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# RAISING UP



A MINI-CAMPAIGN FOR  
CALL OF CTHULHU



# Raising Up

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## Introduction

The fight against the forces of the mythos is fraught with peril and it is all too easy for even the strongest will to be tempted by the dark secrets whispered in the cold and empty places of the world.

This monograph presents a series of five adventures intended to provide a coherent, yet flexible mini-campaign. These adventures center on Reginald Preston, a devoted foe of the mythos who will fall victim to its temptations.

The adventures have been written to allow the Keeper a maximum degree of flexibility. The adventures can be run in order as a mini-campaign or they can be run as standalone adventures, with some slight modifications.

If you elect to run the adventures as a mini-campaign, it is important to keep the following on mind. First, Reginald Preston must survive the first four adventures since he is the cause of the events in the fifth and final adventure. The character is modified throughout the adventure as Preston gains

skills and learns spells. However, it is rather important to ensure that his survival is plausible, as opposed to mere Keeper fiat. Second, you should work, via role-playing, to form a bond between Preston and the investigators. Without such a bond, the events of the fifth adventure will not be quite as meaningful. Third, the investigators need to be aware that Preston is experiencing a crisis of sorts throughout the third, fourth and fifth adventures but you must do your best to keep the players from suspecting that Preston is behind the events of the fifth adventure—at least until it is time for them to take action.

The adventure maps are printed on their own pages rather than embedded in the text. This is intended to make it easier to run the adventures by making it easier to refer to the map descriptions while looking at the maps.

Have fun and be sure to not raise up anything you cannot put down.

## Part One: The Bookstore

### Introduction

This short adventure is intended to bring the intrepid investigators in contact with Preston, who is the key that ties the remaining adventures together. In this adventure the investigators must resolve a dire situation at a bookstore-one that involves a rather dangerous Guardian of a mythos tome.

### Keeper's Background

A few years ago, the noted scholar Reginald Preston learned of the mythos and began a systematic effort to learn as much as he could. Physically challenged by a devastating childhood accident, Preston is limited to gathering information with the aid of others, primarily by ordering unusual texts and engaging in various correspondences.

One of Preston's local contacts, a bookstore owner named Don Wedenberg, located a trove of books that he thought Preston might be interested in. Wedenberg contacted Preston and Preston said he would pick up the books the next day. Unfortunately for Wedenberg, one of the texts contained a trap: When he opened one tome, a terrible being was summoned and promptly dispatched him in a rather gruesome and painful manner.

Fortunately for the innocents, the first person to arrive at Wedenberg's store was Preston. Shortly after entering the store Preston caught a glimpse of the creature and wisely retreated.

### Getting the Investigators Involved

Preston will draw the investigators into the adventure. Through a mutual acquaintance, Preston knows of at least one of the investigators (chose the most scholarly of the investigators, if applicable) and is aware

that the investigators have a special interest in unusual things (or soon will if this is their first adventure). Preston will contact the investigators and convey the following:

"I regret having to trouble you, but a most grave situation has been created involving factors that are...most unusual. I know from a mutual acquaintance that you and your associates are able and willing to handle...special...situations. I implore your aid in a most dire matter."

If the investigators ask for details, Preston will say that he is wary of conveying too many details over the phone. He will, however, tell the investigators that the matter is one of life and death and that he will gladly bear the expense of their transportation.

If the investigators accept the offer, Preston will provide them with tickets for their transportation as well as suitable lodging.

When the investigators arrive, Preston will brief them on the situation as he sees it:

"My friend Don Wedenberg contacted me, saying he had secured a trove of books I would be interested in. As it was late, I assured him I would visit his store the next day. True to my word, I arrived at his doorstep and entered using a key he had entrusted to me. Upon entering the shop, I saw him sprawled on the floor, his body deathly pale and marked with strange red welts or burns. As I went to render what aid I could, I caught a glimpse of a horrible thing-it seemed to resemble a terrible toothy fish from the lightless abysses of the oceans...only it had a somewhat unreal quality about it. In any case, I retreated from the store and contacted you. Fortunately, Mr. Wedenberg does not have any relatives in town that might check up on him. Thinking it best to avoid the chance of the unprepared blundering into almost certain disaster, I have provided his associates and

friends with a cover story-he is out of town seeking some rare books."

If the investigators ask for additional information or speculation, he will say the following:

"I suspect that the creature is somehow associated with a book or item in the store. I have read, in my studies, that some masters of arcane lore would bind terrible beings to protect their tomes and items. If this is the case, then the being is most likely confined to a certain area around the item. This hypothesis is further supported by the fact that I am still alive. No doubt if the creature could have reached me, it would have done so. I doubt that it was restrained by any moral qualms or physical fear. I suspect that the item in question is the tome I saw open on the table in front of my unfortunate friend. Destroying the book might banish the creature, but it is just as likely or perhaps even more likely that this would free the being, enabling it to ravage and attack wherever it pleases. It would seem we face a rather difficult situation."

At this point, it is up to the players to decide what to do.

## Investigation

### *Investigating Preston*

If the investigators check up on Preston's academic credentials (a wise, but unnecessary precaution), they will be able to learn that he is a noted scholar in the fields of philosophy and religion. They will also gather the impression that some of his colleagues regard him as having some unusual interests, but no more so than many other devoted academics.

If the investigators check on Preston's more esoteric background, they should be able to learn via some effort that he has a reputation as a man who seeks out rare, unusual and even dangerous books.

If the investigators decide to check into his background, they will learn about the tragic

accident. If they make inquiries about his personality and such, they will learn that all of his contacts, students, associates and colleagues regard him as a very forthright, respectable and amiable man.

## Map

The map details the bookstore. The store is located in an older part of town. On one side is an antique store and on the other is a candle shop specializing in scented candles.

The shop has glass display windows in the front, which are crowded with books. Like most bookstores of this type, the interior smells a bit musty and is a riot of books.

**Range of the Guardian:** The circle marks the limits in which the Guardian can move as long as the seal is intact.

**Desk:** The checkout counter for the store. The body of Wedenberg lies on the floor behind the desk (relative to the front of the store). As Preston described, the body is deathly pale and has a series of unusual welts or burns. A successful check using Medicine will reveal that the wounds most closely resemble injuries from an electrical burn, although they seem atypical for that sort of injury.

**Tome:** The source of the trouble, the *Notes on Magic* rests on the desk. The Guardian cannot, as long as the seal is intact, go more than twenty feet from the book.

**Restroom:** A restroom.

**Storage:** A storage area for books. The safe is located here as well. Preston will not permit any looting. If the players insist on breaking into the safe or stealing books, Preston will be rather upset with them. There are numerous occult works in the storage area but the *Notes on Magic* is the only actual mythos work.

## Action

The action begins when the investigators attempt to deal with the creature.

The creature patrols the area around the *Notes on Magic* diligently. It can freely travel up to twenty feet from the seal. It will initially observe the investigators for a short time, unless they move right at the tome. It will then strike at the investigator who is nearest the tome. For dramatic effect, the initial attack should come from the floor or out of a piece of furniture.

If the investigators try to destroy the creature with force, such as gunfire, they will fail. If they create a significant disturbance (such as blazing away at it with guns), it is likely that the police will be called and this will no doubt lead to serious problems. If they ask Preston for advice, he will say the following:

"If you could acquire a copy of the seal on the book I might be able to work out a way of dispelling the creature. I have a trinket that might prove useful in keeping the creature away while you copied the symbols and marks. I cannot guarantee it will work...but the texts I have studied laud its protective power against such things."

If the investigators accept his aid, he will provide them with a small Elder Sign (about the size of a half-dollar) on a chain. The Sign can be used to block the creature and keep it at bay. In game terms, an investigator can use it to block the creature's attacks using his Fist attack % as a parry roll. The Keeper might also call for Luck rolls to permit a blocking attempt if the creature attacks from an unusual place, such as through the floor or out of the furniture. If the parry roll succeeds, the creature is thwarted on that attempt and will become even angrier.

If the investigators think to bring along something capable of making a fast copy, such as a camera, they should be able to get a copy of the seal quickly and escape. If they

attempt to draw the seal it will take at least three minutes to do a decent copy (have the player roll the investigator's drawing skill to make an accurate and useful copy) and they will be under attack the whole time.

If the investigators take the tome, the creature will follow along with the book. If they destroy the tome and the seal, the creature is free to move as it desires. Naturally, it desires to do bad things. It will terrorize the area, attacking everything it encounters until someone deals with it. In this situation, the investigators will have to track it down, which will prove quite difficult given its abilities.

If the investigators make an accurate copy of the seal and give it to Preston, he will set to work finding a spell to counter the Guardian. It will take him 1D4+2 days to track down the appropriate spell; less time if some of the investigators can aid him (Keeper's discretion, but the investigators would need some Cthulhu Mythos to know what to look for).

When Preston acquires the spell he will accompany the investigators to the store. He will need to be within the creature's range for the completion of the spell (this will take four combat rounds). During this time he must be protected-if he is incapacitated the spell will be ruined. If the spell succeeds, the seal will be "wiped" clean and the creature will shatter into bright, spinning fragments and vanish into a spray of scintillating sparks.

## Conclusion

The adventure comes to a conclusion when either the Guardian or the investigators are defeated. If the Keeper intends to run the adventures in the series, it is imperative that Preston survives (find a plausible, but not obvious, way of doing this).

If the investigators are defeated or give up, Preston will call in others to deal with the problem. The Keeper might decide that some deaths are involved in the attempts and, upon hearing of these consequences, the investigators might suffer a 1D3 Sanity Point loss.

If the investigators defeat the Guardian, they should receive a 1D6 Sanity Point Reward. Preston will be suitably impressed with their abilities and will serve as a useful aid to them in future adventures. Finally, if the Keeper has elected to run this adventure as part of the series, then part of the stage will have been set.



### New Mythos Being Guardian

Char	Rolls	Averages
INT	1D6	3
POW	2D6+6	13
DEX	1D6+12	15

Move: 10

**Average Damage Bonus:** n/a

**Weapons:** Strike 60% 1D8.

**Armor:** None, but not affected by material weapons.

**Spells:** None

**Sanity Loss:** 1/1D8

**Description:** Guardians are strange beings and vary greatly in appearance, although most appear like abstract, distorted and

translucent three-dimensional images of terrestrial creatures. It is not known whether Guardians are summoned or created, but in any case they have only appeared in conjunction with mythos magic.

Guardians exist in a way such that they only intersect the mundane plane in a very limited manner—they can sense and be sensed by mundane creatures and can attack living beings. They themselves, however, are all but invulnerable to attack by material means. They can, however, be assailed by magic, repelled by the Elder Sign and could be harmed by suitable energies producible by human science.

Guardians are always bound to a particular area or item. When the area or item is disturbed, the Guardian is released or summoned and attacks everyone within the area, with the exception of its master (the one who cast the spell).

Guardians attack by intersecting the body of their target and altering their state ever so slightly. This creates a disruptive effect that leaves welts and burns on the target's body. This attack bypasses mundane armor and damages the flesh and organs directly.

Guardians can move through most material objects with ease, although certain energy fields (such as strong electrical fields) prevent their passing and can actually harm them. Guardians often use this ability to launch surprise attacks on their targets.

### New Spells

#### Seal Guardian

This spell is used to create an enchanted seal which either creates or summons (no one is sure which) a magical Guardian. The Guardian remains bound into the seal until the seal is disturbed (this is defined by the caster and can be as simple as approaching a certain distance from the seal). When the seal is created, the caster must specify the range of the Guardian. The maximum range

is a number of feet equal to the caster's POW. The Guardian will seek to slay all that enter the area except the creator of the seal. Once freed, the Guardian can only be returned to the seal by the caster, who must command it to return.

Creating the seal requires the material from which the seal is to be constructed (this could be a book clasp, a lock or even an engraving on a wall) and one point of POW from the creator. The seal must be bathed in two handfuls of the caster's blood. When the ritual is finished, the Guardian will appear and enter the seal.

Destroying the seal (it is no tougher to destroy than the material it is made from) releases the Guardian. Freed Guardians typically set out attacking all living things around them until they are destroyed or one month passes. After one month, they lose the ability to interact with the mundane world.

### Dispel Guardian

This spell is used to disrupt the seal that binds a Guardian. The disruption wipes the seal clean of the magical marks and banishes the Guardian. To cast the spell, the caster must have been able to study the signs and marks of the seal (or an accurate copy). If the caster has not studied the seal or an accurate copy, the spell simply fails. The first part of the spell takes ten minutes to complete and the final part takes four combat rounds to finish. Unfortunately, the final part of the spell must be cast within the area in which the Guardian can range (the extent of the range is revealed by studying the seal).

The spell costs 3 magic points and 1 Sanity point to cast. The caster must match his POW against the POW of the seal's creator (the creator of this seal had a POW of 20). The caster can keep trying until he runs out of Magic Points or the spell succeeds.

### New Mythos Tome

**Notes on Magic:** This handwritten 1762 work in English, by Jonathan Salter, contains a n unusually lucid discussion of the mythos as well as clear descriptions of several spells. *Sanity loss 1D3/1D6+1; Cthulhu Mythos +3 percentiles; average 5 weeks to study and comprehend/10 hours to skim.* Contains several non-mythos "spells" (sound interesting, but do nothing) as well as Call up Dwellers of the Charnel Yard (Contact Ghoul), Symbol of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian) and Virtue Against the Horrors of Beyond (Elder Sign).

The book discusses Salter's dealings with ghouls and his acquisition of knowledge. The book ends with a warning against meddling in things "beyond the ken of men" and a statement that the author intends to protect his secrets from "those not worthy of the magical knowledge that cost me much to gain." When first found, the book's elaborate clasp and lock contains a seal that binds a Guardian. Opening the lock frees the Guardian.

### NPCs

#### Reginald Preston, Scholar

STR: 4    CON: 7    SIZ: 8    INT: 15  
POW:18    DEX: 6    APP: 9    EDU:20  
SAN: 72    HP: 8    DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 11%, Library Use 85%, Natural History 20%, Persuade 55%, Psychology 25%, Occult 60%, Philosophy & Religion 80%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

Spells: Elder Sign

Description: At the age of eight, Preston was in terrible automobile accident that killed his

parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find a form of magic which will cure his body.

## Part Two: Player of Hell

### Introduction

This adventure is intended to follow "The Bookstore" and is part of the continuing min-campaign presented in this work. However, it can easily be run as a stand alone adventure. This adventure was inspired by "The Amulet of Hell" by Robert Leonard Russell.

The main purpose of this adventure is to cement the connection between the investigators and Preston, thus setting the stage for the rest of the series.

### Keeper's Background

After the events in "The Bookstore" the investigators will have a brief interlude of peace. But, of course, this will not last. One of professor Preston's students will have the misfortune of falling victim to a vrykolokas, or Greek vampire. After the initial attack, the student will confide in Preston, who will recognize the attack for what it is.

### Getting the Investigators Involved

The investigators will be contacted by Preston who will inform them that he needs their help again. He will say the following: "This will sound odd, but given what we have been though nothing sounds odd anymore...In any case, I believe that one of my students has fallen victim to some sort of terrible being. I need your aid once again."

If the investigators agree, Preston will meet them in his office and say the following:

"Daniel Mays, one of my graduate students, told me that someone had given him a free MP3 Player while he was on his way to class. He said she was a 'freaky looking old chick' but he wasn't about to 'turn down some free hardware.' The next day he seemed a bit haggard and worn. He approached me after class and, knowing my interest in unusual events, he related how he had a terrible dream."

Preston will relate the student's dream as follows:

"I was asleep in my apartment when I had this horrible nightmare. It felt like the room was cold and it seemed like I was in this black void. Out of the blackness came this terrible face...the face of the old woman. She tore at my throat...I woke up screaming, with blood on my pillow."



Preston will conclude by saying "I believe that we might be dealing with a vampire. Either that, or Mr. Mays had one hell of a nightmare."

## Investigation

There are a few avenues of investigation.

### *Daniel Mays*

Daniel will initially believe that his experience was just a bad dream. However, he does worry that either he is going mad again or that the experience was real (he is not sure which would be worse). When he was 15, Daniel was institutionalized for a brief period and requires medication to avoid having "episodes." The Keeper might wish to play this up to create doubts in the minds of the players.

If the investigators approach Mays politely, with Preston present, he can be persuaded to describe his experience. If he is examined by a person with medical skill, it can be determined that he has two odd bite marks on his neck and that he has lost a significant amount of blood (far more than would flow from the wounds).

### *Preston's Information*

Preston believes that his student might be the subject of a vampire's attention. He can convey the usual information about vampires, but will consult with some of his more esoteric associates as more details are gained. Eventually he will acquire a translation of the key parts of the *The Ancient Ways of the Vrykoloka*.

### *The Ancient Ways of the Vrykolokas.*

The following useful information about the vrykolokas may be found in *The Ancient Ways of the Vrykolokas*. The information is based, in part, on Russell's short story.

"The vrykolokas, like other vampires, is an undead being who subsists on the blood of

the living. Like the others of its family, it is supposed to find the cross repulsive..."

"Unlike in the myths of the Balkans, the vrykolokas lies not in his coffin during the day. This horror may freely traverse the waking world, but fortunately it is weaker and less energetic in the light of day."

"While the vrykolokas feeds upon the blood of its victims, it also has a singular method of finishing its dining. When the victim is at last slain, the vrykolokas devours the entire corpse. The noted German metaphysician Hasselberg speculates that the creature does this to prevent the creation of a competitor. He speculates that a victim slain by a vrykolokas will rise again as a vampire. Other sources state that vrykolokas are created from the bodies of people who were vicious beyond the pale of humanity in life."

"While the tales of the Balkans state that a vampire might be slain by a wooden stake, by decapitation or by the use of silver bullets, the vrykolokas proves to be unaffected by such attempts to end its existence. The only thing that has proven to be a reliable means of scourging the creatures is the use of fire."

"Like other vampires, the vrykolokas has an unusual appearance. The skin is like ancient papyrus, the face features unusual growths of hair, and the body seems to be starved. The eyes, like those of other vampires, are hypnotic. The creature has a great and terrible ability to sway the minds of men, especially those who are feeble, inexperienced or tainted with evil. "

"A final mark distinguishes the vrykolokas from other vampires. Whereas most vampires will simply select a victim based on his whims and set to feeding, the

vrykolokas must present his intended victim with a physical item that creates the foul spiritual link between victim and victimizer. The victim must freely take this item, but once it is in the victim's possession it proves to be indestructible and unavoidable. It has been speculated that the item is not, in fact, a physical object at all, but a manifestation of the creature itself."

## Map

### May's Apartment

**Dining Room/Kitchen Area:** The dining room and kitchen area for the apartment. The area contains a table, a book shelf and the kitchen appliances.

**Bedroom:** The bedroom. This room contains a bed, a desk and two bookshelves stuffed with books, notebooks, and loose papers.

**Closet:** A closet. Contains clothes, shoes and the usual assortment of closet clutter.

**Bathroom:** A bathroom, typically in need of cleaning.

**Fire Escape:** A standard metal fire escape.

### The Basement

The following details the vrykolokas' lair. It is located in the basement of a building the vrykolokas owned when it was alive. The reputation of the woman lives on-the people in the area still speak of her legendary cruelty as a slum lord.

The basement is a normal basement, except (obviously) for the lair of the creature. The lair itself is equipped with a fire suppression system-the vampire is well aware of its vulnerability to fire and has acted accordingly. The investigators will need to disable the system in order to effectively burn the vampire here. This can be done by cutting off the water to the building or by directly damaging the system.

The fire suppression system consists of a very sensitive series of smoke detectors

linked to a high volume sprinkler system. The system can also be activated manually by pushing a remote control device. The vrykolokas carries this device when she is in her lair.

**Hidden Door:** The heavy steel door is locked and is hidden behind a pile of old boxes. The vampire generally does not use the door very often, to avoid being seen.

**Tunnel to Sewer:** This tunnel leads to the sewer. The vampire knows the sewers well and uses them to move about the city unseen.

**Main Room:** The main room is decorated as a tasteful living room. It seems strangely incongruous here. There are various valuable items, works of art and such, if the investigators are inclined to looting.

**Resting Area:** this is where the vampire rests during the day. There is a couch in the room, which is lined with photographs of the vampire's victims (she always takes a picture to remind herself of the evil she has done).

## Action

The action begins when the investigators set out to deal with the vrykolokas. While the adventure is, by its nature, fairly free flowing, here are the likely events.

### *The MP3 Player*

The player was taken by the vrykolokas from its last victim and it now uses it as its linking item. The player is, in effect, enchanted and cannot be destroyed or thrown away. It will always reappear shortly after such attempts. It still functions normally as a player.

### *Attacks*

The vrykolokas will visit May each night until he is dead. He lives in a small one-bedroom apartment in a complex in the city. The investigators can try to ambush the vrykolokas there. In such a situation, the

vrykolokas will combat the investigators. If the investigators reduce it to 0 hit points or less, it will transform into a mist and flee. It will be careful to not let the investigators follow it (which will be easy for the mist form-it can seep through cracks and such). If May is killed, the vrykolokas will not return and the MP3 Player will be nowhere to be found (the vrykolokas will take it back).

### *The Lair*

Mays will eventually realize that he has a link to the creature. If he trusts the investigators, he will confide that he can "feel" the creature and will be able to lead them to its lair.

If the investigators take him up on it, he will lead them right to its lair. If the vrykolokas is confronted in the day, it will be weaker and easier to defeat. At night it will be at full strength. Naturally, it will know where Mays is, so will be forewarned of his approach. It will not, however, know if anyone else is with him until it sees them.

If the investigators do not go with May, he will go himself and be slain by the vrykolokas.

### **Conclusion**

If the investigators defeat the vampire, they should receive a 1D6 Sanity point reward. If Daniel May dies, they should lose 1D4 sanity points.

If the vampire eludes them, it will continue to find victims. The Keeper might wish to give them another crack at it, or he might wish to impose a 1D3 Sanity point loss for their knowledge that it still stalks the world.



## **New Being**

### **Vrykolokas**

Char	Rolls	Averages
STR	3D6	10-11
CON	2D6+6	13
SIZ	2D6+6	13
INT	3D6	10-11
POW	2D6+6	13
DEX	3D6	10-11
Move:	8	
HP		13

### **Average Damage Bonus:**

**Weapons:** Bite 50% 1D4+blood loss\*, Gaze\*\*, Claw 50% damage 1D4+db

\* If the vrykolokas bites its victim, he sustains 1D4 points of damage on the first round. Once bitten, the victim must match POW with the vrykolokas to resist. The vrykolokas then drains 1D6 points of STR.

\*\* The vrykolokas uses its gaze by matching the victim's POW on the resistance table. If the vrykolokas succeeds, the victim is confused and unable to take any action. If the vrykolokas averts his gaze, the victim is freed. If the vrykolokas attacks the victim, the vrykolokas must match POW again or the victim is freed.

**Armor:** None, but regenerates damage from physical attacks at the rate of one point per round.

**Spells:** None

**Sanity Loss:** 0/1D4 to be attacked.

**Description:** A vrykolokas is a Greek vampire, an undead being who subsists on the blood of the living. Unlike other vampires, a vrykolokas is able to remain active during the day and is not harmed by sunlight. However, the day brings a great torpor on a vrykolokas. In game terms, the vrykolokas is at -1D4 Dex and -10 percentiles on all attacks and skills.

Like other vampires, a vrykolokas feeds on the blood of its victims. It will visit a victim once each night until the victim is

dead or it is thwarted. When the victim dies, it will consume the body.

Because of their undead nature, vrykolokas are not permanently harmed by physical weapons. When injured, they regenerate one point each round until fully restored. When reduced below zero hit points by any means other than fire, the vrykolokas will turn to a foul, black mist and seep away to regenerate. The mist moves at a rate of 12. They cannot be killed by wooden stakes, decapitation, or silver bullets. They are not harmed by holy water. They can be repelled by the cross if the wielder has faith and successfully matches the vrykolokas' POW on the resistance table.

A vrykolokas must present his intended victim with a special item that creates a foul spiritual link between victim and victimizer. This item, which may be any small item, is imbued with 1 point of the creature's POW. The victim must freely take this item, but once it is in the victim's possession it is effectively indestructible and unavoidable. Though the object can be thrown away, it will, through the workings of the creature's POW, always find its way back to the victim. Attempts to destroy the item will also prove futile. The item enables the creature to find the victim wherever he may be. Once the victim is dead, the vrykolokas reabsorbs the POW. If the vrykolokas is defeated, the item can be kept and gives the possessor 1 extra point of POW for purposes of resisting POW based attacks (such as spells).

The link to the victim is partially two-way. If the victim can make an Idea roll, she will be able to find her way to the vrykolokas.

In terms of appearance, the skin of a vrykolokas is like ancient papyrus, the face features unusual growths of hair, and the body seems to be starved. The eyes, like those of other vampires, are hypnotic.

The vrykolokas in this adventure was an exceptional cruel and vicious woman named

Simmone Adopolis. She died in 1958 and her evil heart and rituals she had learned caused her to rise again as a vrykolokas.

## New Book

**Ancient Ways of the Vrykolokas:** This 1863 work in Greek, by Aristotle Pappas, contains a detailed discussion of the vrykolokas (the Greek vampire). *Sanity loss 0/1; Occult +3 percentiles. Average 3 weeks to study and comprehend/6 hours to skim.* Contains no spells.

The book discusses the Greek Vampire and, peripherally, other vampires. It's matter of fact and lucid approach to the subject conveys that the writer is working from actual experience and not simply rehashing old legends(hence the potential for Sanity loss). The book details how to destroy a vrykolokas.

## NPCs

### Reginald Preston, Scholar

STR: 4 CON: 7 SIZ:8 INT: 15  
POW: 18 DEX: 6 APP: 9 EDU:20  
SAN: 70 HP: 8 DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 14%, Library Use 85%, Natural History 20%, Persuade 55%, Psychology 25%, Occult 63%, Philosophy & Religion 82%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

Spells: Elder Sign, Call up Dwellers of the Charnel Yard (Contact Ghoul), Symbol of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian).

Description: At the age of eight, Preston was in terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his

uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find some magic which will cure his body.

#### **Daniel Mays, Student**

STR: 11 CON: 12 SIZ:13 INT: 14

POW: 12DEX: 12 APP: 12 EDU:14

SAN: 43 HP: 13 DB: 0

Important Skills: Philosophy & Religion 30%

Weapons: Fist 50% 1D3

Description: Daniel Mays is a 23 year old graduate student. While intelligent and friendly, he is somewhat unbalanced and has to take medication to avoid having episodes. He has no desire to be involved in the horror he is trapped in. He will initially dismiss what has happened as a bad dream, but it will become evident to him that it is not.

He is not exceptionally brave and is ill-suited to combat. However, given that his life is at stake, he will cooperate with the investigators. If he goes temporarily insane, he will curl up in a ball and start chewing on his wrists.

## **Part Three: The Bone Dealers**

### **Introduction**

This adventure is intended to follow "The Player of Hell" and is part of a continuing mini-campaign. However, it can be run as a stand-alone adventure with some slight modification. It does, however, presuppose that the events detailed in "The Bookstore" have been resolved.

### **Keeper's Background**

The terrible incidents involving the vrykolokas served to reinforce Reginald Preston's belief that a clear and dire danger to humanity exists. This belief has led Preston to increase his efforts in learning more about the nature of the danger. Unfortunately, his studies of the tome (the *Notes on Magic*) located by his ill-fated friend Don Wedenberg have lead him on a dangerous path. After mastering the ritual to Call Up Dwellers of the Charnel Yard (Contact Ghoul), Preston elected to attempt to contact these dwellers and learn from them as much as he could.

His efforts proved successful and he managed to make peaceful contact with a small band of ghouls. The ghouls, who have grown tired of their long servitude under the Blane family, have offered to assist Preston in return for their liberation. Seeing this as an opportunity to gain information while defeating cultists in service of the mythos, Preston will decide to enlist the aid of the investigators in dealing with the Blanes.

Since Preston is an important character in the adventures to follow, it is imperative that the Keeper find a plausible way to keep him alive.

### **Keeper's History**

The Blane family, sturdy and upright protestants, arrived in New England in 1743. The family was just another family until 1796. Reginald Blane, then a down on his luck sea captain, was lured into a smuggling operation by the promise of easy money. Unfortunately, the operation turned out to be a disaster that ruined the family.

This experience drove Reginald a bit over the edge. Later, when he was attending the funeral of a wealthy associate, he hit upon the idea of robbing graves. It is in the course of his new career as a grave robber that he encountered Ghouls.

After learning much from the Ghouls and other beings and deciding that he was tired of robbing graves himself, Reginald set out to develop a means of getting the Ghouls to do his dirty work for him. Shortly before his death he completed spells that would enable him to compel Ghouls to do his bidding and protect him from their wrath. After his death, his youngest son found his books and notes and decided to follow in his father's footsteps. Since then the Blane family has been on a downward spiral.

By 1821 the entire family was firmly in the grip of the mythos. In 1824 one of their intended human sacrifices escaped and, though mad, penned an account of his experiences. Unfortunately, his story was dismissed as the mere ranting of a madman and the Blane family kept up its worship of the mythos.

In 1921, eager for more income, the Blane elders decided to get into the boot-legging business. Using their wealth, the Blane family was able to avoid police intervention.

When prohibition came to an end, the family was forced to seek a new means of

acquiring wealth. Unwilling to work, and fast becoming almost imbeciles from inbreeding, the Blane family had few options. One of the more intelligent family members hit on the idea of kidnapping people for ransom. With the aid of the Ghouls, this proved relatively easy.

In 1935 the Ghouls kidnapped Janet Thurston. One of the Blane boys took a fancy to her, but ended up killing her by accident when he tried to express his affections. A friend of Thurston, Andrew Williams, was able to link her disappearance with the Blanes. Unfortunately, Mr. Williams was rather hot headed and rushed in to confront the Blane family. Tragically, the ghouls made short work of him.

Since that time the Blane family has been in even steeper decline, with only a few family members remaining. They still gain their money by pawning and selling things the ghouls bring them from graves, but modern funeral practices have made earning a living this way rather difficult. Currently the smartest of the Blane family, John, is trying to figure a way of securing a reliable source of income. He has rejected kidnapping people, because of the advances in law enforcement. He has considered becoming involved in the black market for organs and has speculated on using the ghouls to dig for artifacts in other parts of the world.

The ghouls, meanwhile, have grown rather weary of the constant demands of the Blane family. They are also concerned that John will come up with a plan that will put them at great risk. Since the ghouls cannot act directly against the Blane family, they were delighted when Preston contacted them and all too happy to supply him with information in return for his aid.

## Getting the Investigators Involved

Preston will contact the investigators and convey the following: "My researches, which generally deal with events long fallen to dust, have turned up something modern and dire. While examining some unusual documents, I learned about a family, the Blane family, that I believe is connected to terrible things. At first, I thought this was but a matter of history. Further investigation, unfortunately, revealed that it is extremely likely that the Blane family is keeping up the family tradition. Of course, I cannot be certain without additional evidence. I am asking you to see if you can find that evidence. Naturally, if such evidence is found, the family will have to be dealt with."

The Keeper should make Psychology rolls for the investigators. If a roll succeeds, the investigator senses that Preston is holding something back. If the investigator asks, Preston will say "Indeed. Indeed I am. The sources from which I gleaned this information are most terrible. I fear to reveal the full extent of what I know out of the fear that it would rattle your very sanity."

If the investigators are not convinced by this, it is up to the Keeper to role-play the discussion. Preston will only reveal the truth, that he received the information from Ghouls, if he is sorely pressed and as a last resort.

Preston will provide the investigators with information to get them started, including the location of the Blane house.

## Investigation

The following details the information the investigators can turn up during their research.

### *Preston's Findings*

Preston has done much of the preliminary investigation for the investigators. He will convey the following information:

"While poring over a loosely bound set of pages said to have belonged to a madman, I

learned that, at least according to this fellow, a family had taken him prisoner in the hopes of sacrificing him to some sort of evil god named "Chewlou." He identified the family as the Blane family. Further investigation of local records from this time, 1813 to be specific, revealed that the man later vanished. An investigation of the Blane family took place, but I infer that their wealth, which is alluded to in the article I examined, enabled them to deter any serious scrutiny.

The next reference I found regarding the Blane family is a newspaper article from 1921. The article mentions that the Blane family was questioned by police in regards to the production of bootleg alcohol. Once again, the family's wealth seems to have saved them from official scrutiny.

Driven by curiosity, I managed to acquire a journal from 1935. This journal, which belonged to Andrew "Red" Williams, recounts his experience with the Blane family. According to the journal, Williams was tracking a missing friend, Janet Thurston, and managed to connect her disappearance with the Blane family. His journal recounts his observation of the Blane family. He claims, in several passages, to have seen them conducting strange rituals in the family graveyard. The last entry in the journal records his intent to sneak into the Blane house in search of his friend.

I checked various records and learned that Mr. Williams was reported as missing by his immediate family. No doubt he met a terrible fate in that house.

Intrigued by these accounts, I asked my various contacts to be on the look out for any additional information pertaining to the Blane Family. I had assumed that the family had met some bad end, so you can imagine my surprise when I learned that the family was still dwelling in the same house Williams investigated all those years ago. My anonymous contact alleges that he has

witnessed the Blane family conduct various rituals, including one that involves the consumption of human flesh. He asserts that the last ritual took place during the past full moon.

If my source is correct, the Blane family poses a danger to humanity. A danger that must be dealt with. Since I am incapable of robust action, I am asking you to undertake the risky task of examining the situation at the very site."

### *Locals*

Not surprisingly, the Blane family has a bad reputation locally. Some of the older and more historically minded locals know a bit of the public history of the Blane family—how Reginald Blane lost one fortune, then got caught up in a smuggling scheme and then somehow managed to make a small fortune in gold and silver. They will also be able to tell the investigators about the Blane bootlegging during prohibition.

Any of the locals will be able to tell the investigators that the Blane family has a bad reputation in the area. According to many, the family is responsible for the disappearance of various pets. Many of the locals are convinced that the family has interbred for generations (this is true). Some of them will express concern for John, who seems to be almost normal. The general consensus is that the Blane family "just isn't right" but that they have yet to do anything that would enable the authorities to take action against them.

### *The Blane Family*

The investigators might decide to talk to the Blane family. The adults will all be very suspicious and hostile and will, most likely, not provide the investigators with any useful information. If the investigators seem suspicious but do not appear to be police, the Blane family will probably try to kill them.

John, the most intelligent of the lot, might be willing to speak with the investigators. If he can speak with them alone and he suspects they have some knowledge of what is going on, he will decide to try to convince them that his family is insane and that they are holding him against his will. He will then attempt to persuade the investigators into taking action against the rest of the family.

## **Map**

The following details the maps used in the adventure.

### **Area Map**

This map shows the area around the house. The house is 3 miles from the nearby town and is fairly isolated. The Blane family used to own a great deal of land around the house but they have been forced to sell much of it to pay taxes.

**Road:** A road.

**Trees:** These areas contain thick patches of pine trees. The trees have been tended by the Blane family to block their house from easy view.

**House:** The Blane House. The house is quite old and was once an excellent structure. Years of mistreatment and neglect have left it in fairly rough shape: the paint has all but peeled off, the roof leaks and many of the windows have been boarded up. The area around the house smells faintly of rot and decay.

**Graveyard:** The family members who have died are buried here. Out of spite the ghouls have secretly devoured the bodies of the dead.

### **House Map**

The following details the house. The interior is musty, damp and unpleasant. The carpets are worn and stained and reek. The walls are stained and often cracked in



places. The overall décor leaves much to be desired.

### **Basement**

The basement is even damper and fouler than the rest of the house.

**Main Area:** This area contains a broken washing machine and dryer as well as piles of boxes. The boxes contain a variety of junk.

**Furnace:** This area contains the oil furnace. It has been jury rigged and patched since no repair person is willing to go into the basement.

**Hidden Room:** This room was constructed during the time the family was engaged in bootlegging. The door is concealed in the wall and is further hidden by a pile of boxes.

**Cell 1-3:** These cells were used to hold prisoners-either kidnap victims or those chosen for the various sacrifices the family practiced over the years. Buried under some filth in cell 1 is a small silver ring with J.T. engraved on it. The ring belonged to Janet Thurston.

**Cell 4:** This cell is used to hold the valuables the Ghouls turn up. It is heaped with funeral clothing as well as various small pieces of jewelry, watches and so on. There is enough material here to get the family convicted of grave robbing.

**Tunnel Entrance:** this tunnel leads down into the ghoulish warrens. The entrance smells of death and decay. There is typically at least one ghoulish within earshot of the entrance. The ghoulish will investigate if it hears any unusual sounds. If the investigators elect to enter the tunnels, they will eventually encounter ghoulish. What happens then is up to the players and the Keeper.

### **First Floor**

**Kitchen:** The kitchen is equipped with a broken down electric stove and a crudely installed wooden stove. The refrigerator still

works and is stocked with a variety of foods, mostly local wildlife. There is an abundance of sharp knives in the area.

**Dining Room:** This once elegant room is now a shambles. The fine oaken table is scarred with cuts and disfigured with burns and carvings. Bits of food are scattered about on the floor.

**Living Room:** The room still shows signs of its former quality. One small section has been cleared up a bit and is used by John.

### **Second Floor**

**Bathroom:** A rather foul bathroom that clearly has not been cleaned for a very long time.

**Bedroom #1:** This bedroom is the neatest of the lot and is used by John. There are piles of books (mostly stolen) on the desks as well as a radio and a TV.

**Bedroom #2:** This room is used by Randolph. The bed has collapsed to the floor and there are two large stills in the room. Randolph spends most of his time here making booze or drinking booze.

**Bedroom #3:** This bedroom is used by Robert and Sarah. The bed is little more than a pile of mattresses on the floor. One wall is decorated with a collection of knives and axes.

**Study:** This room is in good shape and contains intact antique furniture dating back to the late 1700s. There are numerous books and manuscripts here, including *Blane's Book*. John uses this room to study and there are several manuscripts which detail some of the plans he has been considering.

### **Action**

The following provides a guide to running the action in the adventure. If the Keeper intends to run the adventures in the series, it is imperative that Preston survives (find a plausible, but not obvious, way of doing this).

The action begins when the investigators either chose or are forced to act against the Blane family.

### *Locations*

During the day, Randolph will usually be in his room with his stills. Sarah and Robert will often be outside, doing various tasks, such as throwing axes or knives at the local wildlife. John will usually be in the study.

At night the family will usually be inside. Most nights John and Randolph will be in the basement, cajoling the ghouls into finding more items to bring them. The family members usually go to bed around midnight, but John often stays up later talking with the ghouls.

### *Combat*

If the investigators simply attack the Blane family, the family will not be well prepared. They will be armed, but will not be able to call up any ghouls right away.

Randolph always has his shotgun with him, four extra shots and his knife. He has a few boxes, for a total of 35 shells in his room. Robert always has a knife, while his wife always has an axe close at hand. John carries a small .22 pistol.

If the investigators arouse the suspicions of the Blane family (by skulking about the area or talking to the family), the family will prepare for trouble. Randolph will fill his pockets with shells, Robert will put the .38 in his pocket and Sarah will keep two axes at hand. The family will also call up a number of ghouls to help them guard the place.

When the combat takes place, the adults will do their best to savagely kill the investigators. The ghouls will be somewhat half-hearted about fighting the investigators and will flee if the Blane family is slain or defeated. John will attempt to avoid combat and will only fight to save his life.

## **Conclusion**

The adventure comes to a conclusion when either the Blane family is defeated or the investigators meet their end or give up.

If the investigators defeat the Blane family, they should receive a 1D8 Sanity Point Reward.

The grateful ghouls (although their gratitude will vary depending on the number of ghouls the investigators harmed) will provide Preston with additional information, information that will lead to additional adventures.

If the investigators give up or are defeated, the Blane family will continue with their ways. If the investigators survive, the Keeper might wish to give them another shot at defeating the Blane family.

## **Enemies**

### **The Blane Family**

The following details the Blane family.

#### **Randolph Blane, Family Elder**

STR: 11 CON: 10 SIZ: 14 INT: 10

POW: 15 DEX: 11 APP: 9 EDU: 13

SAN: 0 HP: 12 DB: None

Important Skills: Bargain 60%, Cthulhu Mythos 17%, Disguise 35%, Fast Talk 55%, Natural History 45%, Sneak 20%, Speak Ghoul 45%

Weapons: Double Barrel 12-Gauge 51% 4D6/2D6/1D6 10/20/50, Knife 57% 1D6+db

Spells: Contact Ghoul, Ward Ghoul, Compel Ghoul

Description: Randolph is an old man with gray hair and beard. He is missing a few teeth and has a gleam of madness in his eyes. While only of average intelligence, he possesses a great deal of cunning and is surprisingly good at talking people into or out of things. When trouble threatens he brings out "ole Bess", his double barrel 12-gauge shotgun. He generally tries to shoot people in the legs, so he can go to work on them with his trusty knife, "Mack."

**Robert Blane**

STR: 14 CON: 14 SIZ: 15 INT: 9  
 POW: 11 DEX: 12 APP: 8 EDU: 10  
 SAN: 0 HP: 15 DB: +1D4

Important Skills: Cthulhu Mythos 8%, Hide 45%, Sneak 55%, Spot Hidden 47%, Speak Ghoul 35%

Weapons: .38 Revolver 27% 1D10 15 Yards, Knife 46% 1D6+db

Spells: Ward Ghoul

Description: Robert is a large man whose brutality is exceeded only by Sarah's (his wife). He has an old .38 revolver (it used to belong to Williams) but prefers to use a knife on his victims.

**Sarah Blane**

STR: 15 CON: 15 SIZ: 17 INT: 8  
 POW: 12 DEX: 10 APP: 7 EDU: 9  
 SAN: 0 HP: 16 DB: +1D4

Important Skills: Cthulhu Mythos 7%, Dodge 36%, Hide 37%, Sneak 47%, Speak Ghoul 30%

Weapons: Axe 43% 1D8+2+db

Spells: Ward Ghoul

Description: Sarah is a very large and psychotically brutal woman. She bosses Randolph and Robert, but is secretly afraid of John. Her solution to most problems involves the use of her trusty axe.

**John Blane**

STR: 9 CON: 10 SIZ: 12 INT: 14  
 POW: 16 DEX: 9 APP: 12 EDU: 18  
 SAN: 0 HP: 11 DB: None

Important Skills: Anthropology 15%, Astronomy 20%, Cthulhu Mythos 27%, Fast Talk 35%, Latin 21%, Occult 30%, Speak Ghoul 41%

Weapons: .22 pistol 39% 1D6 10 Yards

Spells: Contact Ghoul, Ward Ghoul, Compel Ghoul

Description: Thanks to random recombination of DNA, John is by far the smartest of the Blanes. Unlike the others, he

is fairly small, quiet and subtle. He prefers to develop intelligent plans to deal with problems, but the other family members give him little to work with. He has been considering allowing the ghouls to kill and feast upon his family. Unlike the others, who will probably just try to kill the investigators, John will attempt to negotiate with them. If that fails, he will attempt to escape.

**New Spells****Compel Ghoul**

This spell is used to force Ghouls to do the caster's bidding.

Each casting of the spell requires at least a pound of human remains. The caster invokes the spell by expending 3 magic points and 1 Sanity point. The remains are then enchanted. The caster may then call a ghoul if one is not present. When a ghoul is present, the caster matches his POW against the Ghoul's POW on the resistance table. If the caster succeeds, the ghoul must obey the caster for 24 hours. If compelled to do something that goes against its nature or something dangerous, the ghoul can match POW with the caster in an attempt to shake off the compulsion.

The enchantment gradually wears down the ghoul's resistance. Every four successful castings of the spell reduce the ghoul's effective POW for resisting the spell by one (to a minimum of 1).

**Ward Ghoul**

This spell is used to create an enchanted ward (typically a bone on a necklace or a bone ring) which prevents ghouls from attacking the wearer.

Creating the ward requires a suitable item made of human bone and a pound of human remains. During the casting the caster expends 1 point of POW to enchant the item and ingests the remains during the ritual.

This process costs 1/1D8 Sanity points. A ward must be worn to be effective.

Ghouls will be inclined not to attack the bearer of a ward. If a ghoul desires to attack the bearer of a ward, it must match its POW against the POW of the creator of the item or it will not be able to attack. Even if the ghoul is able to attack, it will sustain 1 point of damage each time it strikes a warded person. Once a ghoul overcomes a ward, it does not have to check to overcome it again (though it will still take damage attacking the warded being).

### New Mythos Tome

**Blane's Book:** This handwritten work in English, by Reginald Blane, is an extensive treatise on ghouls. *Sanity loss 1D2/1D4; Cthulhu Mythos +2 percentiles; average 4 weeks to study and comprehend/8 hours to skim.* The work contains the spells Call forth the Eaters of Corpses (Contact Ghoul), Command the Eaters of Corpses (Compel Ghoul) and Charm Against the Teeth that Gnaw Bones (Ward Ghoul). Study of the work confers 1D4+4% in the language of the Ghouls.

### NPCs

#### Reginald Preston, Scholar

STR: 4 CON: 7 SIZ: 8 INT: 15

POW: 18 DEX: 6 APP: 9 EDU:20

SAN: 70 HP: 8 DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 14%, Library Use 85%, Natural History 20%, Persuade 55%, Psychology 25%, Occult 63%, Philosophy & Religion 82%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

Spells: Elder Sign, Call up Dwellers of the Charnel Yard (Contact Ghoul), Symbol of

Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian).

Description: At the age of eight, Preston was in a terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find some magic that will cure his body.

**The Ghouls**

<i>Char</i>	#1	#2	#3	#4	#5	#6
STR	18	19	15	17	21	17
CON	14	12	14	15	17	14
SIZ	13	16	16	14	17	14
INT	13	14	13	12	16	11
POW	12	15	14	17	10	13
DEX	15	16	11	9	14	12
HP	14	14	15	15	17	14
Damage Bonus	+1D4	+1D6	+1D4	+1D4	+1D6	+1D4

**Ghouls**

Move: 10

**Weapons:** Claws 30%, 1D6+db, Bite 30% 1D6+worry.

**Armor:** Half damage from projectile weapons.

**Spells:** None

**Sanity Loss:** 0/1D6

**Description:** Ghouls are detailed on page 142 of the 5.5<sup>th</sup> edition of the rules. These ghouls have been trapped in the service of the Blane family for a long time, giving them an effective POW of 1 when attempting to resist the Compel Ghoul spell. The ghouls will not be particularly interested in attacking the investigators, but will be compelled to do so. If the Blane family is slain, the ghouls will flee as fast as they can.



## Part Four: Tomb of Ash

### Introduction

In this adventure the investigators journey to Egypt to confront an ancient horror. This adventure is intended as a continuation of the previous adventure but can be modified for use as a standalone adventure.

### Keeper's Background

During Egypt's 26<sup>th</sup> Dynasty (664-525 B.C.) an Egyptian priest was involved in an accident that cost him his right leg and arm. Despite the severity of the injuries, the doctors of Egypt were able to provide enough treatment to permit his survival. The priest's initial joy at being alive soon gave way to resentment and resentment gave way to rage.

Sadly, the priest's rage was not impotent. Drawing upon forbidden knowledge, he called up Nyarlathotep and made a deal with the Crawling Chaos. In return for the priest's obedience, Nyarlathotep restored the priest's limbs and promised him an eternal existence.

The grateful priest served his new master well, infecting many with the taint of the Mythos and murdering many good citizens. Fortunately, agents of the governor of Bahariya, Zed-Kons-uef-anekh, learned of the priest's nefarious doings.

The governor's punishment was swift and sure. The priest's limbs were hacked off and then his body was burned to ash. At the advice of an untainted priest, a special tomb was constructed to house the ashes. Into this tomb were cast the followers of the slain priest, to be entombed along with their master. Once the tomb was sealed, all references (save one) to it and the priest were stricken from all documents and carvings.

The tomb remained unknown until an Egyptian archeologist, Dr. Ahmed Hawass,

came across a reference to it in a copy of an ancient papyrus scroll. The scroll, a record kept by priests, included a detailed description of the location of the tomb as well as dire warnings about said tomb. Intrigued, Dr. Hawass continued his research. Despite his efforts, he only came across one document that had been written in 1921. This document, written by the sole survivor of an archeological expedition, purports to describe the chance finding of a tomb. According to the document, four men entered the tomb and were, after a short while, set upon by "the dead come back to some semblance of life." After reading the description, Dr. Hawass was convinced that the tomb was the one he was looking for. Naturally, he dismissed the dire tale as mere fiction.

Unfortunately for Dr. Hawass, the account is quite accurate. The men entered the tomb and because it had not been disturbed in centuries, its denizens were "asleep." As the men explored the tomb, the denizens gradually became aware of their presence and set out to destroy them. In the end, three of them perished and only one survived by fleeing for his life.

Because many landmarks had changed or disappeared since the writing of the 1921 document, it took Dr. Hawass almost five years to locate the tomb and begin excavation.

The excavation progressed well at first, but then trouble began. To be specific, one of his men blundered into the Chamber of Memories (see below) and was driven mad by the experience. Recognizing the madness as something more than mundane insanity, Dr. Hawass decided to contact his friend Dr. Preston. Dr. Preston will, in turn, contact the investigators.

## Getting the Investigators Involved

In response to his friend's request for aid, Dr. Preston will contact the investigators and tell them the following:

"One of my colleagues, Dr. Hawass, has informed me of a situation that might interest you. He is excavating a tomb in Egypt and during the course of the excavation one of his workers was found in the tomb in a highly agitated state...to be honest, he was insane. Dr. Hawass, who I respect and trust, believes that the insanity is something quite unusual. I told him that you might be of some assistance and I am asking you, once again, to help me."

If the investigators agree, Dr. Preston will tell them what he knows about Dr. Hawass (that he is a talented archeologist) and what he knows about the situation (that a tomb of the 26<sup>th</sup> dynasty is being excavated and that the worker who went mad within its walls is in a hospital). If the investigators lack funds, he will be able to secure transportation to Egypt for them. With Hawass' help, the investigators will have no difficulty getting into Egypt and he will meet them at the airport. He will also arrange for quarters for the investigators on a campus of a nearby university and will see to it that the investigators are not harassed.

Once the investigators have settled in and recovered from their trip, Dr. Hawass will inform the investigators of the situation.

## Investigation

### *The Insane Man*

The investigators might wish to speak to the man who went insane in the tomb. Dr. Hawass can arrange this and will do so as long as he believes that the investigators will not bring the man any harm.

The man is coherent at times, but often babbles in the language of the 26<sup>th</sup> dynasty (it will probably not be recognized as such after all there were no recordings then) and

mumbles about tombs, death and pain. He will say things like the following:

"We followed the priest in his worship...thotep...darkness...chaos. Bones shattered...darkness...stone...pain...pain... pain..."

The investigators will not be able to learn much from the man, except perhaps that there is something truly awful in the tomb.

### *The 1921 Document*

This document was written by Dr. Jonathan Southport, an English archeologist. In 1921 Southport and his fellows chanced upon an unopened tomb. At first they counted themselves lucky and entered the tomb eager for fame (and perhaps a bit of gold). The document details the first level of the tomb quite carefully. The archeological description does not, of course mention the denizens.

The document is several pages long. The following excerpts details some points the investigators might take note of.

"One chamber is filled with bones. Among the bones are stones which bear odd marks. While no doubt symbols in an ancient language, they bear some resemblance to the letters 'K' and 'A.'"

"Another chamber was most disturbing. The floor is strewn with shattered bones (which appear human). For some reason we all felt a mysterious sensation upon entering this chamber. While I place little stock in the nonsense of the spiritualists, for the brief time I entered the room, it was as if the dead were trying to reach out to me. Utter balderdash of course, but I will not return to that chamber."

"The next to last chamber we entered contained three mummies, These gruesome figures were wrapped in crude cloths and seemed to be spiked to the wall of the

chamber. Each one has a mask of bronze upon its head. My cursory examination revealed that the bronze had been heated and forged into a mask around their heads. The walls of the chamber are engraved with scenes that indicate why they had received such a dire fate-apparently they had engaged in some sort of terrible rituals abhorred even by the polytheists of Ancient Egypt.”

“In the final chamber we found a stone sarcophagus. We had little time for observation here. No sooner had we entered than George said that he heard something behind us. Fearing grave robbers, we readied our pistols. However, those who entered the chamber were not robbers. They were the inhabitants of the tomb, the dead come back to some semblance of life.”

“It shames me to say that I survived not because of any bravery or strength, but only through a mixture of luck and fleetness of foot. My fellows and I agreed to run for our lives after seeing that our pistols had no discernible impact upon the horrors. I reached the surface and realized that I was the only one who had made it back into the light of day. Though I loved them as brothers, nothing on this earth could have compelled me to enter the tomb again.”

## Map

The following details the tomb of ash, in which the nameless priest and his followers were entombed. The interior corresponds to the typical stereotype of an Egyptian tomb: it is dry inside and the rooms and corridors are strewn with yellowish sand. The walls are decorated with carvings-most show dire punishments or express grave warnings about disturbing the evil that is entombed here.

The creators of the tomb imbued it with some power, within the limitations of what they knew. Fortunately, their knowledge

was sufficient to create a chamber that would keep the nameless priest trapped for all eternity. Ironically, the energies spewing forth from the imprisoned priest have empowered the tomb and brought about many of the curses placed upon those trapped within.

## Level One

The entrance to the first level has been excavated and the sealing stones have been removed. The stones are piled beside the entrance. Each is marked with dire threats and warnings.

**Chamber of Bones:** This chamber contains the bones of the priest’s followers. These followers were deemed the least guilty and were merely executed. In the time the priest has been imprisoned his mind created a dire spell and his will engraved it upon the walls of this chamber. Powered by his will, the spell caused loose stones on the floor to become engraved with symbols of power. These stones melded with the skeletons rising them up as KA skeletons. When the chamber is entered, they will rise up and attack those present.

**Chamber of Memories:** This chamber contains the shattered bones of the nameless priest’s lesser followers. They were beaten to death with stone hammers and their shattered remains were deposited within this chamber. The walls are inscribed with curses against them as well as carvings that depict their story of corruption and punishment. The power of the nameless priest has brought forth the pain and rage of the dead and these emotions have been trapped within the very stone of the chamber. Those entering the room will undergo a mental attack each round they are present. This attack matches a POW of 16 against the victim’s POW. If it fails, the victim has a disconcerting vision and develops a very strong dislike of the chamber. If the attack succeeds, the victim is



flooded with the emotions as well as visions from the dead. In game terms, the victim loses 1/1D3 Sanity points and loses one magic point. The visions interfere with the person's ability to navigate and see-escaping the chamber requires either concentration or blind luck (roll under POW X5 to escape). The Keeper can modify the roll based on relevant factors, such as the assistance of other. If the victim runs out of magic points, he will fall to the floor of the chamber and be unable to leave the room on his own. If the victim is not removed from the chamber, he will eventually die of thirst and his memories will join the chorus of madness. Even if the victim survives, it is likely that he will be driven completely mad.

**Chamber of the Three:** This chamber contains the mummified remains of the three main servants of the nameless priest. These lesser priests were wrapped in crude cloths, spiked to the wall of the chamber and then heated masks of bronze were affixed to their heads. The walls of the chamber are engraved with scenes that tell the tale of their fall into corruption and their ultimate punishment. Driven by his rage, the priest sought to transform his former servants into instruments of vengeance. His will caused the walls of the chamber to be inscribed with a spell and this spell brought a horrid semblance of life to the dead. Shortly after the chamber is entered, the three will pull themselves from the wall and stagger towards those who are present.

**False Tomb I:** This tomb contains a large stone sarcophagus. The sarcophagus' lid bears the following inscription, in the language of the 26<sup>th</sup> Dynasty, "Let no one who cares for life disturb what lies beneath." The sarcophagus is full of bones that belong to those who have intruded into the tomb over the years. The oldest bones belong to grave robbers and the newest bones belong to the members of the ill-fated 1921 expedition. Mixed in with the bones are the

clothing and equipment of the expedition, including their wallets (allowing them to be identified). The sarcophagus also conceals a tunnel that leads into the second level.

### Level Two

The second level of the tomb is similar to the first level. The chambers have been sealed off with stone. The stone walls are thin enough to break down with suitable tools.

**False Tomb II:** This chamber contains another empty sarcophagus. There are a few burial items, including a few small gold items. These things were left here to create the impression that it is an actual burial chamber.

**Guardian Chamber:** The chamber contains two large stone statues of Anubis armed with bronze swords. Though they look formidable, they are only stone statues. Naturally, the Keeper should do his best to lead the players to believe otherwise.

**Room of Ash:** The walls of the chamber are engraved with potent symbols intended to trap the nameless priest. The floor and walls of the chamber are marked with ash and there is a pile of ash in the center of the chamber. The ash is what remains of the priest. Such was the power of Nyarlathotep's promise that the priest's consciousness persists in the ash. The priest will attack anyone who enters the chamber.

### Action

The following provides guidelines for running the action oriented parts of the adventure and the action will most likely begin when the investigators enter the tomb. The accursed occupants of the tomb make it a rather dangerous place.

### *Dangers of the Tomb*

The following provides a guide to running the dangers of the tomb. The denizens of the tomb have been disturbed recently, so they

will be active as soon as the investigators enter. As time goes by without disturbances, the denizens will gradually fall back into something of an “undead dream” and it will take longer to arouse them again. If it becomes a factor, figure that they will be “inert” unless directly disturbed for one minute for every day that has gone by since they were last active. For example, if the tomb is left alone for a month, about thirty minutes after the tomb is entered the undead will be aware of the intrusion and ready to act. At the Keeper’s option, the maximum time of being “inert” can be a few hours regardless of how long the dead have been undisturbed.

**KA Dead:** The KA Dead will attack any person who enters the chamber they reside in. Once they become active, they will pursue intruders through the tomb and even outside. Given their limited intelligence, their main tactic will be to pursue and attack. The investigators should find them to be annoying, but they should not pose a severe threat.

**Memories:** The Chamber of Memories is a fixed threat—only those who enter it are subject to the effect. The chamber does not affect the mobile denizens of the tomb. Thanks to their experience with past intrusions, the mummies know that the chamber is rather dangerous to living beings and they will attempt to herd intruders into the chamber.

**Blank Face Mummies:** The mummies are the most dangerous of the mobile threats. They are intelligent enough to use tactics against the intruders and will, as noted above, attempt to lead intruders into the Chamber of Memories. They are also burning with madness and rage to the degree that their only momentary relieve lies in slaying the living. Like the KA Dead, they will pursue intruders through the tomb and will even leave the tomb.

**The Priest:** The priest is the direst threat in the tomb. Fortunately he is trapped within one room and can only directly harm those that enter the chamber. Driven by madness and eternal anger, he will relentlessly attack all who enter the chamber.

#### *Returning to the Tomb*

It is likely that the investigators will elect to leave the tomb after encountering the menaces within and they might well wonder why they should return. Why not, they might ask, just seal up the tomb and leave it buried under the sand?

If the investigators take this approach, both Preston and Hawass will argue that they must investigate the tomb further and find some way to deal with the menace. They will point out that even a sealed tomb will pose a danger to future generations and, they will add, who knows what evil is lurking down there, awaiting its time? Dr. Preston will also add that the tomb might well contain information useful to their battle against the Mythos. He will want to get good photos of the interior carvings so that he can study them.

If the investigators persist in wanting to seal the tomb, Hawass will insist that they do not do so. If the investigators make it clear they intend to seal it, Hawass will have the government intervene. He will go so far as to have the investigators deported as threats to the national heritage of Egypt, if need be. He will not, however, instigate any action to actually harm them (unless they get way out of hand).

If the investigators elect to return to the tomb, they will be provided with cameras capable of taking high-resolution pictures in the dark. Preston will ask them to get as many shots as they can. Naturally, they will need to contend with the denizens of the tomb.

Clever and technically minded investigators might decide to come up with

some sort of RV to carry a camera into the tomb. The undead will, of course, have no idea about such things and will probably ignore it unless there is something about it that would draw their attention (such as bright lights).

### *The Photos and Translations*

Once the photos are developed Hawass and his associates will study them. While they will be able to translate many of the symbols, they will find that some of them are unknown. Luckily, or so it seems, Hawass will receive a call from Yassir Mubarek, a self-proclaimed expert in ancient symbols. Mubarek seems to be a short, portly and jolly man. In actuality he is Nyarlathotep, who has been drawn by the intrusion into the tomb.

Mubarek will provide impeccable credentials and references and will act entirely above board. He will pretend to study the photos for a plausible length of time and will stop by to talk and joke with the investigators and their associates. He will also exhibit a fondness for alcohol and make quite a show about how it causes him guilt, "being a good Muslim and all..." Naturally, he will have no trouble translating the symbols.

Once he has decided that a plausible amount of time has passed, he will call the investigators and the others together and say the following:

"I have managed to translate the symbols, though I suspect something is lost in the process. The majority of the translations appear to present various invocations...what the unlearned might call spells."

If the investigators have not yet found the second level of the tomb, Mubarek will say the following:

"I have found references to a second level of the tomb. According to the dire warnings, a terrible priest is entombed in this lower level, in what is called the 'tomb of ash.' If

my translations are correct, he served an evil god and was duly punished when caught."

At this point, he will lean forward and whisper in a conspiratorial tone:

"I feel I have not been entirely honest with you. While I am a great scholar, I am also a student of the occult. I believe the symbols in the tomb are true spells and that a great evil is trapped within the lower level of the tomb. I urge you to find out what lies there, for my intuition tells me that the key to defeating the evil lies there. I implore you to be cautious however, for I have grown very fond of you all."

If the investigators are able to get photos of the Tomb of Ash, Mubarek will study them for a suitable length of time and then call everyone together to say the following:

"I have studied the symbols from the tomb and have learned they are part of an enchantment designed to keep the priest trapped within the chamber. I have consulted with some of my colleagues and they believe that the spell in the chamber can be refined further to trap the nameless priest within a single stone. They believe that this would also free the tomb from the curse that pervades it. I would like to ask them to develop the spell."

If the investigators agree, Mubarek will say that he will contact his colleagues. Naturally, he already has the spell but will maintain the pretense of waiting for it to be developed. Once the time has passed, he will call the group together again:

"My associates, who must remain nameless, have finished developing the ritual. It is certain to work, but it is dangerous to perform for it must be done within the very chamber of ash. I, as a faithful follower of the prophet cannot taint my soul with such a ritual. However, as infidels (smile) one of you can perform it."

If the investigators agree to challenge the priest, Mubarek will provide them with the ritual. The ritual is rather easy to learn

(compared with most Mythos magic) and will take a week to master. The chance of learning the spell is the investigator's INT X 4.

### *Mubarek*

As noted above, Mubarek will carefully maintain the appearance of normalcy. If the investigators investigate him, he will appear entirely above aboard. Mubarek will even allow himself to be "killed" by the investigators, if need be. Being Nyarlathotep, he is well up to the task.

### *Facing the Priest*

If the investigators decide to learn the spell and face the priest, they will need to go into the Chamber of Ash and perform the ritual. While they are conducting the ritual, the priest will attack those present and attempt to slay them all.

If the ritual fails, surviving investigators can attempt it again at a later point. If the ritual succeeds, the priest will be drawn into a stone in the floor and his influence on the tomb will be stripped away. Any surviving undead in the tomb will stagger about and then collapse into dust. The Chamber of Memories will lose its power and the tomb will simply be a mundane tomb of stone.

## **Conclusion**

The adventure comes to an end when the investigators emerge victorious, give up or are defeated.

Destroying the denizens of the tomb and imprisoning the nameless priest will result in a victory for the investigators and they should receive a 1D10 Sanity point reward. Assuming all went well, the investigators will now have Hawass as an ally and he might prove useful in future endeavors.

If this adventure is being run as part of a mini-campaign, it will now be time to move on to the final adventure in the series, "Putting Down."

If the investigators give up or are defeated, Hawass and Preston will continue to take action against the tomb and its inhabitants. The Keeper will have to decide how to continue. If the adventure is being played as part of the mini-campaign, the campaign can continue either by having the investigators return for another shot at the tomb or by having Preston and Hawass undertake the actions needed to keep the mini-campaign going. To be specific, Preston needs to acquire photos of the tomb's interior and have the symbols in them translated by Yassir Mubarek (Nyarlathotep). In this case, the investigators will proceed to the final part of the mini-campaign, "Putting Down."

If the adventure is not being run as part of a mini-campaign, then if the investigators give up, the Keeper can feel free to have Preston and Hawass come to bad ends in the tomb, thus costing the investigators 1D4 Sanity Points. The investigators could then take another shot at the tomb or simply let things lie under the sand.

## **A Deal with Nyarlathotep**

Preston's situation will not go unnoticed by "Mubarek." During the course of the adventure, "Mubarek" will work on influencing Preston. He will provide Preston with some books that "might be of interest." In studying these books Preston will learn a ritual that will allow him to restore his damaged body at will. In a moment of weakness Preston will conduct the ritual. As a consequence of this ritual, Preston will go mad. This madness will create a split in his personality. One part of his personality will remain the same Preston who has been aiding the investigators all along. This aspect of his mind will have no awareness of the ritual and will act accordingly. The other aspect of his mind knows the ritual and is driven by an overwhelming desire for knowledge and power at any cost. This aspect of Preston's mind will set out to raise

up various dead “wizards” to glean lost secrets from them. These events are detailed in the adventure to follow: “Putting Down.”

## NPCs

### Dr. Reginald Preston, Scholar

STR: 4 CON: 7 SIZ:8 INT: 15

POW: 18 DEX: 6 APP: 9 EDU: 20

SAN: 68 HP:8 DB: -1D6

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 16%, Library Use 87%, Natural History 20%, Persuade 56%, Psychology 25%, Occult 63%, Philosophy & Religion 82%

Languages: French 41%, Latin 60%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6

Spells: Elder Sign, Call up Dwellers of the Charnel Yard (Contact Ghoul), Compell Ghoul, Symbol of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian). Ward Ghoul.

Description: At the age of eight, Preston was in terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He

has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

Preston recognizes the mythos as a grave threat to humanity and is dedicated to doing all he can to protect the world from this menace. Preston's one weakness is that he hopes to find some magic that will cure his body.

### Dr. Ahmed Hawass, Archeologist

STR: 12 CON: 11 SIZ: 14

INT: 16 POW: 12 DEX: 11

APP: 12 EDU:20 SAN: 70

HP:13 DB: +1D4

Important Skills: Accounting 40%, Anthropology 40%, Archeology 70%, Fast Talk 15%, First Aid 40%, Geology 21%, History 60%, Law 25%, Library Use 60%, Naturally History 30%, Navigate 30%, Occult 45%, Photography 20%, Spot Hidden 55%

Languages: English 60%,

Ancient Egyptian 60%

Weapons: Fist 50% 1D3+1D4

Description: Dr. Hawass is an expert archeologist and historian. He has worked tirelessly throughout his adult life to unearth the historical treasures of Egypt and to preserve them. He is a staunch enemy of those who would steal the historical artifacts of his country. Dr. Hawass is, however, very much a member of the international community of scientists and enjoys working with professionals from all nations.

Dr. Hawass has had a few unusual experiences over the years, for Egypt is an ancient and mysterious place. He will bravely assist the investigators, provided they do not intend to steal from the tomb.

**Mythos Beings****KA Dead**

Char	Rolls	Averages
STR	3D6	10-11
CON	N/A	--
SIZ	2D6+6	13
INT	1D6	3
MP*	1D6	3
DEX	3D6	10-11

Move: 7

HP See Below

DB: None

Weapons:

Sanity Loss: 0/1D6

\*KA Dead have Magic Points instead of POW.

Description: These skeletons are similar to those on page 183 of the 5<sup>th</sup> edition of *Call of Cthulhu*. Like the “normal” skeletons, the KA Dead are immune to criticals, impales and such. Instead, each successful attack has a 4% chance per point inflicted of shattering the skeleton. Unlike a normal skeleton, a KA Dead is animated by a stone that floats in its rib cage. This stone holds the fragments of spirit that animate and direct the bones. The stone confers the KA Dead with the ability to reform itself if it is “destroyed.” Each reformation costs the KA Dead one Magic Point. When a KA Dead runs out of Magic Points, it is destroyed and the stone crumbles to dust.

**Blank Face Mummy**

Char	Rolls
STR	3D6X2
CON	3D6X2
SIZ	2D6+6
INT	3D6
POW	3D6
DEX	3D6

Move: 8

HP 17

Damage Bonus: +1D6

Weapons: Fist 50% 1D6+DB

Armor: 2 Point Dried Skin, impaling weapons do minimum damage and all others do half damage.

Sanity Loss: 1/1D8 Sanity Points.

Description: These mummies are similar to “normal” mummies (see page 182 of the 5.5<sup>th</sup> edition rules) with two exceptions: they are tougher and faster than normal mummies and their continued existence depends on their masks remaining on their faces. If the mask is torn away (this can be done by grappling with a mummy), the mummy collapses into dust.

**The Nameless Priest**

INT 16

POW 22

Sanity Loss 1/1D10

Description: The Nameless Priest exists as a wraith and is filled with unending madness and hate. It will attack all who enter the Room of Ash (it cannot leave the chamber). It attacks by matching its POW against its victim’s POW on the resistance table. If the Priest wins, the victim loses 1D6-1 POW. If the target resists successfully, the Priest loses 1D6-1 POW. If the Priest’s POW is reduced to 0, it is destroyed.

**Spells**

The following details the spells that Preston will learn during the course of the adventure. His “normal self” will only be consciously aware of the Ritual on Entrapment.

**Restoration of Flesh**

This ritual restores damaged or missing limbs and organs, but at a terrible price. This ritual takes place over the course of seven days, with each day requiring no less than two hours of ritual activity and preparation. Each day of casting costs 1D3 sanity points and 3 magic points. At the end of the ritual the caster has any lost or damaged limbs or organs fully repaired and finds that his body

has been strengthened. In game terms, add +1D6 to the character's STR and CON. However, the main part of the ritual binds the person to the will of Nyarlathotep, making the person lust for power and dark secrets. The power of the ritual enables the caster to remove or restore the effects of the casting at will-witnessing this process might cost the viewer up to 0/1D3 SAN, depending on the extent of the change (the process is somewhat horrific).

### **Raise KA Dead**

This spell is used to bring a semblance of life to the bones of the dead. This ritual requires an intact skeleton as well as a stone engraved with a symbol that looks very much like "KA." Casting the spell requires an expenditure of at least one Magic Point (the caster may expend as many Magic Points as he has) and costs the caster 1D4 Sanity points. When the spell is completed, the skeleton will rise up as a KA Dead with Magic Points equal to those the caster has invested in it.

### **Raising of the Flesh**

This spell enables the caster to bring a form of life to the dead. It is similar in some respects to the spell Resurrection. Casting this spell requires the remains of a dead creature-the length of death is not important as long as some of the flesh remains. The ritual requires the expenditure of 5 magic points and costs the caster 1D10 Sanity points. When the spell is complete, the dead being is restored to a mockery of life (a being so resurrected loses at least 1D20 Sanity points). Treat the restored body as a zombie for the physical statistics. The spell will restore all the available remains to this state of undeath, even transforming ash and dust into rotted flesh. However, it cannot restore parts that are completely missing. While a mostly intact corpse will be effectively restored and recall what it knew

in life, the Keeper will have to judge what the effects are when the spell is cast on less complete remains. Seeing the products of this spell will probably result in some Sanity loss-viewing a Raised corpse is equivalent to seeing a zombie.

### **Ritual of Entrapment**

The ritual requires four rounds to perform and a minimum expenditure of ten Magic Points. The ritual can be performed by any number of casters, provided that they are all within the Chamber of Ash. When the ritual is complete, the caster with the highest POW matches his POW against the priest on the resistance table. The caster's effective POW for the spell increases by one for every ten magic points expended in the ritual. The casting of the ritual also costs 1D4 Sanity points. If the ritual succeeds, the priest will be drawn into one of the stones on the floor, like a whirlwind of ash.



**KA Dead**

Char	Rolls	Averages	#1	#2	#3	#4	#5
STR	3D6	10-11	13	14	11	15	12
CON	N/A	--	--	--	--	--	--
SIZ	2D6+6	13	12	12	11	15	10
INT	1D6	3	3	4	2	2	5
MP*	1D6	3	4	5	3	5	3
DEX	3D6	10-11	12	11	9	11	14

Move: 7

HP See Below

DB: None 1D4 1D4 -- 1D4 --

Weapons: Club 1D6 36% 33% 27% 33% 42%

Sanity Loss: 0/1D6

\*KA Dead have Magic Points instead of POW.

Description: These skeletons are similar to those on page 183 of the 5<sup>th</sup> edition of *Call of Cthulhu*. Like the “normal” skeletons, the KA Dead are immune to criticals, impales and such. Instead, each successful attack has a 4% chance per point inflicted of shattering the skeleton. Unlike a normal skeleton, a KA Dead is animated by a stone that floats in its rib cage. This stone holds the fragments of spirit that animate and direct the bones. The stone confers the KA Dead with the ability to reform itself if it is “destroyed.” Each reformation costs the KA Dead one Magic Point. When a KA Dead runs out of Magic Points, it is destroyed and the stone crumbles to dust.

**Blank Face Mummy**

Char	Rolls	Averages	#1	#2	#3
STR	3D6X2	20-22	24	26	28
CON	3D6X2	20-22	23	21	26
SIZ	2D6+6	13	11	10	10
INT	3D6	10-11	10	11	11
POW	3D6	10-11	12	10	13
DEX	3D6	10-11	11	12	14

Move: 8

HP 17 16 18

Damage Bonus: +1D6 +1D6 +1D6

Weapons: Fist 50% 1D6+DB

Armor: 2 Point Dried Skin, impaling weapons do minimum damage and all others do half damage.

Sanity Loss: 1/1D8 Sanity Points.

Description: These mummies are similar to “normal” mummies (see page 182 of the 5.5<sup>th</sup> edition rules) with two exceptions: they are tougher and faster than normal mummies and their continued existence depends on their masks remaining on their faces. If the mask is torn away (this can be done by grappling with a mummy), the mummy collapses into dust.



## Part Four: Putting Down

### Introduction

This adventure is the conclusion of the series. It details the descent of Preston into the darkness of the mythos and presents him as both a dangerous foe and a helpful ally. This adventure is broken into four parts with each part being a mini-adventure within the larger whole.

### Into the Darkness

After the events in the Tomb of Ash Preston will conduct the ritual and restore his flesh. The ritual will create, in a sense, two distinct minds in Preston. One is the Preston who was a friend to the investigators and devoted to protecting the world. The other is a “dark” Preston who is driven by a lust for knowledge and is inclined to do the will of Nyarlathotep.

While Nyarlathotep generally wills terrible things, the being seems to have a marked tendency to allow humans to thwart its schemes-most likely because it knows that the Crawling Chaos will triumph in the end and all past victories will be as nothing. In any case, while Nyarlathotep could easily drive Preston to do its will unflinchingly or simply crush the investigators, it has elected to allow them to play things out within rules only it seems to understand.

The dark Preston will decide that the best way to gain the knowledge he desires is to use the ritual for raising up the dead to bring ancient wizards back to a semblance of life so he can question them and take their knowledge.

Preston’s reclusive nature and the fact that he teaches only one class per semester will enable him to construct a double life. As the normal Preston he will teach his class, conduct his research and aid the investigators to the best of his ability. As the dark Preston he has taken on the identity of

James Catrell and is engaged in terrible activities. His false identity was created by some of his past contacts who are experts with computers and crimes involving the theft or wholesale creation of identities. Dark Preston is careful to maintain a low profile as Catrell. As Catrell he acquired a house and van, but only goes to the house when he is doing activities as dark Preston. Given that most Americans ignore their neighbors or decide not to get involved even if they suspect something odd is going on, dark Preston has little difficulty maintaining his double (or rather, triple) existence.

### My Friend, My Enemy

As noted above, Preston is both the friend and enemy of the investigators during this adventure. When running this adventure it is essential that the investigators think that Preston is just what he was in the earlier adventures: a friend and a useful ally.

While maintaining this appearance will be challenging, one thing that will make it easier is that even the dark Preston still retains some threads of loyalty to the investigators and a tiny glimmer of the desire to do right.

If the investigators suspect too early that Preston is behind the events, matters will be rushed and the adventure will end too quickly. However, it is equally important not to thwart the players with Keeper fiat-if they are able to figure out the truth and take action, they should not be arbitrarily prevented from doing so.

### Cable Island

The following details the first part of the adventure, which involves events on Cable Island, off the coast of Maine.

### History of Cable Island

In 1756 Ian McCain was drawn into the madness of the mythos after discovering a battered and torn partial copy of the

*Necronomicon*. Inspired by the fragments, he set out to gain as much knowledge as he could in the hopes of using it to gain power.

There is no telling how much damage Ian might have done if he had not been stopped by his own family. In 1764 his brother, Sean and several other family members, tracked him down in Italy and learned what he had been doing. Sean confronted Ian and begged him to return to the world of sanity, but Ian refused. With great reluctance, Ian went to the authorities and brought Ian's activities to their attention.

Fearing punishment for his various misdeeds, such as grave robbing and murder, Ian fled to the new world aboard a small ship, with his brother in pursuit.

The two ships met off the coast of Maine during the summer of 1764. Sean and his fellows boarded Ian's ship and fought Ian and his compatriots. Though the battle was pitched and Sean was badly wounded, he and his fellows defeated Ian. When it was found that the larder of Ian's ship contained human remains and that some of his crew did not appear quite human, all thoughts of mercy left Sean. Ian and his surviving crew were quickly killed.

The men Sean lost were buried in a graves dug by the survivors and blessed by a priest who had accompanied them. Sean buried his brother's body in another grave some distance from those of his men.

Preston learned about Cable Island from the diary of Sean McCain. He discovered the book when doing research on mysterious events in Maine.

While the dark side of Preston is in control, he will go to the island and dig up the remains of Ian. After he brings the pieces to "Catrell's" house, he will raise Ian up in the flesh to question him about certain matters.

Preston will learn that Ian intended to join up with a man named Samuel Smythe in what is now Maine. Once he learns that

Smythe was supposed to be a mighty wizard, Preston will be determined to find his remains and raise him up. At this point, dark Preston will decide to try to get rid of the investigators. He will return to the island and prepare two traps. At the graveyard he will create six KA Dead and command them to slay those who come to the graveyard. At the grave of Ian he will create a Guardian seal and command the Guardian it to attack all who approach. He will then send the investigators to the island in the guise of the normal Preston.

### **Getting the Investigators Involved**

Preston will contact the investigators in his usual way and get right to the point. He will say the following: "After the events in Egypt I decided to take a more active role in searching out dire matters. Imagine my surprise when my research leads not to distant lands, but to our own shores. My clipping service has sent me information pointing to a significant increase in the number of grave robberies, especially those of older graves. Most disturbingly, some of the graves that have been disturbed have been those of reputed witches and wizards. While these activities might simply be the work of deranged people working without a true purpose, I suspect something more sinister. Through my contacts, I have prepared a list of sites that I would like you to investigate."

If the investigators agree, he will provide the promised information. The list consists of about twenty gravesites, most in New England.

Preston sincerely believes that his information is genuine, but it was "sent" to him by dark Preston. In order to avoid making the investigators suspicious, dark Preston will leave Preston alone while he conveys the information-otherwise a perceptive investigator might not see some sign of an ulterior motive.

While the investigators are out chasing down the wild geese, dark Preston will be searching for the location of Smythe's ritual site.

### **Investigation**

The "investigation" will be a series of wild goose chases, except for two. The fifth gravesite on the list will actually involve mythos activity and the twelfth will take the investigators to Cable Island.

In the wild goose chases, the investigators will find that either the graves have not actually been disturbed or that the incidents were just cases of fairly minor vandalism or ones where high school kids were caught drinking in graveyards.

### **A Wild Ghoul Chase**

By one of those odd twists of fate the investigators will stumble across real grave robbers while on their wild goose chase. Preston has no idea that anything is really going on in the town, but when the investigators report back to him (assuming they survive) he will weave it into a tale of conspiracy that will lead them to go on to Cable Island.

### **A Road Block**

When the investigators drive into the small New England town, they will be surprised to be stopped at a road block. There will be a police car and two officers at the road block. They are stopping every car and are searching it carefully. When the investigators reach their turn, one of them will recognize Officer Jennifer Hansen (she went to high school with the investigator and they were friends for a while). She will tell the investigator the following: "It's the oddest thing. Old Roger Colwin passed away recently. You know him; he's the guy that wrote those horror movies a while back. His funeral was set for the other day, but they found the church broken into and his

body gone. Roger was going to be buried with all his jewelry and its worth quite a bit. The chief thinks someone stole the body. You could pick a reward if you can help us out." If the investigators decline, she will check the car in a cursory manner and let them go. If they accept, she will tell them to go see the chief.

### **Meeting the Chief**

The police station is an old house that also serves as the city offices. In addition to Hansen and Chipman, there are four other officers in the town. The chief, Dale Chipman, is a likable man in his mid forties who speaks in a heavy New England accent. If the investigators talk to him, he will tell them some of what he knows. His story is the same as Hansen's. If the investigators ask about what the police found, he will say that didn't find any useful clues. If an investigator with psychology skill makes a psychology skill roll, he or she will be aware that the chief is holding something back. If the investigators are able to persuade him into talking or he thinks he can trust them, he will tell them that the footprints of large dogs or wolves were found around the church. He will also tell them that this isn't the first disappearance of a corpse. There have been six other such disappearances from the church and the local funeral parlor. In most of the cases, the tracks of large dogs or wolves were found in the dirt near the buildings.

### **Checking for Clues**

If the Investigators decide to check out the church, they will find that there are numerous prints that seem to be of large dogs or wolves. If an investigator with tracking skill checks the tracks carefully (and makes his or her tracking skill roll) he or she will learn that while the tracks are dog like, they were made by man sized creatures walking on two legs. The door to

the church has been forced open. A successful check using an investigator's Spot Hidden skill will indicate that the investigator has spotted a log in the nearby bushes. The log was apparently used as a battering ram. There are some hairs caught on the log and if they are analyzed at the nearest hospital (about a twenty minute drive) they will turn out to hairs from no known creature. If the Investigators try to follow the tracks, they will lose them when they reach the tar road.

### To Catch a Crook

If the players don't come up with a plan, the chief will say "Well, I guess we could always wait until somebody dies and then hide in the church to catch the crook." He will then come up with a plan. Once he gets permission from Harvey Carnnet, he will have the local paper post that Harvey has died and that he will be buried with his valuable collection of antique scrimshaw. Harvey will go into hiding prior to the announcement. The Chief will bring the Investigators in on it. The investigators, the chief, and one other officer will hide in the church and wait for something to happen.

Slightly after midnight, those in the church will hear something sniffing around outside, and then they will hear scratching at the door. As they turn to watch the door, a pack of ghouls will burst through the windows to attack. If more than half the ghouls are wounded or a quarter of them are killed, they will flee into the night. If the investigators pursue, they will see them head into the graveyard. Since it has rained recently, the ghouls will leave easy to follow tracks in the mud. These tracks will lead up to a stone slab (it weighs 50 kg). If the slab is removed, a narrow tunnel into the darkness will be visible and a horrid stench of decay will waft forth. The ghouls will be waiting in ambush in their warrens and will fight to the death.

If the investigators do not go along with the chief's plan, or they come up with one of their own, the results are left up to the referee.

### Ghoul Warren Map

The ghouls warrens consist of tunnels large enough for man sized creatures and larger chambers. The warrens are unlit and smell like an open grave on a hot day.

The ghouls themselves are detailed below.

**1. Entrance:** The entrance consists of a tunnel shorn up with wood and slabs of stone.

**2. Chamber 1:** This chamber, like the others, is shorn up with logs, stone slabs, and hunks of coffins. There are animal bones strewn about in this chamber. The younger ghouls use this area. There are initially four younger ghouls in this chamber.

**3. Chamber 2:** This chamber is used by the older ghouls. There is a mix of animal and human bones (all well gnawed) on the floor. There will initially be five older ghouls in the chamber.

**4. Chamber 3:** This chamber is used by the ghouls leader. All the bones in the chamber are human. Many of the bones have been pressed into the walls in patterns and Colwin's jewelry has been inserted among the bones. There are seven pieces of jewelry, ranging in value from \$5,000-25,000.

### Finish

If the investigators kill the ghouls, they should receive a 1D6 Sanity Point award. Further, the chief will be extremely pleased and will become a useful contact for them, should the investigators remain in play after the mini-campaign ends. He has several good friends in the FBI and will be sure to tell them how the investigators helped him out. In addition, if the investigators return the jewelry, they will receive a reward of

\$15,000 from Colwin's daughter who came to town for her father's funeral. She will also be grateful for their help. She has contacts in the movie industry and has inherited her father's wealth (it runs in the millions). If the investigators keep the jewelry, Colwin's daughter will thank them for solving the mystery and may be willing to help them, unless of course, she learns that they have stolen her father's jewelry. In such a situation, she will have them arrested. If the ghouls defeat the investigators, any survivors should lose 1D4 Sanity Points. In this case, more ghouls will come into the area and they may eventually become bold enough to attack and kill some of the townspeople one night.

When the investigators report their findings to Preston, he will say: "As I suspected-there does seem to be a conspiracy at work here. No doubt these creatures were commanded to commit their misdeeds by some greater intelligence. Perhaps this Colwin was more than a mere horror director...perhaps he had some connection to the real thing. I will investigate into his background using my contacts. You must, by all means, continue to check out the other sites on this list-I do believe we are on to something!"

Dark Preston will be somewhat dismayed that the investigators survived their unexpected encounter with the ghouls, but will be pleased to learn that there is a new type of ghoul at work in New England. He will make a note to see if he can use them to his advantage. Naturally, Preston will truly think that they are onto something-and, of course, they really are.

## On To Cable Island

As noted above, the next few sites the investigators investigate will turn out to be nothing of interest. However, the CableIsland site will provide a nice break from the safety of those dead ends.

Preston will tell the investigators about what he found in McCain's diary but will, obviously, not tell them that the island is a trap.

## Cable Island Maps

Cable Island is located off the coast of Maine. It is a windswept, rocky island with a few scrub pines clinging precariously to life.

There are two main sites of interest on the island: a graveyard and a grave. Each is detailed below.

**Graveyard:** This rough graveyard contains six headstones marking six graves. The headstones were added in 1768 by Sean. When the investigators arrive on the island, the graves will have been unearthed and the human remains reconstructed as KA Dead.

**The Grave:** The grave consists of stones piled up to form a small and rather crude mausoleum structure. When the investigators arrive they will see that the grave has been disturbed-several stones have been pushed aside. Lying near the grave is a notebook. The notebook is an extra piece of bait for the trap. Dark Preston has created a Guardian Seal on the stones. The Guardian is set to attack anyone who comes within 18 feet of the seal. The Guardian can be dealt with by the means described in the first adventure. The notebook belongs to a student, Jane Wilson, who attends college where Preston teaches. She left the notebook in a classroom and Preston picked it up. Dark Preston, influenced subconsciously by Preston, decided to leave it as bait, thinking that the investigators would mistake it for an important clue and be tempted to face the Guardian.

## Action on the Island

The investigators will face two main threats on the island. The first is the KA Dead in the graveyard. They have been instructed to attack those who enter the area, and they will do so. For dramatic effect, it is

best if the island is shrouded in a low fog-that way the dead can rise up out of the fog and click-click their bony way towards the investigators. They will use chunks of stone as crude striking implements and will fight until destroyed or the investigators are driven away.

The second is the Guardian. The investigators will probably be caught by surprise, but (assuming they have completed "The Bookstore" they should know what they are dealing with. It will attack relentlessly until defeated or until the investigators leave the area. Since the seal is not on the notebook (thanks to Preston's subconscious influence) the investigators could retrieve it from a safe distance. If they destroy the seal, the Guardian will pursue them until they are destroyed, it is or they escape. If they escape, the Guardian will set off in search of things to brutalize-it might go in any direction, including under water.

Ironically, if the investigators call on help from Preston to deal with the Guardian, he will help them-he still knows the spell from "The Bookstore." The Guardian will seem a bit confused by Preston and will menace him, but not attack. Even if dark Preston sees an opportunity to finish off the investigators while confronting the Guardian, he will be unwilling to do so-killing them in person is not something he can yet bring himself to do.

Having Preston aid the investigators against the Guardian is an excellent way to allay any doubts the investigators might have about him. And, if they see the Guardian act in a confused manner towards him, they might be more likely to accept his later claim about there being a duplicate of him (see below).

### **Finish**

If the investigators defeat the KA Dead and the Guardian, they should receive a 1D6

Sanity Point reward or 1D4 for defeating either but not both.

If the investigators acquire and keep the notebook, they will find that is actually something of a clue-if the investigators contact Wilson and check up on the class schedule, they will learn that Preston teaches a class in the same room where Wilson takes a class. Wilson does not know Preston and has no useful information. She will, however, discuss her favorite reality TV shows endlessly if given the chance.

If the investigators question Preston about the notebook he will be honestly puzzled and will say that he has no idea why it was there. He will consider it unlikely that Wilson is involved in a conspiracy, but will speculate that it was planted by someone to sow division between them. He will say that the notebook shows that the conspirators know who he and the investigators are, so they must be extra cautious. He will add that he plans to buy a pistol, just in case.

If he is informed about the KA Dead and the Guardian, he will say the following: "Very strange...very strange indeed. It is as if our past has come back to haunt us. Literally. This evidence supports my hypothesis that we face a conspiracy and that our past challenges have not been a matter of chance. It seems likely we have come into conflict with some evil that has spans not only the world but also across eons. We must be resolute, but cautious...one can only imagine the power of what we face."

If the investigators seem suspicious of him or if they directly question him, Preston will sincerely state his dedication to their cause and that he is not involved with the powers of evil in any way but as their implacable foe.

### **Ritual Site**

While the investigators are dealing with the situation on Cable Island and chasing the

other wild geese, dark Preston will locate the ritual site. However, his attempts to get to Smythe's remains will summon the guardians of the ritual place and dark Preston will barely escape with his life.

He will decide that it was fortunate after all that the investigators did not perish on Cable Island-he can use them to defeat the guardians and thus gain access to Smythe's remains.

In order to get the investigators involved with the ritual site he will trick two of his undergrad students into going to Maine on a research trip-to the ritual site. He will have Ian McCain trigger the defenses of the site, thus summoning the Blood Vortexes that guard it. Being bloodless, McCain is of little interest to the Vortexes-however, the students will be savagely slain and their bodies will be left about 20 yards from the circle to be discovered.

### **True Lies**

While the investigators are running down the other wild geese, Preston will contact them with the following information: "I have found something terrible that might well be relevant to the conspiracy we are investigating. Through my contacts I have learned that two bodies have been found in Maine park-bodies that have been completely drained of blood. We should investigate at once."

When the investigators arrive in Maine, they will be able to learn that, as Preston said, two bodies were found in the park near an area known locally as "Smith's Stonehenge." If the investigators have police contacts or are persuasive or clever, they will be able to learn that the two were Sally Jones and Sanjay Gupta, two promising and bright religion students who attended the school where Preston teaches. If the investigators are able to see the bodies or access the police reports, they will learn that the blood has literally been extracted from

the bodies through the skin. Both died with looks of incredible pain and horror on their faces.

If the investigators inform Preston of the identities of the victims, he will be horrified and say: "This is terrible...terrible beyond words. I cannot help but feel responsible. If I had not meddled in things...they would still be alive!" He will then add: "But this is no time to wallow in guilt and pity! We must stop the fiends who are behind this!" Preston's anger will be genuine and he will insist that the investigators do all they can to find and destroy those responsible. He will suggest that they investigate further.

If he is told about Smith's Stonehenge or if the investigators check on their own, they will learn that its name is from the fact that the original owner of the land was a Samuel Smythe. Local legend says that the stones are ancient, but most experts dismiss them as the work of a bored farmer. The stone circle is, in fact, quite ancient and was found by Smythe and used in his rituals.

If the investigators don't mention the stones, he will bring the matter up and ask them to investigate.

### **Ritual Site Map**

The ritual site is located in a park in Maine. The park is open to the public during the day and for camping, although the two deaths have greatly cut down on the number of people visiting.

**Park Trail:** This is a dirt biking and running trail. Motorized vehicles are not allowed in this part of the park so the investigators will need to walk or bike here-or risk attracting police attention.

**Foundation:** This is the foundation of the old Smythe farm. It long ago collapsed and rotted away, leaving only the foundation of stones.

**Ritual Site:** The ritual site consists of five hand hewn stones. The four outer stones are

about eight feet tall and the center stone is twelve feet tall. Smythe's remains are under buried to the north of the center stone, about two feet from it. There are signs of digging there, plus an abandoned shovel. The shovel has Preston's prints-but the prints are from two hands.

If the investigators dig in the disturbed area, the defenses will be triggered and two Lesser Blood Vortexes will be summoned to the area and attack relentlessly, pursuing the investigators up to fifty feet from the central stone. If the investigators get more than fifty feet away, the Vortexes will depart until summoned again.

### **Finish**

If the investigators defeat the Vortexes and report back to Preston, he will say "Excellent...those poor students have been, in some small way, avenged. But, we must find out who is behind this and stop them before more innocents are harmed." The investigators should receive 1D3 Sanity Points as a reward for defeating the Vortexes.

If the investigators dig up the remains of Smythe, Preston will ask for them. He will say "perhaps I can learn something by examining these bones." Naturally, he will want the bones so dark Preston can raise up Smythe.

If the investigators encounter the Vortexes but do not defeat them, Preston will attempt to persuade them into taking further action by saying "we cannot just leave those things there...some innocent person might stumble across them. We must destroy them."

If the investigators do not destroy them, dark Preston will be forced to do it himself with the aid of McCain. The Keeper might wish to have a few innocents trigger the Vortexes by accident-learning of this should cost the investigators 1D3 Sanity Points.

If the investigators destroy the remains, dark Preston will have to fall back on a second plan and acquire the remains of a

lesser wizard. In this case he will send the investigators on more wild goose chases to keep them away while he seeks what he needs. In this case, the later events will unfold with another wizard in place of Smythe (see below).

If the investigators find the shovel and check it for prints with the proper equipment, they will be able to find some very good ones. They will not be able to find a match in the police files-Preston's prints are not on record anywhere. If they think to get a print from Preston and match it, there will be match-but they will find that the shovel has prints from two hands, while Preston has but one.

If the investigators confront Preston with this, he will say "This is most odd. The prints match, but as you can plainly see, I have but one hand. This seems almost impossible, but the only sensible explanation seems to be that there is some sort of duplicate of me...well, not quite a duplicate, since he has both hands and can evidently stand well enough to shovel. This would explain how my students were brought to the site-they no doubt thought that he...or it...was me. We must be doubly on our guard now...perhaps whatever we face can duplicate or imitate any of us."

If the investigators don't believe him and decide to attack, he will shift into his restored form and fight as best he can using his gun and magic. If they defeat him, they will be able to find a financial paper trail that leads to the Catrell house. There they will find McCain-he does not understand this time well enough to get about on his own and his undead state does not really permit him the chance to wander about and ask questions.

### **Catrell's House**

Once dark Preston has the remains of Smythe, he will set out to raise him up in the flesh with the ritual. It will take dark Preston



some time to get ready-for a wizard of Smythe's reputation he will want to be fully prepared.

Shortly before dark Preston intends to conduct the ritual, the "nightmares" that have been plaguing Preston will come to a head. He will have a feeling that something is not right and will go through his class on autopilot, which will worry his students and colleagues. He will chalk it up to the loss of the two students. After class he will go to his office and calls the investigators, telling them to meet at his office as soon as they can.

When the investigators arrive, they will find his office in disarray-the books are knocked over, the chair overturned and his coffee cup is on the floor. Lying in the puddle of coffee is an electrical bill listing James Catrell and the address of "Catrell's" house. Along with the bill is a check-signed with Catrell's name, but in Preston's very distinctive style.

This clue, left by Preston, should direct the investigators to Catrell's house and the final part of the adventure.

### **Catrell's House Map**

The house is located in a nice neighborhood and is well maintained. There is nothing sinister about it-beyond what is normally present in suburban America.

### **First Floor**

**Dining Room:** A normal dining room. It does not show any signs of use-dark Preston generally eats in the kitchen.

**Bedroom:** A fairly normal bedroom. The clothes in the dresser are a few sizes larger than the ones Preston wears-he is, after all, larger in his restored state. There is a 9mm pistol on the nightstand along with a box of ammo.

**Bath:** A normal bathroom.

**Kitchen:** A standard kitchen. The fridge contains some soft drinks, mostly high of the

high caffeine variety. There is a coffee maker and plenty of coffee. The shelves contain some food-mostly the type that stays good for at least a year. Dark Preston is not much of a cook at generally microwaves instant meals.

**Living Room:** A normal living room. It contains a TV and basic furniture. Dark Preston has the TV on a timer-he is worried that if the neighbors don't see the distinctive light of a TV at night they might grow suspicious that he is not like them (a person who doesn't watch TV all the time might be capable of other terrible crimes as well).

**Garage:** The garage is a normal garage and is stocked with a variety of tools. It is well organized and it is clear a tool (the shovel from the ritual site) is missing. Dark Preston finds the garage very useful-it enables him to transport people and things to and from his house without people being able to see them. He has a van with tinted windows that he uses for this purpose (purchased with a stolen identity).

### **Basement**

**Main Room:** The main area of the basement is empty.

**Utility Room:** This room contains the washer, drier, water heater and furnace.

**Study:** The study is well appointed with a comfortable chair and an oak desk. On the desk are maps of various areas, lists of graveyards as well as a laptop containing detailed notes that focus on the probably location of various graves of wizards and witches. The laptop also contains an encrypted file listing thirty seven stolen credit card numbers-dark Preston has been using them to buy things. There are also numerous emails from people around the world. Most are fairly mundane emails from historians, people obsessed with graveyards, self-proclaimed witches and a variety of freaks. A few however, seem oddly disturbing as they speak very knowingly of

graves that have been lost to the living for centuries. There are also stacks of letters, some containing photos or etchings from gravestones or maps of graveyards. As with the emails, most are fairly mundane but some have an extra edge that implies the author knows more than a normal person should about such matters. All emails and letters are addressed to “James Catrell.” These letters or emails can be used as lead ins to future adventures, if the Keeper so desires.

**Storage:** This storage room is empty.

**Library:** This library contains a wealth of occult and history books as well as handwritten copies (in Preston’s handwriting) of *Notes on Magic* and *Blane’s Book*. There are also stacks of copies of articles, books and clippings on graveyards-with most being about the resting places of people reputed to be wizards or witches. The west wall of the library has a bookshelf that pulls forwards on small wheels (Spot Hidden check to notice) to reveal the ritual chamber.

**Ritual Chamber:** This chamber was dug out of the earth by ghouls called by dark Preston. He put in support beams and plywood over the dirt to secure the room. It contains a large round table stocked with all the various things needed to raise up the dead. There is also a chair and a stack of books and magazines-Ian generally stays in this room and reads when dark Preston is away. There is also a lock box in the corner containing jewelry and cash-all taken from the dead by ghouls and given to dark Preston in return for his aid in various matters.

### Confrontation

Ideally, the investigators will arrive as dark Preston is beginning the ritual to raise up Smythe. Ian McCain will be present as well, to assist. Dark Preston will first attempt to trick the investigators by saying “This is not as it seems. True, I have led you

astray, but only for your own protection. I have been fighting the darkness relentlessly, using my apparently crippled form as a clever disguise. After all, who would suspect a cripple of being able to take action? I am in the process of a ritual that will destroy the evil potential in these bones-if this is not done, terrible things will happen.”

If the investigators believe dark Preston, he will complete the ritual and bring Smythe back to a semblance of life. Smythe will not be terribly pleased by this, but will recognize McCain and will aid him against the investigators. The three will then attempt to destroy the investigators. Alternatively, dark Preston might decide to fake a ritual to “purge” the remains and then talk the investigators into leaving. He will then complete the ritual and set about finding the locations of more wizards from Smythe.

If the investigators doubt dark Preston, he will still do his best to talk them out of taking violent action. If this fails, he and McCain will fight the investigators.

### The End

The adventure ends when the investigators defeat dark Preston and his ally (or allies) or they themselves are defeated. If the investigators are defeated, dark Preston will kill them quickly and as mercifully as possible. If dark Preston escapes, he will set about to fulfill his plans in another place and it will be up to the Keeper as to what happens next.

If the investigators defeat dark Preston, they should receive a 1D8 Sanity Point reward for putting and end to things. Ideally, the best way to end the confrontation is to have Preston hinder dark Preston at a crucial moment, allowing the investigators to finish him-at that moment, the investigators should see the true Preston, their old friend, as he was...just before he dies.

More cynical Keepers can, of course, simply let events play out with no extra drama or theatrical ending.

## NPCs

### **Dr. Reginald Preston, Scholar**

STR: 4 (9) CON: 7 (13) SIZ:8 (11) INT: 15  
POW: 18 DEX: 6 APP: 9 EDU:20  
SAN: 51 (0)HP:8 (12)DB: -1D6 (+0)

Important Skills: Astronomy 11%, Bargain 65%, Credit Rating 35%, Cthulhu Mythos 18%, Library Use 90%, Natural History 20%, Persuade 62%, Psychology 27%, Occult 65%, Philosophy & Religion 82%  
Languages: French 41%, Latin 62%, German 41%, Spanish 16%, Japanese 11%, Russian 15%, Chinese 12%

Weapons: Fist 50% 1D3-1D6 (0), 9mm Pistol 20% Damage 1D10 Range 20 yards Shots/Rd 3 Shots 10

Spells: Elder Sign, Call up Dwellers of the Charnel Yard (Contact Ghoul), Compell Ghoul, Symbol of Power (Voorish Sign), Binding of the Ethereal Protector (Bind Guardian). Ward Ghoul, (Restoration of Flesh, Raise KA Dead, Raising of the Flesh)  
Description: At the age of eight, Preston was in terrible automobile accident that killed his parents and left him physically crippled. Fortunately, even at that young age, Preston had an indomitable will that prevented him from giving in to despair. Taken in by his uncle, a noted professor of religion, Preston was set upon a path of learning. By the time he was twenty-three, he held two doctorates and was considered one of the foremost scholars in the fields of philosophy and religion. His scholarly pursuits would have led him to a notable, if mundane, career if not for his chance discovery of a strange text at an old bookstore. This book, a minor mythos text, started him on a path of strange research into the occult and the mythos itself. Since that time Preston has been

diligently pursuing clues to the true nature of the world.

Physically, Preston is a very thin man who is missing both legs and half of one arm. He has scars across his face and is confined to a wheel chair most of the time. He has prosthetic legs and a prosthetic arm, but the severity of his injuries and later illnesses prevents him from being very active physically. Mentally, Preston is extremely sharp and displays a powerful and influential personality.

At this point Preston has completed the ritual for Restoration of Flesh. The statistics given in parentheses are the statistics for when Preston is utilizing the Restoration. The spells in parentheses are those that dark Preston knows but Preston no longer remembers. When restored, Preston's limbs are normal and his scars vanish.

One side effect of the ritual is that a true split personality was created—one aspect is the normal Preston who is devoted to saving the world. The other aspect, "dark Preston", was spawned by a mix of Preston's lust for knowledge and the corrupting influence of the ritual. This aspect has created a false identity and passes itself off as James Catrell.

The normal Preston does not recall that he conducted the ritual, although he does know the spell. As far as he knows, he thought about conducting the ritual, but never did. He was vague inklings of what dark Preston is doing, but they manifest mainly as vague dreams and hunches. Dark Preston knows all that Preston knows, so he will probably know about the investigators' plans.

When Preston's body is in its restored state, dark Preston is fully in charge. When the body is returned to its unrestored state, Preston is nominally in charge, although dark Preston lurks beneath the surface and can seize control at any time.

Dark Preston is rather cruel and callous. His only real concern is gaining knowledge

about the mythos and he will do anything to achieve this end. Despite the dominance of the dark Preston aspect, it still contains fragments of the true Preston and these sometimes interfere with Nyarlathotep's designs-perhaps even with its concurrence.

### **Officer Jennifer Hansen**

STR: 12 Con: 14 SIZ: 10 INT: 12 POW: 11  
DEX: 13 APP: 13 EDU: 17 SAN: 55  
HP: 12 DB: 0

Relevant Skills: Fast Talk 25%, First Aid 35%, Law 23%, Handgun 45%, Shotgun 41%, Nightstick 50%, Listen 39%, Drive Automobile 55%, Martial Arts 32%

Weapons: 9mm 45% Damage 1D10 Range 20 yards Shots/Rd 3 Shots 17, 12 Gauge Shotgun 41% Damage 4D6/2D6/1D6 Range 10/20/50 Shots/Rd 1

Shots: 8, Nightstick 50% Damage 1D6  
Description: Hansen is a young woman who is in good shape. She has red hair, green eyes and a somber look. She was an officer in Boston for three years, but moved to Maine after her marriage fell apart (her husband, whom she was putting through law school, was cheating on her). She does not believe in the supernatural, but is brave and will be willing to aid the investigators

### **Chief Dale Chipman**

STR: 14 Con: 13 SIZ: 14 INT: 13 POW: 13  
DEX: 11 APP: 11 EDU: 18 SAN: 65  
HP: 14 DB: +1D4

Relevant Skills: Fast Talk 35%, First Aid 42%, Law 43%, Handgun 55%, Shotgun 51%, Nightstick 41%, Listen 45%, Drive Automobile 65%, Ride 55%

Weapons: 9mm 55% Damage 1D10 Range 20 yards Shots/Rd 3 Shots 17 HP 8, 12 Gauge Shotgun 51% Damage 4D6/2D6/1D6 Range 10/20/50 Shots/Rd 1 Shots: 8, Nightstick 41 % Damage 1D6+1D4

Description: Chipman is a large, quiet man in his mid 40s. He was an officer in New

York City for several years, but returned home to Maine after the violence and unending crime burned him out. Chipman is very intelligent and prefers to think before acting. He does not really believe in the supernatural, but his in the Big Apple taught him that just about anything can happen. If the investigators are cooperative, he will be willing to work with them.

### **Typical Officer**

STR: 12 Con: 12 SIZ: 11 INT: 12 POW: 11  
DEX: 12 APP: 10 EDU: 16 SAN: 55  
HP: 12 DB: 0

Relevant Skills: Fast Talk 22%, First Aid 30%, Law 15%, Handgun 35%, Shotgun 35%, Nightstick 35%, Listen 35%, Drive Automobile 40%, Martial Arts 15%

Weapons: 9mm 35% Damage 1D10 Range 20 yards Shots/Rd 3 Shots 17, 12 Gauge Shotgun 35% Damage 4D6/2D6/1D6 Range 10/20/50 Shots/Rd 1

Shots: 8 , Nightstick 35% Damage 1D6  
Description: The typical officer is between 20 and 40 years of age, in fair physical condition, and of average intelligence. Most of the officers do not really believe in the supernatural.

### **Ian McCain, undead wizard**

STR: 18 Con: 19 SIZ: 14 INT: 15 POW: 16  
DEX: 6 EDU: 18  
HP: 17 DB: +1D4

Special: Impaling weapons do one point of damage, other weapons do half damage.

Sanity Loss: 1/1D8 Points

Weapons: Bite 30% Damage 1D3, Punch 50% 1D3+, 9mm Pistol 20%Damage 1D10 Range 20 yards Shots/Rd 3 Shots 10

Spells Known: Elder Sign, Contact Deep One, Contact Ghouls, Shriveling,

Description: Ian McCain was a budding wizard in the 1700s who was defeated and killed by his own brother. He was raised up by dark Preston and has mixed feelings

about his situation, given that he exists again, but occupies a putrid and rotten shell.

Ian is extremely intelligent and well able to use the pistol dark Preston gave him. In combat he will use the pistol and rely on his dead state to carry him through. He will use Shriveling if his foes seem especially dangerous.

**Samuel Smythe, undead wizard.**

STR: 17 Con: 20 SIZ: 15 INT: 17 POW: 20

DEX: 5 EDU: 21

HP: 18 DB: +1D4

Special: Impaling weapons do one point of damage, other weapons do half damage.

Sanity Loss: 1/1D8 Points

Weapons: Bite 30% Damage 1D3, Punch 50% 1D3+1D4

Spells Known: Elder Sign, Black

Binding, Call/Dismiss Azathoth, Clutch of Nyogatha, Conjure Glass of Mortlan,

Contact Deep One, Shriveling,

Summon/Bind Blood Vortex, Summon/Bind Hunting Horror

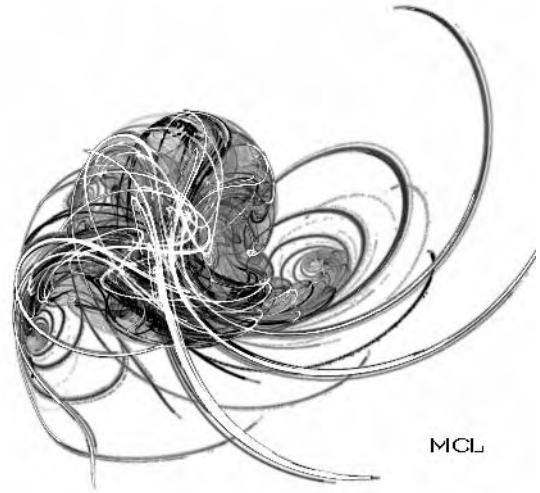
Description: Smythe was a powerful wizard in life and had no desire to be used by other wizards in death-having dug up a few of his brethren, he knew all too well what his fate might be. To protect his remains, he and his loyal followers bound Blood Vortexes to protect his grave against those who would intrude upon him. He did hope that one of his followers would discover a means to restore him to existence, which is why he did not have his remains simply destroyed.

While Smythe will most likely come back to a semblance of life while the investigators are present and will probably be involved in combat right away, he is accustomed to bizarre things and will recover quickly from the initial shock. If he is attacked, he will use his spells and fists.

He knows McCain and will side with him initially. If he survives, he will set out to restore his body to a proper existence and work on establishing a cult and power base-

once he gets a good grasp on the modern world.

## Mythos Beings



**Lesser Blood Vortex, Lesser Servitor Race**

Char	Rolls	Averages	#1	#2
STR:	2D6	7	8	9
CON:	3D6	10-11	12	13
SIZ:	2D6	7	8	10
INT:	3D6	10-11	12	13
POW:	2D6	7	6	9
DEX:	5D6	17	20	19
HP:		10-11	10	12
DB:		0	0	0

Move: 10

Weapons: Slash 60% Damage 1D6

Armor: None, but mundane weapons inflict only minimum damage. They sustain full damage from enchanted weapons and spells. They also regenerate (see above).

Spells: None

Sanity Loss: 0/1D6 Sanity Points to see a Lesser Blood Vortex.

Description: Blood Vortexes are terrible beings that must be summoned through a special blood ritual (see below). In their natural state, Blood Vortexes are loci of energy and malign intelligence that dwell in the empty places of space. When summoned, they form swirling bodies from the spilled blood of the victims used

in the ritual.

Blood Vortexes move by flying and are remarkably fast and agile. In combat, they slash out with pseudopodia of blood. These tendrils rip at their victims and pull blood from their veins. These attacks inflict 1D6 damage per hit. In addition, the blood can be used to strengthen a Blood Vortex. A Blood Vortex’s hit points increase by one point for every two points of damage it inflicts.

Blood Vortexes are themselves resistant to most forms of physical damage (being liquid and energy). They sustain only the minimum damage from physical attacks. Attacks that do damage on a large scale (like explosions) and attacks that are especially effective against liquids (such as flame-throwers) will do normal damage. At the Keeper’s discretion, other forms of attacks (like high-pressure water hoses) might prove effective.

**KA Dead**

Char	Rolls	Averages	#1	#2	#3	#4	#5	#6
STR	3D6	10-11	12	11	11	14	12	13
CON	N/A							
SIZ	2D6+6	13	14	13	11	14	10	13
INT	1D6	3	2	4	2	1	2	3
MP*	1D6	3	3	3	3	3	3	3
DEX	3D6	10-11	12	11	9	11	14	15
DB			1D4			1D4		1D4
Attack	1D4		36%	33%	27%	33%	42%	45%

Move: 7

HP See Below

Sanity Loss: 0/1D6

\*KA Dead have Magic Points instead of POW.

Description: These skeletons are similar to those on page 183 of the 5<sup>th</sup> edition of *Call of Cthulhu*. Like the “normal” skeletons, the KA Dead are immune to criticals, impales and such. Instead, each successful attack has a 4% chance per point inflicted of shattering the skeleton. Unlike a normal skeleton, a KA Dead is animated by a stone that floats in its rib cage. This stone holds the fragments of spirit that animate and direct the bones. The stone confers the KA Dead with the ability to reform itself if it is “destroyed.” Each reformation costs the KA Dead one Magic Point. When a KA Dead runs out of Magic Points, it is destroyed and the stone crumbles to dust.

**New England Ghoul, Lesser Independent Race**

<i>Char</i>	<b>Rolls</b>	<b>Averages</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>6</b>	<b>7</b>
STR	3D6+8	18-19	23	21	19	18	20	15
CON	2D6+8	15	18	15	17	16	14	16
SIZ	2D6+8	15	19	14	18	20	17	18
INT	3D6	10-11	12	10	9	12	10	15
POW	3D6	10-11	14	11	7	9	12	13
DEX	3D6	10-11	12	10	14	12	13	11
HP		15	19	15	18	18	15	17
DB		+1D6	+2D6	+1D6	+1D6	+1D6	+1D6	+1D6

Move 9

Average Damage Bonus: +1D6

Weapons: Claws 40%, damage 1d6+1+DB

Bite: 40%, damage 1D6+1+automatic worry.

Armor: Firearms and other piercing projectile weapons do half rolled damage.

Spells: None.

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

Sanity Loss: 0/1D6 Sanity points to see a New England Ghoul.

**Description**

New England Ghouls are loathsome beings that are believed to be an even more degenerate and animal like relative of the “common” ghoul. These ghouls are relatively new to the surface world, having dwelt for untold centuries scavenging hideous corpses in the subterranean realm under the earth. Now that they have come to the surface, they have found that they have a taste for dead humans. While they generally prefer to gather already dead bodies, they are not adverse to killing humans. They will, however, let a corpse age a bit before feasting on it. Given their feeding habits, they are generally found near graveyards, funeral homes, and hospitals.

New England Ghouls are intelligent, but they are not known to have their own technology. They will, however use human tools and are skilled at constructing underground lairs. New England Ghouls have been known to deal with some degenerate and wicked humans, primarily by exchanging valuables in return for corpses.

In combat, New England Ghouls rip at their victims with their claws and rip with their wolf like fangs. Thus, a ghoul can make up to three attacks each round. If a ghoul strikes with both paws and bites in a round, it can hold the victim and rip at him with its teeth. Such attacks succeed automatically and inflict 1D4 each round. To break away, the victim must match his STR against the ghoul’s STR.

## Raising Up Handouts

### Player of Hell Handouts

*From The Ancient Ways of the Vrykolokas.*

The vrykolokas, like other vampires, is an undead being who subsists on the blood of the living. Like the others of its family, it is supposed to find the cross repulsive...

...Unlike in the myths of the Balkans, the vrykolokas lies not in his coffin during the day. This horror may freely traverse the waking world, but fortunately it is weaker and less energetic in the light of day...

...While the vrykolokas feeds upon the blood of its victims, it also has a singular method of finishing its dining. When the victim is at last slain, the vrykolokas devours the entire corpse. The noted German metaphysician Hasselberg speculates that the creature does this to prevent the creation of a competitor. He speculates that a victim slain by a vrykolokas will rise again as a vampire. Other sources state that vrykolokas are created from the bodies of people who were vicious beyond the pale of humanity in life...

...While the tales of the Balkans state that a vampire might be slain by a wooden stake, by decapitation or by the use of silver bullets, the vrykolokas proves to be unaffected by such attempts to end its existence. The only thing that has proven to be a reliable means of scourging the creatures is the use of fire...

...Like other vampires, the vrykolokas has an unusual appearance. The skin is like ancient papyrus, the face features unusual growths of hair, and the body seems to be starved. The eyes, like those of other vampires, are hypnotic. The creature has a great and terrible ability to sway the minds of men, especially those who are feeble, inexperienced or tainted with evil...

...A final mark distinguishes the vrykolokas from other vampires. Whereas most vampires will simply select a victim based on his whims and set to feeding, the vrykolokas must present his intended victim with a physical item that creates the foul spiritual link between victim and victimizer. The victim must freely take this item, but once it is in the victim's possession it proves to be indestructible and unavoidable. It has been speculated that the item is not, in fact, a physical object at all, but a manifestation of the creature itself...



## Raising Up Handouts

### Tomb of Ash Handouts

#### Southport's 1921 Document

One chamber is filled with bones. Among the bones are stones which bear odd marks. While no doubt symbols in an ancient language, they bear some resemblance to the letters 'K' and 'A'.

Another chamber was most disturbing. The floor is strewn with shattered bones (which appear human). For some reason we all felt a mysterious sensation upon entering this chamber. While I place little stock in the nonsense of the spiritualists, for the brief time I entered the room, it was as if the dead were trying to reach out to me. Utter balderdash of course ...but I will not return to that chamber.

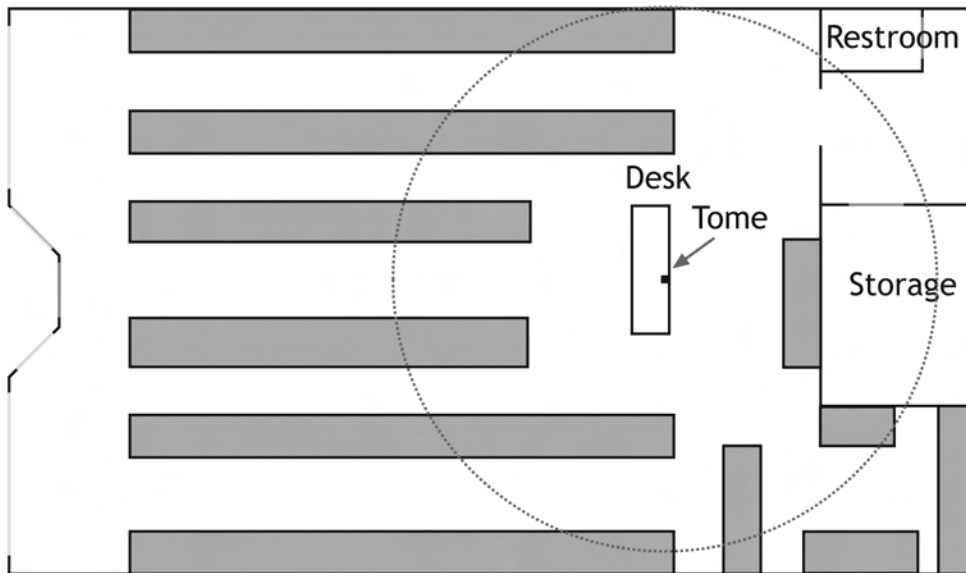
The next to last chamber we entered contained three mummies. These gruesome figures were wrapped in crude cloths and seemed to be spiked to the wall of the chamber. Each one has a mask of bronze upon its head. My cursory examination revealed that the bronze had been heated and forged into a mask around their heads. The walls of the chamber are engraved with scenes that indicate why they had received such a dire fate—apparently they had engaged in some sort of terrible rituals abhorred even by the polytheists of Ancient Egypt.

In the final chamber we found a stone sarcophagus. We had little time for observation here. No sooner had we entered than George said that he heard something behind us. Fearing grave robbers, we readied our pistols. However, those who entered the chamber were not robbers. They were the inhabitants of the tomb, the dead come back to some semblance of life.

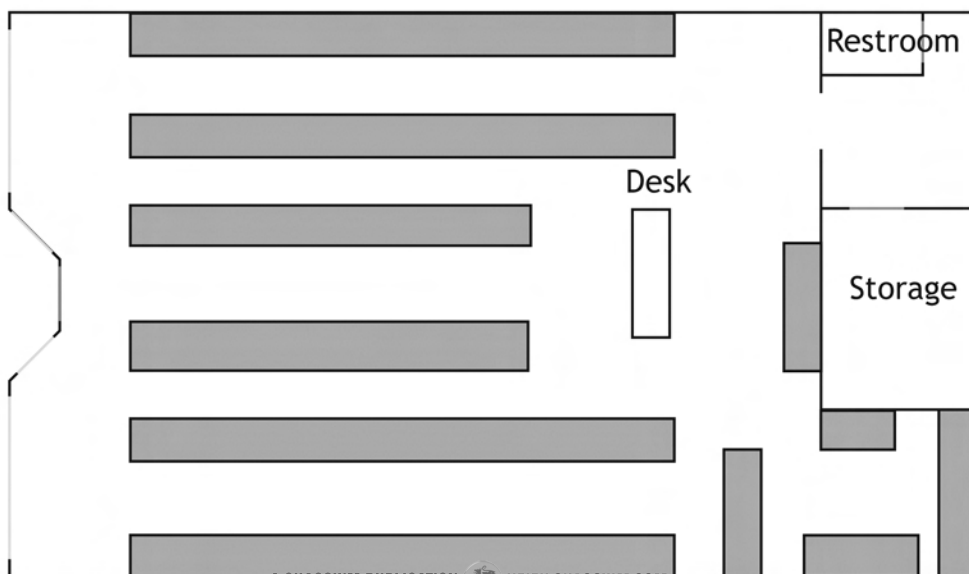
It shames me to say that I survived not because of any bravery or strength, but only through a mixture of luck and fleetness of foot. My fellows and I agreed to run for our lives after seeing that our pistols had no discernible impact upon the horrors. I reached the surface and realized that I was the only one who had made it back into the light of day. Though I loved them as brothers, nothing on this earth could have compelled me to enter the tomb again.

# Raising Up Maps

*The Bookstore Keeper's Map* Range of the Guardian



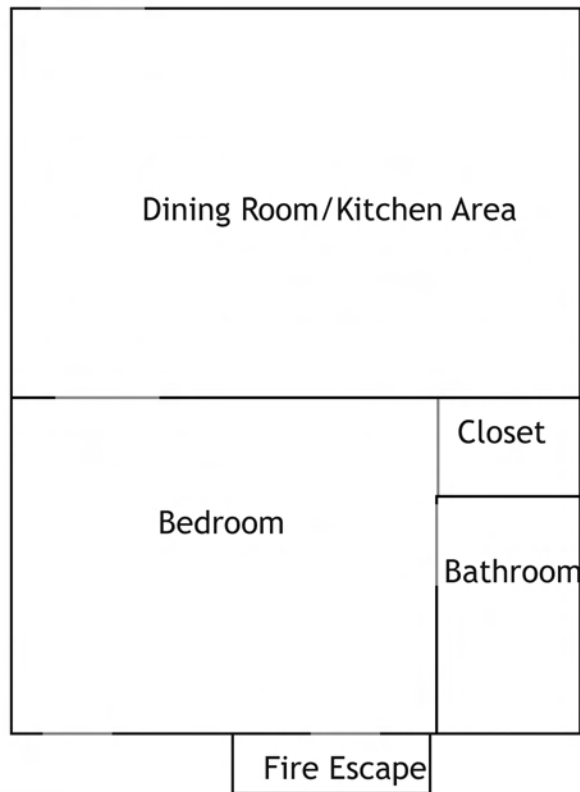
*The Bookstore Players' Map*



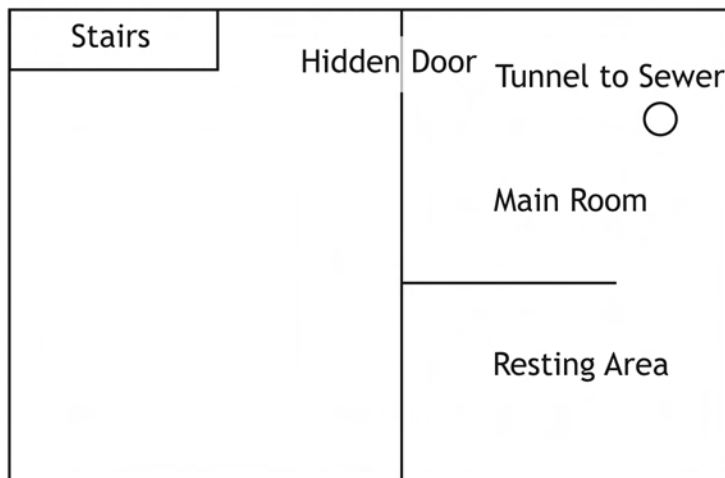
# Raising Up Maps

## The Player of Hell Maps

Apartment



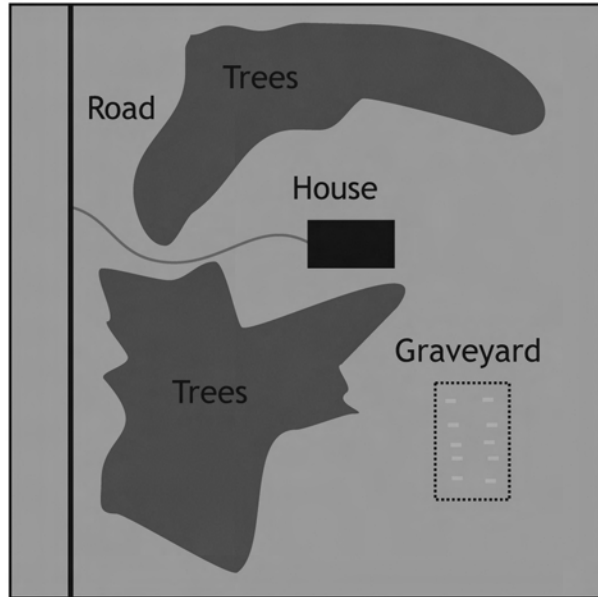
Basement



# Raising Up Maps

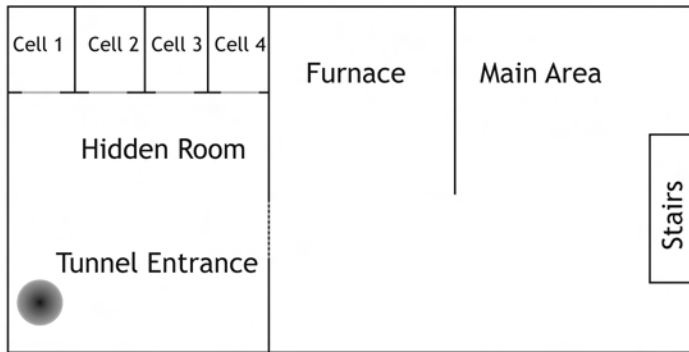
## The Bone Dealers Maps

Area Map

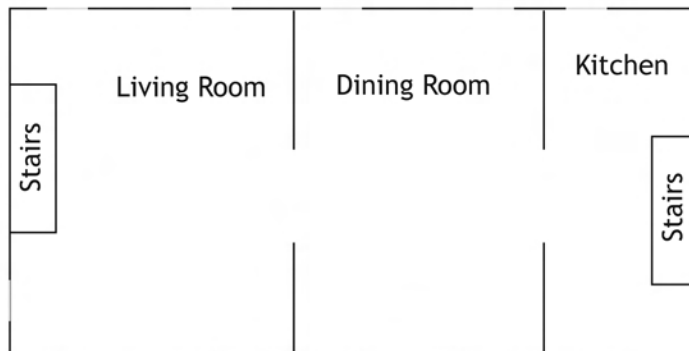


The Blane House

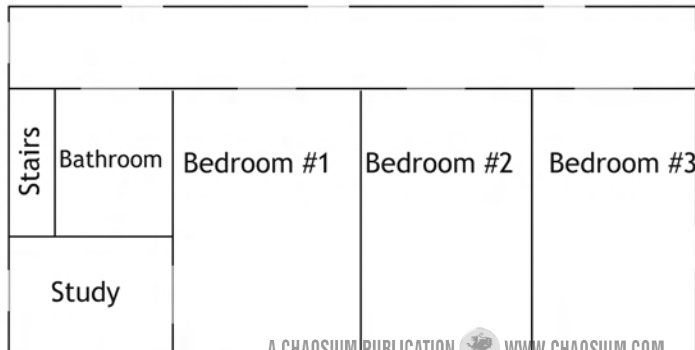
The Basement



First Floor

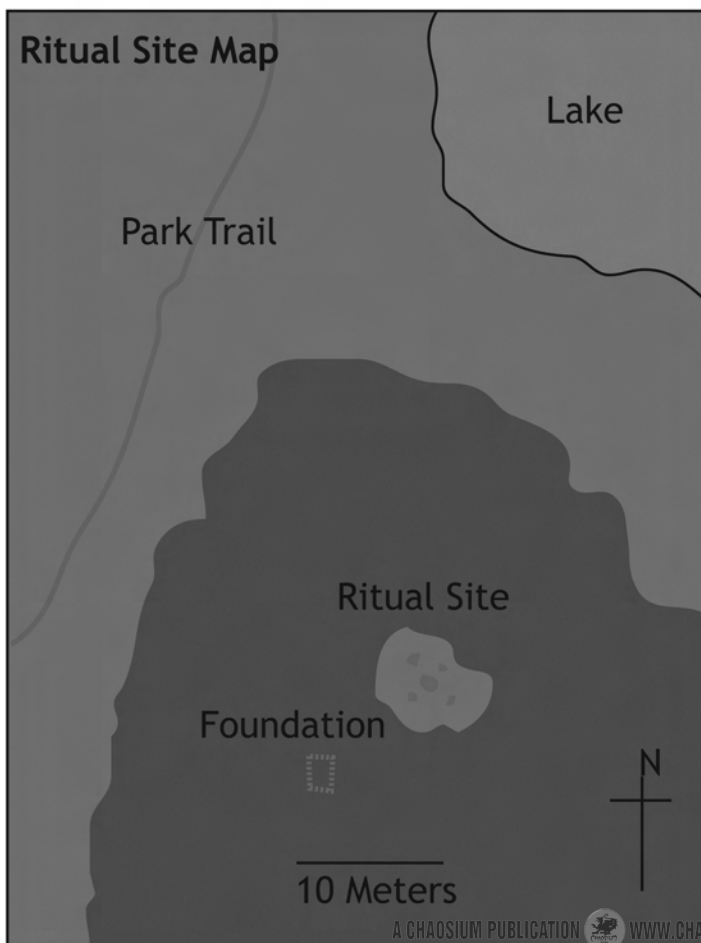
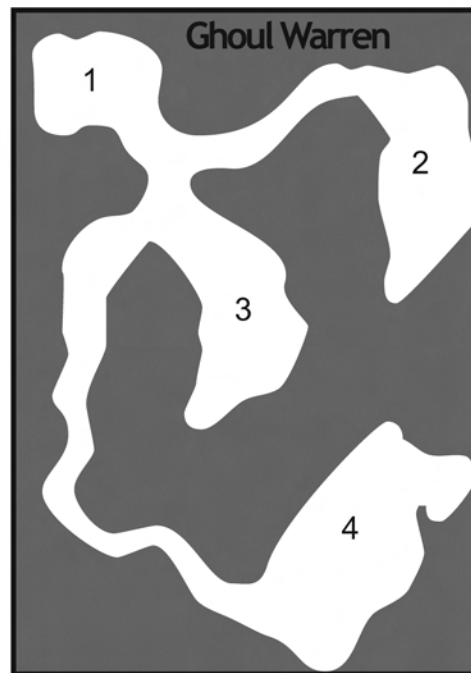
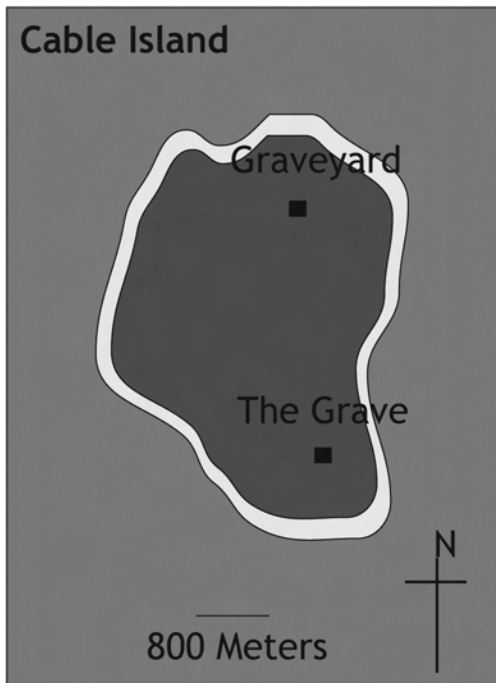


Second Floor



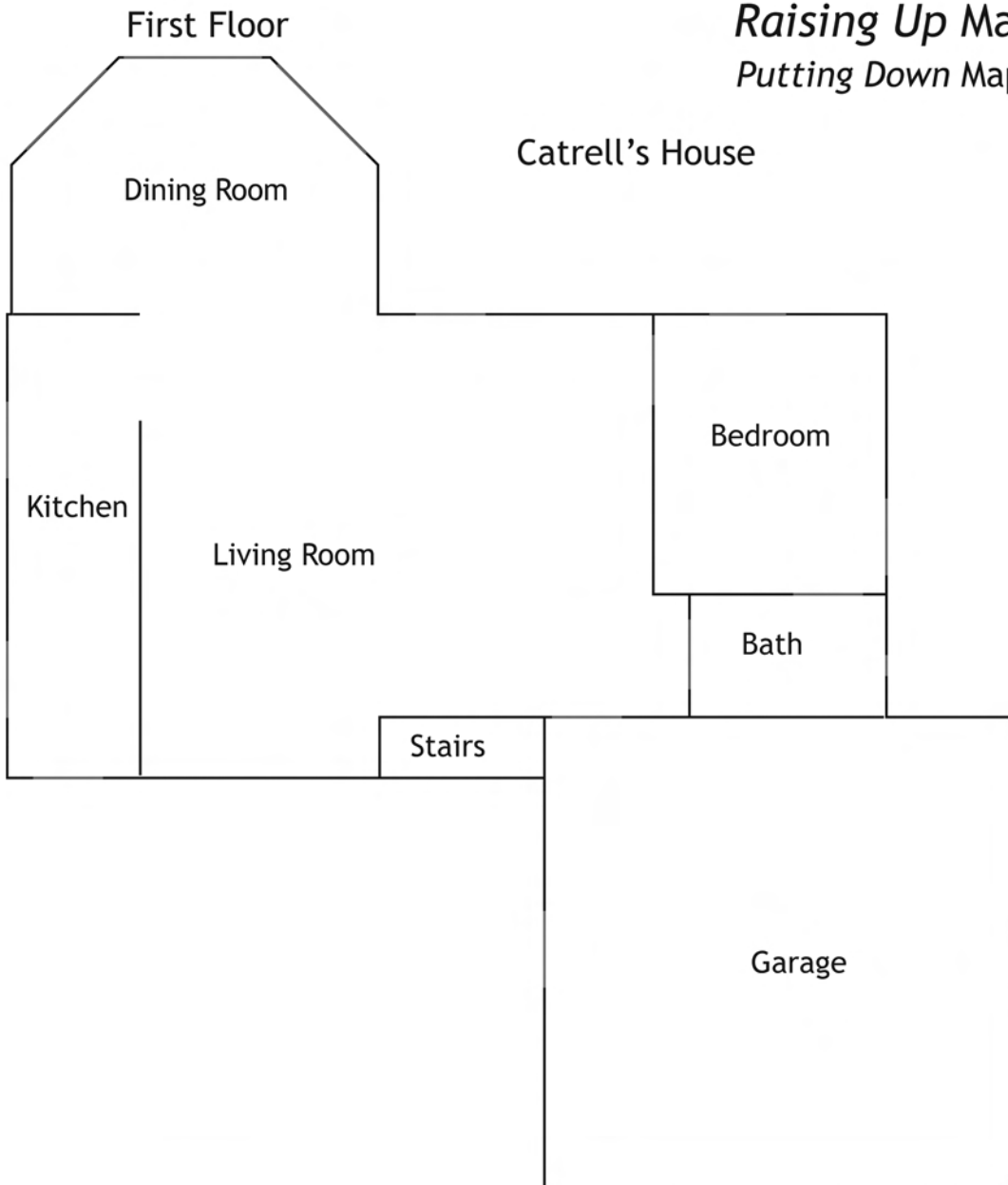
# Raising Up Maps

## Putting Down Maps

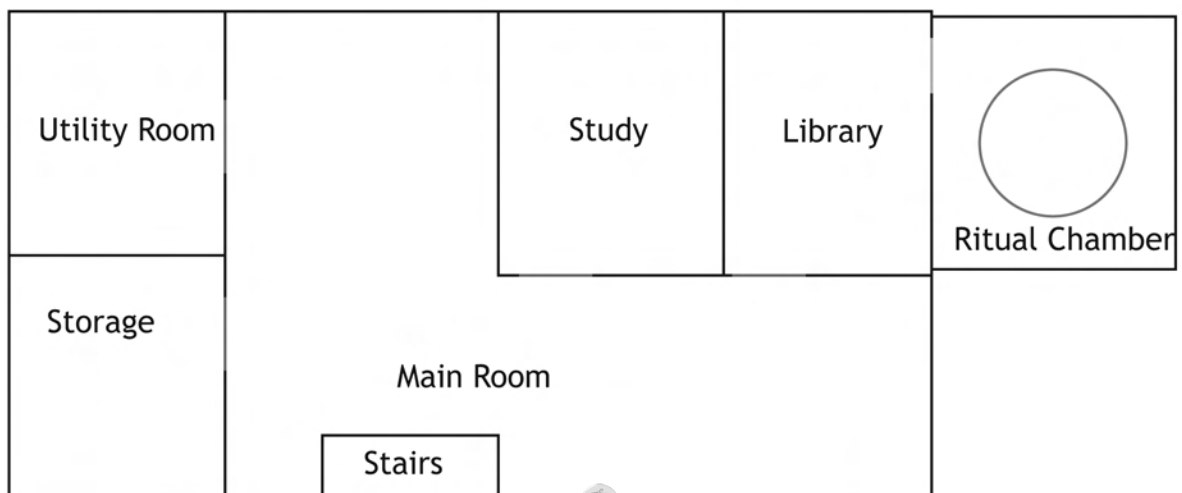


# Raising Up Maps

## Putting Down Maps



### Basement



# RAISING UP

...

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