



MY OVERCROWDED PINEAL GLAND

A Scenario for Call of Cthulhu By Gareth Hanrahan For Warpcon X

My overcrowded pineal gland

Oh, those little earthquakes/doesn't take much to rip us into/pieces

• *Tori Amos*

“It would be the most blessed and holy thing in all creation to have the certain peace and serenity of atheism, to know that there is no meaning, no purpose to this cosmos. I wish I did not believe. But I do. I know. The Gods exist, and they are abhorrent and hateful...”

Introduction: This scenario is a partial sequel to last year's scenario, *serene and primal*. While a knowledge of that scenario isn't needed to run *My overcrowded pineal gland*, you should be aware that a few characters and concepts have been carried over. A summary of the salient points from *serene and primal* is given at the end of the scenario.

My overcrowded pineal gland is in some ways an inverted classic Cthulhu investigation. The player characters could be considered cultists, and the Great Ritual that must be prevented has already happened. Much of this scenario is concerned with piecing together what has gone before and dealing with its consequences.

In most works in the horror genre, there is a single protagonist on whom unimaginable terrors are heaped. The party of investigators present in horror roleplaying games dilutes the terror. A nightmare shared is a nightmare lessened. In order to focus whatever horrific effects are produced by the scenario, there is a single major protagonist – Theodore Kelly. He is a psychic of no mean powers. As a consequence of past events, his mind has been fractured and twisted. Three of the other player characters are aspects of his mind, and a fourth is an astral spirit caught in Kelly's mind. The last is...odd. See later.

Kelly is essentially the only protagonist in the scenario. This tears away the security of the party, and leaves the players all alone in the night – as their sense of reality, sanity and meaning is violated.

If the above section sounded terribly pretentious and over-wrought, sorry. Let's get on to the good stuff.

Backstory: Following the collapse of the Hermetic Order of the Golden Dawn in the early 1900s, several splinter occult groups formed in London. One was the Lodge of the

Pentagram, which held its meetings and ceremonies in property at Mortlake owned by the Elizabethan sorcerer Dr. John Dee. In 1915, one member of the Lodge, Ernest Smith, murdered six children to hide himself from a vengeful extradimensional horror. The Lodge was investigated by the police, and forced to disband for several years. These events formed the backdrop to last year's Cthulhu scenario, *serene and primal*.

Two branches of the Lodge reformed in 1922. The first, the Penitent Lodge of the Pentagram, dedicated itself to recreating the work of the Golden Dawn based on Dee's writings. The other, the Reformist Lodge, turned to the Left-hand path of Hermetic magic, and rivalry sprang up between the two Lodges. The Penitent Lodge seized the house and lands at Mortlake, and the two groups engaged in Magickal war.

What neither branch knew was that Dee's power had come from the "angels" he summoned. These angels are in actuality the Mi-Go, the Fungi from Yuggoth who sometimes visit Earth engaged on their own mysterious errands. Four centuries ago, Dee and his assistant, Edward Kelly, stole something from the Mi-Go. The thing they stole was a fragment of Nyarlathotep that became lodged in Kelly. It granted him potent psychic abilities, but also drove him mad. The fragment has been passed down from generation to generation of Kelly's descendants.

In 1924, three new members joined the Penitent Lodge. These were Jeremy Avon, an occultist and writer, his fiancée Anna Junzt, and Theodore Kelly. Magical energies used in the struggle between the Lodges attracted the attention of the Mi-Go. Six months later, the house at Mortlake was besieged by a storm summoned up by the Fungi. Theodore Kelly and Jeremy Avon took the risk of performing a ritual guardedly recorded by Dee in the *Mordecai Tome*.

It went wrong.

Kelly tried to call He Whom The Winds Fear, Nyarlathotep. The botched ritual opened up a rift in the physical and astral plane. The house was destroyed, and the Penitent Lodge was scattered. Anna Junzt was caught in the vortex and dragged into the astral plane. Kelly's mind was fractured. The disaster attracted the attention of creatures for whom there is no distinction between astral and physical – the Mi-Go. Deeming that animals tampering with the Elder Gods were a danger to their interests, they decided to set a watch on Kelly. Kelly fled the ruins of the house, and drove his car a short distance before collapsing. The Mi-Go abducted him, and eventually released him back at his home in London three days later. They plan to wipe out the "infestation" of magically active humans and retrieve the fragment. They did not realise the fragment had adapted over four centuries to become part of Theodore Kelly.

Meanwhile, the Reformists regrouped, and attempted to understand what awful powers the Penitent Lodge had released. They performed a Ritual of Binding, and caught Anna Junzt (who had been bodily thrown into the astral by the failed summoning). Assuming that they had caught Anna's soul (whereas they had actually caught her physical body in astral form), the Reformist Lodge decided to use her as a bargaining chip.

The scenario begins with Kelly being contacted by the Reformists. Most of the Lodge members were killed during the storm, and the police are investigating the mysterious events of the night. There follows a chase and investigation through the occult underground of London and Kelly's own past, culminating in a terrible and blasphemous completion of a work better left undone...

Characters in the scenario:

- **Theodore Kelly:** Confused, amnesiac, and bordering on the insane, Kelly must rebuild both his mind and his past to prevent forces he unleashed from wreaking havoc. He is a nervous, driven young man, who spent much of his life in a mental asylum, and the rest being used as a psychic lightning rod by Jeremy Avon.
- **Virtue:** The heroic and valiant aspects of Kelly's mind made manifest. Virtue appears to Kelly as a classical angel. Virtue will attempt to persuade Kelly to fight against the Reformists, to risk body and sanity in order to triumph over evil.
- **Sanity:** The flipside of Kelly's mind, Sanity is his self-preservation and self-control attempting to protect him from himself. Sanity also holds much of his memory in trust, and knows the truth of what it is. Like Virtue, Sanity appears as an angel.
- **Anna Junzt:** or her spirit anyway. Anna's body is trapped in astral form by the Reformists. Her soul is caught in Kelly's mind. Anna is a sweet, trusting, impressionable young woman.
- **Psyche:** Psyche is the personification of Kelly's psychic abilities...in a way. Kelly was never able to control his powers, because they draw on his darkest self-hates and fears. Psyche is a manipulative, sadistic bastard – but utterly vital to Kelly's survival.
- **Roverandom:** Kelly's dog. At least, in body. The Mi-Go have set a watch on Kelly, and Roverandom is their creation. The brain of a human was implanted into the body of Kelly's dog using Mi-Go surgical techniques. Roverandom doesn't know what it is, but has been prepared by the Mi-Go to serve their ends.

Events in the scenario:

1. **Shattered:** Theo wakes up. He is threatened by Grimsby, an agent of the Reformists, and contacted by Jeremy.
2. **Fear and Loathing in the British Museum:** Theo goes to meet Jeremy in the Reading Room. He meets Nyarlathotep on the way. Jeremy tells him about the Penitent Lodge and the Ritual.
3. **Mortlake on Thames:** Theo goes to the Penitent Lodge's mansion. He learns the truth about Roverandom, and sees the several visions in the Astral.
4. **The Brazen Head Pub and the Reformists:** Theo meets with Grimsby. The Reformists reveal they've got Anna's ghost, and that they want the Mordecai Tome from the Mortlake mansion and the "Dee familiar-spirit" (Psyche) held by Theo.
5. **Apocalypse of All Souls:** The head of the Reformists tries to take Psyche. The Mi-Go attack. Theo must call down Nyarlathotep to survive.

The Astral Plane: Several events in this scenario take place on the Astral Plane. The Astral is a psychic hyper-dimension existing parallel to our own. It is where ghosts exist, it's where those having out-of-body experiences walk, it's the medium through which the Mi-Go fly. It can be glimpsed by those cursed with psychic powers, and occasionally it intersects with our universe.

The Astral appears to be an infinite expanse of shifting purple light. Strange, alien creatures, called astral parasites, swarm there. The Astral is affected by emotions and thoughts, and half-shapes form and swirl in the drifting purple haze.

Four of the characters (Psyche, Anna, Sanity and Virtue) exist on the Astral plane, and can interact with the astral parasites and other astral phenomena. (Technically, only Psyche and Anna exist, and the other two as just aspects of Psyche's power in the Astral,

but that really doesn't matter.).

Psyche: Theodore is a psychic. Psyche is the manifestation of his powers. Psyche can touch the minds of others. It can read surface thoughts, and affect other people's minds by basically moulding them like clay. Psyche can just walk over, reach into someone's head, and tear at their mind. However, many simple occult countermeasures stop Psyche.

Virtue, Sanity and Theodore can attempt to use Psyche's abilities without Psyche's consent – resolve this as a POW vs POW roll. Any use of his psychic powers by anyone costs Theo one SAN point, possibly 1d4 or more if the use was disturbing or nasty.

Psyche also has some telekinetic powers. Again, these can be used by anyone. They cost 1 HP of Theo's and one SAN every time they are used. Theo's eyes and fingernails bleed when telekinesis is used, and his arteries are choked with pumping blood, making his skin red and pulsing.

Psyche is a major source of both conflict and power in the scenario. Make Theo's powers/Psyche as disturbing and horrific as possible.

Sanity: The "Sanity" character is Theodore's sanity. That means that as Theodore goes more and more insane, he loses Sanity. Damage to Theodore's mind is represented as physical damage to Sanity. When sanity points are lost, they are subtracted from Sanity's hit points instead of a character's sanity.

Fighting for Control: The characters of Theo, Psyche, Virtue and Sanity can attempt to control Theo's body. Run any fights as a democracy...basically, two characters cannot beat each other, it takes a majority of characters to win. Any draws result in Theo's body collapsing in a fit.

Running this scenario: This is not your normal scenario. Four of the PCs have little or no ability to affect the physical world, and all but one of the PCs cannot talk to people. This scenario is centred almost entirely on one man, Theodore Kelly. The players are (with the exception of Roverandom) taking on roles *inside Theodore's head*. **NEVER** forget that Theo is the only "real" human player character in the game. When playing non-player characters, address **everything** directly to Theodore. Do not acknowledge the Astral PCs, and only acknowledge Roverandom if the dog does something. As far as most characters are concerned, Theodore is the only person present. If he spends five minutes arguing with the other player characters, the NPC present sees Theodore arguing with himself. Theodore is basically insane, and should appear so from the outside.

However, just because Theodore is only character perceivable by NPCs doesn't mean you, as the GM, should ignore the other characters. Involve them as much as possible. Make sure the events in the Astral are given suitable weight. Give the handouts and clues to the Astral pcs as much as possible.

When seating your players for the game, put Theodore at the far end of the table, and try to give him to a good player, one who will let the other pcs have their say. It's a tricky scenario to run, but the effect should be worth it.

I've gone into detail quite a bit, but please don't run this as a linear adventure where the pcs are dragged from a to b to c. Give them every freedom you can, and bring in encounters as appropriate. I'll shut up now.

Part 1: Shattered.

Theodore's flat: The scenario begins when Theodore awakens in his London flat (see maps). Theodore has no idea what happened to him, his memory is fragmented and patchy. He has no idea who the other player characters are. Let the players introduce themselves and argue for a while. Remember that the four Astral characters cannot leave the vicinity of Theodore.

The flat is a small two-bedroom apartment. One room was used by Theodore, the other by Anna Junzt and Jeremy Avon. There is also a small kitchen, and a single living/dining room. Heavy books on the occult and reference works on sociology, mythology and psychology are scattered everywhere, as are stacks of newspapers. Strange charts and maps are pinned to the walls. There is also a visible feminine touch to the rooms, though. The morning sunshine filters in through windows edged with lace curtains, and a vase of fresh flowers is being used as a paperweight, holding down translations of Greek alchemical formulae.

There is no one else in the apartment when Theo wakes up (apart from the people who live in his head). Theodore is wearing an overcoat and casual clothes. There is a layer of ash on his sleeves and he stinks of smoke. His face is slightly blackened with soot, but there are several patches on his face and neck which are oddly clear of soot (these are where the Mi-Go applied probes and scanners when he was abducted). There is a faint scar on the side of his neck. In Theodore's pockets he has a set of car keys, his wallet, a heavy keyring with three large keys on it, and a burned paper torn from a book (handout 1). His wallet contains about five pounds in various notes and coins, as well as a driving license.

The other rooms in the apartment contain little of interest. The front door is bolted from the inside. One window gives a view of the London backstreet outside. Grey dull rain pelts down upon the cobblestones. There are a number of dead flies on the outside windowsill.

A visitor: While the players are arguing, there comes a loud knocking on the door. Outside the door is Mr. John Grimsby, an agent of the Reformist Lodge. Grimsby and the Reformists have been watching the apartment, waiting to see if any of the Penitents return to their lodgings. Now that they have, Grimsby is ready to strike.

Theodore was committed to an asylum when he was a child, after his family was brutally murdered (Theo did it when he was possessed by an extradimensional thing). Jeremy Avon forged documents in order to free Theo, who he recognised as a powerful medium. The Reformists have uncovered Jeremy's forgery, and now plan to use it to blackmail Theo into revealing exactly what happened at Mortlake.

Grimsby is a 43 year old civil servant. His grandfather and uncle both dabbled in the occult, and he was initiated into the Lodge at the age of 25. He is confident in his power and methods, and secretly scorns those weaker than himself. He enjoys exerting authority over others. He enjoys fear. He is a weasel of a man, quick to flee big threats, quicker to close his teeth on the throat of those he can defeat.

Remember that Grimsby can only perceive Theodore, he can't see any of the other PCs except Roverandom. He will smile broadly when Theo opens the door, saying "ah, Mr. Kelly. So glad to catch you at home...may I come in?" and bundle Kelly into the room. For the moment, all he wants is Kelly to meet him in certain pub – the Brazen

Head – that evening at 9pm, so Kelly can meet “some mutual friends”. If Kelly resists or tries to argue, Grimsby will mention that “we know things about you, Mr. Kelly, about you and Avon. If those things were also known to His Majesty’s police, then, well, things would not go at all well.” Grimsby will then hand over an envelope containing mimeographs of Kelly’s commitment papers and Avon’s forged letters (handout 2). Sanity loss is 0/1d4.

If Psyche invades Grimsby’s mind, or if another PC uses Psyche, they will see a glimpse of a the outside of a darkened house, and trudging through a muddy field carrying a handgun – then an ornate drawing room with a pentacle carved on the floor. Grimsby is thinking about how to convince Kelly to go to the Brazen Head, and is enjoying Kelly’s confusion and discomfort.

Once Grimsby has got an assurance from Kelly that he will come to the Brazen Head at 9, he will leave. There is another Reformist, Humphrey Carter, waiting in a car outside. If Grimsby is attacked or threatened, Carter will rescue him. Carter has an antique firearm. Grimsby and Carter drive off into the City.

A friend in need: Just after Grimsby leaves, the phone in the apartment rings. The caller is Jeremy Avon, Theodore’s friend and Anna’s fiancée. After the disaster at Mortlake, Jeremy fled back to London with the Reformists hunting for him. He is hiding in Whitechapel in a guesthouse, and ringing from a post office telephone.

Jeremy is a young and eager occultist. For years, he’s been traipsing around Europe prying into the mysteries of magic and the Mythos. He found out about Theodore’s psychic abilities, and forged documents proving that Jeremy was Theodore’s cousin to get Theo out of an asylum. Jeremy used Theo as a psychic divining rod until Jeremy met Anna Junzt. He fell in love with the strange young woman, and came to appreciate Theodore as more than a connection to the astral.

Now all that’s been torn away. Anna has vanished, the Penitent Lodge has been slaughtered, and the police are looking for him. He rang the apartment hoping beyond hope that Theo will be there.

Jeremy is nervous & jumpy, but overjoyed that Theo is there. Theo, on the other hand, doesn’t remember much about Jeremy. The conversation is likely to be rather stilted. Jeremy will warn Theo that the Reformists are hunting for everyone who survived the attack on the Lodge, and that the police are also looking for anyone who was at the Lodge. The Reformists can’t be allowed to get hold of the Mordecai Tome. He’ll urge Theodore to meet him in the Reading Room of the British Museum in one hour’s time. If Theo asks about the other PCs or something, then Jeremy will be confused, assume that Theo’s off on one of his “bad times”, and repeat in calming and caring tones that they should meet in the Reading Room in one hour.

Faces in the Smoke: Assuming Theo & co decide to meet Jeremy, they’re going to have to leave the apartment. It’s a cold, foggy morning, a dampness that clings to everything and swallows warmth. There’s another fog on the streets too, though. Theo & co can see into the Astral Plane. It’s like London were a scene painted on a still pond. In some places, the paint has been scratched off, and the murky purplish waters of the pond can be seen. In others, the water ripples and twists, distorting the painted scene.

The occasional weird Astral entity swims by. The inhabitants of the Astral plane are strange, tentacled things of all shapes. They're not material, and float through each other and physical objects at will. They're pretty oblivious to each other, but will stalk and toy with humans. Weird flappy things will follow Theo around. Sanity loss for eerie sight is 1/1d6.

As they walk to the British Museum, they'll encounter Policeman Albert Good, a classic British policeman. Unless the PCs have had the presence of mind to have Theo clean himself up and change clothes, he's going to be fairly dishevelled-looking – like a wandering madman, in fact. Officer Good will question Theodore, asking where he's going (Bloomsbury is a fairly nice neighbourhood, and Theo's somewhat out of place). Play this scene for surreal horror. From Good's perspective, Theo is an unshaven man dressed in muddied and burnt clothes lurching along the street talking to himself. Allow the PCs to see just how strange they look from the outside.

As they approach the museum, they see a trio of shapes high in the Astral sky above them. The shapes are actually three Mi-go. The shapes cut a vast wake in the Astral. All the characters feel slightly uneasy looking at the shapes. The characters can't do anything to the Mi-go here, it's just a cameo. The Fungi will turn up again later. Sanity loss is 0/1d3.

Part II: Fear and Loathing in the British Museum:

The vast British Museum (see map) stands in Great Russell Street. The famous Reading Room is a large room where patrons can order books, which brought from the collection of the library. The library is only accessible by staff, although the rest of the museum is open to the public.

A chance meeting: As Theo & co make their way to the Reading Room, they pass through a room containing a display of Egyptian artefacts. Waiting there for them is a dark-skinned man dressed in a fashionable business suit with ornate cufflinks. This man is none other than He Whom The Winds Fear, the Soul of the Outer Gods, Nyarlathotep himself, in human guise. As a God, the past and future are one to him. He knows that Theo will summon him again, and wants to ensure it is done properly next time. The Egyptian Gent will simply step forward, say "It is wise to learn the names of those you call upon." and walk down the corridor. If they try and follow him, they find no sign of the Egyptian Gent. The observant will notice that the face on the sarcophagus the Gent was leaning against is identical to the Gent's face. Sanity loss is 0/1d4.

The Reading Room: The Reading Room is a great circular room, referred to by one poet as the "*valley of the shadow of books*". Many of the great minds of Europe have worked here, from Lenin to HG Wells.

Jeremy is seated near the Refreshments Room, facing the door. He's furtively reading a copy of the *Times*. When he sees Theo, he doesn't say anything, just makes eye contact, indicating the empty seat opposite him. A copy of *Hamlet* waits upon the table. While pretending to read, Jeremy greets Theo.

Jeremy is almost as confused and scared as Theo is at this point. He's not sure what happened at the house at Mortlake. The Penitent Lodge (heroic investigators of the occult) had gathered at the request of Sir Jermlyn-Moore, the head of the Lodge. A great storm struck the mansion. Jeremy remembers Moore & Theo going down to the Chapel

Vault below the house, and Anna running after them. Then there was a great noise, and the next thing Jeremy knows, he was lying in a ditch about two miles from the house. He's seen no sign of any of the other Lodge members since, but both the police and the evil splinter group known as the Reformist Lodge of the Pentagram have been looking for him. Mostly importantly, he's seen no sign of poor Anna, his fiancée.

Jeremy has had a lot of experience dealing with Theo's psychic episodes. He'll try to understand what's happened to Theo. He'll be shocked and terrified if Theo reveals that Anna's ghost is following him around. All that's keeping Jeremy going at this point is his desire to find Anna and make sure she's safe. He'll storm out shouting that Theo's lying if they press the issue.

All Jeremy can suggest doing is that the two of them travel to the House at Mortlake to see first-hand what happened there, and try to find Anna.

Jeremy has no idea where the dog came from, although he has seen it before somewhere...

If Psyche invades Jeremy's mind, a morass of confusion, fear and terror will be revealed. Jeremy has never seen Theo like this before, and the loss of Anna has completely unbalanced the English occultist. He's clutching at any straws that might lead back to sanity.

Research: No Cthulhu scenario is complete without a little bit of Library Use. The characters can check up on the following subjects.

- **Dr. Dee, Mortlake, Edward Kelly:** Dee was Queen Elizabeth's astrologer, and an expert on the occult. He translated the *Necronomicon* into English, and wrote many books on spirits. He maintained a house and estate at Mortlake, near the source of the Thames. Edward Kelly was an ex-forgery who Dee discovered to be a powerful medium. The two worked together closely. Dee was famed for summoning Angels.
- **The Lodge of the Pentagram:** The Lodge was an offshoot of the Golden Dawn order which existed in London in the latter years of the 19th century. The Lodge was founded by Sir Jermlyn-Moore the Elder, who purchased Dee's estate and recreated much of his library. The Lodge fell into disrepute when a member was accused of murdering six children (see handout 3). The Lodge was disbanded in 1914, and reformed in 1921 in two parts. The first part, the Penitent Lodge, founded by Sir Jermlyn-Moore the Younger, declared that it would dedicate itself to charitable works and white magick. There were rumours of another Lodge, the Reformed Lodge, which vowed to carry on Dee's experiments unfettered by common morality.
- **The Egyptian Display:** If they check out the Egyptian display, they discover the artifacts date from the time of the so-called "Black Pharaoh", Nophru-Ka, (or Nephren-Ka), who attempted to usurp the throne in the time of the XIVth dynasty. Nophru-Ka was tied to black magicks and a bizarre religion centred around the Sphinx and masks.

Moving onwards: The most likely thing for the PCs to do here is to travel on to the house at Mortlake, a journey of about two hours by train or car. The house is described in part III. If they don't go to the house, they'll probably turn up at the Brazen Head pub to meet Grimsby. Skip to part IV, but Grimsby will demand they go to the house and recover the Mordecai tome anyway.

If the players are being unco-operative, and decide to run, then the Reformists will bring the law down on them. Theo will be hunted by the police through the streets of

London. If caught, he'll be brought to a police station in Whitechapel – and bailed out by a grinning Grimsby. This chain of events is fairly unlikely to occur, and easy enough to run if it does...

Part III: Mortlake-on-Thames

Mortlake is a tiny village nestled in the hills northwest of London. The estate once owned by Dr. Dee sits on the banks of the river, in a small wooded area. The Mortlake mansion is an Elizabethan house which was rebuilt in the 1850s and in the early years of this century, so it's a terrible hodge-podge of architectural styles.

Agartha cottage: The groundkeeper of the estate once lived in this small cottage. It was sold by the Lodge when they purchased the estate, and has had several owners since then. The cottage is currently owned by an accountant from the firm of Hettingly, Smythe and Mallory, a Mr. John Diringham.

Last night, after the botched ritual, an insane Theo drove his car through the hedge surrounding the cottage. The Mi-Go captured him, and decided to keep an eye on him. The Fungi slaughtered the family of Mr. Diringham, as well as their dog Roverandom. They then used their alien surgical skills to implant Mr. Diringham's brain into the dog's body, and psychologically conditioned him to watch and protect Theo.

Theo's car stands on the lawn in front of the cottage. The canvas roof has been cut open with a sharp knife, and there are odd-shaped holes on the roof. There is a strange smell coming from the house. Inside the cottage, in the kitchen, is a scene of utter horror. Lying on the ground is the body of a man in a suit, killed by an incision in their chests. The man's head has been neatly cut open, and his brain has been removed. A smaller brain lies putrefying on the floor next to him. The floor is awash with blood.

Far more ghastly is the sight of a...thing suspended from the ceiling. A human body, possibly that of a woman, has been...unpeeled and unstrung. Loops of muscle & skin, veins and intestines and throbbing organs form a nightmarish tapestry of flesh. The horror is attached to the ceiling by unknown means. A steady haze of bloody mist seeps from the thing. As the characters enter, it begins to thrash and moan in a woman's voice. Blood spurts as flesh twists in impossible ways. Terribly, it is still alive. Sanity loss is 1d6/1d6+4.

If Roverandom works out that that's his body lying there, and the thing hanging from the ceiling is his wife, sanity loss is 2d6/3d10 for him.

The thing's moaning alerts someone upstairs. An alien buzzing noise sounds from an upstairs room. If the characters run up the stairs, they reach the bedroom in just enough time to see a bizarre insectoid thing with frail wings and a multicoloured mass of tentacular heads launch itself out through a window. Sanity loss is 1/1d6 for seeing the Mi-Go.

Exploring the cottage reveals little. The house was owned by John Darlington. His wife Elizabeth and daughter Bethany lived here. There is no sign of Bethany.

The Mortlake Mansion:

Unkempt lawns and gardens surround the house. One feature does catch the eye – a small garden of classical statues. The five statues depict classical motifs from mythology – the Shepherd, the Virgin, the Warrior, the Crone and the Philosopher – but examination of the statues reveal that their faces are all masks. The masks of the Warrior

and the Philosopher have been lost over the years. Beneath the detachable masks are the same features – those of the Egyptian Gent from the museum. The marble statues are arranged on a pentagram of paths. Small stones with stylised angel motifs mark the boundaries of the paths.

The house itself is eerily empty. All the glass in the windows is strangely discoloured and bulges slightly outwards, but there is no sign of damage or of the tremendous storm that Jeremy mentioned. Inside, the house is richly decorated, with a large number of occult symbols relating to Freemasonry, the Rosicrucians, Templars etc. There is also a large occult library. See handout 4.

As a result of the ritual, the house is slipping into the Astral Plane. As Theo explores the house, the characters will notice the occasional purple haze flicker through the rooms. The internal structure of the house seems to shift, and doors do not necessarily lead to the same place all the time. Also, the “Astral” characters (Psyche, Virtue, Sanity & Anna) are solid while inside the House. If Jeremy or anyone else tries to accompany Theo into the Astral, they can’t follow. They simply walk through the Astral walls, and can’t see those they entered with. They are in a different dimension.

Make exploring the House as surreal and dreamlike as possible. The characters have moved outside normal space and time here. As they explore, they will hear occasional odd sounds and voices, as if there is someone else in the House. Misty, wraithlike forms occasionally materialise for a moment. Somewhere off in the attic, a clock ticks out an other-worldly rhythm.

Visions of the Past:

If any of the characters look out a window overlooking the Gardens while inside the House, they see the following strange scene. It’s a clear & moonless night outside, and the gardens are well-maintained and clean. The statues are gone, and the pentagram shines brightly in the night. A fiery eye burns in the centre of the pentagram. Two men stand by the eye. One is dressed in rich robes, and carries a large book. A successful occult or history role identifies him as Dr. John Dee. The other bears a remarkable resemblance to Theodore, and has strange, clipped ears. He moans and slumps by the fire.

A weird buzzing noise fills the air, and a host of half-glimpsed winged shapes descends from the sky. Multi-coloured lights flicker. Dee intones something from the book, the fire blazes up – and Kelly collapses. A flash of light arcs from the skies, and strikes Kelly. He crawls to Dee’s feet – and moans “*Master – a Pentagram has five points!*”

As the characters watch this vision of the past, they are approached by...

The Right Honourable Sir Jermlyn-Moore the Younger:

The head of the Penitent Lodge of the Pentagram was the person whose experimentation attracted the attention of the Mi-Go. He attempted to take Dee’s role in the ritual and call He Whom The Winds Fear. The ritual went wrong, shattering Kelly’s mind, killing half the Lodge members, opening a rift into the Astral Plane – and killing Jermlyn-Moore. This being the astral plane, he hasn’t actually noticed yet.

Jermlyn-Moore is an aging dilettante. His father founded the Lodge as part of an ill-fated search for a magical weapon for the British Empire. Jermlyn-Moore the younger reformed the lodge partially out of boredom and partially to set his father’s ghost to rest.

He tries to maintain the family reputation as heroic, gung-ho types, ready to do anything for King and Country. Play him as an occult version of a WWI commanding officer.

He knows and respects Theodore's power, but will be quite confused by the presence of the Astral characters. He remembers seeing Anna fall into a rift during the ritual, and guessed she was lost to the astral plane. Jermlyn-Moore intends to take the Mordecai Tome, the book of rituals and summonings dictated to Dee by the Angels of Yuggoth, and use the ritual to destroy the cads over at the Reformed Lodge.

Trouble is, Jermlyn-Moore is dead. The characters have to convince him of this, or take the book off him somehow. He won't relinquish it willingly. Sanity loss for realising he's a ghost is 0/1d4+1.

The Mordecai Tome: This large and ancient grimoire contains the ritual used to summon He Whom The Winds Fear. It is a large book bound in bronze plates. It was once protected by an enchanted clasp, but that was broken by a previous owner. The book looks as though it was once exposed to a fire for some time.

A large metal bookmark holds the place of the ritual (see handout 5.)

Part IV: The Brazen Head Pub & The Reformists

In the first section, Grimsby demanded that Theo meet with the Reformists in the Brazen Head pub at 9 o'clock that evening. The pub is a fairly large upmarket place in an older section of the city. The sign is of a head of a bearded man made of brass. The pub backs onto a Masonic temple which is rented by the Reformists once a week.

Grimsby and Humphrey Carter will be waiting at a table in the back of the pub for Theo. There are also three other Reformists in the pub. Carter and two of the others have small handguns, but they'll only use these if absolutely necessary.

The Reformists want the Mordecai tome, and the "Dee familiar-spirit" (Psyche). In exchange...they won't reveal that Avon faked the letter which got Theo freed from the asylum, and they will free...a ghost. Grimsby will pass Theo a photograph. The photograph shows the floor of a dark room. Engraved on the floor is a circle of Binding, and there is a shape in the centre of the circle. The shape is hazy and hard to make out, as if it were photographed through layers of gauze – but it is unmistakably the sleeping form of Anna Junzt. In the photo, she's translucent.

When the ritual failed at Mortlake, Anna was hurled into the Astral plane. Her physical body became astral, and her soul was divided from her body. Her soul is now following Theo around. The Reformists cast a ritual of binding, and plucked the astral body out of the ether. They think they've caught her ghost.

The Reformists will free the ghost if they get what they want. If the characters already have the book, then they'll be lead through a back door of the pub into the Masonic hall – to the Reformed Lodge.

If the characters don't go to the Pub: The Reformists are keeping track of the pcs. If you need to use a hook, then Grimsby finds Jeremy Avon and shows him the picture. Jeremy, confused by the sight of his love's ghost trapped by his enemies, caves in and

does his best to get Theo to the Reformed Lodge. If the players are feeling heroic, they could also launch a magical commando raid to rescue Anna.

The Reformed Lodge: The Reformists number about two dozen people. They started out as just a slightly more free-thinking version of the Penitent Lodge, but they've begun prying into the Cthulhu mythos. They're now mostly insane, and a lot scarier than they seem on the outside.

Inside the Lodge's hall, the circle of binding lies by the centre of the ornate Pentagram they've traced on the floor. The Reformists are waiting – with blades forged of meteoric iron. They want the Mordecai Tome – and the familiar spirit. The Reformists will attempt to capture Theo and drag him to the centre of the Pentagram, where the Grand Master of the Lodge will attempt a ritual to steal Psyche.

The Lodge hall is a large space with raised benches running around three sides. The floor is normally carpeted, but the carpets have been rolled back revealing the bare stone floor. Masonic imagery covers the walls. On the floor is a large bronze pentagram, with sides 23 feet long.

The Lodge members were ordinary people once – businessmen, artists, intellectuals. They have been touched by the Mythos, though, and now are slightly ill-fitting, slightly alien. Their faces shine in the darkness, and human speech doesn't quite fit in their wet mouths.

The Grand Master of the Lodge is a mage named Feran Bloch. He wears a heavy overcoat and wide-brimmed hat to disguise his true form. Bloch died some years ago, and is using his magic to animate and possess his own corpse. Seeing Bloch without his garments costs 0/1d4 sanity.

If Anna the PC touches her Astral body, the shock of their reunion will dump her back into the physical plane.

The rest of the building is mundane offices and storerooms.

Part V: Apocalypse of All Souls

The final section of the scenario begins when Theodore is in the Reformed Lodge with the cultists. It helps a lot if he's got the Mordecai tome to hand (it's the only way he'll survive fairly intact & rescue Anna).

The cultists want the Mordecai tome and the "Dee familiar-spirit". Feran Bloch has a ritual to tear the familiar-spirit from Theo (this ritual will also drive Theo insane, but he's not going to tell him that...). If Psyche or another character scans Feran, then tell Psyche (and **only** Psyche) that the ritual is dangerous. It'll create more paranoia if Psyche is under suspicion by the other characters.

During the ritual, the Mi-Go will home in on the magical emanations in the Astral and attack. Hordes of insectoid horrors will materialise in the Lodge and begin wiping out the cultists. Everyone will be slaughtered unless either Bloch kills Theo and steals Psyche's power – or Theo uses the ritual to summon Nyarlathotep.

Bloch's ritual: If Theo hands over the Mordecai tome in exchange for Anna's freedom and the destruction of the evidence about the mental asylum, Bloch demands the Dee familiar-spirit. His ritual involves Theo standing in the centre of the pentagram, with Bloch at the top point. Bloch then begins an intonation. "*Ia Nyarlathotep, shiryo gl'a Izzu*

Thoth, n'ae mayranamea Yog-Sothoth...". Psyche finds itself begin dragged along the pentagram lines towards Bloch. Match Pow vs Pow between Psyche and Bloch to see how quickly Psyche is dragged along. If Virtue or Sanity help, add 5 to Psyche's pow. As the ritual continues, the air around Bloch begins to ripple, and the characters see the purple of the Astral begin to intrude. Then, insectoid shapes like the ones they saw flying over London or at Agartha Cottage appear, moving closer and closer...

The Mi-Go attack: If the characters do nothing, the Mi-Go suddenly phase into the real world. The Lodge dissolves into uproar. With wickedly sharp claws and alien weapons, they begin slaughtering the cultists. Sanity loss here is 1d6/2d8. A host of Mi-Go begin to surround Bloch and Theo.

Bloch screams and redoubles his efforts to capture Psyche. He'll shout "*Give me the spirit. I can hold them off if I have it!*" If the characters give in, Theo collapses, blood streaming from his eyes, ears and nose. Psyche is absorbed into Bloch, who legs it into the Astral. Everyone gets wiped out by the Mi-Go.

The only hope for the characters is to use the ritual from the Mordecai tome.

He Whom The Winds Fear:

The steps of the ritual are:

1. Have the caster (Theo) at the centre of the Pentagram.
2. Have the other five characters at the points.
3. Light a fire at the centre.
4. Chant the spell.
5. Survive the visions and recognise Nyarlathotep in each one.

The visions are insights into the Thousand Forms of Nyarlathotep. One Vision is seen by each of the five PCs other than Theo. In each Vision, the character must recognise and call Nyarlathotep. If you have time, take each character aside to run the Vision. This section should be tense and furious.

- The First Vision is of ancient Egypt. The characters are on a dais by a throne. The throne is shaded from the hot desert sun where thousands of slaves toil in the heat, building a vast cat-like statue. The Egyptian Gent sits on the throne, his black eyes glitter mockingly. The character must name the Pharaoh as Nyarlathotep.
- The Second Vision is in a beautiful sunset city in the Dreamlands. The weak gods of Earth gambol in the warm cobbled streets. From a high balcony on the terraced hills of the city, the Egyptian Gent dressed in a strange costume half-way between a fashionable suit and a wizard's robes looks down upon the gods.
- The Third Vision is of dark Yuggoth out on the rim of the Solar System. The character stands looking at the tiny spark of light that is the sun. Behind him, millions of Mi-Go chirpingly worship a vast tentacled thing. The thing writhes in the elemental darkness of nethermost space. The thing is Nyarlathotep.
- The Fourth Vision plunges into the depths of the universe. The character plummets through space until he falls to the surface of a dying world. Wondrous machines spark and burn, the casualties of an apocalyptic war. Weird alien things slither through the burning remains of their once-great civilisation. Through the death and carnage strides a slimmer, more graceful thing...Nyarlathotep.
- The Fifth Vision is a simple one. The character finds himself back in the Lodge hall. Psyche too is a fragment of Nyarlathotep, one of the Thousand Forms. Psyche must

be named as Nyarlathotep.

If all the Visions are completed successfully, Nyarlathotep is summoned. Theodore mercifully blacks out as the God explodes out through him. A catastrophic explosion of primal forces wipes out the Mi-Go, the Reformists, and most of the building. Nyarlathotep walks for a brief moment on the streets of London.

Aftermath: In an eerie echo of the beginning of the scenario, Theo (if he survives) wakes up in the apartment. If Anna was reunited with her body, she's there, otherwise, she's stuck as a ghost forever. If Jeremy survived, he's there too.

Theo's mind is still shattered, and will remain so. Roverandom is still a human brain in a dog's body...but the characters have defeated the Reformists and the Mi-Go. If the characters ask how they escaped, Jeremy tells them they were helped out of the ruined Lodge by an Egyptian man.

Appendix 1: Timeline of events

Day 1:

- Jermlyn-Moore unlocks certain rituals in the Mordecai Tome. He calls the Penitent Lodge together.
- The Mi-Go attack the Lodge. Jermlyn-Moore and Theo attempt the ritual. They fail.
- The Mi-Go kill an accountant, implant his brain in a dog, and return Theo & the dog to London as bait.

Day 2: the scenario begins

- Theo awakens.
- Grimsby arrives at the flat. Jeremy rings.
- Theo meets Jeremy at the British museum.
- Theo possibly gets the Mordecai tome from the Mortlake house.
- (9pm) Theo meets Grimsby at the Brazen Head pub.
- The Apocalypse of All Souls.

Appendix 2: *Serene and Primal*

Seeing as Jeremy, Anna, Theo and the Lodge of the Pentagram all turned up in last year's Cthulhu scenario, here's a quick synopsis of it...

Anna is living with her father and his butler, as well as her father's student,

(Jeremy's twin sister Constance.) Their neighbour, Ernest Smith, (a former Lodge member, and the man responsible for the murders described in the newspaper) accidentally opens a portal to an alien world. The characters are sucked through, but the stress of their voyage knocks them into a dreamworld.

Meanwhile, Theo and Jeremy are on a train. As a result of Theo's powers and Jeremy's psychic link to his sister, they too enter the dreamworld. The characters eventually figure out they're dreaming, and manage to reopen the portal and escape back to Earth.

HOW TO RUN MY OVERCROWDED PINEAL GLAND IN FIVE MINUTES

This is a bit of a tricky scenario, but...

The main character is called **Theodore Kelly**. He's a **psychic**. Together with two friends of his, **Jeremy Avon** (an English occultist) and **Anna Junzt**, he joined an occult group, the **Penitent Lodge of the Pentagram**. The Lodge was continuing the work of Dr. John Dee. They accidentally angered the **Mi-Go**, the Fungi from Yuggoth, who attacked the Lodge. Theodore cast a spell from the Lodge's grimoire, the **Mordecai Tome**, to summon **Nyarlatotep**. The spell failed, blowing up the Lodge's mansion and driving Theo **mad**.

Theo's mind has been shattered. One PC is **Theo**, who has lost much of his memory. Two other PCs are **Sanity** and **Virtue**, aspects of Theo's mind. Another PC is **Psyche**, who's the embodiment of Theo's psychic powers. **Anna Junzt's ghost** is the fifth pc. She was torn from her body during the failed spell. These PCs exist only in Theo's mind, and in the Astral plane.

The Mi-Go were driven off by the failed spell, but want to hunt down the humans who are meddling in Dee's work. They killed an accountant and implanted his brain into

a dog, which they sent hunting for Theo. This dog is the last PC, **Roverandom**.

The scenario begins with Theo waking up in his **London** flat. He's contacted by **Grimsby**, a representative of a **rival order, the Reformed Lodge**. This Lodge wants the Mordecai tome, and want Theo to get it for them. Theo is also contacted by **Jeremy**, who asks to meet with him at the **British Museum**.

Jeremy tells Theo what happened at the Penitent Lodge's mansion. Theo returns to the Lodge and finds a rift to the Astral plane. There's a fairly dreamlike search for the Mordecai tome. Grimsby meets Theo again, and reveals the Reformed Lodge have trapped Anna's ghost (actually, they've trapped her physical body which fell through the rift into the Astral).

Theo is brought to the Reformed lodge, where the **head of the Lodge** tries to kill him to steal Psyche. To escape, his best bet is to cast the **ritual** from the Mordecai tome.

It's all supposed to be very surreal. Theo is insane, he's got voices in his head shouting at him. It's a bit experimental and odd, but it should be fun.

SANITY

Theodore Kelly is a troubled human with a strange gift. He believes he is a psychic, sensitive to the ebb and flow of the Astral Plane. He perceives things other humans do not. As a result of a contact with what he thinks was a vast and ancient entity, his mind has been wounded...to put it mildly.

Poor Theodore has gone insane. His mind has been shattered, broken into pieces, and his memory is mostly lost. You are the small piece of him that still clings to sanity. In time he can - you can - rebuild his sanity. For the moment, you're his little spark of self-preservation. In his madness, Theodore is a threat to himself. You've got to keep him alive and as out of trouble as possible.

The problem is that Theodore's in trouble already. He was involved with an occult group called the Penitent Lodge of the Pentagram. Along with two friends of his, Anna Junzt and Jeremy Avon, he was involved in a ritual that drove him into madness. In his delusion, Theodore thinks of the fractured pieces of his mind as angels and spirits surrounding him. You're not going to break him of this delusion anytime soon, so you've got to guide him (or yourself) through this. Theodore's spent time in a mental asylum before - he needs either to go back to one, or to find his friends.

You are quite literally Theodore's sanity. You have most of his memories, and know that you're not really real, you're just a part of him, like a split personality. That doesn't matter though, really. You've got to keep him as safe and sane as possible.

Theodore: He's got no idea what's going on. He's the small core of rational thought that's left, just like you're the small piece of sanity.

Virtue: Oh dear. To Theo, Virtue is his Holy Guardian Angel. Virtue is just another part of Theo's madness, pushing him into danger in search of "glory".

Psyche: The personification of Theo's supposed psychic powers. Like Virtue, Psyche is a self-destructive part of Theo.

Anna: Anna Junzt is the fiancée of Jeremy Avon. She's a believer in the occult, a rather flighty spiritualist. You don't know why Theo's hallucinating she's present.

Roverandom: A dog.

Theo doesn't own a dog. Even if he did, dogs don't talk. Something is very wrong here, and you're likely the only one sane enough to find out what it is...

Theodore Kelly

You hear and see things. They burn your eyes, scream into your ears, and push at your brain. You can hear what other people think; you hear their whispering thoughts in the back of your mind. Mostly you can't make out words; you just feel their thoughts scratching at you. If you strain your mind, you can sometimes understand...doing this sickens you, you feel like your forcing your mind out of your body, and you're terrified you won't be able to get back in. Sometimes you see ghosts, spectres, the unquiet dead as some fool poet called them. They claw at your soul, begging you, cursing you, desiring your flesh, your physical form, so they can return to the world they half-remember. You have to fight them, those half-aware shades, or they will destroy your mind and steal your body.

All those horrors though, are welcome ones compared to other things you've glimpsed. Once, you felt a mind in an English graveyard, an animal mind deep in the muck, and the dead stared out at you. In the night, you look up at the stars, and hear alien songs that impale your soul on thin spires of icy beauty and dizzying distance. Once, you dreamed of a vast stormy grey ocean, and billions of fish-things dwelling in coral reefs that surround a terrible black dead city, a city that crawled into your heart and froze your blood and knew you were there watching it and ate you. In His Temple He watched you, a mote of mind compared to HIS COSMIC GLORY AND HIS MIND TOUCHED YOU AND YOU screamed and screamed and screamed and screamed and sc -

You were in the asylum then, of course. If it weren't for the straitjacket, you'd have ripped your brain out with your own hands.

You were put in the asylum after your whole family died when you were six. You awoke one morning drenched in blood with a salty taste in your mouth and bits of your brother's throat caught in your teeth. You don't remember what you dreamed that night. The police put you in the asylum, and blamed the murders on thieves. No six-year-old child could have torn his family apart with his bare hands.

Jeremy Avon, an occultist, rescued you from the asylum. He forged documents that prove he's your cousin. Jeremy sees you as a guide to the spirit realm. He takes care of you, ties you down when the horrors call you. He's a good man in his own distracted way. He thinks you have a gift. If he walked for a minute in your skin, as you do in others, he'd know he was terribly terribly wrong.

Theodore Kelly

The borderland between sleep and the waking world...the dark haze of semi-consciousness...memory slips from your grasp. You can't remember where you are, how you came to be here...even who you are. You panic, and thrash around. Your clothes are heavy with rain and mud, and cling to your flailing limbs.

Slowly, some memories surface, and with those memories comes pain.

Your name is Theodore Kelly.

You're a "sensitive", a psychic. You hear voices in your head.

It is a terrible burden and curse. You dimly recall sleepless nights spent fighting invisible, immaterial things that clawed at your soul, desperate to tear through your mind and steal your flesh. You see and taste things that humans were not meant to perceive. It is, literally, living hell.

Your friends...or companions...or captors...are called...Jeremy and Anna. It takes a lot of effort to remember even that. Your brain feels like hot lead is sluicing around the inside of your skull. Something happened to you last night, something terrible. You remember a big house by the river, something pressing at the window, a laughing Egyptian man - and incredibly spiralling agonies. You remember fleeing the fires, running for your motorcar. You remember the shadows above you. You feel *broken*.

Now...you don't know where you are. You don't know what happened...but the constant whispering voices in your head are silent.

You open your eyes. You are lying on an unmade bed in your flat in London. Four strange figures stand over you. A dog lies curled at the foot of the bed. One of the figures speaks to you, and you realise that the voices have left your head, but they have not gone far...

VIRTUE

Theodore Kelly is a troubled human with a strange gift. He is a psychic, sensitive to the ebb and flow of the Astral Plane. He perceives things other humans do not. As a result of a contact with a vast and ancient entity, his mind has been wounded.

You are Theodore's Holy Guardian Angel. You have no power in the Mortal Realm, your assigned duty is to watch over and guide Theodore along the path of rightness and heroism. Theodore has lost his memory and is confused, you must help him. This is his greatest hour of need, and you were sent down from Heaven to aid him. While in the Mortal Realm, you have no contact with the Divine, but you must not lose Faith. Theodore is a latter-day St. Joan of Arc, and you must help him realise his potential. Dark, Satanic forces were responsible for Theodore's wounding, and he is destined to defeat those forces. You must guide him on along his Divine Path to Glory.

You are an Angel of the Choir of Guardians. You cannot intercede directly for Theodore, no matter how much you want to. Your shining sword and shimmering angelic armour are only for battle against other spiritual beings. Your duty is to guide and inspire. Your Faith is boundless.

You are the Holy Guardian Angel of Virtue. You have a Saint to make. Let none dissuade Theodore from his destiny.

Theodore: Your charge is a confused and fearful man. Confusion and fear are weaknesses you have no time to pander to. He must be a hero and Saint now.

Sanity: As befits a Saint who will walk in the dark places of the Earth, Theodore has two Guardian Angels. Sanity is of a lesser Order, though, and knows not the Ineffable Plan.

Psyche: Psyche appears to be a figure clad in a dark cowled cloak. It is the manifestation of Theodore's divine psychic gift. Psyche has the power to read minds, to perceive the invisible, and to affect the weak-willed.

Anna: The restless soul of a late friend of Theodore's. While he may take time to give comfort to the dead, do not let the Ghost distract him from his duty.

Roverrandom: Theodore's dog.

Anna Junzt

You are 25 years old. Your father is Doctor Erik Junzt, ex-professor of Theology and a pioneer in the field of psychology. Your mother, Elena, died giving birth to you. Your father spoke of her kindness often, and sometimes in the night, you wondered if he could possibly blame you for your mother's death. You grew up unsure of your place in the world. You were somewhat sheltered, never sure if you were intelligent or foolish, learned or ignorant, rich or poor, happy or sad. Then, two years ago, you met Jeremy Avon, an occultist. He gave you purpose. Jeremy is looking for the truth, for the mystical reality behind the mundane façade of the world. Your father's work had prepared you for investigating the unknown, and loving Jeremy gave you the will to risk anything.

Jeremy rescued a young man called Theodore Kelly from a lunatic asylum some years ago. Theo is a powerful *psychic*, he can see and sense things invisible to normal people. The three of you joined an occult order in London, the Penitent Lodge of the Pentagram, an order based in the mansion built by famed occultist Dr. John Dee at Mortlake on the Thames. For the last few months, you've been happy, living with Jeremy and helping him as he and your fellows in the Lodge explore the ancient secrets of magic and myth.

Now, something's gone horribly wrong. There was some sort of accident at the Lodge house at Mortlake. You remember a burning door...then nothing.

Until you found yourself back in the flat you share with Jeremy and Theo. Theo's here, unconscious. And you're a ghost. You've been walking through walls, and you now see the strange things Theo sees. You must have died back there, at Mortlake. It's strange, being dead. You hope that Theo will be able to see you when he wakes up...because you have to find Jeremy. He's your only tie to the living world.

Theo: A strange young man. You pitied him when you were alive.

Virtue, Sanity, Psyche: There are other...things...here in the room with you and Theo. Virtue and Sanity look like Angels. Psyche looks like a monk, but you can't see his face. You don't know what they are, and Theo never spoke of them. They scare you. Maybe they're ghosts too, or something else...

Roverandom: A dog is lying on Theo's bed. He doesn't own a dog...and you don't know why you know its name.

Upon inscribing the Pentagram of Solomon upon the surface in accordance with the prescription of the Book, the Doctor did then sigh heavily and say:

“Names to conjure with, good Kelley. Our names are but small things, and have no weight Beyond. I have seen places beyond the gaze of Galilee’s glass, Celestial Spheres beyond Jove’s reach. Gassy Neptune, Dark Uranus, and haunted Yuggoth. There is but one Name which hath weight in all places, Kelley, one divine Name.”

Timidly, I asked what that name might be. The Doctor was much angered, and shouted: *“To Speak such a Name is dangerous. To Invoke a Multitude singly is to invite Disaster. We must be most Cautious. The Angels are jealous of their power. To Invoke the Divine is to challenge the servitors of that Divinity.”* I did not understand then, but

St. Mary Bethlehem Hospital,
West Wickham,
London.

12TH November, 1906

Dear Inspector Loomis,

With reference to the case of Theodore Kelly, I must confess to being quite disturbed by the particulars of the incident. While the police report I read did not go into details, the officers accompanying the patient were more forthcoming in describing the horrible nature of the family's passing.

One of my staff did visit the neighbours, who mentioned the strange behaviour and fits that the child suffered from ever since his grandfather died in 1902. I would like to completely debunk the story that has spread, to wit, that the boy himself was responsible for the family's death. It is physically impossible for a child of his size and strength to inflict such hideous injury.

Speaking to the child has elicited little. He has almost completely withdrawn within himself. I hold out little hope for a recovery. I recommend that he be held here in the asylum for the foreseeable future. His family assets should be enough to pay for the cost of his stay at St. Mary Bethlehem Hospital.

If the boy becomes coherent enough to be able to answer questions about the murders, I will contact you straightaway.

Yours sincerely,
Dr. H. F. McGregor, MD RCS
Director, St. Mary Bethlehem Hospital

23, Laurel House.

Camden Town
London

16th Day of August, Nineteen Hundred and Twentytwo,

Dear Director McGregor,

My name is Jeremy Avon. I am but recently returned from my familys estates in Africa, and have been sorting out certain matters which have gone undealt-with during my family absence from England. Imagine, if you will sir, the absolute shock and horror I suffered when I discovered that my dear cousin Theodore Kelly had not died with his family (God rest their souls), but instead had been languishing in an asylum for the criminally insane for almost twenty years!

Either you or his Majestys police neglected to inform my family that one of our cousins had survived. This oversight condemned my dear cousin to a lifetime of imprisonment. Rest assured, sir, that once I discover on which side the error lies, all the Fires of Hell will seem a comfort compared to the weight of Justice & Retribution I shall bring to bear! I ask - nay, demand - that you straightaway release Mr. Theodore Kelly into my care. Prompt action may mitigate any penalties resulting from my legal investigations. I shall call to collect my cousin tomorrow morning.

Yours,
Jeremy Avon

Recorded herein is the Rite to Summon the Holy Supreme Angel, He Whom The Winds Fear, The Keeper of the Gate and Soul, whose Name is recorded on the black stone temples of the Outermost Spheres. Only he who is pure of souls should attempt this most potent Rite.

In accordance with Formula 23, the Rite of Inscribing the Pentagram, prepare a suitable Pentagram at the place of summoning. Inscribe also an Eye of Fire at the centre of the Pentagram, as described in the Formula of the Protective Sign of ye Olde Ones.

The Place of Summoning is now prepared.

Let the chief Summoner stand at the Eye of the World. Let the other celebrants position themselves at the Five Points of the Pentagram. If the celebrants are not United in Soul and Purpose, the Rite will fail most drastically.

What now Follows is translated into English from ye Star-tongue of the Angels of Yuggoth by mine own hand.

**INCANT: IA! YOG-SOTHOTH N'YAE SHASHTI
NY'RIN!**

The Celebrants will now be confronted with the Vision.

Remember his Name. Seek Him out. If the Celebrant fails to Recognise Him in the Vision, then Failure is assured. When you see him, call out his Name to invoke him. He is Manifest in many things. He is the Soul of the Outer Gods, and has a Thousand Forms. The only constants are his Name and his Mockery.

NYARLATHOTEP

Do Not Call Up What You Cannot Put Down –
and no man hath mastery of the Gods.

Penitent Lodge of the Pentagram,
Mortlake House,
Mortlake-On-Thames,
London

PSYCHE

Theodore Kelly is a troubled human with a strange gift. He is a psychic, sensitive to the ebb and flow of the Astral Plane. He perceives things other humans do not. As a result of a contact with a vast and ancient entity, his mind has been wounded...

At least, that's how the others see it. Theodore Kelly's family have been hosts to an extradimensional entity for generations. This entity has manifested itself as "psychic powers" - but through all the centuries, it's been there in the mind, waiting. It came down from the heavens hundreds of years ago, from the cold world of Yuggoth on the rim of the Solar System. You are that entity, a fragment of an Astral Parasite that's been feeding on human mental energies for centuries.

Your aeon-long period spent with humans has changed you. You now think much like they do. You have grown close enough to human to understand concepts like pain and cruelty. You enjoy these concepts. When you were a slumbering thing in Theodore's mind, you would occasionally expose him to...things from outside.

Now, you've been fully woken up. And you're in trouble.

Last night, Theo touched something. He woke something...ancient. A God, a familiar God, passed through last night. You may be a sadistic, inhuman alien thing, but you want to survive. You're a parasite, you depend on Theo or one like him for sustenance. Theo must live.

Your natural instincts are to hurt and cause pain. You've learned to reign them in enough to keep Theo functioning, but that's all. You still delight in torturing others.

You can steal the surface thoughts of humans without much effort. You can probe deeper, but this causes delicious pain to the victim. You can implant thoughts, and sometimes even affect physical objects - though that takes more effort on your part.

A God passed through. It hurt. Theodore cannot survive another hurting like that one - and therefore, neither can you...

Theodore: Humans are weak, primitive things, but you cannot neglect your host.

Virtue: The touch of the God shattered Theo's mind. Virtue is an aspect of his mind...

Sanity: ...as is Sanity. Both are irrelevant.

Anna: An Astral Entity - a ghost - who's haunting Theodore.

Roverandom: A dog - strangely, one with a human mind...

Roverandom

My. Oh dear. This isn't right at all.

You're a dog. You shouldn't be a dog. You're in fact fairly sure you aren't a dog, but you've got the furry tail and four legs and floppy ears and big brown eyes. So you must be a dog. You don't remember being a dog. Actually, you don't remember much. When you think back, all you can remember is...looking out a window south towards Mortlake, and seeing the headlamps of a motorcar coming towards the cottage...and a strange buzzing sound...and the name "Agartha".

Well, anyway. You're a dog, better get used to the idea. You're in a flat in London, with a sleeping man and a quartet of ghosts. You can see ghosts. You always wondered what dogs were doing when they stared at empty doorways and growled at nothing. The four ghosts are looking at you strangely. You wonder why. You also wonder if they know why you don't remember much.

You remember that the sleeping man is called Theodore Kelly. You're here to protect him. If anybody tries to hurt him physically, you're supposed to hurt them - and you suddenly know that you are very good at hurting people. You're supposed to act normally other than that though, and not let people suspect you're anything other than a normal dog.

This whole "supposed" thing worries you. You just know these things. Something is very wrong. You may be a dog, but you've got a right to know what's going on...

Theo: The sleeping man. You've got to protect him. He's not your master though.

Virtue & Sanity: A pair of ghosts who look like Angels.

Psyche: A strange ghost dressed like a monk. You feel a strange kinship or bond with him, although you also instinctively dislike him.

Anna: She's not like the other ghosts. She seems confused and scared. She reminds you of someone...someone important.