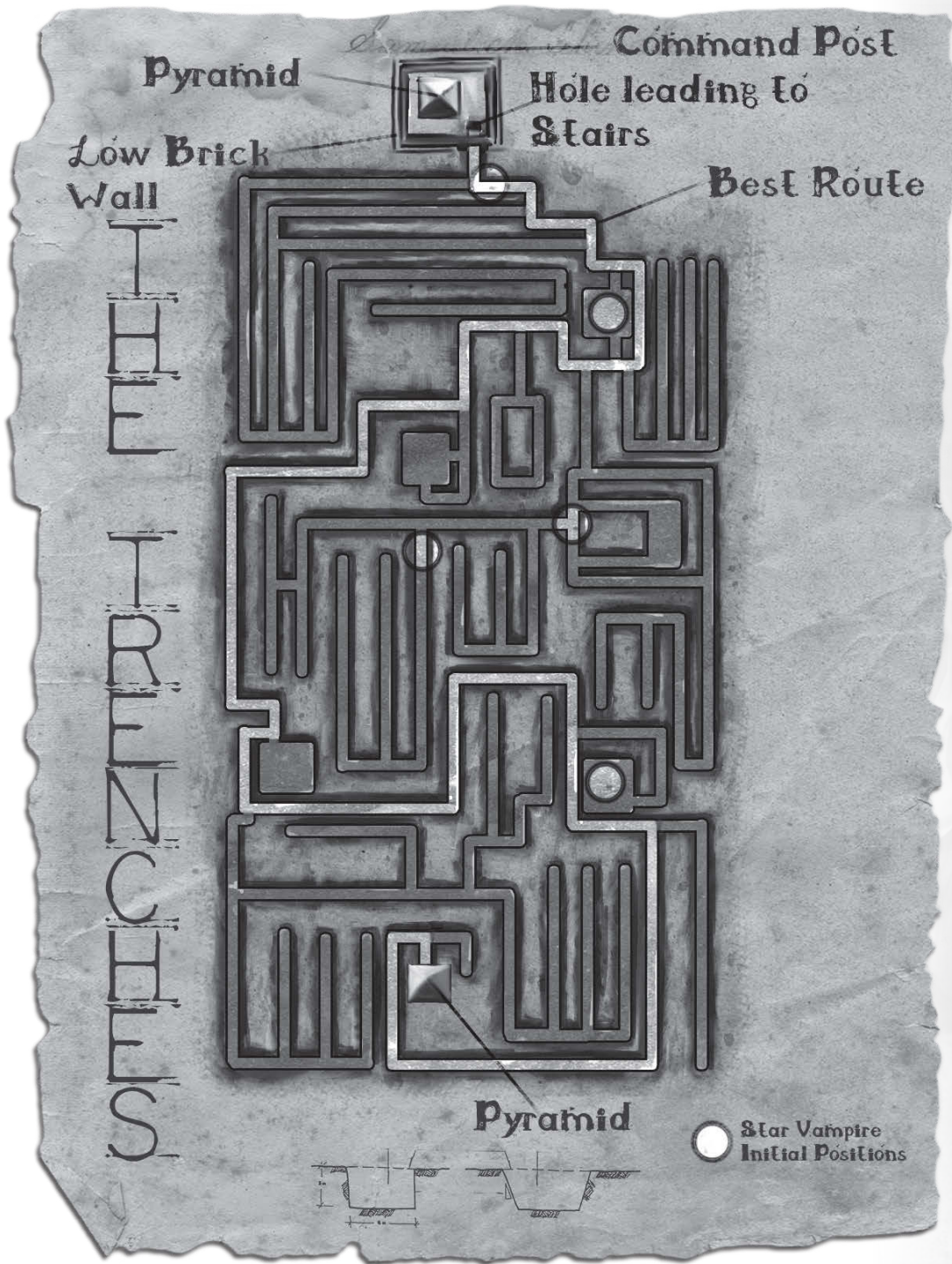




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THE
HORIZON
CITIES



Message for the Carrier

It is now time for you to know the whole story.

We, the Shan, have wandered the corridors of space since our world was destroyed many aeons ago. On this Earth, we believed our quest to find a new home was over, requiring only the removal of an infestation of primitives.

Too late we discovered that this planet is a trap for us. Something about the light given out by its star cripples our devices. The pyramids that once allowed us to cross vast tracts of space in an instant are unable to move us even off this island. Of our great and powerful weapons, only the nerve whips still work, and our computers are reduced to abacuses. Even our own powers are drained in daylight so we are confined to the night or dependant on the infestants as hosts. Nor could those who first arrived here warn the rest or we would have avoided this fate.

These difficulties so overwhelmed our ancient brethren that they abandoned all hope and became indolent, using the infestants only for amusement, not even as slaves. We began down the same path but rescued ourselves by building the Heliowall device, which will render their sun harmless to us and restore us to glory. Then we can call our race to join us, rid ourselves of the infestation and build a new civilization.

This world will become the capital of a new empire and the base for our conquests.

One problem remains. Heliowall was intended to be deployed in orbit. A single circuit of this planet would have sufficed, but our pyramids are now far too weak for even this simple feat. Then we discovered that any circumnavigation within one lunar cycle—that is roughly 28 of this world's days—would suffice. At first, even that was beyond the infestation's simple machines. But we were patient; we could see in them the stirrings of a primitive industry. We watched and waited as they slowly developed powered transport on land, on water and finally in the air. Still they were inadequate.

But now these lighter-than-air crafts, basic and dangerous though they are, have given us our chance. The infestants have even planned a circumnavigation in one, relieving us of the necessity of taking it from them.

This, then, is your task. Take the device, cross the water to the starting point, await their craft and embark. Heliowall will start automatically once the air vehicle has left the ground. When you return, it will have succeeded and our time of trial will be over.

But beware; this can only be attempted once. If you fail for any reason after the device has started, we can never try again. We will be trapped, helpless, on this simple world forever, waiting in silent anguish for the infestation to advance enough to recognize and destroy us.

We have fooled some infestants into providing protection, they will be made known to you once your journey has begun.

If any new interference from infestants is discovered between now and successful completion, you will be notified by a "telegram" with the single codeword: "Metropolis."

You are our hope,

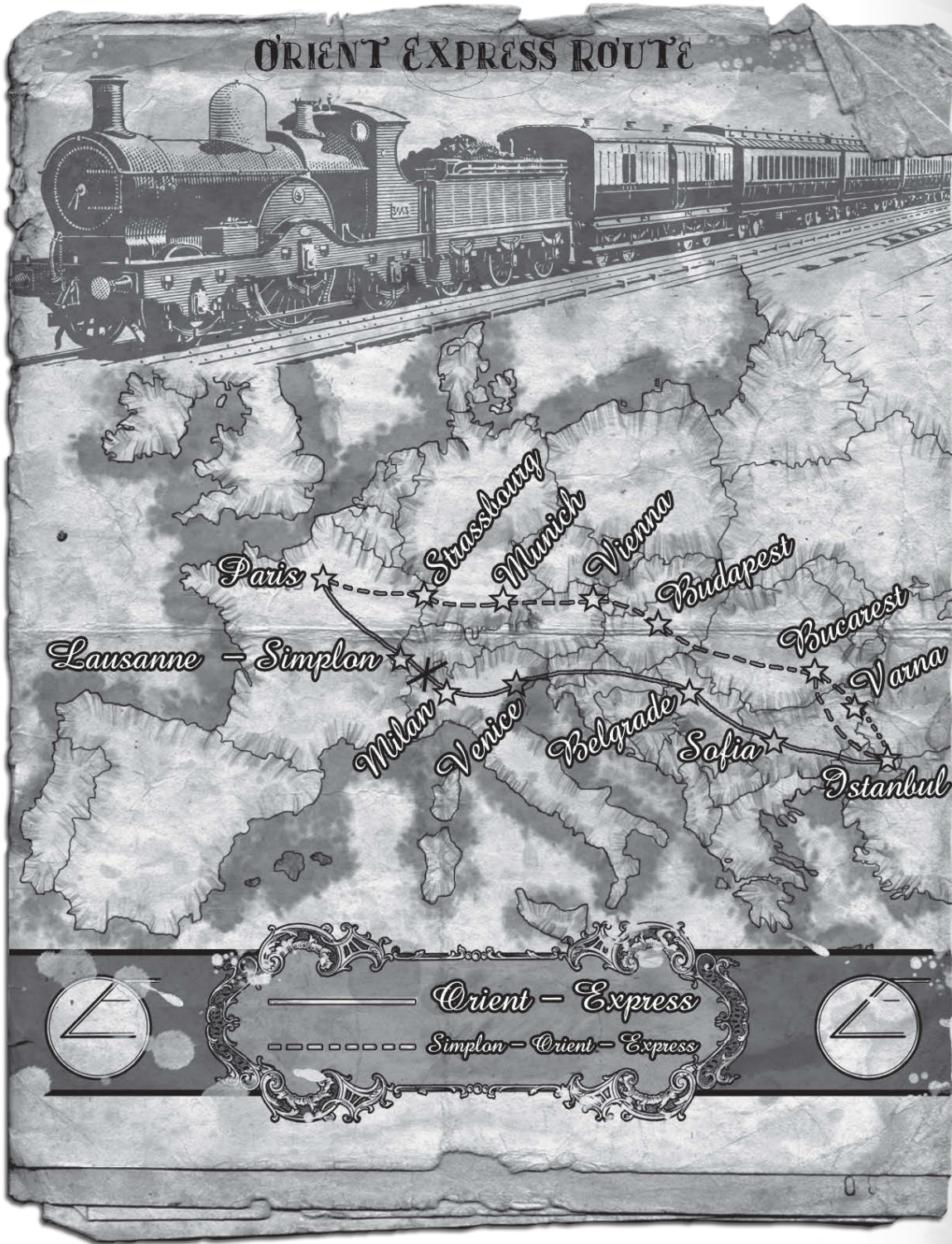
our only chance,

the Carrier,

you are Heliowall.

Go now and good fortune.

ORIENT EXPRESS ROUTE



A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

Suspect Elimination Summary

The potential passengers are:

1. Karl H. Von Wiegand
2. Sir George Hubert Wilkins
3. Lady Grace Drummond-Hay
4. Robert Hartman
5. Charles E. Rosendahl
6. Gebhard Hirsch
7. Hikaru Maruyama
8. Ben Wood
9. Robert Hall
10. Cody Lee
11. Nicholas Jackson
12. Jim Mason
13. Ryan Baker
14. Evan Philips
15. Joshua Gray
16. Landon Hughes
17. William Thompson
18. Tim Owen
19. Justin Webb

On Page 101



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| Karl H. Von Wiegand | 100 |
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| Landon Hughes | 102 |
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TERROR FROM THE SKIES

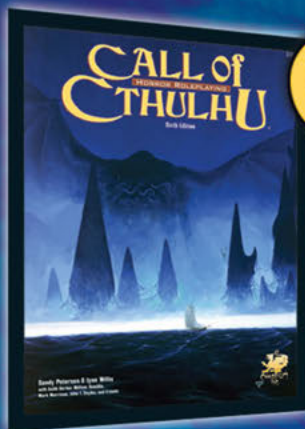
A RACE
TO SAVE
HUMANITY
FROM A
DARK FUTURE



THE LOVECRAFTIAN MYTHOS is populated by many creatures, both singular entities such as Cthulhu and Hastur, and creatures who number in the millions. The shan are an ancient, insect-like alien race fleeing a destroyed homeworld. Forced into a nomadic life they are scattered throughout space. Aeons ago a number of shan arrived on Earth, but certain properties in our sun's light weakens them. Trapped, these first arrivals fell into idleness and decadence, acting only by seeping into the sleeping minds of human beings.

In *TERROR FROM THE SKIES* brethren of those first shan have come to Earth, vigorous and aggressive, not yet weakened by our sunlight. Their insidious plan threatens the elimination of the human "infestation" and the founding of a new shan homeworld.

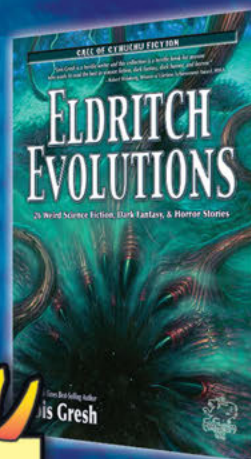
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