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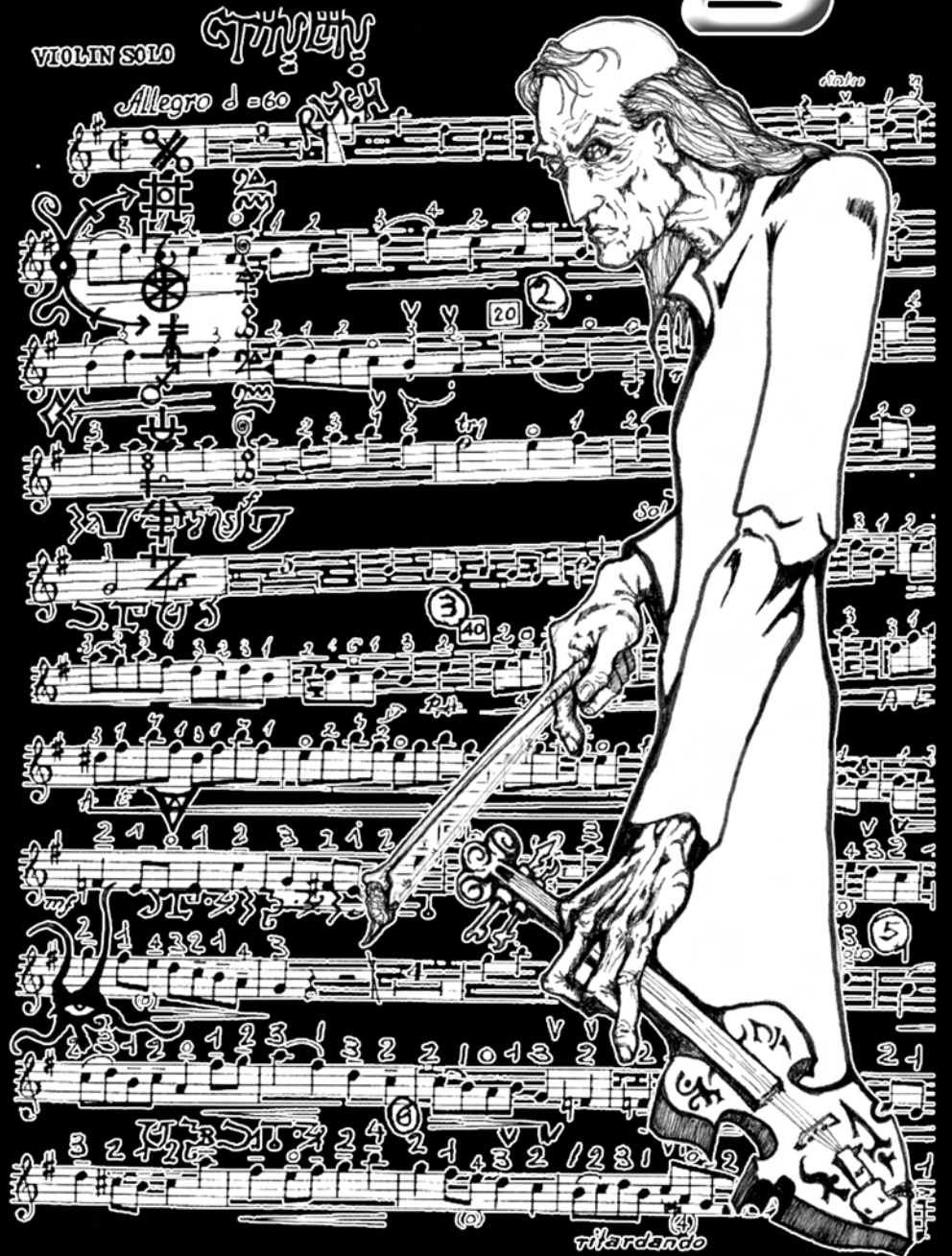
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Strange Songs



A QUINTET OF ADVENTURES
FOR CALL OF CTHULHU



cabal 13

Featuring the year's smash hits
"Two Turntables and a Microphone"
and
"Daddy's Little Girl"

PLUS RARE BONUS TRACKS

"The Drum Circle"
"Opening Act: The April Mix"
"Make Ye a Path"



Strange Songs

PARENTAL
ADVISORY
EXPLICIT MYTHOS

cabal 13 IS

vocals: Castigare
violin: Yog-Yog Ma
turntables: MC Chaos
guitar: Ozzie Authoff
drums: Kid Karcossa

mixed by: Marilyn Mi-Go
producer: Dutch "Gangsta"
Yith

jacket art : Zarono
liner art: DJ L'Ouverture Toussaint-
Jacques Boukman.

Strange Songs was recorded at the
Laughing Monastery Studios in Leng.

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to Prosecution or Devourment.

The Band would like to thank the following: their families and loved
ones, Mr. H.P. Lovecraft, Chaosium Inc, Keng for the delightful Thai Iced
Tea, The Wakita Oklahoma Chamber of Commerce, the Great Race for
their insightful commentaries, and Our Blind Lord Azathoth.

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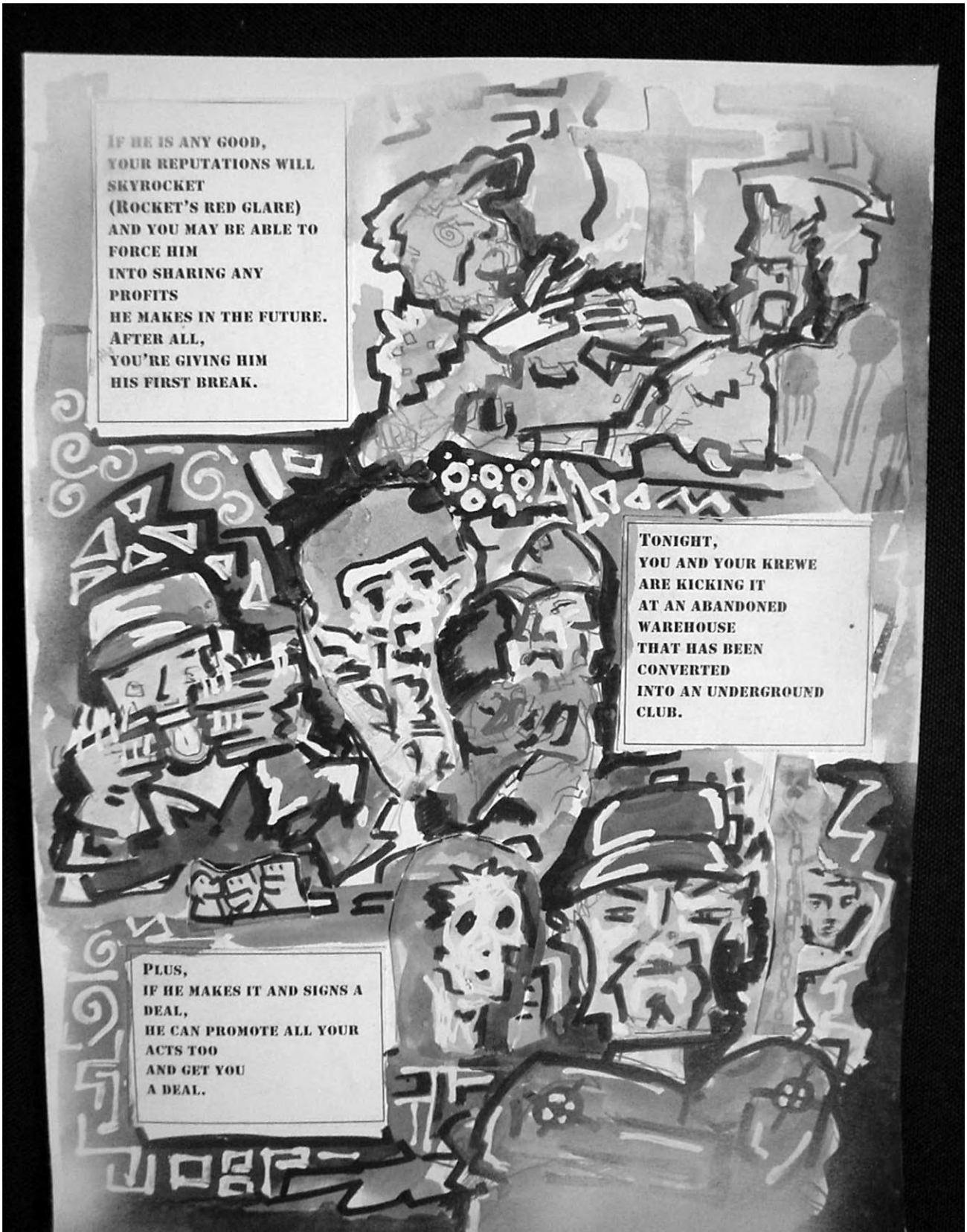
Two Turntables and a Microphone is a stylized investigation of the gang and rap cultures found in major American cities. This is by no means an anthropological assay of the cultures, and numerous liberties have been taken. During playtesting, the players were given blank sheets and told to create modern day gangsters and the gang to which they belonged. This included coming up with the gang's colors, insignia, and tag. One playtest group played it safe and created a stereotypical urban street gang, named the Compton Cruisers, with black and silver colors and numerous elements borrowed heavily from New Jack City. A second playtest group, however, took their mission to heart and created the Latin Kings in Yellow. It only takes one guess to figure what tag they marked their territory with. Give the players time to create their gangsters as they like and also the gang world they will be moving in and running.

The key to this scenario is to keep the players paranoid. As gang members, the only people they can count on are their posse. Members of rival gangs, the police, and even ordinary citizens are enemies. Regardless of where they go or what they do, they should feel threatened by an external force they cannot control. As people who travel the streets, the streets need to be darker and more dangerous than they are to non-gang members.

This scenario also redefines an existing skill. The Credit Rating skill is expanded to become the Cred skill. The Cred skill is used for any situation where an investigator interacts with the denizens of the streets. Essentially, this skill rolls Persuade, Fast Talk, and Credit Rating into one.

A young DJ, Louis Winchell, has found dubplates hidden in the back of an old record store long since forgotten by mainstream rap and hip-hop artists. Once he starts scratching and mixing, a new window is opened in his mind and the world will never be the same. The flow that emanates from his turntables





IF HE IS ANY GOOD,
YOUR REPUTATIONS WILL
SKYROCKET
(ROCKET'S RED GLARE)
AND YOU MAY BE ABLE TO
FORCE HIM
INTO SHARING ANY
PROFITS
HE MAKES IN THE FUTURE.
AFTER ALL,
YOU'RE GIVING HIM
HIS FIRST BREAK.

TONIGHT,
YOU AND YOUR KREWE
ARE KICKING IT
AT AN ABANDONED
WAREHOUSE
THAT HAS BEEN
CONVERTED
INTO AN UNDERGROUND
CLUB.

PLUS,
IF HE MAKES IT AND SIGNS A
DEAL,
HE CAN PROMOTE ALL YOUR
ACTS TOO
AND GET YOU
A DEAL.

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not only has the potential to bring the crowd to its feet, but bring entities from beyond the stars to Earth.

Winchell's first sampling of the new dubplates shattered his mind and contacted Tru'nembra, Azathoth's court musician. Tru'nembra has begun slowly draining Winchell's will to live while at the same time heightening the DJ's skills so that he can join the nuclear court as a servitor. Every time Winchell works the dubplates, whether for practice or performance, Tru'nembra manifests. At the same time, Tru'nembra drains Winchell through the plates. Every time he spins the plates, Winchell loses 1 point of CON. When he unveils his DJ skills at an underground club, Tru'nembra will feed for the first time in public. It has already cleaned every living creature out of Winchell's apartment building. The victim after the show, a member of a gang rival to the investigators' gang, will be found and the investigators become the prime suspects in his killing. The police are not only interested in finding out why they killed the gangster, but how. The corpse was practically eviscerated.

As Winchell plays more "concerts," more deaths follow and Tru'nembra becomes more bold in its feedings. The investigators need to stop Tru'nembra, avoid the police and the rival gang.

investigator background

You own the streets. No one comes into the area around Normandie and Florence in South Central without you knowing about it. No one does business without your permission. All the investigators live within a couple buildings of each other.

Tonight, you and your crew are kicking it at an abandoned warehouse that has been converted into an underground club. Tonight a new DJ, a member of your gang, is going to try

his hands at the turntables. He's been hanging with you since you were both shorties. If he is any good, your reputations will skyrocket and you may be able to force him into sharing any profits he makes in the future. After all, you're giving him his first break. Plus, if he makes it and signs a deal, he can promote all your acts too and get you a deal.

prelude

This scene is not necessary, but serves two purposes. On the one hand, it introduces Louis Winchell to the investigators in a relaxed setting and also gives a clue to how he can be defeated in the final scene.

The investigators are hanging out, the exact location does not matter, when one of their crew, an aspiring DJ named Louis Winchell comes running up, a plain brown bag in one hand and a six pack of MGD in the other. He stops short and looks up at the investigators, a huge grin on his broad face, "Nope, the bag don't have porn, man, I got some new dubplates. I'm gonna try 'em out at the show you set up for me tomorrow." If anybody asks to see them, he shakes his head, "I'm saving 'em for the big debut. But I do need to practice. It's time for a challenge..." and he starts rapping. He pauses, says, "Challenge!" and looks at the investigators. He is expecting one of the investigators to start rapping in response to his challenge. If one or more does not respond in kind, he starts chiding them, calling them shit heads and other names. It is obvious that he is?

the warehouse

The concert is in a warehouse that was burned in the '92 riots. Little more than a shell, the city would have condemned it, if they were not afraid to come down here. It has been converted into an impromptu club. A ramshackle stage has been built at one end and some stolen generators provide the power for the equipment and the lights. Tables and chairs



center on the stage. Coolers packed with ice cold malt liquors and other alcohols are on sale for \$5 each. An area in the back has been set aside for betting games, such as dog fighting. Currently, a caged pit bull and a barely leashed rottie are growling and spitting at each other while a bookie calls for bets from the crowd.

There are a good twenty people in the club already, and at \$20 a head cover charge, your crew is going to rake in some cash tonight.

the show

One of the investigators is up on stage introducing the DJ, when he notices four people arguing outside. He sees that members of a rival gang lead by Eduardo Martinez are trying to force their way inside. They claim they're just here to listen to the new DJ and are not looking to cause trouble. A scuffle may occur, and if pressed, they will pull guns. If the investigators pull guns, the rivals leave, but lurk around outside the warehouse. If the investigators let the rival members pay the cover charge and enter, they listen to the show and leave without incident when it is over.

Once the show starts, Winchell lays down a heavy groove that has the crowd moving. The music has an ethereal feel that goes right to the core of everyone listening. Even the hardest gangsta gets chills every so often during the show. Even the dogs grow quiet and the rotweiller actually begins to whimper. Observant investigators that succeed at a **Spot Hidden** notice that Winchell grows weaker, he seems to be leaning on the mixing station for support, as the show progresses.

As Winchell winds down the hour long show, another **Spot Hidden** roll reveals thin trails of smoke snaking out of the turntable and out into the crowd. If they look a second time, the smoke is gone.

After the Show

Things wrap up and most of the crowd heads home. The investigators are free to do the

same. Winchell does not feel like talking and if the investigators approach him, he just shrugs and says he is beat. Performing is harder than he thought it would be. He says that he just needs to go home and crash. He starts to sway and almost falls over, catching himself on a wall. Since he lives nearby, an investigator can guide him to his building, but he does not want anybody to come in, claiming exhaustion.

If the investigators did not allow Martinez and his gang entrance to the show, they emerge out of the shadows as the investigators are on their way home and start shoving them around. This can easily escalate, but the rival gang knows they are not on their home turf and are likely to lose any struggle, so while punches may be thrown, the instant guns are pulled the rival gang takes off.

rude awaking

Early in the morning, each investigator is shaken in beds as they hear their doors being battered down and cries of "Police! We have a warrant! Keep your hands where we can see them!" If an investigator tries to flee they are pursued. It is possible for an investigator to escape because the police will not shoot a fleeing investigator, but the keeper should make the investigator earn his escape by fleeing down fire escapes, into alleys, through moving traffic and other such hazards. If an investigator runs, the keeper is encouraged to play the chase scene for all it is worth. The investigator should make **Jump** rolls to slide across the hood of a police cruiser that moved to intercept him, **Dodge** rolls to slip between the grasping hands of several officers, and **Climb** rolls to get over a chain link fence and into a junk yard.

Each investigator that is not able to flee is handcuffed, read their rights for the murder of Eduardo Martinez, and thrown in the back of a squad car. If an investigator tried to run but failed to get away, the cops may be more brutal. The officers may force the runner to the

ground, kneel on his back and handcuff him before dragging him back to a cruiser. If the investigator puts up a fight, TASERS and batons will be used to subdue to recalcitrant. The police will not hesitate to defend themselves if they fear they are in imminent bodily harm.

interrogatory

At the precinct, each investigator is thrown into a separate interrogation room. They are all questioned by different detectives, and confronted with the same fact. One investigator is interrogated by a detective name Kevin Hillerman, who is dressed in an expensive suit and Italian loafers. Each investigator is informed that Eduardo Martinez was found dead in an alley north of the warehouse. Numerous witnesses saw the investigators arguing with Martinez and his crew either before or after the show. The detectives want to know what they did to Martinez. His body looks like it exploded from the inside out, or his blood has been ripped out through his skin. Photos are shoved across the interview table. Any investigator looking at the pictures lose 1/1D3 SAN. The investigators can answer the questions as they wish, and if they ask for a lawyer, the detectives say, "No problem; why don't you wait in the holding cell?"

The detectives know that they don't have enough to actually convict the investigators, so after several hours of interrogation, they let the investigators go, but the subtext is obvious. The investigators will be watched closely.

The investigators will be kept in the police station for the better part of the day. The police will give them food or drink, if they ask for it, but all in and all, it is not a pleasant day.

ambush

Any time after the first concert and subsequent death of Martinez, the investigators are targets for members of Martinez's gang. Whenever an investigator is alone on the street, the player should make a **Luck** roll. Failure indicates that he's been jumped. The gang bangers are looking for revenge. While they only intend to beat the investigator soundly, it is possible that the investigator may suffer life threatening wounds. If the investigator is in territory controlled by his gang, any shout for help will be heard by the other investigators, provided they are in the neighborhood. If the fight lasts for more than several rounds, a police cruiser pulls up, lights flashing and the officers break up the fight. If anybody puts up a fight, the officers arrest them and toss them in the back of the car; otherwise, the officers just send them on their way. Martinez's men will not put up a fight. As the police car glides in, Martinez's men take off



running, leaving any investigators there to explain what happened, particularly in light of the fact that the officers will call in the names of any troublemakers, and the events from last night will set off a red flag, and at the keeper's discretion, the investigators can be detained and harassed.

killing time

There are a couple points in this scenario where the investigators are free to do as they wish, but may have no idea what to do. Here are some options to keep the investigators busy.

- Taking it to the enemy. The investigators may decide to lash out at Martinez's crew, particularly if the investigators have already been attacked. The investigators can scout out Martinez's turf and then launch a drive by at some time when Martinez's crew is out in the open.

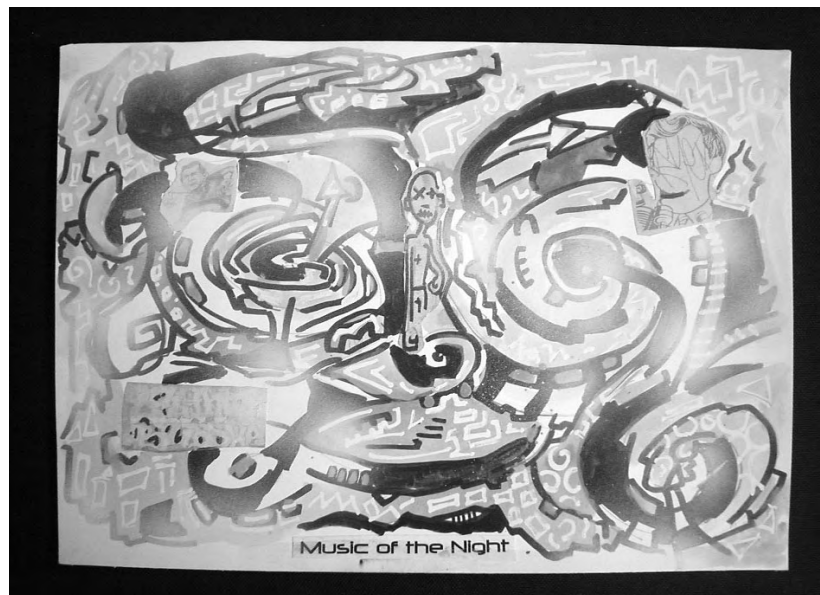


music of the night

As the investigators crash for the night, they hear disturbing, haunting, slightly distorted music. Winchell, compelled to scratch, and summon Tru'nembra, is in his hole in the wall playing for anyone who listens. He taped his two-way into the on position, and the members of his crew have the music piped into their bedrooms via the wonders of modern technology.

The music pervades their subconscious and the investigators have dreams

- Ambush. As mentioned above. This can happen more than once, and it can even happen if the investigators are in a group.
- Police Harassment. Once the police become aware of the investigators' proximity to all the murders, cruisers may undertake a harassment campaign. Anytime the investigators try to do anything in public, a cruiser may slow down as it goes past. If the investigators are out at night, the police may hit them with a spotlight.



filled with swirling colors that are horrendously ravenous. The dreams cause a 0/1D3 SAN

loss. When they wake in the morning, the dreams hover just outside of their memory, causing an uneasy feeling. Throughout the day, distorted images, almost as if the investigators are seeing sound, will appear in their peripheral vision. Experiencing the slight distortions of vision result in a 0/1 SAN loss. They can appear any time the keeper wishes, but are most effective when the investigator is trying to concentrate on looking at something.

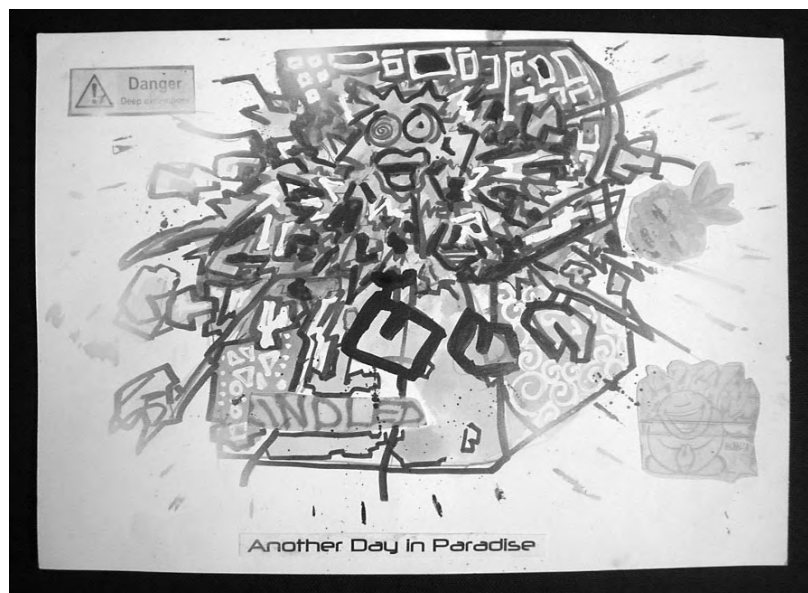
another day in paradise

When the investigators wake up, they're free to do as they wish. When one of them heads outside, call for a **Spot Hidden**. Success means he sees a body laying at an unnatural way in an alley. If he investigates, he finds the body of a bum, blasted apart just like Eduardo's. Seeing a flesh and blood representation of the photos causes a 2/1D8 SAN loss. If he calls any of other investigators to the scene, or if any others are with him, they also suffer the SAN loss.

It is best to wait for the investigator to call the others before proceeding with this section. A **Listen** roll allows the investigator(s) to hear a rustling coming from further down the darkened alley, in a section covered in shadow. As he approaches, it becomes clear the sound is coming from a dumpster. If he looks over the lip of the dumpster, garbage goes flying into his face and a screaming creature leaps at him. A **Dodge** roll is necessary to avoid being hit by the garbage or the body. If he fails, he suffers 1D3 damage from the force of the blow and is knocked back several feet. Once free of the garbage it's clear that the crea-

ture is actually another bum who tries to shrink into a back corner of the alley.

The bum is stammering, and obviously not in his right mind. If the investigator approaches, the bum starts screaming. A **Cred** roll calms the bum to the point where he'll listen to the investigator. If asked about the events of last night, he mumbles about demons, the need for repentance, how Jesus saves, and the unseen entity that attacked Samuel. During the middle of the night, something that could only be seen on the edges came out of the sewer grates and moved over Samuel, killing the old man before he could move. If pressed for details, the bum, Mickey, explains that he only saw the monster if he turned his head away from it. Any investigator who has experienced seeing Tru'nembra rippling at the edges



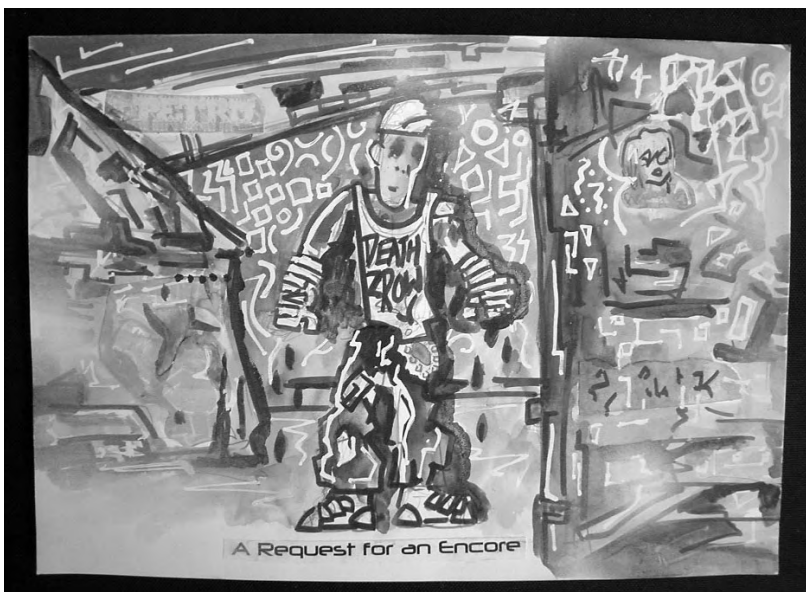
of his vision suffers an additional 1/1D3 SAN loss for the sudden realization of exactly what has been plaguing their vision.

About that time the alley is illuminated by flashing lights, and a detective, wearing an expensive coat and fedora comes down the alleyway, flanked by several uniformed officers with guns drawn. The detective sees the investigators and says, "Fancy seeing you here. You have to either be in the wrong place at the wrong time, or are some of the dumbest, but

most inventive murderers I've ever met. What happened?" He listens to their stories and then sends them on their way, telling them, with a wry grin, not to leave town.

a request for an encore

As the investigators leave the alley, Winchell is walking up the street, in their direction. He looks haggard and ten pounds slimmer, like a heroin addict, and his hands covered in bloody bandages. He looks at the investigators and says, "Man, this music is ready to pour out



of me. I need to put on another show. These plates are screaming to be played. Can you set one up? For tonight? How about tomorrow night? Let me know." He then taps his two-way and walks off. It's obviously not enough time to throw together a concert, but Winchell just keeps walking, regardless of what the investigators yell at his back. He answers no questions about his hands.

As the investigators go throughout their day, they will see police cruisers moving down the street, slowing as they near the investigators. Plus, neighborhood residents, normally averting their eyes when the investigators pass, glare hostilely. Apparently the investigators'

association with the two murders is not serving to increase their reputation, but instead damage it.

with or without you

Regardless of whether or not the investigators set up a concert for Winchell, he performs on the warehouse stage. The sounds echo down the empty streets, even more terrifying than before. A **Listen** check by the investigators means they can hear Winchell's performance. If they go to see what's going on, they arrive just in time to see some shadows enter the

building. They hear voices from the inside, "Listen up, fucker. Yo' boys killed Eduardo. We gonna skin y'ass then kill ya." The music comes to a sudden stop and Winchell, screams "Don't touch the plates!" A loud crash is then heard from inside the warehouse. If the investigators head inside, which they are obligated to do to protect a member of their gang, they see three of Martinez's crew standing over the flipped over mixing station, Winchell on his back beside it. As the investigators watch, one of Martinez's men suddenly

freezes as though a chill wind has blown over his spine. The man screams, but as the investigators watch, the man's blood is pulled out of every orifice, and tearing holes in his skin to escape his body before splattering outward, covering everyone nearby in a stream of gore and viscera. Anyone witnessing this event loses 1D4/1D10 SAN. The remaining two rivals scream and try to run out of the warehouse. The investigators can attack them if they wish. Anyone looking sideways at the mixing station seeing the same rippling distortion of reality fade into the mixing station.

Winchell pulls himself to his feet and says "Dawg, you made it! Whaddya think? My best



ever!” He doesn’t even notice the body on the ground, but he looks even thinner then before. Winchell disavows any knowledge of the rippling haze. If asked about the body, he says it was there when he got here. If asked about the dubplates he’s using, he shows them off proudly, but never lets them out of his grasp. A plain red label merely says “Ponape.” If asked where they came from, he says Zann Records, over on Auseil. With a successful

here we go again

The investigators are awoken the next morning by sirens and flashing lights. If they look outside, they see several LAPD cruisers surrounding a parked cruiser down the street from where one of the investigators lives. If the investigators go down to the scene, they can see the bodies of two shattered cops in the front seat of the cruiser. The interior of the cruiser is splattered with blood and gore. The bodies of the two cops appear to have been ripped open from the inside.

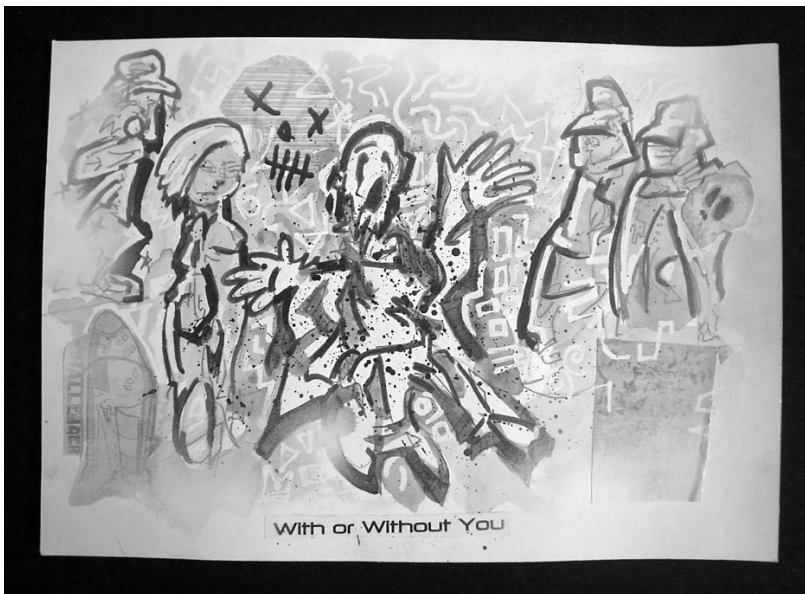
The same detective from the alley glances out into the crowd and sees the investigators. He pushes his way through the crowd and gets right into their faces. “This is getting to be too much of a fucking coincidence. Every time I turn around, I have really fucked-up dead bodies and your stupid faces

lurking nearby. I’m about ready to turn this over to the gang squad and have them bust you and your fucking crew six ways from Sunday. Don’t go anywhere. I’m sure I can find something to charge you with.”

Despite the hostility, the detective never arrests the investigators and they are free to go about their business. While the investigators are standing there, one of local matrons, an old lady named Betty, comes up to them and says “You boys need to stop killing people like this. It ain’t nothin’ but bad news fo’ everybody.”

searching the barrio

By now, the investigators should have a very good idea that something strange is afoot, and they appear to be the likeliest suspects, even though they are innocent for once. The inves-



Know roll, an investigator realizes he cannot place the location of Auseil, even though he has lived in this neighborhood his entire life.

As the investigators stand there, one starts to feel a little woozy. If he looks down, he sees a shimmer and ripple in the air around his feet. If he pulls back, the distortion pulls back into the mixing station. Seeing this results in a 1D3/1D6 SAN loss. If the investigators try to smash or steal the plates, Winchell pulls a gun and tells the investigators to step off. He then runs into the shadows, disappearing in the night. “My folks’ll like my music! I thought you were my friends!” If the investigators destroy the mixing station, Winchell has little reaction and there is no sign of the rippling effect.



tigators have several options here. They can go to Winchell's flat to try and find him, they can go look up Ponape, or they can try and find Zann Records.

Winchell's flat

Winchell lives in a third floor walkup on Florence. It is not much. When the investigators arrive, the front door is open and the front stoop is empty, which is very uncommon for this building. Usually, the numerous old ladies who live in the building are out on the stoop jabbering endlessly in a language that only they fully understand. As the investigators approach the building a strong smell oozes out of the building.

Once inside, the smell is nearly overwhelming. Small spatters of dried blood cover the wall and there are bodies of mice, rats and even pigeons lying in every corner of the small lobby. Heading upstairs to Winchell's apartment, the smell doesn't improve. His door is slightly ajar. Opening the door, the investigators are shocked by what they see. Winchell's apartment is in complete disarray and writing, in a red liquid covers the wall. Starting in one corner and wrapping around the room in very small, meticulous print, begins "In R'lyeh, dead Cthulhu lies dreaming..." A **Biology**,

First Aid, or **Medicine** roll is sufficient to indicate the liquid used in the writing is blood. Seeing the writing, and realizing what it is written in, causes a 1/1D4 SAN loss.

There is no sign of Winchell in the apartment, but the rent body of his chow is found under some garbage in the corner of the main room, should investigators search the room. It is easy to spot because of the flies and blood spatter on the wall immediately above the pile. Seeing the remains of the poor animal, which everyone

knew as Festus, causes a SAN loss of 1/1D3. Other than that, there's numerous dubplates, a second mixing station, some clothes and a little bit of several day old, moldy food.

If the investigators go into any other apartment, there are two apartments to a floor, by breaking down the door, with a STR X3 roll, they find the occupants of each apartment dead, blood smearing down the walls. Old women, young children, it does not matter; everyone in the building is dead. The sight of each one causes a 2/1D8 SAN loss, but keepers should bear in mind the getting used to awfulness rule. Once an investigator has lost 8 SAN points from seeing the bodies, they can not lose any more SAN for seeing the victims within a 24 hour period.

If the investigators decided to call the police, the cruisers arrive quickly. They were in the neighborhood. Intelligent investigators will call from a mobile phone a good distance away from the building. Those investigators, if they stick around to watch, see several cops enter the building, before running back out either chattering animatedly into their radios or vomiting all over the stoop. If the investigators call from within the building, the cruisers arrive and take the investigators into custody where they will again face the well dressed detective in the interrogation room. Should

the investigators make the call from the building and then try to flee the scene, one of the police officers notices them leaving and a cruiser gives chase. If the investigators flee down and alleyway the cops get out and give chase. Again, the keeper should play the chase for all it is worth, with falling trash cans, barking dogs, and maybe even a few shots fired by the police officers.

Searching for Ponape

If the investigators decide to search for information on Ponape, they will have to hit the Internet or the library. For the Internet, an investigator can hit an Internet café, or the library, no investigator owns a computer. There are Internet cafés all over Los Angeles with hourly rates ranging between \$3 and \$7 an hour.

If they go to the library, it will be with the understanding that the nearest library is in territory marked by Eduardo Martinez's gang.

On the way to the library, call for a **Spot Hidden** roll. Observant investigators notice that several of Martinez's crew watches the investigators' vehicle closely as it passes by a building where they sit on the front porch drinking forties and listening to hip-hop.

In the Library, or online, four hours of research and a successful **Library Use** roll, turns up one of the following pieces of information.

1. Ponape is an island in Micronesia, which is in the South Pacific
2. Gigantic ruins, believed to be of the city of Nan Matol are on the island, the current people do not have the technology to build such structures.
3. In 1734, Captain Abner Exekiel Hoag, a New England rum trader, discovered the work known as the *Ponape Scripture* on the isle of Ponape. He spent years trying to translate it with the help of his half-Polynesian servant. Hoag succeeded, but an ecclesiastical outcry prevented his work from being published until after his death.

4. The scripture was published in the late 18th century makes reference to a dead, yet dreaming god, Cthulhu, who will rise from the grave.

When the investigators leave the library, call for a **Listen** check. Success means they hear a loud engine revving up and have one round to take action before disaster strikes. Anyone looking up at the sound sees a black Escalade come barreling down the street. A handgun emerges from the passenger side window and a shotgun from the back passenger seat. They start firing at the investigators. Screams of "you fuckers killed Eduardo!" can be heard. If the investigators are armed, they can return fire. Otherwise they can just **Dodge**.

The Record Store

None of the investigators, life-long residents of South Central, have heard of Zann's Music on Auseil, or even Auseil. A **Cred** roll will turn up hints about it from among some street performers who tell them to meet with Frank Baldwin. Baldwin is extremely difficult to track down. He lives in a cardboard box under an overpass on Florence, but is rarely there. Other residents of the overpass say Baldwin can be found at the nearby cemetery. When the investigators arrive at the cemetery, a **Spot Hidden** roll turns up a tiny, frail man standing near a mausoleum, his back to the investigators. As the investigators approach, Baldwin turns his head slowly, staring with empty eye sockets, "Whadda you boys want?" Seeing the man is cause for a 0/1 SAN loss. If the investigators say they're looking for Zann Music, he tells them to not bother, the place is cursed. Nothing that comes out of there is holy, just ask my friend Rambeau. He bought some sheet music there one day, and soon after, he put a bullet in his head, but not before taking eight other people with him. Each body was strangely drained. In a strange way, I was relieved that he killed himself. Deep down, I knew the killings would stop, then." If they ask

why he's there at the cemetery, he tells them he comes every day to pay homage to a great musician, Leroy Turner. If the investigators tell Baldwin that they want to find store to determine what happened to their friend, he says it's under a Korean grocer and gives the address. If they mention the writing found on Winchell's walls, he says they found the same thing on Rambeau's. When he found Rambeau's home, with the blood and the bodies and the writing, he couldn't help himself he clawed out his eyes.

If the investigators travel there during the day, they find the door locked and it doesn't show signs of having been unlocked for years. Peering through the smudged, dirty windows shows an empty store front with a few Led Zeppelin and Cream posters falling off the walls. Asking at the Korean store, with a successful **Cred** roll, reveals that the store has not been open for as long as the grocery has been there, and the grocery has been there for twenty years. Every Thursday morning at 2 a.m., though, some neighborhood punks break in and have some sort of party. By the time the cops arrive, they've all cleared out. Today is Wednesday.

If the investigators pick the lock with a Locksmith roll, they can enter silently. Otherwise, if they break the window or the door, the Korean grocer will hear the noise and call the cops. Inside, the place is empty. A heavy odor of dust permeates the air. None of the few sparse pieces of merchandise left in the store is even closely up to date.

If the investigators come back at 2am on Thursday morning, the store is well lit, customers are coming and going and the place looks like any normal business. Well, maybe not any other establish, but at least it is open for business. The patrons coming and going vary in garb from urban youths to street performers. They have to be street performers, no one would dress in medieval garb without a damn good reason in this day and age. Anyone who visited the store and saw it as an empty hulk loses 2/1D4 SAN for seeing it as a thriv-

ing business a few hours later. If the investigators go inside, they find the store to be small, but loaded with merchandise. The front door and windows are covered in posters, making it almost impossible to see through. Racks holding CDs and vinyl take up most of the floor space. The walls are covered in posters, liner notes, album covers and musical instruments. A stoned out hippy in a vacant voice behind the counter leans on his elbows and asks if there is anything he can do for them. If they ask about the Ponape dubplates, the man says they sold their only copy to some young DJ a while back. If they browse, they find albums with strange, unpronounceable names, including R'lyeh and Carcosa. An **Idea** roll notices that everyone in the store seems to be slightly out of step with time. If they speak, their lips don't quite match the words. If they set something down, the resultant thud happens a second latter. Realizing this causes a 1/1D3 SAN loss. If the investigators listen carefully, they hear several different languages. Most noticeable are the people in medieval garb who seem to be speaking French. There are numerous strange things about the store the investigators should notice, but not all the investigators should notice the same thing. If an investigator calls another's attention to what he sees, the keeper should determine whether or not the other investigators should see the same thing. Some samples include:

- ❑ A poster declaring the upcoming release of the Beatles "Black" album. The poster claims to reunite the original Fab Four: John, Paul, Jeff Beck, and Yoko.
- ❑ An entire rack devoted to the multitudinous works of Haddaway
- ❑ A black man with a very stiff, shuffling gait and a trumpet tucked under his arm browsing the collection. A **Listen** check overhears the clerk call out to the man, "Leroy, we're all sold out of your albums! Why don't you try some Spin Doctors?"

- ❑ A symphony orchestra is setting up at the back of the shop, tuning their instruments.
- ❑ Numerous medieval instruments, including lyres, mandolins, and lutes are hung among the guitars and basses that cover one wall.
- ❑ A golden fiddle is in a glass case on the counter. Anyone looking at it closely notices the word “Scratch” marked out and “Johnny” inscribed over it.

The Man in Black

There is little more the investigators can learn in the store. When they leave, they hear a voice whisper from behind them, “So, you’re looking for Ponape?” If they turn around a completely hairless black man, even the whites of his eyes are black, dressed in black is standing there, a thin smile on his lips. “I own this store. I bought it from the previous owner, Mr. Zann, when he ran into some, shall we say, difficulties. Why do you want the Ponape plates? Everything I sell is one of a kind, and I will only allow its perfect owner to buy it. I could tell that Mister Winchell would do well with the Ponape dubplates. Just like Mr. Rambeau was the right person for the sheet music version. Unfortunately, Mr. Rambeau failed. He brother managed to stop him from playing his magnum opus. Everything becomes a competition. I hate it when brilliance is cut short.” With that, he turns and leaves. He does not respond to any questions. After he walks around a corner, he just disappears.

confronting winchell

Winchell is tough to find. After being confronted by the investigators, he ran. A **Cred** roll, talking to people on the street, and four hours of searching leads the investigators to the same cemetery where Baldwin was. Winchell’s parents died when he was a kid and they were buried here. As they approach the cemetery, they can hear Winchell’s music drifting out from the middle of the cemetery. Winchell’s music approaches a god like level of brilliance. The streetlights are all burned out. Without flashlights, the only source of illumination is a bright, rippling light coming from the same direction as the sound. A **Luck** roll is necessary to cross the cemetery without



tripping over tombstones in the dark. As the investigators approach, the waves seem to spread at an alarming rate and heads straight for them. Seeing this results in a 3/1D8 SAN loss. Tru’nembra starts draining them as they approach.

The only way to defeat Tru’nembra is to outperform Winchell. The investigators can put bullet after bullet into Winchell, but he will not fall. He just stands behind the mixing table working the plates. If the investigators are unsure what to do, call for **Listen** checks.

Success means they hear Winchell's voice creep between the gravestones. It is a meek little whisper saying, "Challenge..." The investigators have to start rapping as Tru'nembra begins to twine around them. The investigators need to oppose their **Art (Rap)** skill against Winchell's on the resistance table. As they succeed, the ripples of Tru'nembra retreat slightly. If the investigators succeed and defeat Winchell's rolls three successive times, Tru'nembra, uncertain of how to proceed, retreats to Azathoth's throne in a ghastly whine, causing a SAN loss of 2D4/1D12. If Winchell defeats the investigators on three successive rolls, the last thing the investigators see before their vessels ruptures is Winchell ascend into an maelstrom in the sky.

Should the investigators succeed, Winchell suffers any damage he may have taken from the actions of the investigators. It is entirely possible for the investigators to save and kill Winchell at the exact same time if they shot him before challenging him.

npcs

Louis Winchell, Male Artist, 32

STR: 13 DEX: 18 INT: 14 Idea: 70
 CON: 10 APP: 9 POW: 14 Luck: 70
 SIZ: 10 SAN: 70 EDU: 10 Know: 50
 99-Cthulhu Mythos: 99

Damage Bonus: none

Skills: Art: DJ 68%, Art: Rap 58%, Conceal 15%, Climb 40%, Computer Use 16%, Dodge 36%, Cred 49%, Law 45%, Drive Auto 33%

Weapons: .45 Automatic* 56%, damage 1D10 +2
 Kick 25%, damage 1D6
 Fist/Punch 50%, damage 1D3

Eduardo Martinez, Male Gangster, 32

STR: 17 DEX: 14 INT: 13 Idea: 65
 CON: 14 APP: 11 POW: 15 Luck: 45
 SIZ: 16 SAN: 45 EDU: 12 Know: 60
 99-Cthulhu Mythos: 99

Damage Bonus: +1D6

Skills: Conceal 70%, Cred 85%, First Aid 30%, Dodge 68%, Drive Auto 40%, Hide 55%, Spot Hidden 60%, Martial Arts 41%, Sneak 45%, Throw 25%

Weapons: .22 Short Automatic 40%, damage 1D6
 .357 Magnum 85%, damage 1D8+1D4
 Ingram MAC-11 45%, damage 1D8
 Fist/Punch 50%, damage 1D3 + 1D6
 Head Butt 10%, damage 1D4 + 1D6
 Kick 25%, damage 1D6 + 1D6
 Knife 55%, damage 1D4 + 2 + 1D6

Eduardo's Gang

	STR	DEX	SIZ	CON	POW	HP
Emmanuel	12	14	12	11	10	11
Raphael	14	10	10	16	9	13
Juan	13	12	14	12	11	13
Reuben	13	15	11	11	8	11

Damage bonus: +1D4

Weapons: Ingram Mac-11 45%, damage 1D8
 .22 pistol 53%, damage 1D6
 Knife 47%, damage 1D4 + 2 + 1D4



daddy's little GIRL: the uncle peter remix

Daddy's Going to Heaven
By Yog-Yog Ma

Come close my baby girl
I've got something I need to say
I'll miss you my darling child
I'm so sorry I gotta go away
so say goodbye 'cos daddy's going to heaven now

— The Mission UK

colden, ny.

a horrible accident has struck this small town south of Buffalo, NY. During a music recital at Colden Elementary, a freak fire broke out and thirty-six people died before the fire doors could be battered open. The survivors could not provide any detail on exactly what happened. Most stories are the same. A young girl, Megan Empringham stepped up onto stage and began playing her violin. There was a sudden flash of light a couple minutes into her performance, and next thing anyone knew, the auditorium was an inferno. An investigation by the fire marshal left heads scratching. The point of ignition appears to at the foot of the stage and spread rapidly out into the audience. Several people were immolated before they could leave their seats. More people succumbed to the flames and smoke as they fled, their bodies were found in the aisles. The exit doors, as far as the fire investigators can tell, were not locked or in any way barred. They are unable to come up with a reasonable solution as to why the people inside had to beat the doors open to escape.

VIOLIN SOLO

Allegro $\text{♩} = 60$

Solo

Solo

ritardando

daddy's little girl: the uncle peter remix

The cause of the fire was Yomagn'tho, summoned by means of a spell woven into a young girl's violin. The girl's father, James Empringham, was a cultist who was killed. Whether or not the investigators are the cause of the father's demise is up to the keeper, but that could form the basis of a whole new scenario unto itself.

The man's strange behavior alienated him from his wife and young daughter, who were unaware of his cultist activities, only the fact that he was becoming increasingly more and more bizarre. When his wife, Emily, caught him setting fire to a large section of their backyard, screaming into the night sky, she grabbed their daughter, Megan, and ran.

She did not tell James where she and Megan were going, she just backed their bags and left while he was still in the backyard. She ended up renting a small ranch of Fairview Terrace, a few miles from the house James still occupied. James, obsessed with summoning Yomagn'tho, did not notice their departure for several days. When he did, though, he was distraught. If he thought long and hard about it, he really did not care one way or the other that Emily was gone, his feelings for her left a long time ago, but he dearly loved Megan and wanted to see her again.

About that same time, however, James's activities came to the attention of dedicated investigators who began hunting him. Knowing that his time was most likely short, James attempted a ritual that would ensure his dream of summoning Yomagn'tho, and of letting his young daughter, who is only ten, know that he loves her. He prepared a ritual, binding the summoning spell for Yomagn'tho to a violin he purchased at Zann's Records, a local music shop. When coupled with a specific piece of sheet music, *Der Gefallene Engel*, the performance should be sufficient to summon the Outer God. Empringham then packaged up the violin and sheet music and mailed it to his daughter at her elementary school where she took violin lessons. A little note told Megan who the violin was from and also asked

her to tell her mom that the violin came from the music teacher.

The song, *Der Gefallene Engel*, proves incredibly difficult for Megan to play perfectly, and the first time she plays the song flawlessly is at the recital. As the fire scours the recital hall, Megan falters and Yomagn'tho is sent back from where he came.

Yomagn'tho, that Which Relentlessly Waits Outside, is eager to gain entry to this plane, yearning for the destruction of mankind. Some occult scholars speculate that Yomagn'tho was originally confined to the dimension of Pherkard by Muvian or Khemite sorcerers and seeks to destroy all of mankind as revenge. No one knows for certain, however, why Yomagn'tho has it in for the human race.

James Empringham had learned of Yomagn'tho when studying to be a music theorist and stumbled across an obscure 17th century German song entitled *Der Gefallene Engel*, or the "Fallen Angel." The song had not been studied, and James hoped to turn his find into a Master's thesis. His plans were shattered, however, when he suffered what was believed to be a nervous breakdown and had to withdraw from the University of Buffalo. He still kept a copy of the song, however. Research into the song discovered this it was discussed in a book titled *Sorcerie de Demonologie*, which claimed the song was a way to allow a fiery manifestation of Lucifer, the Fallen Angel, to escape Hell and return to Earth. After his stay in the hospital, he put his old life behind him and moved to Colden, where he worked as a waiter. His desire to summon Lucifer, referred to in *Sorcerie de Demonologie* as Yomagn'tho, still burned deep within him, though. When a new store, Zann's Records opened up, he dropped in out of interest. The shop keeper, a black man showed him the sheet music for *Der Gefallene Engel*, and convinced him that his earlier desires were still attainable. All he needed was the drive to succeed. From that point on, James become focused on summoning Yomagn'tho, attempting everything he could think to attract the deity. As he neared his

death, he realized what was needed and made one last purchase, the violin to play *Der Gefallene Engel* on. James also realized that he would not have time to play the song, but his daughter would, so he took steps to ensure his legacy as the man who returned Lucifer to this plane, even if no one realizes the true agent.

This scenario is somewhat open ended in its investigation. The investigators are given the facts as they are known and then pursue the leads as they see fit. As a result, playing time could vary from one session to numerous sessions, depending on how quickly the investigators can home in on what is happening. Since the scenario is non-linear, the scenes presented below can be played out as the players wish. Some scenes do dovetail into others.

involving the investigators

The investigators can become involved in this scenario in any number of ways. They could be merely curious, after all this tragedy did occupy regional, and some national networks, for a few days before the next big tragedy usurped this tragedy's role as horrible event du jour. A small news article is presented at the end of the scenario as handout #1. The investigators could also be hired by one of the grieving families to investigate, not satisfied with the confused report given by the fire marshal. Alternatively, a friend or family member of one of the investigators could have been killed in the fire. A fourth option exists where the investigators are all law enforcement officers, or associated with law enforcement, such as coroners, who are investigating the fire. Finally, if the investigators were involved in the original investigation of James Empringham, the appearance of a mysterious fire in the same small community should raise warning bells.

The investigators become involved about a week after the tragedy, so the wounds are still fresh for the residents.

the hire

If the keeper wishes to have the investigators hired to pursue the events behind the fire, they can be hired by Nellie Zoulko. Nellie's daughter, Patricia, died in the fire and Nellie does not believe that an electrical fire caused the blast. Nellie contacts the investigators and offers \$10,000 if they are able to determine what really happened. Nellie is a seventy-five year old widow who lives in a nice farmhouse on Springville-Boston Road, south of Colden. Her daughter, Patricia, was a local color reporter for the *Springville Journal*, a small newspaper. Either over the phone or in person, Nellie can relate the following.

- ❑ Her deceased husband, Donald, was an electrician and she knows enough to know that an electrical fire is not going to cause a blast like that.
- ❑ She was not at the recital, but her daughter was as reporter for the Springville Journal, a local small town paper.
- ❑ If a satisfactory conclusion is reached, she will happily pay the investigators their money. She will not give an advance.

welcome to colden

Colden is a small town of approximately 3,200 people situated in the wooded hills of the Southtowns region of New York State. Visitors can reach the town by taking one of two primary routes. State Road 240 runs through down town Colden, but is a winding circuitous route. The more direct route is to take Interstate 90 to the Boston State Road exit in Boston, New York and travel south on Boston State Road until it intersects with Boston-

daddy's little girl: the uncle peter remix

Colden road. If the traveler takes a right on Boston-Colden Road, it will intersect with State Route 240 in the center of Colden.

Being a small town in the Southtowns of New York, the majority of residents do not work there. Instead, they work in Buffalo, which, at 25 miles away, is the nearest large city. Buffalo is also the closest municipality with an airport capable of accommodating large passenger jets. More adventurous investigators could take smaller planes to the airports in towns such as Hamburg and Orchard Park.

Those people who do work in Colden do so for the tourism industry. Colden is home to numerous ski resorts, the two largest of which are Kissing Bridge on State Route 240 and Tamarack on Lower East Hill Road. Other smaller resorts, both public and private, also cater to visitors. During the winter months, Colden is a burgeoning town, the local restaurants, bed and breakfasts, and ubiquitous antique shops are packed and there could be as many as 10,000 people within the town's borders. During the time of the year when it is too warm to even make snow, Colden is practically a ghost town.

The contacting of Yomagn'tho occurs at the tail of summer, when it is still too warm to make snow, but all the residents' minds are focused on the upcoming influx of cash. This is important to understand, because while the residents are greatly saddened by what happened, they do not want to draw it out and risk any sort of investigation when the ski season begins. As such, most residents are all too eager to accept the fire marshal's rationale of faulty wiring and do not welcome people asking probing questions.

a place to stay

If the investigators are coming from out of town, they can rent rooms at The Quality Budget Motel for \$50 a night, or from any of the bed and breakfasts, such as Kathy's Inn or Cheryl's Bed and Breakfast for \$150 a night. The bed and breakfasts are much nicer, clean-

er, establishments, but also keep better records of the guests. A \$40 cash "deposit" to the front desk clerk at The Quality Budget Motel, an L-shaped single story flea bag with a neon vacancy sign, will ensure that ID is not checked.

avenues of investigation

the school

The investigators will most likely want to check out the recital hall, which is at Colden Elementary on Boston-Colden Road, a three minute walk from downtown. While the auditorium is being repaired, the students are taking classes in temporary trailers provided by the state and county. The school is a red brick structure consisting of 35 classrooms, a gym, recital hall, administrative offices and cafeteria. The apex of a large oval driveway is in front of a set of glass double doors. All the doors are locked and yellow police tape is strung across most doorways. A uniformed trooper stands before the double doors.

A successful **Fast Talk**, **Persuade**, or **Credit Rating** roll is sufficient to get most people past the state trooper who is standing guard. An investigator with police or government ID, whether real or forged, can get himself and the others past without a roll. The trooper also knows some details of the case, which he will tell to other members of the law enforcement community, or investigators who succeed with a second **Fast Talk**, **Persuade**, or **Credit Rating** roll.

- ❑ He knows that the injured survivors were transported to Our Lady of Victory Hospital in Lackawanna .
- ❑ The girl performing at the time was named Megan Empringham. She was unharmed by the fire, even though it broke out yards from her.

- ❑ The fire was caused by an electrical short.
- ❑ He does not know how the doors were locked, but they were apparently locked because the doors to the auditorium had to be battered down.
- ❑ The fire marshal, Phil Matam, can be found at the fire house, which is on SR 240.
- ❑ Inspector Christopher Hyde was the first trooper to respond to the call.

Inside, the school is like any other school, except for the odors of wet smoke and burned flesh. The hallway floors and lower half of the walls are covered in a white tile that has seen better days. The doors to auditorium are on the south wall of the lobby. The doors have been battered off their hinges from the inside. The auditorium is small, with probably enough seats for 300 people. A wooden stage at the far end looks to be untouched by the fire, as well as the heavy velvet curtains. Metal scaffolding lines the wall and building supplies are piled up in one corner. Plans to rebuild the auditorium have begun. A **Psychoanalysis** roll at this point indicates that the town is ready to move on.

It is easy to locate the starting point for the fire. About six feet in front of the stage, the carpet is burned down to the concrete, which is scorched and cracked. The first three rows of seats are burned to a crisp. Speakers and other musical equipment near the source of the fire are little more than burned out husks. From the point of ignition, the burn marks spread out in a semi-circle reaching almost all the way to the exit doors at the back of the hall. If they measure the burn pattern, they find it is a perfect half circle, the point of ignition being the center of the circle.

The power panel for the auditorium is at the back of the stage. An **Electrical Repair** roll indicates that nothing was shorted out. In fact,

the panel and all wiring leading from it are in pristine condition.

If an investigator stands on the stage and looks out over the auditorium, a **Spot Hidden** roll allows him to see that the burn pattern looks to be a half circle. The fire does not appear to have deviated from the confines of a half circle with a 150' radius. Looking out over the devastation, realizing the loss of life, and the perfect geometry laid out before him, an investigator loses 1/1D3 SAN.

If the investigators try to break, day or night, it will not be hard. A single officer is posted at the front door twenty four hours a day, but other exits, as well as the delivery entrance are not guarded. The locks for these doors can be picked with a successful **Locksmith** roll. If the investigators try to force a door or window, they need to succeed at a **Sneak** roll opposed against the guard's Listen skill. If they fail and the investigators are caught by the officer, they will be arrested for trespassing unless they manage to escape.

the uncle

After the investigators poke around the school, they should occasionally get the feeling they are being watched. When they turn around, and succeed with a **Spot Hidden**, they may see a curtain flutter in a window or Venetian blinds snap closed. If the investigators ever head to the spot where the person was looking from, all they find is sooty handprints on a windowsill or curtain. This encounter should be repeated throughout the scenario to heighten the paranoia of the investigators. Should an investigator roll an 01%-05% with their **Spot Hidden**, they succeed in seeing a wrinkled face just before the curtain falls.

As the investigators near the end of the scenario, they should return to their car or hotel room and find a message scrawled across the door in soot. It merely reads, "He who waits relentlessly outside." If the investigators ask around, someone remembers seeing "Uncle

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Pete” hanging around. Uncle Pete is local color. He is an old man who does not work, but always seems to have some money and has proved harmless. No one is sure of his last name, or where he lives.

the survivors

The investigators will most likely want to talk to the survivors. Six survivors are presented below, three escaped uninjured, one was injured but did not need to be hospitalized and the remaining two are in Our Lady of Victory Hospital in Lackawanna, which is about 20 minutes north of Colden.

Asking around town will turn up numerous people for the investigators to visit. If the investigators are law enforcement officers or journalists, or even just pose as a member those occupations, they will find it easier to wheedle names out of the residents. Alternatively, successful **Fast Talk** or **Persuade** rolls will turn up a laundry list of names. To illustrate the profound effect this tragedy has had on the town, the investigators should be turned down by numerous people who refuse to answer questions. The refusal can be tear filled, anger ridden, or just matter of fact, but the investigators should be turned down twice for every person they successfully interrogate. Investigators may end up returning to witnesses they have already talked to as more information becomes available. The keeper should not release all the information at once. He should tailor the witnesses’ responses to the questions. For the most part, a witness will not volunteer more than asked, except the children.

David Hoffman, uninjured. David is in his late thirties and is a manager for Kissing Bridge ski resorts. That’s where he can be found almost twenty hours a day. When not at the office, he can be found at his home at 8762 Lower East Hill Road. Hoffman is burying himself in his work to make up for the fact that his wife died in the fire.

David is a thin, but athletic man with brown eyes, curly black hair, and a large aquiline nose. He wears polo shirts and khakis all the time. His son, Michael, was performing at the recital as well, but had not yet performed when the fire broke out. Any questions quickly bring tears to his eyes and his voice chokes while he talks. David knows the following.

- ❑ His young son, Michael, was to give a piano solo later in the recital
- ❑ He and his wife, Amanda, were sitting in the sixth or seventh row. She did not survive
- ❑ He does not remember seeing any spark or anything precipitate the fire. It just appeared out of nowhere.
- ❑ The girl who was performing, Megan Empringham, was playing a German song. He doesn’t remember the name, but is pretty sure something went wrong with the speakers right before the fire though, because there was a horrible clanging coming from them.
- ❑ If the investigators show up at Hoffman’s home, they can also talk with Michael, who is a quiet young 8 year old. Michael can not add anything to his father’s story except that Megan told him that this song was from her daddy.

Jonathan Fry, uninjured. Jonathan is the schools music teacher. During the day, he is in a trailer outside the locked down school teaching kids how to play the recorder. At night, he can be found in his small apartment above Sarah’s Antique Emporium on SR 240, drunk. Fry has razor cut straight brown hair and glasses. At school, he is dressed neatly, but at night, his shirt is not tucked in and often covered with various alcohols. Jonathan knows the following:

- ❑ He drinks because of the fire.
- ❑ Megan Empringham was playing *Der Gefallene Engel* on her violin when the fire broke out. He is not familiar with the song and only gave the sheet music a cursory check when she asked if she could play it. He knew Megan to be a good musician, so he figured she could try out the song. She played better than she ever had before. He was in awe of her performance.
- ❑ He did the wiring for the sound system himself, so if it was a wiring problem, he feels horrible, but he has never seen a wiring problem explode like that. If the wiring did cause the fire, it should smolder for a while before sparking and causing a small fire.
- ❑ If asked what he thinks caused the fire, he says it was almost like a malatov cocktail or something going off.
- ❑ The only musician to be injured was Michelle Harlich, but she was not injured severely. She was leaving the stage when the blast went off.
- ❑ If asked whether or not a recording was being made, he says he was, but the DAT was destroyed in the fire. However, the assistant principal, Richard Buczek, sometimes records the recitals as well.
- ❑ If asked about the violin, Fry tells them it arrived about a year ago, addressed to Megan. He had never seen workmanship like that; the neck was made from some beautiful white wood. Megan told him it was from her dad.
- ❑ Fry remembers her dad as a former musician who encouraged his daughter to study music. The man was killed in some sort of accident shortly after the

violin arrived at the school. Megan was devastated.

Amber Harlich, uninjured. Amber attends Springville Griffith Institute, the high school into which Colden Elementary students eventually matriculate. She was at the recital to watch her younger sister, Michelle, perform. Amber is a heavysset girl with mousey hair and a desire to please. Everything she says is said with the intent of making the investigators like her.

- ❑ Her sister played right before Megan. She played *Yankee Doodle Dandy* on the flute. It was great performance.
- ❑ She is fairly certain she saw the wires connecting two of speakers start to spark before the fire burst out.
- ❑ Michelle was caught in the initial blast, but managed to only get knocked backwards. At worst, her hair was singed and she had some minor burns on her forearms and hands. She's at home.

Michelle Harlich, injured, but at home. Michelle is a precocious 8 year old whose arms and hands are bandaged and a great deal of her hair is missing. She's shy around strangers, but if the investigators take their time talking to her, she opens up and relates the information detailed below if the right questions are asked. Being shy, she is not going to extrapolate on anything unless the investigators draw it out. She subconsciously runs her fingers through the remnants of her hair as she talks. Michelle was caught in the blast, but being on the backside of the blast, she was able to escape with relatively minor wounds.

- ❑ Megan is her friend and was really scared by the fire. Michelle also admits that the fire was really scary but the noise was scarier.

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- ❑ If pressed, she says she heard screaming coming from the speakers right before the fire. Someone sounded really angry.
- ❑ She played *Yankee Doodle Dandy*, and as soon as her hands are better, she would like to play it for the investigators.
- ❑ Megan told her that she got the song and violin from her daddy, but her daddy told her not to tell anyone.

Richard Buczek, injured, in the hospital.

Richard was trying to run toward the children when the blast knocked him down and burned him severely, necessitating his stay in the hospital. Buczek is assistant principle of the school and was trying to get to the children on the stage when he was engulfed. He is wrapped in bandages and horribly burned. Seeing him lying on the bed, pus seeping through bandages, and listening to his rasping, hollow voice causes a 0/1 SAN loss.

- ❑ He does not know what started the fire. The last thing he remembers is the screaming of the children and the oppressive heat. After that he woke up in the hospital.
- ❑ He was told the fire was started by faulty wiring.
- ❑ He was only thinking about the children when he ran toward the danger.
- ❑ If asked whether or not a recording was made, he says the nurse, Amy Effington, was making a recording of the music. She can be found at the school.

Melinda Kaiser, injured, in the hospital. Melinda is a third grade teacher at Colden Elementary. She was in the fourth row when the explosion happened. Her fiancé was killed in the blast and she caught on fire. Her skin is blistered and oozing. In some places, it looks like portions of her skin were burned away, expos-

ing the flesh and muscle below. Seeing her in this condition results in a 1/1D3 SAN loss. On the table by her bed side is a picture of her at the beach last summer. She was a very attractive young woman. She will most likely look that way again. To deal with the pain, a sedative is constantly provided intravenously and nurses will chase the investigators out if they spend more than five minutes in the room.

- ❑ When asked about the fire, all she can moan is "...the cacophony. It was like it came from beyond the grave...the little girl played like the devil...she was amazing..."
- ❑ She will also cry out for Chris, her fiancé, and will address male investigators as Chris.
- ❑ She talks about the voice of angels coming through when the girl played. To bad they were part of Lucifer's host.

the fire marshal

During normal business hours, the fire marshal, Phil Matam, can be found at the local fire station. He is a short fire plug of a man with a bristly grey mustache and military style haircut. He speaks in a no nonsense, but very tired, voice. A successful **Psychoanalysis** roll reveals that he is worn out by the tragedy and his instrumental roll in bringing it all to a close. This has probably made him very edgy.

- ❑ If asked about the cause of the fire, he explains that based on the location of the sound equipment, some substandard wiring and the report of a witness, Amber Harlich, everything points to it being an electrical fire.
- ❑ If anyone questions his findings, he lashes out at them, his face growing apoplectic as he lets fly that all his evidence points to the wiring and if they do not believe him, then he should just quit and let them take over. If he gets agitated,

several fireman come over and ask the marshal if there is anything they can do to help him out, such as getting rid of the troublemakers.

the police

The local State Trooper barracks responded to the original 911 call. Colden does not have a police force and instead relies on the New York State Troopers. The Boston barracks, at 67004 Boston State Road responded. Trooper Christopher Hyde was the first to respond. The investigators can talk to him at the barracks. He is on duty from 8 a.m. to 8 p.m. Monday through Thursday.

Christopher Hyde is a poster child for the New York State Troopers. If the investigators check his service record, they find out that he joined the troopers in 1997, after earning a Criminal Justice degree from Canisius College. Since that time, he has been promoted to Investigator and received several commendations. Hyde is physically fit and highly intelligent. If the investigators show the proper credentials, he will discuss what he knows. If the investigators succeed with a **Persuade** roll, he will tell them 'off the record.' Referring to his notes, he can relate the following.

- ❑ He received the call on 6 September at 11:23 a.m. He radioed for backup and paramedics when he arrived.
- ❑ Numerous 911 calls were placed within a few seconds of each other, leading him to believe the fire broke out around 11:20 a.m. The first call came from a parent, David Hoffman.
- ❑ Administrators were already leading children who were not in the recital out of the school in case the fire spread.
- ❑ He was the first officer to arrive on the scene. When he arrived, the doors to the

auditorium were locked. He helped batter them down.

- ❑ By the time the doors were opened, the fire was out, but the damage was done.
- ❑ Thirty-six people were killed and ten more injured.
- ❑ The fire marshal reports that faulty electrical wiring caused the fire.

amy effington

Amy Effington is the school nurse for Colden Elementary, and has been for twenty-five years. She is a matronly, strong woman who brooks no argument from anyone. What she says goes. During the school day, she can be found in her office. After work, she can be found in her home. If the investigators approach her during the school day, at her temporary office in one of the trailers moved in to house the classes, she recommends that they come by her house later and gives them her address. At her house, which is a small bungalow decorated in a country style that conflicts with her matriarchal demeanor, she invites the investigators in and offers them coffee. She chain smokes throughout the discussion.

- ❑ She was in the back of the auditorium recording the performances when the fire broke out.
- ❑ She tried to usher everybody out, but the doors would not open. It was not like they were locked. If they were locked, she would have expected some give when she pushed. They did not give at all.
- ❑ When she could not get any one out, she turned to helping the wounded. Most people who were caught in the fire appear to have died instantly.

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- ❑ The investigators can listen to the tape, if they like.

the tape

If the investigators ask to hear the tape, Amy walks over to the counter and picks it up and sticks in the stereo. If the investigators listen to the whole tape, they are in for 45 minutes of children badly playing music. After an uninspired rendition of *Yankee Doodle Dandy* on a flute, Effington says, here comes Megan. The fire started shortly after this. Megan starts playing hesitatingly, but quickly picks up confidence and plays astonishingly well. Any with **Art (Music)** realizes this level of performance is never seen in grade school. She is approaching virtuoso level. Suddenly a horrible wailing, screaming, banging cacophony is heard on the tape. It sounds like thousands of voices screaming and shouting, but the violin can still be clearly heard. A loud “whoosh” is then heard on the tape and the screams of people are heard, as are shouts of “fire!” Anyone hearing the cacophony loses 1D4/1D8 SAN. Effington has no idea what the horrible sounds were that preceded the fire. Effington will make a copy of the tape if the investigators ask.

the musician

Megan Empringham lives at 4613 Fairview Terrace. If the investigators go to her house, the door is answered by her mother, Emily. Emily is a thin, plain looking woman with a haunted, tired look on her face. If the investigators ask for Megan, Emily says that Megan is out playing at the park. Should the investigators want to ask Emily some questions, she just motions them inside, mumbling to excuse the mess. The house is small and has a distinctively lived in look. Mail is stacked on the table, newspapers cover the living room floor, and open frozen food boxes are on the kitchen counter.

She takes a seat in the living room and invites the investigators to do the same. If they do not clean off the couch, they will sit on old papers, piled up pillows, and fast food wrappers. Emily will relate the following information, if asked the appropriate questions.

- ❑ Megan is a good girl who plays several instruments, but is best at the violin.
- ❑ She does not know the name of the song Megan played.
- ❑ If they ask about the violin, Emily says it is an old, second hand one that they picked up when Megan was six. It is in the closet in Megan’s room, if they want to see it.
- ❑ If they ask about Megan’s father providing the violin, Emily tells them that she bought the violin for Megan. As a matter of fact, Megan’s father was killed about a year ago, and that is a good thing, because they were separated. The man was a freak, fascinated with fire. When she went out in the back yard and he was dressed in some freak outfit starting fires, screaming to her who waits outside. She grabbed Emily and ran. She never told her husband where she and Megan went.
- ❑ As far as she knows, her husband was killed about a year ago. She thinks it was a drug deal gone bad or something. Hell, she did not get any death benefits. The schmuck had no insurance and the house was so run down that it is still on the market waiting for a buyer, so she can at least get a little money that way. Based on what the realtor said, nobody has even called about the house in months.
- ❑ If they want to check out his house, they can. His address is 2365 Heath Hill.



megan's room

If the investigators ask to see Megan's room, Emily points them down the hall, saying on the left. The room is like any ten year old girl's room. There are posters of kittens and puppies on the wall, some stuffed animals in a box, and bed. The following things can be found that might interest the investigators.

- ❑ A violin is in the back of the closet. It is covered in dust, obviously it has not been used in a while. If Emily is asked about this, she says that is the violin she bought Megan four years ago. She does not know what violin she played at the recital, then.
- ❑ The room smells of smoke and burned paper. There are scorch marks on the walls and furniture. If an investigator touches a scorch mark, it leaves a smudge on their fingers as if it is recent.
- ❑ A **Spot Hidden** roll uncovers a piece of paper in the floor vent. Lifting the register uncovers a photograph and a piece of paper. The photograph is of a bearded man holding a young girl. The back is signed James and Megan, Sprague Brook Park. The piece of paper is handwritten note. See Uncle Papers #2 for the note. If Emily is shown the picture, she confirms that he man is her asshole of an ex. If shown the note, she lets out a guttural scream and curses her ex with every expletive known to man.
- ❑ A second **Spot Hidden** roll reveals a piece of paper sticking out from behind a framed poster of kittens frolicking among flowers. This picture is of a bearded man — James if the investigators have already confirmed his identity with Emily — dressed in white and yellow robes and a clean shaven older gentleman. Visible in the background is a

sparsely decorated room. On a coffee table is a book with a title *Sorcerie de Demonologie*. The back of the picture is signed "To Megan, may you succeed where I have failed. Love, Daddy." If Emily is shown the picture, she confirms that the picture was taken in her old house, the bearded man is James, and the older man is "Uncle Pete." He was a friend of James, not really an uncle, but he liked to be called that. If an investigator succeeded in seeing Uncle Pete in one of the windows, they recognize the man in the picture as being the one spying on them.

- ❑ If the investigators search her night table, they find a scratch pad with page after page of the exact same phrase written across it in a child's handwriting. The top page is reproduced as Uncle Papers #3.

the park

A small park with wooden playground equipment is at the end of Fairview Terrace. A couple young children are playing in and around the park. If the investigators ask about Megan, a little boy, Anthony, tells them that she was there a little while ago, but left. He thinks she was going to practice her violin, because she had it with her. She headed down the street toward Heath Hill. The fireflies around her were really pretty. He has never seen any that large though. Anthony does not know how long ago this was. As he patiently explains, he is five and is not good at telling time yet.

daddy's house

The house occupied by James Empringham at the time of his death is a small ranch. A front window is broken, several shingles have fallen off the roof, and a rain gutter is dangling pre-

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curiously. A realty sign is in the front lawn. The front door is locked, but the back door is not. A successful **Locksmith** roll will pop the lock on the front door. There are signs of habitation. Candy wrappers and empty coke cans litter the floor. A book is open on the living room floor, but there is no sign of Megan. The book, *Sorcerie de Demonologie*, is open to a page containing sheet music for a song called *Der Gefallene Engel*. Any investigator skimming the pages surrounding the sheet music needs to succeed at a **French** roll. Despite the German song name, the book is in French. The passages surrounding the song relate to an entity referred to as "The Feaster from the Stars," "That Which Relentlessly Waits Outside," or "Yomagn'tho." The beast is described as malevolent and seeking the destruction of mankind, but is currently imprisoned in another reality called Pherkard. Described as huge circular wheel of fire with three petals of flame at its center, Yomagn'tho can be summoned by the performance of the song *Der Gefallene Engel*. The passage warns the reader that any faltering in the performance will cause Yomagn'tho to retreat. Reading this passage is sufficient for a 1D3/1D6 SAN loss. Tucked into the inside cover of the book is a receipt from Zann's Records on SR 240 for a violin. The receipt is dated about a year ago and the purchaser apparently paid \$333 for the violin.

A search of the house turns up nothing else, and no sign of Megan. A search of the backyard turns up several spots in the grass where the fire has been burned away. The burns appear recent. A **Spot Hidden** reveals several broken violin strings in the grass near the burned spots.

ambush

This event should happen as the investigators are search the house and field around James Empringham's house. Uncle Pete, hiding in the tall grass behind the house begins throwing homemade Molotov Cocktails at the

investigators. The old man does not want a stand up, and prefers to move from hiding spot to hiding spot.

If captured, he rants and raves about the coming fire. A **Psychoanalysis** roll calms the man and the investigators can get some useful information out of the man.

- ❑ He and James were high priests of Yomagn'tho, but neither had the music skills necessary for summoning the Great Old One. They believe they will have untold power once Yomagn'tho arrives and destroys the unbelievers.
- ❑ The song must be completed in its entirety to bring forth he who waits relentlessly outside.
- ❑ He ends the interrogation with the simple statement that Yomagn'tho will be summoned. They will not be able to stop her.

zann's records

This small record shop is on the backside of a butcher shop. As the investigators enter, a small bell tinkles. Several men, dressed in ratty t-shirts and jeans stand along one wall trying out various guitars, each one playing the opening cords to Stairway to Heaven. With a successful **Listen** roll, the investigators overhear them as one turns to the others and says, with an English accent, "I tell you Jimmy, this song will be a killer. Now we just need to find a name for the band." They then begin singing different verses of the song as they play the guitar.

After a few seconds, a man walks out of the beaded curtain dressed in a leather jacket and chaps over a pair of jeans. He ambles up to the investigators, introduces himself as Charlie, and asks if he can help them with anything. If they show him the receipt, he tells them that he remembers selling the violin to James, noting that it is a damned shame that a man with



James' ethics and skill should be cut down in his prime. He can tell the following information about the violin and Yomagn'tho.

- ❑ It is quite old. Some antiquarians have estimated that it is easily approaching 500 years of age. It has been through a lot of rough scrapes though, and will probably see many more before its utility is done.
- ❑ If asked about the neck, he tells them that it is a very special material.
- ❑ The violin seems to have a drive of its own to make whoever plays it a concert level performer.
- ❑ He is familiar with *Der Gefallene Engel*. It truly is a powerful song and can open up new doors to the musicians who learn how to play. He does not remember ever hearing about anybody successfully completing the song.
- ❑ If asked about the fire at the elementary school, he says it is a damned shame what happened. The fire really through off the girls nerves, and she was reaching an awesome conclusion. That violin really brought out the best.
- ❑ It is really best heard when in a concert hall. There is no substitute for the acoustics.

It should be relatively clear where Megan was headed. She was going back to the school to finish her performance. She has prepared herself this time, and has promised herself she will not get scared. Plus she now has several Spawns of Yomagn'tho to encourage her.

If the investigators do not pick up on the clues, call for a **Listen** check. Success means they hear the sounds of violin music wafting up from the direction of the elementary school.

Returning to school

As the investigators get closer to the school, the sound of the violin gets louder. It is coming from inside the school. The only way to tell how advanced the song is, is to have a copy of *Der Gefallene Engel* and succeed at an **Art (Music)** roll. Success means they can chart Megan's performance on the sheet. They have five or fewer minutes left. The front doors are open and the trooper who was standing guard is now a smoking heap of charred flesh on the sidewalk. Seeing this sight is worthy of a 1/1D3 SAN loss. If the investigators check to see whether or not he is still alive, call for a **First Aid** or **Medicine** check. Success indicates that he is still alive, and will probably live for another ten or fifteen minutes. A **First Aid** roll, and the use of the Trooper's first aid kit, will allow the investigators to stabilize the man, buying him perhaps another five minutes. The investigators can use the trooper's radio to call for backup, but it most likely will not arrive in time. A successful **Spot Hidden** means an investigator sees flashes of light reflecting from inside the recital hall, like the shadows cast by a massive guttering candle. Under the music of the violin, the same guttural yelling as heard on the tape can be heard coming from inside the auditorium.

The investigators can reach the auditorium in seconds after entering the building. Standing at center stage is Megan, playing the violin like a master. Several motes of fire dance around her head. A large ring of fire is beginning to form and spread outward. The sight of the magical fire causes the full SAN loss of seeing Yomagn'tho, 2D4/1D0. The screaming and yelling seems to be coming from the ring of fire itself.

If the investigators shout, Megan will not react, but the motes of fire will arc toward the investigators, seeking to prevent them from disturbing Megan. The only way to stop

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Megan would be to physically attack her. The investigators have six rounds to succeed.

The Spawns of Yomagn'tho fly toward the investigators. There should be roughly two spawns per investigator. The spawns can be smothered in a jacket, it takes a successful **Grapple** roll. The **Grapple** has to be held for two rounds to be successful. There is also a drinking fountain and a fire hose in the lobby. A glass of water can be thrown at a spawn with a successful **Throw** roll, which will deal 1 point of damage. The fire hose can be used to rake the spawn, dealing 1D4 damage to the fiery beasts. If the investigators make short work of the spawn, more can break off the every expanding circle. Another option is fire extinguishers, which can be found in the school hallways and the trooper's car. The fire extinguishers will deal 1D3 damage to the spawn, but nothing to Yomagn'tho.

The chairs and carpet have now caught on fire and the fire is spreading. Pulling the fire alarm will douse any fire but Yomagn'tho itself. If the fire hose is turned on Yomagn'tho either to extinguish it, or upset Megan, the water evaporates in a loud hiss.

To reach Megan, an investigator must **Dodge** under the spreading fire, taking 1D4 damage from the intense heat in the process. A failed Dodge roll results in 1D10 damage. Once inside the ring of fire, the investigator can move toward Megan, but any surviving spawn will break off any other attack and move toward the investigator closest to Megan.

SUCCESS OR FAILURE?

If the investigators successfully stopped Megan, Yomagn'tho explodes for a second time, dealing 1D10 damage to anyone outside the ring. Megan is shaken, but otherwise unharmed. If the investigators chose to end Megan's threat to the world by shooting her, her broken body lays on the stage bleeding.

The investigator that shoots the unarmed child loses 1/1D2 SAN. The police arrive a minute or so after Yomagn'tho explodes, whether or not the investigators called them. Another concerned citizen called them if the investigators did not. If the State Troopers arrive and Megan is dead, the investigators will be taken into custody for questioning unless they manage to flee.

For their success, they receive the satisfaction of knowing they saved the world, and if they took the job from Nellie Zoulko, a check for \$10,000. While she does not believe their story, it is at least more satisfying than an electrical file.

If the investigators failed and Yomagn'tho was summoned, the first thing he does is use his blast attack to destroy their minds. At that point, it really does not matter what happens next.

New Mythos Tome: Sorcerie de Demonologie

This slim 17th century French folio details numerous devils and demons believed to plague mankind. The book contains numerous spells to contact Great Old Ones. Time to Study: 3 weeks. Cthulhu Mythos: +5 percentiles. Occult +4 percentiles.

New Spell: Contact Yomagn'tho

This spell requires the use of a hand crafted violin with a neck made from a human long bone. The song, *Der Gefallene Engel*, must be played flawlessly, and to completion on that violin. Yomagn'tho will begin manifesting while the song is still in progress, but does not full manifest until the song is over. Playing the song flawlessly requires a successful **Art (Music)** or **Art (Violin)** roll. The caster also expends 5 points of POW and 1D6 SAN.



npcs

Uncle Pete, Male, 63

STR: 13 DEX: 11 INT: 14 Idea: 70
 CON: 16 APP: 9 POW: 14 Luck: 70
 SIZ: 14 SAN: 70 EDU: 10 Know: 50
 HP: 15

99-Cthulhu Mythos: 99

Damage Bonus: none

Skills: Conceal 55%, Climb 40%, Dodge 36%, Drive Auto 33%, Hide 67%, Throw 78%

Weapons: Molotov Cocktail 78%, damage 1D6/round until extinguished
 .45 Automatic 56%, damage 1D10 +2
 Kick 25%, damage 1D6
 Fist/Punch 50%, damage 1D3

Megan Empringham, Female, 10

STR: 07 DEX: 11 INT: 14 Idea: 70
 CON: 10 APP: 9 POW: 14 Luck: 70
 SIZ: 10 SAN: 70 EDU: 6 Know: 40
 HP: 10

99-Cthulhu Mythos: 99

Damage Bonus: none

Skills: Art (Violin) 54%

Yomagn'tho, the Feaster from the Stars, that Which Relentlessly Waits Outside

Outer God

A malevolent being who wishes nothing more than the destruction of mankind for unknown reasons, Yomagn'tho waits in his home dimension of Pherkard, waiting for the opportunity to be summoned to Earth.

When first summoned, Yomagn'tho appears as a small ball of fire that quickly expands to a large circle of fire with three flaming inner petals. During the summoning, colors swirl, the temperature drops and cacophonous sounds echo through the summoner's mind. Once summoned, Yomagn'tho speaks directly to the caster's mind, demand-

ing to be released into this dimension. If demands do not work, Yomagn'tho turns to threats.

While there are no Earth bound cults to Yomagn'tho, he is summoned by lone, power-hungry sorcerers who find references to him in the *Necronomicon* and the *Sorcerie de Demonologie*.

STR 25 CON 65 SIZ variable
 INT 46 POW 89 DEX 27
 Move 15
 HP 38

Damage Bonus: none

Weapons: Flame 85%, damage 1d10/round until extinguished
 Blast*

* Yomagn'tho has the ability to destroy the minds of those who summon him, or are present during the summoning. The summoner must oppose his POW against Yomagn'tho's POW on the Resistance Table. If the summoner fails, Yomagn'tho shatters the mind of the individual, rendering him catatonic. If the summoner succeeds, he is free to act.

Armor: none, but Yomagn'tho is immune to all but magical attacks.

Spells: Yomagn'tho knows all spells

Sanity Loss: 2d4/1d10 Sanity points to see the fiery death of Yomagn'tho.

Spawn of Yomagn'tho

When Yomagn'tho is summoned, he attempts to exert his influence on the plane he is entering and tried to force his way through. If he fails, small wisps of flame often remain behind. Typically, these small fires burn themselves out, but in some rare occasions remain on the plane as sentient, malevolent, free-roaming fires. Although Yomagn'tho has no love of sorcerers, even those that try to summon him, he understands their necessity, and his spawn often act as guardians for sorcerers who express a desire to summon the outer god.

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They appear as small motes of fire, many not much larger than a quarter. In ages past, they have been conflated with will o' the wisps.

STR 2 CON 65 SIZ variable (1D10)

INT 12 POW 24 DEX 67

Move 32

HP 5

Damage Bonus: none

Weapons: Flame 85%, damage 1d4/round until extinguished

Armor: none, but the Spawn of Yomagn'tho is immune to all but magical attacks and methods of attack that would extinguish mundane fires.

Spells: The Spawn of Yomagn'tho typically know no spells.

Sanity Loss: 2/2D4 Sanity points to see the Spawn of Yomagn'tho.

Megan,

Here's one last present from daddy. I have to go to heaven now, but I wanted to let you know that I love you very much. I hope you have a good time playing it at your recital and remember me every time you play it. I've also included a special song for you to remember me by. Even after I'm gone, you can still practice at my house. If you get good enough, maybe we can be together again. I'll leave the back door unlocked. Please don't tell mommy who this present is from, though. She's a little angry at me right now. Tell her it's from Mr. Fry.

*Love,
Daddy*

Uncle Papers #2

CONFLAGRATION IN COLDEN

Colden, NY. Thirty-six people died last night in a fire at a children's music recital in this small, close-knit town in the Southtowns.

The fire, which broke out near the stage, was short lived, but the heat was so extreme that many people were killed in their seats, if they were near the point of ignition. It appears that more people were killed when they reached the exit doors, only to find them locked. Several men took it upon themselves to use trash receptacles to batter the doors so the survivors could escape. The fire marshal, David Plummer, blames the blaze on a

combination of faulty wiring and an increase demand for electrical power by the various music equipment used by the performers.

The names of the dead are being withheld until their families can be notified. It can be said, however, that the dead include family members, some of the young performers and school staff and administration.

In what seems to be a miracle, the child on stage when the fire broke out was unharmed by the fire, other than some singed hair. The name of the young girl performing at the time of the blaze is also being withheld for her protection.

Uncle Papers #1

I will not be afraid again. I will succeed. I will not be afraid again. I will succeed. I will not be afraid again. I will succeed. I will not be afraid again. I will succeed...

Uncle Papers #3



the drum circle

This adventure is set in Southwestern Colorado in the heart of the San Juan Mountains. The adventure begins in the quaint tourist town of Hillston Colorado and the moves on to a remote mountain retreat. The adventure takes place over a weekend during early August, before schools are back in session, and before archery hunting season starts (late August).

getting the players involved

If *The Drum Circle* is being played as a one shot, then the characters can be from any background imaginable. If this adventure is being part of a campaign, then the keeper will have to be a little more creative. The characters may have personal reasons for coming to a weekend “Inner Hunters” retreat in the beautiful San Juan Mountains, including recent blows to ones self esteem (divorce, forced retirement, losing a loved one), as part of a psychological treatment plan, winning a mountain retreat vacation, being sent here as part of a company “bonding” exercise, an honest desire to learn more about drumming and “hunter mysteries,” writing a regional travel guide, following up on reports of “real” spiritual experiences by others, etc.

keeper information

San Juan Drumming Company has been in business for three years now. During the summer months, groups of people (mostly men) from all across North America escape the day to day grind of their dreary urban lives to spend a weekend in the mountains “getting in touch” with their inner hunters. The business has become moderately successful. This success has more to do with the majestic backdrop of the rugged San Juan range and escaping all of ones day to day cares than any “real” spiritual experiences. On occasion, those experiences do happen. The food is quite good too.

The owner of San Juan Drumming, Neil Montgomery, really believes that he can help people find their inner hunters and that doing so makes them healthier human beings. As the current retreat unfolds, things will go very wrong. A magical drum brought in by one of the participants allows the entire group to enter the Dreamlands. The dream warrior of one of the group will follow them back to reality and stalk the camps. The players’ actions will determine whether or not many innocents are killed.

This adventure could be a good way to introduce a new group of characters together, and to introduce them, as a group, to the supernatural. This retreat can bring people from varied backgrounds together. The story unfolding here, as written, revolves largely around what the NPCs are doing. There is lots of opportunity here for the characters to role-play among themselves, and with the NPCs as everyone gets to know one another. There is not much combat involved. While the adventure is written in such a way as to carry the story forward regardless of how active or passive the players may be, keep in mind that their actions may require you to adapt the story to their collective will. This is your story now, change it as much as you wish!

the setting

This adventure takes place near the fairly remote mountain town Hillston Colorado. Hillston is located about one hour north of Durango Colorado and an hour and a half south of Montrose Colorado. The town is located in the mountains at 9,318 feet above sea level. The town itself is rather small, and services are limited. If it weren’t for the narrow gauge railroad trains chugging up from Durango 2-4 times a day, there wouldn’t be much of an economy here. Hillston is however an excellent base camp for four wheel drive enthusiasts, hunters, fishermen, hikers, and those attending the SJDC retreat. The San Juan Drumming Company retreat is located approximately 15 miles (as the crow flies) south east of Hillston, in Arastra Basin. It’s a one hour drive when the weather is good. Cell phone service from one provider recently became available here. But due to the rugged terrain, service is spotty at best once you’ve left the town proper.

investigator information

This morning you arrived at Montrose via twin engine prop plane operated by United Express. The flight was very bumpy do to the turbulence over the mountains. The airport itself was quite small, and it was surprising that the lucky among you had to have to pick up your own luggage off the tarmac and carry it in yourself. It was less surprising that some of you didn’t receive your luggage at all. It seems these small planes can’t carry a full load passengers and their luggage. Those of you missing your bags are hoping to see them soon. You were picked up at the airport by the cheerful Dwight Roberts of Hillston Jeep adventures. Ironically, your limo is a bright yellow chevy suburban.



The drive from the airport to Hillston took almost 2 hours. For 40 minutes or so the mountains loomed ever closer. Finally, in the small town of Ouray, the small highway ran out of open ground and foothills and began the serious business of climbing up mountainsides. During this last half of the trip, Dwight cheerfully pulled over several times for those with cameras to take pictures of aspen, pine, old mining buildings, elk, bald eagles, mountain peaks, big horn sheep, and the recent wreckage of a UPS truck down a steep gorge. That driver obviously didn't make all his appointed Earthly rounds. Between photo opportunities, Dwight heckled RV's and any other vehicle with out of state plates. Generally this included inviting them to pull over, speed up, or leave the mountain driving to the locals. Despite the sudden drop offs, falling rocks, and timid flat land drivers, the trip was oddly relaxing. This is probably because of the breath taking scenery and the soothing new age music playing almost constantly from Dwight's satellite radio. It would seem that even satellite transmissions are not completely reliable here among the peaks. You certainly have escaped city life today.

Give the players a chance to roleplay among themselves and get to know Dwight. Dwight's a friendly guy, quick to laugh at himself and small town life. Once you're ready to arrive in Hillston, read the next part.

You've just pulled into little Hillston. The town would be a charming Victorian retreat if it were not completely flooded with tourists. You can see them everywhere: standing in the middle of the road with portable movie cameras, dragging children from shop to shop, desperately looking for bathrooms, but mostly they are standing around in a general daze. "Don't worry about all them train zombies." says Dwight, they'll be back on the train and leaving the county in about 30 minutes. He then pulls off the only paved road in town and parks on a side street. "We're here gentlemen. Neil should be meeting you at Yeti Coffee Company in about an hour.

The Yeti is the purple building across the street. Let Liz know you're here for the drumming. You can leave your bags with her and wander the town if you like. There's not much in the way of crime here, so you'll see them bags again soon enough. I can't recommend any of the restaurants so please don't ask me!" Dwight laughs, gets out of the truck, then opens the back doors so the fortunate among you can get your bags. You're now on your own it would seem.

welcome to hillston

it's now
thursday 2:00 p.m.

Have each player make a **Luck** roll. Anyone who succeeds made it here with their luggage. Those who fail the roll only have their carry on items. Any missing bags are suppose to be delivered by UPS tomorrow to Hillston Jeep Adventures who will drive them out to the retreat.

Give the players a moment to tell you they are unloading their bags or what they plan to do next. Then have the players make **Idea** rolls if needed. Anyone who succeeds understands that it's traditional to tip the driver. If no one does so, Dwight won't be delivering any bags tomorrow. He's a nice guy, but he's in no hurry to act as an errand boy for ungrateful city folk. He'll deliver the bags eventually in either case.

The Yeti Coffee Company

Liz Jacobs, the proprietor of the Yeti Coffee Company is happy to let the characters leave their bags at her shop's storeroom. Liz is an attractive 30 something wearing a bright sundress, a beat up cowboy hat and cowboy boots. Her untamed red hair looks like it may have

lost this round to the cowboy hat but is now ready for another. She makes a mean mocha and can certainly handle an espresso machine.

Baked goods and sandwiches are available here for reasonable rates, as are some local beers by the bottle. The shop crowd is a mix of tourists and modern day hippy types. There is a flyer for the San Juan Drumming Company among other notices on the billboard. The characters are welcome to leave their bags in the storeroom, which is through the kitchen. The room acts as a pantry, storeroom, and painting studio evidently. Several half finished painting of horses and mountains can be found back here. The room is the domain of a very comfortable orange cat. The cat (Albert) doesn't wake unless provoked. The characters can hang out here, get to know one another, fish for gossip, and drink coffee or they could explore the town. In either event, they have one hour until Neil is supposed to meet them. He doesn't show up until 4 p.m. Neil will call Liz at 3:30 let her, and his clients, know he's running late. The investigators are now on "Hillston time."

wandering hillston

From 2:00 p.m. - 2:40 p.m. The town is full of about 800 tourists wandering from shop to shop, standing in the middle of the street, anxiously looking at their watches, clutching bricks of fresh fudge and generally milling around lost. Most of them are worried about missing the train to Durango and being stuck here over night.

At 2:40 the train blows its whistle 4 times to signal it's time to leave. The whistle can be heard from many miles away. The tourists flock back to the depot in a panicked rush. At 3:10, late as usual, the train pulls out of town belching coal smoke and looking quite picturesque.

By 3:30 most of the tourist related businesses (that's nearly all of them) are closed for the day. The coffee shop, tavern, pub, and elk diner all remain open until after the characters

yeti patron GOSSIP.

There's no place like a coffee shop for gossip.

The bears have been pretty bad this month. Not an evening goes by without some sort of incident here in town. (true)

There is a report of lost hikers this morning. They were expected to return last night and never showed. (true)

The local state trooper just got a motorcycle. He'll be making the state a lot of money soon. (true)

The Jenkins kid has just dropped out of college. She'll show up here again any day now. (false)

There is a Canadian company talking about re-opening the Pittsburg Mine. (False)

Some city fellow has been propositioning all the women in town. The Sheriff is looking into it. (Sort of True)

There was recently a Mosquito here that tested positive for West Nile Virus. (false)

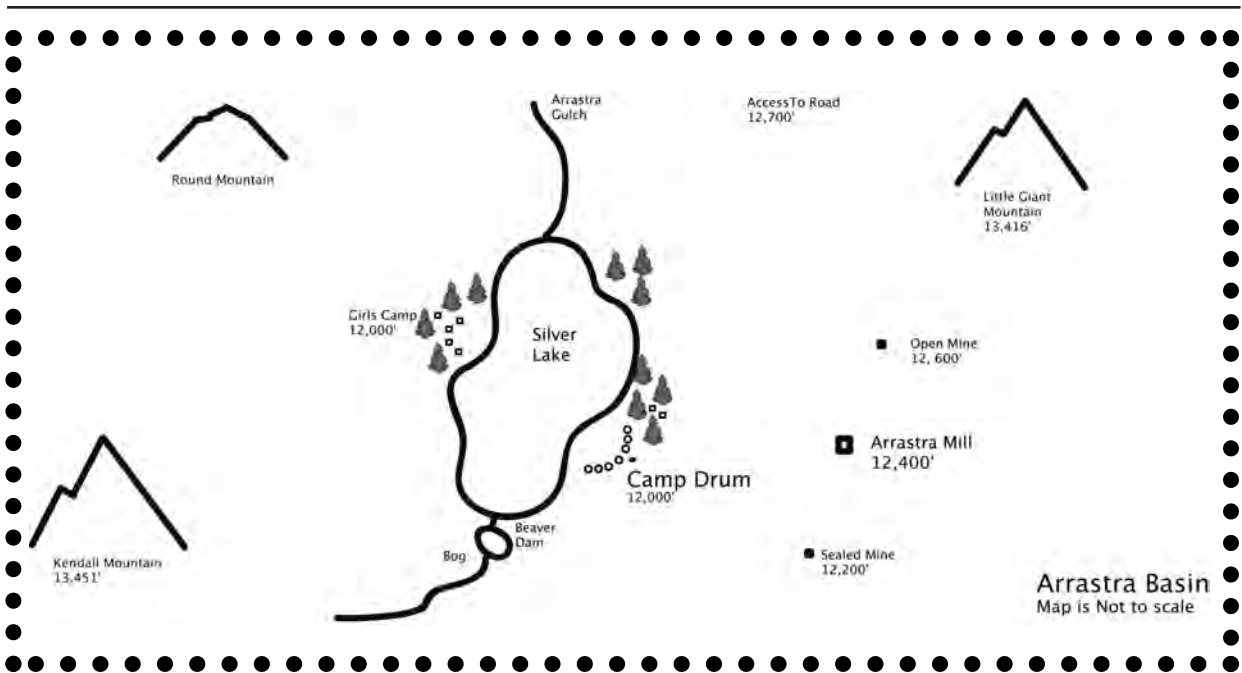
Something has been eating the sheep in Deer Park (true)

Someone said they saw a wolf within 10 miles of here. (False)

They've released more Lynx up here. (true)

leave town. Zann's Records is open anytime the keeper wishes.

Around town, there are any number of places to by fresh fudge, ice cream, t-shirts, tourist knick knacks, rubber tomahawks, film, \$9.00 hamburgers, bear figurines, stuffed animals, and all the usual tripe tourists seem to spend their vacation money upon. There is only one paved street in town, so despite treating the roads with magnesium chloride, the town is dusty. There is a couple of stores that sell outdoor gear that those missing their luggage might want to take advantage of. The shops are evidently



here to prey on folks just like them. You can expect to pay 10% over normal retail price for any jackets, socks, hats, etc.

At some point when one or more of the characters are wandering town, there will be a brief, but fierce, rain shower that sends all the tourists (and presumably the characters) rushing into the nearest business to escape the (nearly) freezing rain and hail. Because the town is surrounded by mountains, these little showers often catch newcomers by surprise. The only warning is a strong gust of wind, carrying plenty of dust and temporarily blinding everyone. The investigators find themselves inside Zann's Records after racing out of the downpour.

Zann's Records

Keepers note: Zann's records does not exist in Hillston, but instead exists outside of our time and space. It has appeared here in the moment of confusion and blindness created by the storm's gust front, and because it was called by desperate soul (Otis).

The store is well lit, thankfully dry, and surprisingly empty of tourists. The only other patron is a skinny young man in his mid twenties with thick glasses and a pronounced limp. He's wandering back and forth along one wall, staring at various musical instruments that

appear to be Native American in origin. He briefly makes eye contact with the characters and quickly looks away. A Successful **Psychology** roll shows he seemed to recognize them and was very embarrassed about something. He hurries to the back of the store and vanishes into a restroom. The shop is small, but loaded with merchandise. The front door and windows are covered in posters, making it almost impossible to see through to the street. One can still hear thunder from outside. Racks holding CDs and vinyl take up most of the floor space. The walls are covered in posters, liner notes, album covers and musical instruments. A Rastafarian, the only black person anyone has seen since landing in Montrose, calls out in a booming voice behind the counter to ask the characters if there is anything he can do for them. An **Idea** roll notices that the clerk seems to be slightly out of step with time. His lips don't quite match the words. Realizing this causes a 1/1D3 SAN loss. Any music the investigators have ever heard, or wish they had heard, are available here. There are numerous strange things about the store the investigators could notice, but not all the investigators should notice the same thing. If an investigator calls another's attention to what he sees, the keeper should determine whether or not

the other investigators should see the same thing. Some samples include:

- ❑ A poster advertising a 2004 reunion Tour by all four of the original Beatles.
- ❑ A large rack full of “The final Concert: Live in Paris” CD’s by a group called Mr. So, along with their other 12 albums.
- ❑ A 1980’s Rock Opera version of *War of the Worlds* by Jeff Wayne.
- ❑ A trumpet on the wall with the name “Leroy” engraved upon it. Anyone staring at it can hear it playing in their mind (0/1 sanity).
- ❑ A “disposable” MP3 Player pre-loaded with all the hits from 2008.
- ❑ A black guitar hanging on a wall with a golden name plate with the name “Eldritch” upon it. Anyone staring at the polished guitar will see their reflection slowly morph into that of an anguished young man with dark sunglasses and very pale skin. (0/1 sanity)

No one will be able to remember the music that was playing while in the shop. It was perhaps “something tribal.” The shop smelled of exotic incense, woodsmoke, chilis and cooking meat.

There is no reason for the players to spend much time here. If they start to linger, have the train whistle go off to lure them back outside, their cell phones all go off — but no reception in the store, or any other ploy you can come up with to have them step back outside. They never see Otis again. If anyone goes to the restroom, there is no sign of him. If you used the cell phone trick, the players here the clerk wishing them “Good Luck Mon” followed by a hearty laugh. The shop entrance is nothing but an empty storefront with advertisements for a community wide garage sale, a Jeep Raffle raising money for the Hillston Chamber of Commerce, a Free Kittens notice, a poster for a local theater company production of *Hamlet* and a business for sale or lease sign. The shop they just left is obviously empty. (2/1d4 San

Loss). The brief downpour is over, but there a rumble of thunder in the distance sounding like giant drums.

The characters can now continue wandering the damp town, return to the Yeti Coffee Company, or go find a bar. If they ask any local about Zann’s records, the local will assume they are trying to be funny, and eventually annoying. There hasn’t been any sort of record store here for over 10 years, and the building in question hasn’t been open for three years. It was most recently a Texas BBQ joint called “Pappy’s Place.”

meeting neil, and a rocky road to camp drum.

At 4 p.m., Neil finally arrives at the coffee shop in a battered Green Suburban that evidently once belonged to the forest service. He introduces himself to the investigators and apologizes for being late. He’ll also apologize for any lost bags. He buys them each a beer, or coffee, if they prefer, from Liz before helping them load their bags into the truck. He’s in a hurry to get back to the camp, as there are other guests already there and he has meat smoking in the BBQ pit. It’s no problem to bring the beers into the truck. In fact, Neil does so himself.

The drive to camp starts as a paved road, then turns into a dirt road after a couple of miles. Neil turns the truck off this relatively good dirt road onto a one lane jeep trail that crosses a small bridge over the Animas river and fords a small creek before climbing up Arrastra gulch. Water seeps into the truck as it crosses Arrastra creek, as the water is just under two feet here. Neil apologizes for the water and any wet feet. The road becomes steadily worse for the remainder of the 10 mile drive. It’s soon a glorified sheep trail. By the end of the drive, anyone with fillings in their teeth will likely wonder if they are still there. At several points Neil has to back up to a wider spot, to allow an oncoming jeep or



crowd of ATV's to scurry by in a cloud of choking dust. Such instances sets him to cursing about how up hill traffic is supposed to have the right of way. The gulch and mountain slopes are covered in green grass and wildflowers. The jeep track climbs steadily up hill, through stands of trees, along loose gravel/scree slopes with bad footing, and along 500 foot drop offs into Arrastra creek below. Several old mines can be seen along the route as well as three impressive waterfalls. Neil is in a hurry and doesn't offer to stop for pictures, but will do so if asked. The truck has no stereo, or AC, which Neil predictably apologizes about. If there is no other subject of conversation, Neil will try to get to know his guests and likewise talk about himself. He avoids talking about the retreat itself, explaining that he'll be telling everyone at camp what the weekend will entail. The truck finally takes a sharp right off the trail. With the engine roaring the suburban lumbers steeply up hill for 20 yards and abruptly makes it over a ledge and starts in descent into a mountain basin. The view is dominated by Silver Lake, and several stands of trees.

Otherwise the basin is fairly open with lots of wildflowers in bloom. A cluster of small huts can be seen from here. "That's home" announces their host. A **Spot Hidden** roll reveals set of small wooden buildings on the far side of the lake in the trees. If asked about it, Neil identifies it as a group of cabins. This week it's being used by some local girl scouts. Neil promptly apologizes about that. "Normally we'd be up here alone."

the camp

Camp Drum is made up of 5 yurts. These sturdy canvas structures are more hut than tent, with a diameter of 16 feet. They are sitting in a semi circle around a large fire pit with a great view of the lake and Little Giant Peak. Several logs surround the fire pit itself. Each Yurt can comfortably sleep two people and their gear with no problem, and include a small iron stove that uses wood pellets. The stoves come in handy at night. Each Yurt, except for Neil's, has two cots and two foot lockers, without locks, and 2 cases of bottled water in them. Each yurt also has 2 bows and about 50 arrows, two fishing poles, as well as 2 hand held drums. There is a propane lantern in each yurt, along with 2 flashlights.

There is no shower. If you want a bath, you'll be swimming in the lake. It's cold.

Neil parks the truck far from camp in a stand of trees so it can't be seen and interrupt the "wildness" of the place. There is also an out house hidden in the trees, as well as a metal storage building which houses a pile of wood pellet bags, a propane powered refrigerator/freezer full of meat, eggs, milk, juice, etc. a couple of spare propane bottles, bags of chips, flour, and various supplies. The camp has 6 canoes, 10 mountain bikes, and an iron BBQ trailer (which once belonged to Pappy's Place). Other than lots of fresh air, silence, and a great view there isn't much else. The camp smells like roasting meat, because the BBQ trailer is full of smoking brisquet and

got oxygen?

Camp Drum rests at 12000 feet above sea level. Doing anything strenuous at this elevation can be difficult if one is not used to the thin air. A secondary problem is that of dehydration. The climate here is very arid, despite the snow melt and regular rain showers. The characters won't be here long enough to really adjust to the altitude, so they have to be careful. Alcohol, will exacerbate the problem. The best way to avoid high altitude sickness is to drink lots of water, and take it easy. Unless the keeper is cruel, or if the players decide to go on a drinking spree and then chase one another around, there's no reason to give the players high altitude sickness. Temperatures at the camp during the adventure: High in the 60's, overnight low 30. Cold enough for a light frost. The atmosphere is much thinner here, and folks will sunburn fast. There is no cell phone service up here. Official sunrise is at 6 a.m. Official Sunset is at about 8:30 p.m. Dawn and twilight proceed/follow the event for about 30 minutes. It's worth noting that because of the mountains, actual direct sunlight doesn't last as long in the basin. The moon rises at about 5 a.m and sets at 9 p.m. This makes for good sky-watching.

elk sausage. Getting in touch with ones inner hunter doesn't allow for vegetarian options evidently.

Now that all the guests are in one place, the weekend retreat can begin.

Neil shows the characters to their yurts. The players can stay with whomever they like — two characters per yurt. Two participants are already here, having flown in to Durango and stayed in Hillston last night. Frank and Otis are sharing a yurt of their own. Neil tends to the BBQ while everyone settles in.

thursday 5:30 p.m.

Once the characters come outside, Neil offers them a beer or water from the large cooler near the BBQ trailer, and introduces them to Frank and Otis. Frank is a fat vacuum salesman from Dallas Texas. Otis is a scrawny fellow with ugly prescription glasses and a pronounced limp. Otis is from Hays Kansas. Otis is the fellow the investigators saw in Zann Records. If anyone mentions that, Otis denies any knowledge of the place. A successful **Psychology** rolls shows he's not lying. Neil will point out that there is no record store in town (Neil isn't lying either). [We'll learn more about why Frank and Otis are here later tonight.] Meanwhile, Neil shows everyone around the camp, pointing out the hidden latrine, the bear proof trashcan nearby, canoes, and bikes. All of these are for their use. He welcomes everyone into his yurt to show everyone where the first aid kit, oxygen, and emergency radio are, just as a precaution. The lake has good trout fishing, and there are fishing poles in each yurt for anyone who would like to take advantage of that. He points out some of the features of the basin. There are two old mines that can be seen from here. One is closed. The other is wide open. He cautions the guests to stay away from the open one. "It's dark as dark gets in there, and there are enough pit shafts to fall into that you'd likely not come out again. Now while you've all

signed a legal release, I'd hate to lose anyone." He laughs after that. "You can see Little Giant Peak to the North, and Kendall peak to the South West. That pile of wood and rubble over there is an old mill for processing the ore coming out of the mines. You can sometimes find quartz crystals in the tailings pile there. We can set some targets up if anyone wants to try their hand with the bows in your yurts. I used to be a pretty good shot, and I'm happy to give pointers. Those cabins on the other side of the lake are off limits this weekend on account of the girls scouts coming up here tomorrow. Just steer clear of them if you would. It won't get dark until about 9:30. Dinner will be ready by 7:00. I'll ring the iron triangle then. You're welcome to wander around, go fishing or whatever you like. I'd leave the bikes alone today. Be sure to take it easy and drink lots of water. The altitude can play tricks on you up here. Relax and enjoy yourselves. You're home."

The characters now have an hour and a half to do whatever the like.

A character making a **Spot Hidden** roll while hiking around the lake shore will spot bear tracks. Neil assures them that it's friendly enough. Just don't leave food out for it.

A character making a **Spot Hidden** roll while fishing or canoeing notices Frank prowling around the girl scout cabins. If confronted later he denies it. Neil pulls Frank aside for a talk if someone mentions it to him.

Anyone without the Pilot Boat skill can still paddle around the lake in a canoe. They are likely to get wet at some point if they try anything sudden. Each canoe has to life jackets. The water is frigid. Unless there is a compelling story reason to do otherwise, don't look up hypothermia rules.

Anyone searching the mill site can find a nice quartz crystal with a successful **Luck** roll. Ugly ones don't require a roll.



neil's yurt

Neil's Yurt has only one cot, but there are three chairs in here as well.

In an unlocked locked footlocker he has an emergency radio, first aid kit, binoculars, a night vision scope, a spare set of keys to his truck, a flare gun, signal mirror, two handheld drums, and several topographical maps of the surrounding area.

A second footlocker is full of climbing gear, enough to fully equip two people, including about 400' of rope.

In a locked footlocker lies a 45 automatic [1d10 +2, 20%, 7 rounds] with a spare clip [7 more rounds], A bottle of 40 year old scotch, half empty, some condoms, a small tin of marijuana and a glass pipe, \$200.00 in cash, a digital camera,

2 nice drums hanging on the wall (one with a bear painted upon it, the other has a Raven), A large Navajo Blanket with a Bear upon it and a wooden bear mask hang on the opposite side of the hut as his cot. He also has a wood pellet stove, a bottle of oxygen and a small bag attached to it with various sized masks, and propane lantern. There is also a high quality hunting bow with 48 arrows, with various arrow heads. Neil also has a box of earthworms in here for use as bait.

thursday 7:00 p.m.

Neil summons everyone to camp for dinner. There is more red meat than 10 adults can eat. A pair of ravens are quite aware of that fact, and patiently stalk the camp. Neil throws them scraps, until he notices that Otis is afraid of them. There are also some fresh tortillas, lots of condiments, a pot of beans, and an apple cobbler in a dutch oven near the fire.

Dinner is outstanding. Neil entertains everyone with stories of lost tourists, fools on ATV's, city folk getting their Hummers stuck in remote places, hunters shooting one another, and various outdoor exploits. Neil is a long time member of the local search and rescue crew, so he has plenty of these yarns. He only tells the stories with happy endings.

Once dinner is over, he cleans up the dishes at the lakeside. He happily accepts any help offered, but doesn't ask for any.

As the sun drops down behind the mountains, Neil throws more wood on the fire and asks everyone to tell the group why they are here and what they hope to gain from this experience. Neil goes first, then Otis, and then Frank. Their stories are in a nearby sidebar.

Then the players can say whatever they like. Neil vows to help everyone feel more connected to their inner hunter by the end of the weekend.

By 10 p.m. it's quite dark. The stars up here are simply amazing. If you've lived in a city all your life, you can be forgiven for thinking the milky way is some sort of luminous cloud. Neil points out several constellations. Otis jumps in and may surprise everyone with his own knowledge of astronomy. Everyone gets an **Astronomy** skill roll at this point. After staring at the sky for a while, everyone will notice it's getting cold enough to see your breath. It's time to retire for the evening. Neil shows everyone how to get the pellet stoves lit. They use a gooey flammable gel. The stoves hold enough wood pellets to keep the yurts warm all night long. It might take a while to get used to the sound of pellets periodically dropping into the fire, but at least it's warm. Neil wishes them all a good night, and retires to his own yurt.

Friday Morning, 1:15 a.m. he characters are awoken by the sound of a little girl screaming. As everyone races out into the cold night, have them make **Spot Hidden** rolls. Anyone who succeeds sees a black bear racing away from the camp as fast as it can move. Standing on top of the BBQ pit is Otis, wearing nothing but

FISHING

Silver lake is well stocked with trout. Any character trying their hand at fishing have a 30% chance of catching a fish per hour. Any skilled fisherman has a +5% chance of catching something. There is a pole for each participant, and Neil has live worms available. A critical failure results in the reel being snarled. A **Fishing** skill roll can unsnarl it, but there are plenty of other poles around. If someone catches a fish, roll 1d6 on the table below. Characters with a luck % of 70 or higher get a plus one to this roll.

- 1-2 Trout fingerling (too small).
- 3 Juvenile trout (under legal Size).
- 4 Juvenile trout (legal).
- 5 Adult trout.
- 6 Big trout (bragging rights).

his boxers and screaming. Anyone can calm him down with a **Psychology** roll and pointing out the bear is long gone. If no one else does this Neil eventually talks him down, walks him over to his own yurt and gives Otis some oxygen. Anyone who gets close to Otis doesn't need a **Spot Hidden** roll to realize he's wet himself, and the blanket he was wrapped in on his way to the outhouse. Frank tries to hold back, but ends up laughing loud enough for everyone to hear. Neil chases Frank off and encourages everyone to go back to bed.

About an hour later anyone making a **Listen** roll at -20 percentiles hears the Suburban start up and drive away. If anyone investigates, the truck can be seen lumbering up to the rim. A note on Neil's Yurt explains that he's taking Otis to town and will be back by morning.

Friday morning 6:00 a.m. (or so). The sun is starting to come up. Neil is up and cooking a huge breakfast for everyone. No one heard him drive back early this morning, as he parked the truck a couple of miles away and hiked in. He looks a little tired.

Neil explains that Otis is ok, isn't coming back after embarrassing himself in front of everyone. Frank professes to feel awful about laughing last night. But after a moment, he starts to laugh again.

During breakfast Neil explains that the group will be going for a hike this morning, as soon as things are cleaned up. Anyone drinking coffee finds themselves spitting out grounds. Neil makes "cowboy coffee" by throwing loose grounds into a kettle of boiling water and then dropping a raw egg in to catch much of grinds. But there is plenty to spit out. The ravens show back up just in time to get whatever is tossed their way. Since Otis is not around to be frightened by them, Neil encourages them to stay. Frank volunteers to clean the dishes, likely because he feels like a jerk, and Neil goes to fetch the Suburban from over the ridge.

For the next several hours, Neil guides the group around the basin, and up towards Kendal Mountain. Along the way he points

out many bird, flower, grass, and tree species. He also stops to show the group various animal tracks. At one point, he's pretty excited to find Lynx tracks. They've recently been released here. He ties all of this together with occasional monologues about how modern man has lost his way. That men in particular are biologically and psychologically hunters. He admits that there is perhaps little room in society for us to act upon our warrior instincts. Just the same, we are not meant to live in big cities, trapped in dead end jobs, and spending all of our energy working for money that we then spend upon plastic junk and electronics we don't need to survive or thrive. A successful **Psychology** roll will determine that either Neil doesn't really know much about psychology. It's clear however that he knows plenty about the natural environment, and is obviously happier living this kind of life. Whether Neil convinces anyone of the characters to embrace a more spiritual path connected to Mother Earth is up to the players. Frank appears convinced.

During the hike, each character gets a skill check in Biology, Geology, Listen, Natural History, Spot Hidden, and Tracking.

11:00 a.m.

the calvary arrives

Neil leads the group back towards camp as a group of horse riders appear over the basin ridge to the North. The road to town lies in that direction. There are 7 horses in all, 6 of which have a small riders upon them. The small riders are children. The only adult rider breaks off from the group and gallops down to then men. Once the rider is close enough everyone recognizes Liz. While she's traded her sundress in for a pair of jeans and a halter-top that leaves very little to the imagination, the red hair and cowboy hat are unmistakable, as is her smile. Frank makes a crude comment about what he'd like to do with that filly which



gets an immediate, and surprisingly hostile glare from laid back Neil. Characters making a **Spot Hidden** roll notice that Neil's right hand reaches up to his left armpit very quickly, as though he were about to pull something out from under his light fleece jacket. Frank is in no danger here, as Neil doesn't carry his gun during a retreat. However, characters who witness this may remember later that Neil likely has a gone nearby.

Liz dismounts about 20 yards off and walks her horse up to Neil. They hug briefly. She remembers everyone, and greets them by name. A successful **Psychology** roll notices her smile doesn't quite reach her eyes when she acknowledges Frank. Liz promises everyone to keep the girls away from all these fine hunters. Neil likewise promises that none of the men will steal their horses or try to count coup on anyone. There appears to be something of an inside joke between her and Neil playing out here. Liz apologizes for not bringing along an espresso machine, pointing out that Neil's coffee is sure to put more hair on everyone's chest. If the characters want to chat with her she walks with the group for a while. She mentions that she saw that poor Otis boy in her shop this morning. He looked like someone had shot his dog. She thinks that maybe she cheered him up a little. Otherwise she punches Neil on the shoulder, wishes everyone a good day and gallops off. Frank looks visibly nervous, and is sweating profusely as he watches her ride away.

Lunch consists of left over BBQ turned into sandwiches, with *Cheetos*. The *Cheetos* are, as it turns out, a favorite of the ravens. If they aren't offered any, they take matters into their own beaks. One bird distracts the group while the other bounces up and helps itself. Neil knows the game well and enjoys watching the city folk get wide eyed as the huge birds sneak up on them and take *Cheetos* right off their plates. The group can occasionally hear bouts of children's laughter from across the lake. Frank spends much of lunch staring in that direction, to Neil's annoyance.

Much of the afternoon is spent fishing for dinner. Neil will continue to go on about male mysteries, inner hunters, trees of life, and Mother Earth for as long as anyone seems interested. He's just as happy to simply fish. As mentioned before, everyone has a 30% chance of catching a fish per hour, even if they have no skill at doing so. Success indicates that they get a check in craft: Fishing. Between the group, there should be plenty of trout for the grill tonight. If it's an unlucky day, Neil has some fish in the freezer to augment the catch.

Neil offers to give canoeing and archery lessons. Anyone taking advantage will get a skill check for Pilot: Boat and Craft: Bow. Everyone starts out with a base 10% chance in bow.

3:00 p.m. dwight arrives, with otis in tow.

In mid-afternoon a familiar yellow Suburban crests the ridge and drives down to the men's camp. The driver honks his horn and waves as he passes the girl's camp. Once the truck comes to a stop at the yurts, both the driver and passenger side doors open up. While no one is surprised to see Dwight, the return of Otis is something of a shock. Frank can be heard saying "I sure didn't see that coming" as the group approaches the truck. If any of the players are hoping to see their luggage, Dwight may have it. Investigators who are missing luggage and tipped Dwight the day before get their belongings. Anyone who didn't tip him won't be getting their bags today. "UPS didn't deliver them today" says Dwight. Since UPS doesn't deliver on Saturday or Sunday, the investigators can assume they won't be seeing their luggage this weekend. The missing bags are in fact sitting in Dwight's office in Hillston. He'll probably deliver them tomorrow, so long as folks are polite. If there is a character here who has earned Dwight's respect, (high Credit Rating perhaps? Good tipper? Good role-player?) he'll pull them aside and ask him to keep an eye on Frank. Liz had some sort of run

in with Frank on Wednesday evening at the local pub. She wouldn't talk much about it, but it's obvious Frank upset her. Dwight doesn't like the fact that they are both up here. Since Liz will beat the tar out of Dwight if he tries to ruin her weekend with the girls, he's confiding in a PC. He doesn't confide in Neil for reasons of his own, and he knows Neil always over reacts when it comes to Liz.

Otis is carrying several shopping bags and has evidently had a fine morning. He is a little annoyed that the characters, whom he saw in Zann's Records today (remember — Zann's exists outside of our time and space) left town without him this morning. He had to wait for Dwight to come back from a tour and bring him here. He'll bring up the subject as soon as he's alone with one (or more) of the investigators. He's already learned that the locals won't speak about Zann's, and he won't talk about it in front of Frank.

If anyone mentions her, Otis is quite happy to hear that Liz is across the lake. He thinks she's very nice (a successful **Psychology** roll will show Otis thinks she's more than nice).

Neil is happy to see Otis back in camp, if there are any yurts not being used (if the group of players is small) then Otis will get his own yurt. Otherwise, someone will have to switch accommodations so Otis can bunk with someone other than Frank. As it turns out, Frank snores like the devil. You probably saw THAT coming.

Otis is like a new man. If the subject comes up, he just laughs at his panic attack last night. Be sure to play Otis as though he's a likable little guy now. A happy kid brother to the group. Even Frank seems to like him now.

Neil spends a lot of time with Otis now that he's back, to bring him up to speed for the rest of the group. As a result, the characters have a couple of hours to kill before dinner if they'd like to wander around. Before you cut them lose however, everyone gains back one point of sanity. It's been a relaxed and happy day. Maybe there is something to this back to nature business after all.

Frank spends much free time sitting on a rock by the lake staring off in the direction of the girls' camp drinking beer. Many of the girl scouts are paddling around in their own canoes. None of them stray far from their own shore, and Liz occasionally admonishes the bolder of them to stay closer yet.

6:30 p.m. Dinner is ready. There's plenty of trout for everyone. For those who prefer, there are also buffalo burgers and some chicken breasts. More beans, tortillas, and some grilled asparagus. There is also a cooler full of beer. The ravens are delighted to find out no one else around here eats fish eyes. If anyone is watching, Otis is no longer afraid of the ravens, and throws them some of his fish.

Neil once again will entertain everyone with stories of outdoor follies, with urban legends and tall tales thrown in for good measure. He's in a fine mood and willing to talk about anything pleasant. Frank is quite drunk, but behaves himself. Otis is like a child on Christmas Eve, hanging upon every word. During dinner, the group can occasionally here the girls across the lake singing. Otis and Neil start to clean up. If any of the investigators pitch in to help, Neil excuses himself to prepare for the drumming. He does so by going off on his own and smoking some marijuana. If caught, he'll offer to share.

8:00 p.m.

As dusk approaches, Neil brings out his drum. He talks for a while about how the drum is sacred to many cultures. They are often instruments for speaking to the spirits and the Earth Mother. He then attempts to take everyone into a trance using the drum's rythm. This lasts for a bout an hour, with little result other than everyone waiting around for something to happen. Neil seems disappointed.

9:00 p.m.

A half moon descends below Kendall Mountain. Neil watches this for a couple of moments and then suggests that everyone bring out the drums in the yurts for a group drum. Otis is the first to fetch his drum. Frank is the last. Once everyone is settled down again, Neil shows them all how to hold and play the drum. A successful **Spot Hidden** roll notices that the drum Otis is using looks different from the rest. It looks older somehow. If questioned, Otis confesses that he bought this drum in town earlier today. The group then drums a slow steady beat while Neil plays a counter rhythm which seems to weave in and out of their own drumming.

The Vision

Within moments, the group falls into a trance. The experience comes on so unexpectedly that no one has the opportunity to resist. The Drum of Manki has brought them here. The group enters the Dreamlands, in the Nomad Lands West of Sarrub. This small corner of the realm is being completely twisted by Otis, who is in control here. The group is essentially traveling through his unconscious mind, where Neolithic hunters are essentially super heroes. Normal Dreamlands rules do not apply here.

The stars seems to grow brighter and brighter until they are almost blinding. For many moments, the only thing your are conscious of is the silver starlight and the drumming. Slowly, you become aware of the fact that you are running under a gibbous moon, on a vast grassy plain. The weight in your hand is a spear. Your spear. It was given to you when you became a man, and it will always be with you so long as you are a man. In a flash you know that your comrades are nearby, also running. You can sense them all around you. A smile comes to your face as you realize you are hunting. Hunting under the moon. You don't yet remember what you are hunting. It doesn't matter. The thrill of running, under the watchful eye of the

sacred moon is enough. Your heart is drumming in your chest, but you know you can keep up this pace for hours. Up ahead in the moonlight, you can see your prey. A great Elk is running in the moonlight, but it is tired, wounded. It's strength will give out long before yours. The distance between you is closing, and you give thanks to the moon that your clan will eat well tomorrow. The end of the hunt is swift, and you end the stag's suffering quickly. All of you thank the animal for giving up its life.

As the group starts to dismember and dress the elk, the players can once again control their actions. The men are all dressed in leather skins, with moccasins on their feet and raven feathers in their hair. Each has a large metal bowie knife, and glass bead necklaces. A successful **Anthropology** roll can confirm that they are walking anachronisms. They are supposed to be some sort of Hollywood Indian perhaps. White Hollywood Indians in fact. Each of them is lean and well muscled. For Neil, that isn't much of a change, but Frank and Otis are nearly unrecognizable. Neil, with more raven feathers than anyone else and facial tattoos that somehow mark him as a chief, or at least more important, looks perplexed. He doesn't recognize any of the clothing either.

Eating the Heart

If you are going to use the sabertooth, then play this out after it has been killed. The scene plays the same regardless of whether it's an elk heart of a sabertooth heart. Otis triumphantly pulls out the beast's heart, and offers it to Neil. When Neil refuses, Otis looks disappointed, then promptly takes a bite from it. He seems to grow in stature as the blood runs down his chin. He offers the heart to everyone in turn. As he does so, no one is able to speak. Everyone feels as though they are being watched and judged by an unseen power. This may be the drum, Otis' dreamself, or Nodens as the keeper prefers. The investigators can choose

whether or not they take a bite, but they cannot speak. Frank chooses to do so. Anyone who takes a bite of the heart is fully healed of any injuries, and loses one point of Sanity.

After everyone has a chance to eat the heart, the waiting presence dissipates, and the group is once again free to speak.

Optional encounter: The Sabertooth

If someone in your group is chomping at the bit to fight something, here's their chance. If they seem content to roleplay, you can skip this encounter. The group is suddenly ambushed by a sabertooth cat. A lone predator likely wouldn't normally do this to a group of human hunters. If it wanted the meat it tried to warn them off without a fight, or wait to eat the scraps. But in Otis's fantasies, predators are always willing to attack brave hunters. The cat will fight to the death. The cat leaps at Frank first. It gets one attack on Frank before anyone can react.

Otis's Saber Tooth Cat

Str 26

Con 13

Siz 26

Int 7

Pow 10

HP 20*

Move 11

Claw 50%, 1d6 + 2d6.

Bite 30% 1d10 +2d6

Sanity Loss 0/1d2 (to be attacked by an extinct beast)

The cat isn't going to last long among all these super hunters. Let the cat live long enough for everyone to hit it and do some damage.

Each investigator has a large knife and a short spear. Each of these weapons does 1d6 + damage bonus. Here in Otis' mind, each character is in prime physical condition with physical stats of 17. This makes everyone damage bonus +1d6. Everyone likewise has a spear and knife skills of 60%. Anyone who misses the creature with an attack will still strike it a

glancing blow at half damage. Each Dream Hunter has 17 hit points.

After the characters have a chance to eat the heart, it's time to determine what to do next.

Neil suggests that they head back to camp, and then apologizes for not knowing where they are. The starry night and endless grass horizons surround them in every direction.

A successful **Spot Hidden** roll reveals the glow of a far distant fire. It lies in a different direction than they came from. If this is pointed out, Neil suggests they go that way. He still seems to be their leader, but each of the investigators find themselves looking to Otis to see if he agrees. There seems to be a shifting in the balance of power. The characters can, a successful **POW x1** roll, break away from this assumed chain of leadership. Neil seems to have no desire to lead here.

Given that there is no other obvious direction to go, the investigators will likely choose to head for the fire themselves. In any event, Otis cannot be swayed from going that way, and the Frank and Neil are both content to follow him. Anyone who did not succeed in a **POW** roll is likewise content to follow. Otis tells everyone to grab some meat. He does likewise and sets off toward the glow.

The Village

Otis leads the group down wind of the fire. There he drops his portion of the elk near lone tree. Everyone else does so as well. If for some reason a player does not want to leave the bloody flesh here, a successful **POW x2** roll allows them to defy the group and continue carrying the burden.

As one, the group stalks towards the fire, their bodies instinctively know how to travel silently so no **Sneak** rolls are required. They approach to within a short distance, and it becomes clear that they are nearing a small village with four wooden houses. Otis stops. The group lies hidden in the grass, and watches. There are 7 young women dancing around a fire singing some sort of chant. An old crone is also nearby, leading the chant. After nearly an



hour of observation, it becomes clear that the only inhabitants of the village are these women. Frank, sweating profusely, announces that they should attack the village and take the women as war wives. Neil looks at him in shock, and struggles to say something. Otis can be heard to say, "It would be easy as death." Once again, the characters have the feeling that they are being watched, and their actions judged.

At this point, the characters can once again make **POW x3** rolls to break free of the chain of leadership. Those who succeed are now free to dissuade the others. Using anyone's waking world name gives that person an immediate **POW x4** roll to recover their own will. Anyone who is in control of themselves can now make an **Idea** roll (if they haven't come to this conclusion themselves). Success indicates that the village ahead looks a lot like the girl scout camp, the young women all look like Liz, and that the song being sung is "Kumbaya My Lord." Pointing this out to any characters or Neil allows them to immediately break free of the hold Otis seems to have on them. Otis himself, seems to deflate upon the realization. Frank however remains eager to attack the women.

At this point, if any of the investigators mention that it's time to wake up, the group does so. If the players don't suggest this, Neil will do so. The dream abruptly ends.

The men immediately return to the waking world, shell shocked from the rapid transition from world to world. They all shamle off to bed, and will have no memory of returning. Otis's dream self is transported back with them. This shadow, while confused about where it is, immediately begins to act upon Otis' suppressed desires. It hears the bear up by the old mill and kills it there as an act of revenge. The shadow then skins the animal and wears the skin into the girl scout camp, where it watches Liz sleep for some time. Burning her image into its mind. Before it can act out one of Otis' more recent fantasies, a couple of girls scouts on their way to the bath-

room spot him and start screaming. The shadow warrior flees the village, not knowing who might come to the call. It runs to the lake and swims across. It exits at the far shore and takes a very circuitous route to the open mine. It hides here deep in the mountainside, waiting for nightfall to come again. It broods throughout the morning, seething with anger that it allowed a couple of little girls to scare it away before taking Liz. It won't be denied a second time.

an optional nightgaunt

If you want to inject a little more Mythos into the adventure, Nodens could send a nightgaunt to follow the players while in the dreamlands, or perhaps while they are in the waking world. It would be sent as an observer only. It might be glimpsed as a shadow among the stars, or it's presence might be felt in the open mine. While it shouldn't attack the characters, it's very appearance will set the players on edge. It costs 0/1d6 sanity to see a nightgaunt. See page 169 of the COC 6th ed. Rulebook for more information.

saturday morning 8:00 a.m.

The investigators awake the next morning, after sleeping in, to the smell of burning bacon. They have no memory of leaving the fire last night and crawling into bed. Each of them are ravenous. As they come outside, they are greeted to a glorious morning. Each of them feel alive and refreshed as never before. Their senses seemed heightened, and it's no trouble to see girls wandering about their camp on the far shore, horses running loose all around Arrastra Basin, the two ravens hopping around excitedly over by the mill, and Neil and Liz arguing in the trees. Breakfast is burning on the fire.

Liz is apparently upset because the girls were frightened last night by a man wandering through their campsite. Neil is trying to assure

her that all the men were with him last night and that it was likely the bear they saw. Liz points out that those weren't bear tracks in the frost this morning heading down to the lake. The characters are free to wander over to the trees and weigh in one way or another. Liz is furious, but doesn't blame anyone in particular. She is however punching Neil pretty hard every time she finishes a sentence. A **Psychology** or **Persuade** roll will calm her down fast enough. A **Fast Talk** attempt will just send her storming back to the girls' camp. She's willing to show Neil, and up to one other person (who ever calmed her down) the foot prints in their camp. Liz is also upset about someone letting their horses loose last night. Neil knows better than to suggest Liz didn't secure them properly. If one of the investigators doesn't offer to help round up the horses Neil will volunteer the men to do so. Whoever offers to help round group the horses gets a look of gratitude from Liz that would likely send Frank into a cardiac arrest. Good thing he isn't there.

If one of the investigators follows Neil and Liz to the camp, they can see the tracks for themselves. A successful **Tracking** roll shows the subject to have been fairly large and heavy. The footprints wander the camp a bit, and sit outside Liz's cabin (she doesn't know that) and then head down toward the lake, leaving an obvious path in the dew. The trail disappears into the lake. A critical tracking roll shows the prints to have been made by someone in moccasins. Anyone who wishes to walk the perimeter of the lake can find the shadow's exit point near on the side of the lake with the closed mine. The trail soon disappears among rocks.

The footprints are too big to be those of Otis. They could be Frank's . . .

Keeper's note: The footprints were of course made by Otis' dream self, who is big.

Breakfast can be salvaged by anyone who cares to do so. If no investigators do so, Frank will intervene. He'll eat more than he saves however. A second breakfast might be in order

searching otis' belongings

It's possible that at some point one of the characters will be suspicious enough of Otis to search his footlocker and bags. Other than 4 high fantasy novels and an 8x10 picture of what is probably Otis' grandmother, there is nothing interesting. It is noteworthy that the cover of the fantasy book Otis is currently reading (book mark) has a psuedo-neolithic hunter on the cover that is dressed much like the dream hunters from last night's trance. The book is titled "Lords of the Endless Plains." The book is written by S. Culver.

The drum Otis bought at Zann's is hanging on the wall. While the drum looks quite old, there is nothing else remarkable about it. It is currently attuned to Otis and appears in no way special. If the drum is stolen, hidden, or destroyed, it will appear back here on the wall the next time Otis enters the yurt. Having the drum reappear like this will cost whoever tried to hide/destroy the drum 0/1d3.

since everyone is so hungry. It's worth noting that the ravens don't show up for breakfast today.

Otis sleeps in. When he does come out, Frank will ask loudly ask if he wet himself again last night. Frank is about to add some punch line to the cruel joke, but the wounded look on Otis' face shames Frank into silence. Otis then wanders off to the latrine. At least one player should witness this.

It takes two hours to round up the horses. It'll go faster if anyone of the characters have a ride skill of 30 percentiles or more. Liz thanks anyone who brings in a horse with a hug. Once Frank discovers that, he'll try very hard to catch a horse. Despite having a Dallas TX Pedigree Frank is lousy with animals and isn't likely to catch one. After trying for a bit, he'll just latch on to someone else returning a horse. It's all a wasted effort on his part. Liz won't touch Frank. The girls go horseback riding once their animals are returned and won't come back to the basin until evening.

Anyone who goes near the mill intentionally will discover the corpse of the bear. If the ravens are forgotten, someone who succeeds in a **Luck** roll will follow a horse over there.



The corpse has been skinned, and the ravens have been very busy — 0/1d2 Sanity. Examination of the carcass reveals that the bear was killed by some sort of piercing object, likely a spear. The forest service isn't going to be happy about this. Neil will be grief stricken to learn of the bear's death. They've known each other for four years. He'll insist upon burying it. There are couple of shovels in the storage shed. He'll likewise insist that no one tell Liz about this.

Frank is nowhere nearby when the grave digging starts. He wanders through the girls camp, and steals a article of Liz's clothing. He then looks for a safe place to enjoy it. The open mine will fit this need nicely. Unfortunately for him, the shadow is here. It catches Liz's scent and comes racing towards the entrance. Frank looks up from what he is doing just in time to see what he thinks is Otis rushing out of the darkness. Frank jumps in fright, gets tangled in his own pants while running away and falls down a largely collapsed shaft. He only falls 30'. Frank lies there unconscious until he hears someone calling for him. Knowing that someone will come for this fat fool, the shadow retreats even further into the mine where no one will find him. If Frank was being watched by one of the investigators, he'll notice he's being followed on his way to the Girl Scout camp. He's a paranoid fellow after all. He'll try to lose his tail in the trees. If that doesn't work, he gives up on his plan to search the camp and instead grabs several beers and heads up to the mine to sulk.

Meanwhile, the characters eventually lose their heightened perceptions. By noon, they are back to normal, although they still feel very energetic. Neil on the other hand is somewhat melancholy. The death of the bear, and his lack of leadership in the dream last night is really bothering him. At some point he spends some time with his pipe, which doesn't help his mood much. With everything that's gone on, lunchtime will likely be the first chance the group has to talk about last night. Neil intends

to do just that, until Frank doesn't show up for lunch.

Searching for Frank

It might take a couple of hours to find Frank, depending upon how soon the players want to check out the open mine. If the mine is one of the first places they look, then they find Frank within 30 minutes. If no one mentions the mine specifically, then it takes 1.5 hours. If the mine is brought up and discounted, then they find Frank 2 hours later after all other places have been searched. When anyone calls his name near the mine, a faint reply will be heard. By the time the investigators find him, he's awake but in bad shape. He has a broken leg, broken wrist, concussion, and some internal injuries along with many abrasions and contusions. The men at the camp can't get him out on their own, without risking far greater injuries. The emergency radio in Neil's yurt can be used to summon help. Neil sends a couple of folks down to the camp to bring it back along with the first aid kit, climbing gear, and oxygen bottle. He tells them to bring the truck back as close as they can get it. The keys are in it. Meanwhile, Neil and one PC who knows **First Aid** or **Medicine** can stabilize the patient.

While awaiting rescue, Frank raves about how Otis ambushed him and knocked him down the hole. Otis was of course with the rest of the group long before Frank disappeared. A **Spot Hidden** roll by the investigator down the shaft with Frank and Neil will find an article of women's clothing. They may or may not recognize it as Liz's. Frank insists they don't belong to him, but that he took them from Otis. It doesn't take a **Psychology** roll to determine that if they were left alone, Neil would probably beat the hell out of Frank at this point. He recognized the clothing well enough.

Those exploring the mine, perhaps to follow up on Frank's delirious insistence that Otis was hiding back there, will sense that there is something in here with them. Other than getting vague impressions of something

SEARCHING FRANK'S LOCKER

Unless one of the characters mentioned it, no one thought to collect Franks personal belongings. They remain in the footlocker. He has plenty of 3XL clothes, a bathroom bag with nothing unusual other than a small key. There is also a Chuck Clancy war novel, a portable CD player, several young Madonna, Britney Spears, and Tiffany CDs, and a stash of candy bars. He also has a small locked box. The key in the bathroom bag will open it. The box is a disturbing glimpse into Franks mind. There are 30 condoms, two well worn pornographic magazines that are almost certainly illegal in this country, several articles of (young) women's clothing, and a bag with several DVDs that are apparently pornographic videos set to children's songs. A receipt in the bag is from Zann Records, Hillston CO. The contents of this box cost the prowler 0/1 sanity.

angry watching them, and a cold wind rushing past them, they will find nothing. The wind is simply a draft, but you can play this encounter up to be somewhat scarier. It's very dark in here, and maybe technology, such as flashlights, don't work well around a being of the Dreamlands summoned to this world. The the Flashlight went out, there is real danger of getting lost or falling. Play up the danger, but don't take a character out of the story.

Outside help will arrive in the form of a search and rescue Suburban with three emergency medical technicians, with Dwight at the wheel. They show up one hour and 15 minutes after they are called. It takes 40 minutes to get Frank out via backboard and climbing gear. Sheriff Shirley "Shirl" Sanders will show up halfway through that, and determine that a helicopter is needed to fly Frank out. Unfortunately, there is no available helicopter than can land this high safely. So Frank has a long painful ride ahead of him to Hillston, where he will be airlifted out. If word gets around that he had a pair of Liz's underwear, there won't be anyone legally capable of administering morphine to him in the county that day. An investigator who is a doctor could do so, but he'll have to ride down with Frank to where the ambulance is. That's about 1.5 hours away,

as the ambulance can't come up Arrastra Gulch. No one offers to meet them half way. You get the picture. It's a small town. The sheriff sticks around to get a report from Neil. She takes statements from everyone in the group.

Before they leave, Dwight will approach the character he's entrusted with watching Frank and ask if they've spoken with Liz. If any mention is made of last night's prowler, he decides to come back this evening and watch over the girls. He won't mention this to anyone.

Depending upon how long it took the investigators to find Frank, 3 - 4.5 hours have gone by. Making it 3:00 or 4:30 p.m. An hour and a half after the search and rescue rig leaves, a helicopter can be heard flying up from the south, landing in Hillston, and then leaving again to the south.

At this point, it might seem like a good idea to just call the retreat finished and drive into Hillston. If anyone suggests that, both Neil and Otis refuse. Neil needs to wait for Liz to get back and explain what's been happening. Otis on the otherhand wants to trance again. That is, after all, why he came out here. The investigators, who may by this point be convinced that something creepy is finally happening, probably won't be willing to leave the girls up here by themselves. Neil will drive them to town if that's what they want. But that'll be the end of the adventure for them.

6:00 p.m. neil starts dinner, which is ready at 7:00.

Provided the characters remain in the camp tonight, dinner is a bit subdued. Tonight it's elk steaks, rabbit, grilled corn, and smores. Everyone is probably tired from chasing horses, digging the grave, rescuing Frank, etc. Neil has no funny stories to tell, so it's up to the investigators to entertain themselves. Failing that, Otis will go on about how cool last nights trance was. He doesn't see any danger in the



visions, and is excited about meeting his inner hunter again. Neil will admit, with some persuasion, that none of his trances have been quite like that before. He's never seen the womens village before, and he normally knows his way around those plains. [Frank does occasionally travel to the Dreamlands while in trance — but he's the one usually shaping things with his Dreaming Skill].

7:30 p.m. The girls get back from their day ride into the neighboring Little Giant basin, Liz rides over to check on things. While the death of the bear frightens her, Frank's departure is enough to convince her that the troubles are over.

If the investigators weigh in with their own opinions about the presence of supernatural things, visions, and imminent danger they upset her. But unless they have some sort of proof, which they don't, she remains skeptical and excuses herself from their company. In any event, she won't leave the girls alone for long and heads back to their side of the lake after 'borrowing' any left over graham crackers, chocolate bars, and marshmallows, and mentioning that it must have been her over-protective brother who left her that handgun. A successful **Psychology** roll shows she's probably lying about that. There's no gun.

Neil goes off to get stoned, uncaring if anyone sees him this time. Otis grows more excited, and watches Little Giant Peak for the moon to rise. When it finally does so, Neal and Otis get their drums.

9:00 p.m. moon sets.

The investigators have the option of participating in the evening drumming or not as they prefer. But if they are within 50 yards of Otis and his drum, an area which includes all the yurts, they may still be affected. Investigators who are willing to trance do so automatically. Investigators who choose to resist must make a POW check on the Resistance Table against a POW of 20. If they fail, they find themselves

dreaming anyway. If someone does manage to stay awake, see the nearby sidebar.

so someone resisted the trance.

Someone just had to resist entering the Dreamlands didn't she? That's Ok. All investigators around the fire who didn't enter the dreamlands still find themselves asleep. Let them now make a **Listen** roll. If they succeed, a sound wakes them up. They see Neil falling to the ground. The shadow warrior just clubbed him unconscious, thinking that will trap all the characters in his world. The awakened character sees someone who looks like Otis's dream warrior turning around and running towards the trees. Otis is not here, and neither is his drum. An awakened character can run after the figure or try to wake someone or help Neil. They can't do both. They can differentiate between characters in trance (their eyes are open) and those who are asleep (eyes closed) should they want to wake others. If no one chases the warrior, go to the next scene as the entranced characters awaken.

If an awakened character chases the running warrior figure to the trees, the warrior reaches the trees far ahead of them. Once in the trees, they see the real Otis, standing 10 yards in front of them in some sort of daze. They can call out to him if they wish. Otis will answer, "I killed her." A sound is then heard behind them. As they turn around they see Otis' shadow warrior swinging a large war club at their head. The player will certainly want to **Dodge** at this point, but the warrior has the drop on them. They take 1d8+2d6 damage as part of a knock out attack. Use the rules on page 60 of COC 6th if your player is a rules-lawyer. This may result in failure to knock them out and taking the full damage instead. If the character is still alive and awake, go on to normal combat. Sometimes it just doesn't pay to be a rules-lawyer. There is an excellent chance they will die at this point unless you pull your punches. If your player is more of a roleplayer, they are knocked unconscious and only take 1/3 of the rolled damage in HP. The shadow warrior and Otis continue on to the Girl Scout camp.

Proceed to the next scene once the entranced characters awaken.

The Second Dream

The characters find themselves stalking some unseen quarry under the moonlight on a grassy plain. They once again feel the exultation in hunting with their fellows, but they are not running. This time around, they are not prime physical specimens from some fantasy neolithic novel. Instead, they are themselves in

animal hides. Their knives are made of flint, and they have no glass beads or feathers. Each of them carries a bow in one hand, and two arrows in the other. A quiver with 10 arrows is in the grass somewhere behind them. While it was Otis's drum that helped them to cross over, they are not being influenced by his mind this time. This is the Dreamlands as Neil remembers it. He abruptly stands up. The nearby wild boar squeals in fright and runs off into the night. He calls out to everyone to gather around.

It soon becomes clear that Otis is not with them. A brief search will confirm he is nowhere near. Neil will suggest that Otis must not have crossed over, or will agree with any character whom mentions that possibility.

If questioned, Neil will confirm that this is the hunting grounds he knows. He knows that the hunters village is nearby, waiting for them to bring back food. There is no women's village here. Far to the east lies an unnamed forest. Far to the south lies the Great Black Mountains. The plains stretch north as far as his people have ever traveled. In manner of speaking, this is Neil's true home.

After a few moments in which the characters can ask him questions, or deliberate among themselves, Neil's face registers shock. He says in an sad and weary voice, "The girls village is in danger. Liz is in danger. You must go to them, for I cannot. Take the waking path". He points to a path behind them and starts to weep. He's no more help now.

If any investigators remained in the real world, any attempt to wake the entranced characters is immediately successful at this point. If no one remained behind, or if the characters left behind don't make an attempt to wake the dreaming, the characters will now have to walk the waking path. It is a worn path in the grass leading way to the south. After several hundred yards, the path suddenly leads down into the Arrastra Basin. From the rim, the characters can see the path leads down to their camp. Otis is gone, and any characters that didn't travel into the dream are doing

whatever they were doing. The returning characters can see themselves sitting around the fire. They can hear a drum beating from the other side of the lake, where the girls camp lies. They cannot leave this path, and are compelled to return to their own bodies. Once they reach their fire, they suddenly wake up in their waking world bodies. They are momentarily dazed, but soon remember Neil's Warning. Neil himself is lying unconscious on the ground, slumped over his drum. There is no sign of Otis or his drum.

If all of the characters went into the trance, it can now be as late as 11:00 p.m., and quite dark. It's up to you the keeper. If you want this adventure to end horrifically, then give Otis and his shadow self plenty of time in the girls camp. If someone stayed awake and was not knocked out by the warrior, or if you want to wrap things up with a more heroic/less tragic ending then it's 9:30. You're the keeper of secrets. It's your call.

horror in the girls camp

At this point, the author assumes that the keeper is angling for a heroic ending. This option works best if you're using this adventure as the start of a campaign and need to forge all these disparate characters into a group of investigators who will work together in the future. Likewise, if you plan to continue playing in our around Hillston, or plan on the characters staying out of jail or mental hospitals, then the heroic ending is the better option. If you are playing this adventure as a one shot, and your group doesn't mind a horrific ending to their fun, the keeper is free to concoct the most horrific ending imaginable.

it's 9:30 pm.

The characters who entered the Dreamlands have awoken to find Otis missing, one or

more fellow player characters missing, possibly an investigator waking them up, and Neil unconscious from a blow to the head. Exactly what they wake up to is dependent upon any characters who resisted the trance and awake during the attack on Neil.

It'll take a couple of moments to tend to Neil. A **First Aid** or **Medicine** roll will stop the bleeding and stabilize him. He's out of the fight now, and won't wake for sometime. Anyone who yells out for missing characters, including Otis, will wake up anyone knocked out while chasing the warrior into the trees. If no one is yelling, you can have this investigator wake up on their own and stagger back to camp or wait until they group finds them. The author recommends bringing everyone back together as soon as possible. The wounded character needs some First Aid, which will give them back 1d3 HP. This character can confirm that they are not chasing little weakling Otis, but the warrior Otis.

If the characters wish, they can rummage through the camp for weapons now. If they choose instead to immediately head for the camp, there are some make shift weapons in the suburban. A key in Neil's pocket will open his footlocker with the gun, should anyone remember the hint from earlier. If they did see Neil reaching for his shoulder holster Friday afternoon when Frank spoke ill of his ex-wife, they can make an **Idea** roll now. Success will suggest that Neil probably has a gun nearby somewhere. At the keeper's discretion Neil, who was stoned earlier, might have left the key to his gun and weed locker in the lock. Otherwise it's in his pocket. Don't let things slow down now so close to the conclusion. Other than the gun, Neil has a large bowie knife he always carries (1d4+2+damage bonus, 25%), there are many bows with arrows (1d8), there are plenty of walking sticks and a couple of shovels that can be used as staffs (1d6+2+damage bonus, 25%, 2handed), ample firewood can be used as clubs (1d8 +damage bonus) a hatchet (1d6+1+damage bonus, 20%) and a wood axe (1d8 +2+damage bonus,

20% 2 handed). Neil's 45 automatic (1d10 +2, 20%, 7 rounds per clip, 2 clips) Finally, if no one has suggested it on their own, a successful **Idea** roll will remind the characters that the emergency radio can be used to summon help. Help is an hour and 15 minutes away, unless Dwight decided to come up here tonight. He's about 15 minutes away in his own truck, and has a hunting rifle with a nightscope. Use him if you need him.

The quickest way to the girls' camp is taking Neil's truck. An idea roll will confirm that if no one brings it up. On the way to the truck, just inside the tree line, the characters can find any unconscious characters who might be left there. There is just enough light out to drive around the lake without headlights. If someone looks, there is indeed a tire iron (1d8 +damage bonus, 25%). There is also a snow shovel that can be used as a staff (1d6+2+damage bonus, 25%, 2handed), a hatchet [1d6+1+damage bonus, 20%) a large flashlight that can double as a small club (1d6 + Damage Bonus, 25%) and a very long chain that could be used (1d6+2+damage bonus, 20%) There is also a portable spotlight that can easily blind someone temporarily while your buddies shoot or rush them. It's a very bumpy 5 minute drive to the girls' camp.

At this point, Otis and his shadow warrior haven't been at the girls camp very long. While they had a good head start, the warrior spend some time stalking around the camp to make sure he knew just who was there. When the characters arrive, the warrior has only recently made his move. Otis's limp doesn't allow him to travel very quickly, so while he's been moving around the lake for the last 20 minutes or so, he's just now getting there. The character's truck catches up with Otis in the trees at the edge of the girls camp. He's in a daze, and covered with the bloody bear skin and is carry a spear given to him by his shadow warrior. He's also carrying the drum. He's hard to spot if the headlights aren't on. A successful **Spot Hidden** by anyone in the front seat and then a successful drive roll are required to keep from hitting him with the

truck's mirror. He takes 1d8 damage from the glancing blow if the drivers roll fails. If no one in the front seat made their **Spot Hidden** roll, the truck plows right into Otis for 3d8 damage. If the headlights were on, the driver sees someone walking in the middle of the road in a bearskin holding a drum and a spear. They have plenty of time to run him down or avoid him as they wish. They will likely think this is the warrior. If run down, Otis' broken form choking on blood and calling out to his grandma costs 1/1d4+1. If the driver misses their Sanity roll, they lose 5 points of sanity. They can grab or leave Otis as they desire. He doesn't resist. Otis is crying and repeating over and over "I'm going to hurt Liz and the girls. I don't want to hurt them. Don't let him hurt them..." Otis is out of the fight. If the characters stopped for any reason, they can hear children screaming in the camp.

In the camp

As the characters run down, avoid, or stop for Otis The warrior makes his move. Liz and the Girls have spent a long evening telling ghost stories, jokes, and singing around the fire while toasting smores and generally having a fantastic time. They are just about to go to bed when they hear the truck coming. They all turn around at the noise, just in time to see the shadow warrior sprinting towards them from the trees. The kids panic and flee in all directions screaming like there is no tomorrow. Liz, who is the only one who recognizes the warrior as Otis, but not quite Otis, is too surprised to run. The warrior leaps across the fire landing upon her. By the time the characters get here, he'll have her tied up and gagged.

If the characters drive into the camp, a **Drive** roll is required to miss a grils scout running towards the truck. If the roll fails, give the driver the option of running into a tree instead of running over the little girl. Everyone in the truck not wearing a seat belt take 1d4 HP. Buckle up for safety!

The characters are all here now, the warrior is standing over Liz ripping off her jacket with his knife when he looks up in surprise to see

the truck skidding into the camp. Alternately, he looks up as the characters come running in.

On Otis's mind, a warrior never runs from his foes. While it did so last night, it won't be doing so now. The shadow warrior fights to the death. It gave Otis the spear, but it still has it's Club (1d8 +2d6, 50%) and knife (1d4 +2+2d6. 50%) The Warrior has 17 hit points, and one point of armor for his tough hide. Blinding the warrior with headlights or the spotlight gives the characters one round of ranged attacks or one round to close with him before he can attack them. The characters should be able to overwhelm him quickly, but they will lose a lot of blood before it's over. Otis, if he is able, will help attack the warrior with his spear, or anything he can get a hold of. If the investigators have things under control, he'll try to free Liz. On the third combat round, Liz will attempt to trip the warrior, even if she is still bound hand and foot. If the investigators get into a bind, and the fight gets away from them, Liz can trip him, giving the players on free round of attacks. Alternately Dwight can arrive end it with one shot from his hunting rifle. Let the characters win it on their own if they can.

aftermath.

Help arrives in the form of the sheriff first, and search and rescue second. There is a paramedic with them this time so anyone who needs morphine can have it. Definitive care for those who are seriously hurt is a 30 minute helicopter flight to Durango. There is a helicopter powerful enough to land this high available tonight. The helicopter can carry 2 seriously injured patients. If the investigators lasted through the combat, there is no reason to have them die now.

Unlike horror movies, where the boogey man disappears at the end, the shadow warrior (aka John Doe) corpse doesn't go anywhere but the Hillston morgue. That is the walk in refrigerator of in a local restraurant. Liz and some of the girls will collaborate with at least a portion of the characters stories. It's up to the investiga-

tors just how much of what went on they tell the sheriff. If they do spill their guts about walking in the spirit world and summoning ghosts, the sheriff will assume there was peyote involved in this retreat and give Neil a serious talking to. She won't however press any charges. The characters are local heroes now. They won't have to pay for drink at the local watering holes for a couple of days, and they won't ever have to pay for anything at the Yeti Coffee Company so long as Liz is running it. Liz heals up just fine, and is back to her old self again within a week. She become a regular pen pal to any characters willing to answer snail mail letter with snail mail letters. Some of the girl scouts will need therapy, as will Otis. But they'll all be fine. Otis, who is enchanted with the mountains, and the people he met here, moves to Hillston. If the characters were nice to him, he's a lifelong friend to them. Neil takes the rest of the summer off. But he's back to running retreats by next spring. If no one else took it, he ends up with Otis' drum. The drum itself wants to be used, and might find it's way back to him regardless of who takes it. This makes for some pretty interesting future spirit-walks.

sanity rewards

If the shadow warrior was killed, each character gets back 1d6 SAN.

If Liz and the Girls were saved from the shadow warrior, each character gets back 1d6 SAN.

further adventures

The next time something strange happens around Hillston, Dwight, Liz, or Neil may contact the investigators.

Since one Dreamland's resident was able to pass through, thanks to the drum, the barrier here may be weakened enough to allows oth-

ers to do so as well. This is especially true if Neil continues to use the drum.

If Neil ends up with the drum, he can send the investigators to the Dreamlands anytime they like.

Neil may, at some point, may become lost in the Dreamlands. The characters might be summoned back to go and rescue him. He may or may not want rescuing.

If word gets out about what really happened here, all manner of folks will be attracted to the place. Some of them will be less savory than others.

If you are ready to destroy Hillston, you can do so with the adventure *The Source and the End* by William Jones in the second edition of *The Stars Are Right!* It might be possible to meet either Garret Russel or Cadie Bryne while the characters are still in town. Garret is the better plot hook, but meeting Cadie wouldn't hurt anything.

npcs

Frank Davis

Creepy Texan, age 38.

Frank resides in Dallas Texas. He is Recently divorced. He was caught cheating on his wife with a friend of their daughter. Lots of money was involved. He's recently avoided criminal prosecution due to a bungled case. While still a free man, Frank has found himself alone in the world. His family and friends have all abandoned him, and reporters keep hounding him. He's been in the Dallas media a lot lately. While he tells folks he still works for the Corgi Vacuum Company, he was recently fired. He plans on suing his ex-employer for that now that his own legal problems are over. On the advice of a therapist, he's decided to attend this retreat and get away from Dallas for a while. Frank is one of those fellows who mistakes loud and obnoxious behavior for humor. When Frank first arrived in Hillston Wednesday, he mistook Liz's friendliness for infatuation. When it became



clear Liz wasn't attracted to him, Frank offered her \$300 to sleep with him. Liz hasn't spoken to him since. He's convinced himself that this means she's thinking about it. Frank is a very twisted fellow and needs help.

Str 9
Dex 10
Con 15
App 8
Siz 17
San 70 (current 35)
Int 11
Edu 14
Pow 14
HP 16
MP 14

Skills

Accounting 34%, Art: Knot Tying 33%, Bargain 35%, Computer use 35%, Fast Talk 43%, Law 24%, photography 35%, Sicken Liz 100%

Otis Theodor Gilroy

Grandma's Little Joy, age 24.

Apparent age: 17

Otis was born and raised in Hays Kansas, on the Western Plains. His parents were killed in a car accident when he was very young. The only family he's ever known is his grandmother, Faith who recently passed away. While he doesn't realize it yet, his grandmother has left him with a lot of money. He was born with one leg shorter than the other, is frail from a life of living indoors, and is nearly blind without his glasses. Otis has always been an outsider. He was never very good at sports, and his grandmother forbade him from playing with the other children. She often warned him that the man who killed his parents was still out there, and that the only way he'd be safe is to never leave home. A very bright child, Otis was never the less not allowed to go to college. In fact, he has never been away from Hays Kansas before this weekend. Otis' only solace

during his lonely life has been fantasy novels, comic books, and the Internet. Otis has led a very sheltered and repressed life. While saddened at the death of his beloved grandmother, he is very excited to be finally discovering the world beyond Hays. Otis is expecting this weekend to be his rites of passage into manhood. This weekend is very important to him. He desperately wants to awaken his inner hunter.

Str 9
Dex 8
Con 9
App 12
Siz 9
San 75
Int 17
Edu 8
Pow 15
HP 9
MP 15

Skills

Art: Painting 45%, Astronomy 35%, Computer use 65%, Drive Auto 0%, Hide 45%, Library Use 60%, Swim 0%

Neil Montgomery

Laid back Noble Savage Wannabe, age 36.

Neil Montgomery figures he was born in the wrong age of man. He tried for years to conform to what his parents wanted of him. Life as an MBA just didn't suit him. Neil soon dropped out of the modern world and moved to Hillston. He floated between various part time jobs, for the next 5 years until Liz convinced him to "follow his bliss." What she didn't know was that his "bliss" was Liz herself. They've been like brother and sister for several years now. Any other relationship seems, to Neil at least, sadly out of the question. So he picked his next bliss and started a back to nature retreat. Neil is able to enter the Dreamlands at times, while in trance. On rare occa-



sions, he's brought other people over with him. Neil is an excellent outdoorsman. He's a happy, peaceful fellow now. He's not exactly sure how to best introduce folks to his way of life. When he does manage to bring people into the spirit world (the Dreamlands) he certainly impacts their lives. That happens just often enough for him to keep doing this. Neil is very apologetic when in any sort of urban environment. He's quite uncomfortable in any sort of town. His confidence grows however when he is outdoors.

Str 15
Dex 14
Con 17
App 13
Siz 15
San 80
Int 14
Edu 15
Pow 16
HP 16
MP 16

Skills

Anthropology 15%, Art: Drumming 50%, Art: Trance 50% Astronomy 15%, Biology 45%, Climb 60%, Craft: Fishing 45%, Craft: Archery 65%, Dreaming 35%, Dream Lore 9%, Drive Auto 35%, First Aid 50%, Geology 25%, Hide 45%, Jump 45%, Listen 40%, Natural History 35%, Navigate 40%, Persuade 30%, Pilot:Boat 35%, Ride 35%, sneak 50%, Swim 40%, Track 55%, Handgun 40%, Rifle 40%

Liz Jacobs

Happy Hippy Chick, age 30 something.

She won't say for sure. Liz Jacobs is one of the friendliest, happiest people you are likely to ever meet. She tends to make everyone one around her feel better about themselves. Liz moved to Hillston 10 years ago, at the encour-

agement of he uncle Dwight Roberts. For most of that time she has owned and operated the Yeti Coffee Company. She owns the land in Arrastra Basin, and is happy to let Neil hold his retreats there. She's something of a painter, but rarely sells any of her work. She tends to give it away to folks who she likes. Of course she likes just about everyone she meets. When not painting or running the shop, she offers horse riding lessons and is the leader of the local girls scout troop.

Str 13
Dex 14
Con 14
App 17
Siz 12
San 40
Int 15
Edu 11
Pow 9
HP 13
MP 9

Skills

Accounting 15%, Art: Painting 50%, Art: Yoga 45% Craft: Barista 75%, Credit rating 60%, Listen 40%, Martial arts 30%, Persuade 45%, Psychology 40%, Ride 70%, Spot Hidden 45%, Inspire Others 60%

Dwight Roberts

Friendly Driver, age 51.

Dwight Roberts has lived in Hillston most of his life. He came here to drive a truck for the mining company when he was a young man. That was 30 years ago. The mining company is long gone, but he's still here driving. Dwight works for the county road crew during the winter months moving and hauling snow. During the Spring and Summer months he operates his own jeep tour company, Hillston Jeep Adventures. He rents jeeps out to others, and takes folks out into the back country in his

bright yellow suburban. Dwight is also part of the local Search and Rescue crew, an auxiliary deputy when the sheriff's department is short handed, a volunteer fireman, and an occasional teacher. He's Liz's uncle. He's suspicious of Neil, whom he suspects of being too attached to his niece.

- Str 13
- Dex 10
- Con 12
- App 15
- Siz 13
- San 40
- Int 12
- Edu 12
- Pow 9
- HP 13
- MP 9

Skills

Bargain 40%, Drive Auto 80%, First Aid 45%, Law 25%, Mechanical Repair 65%, Operate Heavy machinery 65%, Pilot:Snowmobile 55%, Psychology 25%, Ride 40%, Sneak 40% Track 25% Handgun 35%, Rifle 50%, Entertain Tourist 65%.

Hoony & Noony

Precocious Ravens

- Dex 22
- HP 7

Skills

Persuade 65% (for getting thrown scraps)
Spot Hidden 90%
Steal Cheetos 75%

Old Ben

The Arrastra Basin Black Bear

Skills

Raid Camp 75%
Scare Otis 100%

Retreat introductions:

Neil

Neil is very confident, now that he's in his element.



I started these retreats to help others find the peace of mind I have found since embracing my inner hunter. I realized many years ago that I just didn't fit into this modern world of shopping malls, commuter rage, sitcoms, backstabbing, and corporate ladders. I was alone, anxious, and full of loathing for my fellow man. I moved here to escape that world. I've found happiness here. I hope to show you a glimpse of that happiness, and to introduce you to another way of live. You don't have to move your life to embrace your own hunter of course, but after meeting him you may want to. If nothing else, I hope to show you how healthy it is to leave your city lives behind on occasion and reconnect to the land.



Otis

Otis is soft spoken. The death of his grandmother is still quite recent so he's emotional abut the subject. By the end of his intro, he's very enthusiastic.



I lived my entire life afraid of the world. Afraid that the man who killed my parents would come back to kill me. Afraid that my school mates would beat me up. Afraid that I would never have a girlfriend. Afraid that my grandmother would leave me too... My grandmother died last month. She was all I had. I'm lost now. I saw an article about these retreats in a magazine a couple of years ago. I've had that magazine hidden in my closet ever since. A couple of weeks ago I realized that I could live the rest of my life afraid and alone, or I could try something new. This is the first time I've left my home in Kansas.

The first time I was ever on a plane. I've never seen mountains before. Or Elk! There's so big. I can't imagine how Neil hunts them. But I guess that's why I'm here. I want to be a hunter too. I'm tired of being afraid.

.....

Frank's Intro

Frank has been drinking beer all afternoon. It's clear that he's currently buzzed. Remember that Frank is loud.

.....

Holy shit boy, you've never left Kansas before? That's about the saddest thing I've ever heard. <laughs> Well I'm here because I've just got divorced. The scheming ex-wife of mine has taken custody of our daughter Marissa, she's 15, and turned all our friends against me. So rather than sit around moping about it I've decided to start a new life for myself. A friend of mine told me about these sorts of weekends. I figured what the hell, I've got nothing else happening for me right now. I might as well spend a weekend up here in the mountains hunting, fishing, and hanging out with other real men. I don't expect this weekend to change my life any, but I wouldn't mind if it did. <looks back at Otis> Damn boy, we have got to get some beer into you. <laughs>

.....

Neil now cautions Frank that there won't be any actual hunting this weekend. But that he'll teach Frank about tracking and archery if he likes. There is plenty of fishing.

It's now time for the characters to tell the group why they are here. Start with a good roleplayer.

The Drum of Manki

This drum was first given to Manki, a Siberian Shaman, by Nodens hundreds of years ago. The drum allows the shaman to enter the Dreamlands at will while in trance. The performer may automatically bring their POW

divided by 2 willing participants with them. Unwilling participants within 50 yards must make a POW vs POW check on the Resistance Table to resist following the shaman. Traveling over costs the shaman 1 MP for each participant making the journey. The drum gives a bonus of 25 percentiles to the performer's Dreaming skill while being used. Each time the drum is used, there is a 10% chance of catching the attention of Nodens. While he is more likely to send one of his servants to see what the user is doing, he will eventually show up.

The drum is indestructible. Anytime it is destroyed it will simply return to whoever is currently attuned to it the next time they seek it, so long as it is Nodens's will that it do so. During this adventure, it is Otis who is connected with the drum. The drum wants to be played, as that is its purpose. If its current owner stops playing it for more than one month, the drum will enforce its will upon the user resulting in a POW vs POW check. If the user resists the drum, the drum will start looking for a new owner.

In inexperienced hands, the drum can be very dangerous. It can summon Dreamlands creatures, strand a user in the Dreamlands, or act upon the user's unconscious desires. In the present adventure, it gives Otis what he thinks he wants. Otis' dream self is a manifestation of all of his hidden desires for power, revenge, and strength. This dream shadow follows Otis back into reality and becomes independent of him. Once his dream self is destroyed, Otis can no longer experience the Dreamlands and loses his attunement to the drum. The drum seeks out another user, which will most likely be Neil. It is however possible that a player character may become the new owner at the keeper's discretion.



opening act: the april mix

“Opening Act” takes place in early January of 2005, a few short weeks after the Asian Tsunami Disaster of December 26th, 2004. The date is Saturday, January 2nd, a week before an upcoming international music festival. The festival, organized by U2 frontman Bono, will be telecast worldwide and raise money for disaster relief. The adventure can take place in any midsize city in the United State or Great Britain so long as they don’t host one of the venues where the “TsunamiAid” concert performances will be held. Keepers may substitute the December 26th tsunami for any natural disaster they wish.

The adventure begins when a young clerk working at Zann Records approaches the investigators. He’s an 18-years-old blond American who looks like a drifter. He says his name is Kurt and he needs help fast.

introduction

The young man smells of pot smoke and booze, his dungaree jacket adorned by a Sex Pistol patch is a bit dated. Yesterday’s news, nobody was into punk anymore.

“Like I said, I need some help fast. If I don’t get those pages back I’m going to be in big trouble. You see, I’m sort of traveling, taking jobs here and there until I get a new band together. When I hit, it’s gonna be big. I just need to find the right guys to play with. Now, I really need this job or I’ll be out of doors, if you know what I mean.

“The job at Zann Records is cool; they got everything, great punk section. Anyway, I was doing inventory looking for a songbook called “Songs of Slumber.” Somehow it had gotten misfiled from the restricted section and put out in the lullaby section by mistake. Yeah, there’s a lullaby section. I asked

why it needed to be put away and the boss said, 'The stars are a bit funky right now, it can't be out for the next three months.' Hey, I'm getting paid and they let me sleep in the back so I don't ask questions.

"Anyway, sure enough somebody put it out with the regular songbooks. So I'm about to lock it away when this chick comes in. She's like, 'Hey, you're into punk, me too,' and we start talking. I think her name was Syrene. Anyway, we start making out, smoke a little, and just when things are getting hot and heavy she splits. I'm like, whatever, but when I go to put the songbook away I notice it's damaged. I look it over and there are two pages torn out. I play it cool, but inside I'm freaking out. 'Songs of Slumber' is an expensive item and somebody damaged it while it was in my care.

"So I lock it away and play things cool. Everything's going fine when I see the chick who stole the pages on this flyer. She's got a band, playing the local clubs. I'm not really feeling good about this because the boss seemed real serious about that book being put away. I know she stole those pages and I need to get them back. Here's a flyer of where she's playing with her band, 'Wake Up Call.' The flyer is for a club called 'The Vibe,' and 'Wake Up Call' is one of four bands performing there tonight."

keepers information

Syrene, lead singer of the band "Wake Up Call," is not human. She's actually a Spawn of the Green Abyss, an inhuman creature similar to shoggoths which normally appear as a huge ball of bluish slime. Spawn of the Green Abyss can sing songs that influence those listening to them, enslaving them to the creature's will. Syrene has been on an important mission, one that if successful will change the world.

Syrene first robbed a woman of a powerful ring, singing to her as she walked along the

seashore. This woman, Mary Hanover, had been horribly disfigured in a fire during childhood, but the powerful ring transformed her. It twisted and shaped her hideously burned body into that of a beautiful woman. Desperate to restore her looks, Mary took up witchcraft and eventually managed to summon "The Black Man," avatar of Nyarlathotep. She had been given this ring in return for performing several unspeakable rituals. Upon losing the ring, Mary's body returned to its natural state, that of a nearly crippled burn victim.

Syrene used the ring to turn her monstrous form into that of a beautiful woman. She then used her magical singing ability to recruit a group of musicians; forming a band she named "Wake Up Call." Syrene's greater plan is to awaken Great Cthulhu from his deathless slumber in deep R'lyeh. The creature knew of a ritual to break the spell that imprisons the Great Old One. If "Slumber Always, Dread Leviathan," a powerful lullaby spell, is sung backwards on the night of a specific astrological event, Great Cthulhu will awaken. The problem is it must be sung by more than fifty million beings all over the world simultaneously.

She has managed to steal a copy of the spell from Zann's Records and has already learned it. Syrene is busy using her band and magical song abilities to quickly build her reputation. "Wake Up Call" has just cut a demo tape and from here their fortunes will quickly change. Within days they will go from a successful local band to the hot new group on the radio. Several record companies will be offering lucrative contracts to the band, but Syrene and her band will refuse. She will only sign with the company that can get her airtime during an upcoming 24-hour global music festival that will be broadcast live, worldwide.

If "Wake Up Call" takes the stage at "TsunamiAid" Syrene will perform an alien song to dominate tens of millions worldwide. She will then command those she has enthralled to sing along with her. Her next song will be "Slumber Always, Dread Leviathan," sung backwards and acting as a

counter spell. She'll sing this song three times, each time snaring more and more listeners in her enchantment. By the third round, enough listeners will have sung along with her that the spell goes into effect, awakening Cthulhu and heralding the return of the Great Old Ones. That is unless the investigators, the witch Mary Hanover and a time-displaced 15-year-old Kurt Cobain can stop her.

part I — the vibe

(Saturday, January 2nd)

The kid from the record store: Kurt is really desperate to get the investigators to take the case. He'll give them a check for \$25,000, but it will be post-dated for a year from today. He explains, "The boss told me by then money wouldn't be an object." If asked who the boss is he'll shrug and say "He's the guy who owns the store and signs my checks. I think he's called Zann." If asked how to contact him, or find Zann Records, Kurt will reply, "Giving directions isn't my strong suit, you just sort of find the place. It's weird. I'll just come find you tomorrow or I'll give you a call."

If investigators persist in pushing to visit the store, eventually Kurt will lead them to it. Visiting the store is not necessary to completing the investigation.

Kurt Cobain, Record Store Employee and Future Rock Star

STR 10 CON 12 SIZ 12 INT 13 POW 9
DEX 15 APP 14 EDU 12 SAN 45 HP 12
DB --

Weapons: Fist/Punch (55%, 1d6+db)

Armor: None

Skills: Singing (50%), Art — Guitar (50%),
Art — Songwriting (50%)

Note: Investigators who somehow realize that this is the famous (and deceased) rock star Kurt Cobain must make a Sanity Check for 1/1d4. Kurt at this point in time, is a teenager

and has yet to form his famous band Nirvana. Since taking a job working at Zann Records young Kurt has drifted here and there through time, filing records, sweeping up the store and generally hanging out.

The Vibe: This club opens at 9:00 p.m. There is a \$25 cover, with a two-drink minimum. The place isn't a dive, but it isn't upscale either. It's mainly a dance club, with live bands playing on Friday and Saturday nights. Investigators are only casually searched for weapons, but everyone is looked over by rough looking bouncers. The bouncers are suspicious of the investigators who seem out of place, and they are warned not to cause trouble. Those who do are asked to leave by a number of intimidating men, they ask only once before taking action.

Typical Bouncer

STR 16 CON 15 SIZ 16
INT 11 POW 12 DEX 15
APP 11 EDU 10 SAN 45
HP 16 DB +1d4

Weapons: Fist/Punch (75%, 1d6+db), Grapple (65%)

Armor: None

Skills: Spot Hidden (50%), Persuade (50%), Sneak (50%)

There is a DJ playing music between bands, spinning mostly current dance and Top 40 hits. The crowd is younger, between 18 and 22, well dressed and looking to have fun. Any investigators entering the bathrooms and making a **Spot Hidden** roll will find small groups of patrons snorting lines of cocaine and partaking of other designer "club drugs".

While in the club, investigators making a **Luck** roll will be handed a cassette tape, with the words "Wake Up Call: Wake up, I love you; Rock the Whole Wide World." The girl's name is Judy Greller, explaining that she's the girlfriend ("Well, sort of" she giggles) of Scott, the drummer of "Wake Up Call." She'll say



the band formed “just after Christmas” (or within days of the Tsunami disaster in Asia) and that everyone just clicked in an amazing way. She’ll say that this is their demo tape and promises, “Play it and you’ll love it. The songs get in your head. They are going to be, like, so huge!” before heading off to pass out more tapes. The music on the tapes is quite good and investigators failing a POW vs. POW of 17 will instantly take a strong liking to it.

Anyone making successful **Spot Hidden** rolls will notice two seemingly out of place people. Two well-dressed men: one hanging out in the DJ booth and the other sitting with the club’s owner. One of the bouncers stays near where the owner sits with the second man and lets no one near their table under any circumstances. Investigators making successful **Know** rolls will identify these two men as Harvey Hotter (a local radio personality at WAPP FM, who is in the DJ booth) and Gerald Weinstein (a music producer for the Geffen record label, who is sitting with the owner).

The three bands performing are Xaos (reminiscent of Linkin Park), Stormsweeper (an Evanesence type of band) and “Wake Up Call.” “Wake Up Call” doesn’t go on until nearly 11:00pm and is clearly the band everyone is here to see. The room explodes with cheers as they take the stage. They perform their two songs “Wake up, I love you” and “Rock the Whole Wide World,” and then break into covers of “It’s the end of the world as we know it” by REM, “Just Like a Pill” by Pink and “Jump Around” by House of Pain. After their set, the buzz in the crowd is that this band is going to be the next big thing.

backstage

Investigators will have to push their way through a group of fans to get to the backstage door. There a bouncer who guards the door blocks them. A successful **Fast Talk** or **Persuade** roll will get investigators past the bouncer and backstage without incident. If Investigators fail these rolls the only alterna-

the members of “wake up call”

- Scott Felps — drummer, a thin longhaired boy of 18 with jerry curls.
- Jen Scott — keyboard player, a lovely dark haired girl of 19 with one glove.
- Frank Woden — guitarist, a large confused looking man of 21.
- Syrene — vocalist, a very beautiful dark haired woman of 23 with a tambourine.

tives will be a bribe of \$50 or 10 minutes with a female investigator who happens to have an APP of 14 or better.

Once backstage, investigators find three small rooms, one of which contains the members of “Wake Up Call” resting after their set. None of the band will be drinking anything alcoholic or taking anything even closely elicited. Syrene will be polite and even flirtatious with the Investigators, asking what brings them backstage. If asked about the pages from the songbook, she’ll look embarrassed. She’ll quickly produce them and hand them to the investigator. She apologizes and asks her band members for whatever cash they have. Once they all empty their pockets she comes up with \$434, which she offers to the investigators to pay for any damage she might have caused to the songbook. If asked why she tore the pages out she’ll reply, “I don’t know, I was pissed off over getting a hand up my shirt and I was stoned. I just did it, but I’m sorry. I shouldn’t have torn the pages out. I hope that covers things.” If asked why she’d like to make such amends she’ll reply, “There are so many positive things happening to us right now, I don’t want anything to ruin my karma.”

Syrene (Spawn of the Green Abyss), Shooting Star Plotting the End of the World

STR 35	CON 24	SIZ 14* (49)
INT 17	POW 17	DEX 15* (3)
APP 17* (0)	EDU --	SAN 85
HP 36	DB +4d6	

Weapons: Fist/Punch (60%, 1d6+db)*;
Crush (80%, Damage is db),
Pseudopod (60%, Damage is ½ db)

Armor: None, but the Spawn of the Green Abyss is immune to normal weapons. Spells, enchanted weapons, fire, electricity, and chemicals harm them. The Spawn of the Green Abyss regenerates 3 points per round until dead.

Skills: Singing (50%), Art — Guitar (50%), Art — Songwriting (50%)

Spells: Lash of the Deep, Contact Cthulhu

Sanity Loss: none*; 1d6/1d20 Sanity points to see a Spawn of the Green Abyss

*= Statistics while wearing Mary Hanover's ring.

Before too long, the club owner comes to the backstage area and orders the investigators back into the club. If they don't leave, three bouncers throw them out of the club through a nearby door into an alleyway. As the investigators leave, they overhear the club owner talking about a record producer who wants to meet with them right away.

part II — the downtown

(Sunday, January 3rd & Monday, January 4th)

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sunday, january 3rd

Today "Wake Up Call" sleeps in. They have been put up in an exclusive hotel by Geffen records and nobody knows where they are. They won't reappear in public until Monday night's concert (see below).

Radio stations are playing both of "Wake Up Call's" tracks from the demo tape. They are instant hits and by the end of the day both songs are in heavy rotation (see below).

Mary Hanover, and her servant Barney, arrives to the city. She is looking for Syrene and knows she's due to perform again on Monday night.

Kurt finds the investigators around lunchtime.

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reading the pages

The two recovered pages contain a lullaby. The title and lyrics are in Greek, translating into "Slumber Always, Dread Leviathan." The song seems to be a choral piece. Investigators must make a successful **Language: Greek** and **Art: Music** roll respectively to learn this. Reading the pages takes one hour.

The song is actually a minor spell. If investigators make a successful **Art: Singing** roll, they can force a single chosen target to fall asleep. The caster must overcome the target on a POW vs. POW resistance check. If successful, the target falls asleep for a number of rounds equal to the difference between the caster and target POW scores. If the target's POW is equal to or higher than the caster's POW, the target sleeps for one round. If multiple singers all successfully sing/cast the spell, the RES roll is made using the highest caster's POW +1 for each additional singer/caster.

Lullaby (Slumber Always, Dread Leviathan)

Range: 15 feet **Duration:** Varies.

Cost: 5 MP

Sanity: 1d2 **Resistance Table:** Yes, POW vs. POW

Returning the pages

Kurt is happy to get the pages back and visibly relieved. If given the money to cover the damages he takes it saying, “Well that was nice of her”. If asked about putting a hand up her shirt he’ll laugh and say, “Man, I wish! No, we stayed safely on first base. I was going to try to steal second but she gave me the slip.” He’ll thank the investigators for having the pages returned and say, “Cool, now the world can sleep soundly again. My boss said in the wrong hands the songs in that book could bring about the end of the world.”

If pressed on just what that means he’ll reply with, “I’m not sure, he wouldn’t say. He did give me a mix tape telling me everything I needed to know was on it. It’s not bad; I’ve got it here.”

The keeper can print out the lyrics to these songs or even get recordings of them to play for investigators. The titles alone should give the investigators a clue as to how dire the situation is.

- 1) “The Wind Cries Mary” — Jimi Hendrix
- 2) “Eve of Destruction” — Barry McGuire
- 3) “Union of the Snake” — Duran Duran
- 4) “Monster Mash” — Bobby “Boris” Pickett
- 5) “Beyond the Sea” — Bobby Darin

April Papers #1: Kurt’s Mix Tape (Cassette tape with recordings of the songs listed)

concept announcement

On the radio, Harvey Hotter of WAPP will be announcing a special concert tomorrow night at “The Downtown” (one of the larger, more upscale clubs in the city). He’ll be reporting (from noon until 4:00 p.m.) how “Wake Up Call” is the hot new band on the scene. On the air he’ll broadcast, “Every once in a while a band comes along destined to change the world. ‘Wake Up Call’ is one of those bands.”

He’s obviously a big fan of the band, enchanted by Syrene’s song.

The DJ will then report that tickets are on sale now at “The Downtown” box office. He’ll then reveal that lucky callers can win one of 105 pairs of tickets (the station is 105.1 FM) if they call in whenever they hear both of “Wake Up Call’s” songs played back to back. If investigators wish to further observe or speak with Syrene and “Wake Up Call” it will be very difficult getting near them from this point on.

Winning tickets over the phone is virtually impossible. Keepers should allow three **Luck** rolls to get through to the station. If they get through, investigators should then roll d100+1d6 roll to determine which caller they are. (Ex: “You’re caller 102!” ~CLICK~)

getting tickets

Investigators attempting to get tickets to Monday night’s show will be very disappointed. As soon as tickets go on sale at “The Downtown” there are hundreds of people already in line. Outside the club is a mob scene, and police are called in to keep order. No one in the crowd is violent, just enthusiastic and unruly. If Investigators linger in the area they soon learn through word of mouth that the concert is already sold out. Many angry fans blame the record labels for snatching up blocks of tickets, leaving “us real fans” out of luck.

monday, january 4th

Investigators will hear reports about Bono’s efforts to organize a 24-hour international live music festival to raise money for victims of the Asian Tsunami Disaster.

“Wake Up Call” is on the radio constantly, with frantic callers trying to win tickets.

Kurt meets Investigators at breakfast, where he asks them if they managed to get tickets to tonight’s show at “The Downtown.” He says that he doesn’t have tickets either and would-

n't want to go to "the latest mass media marketed band".

The local paper has a story on page three about the band. See April Papers #2.

WAKE UP CALL SOUNDING THE ALARM

The local band "Wake Up Call" is setting the music world on fire! The group composed of members Scott Felps, Jennifer Scott, Frank Woden and their sultry singer who goes by the name Syrene have arrived on the scene with a resounding

crash. The band has record labels scratching their heads wondering where in the world they came from. Music insiders are reporting that at least four record labels are in town, eager to sign the band to multi album deals.

April Papers #2
(From the January 4th edition of the local paper)

Investigators making a successful **Spot Hidden** roll after having breakfast with Kurt will notice a large black SUV following them around. If they make moves to confront the vehicle it speeds away.

Investigators may give chase. The driver must make four successful **Drive Auto** rolls to stay with the car as it attempts to lose them. If all four rolls succeed, the vehicle pulls over and keepers should go right to the "Meeting Mary Hanover" section.

the downtown

Investigators trying to get into the club will have a lot of company. Outside the club there are barricades, media, celebrities pulling up in fancy cars and lots of screaming fans. There are dozens of people trying to talk their way into the club, but without a ticket they get nowhere. Investigators attempting to **Fast Talk**, **Persuade** or bribe the bouncers or screener at the door get nowhere.

The Downtown Bouncers

STR 16 CON 15 SIZ 16 INT 11 POW 12
DEX 15 APP 11 EDU 10 SAN 45 HP 16
DB +1d4

Weapons: Fist/Punch (75%, 1d6+db), Grapple (65%)

Armor: Leather Jackets (1 point)

Skills: Spot Hidden (50%), Persuade (50%), Sneak (50%)

At the point where the Investigators are finding it nearly hopeless to get into the club, help arrives. The large black SUV pulls up and Keepers should proceed to the "Meeting Mary Hanover" section.

meeting mary hanover

The back seat window opens. From the light of a single long stemmed cigarette you can make out a massive and silent driver and a figure sitting in the back seat. The figure is wearing a dark overcoat, with a large wide brimmed hat; a mesh veil conceals her face. A voice, deep and hoarse calls out: "Get in. It's time we had a talk."

Mary Hanover, Disfigured Burn Victim and Witch With a Score to Settle

STR 7 CON 6 SIZ 12 INT 15 POW 16
DEX 3 APP 4 EDU 16 SAN 0 HP 9
DB --

Weapons: .32 Automatic pistol (45%, 3 per round, 1d8, 8 rounds)

Armor: None

Skills: Fast Talk (50%), Credit Rating (45%), Languages: Greek (35%), Latin (35%), Psychology (60%), Cthulhu Mythos (22%)

Spells: Contact Nyarlathotep, Dread Curse of Azothoth, Shriveling, Enchant Weapon, Voorish Sign

Sanity Loss: 0/1d3 Sanity points to Mary Hanover's horribly burnt scarred face.

Mary Hanover is desperate to recover her ring. Without it she is confined to a wheel chair and trapped in a hideously disfigured body. The acts it took to earn the ring were unspeakable and the price Mary paid for it was high. The fact that it was stolen from her by

the monster Syrene and is currently being used by the blossoming rock star infuriates her. Mainly she wants her ring back but she also wants the Syrene to die in agony after suffering public humiliation. Mary thinks the Investigators are just the right people to help her.

Outwardly Mary tries to seem helpful, concerned about the powerful spell Syrene has stolen. She'll explain that she has stolen something from her as well.

If Mary is asked what was stolen:

"It's a ring, a graduation ring from a scholarship program that I worked very hard on for many years. I must recover it. The man who gave me the ring, my...benefactor if you will, has abandoned me; he's punishing me for its loss. It's silver, with a large flat black opal on it. It is easily mistaken for a mood ring and she'll undoubtedly be wearing it."

If asked just what Syrene could do with the lullaby spell she'll explain:

"She could put many thousands of people to sleep. She has great power through her songs. This would cause a great many deaths but nothing compared to what would happen if she sang it in reverse. Performed in such a way the song is a powerful awakening spell. With enough singers joining her, and if the stars happened to be right, there's no telling what she could wake up. If she somehow managed to have fifty million singers spread across the globe join her in singing the counter spell she could well manage to bring about the End of Times."

If asked just how she knows so much about all this:

"I practice an alternate religion, one that focuses on forces of nature, spirit guides and the ebb and flow of energies in the universe. It's an old religion; it's had many names over the centuries. I'm not one for labels. I have studied such things and I know. I know that Syrene is not what she seems and that she is a danger to all mankind. More than this I will not say, you aren't ready to hear it."

Mary Hanover's Offer:

As a show of good faith she offers to get them into "The Downtown" club. "I'd like to see what the little thief is up to. I won't be able to get in, not in a wheelchair, but I can get all of you in. Will you agree to help me if I help you? If you agree to help me recover my stolen property, I'll assist you all in putting a stop to whatever evil scheme this Syrene has planned, not to mention pay you handsomely. So, do we have a deal? Are we to ally ourselves against her?"

If asked about payment:

She'll offer anywhere between five and ten thousand dollars to each Investigator (\$4,000 + 1d6*\$1,000)

If the Investigators refuse to ally themselves with Mary Hanover:

Mary will sigh and tells them "Perhaps I misjudged you all. You are as foolish as you seem. Very well, go in peace and be happy in the doom you have chosen. Barney, let them out." At this point her driver gets out, shuffles over to the Investigators' door and opens it. Those making a **Spot Hidden** roll while within arms reach of her driver detect the scent of embalming chemicals.

Investigators examining Barney closely discover the truth he is in fact a zombie. Investigators making this realization must make a Sanity Check for 1/1d8. Those taking aggressive action against the undead minion are immediately attacked by it. Mary Hanover shouts out for the Investigators to leave, commanding Barney to stop. If pressed, she'll brandish her handgun, using it if need be.

Barney, Zombie Driver and Butler

STR 15 CON 15 SIZ 16 INT 0 POW 1
DEX 7 HP 15
DB +1d4

Weapons: Bite 30% 1d3+ db

Armor: None, impaling weapons do 1 point of damage and all others do ½ damage

Sanity loss: 1/1d8

If the Investigators agree to ally themselves with Mary Hanover:

She offers her black-gloved hand to each of you to seal the pact. Below the glove you feel a bony, misshapen hand grasping yours firmly. You are uncertain that the woman has five fingers inside the glove. She then hands one of you a rabbit's foot. "Take this, and go to the door. Tell those there that you are on the guest list, give whatever names you like. It doesn't matter; they'll let you in. I'll send the car for you tomorrow and you can relate to me all that occurred. I'm going to go rest; all this excitement has worn me out. Here's a phone number I can be reached, night or day." She hands you a card with a phone number on it and nothing else.

inside the downtown

Once inside the club Investigators will see it's packed with well-dressed people, all dancing, drinking and enjoying the music. The crowd is older, with a smattering of local sports stars, B-list actors, and a pop star or two enjoying a night out.

Three VIP areas have been set up inside the club. Investigators who work their way close to these areas can attempt a **Spot Hidden** roll to get a clear look at who is seated there, followed by a **Know** roll to identify who these people are. It is impossible to get close enough to speak with any of these people, as each is traveling with a personal bodyguard:

- 1) Gerald Wenstin, a music producer for the Geffen label
- 2) Earl Gattillia, a record executive for the Arista label
- 3) Tyrone Clemont, a record executive for MCA Records.

The club is abuzz with talk of the "hot new band" and just whom they'll sign with. Several warm up bands go on but are given little attention. People are here to see "Wake Up Call." As the band takes the stage the place erupts in a frenzy of cheers. They perform the same five numbers from Saturday's show "Wake up, I love you," "Rock the Whole Wide World," and the various covers. They leave the stage and the crowd goes wild, the house lights go down and lighters go up. The entire room has suddenly taken on the feel of a concert.

After five minutes without the crowd quieting down the band retakes the stage. Once things quiet down, Syrene takes the microphone and begins talking to the crowd. She thanks the band's supporters, those who have believed in them from the beginning. She asks the standard, "Is everyone having a good time?" Then she starts talking about how moved she was by the videos of the people suffering in the aftermath of the tragic tidal wave in Asia, and how artists are coming together all over the globe. "Most people will say music can't change the world and that one song can't make a difference but I believe it can. So I sat down and wrote a song for those people in need everywhere. It's called 'End the Suffering' and here it is."

The crowd goes wild, but hushes as the ballad begins. It's moving, masterful, with lyrics laden with the magic of Syrene's singing. It's clear to everyone present that they are listening to the first performance of an instant classic.

Investigators looking over at the record label representatives see them looking anxious and excited. Those making successful **Psychology** rolls learn why: the company that signs this band is in for a huge boost in sales.

Unless the investigators take provocative actions "Wake Up Call" leave by limo via an underground parking garage at the end of their set without incident. The record executives leave shortly thereafter. The band conducts negotiations that night with all three

labels but don't sign with anyone until the following day.

The investigators may stay at the club as late as they wish. When they do leave they'll be followed out of the club by "Wake Up Call's" biggest fans (see Biggest Fans below).

If investigators have taken some sort of actions the bouncers will quickly handle it, as security is extra tight. Depending on what actions were taken the local police might also get involved, as there are a number of officers stationed outside. If the action is more subtle, and noticed by Syrene (i.e. she spots them during the performance or they otherwise draw her attention), she passes word to her "Biggest Fans". (See Biggest Fans below.)

Typical Police Officer

STR 15 CON 15 SIZ 15 INT 11 POW 13
DEX 10 APP 12 EDU 10 SAN 60 HP 15
DB +1d4

Weapons: Fist/Punch (65%, 1d3+db),
Grapple (45%. Damage special),
Head Butt (40%, 1d4+db), .
38 Automatic (45%, 1d8),
Nightstick (55%. 1d6+db)

Armor: Light bulletproof vest (4 points)

Skills: Psychology (40%), Sneak (30%), Spot
Hidden (40%), Persuade (35%), Law
(40%), First Aid (30%), Listen (30%),
Swim (40%), Drive Auto (50%)

Biggest Fans

The investigators are not the only people who used magic to get past security. A group of cultists did so as well. They heard the music of "Wake Up Call" on the radio, and knew that Syrene was the one who could awaken their god. Cthulhu has sent dreams to his faithful, telling them the time for his arrival could be near. The cultists may have noticed the investigators snooping around The Underground; witnessed them meeting with Mary Hanover; observed them using magic to get past security or have been informed of them by Syrene. Whatever way they noticed the investigators is

up to the keeper to decide. What happens next is an ambush.

These four cultists are well dressed, with "goth" type jewelry and make up. There are two men and two women, all armed and willing to die for Syrene, or "She Who Will Awaken the Most Holy Darkness Upon the World." They follow the investigators away from the club. As soon as investigators are all out of sight of the police, the cultists attack with murderous intent.

The cultists are all tattooed with an image of a squid-headed dragon upon their necks. Successful **Cthulhu Mythos** rolls by investigators identify these image as that of Great Cthulhu. The group will chant "Ia Ia Cthulhu Fthagn" as they attack. If arrested or taken prisoner they will kill themselves using a razor blade hidden on their person. If the encounter seems to be going against the investigators, Kurt shows up with a well thrown brick to assist.

Encounter #1 — "Wake Up Calls" biggest fans

	#1) Spider (m)	#2) Vixen (f)	#3) Shadow (m)	#4) Midnight (f)
STR	13	15	14	13
CON	14	13	15	14
SIZ	12	13	11	12
INT	12	10	11	9
POW	10	11	12	10
DEX	14	13	12	12
HP	14	14	13	14

Damage Bonus: — 1d4 -

Weapons: All — Punch 65%, 1d3+db;
Head 30%, 1d4+db;
Kick 35%, 1d6+db;

#1 .32 revolvers (40%, 3 per round, 1d8, 6 rounds, 6 extra)

#2 .38 Automatic pistol (45%, 3 per round, 1d8, 6 rounds, 1 spare magazine)

#3 Baseball bat (55%, 1 per round, 1d8+db)

#4 Knife (60%, 1 per round, 1d4+db, has spare knife)

Armor: None

If police become involved after this incident, investigators are taken in for questioning. Almost instantly, Ronald White, a high priced lawyer arrives to represent them. Within ten minutes the investigators are released from custody free of charges. Ronald White is in the employ by Mary Hanover.

breakfast meeting

Mary Hanover sends a car to collect the investigators, after phoning them and inviting them to breakfast. She is staying at an exclusive hotel (keepers should choose a well known establishment of whatever city they are setting this in. For our purposes let's say "The Plaza"). Their host has ordered a buffet be set up for the investigators and she urges them to eat ("You'll need to keep your strength up"). If any investigators are injured after their run in with the cultists she has a private physician on hand to check them over. Keepers may wish to have Kurt invited to breakfast as well.

part III — WAPP Radio

(Tuesday January 5th &
Wednesday January 6th)

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tuesday january 5th

Kurt, Mary and the investigators meet for breakfast. They discuss the concert and last night's attack.

"Wake Up Call" signs with Geffen records, after Geffen manages to get them a slot on the North American portion of the TsunamiAid benefit concert.

"Wake up, I love you", "Rock the Whole Wide World" and "End the Suffering" are on heavy rotation on nearly every radio station.

"Wake up, I love you" enters the charts at #15.

The first "Wake Up Call" t-shirts begin appearing, featuring the band's photo from The Vibe flyer.

The Tsunami-Aid international benefit concert is top story of newspapers and broadcast all over the country.

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Mary (and possibly Kurt) will try to help investigators come up with a plan for stopping Syrene. Mary advises that if cultists are already being drawn to her nemesis, things might be more serious than she thought. Mary will push for a plan that centers on removing the ring from Syrene, in as public a manner as possible.

Mary then informs the investigators that her enemy cannot be easily harmed and that "Special items" will be needed. "I'll have a few things for you all tomorrow, things that will help you against her. Your problems are two fold. One, you must get the ring off of her first. If you attack her with the ring on every fan and police officer on earth will be after you. Once you get it from her, all that she has worked to build will fall like a house of cards. Two, she already has protection in place, you saw that last night. You'll need to find a way to get past her watchdogs before you can do anything else.

For the rest of the day no members of "Wake Up Call" appear in public. Several Cthulhu cultists arrive in the city, eager to get close to Syrene and her band. That evening WAPP FM reports that "Wake Up Call" will be live in studio tomorrow at noon.

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investigators will be unable to convince them of any wrong-doing. If the investigators arouse the police's suspicions they will be taken into custody for questioning, whereupon the lawyer Ronald White (see above) arrives to get the quickly released (possibly for a 2nd time).

Mary Hanover's package

Inside the package are four items:

- 1) An enchanted 15th century ladies dagger (25% 1d4)
- 2) An enchanted large modern looking combat dagger (25% 1d6+1+db)
- 3) An enchanted 12th century Japanese Wakizashi (20% 1d8+1+db)
- 4) 6 enchanted palm sized stones (these stones are specially designed and enchanted by Mary Hanover for use against Syrene. If these stones come into contact with her body they convert themselves into energy. The stone vanishes and Syrene will take 1d10 points of damage. The energy is dangerous only to the creature, investigators holding a stone as it converts itself to energy feels only a slight tingle. Stones can be hurled, making contact on a successful **Throw** roll, or wielded by hand, needing a successful **Punch** roll)

Mary hands these items out, explaining their use and answering any questions. Mary tells investigators that she'll send a car for them once she's settled in. She then leaves as quickly as possible, feeling vulnerable and embarrassed that her enemy was able to strike at her. Mary spends the rest of the day checking into another area hotel. She won't blame Kurt or the investigators for bringing the box into her room, being surprised herself by the cunning of her nemesis.

The Radio Interview

If investigators attempt to get close to Syrene as she arrives at the broadcast offices of WAPP FM they are sorely disappointed. Police already have set up barricades, hundred are already on hand to try and get a glimpse of the band. Many in the crowd carry banners, wear "Wake Up Call" T-shirts, a few are even dressed and made up to mimic Syrene's look. A limo, with tinted windows speeds into the building through a parking garage guarded by local police. By now Syrene has reported receiving death threats to the police.

The interview lasts two hours with the usual story of a local band making good. Syrene is cryptic about her origins, making her seem mysterious and exotic. The band performs all three of their original numbers live on the air. Outside fans are blasting boom boxes with the interview. The band reveals three things on the air:

- 1) They have just signed with the Geffen label. In two weeks they are going into the studio to cut their first album.
- 2) In the spring "Wake Up Call" will be performing all over North America in a 24-city tour.
- 3) They have just agreed to perform at the upcoming Tsunami-Air benefit concert, to be broadcast live worldwide. They'll be leaving for Philadelphia's JFK Stadium on Friday at One PM. They are scheduled to performing Saturday night between Areosmith and 50-Cent, performing sometime after midnight. "It's late, but we're sure that millions will still be watching. It's a huge break for us, we're really happy to be able to add our voices to making the world a better place" comments Syrene.

Radio personality Harry Hotter starts going on and on how this is so wonderful for the band and the city. "You make us all so proud



with your humanitarian efforts. So I think WAPP needs to pull out all the stops. Here at WAPP we're planning a live broadcast all afternoon from the airport to send you off to Tsunami-Aid. Two hundred lucky listeners can win tickets to this historic event, if you're the 105th caller whenever you here all three "Wake Up Call" songs played in a row."

Outside the crowd goes wild with excitement. Everyone is eager to see the limo leave, but it never does. The band is taken to the roof and a helicopter flies them out to a nearby office building owned by Geffen records. The police, tight security and crazed fans thwart any investigators attempting to get into the radio station.

Investigators failing **Luck** rolls have a 35% chance to be spotted by another band of Cthulhu cultists among the crowd. Investigators making a **Spot Hidden** roll while specifically searching the crowd for any worshippers of Cthulhu will find someone with a Tattoo, sign ("Ia Ia Syrene") or other subtle identifying mark showing their allegiance. As his followers feel his return is imminent, his faithful are growing bolder and beginning to display their devotion openly. Keepers wishing for a violent encounter between investigators and a cultist band should use a variation of the statistics for encounter one.

part IV — the airport

(Thursday January 7th — Friday January 8th)

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thursday january 7th

Local news reports on a riot at the nearby penitentiary. It ended quickly but two guards were murdered and another six were injured.

Prison guards employed tear gas but were still forced to kill more than a dozen prisoners before control could be reestablished. Investigators watching the news on TV will see a wall at the prison are the words "End Times is here. He Awakens, IA IA" painted in huge yellow letters.

Mary phones the investigators, sends a car arrives to pick up them up, Kurt is already inside.

Mary Hanover, Kurt & investigators again meet for breakfast.

"Wake Up Call" being played constantly all over the city and though out the country.

"Wake Up Call" t-shirts, posters and a billboard are now common sights throughout city.

Images of Cthulhu, strange chants and glyphs can be seen spray-painted all around the city, usually within arms reach of a "Wake Up Call" poster. The news covers this as "A wave of new gang related graffiti. Local police are busy trying to find those responsible for this defacement of public property and it's possible gang significance."

All local news media reports they'll be covering the "Wake Up Call" rally at the local airport tomorrow. Referring to the band as "hometown heroes" who are departing for a historic live performance at the Tsunami-Aid benefit concert Saturday night.

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the last breakfast meeting

Mary Hanover is now in a new hotel, not as nice as the first one. She does have breakfast brought in for everyone, listens to everyone's reports and looks very worried. Mary explains that if Syrene is allowed to take the stage at Tsunami-Aid and reach so many people, all over the world at the same time dangerous

things are possible. “She could trigger the Start of Endtimes. Cthulhu’s faithful are already gathering here; their open displays of his image and prayers; the upswing in violence among criminals and the insane, it’s all connected you see. They have been waiting for this to happen, this concert, waiting for hundred, even thousands of years.”

Unless the investigators do so first, Kurt suggests that the appearance at the airport might be their last chance to act. He’ll say “Syrene will probably be signing autographs, shaking hands and stuff. If we could win tickets to that rally, we have a chance of stopping her”.

Mary will smirk and say, “You don’t need to win tickets, I can make another rabbits foot, like I did at the club. Their power can affect only a handful of people before being exhausted, so use them wisely. I can get you into the rally at the airport, the rest if up to you. Remember you MUST remove the ring from her first. These weapons I’ve given you won’t affect her unless you remove the ring from her first. The world must see her as she truly is, only then can this madness stop.”

Much of this is a lie. The weapons will work if Syrene retains the ring. Mary wants her foe publicly unmasked and humiliated before the investigators destroy her. She also desperately wants her ring back.

Investigators attempting to alert local authorities to the danger, contact Tsunami-Aid organizers, Bono or calling on assistance from the government and/or the armed forces (especially the Navy) will get no where. If they press, investigators could well be arrested. No one will believe them, as “Wake Up Call’s” following is reaching “Cult like” proportions.

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FRIDAY JULY 12th (MORNING TO NOON)

News media reports as its top story an unidentified man parking his car on the tracks of a com-

muter train. This caused a massive accident and derailment right at the height of the morning rush hour. Some witnesses report trying to warn the man, but he began to fire a rifle (apparently into the air) sending bystanders running for cover. Some eyewitnesses claim to have heard the man chanting in some strange language. The man clearly saw the oncoming train but made no attempt to remove his car. The apparently deranged man was killed in the accident and officials fear the death toll might surpass 200. Agents of the Department of Homeland Security are investigating this as a possible terrorist incident.

Media coverage at the airport rally is high. (Local news, Rolling Stone magazine & MTV will all be there). Security will be high.

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The rally at the airport begins place at noon. Unless investigators plan on getting there two hours early they encounter horrendous traffic, as fans choke the highways leading to the airport. Keepers should use the traffic as a way to build tension, but not allow it to keep investigators from reaching their objective. Groups are gathering on grassy fields near the airport to watch the plane take off, playing “Wake Up Call” music, waving banners and listen to the live broadcast.

The Airport

Investigators will have to get through three checkpoints before getting admitted into rally area. Police are searching people for weapons but the investigators, armed with another rabbit foot charm from the witch Mary Hanover, are allowed through without being searched or disarmed. A dozen Cthulhu cultists, also using magical charms, breach security with their weapons intact as well. There are dozens of police officers in the area trying to keep order as hundreds of fans are trying to sneak past them.

The rally is being held in a large waiting area beside a gate. Outside the gate an airport shut-

tle bus will take the band out to a private jet supplied by Geffen records. Once past security investigators are put into a roped off area for spectators. A stage is set up with the band's instruments, a podium with a microphone for official speakers, a press box for Rolling Stone & Spin magazine and a broadcast area for WAPP & MTV.

Investigators searching the crowd for Cthulhu cultists need to make a successful Spot Hidden rolls to find the dozen or so who managed to get past security. Investigators acting in a provocative manner, or failing a Luck Roll are noticed by the cultists. All the cultists in the city know the investigator's faces, names and that they are a threat to their dark master. They received this information last night, in a dream. Cultists take no action yet, as security seems too tight to act.

At noon a limo appears and a roar of screams and cheering sounds outside. Moments later a crowd of photographers walking backwards can be seen moving through the airport towards the viewing area. The members of "Wake Up Call" enter, with bodyguards and record executives. The screams of the fans are deafening. Syrene is dressed in a beautiful white dress, the rest of the band in expensive suits and dark glasses. Syrene and the band go to the roped off fan viewing area, to sign some autographs and shake hands with the adoring public.

Any investigator making a **Luck** Roll will be close enough to Syrene to attempt to remove her ring. The dark colored mood ring is clearly visible on her right hand. Investigators making a DEX X5 roll will be able to snatch the ring from her, whereupon all hell breaks loose.

Syrene's face looks stunned. She holds her hand up to see if the ring is on her finger, but it's gone. She screams "NO!" as a disgusting stench fills the air. She drops to the ground, in convulsions as her body begins twisting and rolling, sounds of ripping skin; snapping bone and tearing fabric sounding out.

The crowds are stunned, the cultists paralyzed in horror at their heroine being

unmasked. Investigators acting quickly have a round of action before Syrene completes her transformation back into her regular form, that of a hideous Spawn of the Green Abyss.

Syrene, Spawn of the Green Abyss.

STR 35 CON 24 SIZ 49 INT 17 POW 17
DEX 3 APP 0 EDU -- SAN 85 HP 36
DB +4d6

Weapons: Crush (80%, Damage is db), 1d3
Pseudopods per round (60%,
Damage is ½ db)

Armor: None, but the Spawn of the Green Abyss immune to normal weapons. Spells, enchanted weapons, fire, electricity, and chemicals harm them. The Spawn of the Green Abyss regenerates 3 points per round until dead.

Spells: Lash of the Deep, Contact Cthulhu.
Sanity Loss: 1d6/1d20 Sanity points to see a
Spawn of the Green Abyss.

Description: The Spawn of the Green Abyss inhabits earth oceans, a being similar to shoggoths but intelligent and highly evolved. They appear as bluish slime with various shifting features; creating limbs, sensory organs and mouths as needed.

Attacks: A spawn can sing alien songs that influence those listening to it. A target failing a POW vs. POW struggle on the Resistance Table is overcome and falls under the creature spell, obeying it's every command. The victim's player can attempt to break the spell every round thereafter by rolling POW or less on d100. A successful **Psychoanalysis** roll by a companion player can also break that trance.

The spawn of the green abyss attack by either rolling over or crushing a victim or by using 1d3 pseudopods each round amiable at as many different targets. Pseudopods have a range equal to the creature size in yards. Spawn may also opt to grapple.

Syrene assumes her natural form in the next round, causing everyone viewing her to make a Sanity Check. The situation quickly turns chaotic.

Round one) People run screaming, or fall crying, driven insane. Syrene attacks investigators.

Round two) The police remaining sane begin to fire on the “monster” and open emergency doors for the fleeing people. Someone sounds a fire alarm.

Round Three) Cthulhu cultists begin attacking the police with spells, guns and knives.

Round Four) Police begin to fire on the cultists and the “monster.” If police see investigators battling the “monster” they attempt to protect them from the cultists.

With the weapons Mary Hanover has given the investigators and the police handling the Cthulhu cultists the battle shouldn't last long. When the Spawn is destroyed her body dissolves into a noxious gas, eventually vanishing completely. The cloud lasts five rounds and causes hundreds to become ill and hospitalized. The investigators, if they have eaten any of the food offered by Mary Hanover over the past few days are immune to the effects of the gas. The cunning witch had slipped an anti-toxin into the food. Those investigators who haven't eaten anything offered by Mary Hanover are effected by an airborne poison Pot 10.

After the incident at the Airport:

Many people are taken to local hospitals (for the gas, wounds, injuries and insanity), a media blackout is ordered by the authorities, and the next day a story is released about a terrorist attack at the airport. Homeland Security links the airport attack to the “suicide bombing” of the commuter train. All people killed are listed as victims of the attack and the slain cultists as those responsible. Syrene is listed among the dead, an apparent target of assassination by the terrorist cell.

In the confusion the investigators can make an escape from the scene. If they are confused Mary Hanover's black SUV appears with Kurt in the back screaming “Come On. Get in!” They are taken back to the hotel where she is

staying. If any investigators are injured, Mary will call in a private physician to tend to their wounds. She asks if the investigators have the ring.

If they claim they don't have the ring she curses at them screaming, “That's what this whole thing was about!” She uses her psychology to see if they are lying to her. If they are lying she demands the ring be returned to her, warning investigators that they do not want her as an enemy. She calls in Barney if needed. If they are not lying she asks, “Where the ring is now?” Mary then quickly leaves, intent on recovering it.

If the investigators have the ring and return it, Mary puts it on. She screams and falls in agony, rising as a young seeming beautiful woman of APP 17. She warmly thanks them for all they have done, telling them “You may not believe me, but your actions have saved the lives of billions of people and for now anyway averted the start of Endtimes.” As a reward she allows the investigators to keep the magical weapons and offers each \$5000.

To Kurt, as a reward, she gives a piece of advice. She tells him to quit his job at Zann Records and move to Olympia, where she assures him he'll meet people to form a new with. He does so returns to his proper time, forming a band in called Nirvana. Investigators attempting to deposit the check for \$25,000 that he gave them, after the January 2nd, 2006 date listed on it, find that it easily clears. Unless they have checked before now, the last name listed on the check is Cobain.

sanity awards

For each Cthulhu Cultist killed or captured — 1d4

For returning the ring to Mary Hanover — 1d4

For defeating Syrene, Spawn of the Green Abyss — 1d20





Prepare ye the way of the Lord ...
Isiah 40:3, Matthew 3:3, King James Bible

appearing to be just one of several independent Christian evangelical churches, The Communion of the Star of the Morning is actually much more sinister. Headquartered in the heartland of the United States, it has begun a recent expansion, with a syndicated television program and an army of enthusiastic evangelizers. It started as a local community church led by the Reverend Elijah Jones. The Rev. Jones has a compelling personal testimony of a life in dissolution turned to a life of spiritual fulfillment by the personal intervention of God and His angels. Many of his flock believe that the Rev. Jones is still visited by God's heavenly messengers, and some whisper that he is a Prophet.

recommended reading (fiction and rules)

This adventure setting is written with the assumption that the keeper knows something about the "King in Yellow Mythos," the mi-go, and the Dreamlands. The keeper does not need to know as much about K'n-yan for this setting, but K'n-yan information would be useful. Almost all information about K'n-yan comes from H. P. Lovecraft's and Zealia Bishop's *The Mound*, and there is a summary in *The Keeper's Companion*. The mi-go are well documented in the *Call of Cthulhu* rules and supplements, and Lovecraft's "The Whisperer in Darkness" is always a good source of inspiration. The Dreamlands are well documented in Chaosium's *Call of Cthulhu* book H. P. Lovecraft's *Dreamlands*, and most notably in Lovecraft's *The Dream-Quest of Unknown Kadath*. Many of Lord Dunsany's and Clark Ashton Smith's stories also capture the atmosphere of the Dreamlands, but the versions of the Dreamlands introduced in this setting rely more heavily on *The Mound* and on the "King in Yellow Mythos" sources mentioned below.

For the “King in Yellow Mythos,” I tried to capture something of the atmosphere of the Chambers stories and a few others. My list includes Edgar Allan Poe’s “The Masque of the Red Death” and “Hop-Frog” (tenuous); Robert Chambers’ “The Repairer of Reputations,” “The Mask,” and “The Yellow Sign”; Karl Edward Wagner’s “The River of Night’s Dreaming”; and James Blish’s “More Light.” Actually, any of Poe’s stories of madness seem to fit the madness inspired by “The King in Yellow.” All of these stories except for the Poe stories and The Mask are in the Chaosium fiction collection *The Hastur Cycle*, and all of the Chambers stories are in the Chaosium fiction collection *The Yellow Sign and Other Stories*. There are several collections of Poe’s stories available. The Call of Cthulhu adventure “Tatterdemalion” is worth checking out for its take on the madness inspired by “The King in Yellow,” as is the adventure “Tell Me, Have You Seen the Yellow Sign?” and Monograph #312, Ripples from Carcosa. Monograph #313, The Pastores, is a Cthulhu Dark Ages supplement containing material relating to K’n-yan.

There are a few places in this text where I refer to easy or hard skill rolls. The *Keeper’s Companion* has a useful section on doubling and halving skill ratings for easier and harder tasks on p. 178. I also recommend taking this a step further and thinking about character success and failure results in terms of story needs and character needs. *The Keeper’s Companion* also contains the new regular skills listed for some of the NPCs in the Notable Characters section. (Just ignore those skills if you don’t have that book),

transition

The investigators may encounter the Communion of the Star of the Morning in several ways. They may notice the odd behavior of one the flock, perhaps a friend or relative of one of the investigators. A pastor of another church may be suspicious enough of the cult-like nature of the Communion to hire likely

investigators. The Dark Man at Zann Records may also send them to the Communion. Elijah Jones is an old customer of his, and a receipt may be left where the investigators can find it, especially if the investigators are vexing the Dark Man at the moment.

investigating the communion of the star of the morning

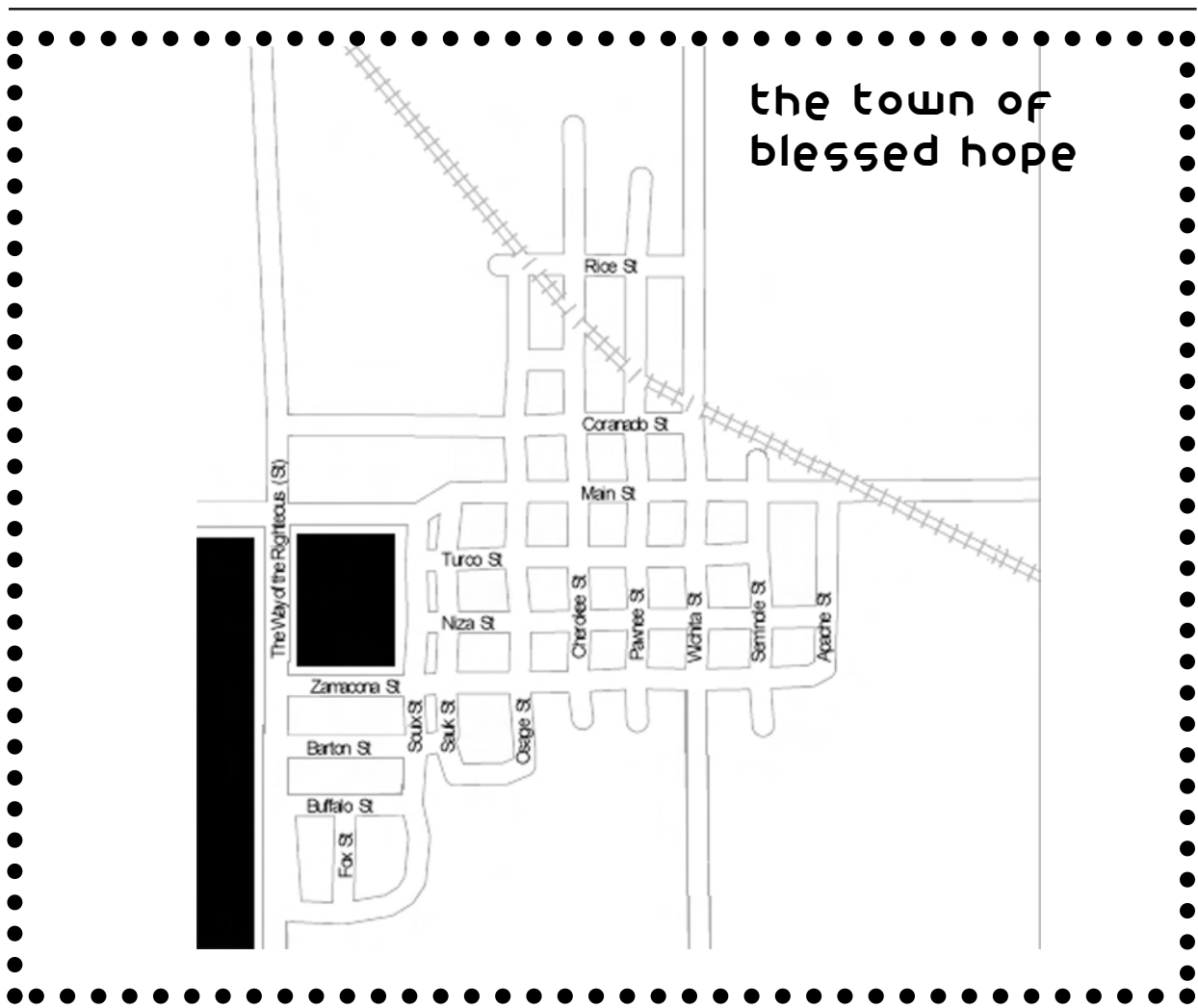
The Communion of the Star of the Morning is a law-abiding institution with ties to the communities it serves, and to the government at local, state, and national levels. It should be very hard to legally damage or discredit the Communion in a realistic modern day setting. Any revelations of the truth about the Communion and the Rev. Jones will be regarded as fantastic and unbelievable to all but those elements of society predisposed to dislike such organizations.

Any attempt to bring in official legal investigation of the Rev. Elijah Jones or of the Communion will be discretely discouraged by the authorities at first. The Communion is a significant campaign contributor at all levels of government, and there are many Communion followers in public office. Persistent investigation may bring the ire of law enforcement and government agencies, though investigators may find secretive allies who see a danger in the pervasive spread of Communion influence.

the communion of the star of the morning

The Communion of the Star of the Morning (often shortened to the Communion hereafter) is an independent evangelical Christian church. Its original congregation is in the





town of Blessed Hope in some state in the center of the United States. The Reverend Elijah Jones still leads the original congregation some 20 years after he started his ministry. His dotting wife Dee Dee, along with a few assistants, manages the complicated business of the successful and expanding church. She also sometimes plays the organ, but she is better known for singing the lead parts of the hauntingly beautiful melodies that bring tears to the eyes of the congregation. Their children — Jeremiah, Daniel, and Esther — seem to be poised to follow their parents into the ministry and administration of the Communion.

Satellite congregations have slowly spread to neighboring towns, where the Communion's message has gained new converts at a rapid rate, causing many competing Christian congregations to wither away entirely. While this has caused controversy at the national

level among the other evangelical Christian organizations, most local pastors have accompanied their flocks to the Communion.

Investigators who don't pay attention to Christianity or religious movements will likely not have heard of the Communion. Someone may have seen *The Communion Hour*, the televised service of the original Communion congregation on a local TV station on a Saturday. This show will not be shown on any cable service (it's not that widespread yet), but only on local UHF broadcast stations that carry mostly religious programming. The Communion has not yet spread to other countries, though there are plans to expand into Mexico and Canada.

The Communion churches offer services on Wednesdays (one service), Saturdays (the true, original Sabbath; two services), and special Church holy days (Ash Wednesday, Holy

Thursday, Good Friday, All Saints Day, Christmas and Christmas Eve, Epiphany, Pentecost, etc.; generally one or two services) and most members attend as many days as they can.

the faithful

Most members of the Communion are adult converts, but the first generation of children raised in the Communion is reaching adulthood. Members of the Communion exhibit a strong loyalty to the church and its teachings. By itself, this is unremarkable; this is a common behavior of converts to a religion or a philosophical school of thought. Former friends and family of the converted members will notice behavioral changes and a dogmatic approach to all issues that can be influenced by the teaching of the Communion (use any conservative Christian evangelical and political positions). Those who knew the converts before their conversions may become alarmed at these sometimes extreme personality shifts.

The secret to part of the extreme loyalty is human nature. The secret to the lack of ex-Communion members and to the complete acceptance by entire families and towns is hidden in plain sight in the service, if the observer possesses the correct knowledge. The service contains strange references to obscure saints who may cause alarm in observers with a successful **Cthulhu Mythos** roll. Keepers who want to inject some specificity into the general Cthulhu Mythos skill may want to restrict this knowledge to investigators who know information relating to Hastur, the King in Yellow, or K'n-yan. *The King in Yellow, Nameless Cults, The Necronomicon, The Revelations of Glaaki*, and works derived from or related to these works are suggested sources. Anyone who stays in the service long enough to notice these names will be subject to the effects of the service. (See Loyalty to the Communion under "Secrets Revealed," below, for more details).

There are several sources of answers to questions about the obscure saints mentioned

in the sermons, prayers, and the liturgy. The Rev. Jones will readily answer that these are personally inspirational saints revealed to him as examples through his prayer and study (and the angel, but he is unlikely to mention that), but he will appear nervous or unsure with a successful **Psychology** roll, and his minders (family and bodyguards) will notice this and quickly intervene. Mrs. Jones (please call me Dee Dee) will give a similar answer on her husband's behalf, but a successful **Psychology** roll will reveal that she is annoyed with the questions. Other ordained church ministers will provide the same basic information, but they may be indiscreet enough to mention that the Rev. Jones is supposedly counseled by an Angel of the Lord (they believe from his comments, but have no proof). At this point, they are likely to mention that the Rev. Jones is a Prophet of the Lord. Any of these people will eventually mention to the Rev. Jones or his family that they were questioned about this, and Dee Dee will likely start observing the questioners, and possibly reacting to them (see below).

the saints¹

The obscure saints are listed below with the name used in the service (and in "The King in Yellow") followed in parentheses by the standard spelling of the name and the Catholic feast day of the saint. The Communion services near feast days will emphasize that particular saint, using the description below as a starting point. Sermons will mention the saints and their examples, and special hymns will be sung (with Mythos content from *The King in Yellow*). Any alterations of the standard names used in Communion services are attributed to the inspiration of the Rev. Jones. These names are only spoken and sung, not written in any worship service bulletins, so it is possible that investigators have just misunderstood the pronunciations (choir member will have seen the names in their music sheets, but those are con-

¹ The information on Catholic saints is taken from www.catholic.org.



is the communion a cult?

There are organizations that investigate religious organizations for “cult” behaviors. A WWW search for “cult signs” or “cult indicators” will turn up a variety of views on what differentiates a cult from a “non-cult” religion, and whether “cult” should be a pejorative term.

The Communion may qualify as a cult by some definitions in the following ways:

1. It is led by a single charismatic figure who is regarded as the source of ultimate authority and Truth in the organization. This has begun to change recently because new pastors have been ordained for the satellite churches. The new pastors’ teachings do not deviate from the teachings of the Rev. Jones, but this can only be determined by regular attendance, and regular attendees generally convert to the faith.
2. Outsiders may assume that there is no tolerance of critical inquiry into the teachings of the Communion, but members and — so far — former members will not support this (see Loyalty to the Communion under Secrets Revealed, below, for the reason).
3. Members of the Communion tend to obsess on and about the Communion and the Rev. Jones. They are directed to convert the unfaithful, but will eventually cut off communication with friends and family who repeatedly refuse to attend Communion services. Members also tend to be annoyed by negative opinions of the Communion.
4. Members of the Communion exhibit personality shifts to complacency unless energized by the exhortations of the Rev. Jones. The Communion will not qualify as a cult by some definitions in the following ways:
 1. There is no unreasonable fear of outsiders, though there is some intolerance of those who have not yet been converted to the Communion.
 2. There is no penalty for members of the Communion who leave, though this is so rare an occurrence that this is hard to determine.
 3. There are no reputable stories of abusive behavior by the Rev. Jones (this is because there aren’t any such activities. The unpleasant demeanor of Dee Dee Jones doesn’t qualify, and is surely justified, given her stress due to the large amount of work she has taken on).
 4. There is no hidden knowledge known only to the elect, those initiated into higher mysteries of the religion. All of the knowledge of Communion thoughts and practices is available to all members. Though there are angelic visitations to the Rev. Jones, there is no inner circle that is allowed to experience these, so this “hidden experience” falls under the cult of personality of the Rev. Jones.
 5. Communion financial information is a matter of public record to the extent that the financial information of any tax-exempt religious organization is.

Though there will be some groups that define the Communion as a cult, this is not unusual in a world with organizations denouncing the Catholic Church as a cult. There are no widely respected organizations (especially no United States government organizations) that will regard the Communion as a cult.

trolled by Dee Dee, who will not lend them out).

St. Camilla (Camilla, March 3): She was hermitess who demonstrates to faithful the virtues of keeping pure (from the outside world) and patience (for a reward that will come in heaven). She is linked with Mary Magdalene in Communion services.

St. Cassilda (Casilda, April 9): She was a hermitess and martyr who demonstrates the virtues of Camilla with the addition of sacrificing all for the faith. She is linked to Mary, the Mother of Jesus, in Communion services.

St. Thale (Thaleaeus, May 20): He was a martyr who was drowned and beheaded. He represents sacrifice of one’s own life for the faith. He also inspired others to follow his example and martyr themselves.

St. Uoht (Ust, Aug 12): He was a hermit and martyr (with similar inspirational results as above). In Communion services, he is the personal patron of any Communion member.

St. Aldones (Aldo, April 26): He (she, outside of the Communion) suffered severe mortification, and was the recipient of visions and ecstasies while living a life of service. The Rev. Jones feels a special connection to St. Aldones.

St. Noatalba (Neot, maybe Neot Abba, or Father Neot?, July 31): He was a monk. In the Communion services, he is noted for his pious study, and is the patron of the ministers of the satellite churches.

the reverend elijah jones

In his own words, from various interviews and sermons:

The Reverend Elijah Jones wasn't always an instrument of the Lord. He started life as Theodore Elmer Jones, a middle class, suburban kid with neglectful parents. Ted, as he was known, wasn't noted for any special religious leanings; even though Ted's parents dutifully attended their Protestant church and sent him to Sunday School, religion just didn't seem relevant to him.

Ted fell in with the "stoners" and "heads" in high school and by the time he barely graduated, he was a small time drug dealer, drug user, and crook in training. In his teen angst, he turned on his parents and their values, especially their hypocritical materialism that put the lie to their supposed religious values. His parents belatedly tried to help, but the rehab centers couldn't help the uncaring, so he drifted into a life of dissipation and petty larceny, eventually serving jail time for robbery and drug possession. His parents disowned him, and he eked out a living on the streets stealing, hustling, and informing for drug and booze money. Betrayed by everyone, his rage toward the middle class, and all middle class values and institutions grew. Though he never escalated his crimes to the point of using a gun, he became more belligerent and violent in his robberies. It was only a matter of time until he would have ended up dead or jailed for life.

Ted was headed for the end the day he wandered into that record store (Zann Records is never named explicitly). Unlike most stores, the owner didn't chase him out. In fact, the owner even pointed him toward a listening booth and forgot Ted when he closed up that night.

Ted awoke in the dark in that booth. It took him a few minutes to realize that he had the place to himself. The cash register was old and easy pickings, and there didn't seem to be any alarms, so Ted relaxed and decided to help himself to some of the merchandise. When he heard someone moving in the dark, he panicked and ran into the back hallway to hide. After the footsteps faded, he headed back to the counter to sneak out, only to discover that he was lost in a huge store.

In a drugged daze, Ted wandered for what seemed like days. He finally decided to get caught just to get out, so he headed for the first noise he heard, low chanting tones mixed with beautiful singing, a sad

song of longing and regret sung by a woman. As he walked down the endless maze of hallways, the song filled him with its longing and regret. He reflected on his misdeeds and his life, and was almost overcome with remorse. With a heavy heart and thoughts of redemption dimly remembered from his days in church, he rounded a corner and faced a blinding glare.

"Ted, Ted, Why do you persecute me?" inquired the glowing figure. Ted fell to his knees as the tears welled up and he prayed for forgiveness.

Ted Jones died on that day, but Elijah Jones sat at the feet of that beautiful figure, that angel, and learned how Elijah could make amends for Ted. Soul filled with a powerful vision of redemption for humanity, and mind filled with the haunting voice of St. Cassilda, Elijah strode forth into the light of day, a slave to sin no longer.

Now join that former slave to sin, and let the redemptive spirit of the Lord wash over you and bring you to salvation. The angel of the Lord revealed to me that man's time on Earth grows short, and many souls still need saving.

Elijah Jones is saved, his place in the Heaven of the Lord is assured; how confident are you of the state of your salvation? Without conversion, many in this room are condemned to Hell for their wickedness, so come to the Lord through his servant and be saved.

The Rev. Elijah Jones found himself in the town of Hansonville with no memory of how he had traveled there, but knowing that it was his duty to preach salvation to the people. He may have failed except for the timely intervention of Dee Dee. With her help, he established his church, and Dee Dee, now his wife, arranged the music and later took charge of the day-to-day affairs of the church. The Rev. Jones felt and still feels acutely his lack of formal theological training. He spends hours of each day studying his bible, and trying to understand his mission. Something about the music he heard on the day of his salvation still puzzles him, and he is grateful to Dee Dee for dealing with the music and the worldly affairs of the church, leaving him to concentrate on interpreting the will of the Lord.

Now the Reverend Elijah Jones is a rising star in the independent evangelical church movement, admired by some of the other significant leaders of the movement and the



investigating theodore jones

The investigators may decide to check out Ted Jones's story. Most avenues of investigation will quickly pan out. Elijah's interviews and sermons are sparse on details, such as hometown and parents' names. He may divulge such details during an interview (including the name of Zann Records, a name which seems stuck in his memory), but interviews with the Rev. Jones are difficult to arrange. He is always guarded, and he will not consent to individual interviews. He will also defer to Dee Dee for such worldly affairs as interviews.

Some investigators may be able to obtain the Rev. Jones' fingerprints. If they inquire about these fingerprints with a member of the Communion (such as the police in Blessed Hope), they will not get any useful information, and may run afoul of the law (see The Law, below). If the investigators manage to retrieve information on the fingerprints, the information will lead to Ted Jones, a mechanic with a history much like that described by the Rev. Jones, including the criminal record that causes his fingerprints to be on file. Though they could be twins, Ted Jones has no knowledge of the Rev. Jones, and neither do his parents. There is no evidence of the existence of the Rev. Jones before he began his ministry. Persistent investigator thoughts about this merit a 0/1 or 1/1 SAN loss roll due to uneasiness at the implications. The keeper may encourage any level of paranoid conspiracy theory in the players, and hand out further SAN loss as appropriate. Regardless of conspiracy theories, the Rev. Jones is a real person and he is not lying about his past. (Allow automatic or easy **Psychology** rolls to determine the Rev. Jones' sincerity, because he practically radiates his belief of all details of his life and ministry.)

Other information will also lead to a dead end. The Rev. Jones does not drive, and does not have a driving license. His Social Security card, his photo ID, and all other forms of identification originate from the time of his establishment of the Communion. Very skilled investigation will reveal that Dee Dee was involved in establishing his identification documents. All of the Rev. Jones' forms of identification use his current legal first name, Elijah, and no middle name.

If the players mention to a Communion member that they found Ted Jones, that member will be confused and will eventually seek counseling with a higher ranked member of the Communion. Even if sworn to secrecy, any Communion member will eventually prove more loyal to the Communion than to a promise to an outsider. Shortly after this information is passed up the Communion hierarchy, Ted Jones will disappear (presumably dead) in an explosion at his garage. The police investigation will rule the death an accidental death caused by a damage to the valve of an oxygen tank (used in the garage with a cutting torch). Any conspiracy theories will affect investigators as mentioned above. There will be no mundane evidence that Ted did not die in a tragic accident. record to the extent that the financial information of any tax-exempt religious organization is.

Though there will be some groups that define the Communion as a cult, this is not unusual in a world with organizations denouncing the Catholic Church as a cult. There are no widely respected organizations (especially no United States government organizations) that will regard the Communion as a cult.

object of the jealousy of others. Though weakened by the physical hardships of his former life, the fanatic sincerity he radiates convinces all but the most jaded that he bears the Truth of the Lord.

The Rev. Jones is not a physically imposing figure at first sight. He appears decades older than his actual 45 years. He is thin and stooped over, and he shuffles slowly when he walks. His barely kept thatch of white hair and his white beard complete the image of old age. Up close, his face, with its lack of wrinkles betrays his true age, but it is his eyes that stand out. They blaze with the intensity and sincerity of his passion. Few can leave his presence without feeling that they have just met someone important. His voice is also clear and steady, and he speaks clearly and without hesitation on most subjects. Only in a discussion with a

truly learned biblical scholar or Christian theologian will he pause and appear less certain (not uncertain), and then his desire to truly understand the mind of God will become apparent in his comments and questions. The only other subjects cause uncertainty are those dealing with the relationships among his wife's voice, the recording of The King in Yellow opera, and the music that she plays, sings, and arranges for the Communion.

It is difficult to approach the Rev. Jones outside of church services. His wife, his children, and the Communion staff (who report to Dee Dee Jones) watch out for him and restrict visitors. He is also almost always under the watchful eyes of a trio of bodyguards (who also report to Dee Dee). The Rev. Jones is embarrassed by the presence of his body-

guards, but this is an argument he long ago lost to his wife.

the prophet elijah jones

There are persistent rumors that the Rev. Elijah Jones is actually a prophet, and that he is receiving instruction directly from an angel of the Lord. (The angel has not been named, but some will speculate that it is Gabriel.) The original source of the rumors is impossible to determine, but suspicious investigators may speculate that the Communion stands to benefit from the notoriety of such rumors. If they figure out that Dee Dee effectively runs the Communion, they may suspect that she is the ultimate source of the rumors (This is true, but no one will be able to truthfully confirm this except for Dee Dee.) Though the Rev. Jones could easily claim to possess the gift of prophecy, as do some of his peers, he is embarrassed by the thought and dismisses it in public (which only fuels the rumors).

the power behind the throne

Deirdre (Dee Dee, please) Jones is the Rev. Elijah Jones's steadfast wife, partner, and helpmeet. Observant investigators will notice that he makes few decisions without her, though publicly she seems to fade into the background. The Rev. Jones concerns himself solely with spiritual matters, so it falls to Dee Dee to run the worldly affairs of the Communion, which she does with energetic efficiency. She seems to devoted to the Communion, though a hard **Psychology** roll after a prolonged discussion about the church (something unlikely to occur) will reveal that there is less wholehearted devotion to the Communion than is evident in her husband. She can be rude and abrupt to anyone who is not wholeheartedly a member of the Communion (and she can usually tell), and she will quickly summon bodyguards, lawyers, police, or politicians to the defense of herself, her family, and the Communion.

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Investigating Dee Dee Jones

There is little unusual about Deirdre Jones (nee Castaigne), and she led a nondescript life until she met Elijah Jones, and helped him start his ministry. Enterprising investigators may be able to locate Dee Dee's hometown. Her parents died in a car crash about the time she met Elijah and she has no close relatives, but some of her former friends will remember her. She broke off all contact with any such friends around the time of her parents' deaths, and has maintained relationships only with her new family and select members of the Communion ever since. Her former friends will not have any unusual insights into her character, except possibly to note that she never showed much interest in religion or in singing.

Some long time members of the original Communion congregation may remember stories from the early days of the Communion in which the Rev. Jones mentioned that Dee Dee's voice was the voice he heard so long ago, the voice that led him to the angel and salvation (and Dee Dee, his personal angel). If confronted about this, Dee Dee will smilingly scoff at such nonsense. If the investigators find and listen to a recording of the opera *The King in Yellow*, a successful hard Idea roll (or a successful **Art: Singing**, or similar musical skill, roll) will allow them to establish that the voice of Cassilda on the record sounds a lot like Dee Dee (exactly alike with a critical success, which will merit SAN loss as mentioned below). However, the voice of Cassilda is credited to a "D. Jones" (not her last name before she married Elijah Jones) and the copyright on the recording is too old, unless she is several decades older than she appears, and is according to all public records.

Investigators who indulge in paranoid fantasies about the inconsistencies and coincidences of Dee Dee's life should be subject to 0/1 or 1/1 SAN loss rolls, depending on how far they pursue such thoughts.

the town of blessed hope (formerly hansonville)

When the Rev. Elijah Jones arrived in Hansonville, he met his future wife and started his ministry. Hansonville was a small town surrounded by farms and off of the interstates. Freight trains roared through at all hours, sometimes stopping to load grain from the massive elevators along the rail siding. Almost everyone in town knew each other, so there was some friction when the Rev. Jones started his preaching, but within six months, the local pastor had converted to the Communion and soon thereafter all churchgoing residents, and some who had never bothered, were members of the Communion. The Communion moved into the former community church and it grew. People started coming from other towns to hear the preacher and the beautiful music.

Years passed; the town council unanimously voted in the new town name of Blessed Hope in honor of the Communion. By then, there were no residents who were not members of the Communion. It's not that the handful of non-members was unwelcome, it's just that they didn't fit in. They drifted out of the town over time. This pattern has repeated in the other towns that contain the Communion satellite churches.

The town of Blessed Hope currently contains several residences, a big box store, and the new, improved temple. The residents of the town are all members of the Communion, and the only employment is farming, government services, working at the big box store, working for the Communion, and some private services, such as the local barber. The local newspaper closed when the sole employee started working for the Communion, handling the Communion newsletter (which doubles as the newspaper for the town). Almost all

other local businesses eventually failed due to the lower prices offered by the big box store. A small motel and a diner with a bar serve visitors. Most of the members of the Communion don't drink alcohol (it is discouraged, but not forbidden), but the bar manages to eke out a business (and the owner is a member of the Communion). The Communion now owns the property indicated on the map by the black rectangles.

Halloween is not celebrated by the Communion, or in Blessed Hope or any other town with a majority of Communion members to vote it out.

the temple of the communion of the star of the morning

The original church building was located on what is now the parking lot of the Temple of the Communion of the Star of the Morning. See the map for the layout of the main floor of the current building. On the town map, the Temple is located along The Path of the The Righteous south Main Street.

The Temple map shows the first floor; the second floor is similar in shape, except that it is filled with offices, and the space above the auditorium extends to the roof. The main floor contains the auditorium wherein services are held (with extensive broadcasting and recording equipment), and the school. (The public school has closed, since all children in Blessed Hope attend the Temple school). The second floor contains meeting rooms and offices. The basement contains a smaller room of theater seating for smaller groups that don't need the auditorium on the first floor. The rest the space on the around the edges of the building contains the physical plant (heating, air conditioning, generators, etc.) and other facilities-related areas (such as electronic equipment storage).

the big box store

When the big box store rolled into town, most people eagerly anticipated access to lots of new low-priced items without having to make a day trip to the nearest big town. The store provided all of this, and undercut every local business that wasn't a service. The Communion members adjusted to this, no one was hurt, and the Rev. Jones struck up a friendship with the family that runs the big box store corporation. The big box store company is expanding all over the country and they're prospering even in times of economic hardship, so they have plenty of money to give, and they're eager to donate money to a worthy cause. They are the biggest advertiser on *The Communion Hour*, and the Rev. Jones speaks glowingly of them and the right-mindedness and personal faith of the family (one of whom has since joined the Communion, so the rest likely won't be far behind). The Communion and the big box store are destined to be partners far into the future.

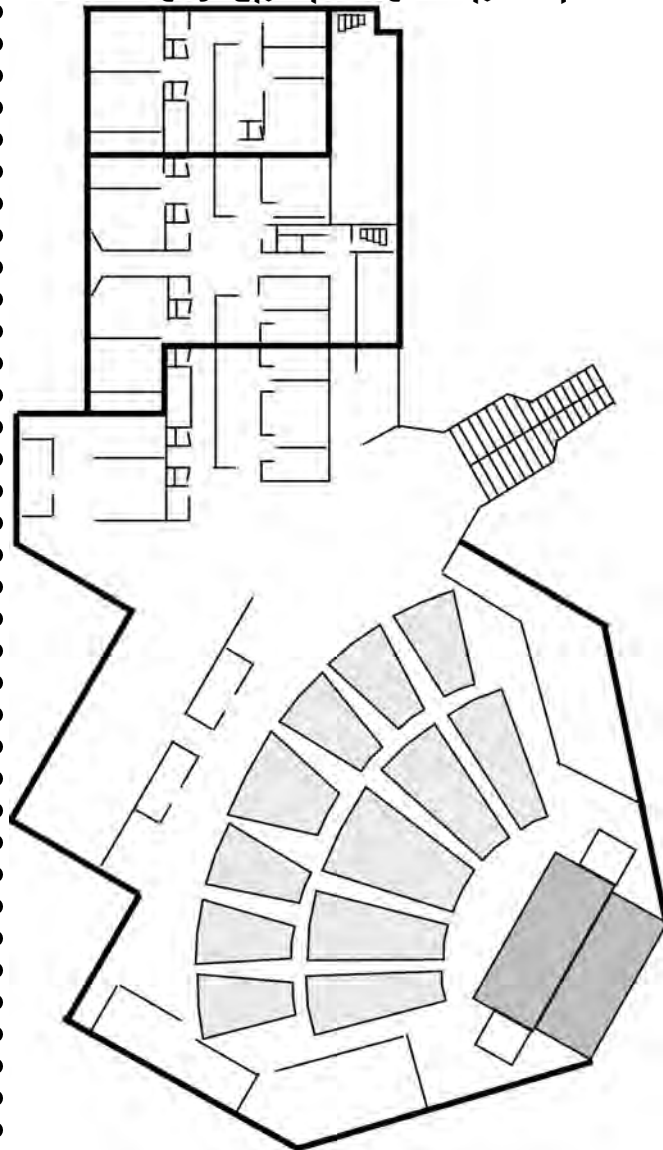
strange sights

Several people have noticed strange sights around the town of Blessed Hope, and less frequently around the satellite churches. Investigators who stake out either location will eventually be rewarded with a sighting. See "Events and Adventure Seeds," below for details.

the law

The local police obviously have a large budget, and they lack for little in terms of access to information and the latest equipment. Any investigators who deal with the Blessed Hope police force in the hope of gaining allies will discover that all of them are loyal Communion

the temple of the communion of the star of the morning



members. Troublemakers will be dealt with swiftly, and any difficulties for the Communion will be smoothed over as efficiently as possible. There will be no illegal deeds committed by the police, but they will watch any troublemakers and find a way to expel them from the town and possibly the county. Most of the local state troopers (who handle most of the trouble in this sparsely settled county) are also Communion members, or have a good working relationship with the law abiding town of Blessed Hope.



The four towns served by Communion churches have similar relationships with law enforcement officials, though yet not as completely secured as in Blessed Hope. The county courts and the state courts also have a neutral to good relationship with the law-abiding citizens who make up the Communion.

Any inquiries for information on members of the Communion should be made far from Blessed Hope, or the questioners will be questioned, and information will be delayed. Any troublemakers' criminal records will be checked, with appropriate responses initiated for outstanding warrants, etc.

Crime in the town of Blessed Hope is almost nonexistent, and crime in the other three towns with Communion churches was already low and is slowly dropping. The rates of things like accidental deaths are normal for farming communities in the part of the country.

physical coercion

If the investigators manage to cause trouble without giving the police an excuse to escort them from the town and the county, and if they don't seem to take the hints to leave, the extralegal physical force can be brought to bear. This will start off mildly, perhaps with a fight in the local restaurant or bar over some supposed insult to some farmer's girlfriend. If insufficient to warn off investigators, this will escalate to being accidentally run off the road, accidentally being shot at (rifles can shoot a long way, and sometimes people far away from the target can be hurt). The final level is lethal force, which may take the form of an ambush with rifles, or a mi-go attack at night.

other communion towns

All towns containing a Communion church are undergoing a transformation similar to the historical transformation that made Han-

sonville into Blessed Hope. With improvements in Communion service techniques, it now takes about five years to convert a newly entered town to a Communion town like Blessed Hope. It is up to the keeper how many such towns exist and at what stage each one is in its transformation.

secrets revealed

Investigations relying on mundane sources of knowledge will not unearth any damning evidence against the Communion; the danger to human society from the Communion is discernable only through investigation using Mythos knowledge. Investigators are on their own unless they are lucky enough to be acquainted with an organization dedicated to fighting the supernatural.

The Communion is a joint project undertaken by a secret sect of from the subterranean realm of K'n-yan and a group of the mi-go. Ordinarily enemies, their cooperation is a matter of convenience, sympathetic goals, and the shared experience of worshipping Hastur and its avatars (specifically the King in Yellow).

the descendents of carcosa

The Descendents of Carcosa (called the Descendents hereafter) is a secret society in K'n-yan that has access to the "truth" of the origins of the "humans" of K'n-yan. This truth is that the humans of K'n-yan are descended from the people described in the surface humans' play *The King in Yellow*. The arrival of the King in Yellow did not result in the extermination of all of the inhabitants of Carcosa; rather it opened their minds to true nature of the universe, with the expected side effect of societal collapse. However, armed

with their new knowledge, some of the survivors contacted other powerful beings, Tulu (Cthulhu) and Nyarlathotep among them, and passed through the veils to the world of K'n-yan. It is through the projected thoughts of the Descendents to certain sensitive surface human minds that such works as *The King in Yellow* and "The Repairer of Reputations" came to the surface world.

The Descendents, and some other dwellers in K'n-yan, do not have the same understanding of the Mythos as the surface dwellers. They equate the King in Yellow with the Dark Man, also known as Nyarlathotep. They also view Tulu as a benevolent — or at worse uncaring — force of nature, and revel in His dreams, though such dreams are few and far between, perhaps cut off from K'n-yan by the immensity of stone that separates them from Him, or by something else.

The Descendents have the typical disdain of their people for the corrupt surface dwellers and their subservience to the mi-go, but they have also noted two alarming things in the past few centuries.

1. The veils between the worlds are in flux. The most noted instance of this is the disappearance of the route to N'kai, but there are others. The Descendents have come to the conclusion that the mi-go and their plans that use the surface dwellers are somehow to blame. Their entreaties to the Dark Man have led them to conclude that they are following a useful line of investigation. The flux of the veils may also account for the loss of contact with Tulu, in which case, this flux is far older and only now increasing to dangerous levels. The Descendents have also determined that if the veils change too rapidly, K'n-yan may be thrown from its current place (as happened with Kadath those many years ago). There is no consensus about whether this change would be good or bad for K'n-yan and its inhabitants.

2. There are surface dwellers with K'n-yan blood and heritage on the surface above K'n-yan (North America). There have always been legends of such people, likely the results of dalliances with surface dwellers, escaped slaves, and exiles from K'n-yan. This is known to most of the society of K'n-yan, but few except the Descendents feel compelled to intervene. The Descendents are still debating about what, if anything, to do in response to this situation. Differing suggestions include destruction of such blasphemous examples of miscegenation, destruction of much or all of the surface dwellers because they are a general affront to the true Gods (a perennial favorite), and abduction of the half-breeds with a goal of integrating them into K'n-yan society (likely as slaves).

the truth about k'n-yan

The Descendents think that they know a truth unacknowledged or unknown in their society, but this does not mean that they actually know the truth. They only know what they believe to be the truth and this need not be the actual truth in any keeper's Call of Cthulhu campaign.

the yellow radiance

The mi-go generally ignore the dwellers in K'n-yan and regard them as occasionally dangerous vermin. There have been skirmishes that have resulted in mi-go losses, but such things do not concern the mi-go over much. (After all, many more die in the mating frenzies on Yuggoth.)

However, the mi-go happened upon a significant event several cycles ago, the corrupt summons contained in the play *The King in Yellow*. A swarm was directed to observe this worship and curtail it if necessary. As it turned out, the play was only performed once, but the swarm was not redirected. After many more

cycles of observation, the worship was repeated again, in the same place, but the summons was clearer, so the swarm prepared to intervene. As the swarm crept into box of summoning, it encountered two unexpected problems.

1. The summons was being performed by both ordinary humans and by a K'n-yan projection. This was not an insurmountable problem, but the swarm had not arrived properly equipped to deal with a K'n-yan projection.
2. The Enabler of Self-Destruction was the target of the summoning, and it was already present and spreading its beneficial touch across the humans, enabling them to engage in their own self-destructive orgy.

Half of the swarm gratefully accepted the blessing of the Enabler, but the other half was too stunned by the implications to properly frenzy. One of that half instead approached the projection, the sole human not in the grip of the frenzy, and offered to discuss their mutual interests. Cassilda, a member of the Descendents of Carcosa, gracefully accepted, and the alliance was formed between the swarm, now known in their tongue as The Yellow Radiance, and Cassilda of K'n-yan.

With proof of the blessing of the Enabler, The Yellow Radiance have successfully petitioned for more swarm members and a degree of autonomy in their activities. However, working with Cassilda over the years has altered the goals of The Yellow Radiance. Cassilda has convinced them that the humans pose a looming threat as they continue to learn and build, and that these activities must be curtailed. She has proposed a long-range behavioral modification program on a larger scale than any previous terrestrial mi-go plan, combined with a culling of certain individuals from the general populace. The Yellow Radiance has agreed, but is preparing other responses to the human threat, and is careful-

ly observing Cassilda in order to figure out any possible threats from K'n-yan (and any useful countermeasures). The Yellow Radiance is held back from more extreme measures only by Cassilda's demonstrated favor with the Enabler.

the enabler of self-destruction

The identity of the Enabler of Self-Destruction is deliberately not identified with a specific Mythos entity. Keepers who need to know can decide for themselves whether the Enabler is Hastur, Shub-Niggurath, Nyarlathotep, the King in Yellow, the Phantom of Truth, an avatar of one of these beings, a combination of one or more of these beings, or something else. Regardless, the mi-go won't be able to express their identification of the being clearly enough to enlighten investigators.

cassilda

Dee Dee Jones (nee Castaigne) is hybrid being: the projected soul of a K'n-yan Descendent of Carcosa in the properly prepared body of a surface human. The Descendent is a direct descendent of Cassilda of Carcosa, and has been declared worthy of bearing Her name. Blessed with the psychic gifts of her people and her lineage, she has proven her ability to work independently. She has examined the surface dweller problem and come to her own conclusions about the Descendents' dilemmas:

1. The activities of the surface dwellers and their corrupted or crippled (what the mi-go did to them is still unknown) mental projections are causing or accelerating the flux of the veils. The flux of the veils will result in the separation of K'n-yan from its location in the Earth. However, the surface dwellers may be able to be manipulated in a way that will reverse this effect, and stabilize K'n-yan.
2. The half-breeds among the surface dwellers must be subverted to her cause, or removed, either by abduction or by

destruction. Their continued presence will otherwise interfere with her manipulation of the surface dwellers.

Deirdre Castaigne was a half-breed with sufficient K'n-yan blood to be crafted into a suitable vessel for Cassilda (the Castaigne line has been used for centuries by the Descendents). Cassilda's body dwells in an upper section of K'n-yan, but she has projected herself into the body of Deirdre — after suitable preparations to dedicate Deirdre's soul to its proper destination, of course. Deirdre's suitability for possession has little to do with outward appearance, and there is little physical similarity between her body and Cassilda's. Similarly, there is no reasonable expectation that the original Cassilda of Carcosa resembled either of these women, or that she was a human female in the commonly accepted sense.

cassilda's plan

This isn't Cassilda's first foray into manipulating surface humans; she has tried similar activities before and she has observed human behavior, so with the surface human threat on the veils increasing, she is ready to act again.

She has discovered that surface humans are susceptible to manipulation of their desires and dreams after being subjected to certain musical vibrations. Her work and her observation of surface human manipulation as practiced by The Yellow Radiance has allowed her to discover the proper frequencies to work with, and she has tuned her voice to produce one or two of them simultaneously. She has also worked with the musically gifted members of the Communion to develop choirs that are capable of supporting her directly or working on their own. Her research has also determined that so far only songs derived from her original opera *The King in Yellow* work in a subtle enough way to be used in her plans.

The members of the original congregation of the Communion are fully indoctrinated

into the thought patterns of the Carcosan Christian music. Now Cassilda is finally ready to send small groups to other communities to start satellite churches. Each group contains two pastors and enough choir members to sing the required numbers of parts. At this stage, Cassilda still feels the need to project her consciousness to the satellite churches from time to time in order to check on their progress.

When enough surface humans have harmonized their thought patterns, Cassilda will be able to reverse the effects of the flux of the veils and stabilize the location of K'n-yan. She is starting in North America, but now sees additional future possibilities raised by spreading beyond North America. There are stories of K'n-yan reaching beneath the oceans in the past, and perhaps Cassilda has found the means to bring back the golden age of K'n-yan, but first things first. The side effects of this plan on surface human culture are of no concern to Cassilda as long as they do not interfere with her plans. Investigators who fear the revelation of the Yellow Sign en masse throughout the world may think differently.

The half-breeds who live on the surface world are immune or partially immune to the music of the Communion, and so they could deliberately or unwittingly disrupt Cassilda's plans. When she spots someone who is resistant to or who reacts badly to the music during a Communion service, she investigates that person as much as she can and determines whether he or she is a threat. Anyone with strong K'n-yan heritage is a threat, unless they quickly recognize what is going on and communicate their understanding and commitment not to interfere to Cassilda. Any threats are marked for elimination, by either civil authorities or by the mi-go. The handful of deaths of half-breeds ordered by Cassilda have all been classified as due to violence by outsiders, or as accidental deaths. All of these deaths fit into a normal pattern of sparse and random violence for this part of the country.



loyalty to the communion

Several songs in the Communion service contain suggestive elements from *The King in Yellow*, which, when combined with the multi-tone singing in which the Communion choirs are trained, renders most surface human listeners suggestible and open to the dire influences of the King in Yellow. The effects that have occurred so far are:

1. The songs drain 1 Magic Point from active participants (those willing taking part in the service) per minute. The songs drain 1 Magic Point per song from those not willingly taking part in the service. This acts as a “poison” that affects the listeners’ resistance to further effects by draining Magic Points permanently. Any listener drained of all Magic Points loses 1 Magic Point permanently (see below). Each time a Magic Point is lost this way, the listener also loses a Sanity point. Normal Communion worship services have three to five hymns of three to five minutes in length, for an average song exposure of 16 minutes, but certain services have more songs.
2. Any resistance by a person under the influence of the King in Yellow to the effects of *The King in Yellow* or anything related to it (Keeper’s judgment) always uses the current Magic Points of the person, not POW (even if the effect specifies POW as the resistance). This represents the openness of Communion members (lowered effective POW) to these dire influences.
3. A listener who has reached 0 permanent Magic Points is permanently under the sway of the Communion and will do anything asked by a legitimate authority. Legitimate authorities are any Communion members in higher standing. Dee Dee can use this state along with her psychic abilities (Thought Projection and Hypnotism) to make such Communion members do almost anything for the good of the Communion and then forget it. Such members resist her with effectively 0 POW because she uses elements of *The King in Yellow* to reinforce her instructions. Members asked to do an act that is against their principles (by anyone who is not using elements of *The King in Yellow*) may resist with half POW. A Communion member in this state will be unswervingly loyal to the Communion.
4. The service draws the attention of the Phantom of Truth, and some eerie sensory elements that may be part of the Carcosan Dreamlands (see below). The Phantom flits about in the background, just out of direct sight. It has not yet begun to prey on Communion members who don’t pursue it. Others who are not part of the Communion (those who have not reached the stage of 0 permanent Magic Points) are not immune to the Phantom, though it also has less interest in them unless they pursue it. Communion members think that it is the Holy Spirit or an angel.
5. Anyone affected by the service may have nightmares the next time they sleep. Such affected people will not remember their dreams if they lost all Magic Points at the Communion service, but people who did not lose all Magic Points will remember their dreams and be subject to 0/1 SAN rolls. If affected people deliberately enter the Dreamlands or if they project (see below), they may instead drift into the Carcosan Dreamlands (see below). Attending Communion services will eventually banish the nightmares (when enough Magic Points are drained). High POW converts will experience more nightmares, but they can seek counseling (which will result in

special attention from Cassilda) that will eventually ease their troubled minds.

6. All Communion members permanently at 0 Magic Points can be manipulated en masse by Cassilda's projected thoughts (see below) during the Communion service.
7. All of the results above affect adults who attend Communion services, but there are more stunting effects on children raised in the Communion. For every block of five years of Communion service attendance, the children have their eventual POW scores lowered permanently by 1. This effect stops at adulthood, defined as sometime between 15 and 25 years of age. Since they are permanently loyal to the Communion by the time they have a choice in the matter, subtract an average of 3 from the POW scores of adults raised in the Communion.
8. None of these effects transmit well through the medium of broadcast television, so The Communion Hour is apparently innocuous. The Phantom of Truth and any weird sensory effects do not transmit either, even if a camera is deliberately aimed in the correct direction.

Half-breeds, K'n-yan humans, and their projections are not affected by the "brain-washing" effects of the Communion music, but they will experience the sensory effects, and they will notice the Phantom of Truth at the edges of the area. They are free to interact with the Phantom (see *The King in Yellow* Opera, below, for ideas). Half-breeds will automatically dream of K'n-yan the next time they sleep, and if they are drugged to prevent such dreams, the effects will be worse, because their dream selves will be slow and awkward as if drugged. If they drift into insanity because of this, they will have double the normal chances of dreaming of K'n-yan until they recover, and

their dreams will start to include details from *The King in Yellow* (the Carcosan Dreamlands).

Successful use of psychic mind shielding techniques (certain versions of Thought Blocking) will block the effects of the Communion music, but Cassilda may be looking for the lack of reactions in the audience, and the effects are postponed until a time that the psychic fails, at which time the effects are at least doubled. Cassilda has rigorously shielded her children from the effects of the Communion services, and she has trained them to resist, but the repressed effects have been building...

Permanence of Effects

The permanent loss of Magic Points isn't actually permanent, but it lasts as long as the victim regularly attends Communion services. If the victim stops attending Communion services, 1 Magic Point will return in the first month, and the rate doubles each month after that. If the Magic Point recovery process is interrupted by a Communion service, the victim has only the number of so-far recovered Magic Points and will succumb to the Communion mindset more readily.

Even if all Magic Points are restored, the Communion member still has a sense of belonging to the Communion, and associates it with pleasant things. This association is reinforced by the nightmares that accompany members of the Communion as they regain Magic Points. When they regain half of their original Magic Points, their nightmares summon the Phantom of Truth, only now there is no Communion service to keep it at bay. The only salvation from the Phantom is the Communion service, and the comforting lassitude it provides.

the angel

The angel that visits and advises the Rev. Jones is a mi-go with a link to the King in Yellow (from that long ago day of allying with Cassil-



the brothers of the yellow sign

If the Brothers of the Yellow Sign are present in the keeper's campaign, they can be friends or foes of the Communion and Cassilda. They will know enough to recognize the elements of *The King in Yellow* in the Communion service, but the service could be blasphemous to them. The keeper could use the Brotherhood as allies or further enemies of the investigators, with the decision being determined by deciding how the Brotherhood reacts to the following points. The keeper may also decide that the questions raised by the Communion split the Brotherhood into competing factions that may both help and thwart the Communion and the investigators.

Dilemmas for the Brotherhood:

1. Cassilda is mystically connected to the original Cassilda of the play. She is therefore holy to them. However, she may be more acceptable as a figure of reverence than as an active blasphemer. The Brotherhood may choose to serve her, kill her and hope for a better incarnation next time, or kidnap her for worship where she can do no further harm. Her children would be revered in the same way, and they may be more useful for Brotherhood plans. Cassilda's nature as a projection will make her hard to eliminate or contain.
2. Cassilda — obviously, to the Brotherhood — has a long-term plan to spread the madness of Hastur through large portions of the human populace. This may be useful or abhorrent to them.
3. Cassilda has an arrangement with the Mi-Go, the ancient enemy of the Brotherhood and of all right-thinking K'n-yan humans, or perhaps she is being unduly influenced or corrupted by them. On the other hand, playing along with her may allow them to set up the Mi-Go for a more significant ambush later.
4. One of the ghosts haunting the town of Blessed Hope resembles The Phantom of Truth from *The King in Yellow* (play and opera). Does the Brotherhood dare interfere with such a being?
5. If the Brotherhood are led by K'n-yan humans, perhaps these leaders are allies or enemies of Cassilda. The leaders can be enemies even if they are members of the Descendents of Carcosa. Perhaps one of them desires the mantle of Cassilda for herself.

Cassilda will have similar reservations and dilemmas about working with the Brotherhood, but unless they are shielded from her by equally powerful K'n-yan minds, she will at least have the advantage of knowing their surface thoughts.

If the Brotherhood and Cassilda are opposed to each other, either side may try to enlist useful allies such as the investigators to their side, at least temporarily. Both sides have a good grasp of human motivation and will use the usual appeals to greed, lust, power, fear, etc. (for example, Cassilda may be the only chance the investigators have to enlist the aid of a swarm of mi-go on their behalf).

da). As such, it can wield a luminous “mask” that will cause anyone under the influence of the Communion music to see it as an angel. Anyone else observing it may be able to note inconsistencies with a successful **Spot Hidden** roll. The most obvious inconsistencies are the multiple reflections of light from the “head” (from the multifaceted eyes) and the many “insectoid limbs” partially visible through the luminous veil.

The angel will only visit the Rev. Jones, only at night, and only if summoned by him (unconsciously) or by someone else (within the Communion, only Dee Dee has the knowledge). The Rev. Jones unconsciously summons it on some nights by praying with certain words in some unknown tongue over his bible. He thinks he is speaking in tongues, a practice which is acceptable in his branch of Christianity. He is troubled by the angel, but he assumes

that this is due to a proper amount of fear of the Lord and his messengers.

Short of spying on the Rev. Jones while he prays in his rooms at night, investigators are unlikely to see the angel. The mi-go must cast the spell Yellow Mask in order to appear as an angel. Astute investigators may spot the mi-go coming and going through the sky at night, but they must roll a lower **Spot Hidden** result than its Hide result in order to spot it (it has a lot of practice stealthily flying into the area).

Political and Social Implications

Cassilda cares little for political and social implications of the spreading Communion. She is willing to listen to the politicians who court her husband's favor (mostly on the US political right these days, though she will consider any petitioners who offer favorable terms) and then use her abilities to influence the members of the Communion to vote as

desired. Her husband and his disciples never directly preach any politics because that would imperil their religious tax exemption. If the mi-go are interested in human politics, as discussed in the sidebar on Delta Green, Cassilda will favor their interests and the Communion will be more politically active.

Cassilda and Her Half-Breed Children

It was with some distaste that Cassilda consented to mate with a surface human. Even though she is not using her body, she feels that she may be polluting her soul. She has consoled herself for this possible pollution by reflecting that Elijah Jones was chosen by the Dark Man himself. As such, he may be the worthiest of surface humans, perhaps even worthy to mate with Carcosan royalty.

She is still considering what use to put her children to. She has secretly consecrated her children with the sacred names, the discovery of which by some other Descendents could cause a scandal, possibly punishable with enslavement or death. The sacred names Cassilda has assigned to her children are Thale (Jeremiah), Uoht (Daniel), and Camilla (Esther). Her children are unaware of their K'n-yan heritage. They have had the dreams and the unspeakable cravings, but their mother has always been there to soothe them (by touch and by mental projection). Along the way, Cassilda has prepared her children in the K'n-yan manner to be inhabited by her projection. This will only be done in extreme circumstances, because she will lose some of her link to the original Cassilda if she inhabits the wrong body, and because she thinks that they will be more useful to her as allies (also, she has invested a lot of work into creating them, and destroying them will put her out. This is as close as it gets to maternal love in K'n-yan). If she is around to meddle, she will make sure that any granddaughters are suitable for habitation by her as Cassilda.

As a small act of rebellion and a salve for her pride, Cassilda altered her children in the womb to make them strongly resemble her,

and not their father (she didn't have the facilities present on the surface world to reproduce without a father. Also, some of the Rev. Jones' genes may be holy, so she couldn't just pick and choose which ones to use).

the phantom of truth

Cassilda may have the greatest knowledge of the truth behind *The King in Yellow* on Earth, but she may also be playing with forces beyond her control. She suspects that she is being haunted by the Phantom of Truth, but its forbearance from confronting her has convinced her that she is doing the correct thing. Still, the presence of a Living God is unnerving even to a centuries old adept of K'n-yan.

Why hasn't the Phantom of Truth struck? It may not be that Phantom of Truth, but what if it is? Perhaps Cassilda has gained its favor, perhaps something about the situation is holding it at bay, or perhaps Cassilda and the Communion are like a bunch of grapes swelling on the vine and it is waiting for the optimal time to harvest, to press out a fine, full-bodied vintage.

No numbers are assigned to statistics for the Phantom of Truth. It is beyond mere physical threats, and keepers should play it as a ghostly presence that is never seen directly. Strange winds blow around it, and things change and disappear in its wake. See Recommended Reading, above, for inspirational stories. Events around it may cause small (0/1D4 SAN maximum) Sanity losses.

If spoken with, the Phantom may reveal unknown truths, or fictions that seem to be true (and may now become true—keepers should consider having it reveal self-fulfilling prophecies.) It can also lead a waking person into any of the Dreamlands, with a preference for the Carcosan Dreamlands.

Since *Call of Cthulhu* has spells that dismiss deities, there is likely a spell that can dismiss the Phantom, but allowing this is contrary to the original King in Yellow stories. A haunted person should not be able to dismiss the Phan-



tom, but should be able to lead it away from others who are not yet haunted. Alternatively, the haunting can be removed by destroying or mentally incapacitating the haunted individual (drugging, brain surgery, enchantment, etc.). Another method is to indulge in, or pursue, the haunting to the point that it ends (such as may be read into “The Dream-Quest of Unknown Kadath”).

interference by the serpent men

Due to the influence of Yig in K’n-yan, some Serpent Men may be aware of the activities of the Communion. Their reaction will depend on their own goals. Some Serpent Men may be offended at the hubris of Cassilda. Some may decide that flux of the veils that threatens K’n-yan may be favored by or opposed by Father Yig. After all, K’n-yan and Koth are sacred to the Serpent Men and Yig.

the k’n-yan heritage and psychic abilities

There are at least two separate subspecies of modern humans on Earth (the Tcho-Tcho people and hybrid Deep Ones are ignored for this discussion). The surface humans are victims of millennia of meddling by the mi-go. Their access to their original psychic abilities has been carefully shut away, so that few of them can sense the invisible things, except during unusual times (such as the rising of R’lyeh). The humans of K’n-yan still have access to those mental powers considered supernatural on the surface world. Some surface humans still have vestiges of mental powers, but most “psychics” on the surface owe their abilities to their K’n-yan heritage. This

heritage has the positive effect of providing access to “psychic” powers, which are often poorly trained due to their rarity and the lack of scientific support for their existence. The K’n-yan heritage also has a darker side because it carries a link to K’n-yan and to the K’n-yan sensibility, which is not acceptable in most surface human societies. When K’n-yan humans are mentioned in this section, only the ruling class of K’n-yan is considered; slaves, beasts, criminals, and other less fortunate dwellers in K’n-yan do not have the full advantages of the ruling class humans. Also, K’n-yan humans have access to technology which can greatly augment their psychic abilities.

Psychic Powers of Surface Psychics, Half-Breeds, and K’n-yan Dwellers

This list of psychic abilities is not meant to be exhaustive; a longer list is being prepared. The listed abilities and their descriptions do not apply to other human subspecies (such as the Tcho-Tcho people) or to other races (such as Serpent People). All abilities except for Thought Projection (see below for details) can be removed or enhanced by K’n-yan and mi-go surgery or similar techniques. mi-go typically will not enhance human psychic abilities, and will likely seek to disable any human psychic abilities they detect (and they have devices that can detect any human psychic abilities, except for Thought Projection and some forms of Thought Blocking).

Thought Projection — This is a basic skill of K’n-yan, which can be taught to any human. Any humans unconsciously project their thoughts when in the grip of strong emotions. With enough time, any human can project thoughts consciously, but without practice this is a laborious process, requiring conscious effort to use deliberately. Usually attempts to this skill are automatically successful, but use a base chance of success of POW x 5 percentiles if a roll is required. This chance is halved the first several times this skill is used deliberately,

in order to reflect the effort and uncertainty of a novice user.

Thought Reading is required in order to receive projected thoughts. The Thought Projection skill can be reduced or enhanced only by means that alter INT or POW (including K'n-yan and mi-go surgery and modification).

Thought Projection works best with eye contact between the projector and the reader. Eye contact will double the chance for unskilled person to project thought (canceling the penalty for the first several novice uses). There is no cost (in Magic Points) to use this skill, but the user can spend 1 Magic Point to double the chance to project, or to project to someone nearby, but out of sight (such as around a corner, but otherwise within the same range as eye contact).

People who practice mental communication can communicate with each other over much greater distances at a higher Magic Point cost. Use the cost to travel through a Gate created with the Create Gate spell to determine the cost based on distance between communicators. This is the cost per sentence of communication, and the keeper can introduce communication disruptions and time lags for great distances (the idea is to allow short, possibly confusing messages to be sent to an intimately connected mind). Anyone who can achieve this level of rapport with another person cannot also use Thought Blocking against that person. K'n-yan humans may have access to devices that allow them to communicate mentally at a distance without being vulnerable. (K'n-yan humans are unlikely to willingly develop this level of rapport with anyone else.)

Thought Reading — This is a basic skill of K'n-yan, but it is not an automatic ability of surface humans (due to mi-go tampering). This is the ability to receive projected thoughts. Most inhabitants of K'n-yan have automatic success with attempts to use this skill, having a base skill of POW x 5 percentiles if a roll is required. Other humans have a base skill of 0% and must learn this skill normally.

A person cannot learn Thought Reading without knowing Thought Projection, and percentiles in Thought Reading cannot exceed the percentiles in Thought Projection. Users can practice this skill as they would practice a language. As with a language, if the thought projector is patient, communication can proceed slowly. The range for Thought Reading is the same as the range for Thought Projection.

A more advanced use of Thought Reading is to use it to read unprojected thoughts. The skill for this is halved, but strong emotions in the person being read count as being projected. Unless the people being read know the Thought Blocking skill, persistent attempts to read them will eventually reveal surface thoughts. There is a cost of 1 Magic Point per a number of minutes equal to current Magic Points to read unprojected thoughts. Reading memories is a more complex process, and is beyond most half-breed K'n-yan and surface humans.

If the Thought Reading attempt is successfully blocked with Thought Blocking (below), the thought reader will sense the blocking and will be able to try again, at the normal cost for an attempt. For an additional 1 Magic Point, the thought reader can force the thought blocker to reuse the Thought Blocking skill (with an additional normal cost to use Thought Blocking and another skill roll).

Thought Blocking — This is a basic skill of K'n-yan, which can be taught to any human (not automatically occurring due to mi-go tampering and due to lack of utility in societies that don't use mental communication). There are several techniques used to accomplish thought blocking, and some are separate skills. Some versions of the Thought Blocking skill are intrinsic to all humans, and cannot be surgically removed. Most inhabitants of K'n-yan have base skill of POW x 3 percentiles, but others must learn this skill normally from a base skill of 0%.

This skill must be used consciously, which means that the user must be aware of or suspect a thought reading attempt, and the user

must be awake and able to think clearly. Drugged people are less able to use this skill (or any psychic skill except for Thought Projection, which will likely be erratic). Depending on the nature and strength of the drugging, people attempting to use this skill will have their chances of success reduced by a factor of 2 to 5 and the cost multiplied by the same amount. Any drugs that impair a person beyond the factor of 5 will render psychic skills useless. There is a cost of 1 Magic Point per a number of minutes equal to current Magic Points x 10. The cost is assessed at the beginning of each block of time. This skill is similar to a mental Dodge skill. If the Thought Blocking skill is successful, the Thought Reading attempt is blocked. If the thought reader forces the thought blocker to reuse Thought Blocking, the thought blocker will know that someone is trying to use thought reading. Any new attempt to use Thought Blocking will have the same cost as the previous attempt.

Thought Blocking can also be used to block projected thoughts. Any use of another psychic skill from this section (except Limited Immortality), or any use of another supernatural mental ability (such as casting a spell) will end the current thought blocking attempt. If this happens, the psychic must use Thought Blocking again, after ceasing the other interrupting activity, to have an active thought block.

Unconscious people cannot use Thought Blocking for their unconscious bodies, but Thought Reading an unconscious person is not guaranteed to provide useful information, because the surface thoughts will be related to what, if any, dreams are ongoing. Dreamers in the dreamlands (or other alternate location for their conscious thoughts) will have no conscious, readable dreams, but Thought Reading may be used to track them to the Dreamlands (generally through some other mystical means).

Immaterial Projection — This is a common skill in K'n-yan, but it is not known to everyone. It is also less common on the surface

world. The base chance to use this skill is 0%, like the Cthulhu Mythos skill, and everyone must learn this skill normally. A person must have the Thought Projection skill at a higher percentile score than the Immaterial Projection skill. This skill can be taught to certain surface humans, but without training it is not available to those without K'n-yan blood.

Immaterial projection allows users to project visible images of themselves at a distance from their bodies. The projector's consciousness travels with the image, so the projector's body will appear to be unconscious or in a trance while projecting. The costs for this are the same as the cost for the same distance traveled through a Gate created with the Create Gate spell, however the projector cannot go someplace without having been there or having researched it thoroughly enough to be able to picture that place (unkind keepers may have the projector arrive at the location pictured instead of the location desired).

The projection does not move more quickly than the projector would while awake, but the projection may make use of any means of travel available, "hitching a ride" because the immaterial projection cannot manipulate physical objects. It is possible for users to project next to their bodies and then travel, for no Magic Point costs. However, time passes normally for projectors, and their bodies may require tending in order to stave off thirst, starvation, etc.

The Dreamlands may be entered with Immaterial Projection, subject to the requirement of knowledge of the location. Normally, a projector who does not know how to enter the dreamlands will need to use a normal route to enter the first time. Projectors in the dreamlands are asleep and dreaming. The projector will be subject to the normal conditions of the dreamlands, including difficulty leaving, and could end up in the dreamlands unknowingly. Entering the dreamlands as a projection requires an additional 1 Magic Point, and the projector is automatically rendered visible (if invisible, see below).

K'n-yan humans, and sometimes half-breeds or surface humans who are taught the K'n-yan way, do not have a clear distinction between the dreamlands and the waking world, and so may sometimes wander between the two (with the normal cost). K'n-yan humans can project out of the dreamlands; others (including half-breeds, unless they are trained) may not.

Skilled K'n-yan projectors can bring along a number of other things and beings, and they can alter the appearance of their projections, but even invisible projections can be sensed in certain ways (dogs, occult knowledge, etc.). Significant alteration to a projection costs 1 Magic Point. Invisible projection is a different skill for surface humans and half-breeds without K'n-yan training. It is similar to Immaterial Projection except that its percentiles cannot exceed the percentiles in Immaterial Projection. Invisible Immaterial Projection while in a trance may explain experiences of clairvoyance and other sensing at a distance.

Physical Projection — This is a less common skill in K'n-yan, because it is a further development of Immaterial Projection. As such, the base chance to use this skill is 0%, it must be learned normally, and its percentiles cannot exceed the percentiles in Immaterial Projection. This skill can be taught to certain surface humans, but without training it is not available to those without K'n-yan blood.

Also known as Dematerialization and Rematerialization, this is the skill of breaking down one's physical body into an immaterial cloud of matter, and then reassembling the cloud of matter back into a physical body. The user must make a successful roll in order to dematerialize and pay a cost of 1 Magic Point per point of SIZ of all dematerialized things (including clothing, items, and other living beings). Certain artifacts may not be able to be dematerialized, specifically Mi-Go and Serpent People artifacts.

The user must also make a successful skill roll to rematerialize, but there is no cost unless the roll is failed. At that point, the user will

take damage equal to the twice the total SIZ of all dematerialized people and things minus 2 points of damage per 1 Magic Point spent. All available Magic Points must be spent to avert this damage; this is not a way to destroy inconvenient things. All other dematerialized items will be similarly damaged if the damage to them is not negated with Magic Points, so keep track of which items have not had their damage negated. Any item that takes full damage is completely destroyed, or remains dematerialized (keeper's choice). Items and living things that take partial damage are damaged accordingly, though the damage may not be apparent; the damaged thing may appear normal, but be damaged internally, or be less material. Any dematerialized thing can be left dematerialized instead of trying to rematerialize it. This may seem like a safe way to dispose of things, but several creatures, including people using K'n-yan technology, can find dematerialized things, and dematerialized things have a habit of rematerializing on their own.

A dematerialized body (even if dematerialized by someone else) can still sense its surroundings to a certain extent; use the Physical Projection skill as a sensory roll, or halved normal sensory rolls (usually Spot Hidden) in order to sense surroundings. While dematerialized, a person may move normally, "hitch a ride" as mentioned for Immaterial Projection, and move through solid obstructions with concentration. A successful sensory roll is required to move successfully through an obstruction or along segment of a path. A segment of a path is any uncomplicated section of a path with no obstacles or transitions, as defined by the keeper. A closed door is an obstruction, but an immaterial person can walk through a house with one sensory roll as long as there are no obstructions.

Skilled practitioners of physical projection can project their dematerialized bodies (and accompanying objects and people) as if an immaterial projection for ten times the cost. Among other things, this allows the user to enter the Dreamlands for 10 Magic Points, if

the user knows the way. The inhabitants of K'n-yan know how to partially dematerialize someone or something, but that is not a skill learnable on the surface.

Physical projection depends on conscious control of some or all of the four fundamental forces (electromagnetic, strong nuclear, weak nuclear, and gravity), and it can be aided or impaired by anything that affects these forces (such as electricity, strong magnetic fields, etc.). K'n-yan humans have devices that can block, detect, detain, damage, or destroy immaterial things.

Hypnotism (Mesmerism) — This is less common skill in K'n-yan, but it can be self-taught by surface human psychics as well. This skill works as the spell Mesmerize, except that it doesn't have the Occult and Cthulhu Mythos skill requirements, and it's a skill with a base chance of 0%, it must be learned normally, and its percentiles cannot exceed the percentiles in Thought Projection. Instructions can be imparted to mesmerized victims using Thought Projection, but this is a slow form of communication (hypnotism gives the victim a temporary link to the mind of the projector).

Limited Immortality — This is a name for a group of techniques used by the K'n-yan population over several millennia to render themselves immortal. They can still die from violence, or they can will themselves to die (with a successful Luck roll or a successful skill roll). All K'n-yan inhabitants have the immortality conferred from these techniques, but some also have a skill that allows finer control of the process. This skill can be learned by K'n-yan humans, and used to control their own physical ages. Generally, they control their ages for the purposes of feeling new sensations. The base chance to use this skill is 0% and it must be learned normally.

Some half-breeds can benefit from the full group of techniques to become immortal, but they must learn the skill. According the K'n-yan scientists and historians, surface humans cannot learn the entire group of skills do to evolution and mi-go meddling. However, sur-

face humans can use some of the skills, or related skills adapted for surface human, to slow the aging process, to render themselves immune to some causes of death and injury (not including violence), and to will themselves to die. Half-breeds who haven't learned the entire group of skills from a K'n-yan teacher, and surface humans, may use the skill once per year to ignore the aging process for that year. They may also use the skill to avoid damage and death from illness. The only time this skill can be improved is after a successful use, unless someone who knows the skill at a higher level teaches it. Several supernatural (Mythos) creatures inflict damage that this skill may not be effective against.

The full K'n-yan group of Immortality techniques may allow K'n-yan humans to alter their bodies in other ways. Any of these other alterations may constitute a completely different skill for half-breeds and surface humans.

Telekinesis — This is less common skill in K'n-yan, but it can be self-taught by surface human psychics as well. It's a skill with a base chance of 0%, it must be learned normally, and its percentiles cannot exceed the percentiles in Thought Projection. This skill allows users to move objects with their minds at a cost of 3 Magic Points per SIZ of the object. If the object is held in place, or if it is a living being that can resist (generally with STR), additional Magic Points must be spent to overcome this resistance, at a cost of 3 Magic points per point of the additional resistance. If the user does not spend enough Magic Points to fully overcome the SIZ of the object, the object may be bumped or jarred. If the user does not spend enough Magic Points to fully overcome the additional resistance of the object, the object may be knocked over (living beings get a DEX x 5 roll to avoid this), or the additional resistance (generally rated as STR) must be overcome on the resistance table by one-third the number of Magic Points spent in order to move it slightly (or knock it over). This skill can be used by an immaterial being

(made that way by Physical Projection) with a successful sensory roll.

Uncontrolled Psychic Abilities

If the keeper and the playing group think this is a usable idea, a player may put percentiles into an uncontrolled psychic ability during character creation without worrying about prerequisite skills. The player has no control over when the character uses this ability, but the keeper should make sure that it is used periodically during the game. Appropriate skills for this are Thought Reading, Immaterial Projection (possibly while sleeping, possibly invisible), and Telekinesis. Uncontrolled psychic abilities should cause a 1/D4 SAN roll each time they are used until the character somehow rationalizes what is going on.

If the character decides to learn how to control such a skill, it is temporarily dropped to a number of percentiles equal to POW, but each successful use allows the player to add back D10 of the removed percentiles each game session (without rolling to see if the skill can be advanced) until the original level is reached again, at which point the character is entitled to a free D5 advancement automatically the next time the skill could be raised. This option should be limited to one ability, and there should be a valid in-game way to learn how to control an uncontrolled psychic power: perhaps a wise guru or insight from an occult or Mythos tome.

The K'n-yan Sensibility and Dreams of K'n-yan

Put simply, the humans of K'n-yan are callous and inured to human suffering. They may have great skill with that part of empathy that allows them to understand the feelings of others, but they lack the part of empathy that results in sympathy and compassion. K'n-yan humans still have Sanity, but they grow crueler and more callous as they lose points. They are inured to many of the shocks that beset the kinder and nicer surface humans. As they drop in Sanity, they treat other humans as objects

and deal with other humans based on their usefulness, not on any fondness.

Also, as half-breeds gain percentiles in their psychic powers, they gain a connection to the psychic force projected by the K'n-yan population, and they begin to experience the K'n-yan outlook. A K'n-yan half-breed has a percentile chance equal to half the rating of the highest psychic skill to enter the K'n-yan dreamlands (effectively a section of the Earth dreamlands that recreates the experience of living in K'n-yan, see below) while dreaming every D10 days. If the roll is successful, the half-breed must roll again every following period of sleep, with a successful roll resulting in entering the dreamscape again. If such a dreaming roll is failed, the half-breed does not need to make a roll again for another D10 days. The K'n-yan dreamscape is nightmarish by surface human standards, full of cannibalism, torture, and other K'n-yan pursuits. These cause the normal amounts of Sanity loss the first few times, but gradually the half-breed will get used to this. When the half-breed is used to this, that means that these behaviors are more acceptable. This is how half-breeds become more callous and cruel while losing Sanity, through consideration of performing vile acts on others, and through wariness lest others perform such acts on them. Only the strong and the wary survive forever in K'n-yan.

The K'n-yan and Carcosan Dreamlands

The dreams of K'n-yan are the result of the dreamer projecting into the K'n-yan dreamlands, an area of the dreamlands that may or may not be connected to the standard dreamlands, and may not always be dreamlands. Any connection to Earth's dreamlands (as known on the surface) is likely somewhere in the Underworld. Sometimes K'n-yan dreamers project to places on the surface world and maybe on other worlds or during other times. A half-breed who enters the K'n-yan dreamlands may be in a dreamland, where any dreaming rules or skills are useful, of the

dreamer may be in a real-seeming place where dreaming abilities do not work. If dreaming abilities work, skilled dreamers may escape to the “normal” dreamlands. The K’n-yan dreamlands cross the boundaries between the waking and the dreaming worlds, and “dreamers” may consciously or unconsciously switch between waking and dreaming realms, or even travel through time. Dreamers wake in the waking world wherever they went to sleep.

The Carcosan dreamlands are similar to the K’n-yan dreamlands; they may be the merging of the events and locations in *The King in Yellow* with locations and events on Earth, or they may be more solidly connected to the surface Earth dreamlands. The Carcosan dreamlands sometimes appear to victims as waking visions or hallucinations, dreams, or both. As with the K’n-yan dreamlands, dreaming skills and knowledge may or may not work, even when encountered in dreams. At the very least, nightmare effects are more common in the Carcosan dreamlands (even when in the waking world). When and if the Carcosan dreamlands are connected to surface Earth’s dreamlands, they are best treated as part of the “Worlds Beyond” that sometimes merge with the normal dreamlands.

Awakening and Suppressing Psychic Abilities

There are several drugs, such as narcotics, that can suppress psychic abilities. There are no known drugs that will suppress psychic abilities without side effects, such as mood depression. If psychic abilities are suppressed, so are the accompanying dreams of K’n-yan. A successful **Pharmacy** roll, along with the required knowledge of which drugs to use, will suppress K’n-yan dreams for a night without suppressing psychic abilities, but such treatments lead to a deep sleep from which it is difficult to rouse the sleeper.

Surface dwelling humans, half-breeds, and K’n-yan humans can have their natural psychic abilities activated or blocked off by surgery. Both K’n-yan surgeons and mi-go sur-

geons know how to perform these procedures. There may be a few surface techniques, one of which includes trepanation, that can unlock surface human psychic abilities, but these techniques are lost to the general public.

If a surface humans or half-breeds have their psychic abilities activated, give the half-breeds D6 + 4 percentiles in D6 skills, and give the surface human D6 percentiles in D3 skills. Untrained advancement in psychic skills gains only D5 percentiles instead of the usual D10. Non-K’n-yan humans do not suffer from dreams of K’n-yan, but they can learn how to access the K’n-yan dreamlands.

Other races, such as the Tcho-Tcho (likely through the influence of Chaugnar Faugn) and the Serpent People have access to psychic abilities. Some individual from races capable of having psychic abilities (including surface humans) also know how to perform magical rituals that can boost or replace psychic abilities.

the king in yellow opera

The King in Yellow opera has been performed several times over the past few centuries by Cassilda as she has tried to perfect its effects. Performance of the play and the opera are not allowed in K’n-yan because of the hostile attentions of rival sects and organizations, so Cassilda has resorted to projecting to the surface, assembling a company, performing the opera, and watching the results. Her goal is to perfect her understanding of the events of the story, in order to gain the power. It is likely her dreams of the opera and the original play that prompted the unknown playwright to pen the French play in the 1890s. In the 1940s, a recording of the opera was made on a set of LP records. It is a two-act opera titled *The King in Yellow*. There is one act per disc, and each disc is 44 minutes in length (two sided). Zann Records carries several copies, and there is one copy in a safe in the office of Dee Dee Jones in

The Temple of the Communion of the Star of the Morning. Sometimes she plays it to soothe her husband or her children.

The opera is only effective on the original record; transfer to other media, such a tape or digital media, ruins the effect and such transfers sound garbled. If the listener hears only the first act, there is no effect. The effect builds on the second record, as the performance is gradually complemented with certain unidentifiable sounds that create a cumulative sense of dread in the listener. If the listener hears only part of the second act, the normal affects won't occur, but the music will haunt the listener until the entire second act is heard (Listen, Spot Hidden, and Idea rolls are halved, and the victim is unable to concentrate). Listening to the complete opera for the first time makes the listener susceptible to suggestion for (50 — POW) hours. Also, the affected listener will sense (see, hear, smell, taste, touch) things that are unnoticeable to others. The Sanity point loss from the recording includes this heightened sensory input and the trivial haunting by the Phantom of Truth (see below), but every event that would ordinarily cause a Sanity check during the suggestibility period results in an automatic failure of the Sanity roll with an additional +1 percentile of Sanity loss for each occurrence.

The Phantom of Truth may haunt the victim during this time, but will leave at the end of the period of suggestibility with no further effects unless the victim has developed insanity. In that case, the Phantom will continue to haunt the victim until the period of insanity is over. The appearance of the Phantom of Truth will be disconcerting, but as long as the victim avoids it, the Phantom has no power (beyond the initial Sanity loss from *The King in Yellow* that includes uneasiness due to the Phantom). If the victim pays attention to the Phantom, it can affect him and cause further Sanity loss. The Phantom will be able to speak with the victim or lead the victim to places where the black stars shine over a still black lake...

Listening to the opera multiple times in a row does not aggravate the effects, which start after the listening period is over. Each subsequent performance of the opera inflicts half the original period of influence and suggestibility on the listener ((50 — POW)/2 hours). There is no additional Sanity loss for listening to these subsequent performances, but the period of suggestibility and the Phantom of Truth are still dangerous. People can become addicted to the thrill of the altered state of consciousness brought about by *The King in Yellow*.

1D3/1D6+1; *Cthulhu Mythos* +5 percentiles; minimum 1 1/2 hours to listen to and comprehend

the delta green connection

In the Delta Green setting, the Communion is a side project of the mi-go, used to provide access to the United States government through a political movement. In this way, the mi-go have another way of influencing the government by controlling of a portion of the electorate. The mi-go do not have the fine understanding required to do this themselves, and rely more heavily on Cassilda for her ability to subtly manipulate humans. In this case, Cassilda will direct the Communion members to be more politically active on behalf of her allies' political goals (which will not be different from normal Communion political goals).

events and adventure seeds

Besides the threat posed to the surface human race by the actions and unintended consequences of the Communion, here are some specific events that may draw in investigators.



the kids aren't alright, part one

Some of the first children raised in the Communion have gone to colleges far from the Communion, and the effects of their mental indoctrination are beginning to wear off (see Permanence of Effects, above). Even worse, it's Halloween, the time when many masked figures skitter through the night, allowing the Phantom of Truth, and possibly the King in Yellow, to mingle with the crowds.

the kids aren't alright, part two

One of the Jones children has gone to college and, far from mother's soothing influence, the nightmares have drawn something in a Pallid Mask to investigate this strangely powerful half-breed of the bloodlines of K'n-yan, Carcosa, and the surface world. This is a good opportunity for the keeper to introduce the player characters as fellow students or school personnel who interact with the Jones children. There is plenty of opportunity for friendships, romances, bonding experiences (nothing bonds people like the common experience of running screaming from Carcosa), etc.

As with Cassilda (see The Phantom of Truth, above), the Jones children aren't necessarily doomed yet, but this may be a bad time to be close to one of them.

strange sightings near communion churches

Projections of Cassilda

Cassilda frequently projects herself out of her body and wanders while Dee Dee is supposed to be asleep. She can travel around the world by projection, and will take several minutes to return from across an ocean. If encountered

while projecting, her appearance will be different depending on whether she is preoccupied with her thoughts and therefore surprised by onlookers. If surprised, she will often resemble a translucent, insubstantial Dee Dee. If aware of the observers, she may change her appearance with the expenditure of 1 MP. If she does this, she will snoop into the surface thoughts of her observers for ideas on what form to assume.

If Cassilda is aware of a significant threat, such as the Brotherhood of the Yellow Sign, she will be much more transparent (a **Spot Hidden** roll is required to notice her) and she will be collecting information. In this case, she will not project farther away than the location of the satellite Communion churches or her children and she will likely be able to return in seconds.

Other Ghosts and Phantoms

Other K'n-yan humans may project into the area to check on the power disturbance (and warping of the veils) in the vicinity of the Communion churches. If they are Descendants of Carcosa, they will usually be disguised as normal, solid-appearing surface humans, but some of them may be unfamiliar with modern surface cultures, and so may appear strange to modern eyes.

If the observers have recently been affected by the Communion service music, the Phantom of Truth may haunt them, with results described in The King in Yellow opera, above.

Mi-go flybys

The Rev. Jones' Angel may visit from the sky, other members of The Golden Radiance may be traveling on errands of their own or at the behest of Cassilda (perhaps looking for pesky investigators), or unrelated mi-go may be drawn to investigate. It is possible for a fight to break out between rival mi-go swarms, but this is unlikely to happen in the open. All mi-go activities, unless they are driven to extreme measures by meddlers, will take place at night.

Cult Activities

The Brotherhood of the Yellow Sign, other swarms of mi-go, and any other group of cultists or servitors may be drawn to the power pervading the Communion churches.

notable characters

The Reverend Elijah Jones Church Leader and Prophet of the Times to Come, Age 45

STR 9 CON 10 SIZ 11
DEX 8 APP 12 INT 16
POW 18 EDU 16 SAN 0
Idea 80% Luck 90% Know 80%
HP 11 MP 18

Damage Bonus +0

Weapons: Fist 70%(damage D3), Knife 50%
(none carried)

Armor: none usually, sometimes Flesh Ward
(cast by Dee Dee)

Skills: Bargain 50%, Credit Rating 80%,
Cthulhu Mythos (Christianity Focus) 25%,
Dodge 32%, History 50%, Law 50%, Lis-
ten 45%, Literature (religious) 60%,
Mechanical Repair 40%, Other Language
(Read Biblical Languages) 50%, Other
Language (Speak in Tongues) 40%, Own
Language (English) 80%, Persuade 80%,
Pharmacy 25%, Psychology 75%, Religion
(Evangelical Christianity with a twist) 80%

Psychic Skills: Project Thoughts 90%, Mind
Blocking 60%

Spells: Prayer to Understand God's Will in
the Hour of Need (Contact mi-go of the
Yellow Radiance)

Mental Disorders: total surrender to the will
of God, incapable of functioning outside of his
religious role without the help his family and
minders. (In a way, he is just a mask of a
preacher, not a complete person.)

Description: See the description in the section
The Reverend Elijah Jones, above. Though
more frail than his years would indicate, he
has some surprising skills left over from his
previous life.

Family Relationships: The Rev. Jones loves
his wife and his children, but he loves the Lord
and his ministry more (as is appropriate), so
his family has suffered somewhat from his
neglect. He is proud of his children and how
they turned out, especially Jeremiah, who
seems to want to follow him into the ministry.
The Rev. Jones subconsciously "knows" that
Dee Dee is some sort of divine being, and he
would do anything for Dee Dee (far more than
he consciously realizes that he would).

Dee Dee Jones / Cassilda Dutiful Wife and Helpmeet and Able Administrator, Age 40 (And Heir to the Carcosan Throne, Age 1560); Apparent Age 20

STR 15 CON 17 SIZ 12
DEX 17 APP 17 INT 18
POW 24 EDU 21 SAN 0
Idea 90% Luck 99% Know 99%
HP 15 MP 24

Damage Bonus +1D4



Combat/Weapons

(damage bonus already added):

Block 75%,
 Dodge 64%,
 Handgun (Ruger P-85 9 mm semi-automatic pistor, damage 1D10, 2 shots per round, 15 round magazine) 40%,
 Martial Arts (K'n-yan) 75%,
 Martial Arts Kick 75% (damage 2D6 + 1D4),
 Martial Arts Punch 75% (damage 2D3 + 1D4),
 Martial Arts Grapple 75% (damage special, doubled + 1D4 when applicable),
 Martial Arts Head Butt 40% (damage 2D4 + 1D4),
 Knife 75% (damage 1D4 + 2 + 1D4),
 Short Sword 40% (damage 1D6 + 1D4),
 Small Club 40% (damage 1D6 + 1D4),
 Spear 40% (damage 1D6 + 1D4),
 Rifle (none carried; she left the disintegrating rifle at home) 60%

Dee Dee is not always armed, though she may have an appropriate knife close at hand, and she does own a .357 magnum revolver (legally, with a concealed carry permit in several states). In an emergency, she can improvise spears or clubs from objects around her. She moves quickly in emergencies, and will not freeze in combat.

Armor: Flesh Ward (in times of danger only)

Skills: Accounting 50%, Anthropology (K'n-yan) 75%, Archeology (K'n-yan) 50%, Art (K'n-yan Calligraphy) 60%, Art (K'n-yan Dances) 60%, Art (Singing) 99%, Art (Torture) 60%, Astronomy 10%, Bargain 5%, Biochemistry 40%, Biology 40%, Business 50%, Chemistry 40%, Climb 80%, Computer Use 25%, Conceal 40%, Credit Rating 70%, Cryptography 60%, Cthulhu Mythos (K'n-yan Perspective) 90%, Drive Auto 25%, Electrical Repair (K'n-yan) 25%, Electronics (K'n-yan) 25%, Fast Talk 5%, First Aid 99%, Geology 60%, Hide 80%, History (K'n-yan) 80%, Hypnosis 99%, Jump 75%, Law 40%, Library Use 90%, Listen 75%, Mathematics 60%, Mechanical Repair (K'n-yan) 25%, Medicine (K'n-yan and K'n-yan Surgery) 50%, Natural History (K'n-yan) 60%, Navigate (K'n-yan) 75%, Occult 99%, Other Language (English) 90%, Other Language (Mi-Go Sign Language) 40%, Other Language (Read Kothic) 60%, Other Language (Several Others including many Mythos Languages) 60%, Own Language (K'n-yan) 99%, Persuade 99%, Pharmacy (K'n-yan) 60%, Philosophy (K'n-yan) 90%, Physics 60%, Psychoanalysis 40%, Psychology 80%, Psychotherapy 40%, Ride (gyaa-yothn, horse) 60%, Sneak 60%, Spot Hidden 75%, Swim 40%, Throw 40%, Zoology (K'n-yan) 40%

Psychic Skills: Thought Projection 99%, Thought Reading 99%, Thought Blocking 99%, Immaterial Projection 99%, Physical Projection 99%, Hypnotism 99%, Limited Immortality (enhanced) 99%, Telekinesis 50%, Be Cassilda 90%

Spells: Auger, Baneful Dust of Hermes Trismegistus, Bind Enemy, Bind Soul, Bless Blade, Body Warping of Gorgoroth, Brew Dream Drug, Cause/Cure Blindness, Cause Disease, Chant of Thoth, Circle of Nausea, Cloud Memory, Conjure Glass of Mortlan, Consume Likeness (a recreational spell in certain worship ceremonies in K'n-yan), Contact He-Who-Is-Not-To-Be-Named, Contact Father Yig, Contact Mi-Go, Contact She-Who-Provides, Contact Tsathogua, Contact Tulu, Control Skin, Create Bad Corpse Dust, Create Barrier of Naachtith, Create Mist of Releh, Create Self-Ward, Curse of Darkness, Curse of the Putrid Husk, Death Spell, Deflect Harm, Detect Enchantment, Detransference, Dominate, Dread Curse of Azathoth, Dream Vision, Dust of Suleiman, Eibon's Wheel of Mist, Elder Sign, Enchant Flesh, Enthrall Victim, Evil Eye, Eye of Light and Darkness, Fist of Yog-Sothoth, Flesh Ward, Food of Life (recreational), Graft Flesh, Grasp of Cthulhu, Hands of Colubra, Heal, Healing, Identify Spirit, Implant Fear, Implant Suggestion, Imprison Mind, Keeness of Two Alike, Melt Flesh, Mental Suggestion, Mesmerize, Mi-Go Hynosis (and Contact Human), Mind Blast, Mind Exchange Mind Transfer, Nightmare, Perfection, Pipes of Madness, Plutonian Drug, Pose Mundane, Powder of Ibn Ghazi, Power Drain, Power of Nyambe, Raise Night Fog, Raise Y'm-bhi (Black Binding, Create Zombie, Gray Binding), Reach, Remortification, Seal of Isis, Seek Heart, Send Dreams, Sense Life, Shrivelling, Siren's Song, Skin of Sedefkar, Snare Dreamer, Song of Hastur, Soul Extraction, Soul-Trap, Spectral Razor, Steal Life, Stop Heart, Summon Effigy of Hate, Transfer Body Part, Transfer Organ, Unspeakable Promise, Vanish, View Gate, Voice of Ra, Voorish Sign, Wandering Soul, Warding, Warding the Eye, Wither Limb, Wrack; others as appropriate

Cassilda cannot actually cast all of these spells. Some of these spells are only approximations of the capabilities of K'n-yan science and technology, and as such, she may not be able to perform them without preparation or without items from K'n-yan. Other spells are actually K'n-yan psychic abilities. Those abilities that seem similar to an existing psychic ability may be alternate uses of that ability (for example, the spell Dominate and the psychic ability Hypnotize). For now, the keeper must decide which are spells, which are "science," and which are psychic abilities.

Mental Disorders: mild fear of open spaces during the day, uncomfortable in sunlight, does not care about the feelings of others (but will play along), cannibalism (not often indulged in, but considered a holy practice)

Description: Most people mistake Dee Dee for someone else on meeting her, since she looks more like her daughter or a college intern than the wife of the Rev. Jones. Public records confirm her actual age, but she still looks more like a college cheerleader, with long blond hair, blue eyes, and a pale clear skin. She will turn out to be surprisingly strong and quick if pressed, though no one (even her husband) suspects this. She avoids going outside, and seems to dislike sunny skies, though she will take walks outside on heavily overcast days and at night.

However, stern and impatient demeanor matches her age and role. She juggles the activities expected of a role model, wife of the Prophet, mother of three, chief administrator of the corporation that governs the affairs of the Communion, and the other hidden things she does at night when a human would need to sleep. She does not suffer foolish questions or interruptions from outsiders, but she will put aside her impatience to deal with the problems of Communion flock, and she is known to be more approachable than the Rev. Jones when Communion members suffer from crises of faith.

See the sections above for details on Dee Dee's real agenda. Her skills and combat sta-

tistics represent her adaptation to the surface world and her lack of K'n-yan technology. If she is threatened by a superior force, she may retrieve K'n-yan equipment (like disintegrating rifles and personal force fields) and allies.

Relationships: Dee Dee respects the accomplishments of her husband, and she is actually fond of him on a level that she will never admit to herself. She is proud of what she has accomplished with her children. (In her mind this is not the same as being proud of her children, this is pride in her own accomplishments.) If she is fond of her children (which she is in the same way she is fond of her husband), she is most proud of her daughter. Only Esther is willing to stand up to her, and though Cassilda sometimes feels that a little torture would straighten out Esther, Cassilda is proud of her.

Cassilda is grooming Jeremiah to replace his father, and she is looking for a wife for him. So far, for reasons she can't quite figure out, no one is good enough for him. In the meantime, she is exasperated by Jeremiah's attraction to Camilla, especially because her actions and Esther's reaction have failed to dissuade him. (In spite of her knowledge, Cassilda doesn't know whether or not her son and her daughter should mate; the records are silent on the resolution of this dilemma within the original family. Also, Cassilda would rather use both of them in a breeding program, and she realizes that improper relationships may damage the reputation of the Communion.)

Daniel is Cassilda's primary helper. He is obedient, clever, helpful, and properly subservient. If she cared for her children (which she doesn't, of course), she would be most fond of Daniel. Cassilda also doesn't realize (having no examples from the last 1000 years of her life) that she will react murderously to any lesser being (anyone who is not a God) who harms her children.

Jeremiah Jones

Heir Apparent, Age 20

STR 16 CON 15 SIZ 14
 DEX 12 APP 17 INT 15
 POW 19 EDU 12 SAN 76
 Idea 85% Luck 75% Know 60%
 HP 14 MP 19

Damage Bonus +1D4

Weapons: Dodge 60%,
 Martial Arts (K'n-yan) 55%,
 Martial Arts Punch 55%
 (damage 2D3 + 1D4),
 Martial Arts Kick 25%
 (damage 2D6 + 1D4),
 Martial Arts Grapple 25%
 (damage special),
 Martial Arts Head Butt 10%
 (damage 2D4 + 1D4)

Armor: none normally

Skills: Art (Singing) 25%, Climb 60%, Credit Rating 35%, Cthulhu Mythos 5%, Drive Auto 25%, First Aid 50%, Jump 60%, Listen 35%, Own Language (English) 60%, Persuade 40%, Psychology 35%, Religion (Communion Christianity) 10%, Ride 25%, Sister Fixation 95%, Spot Hidden 35%, Swim 60%, Throw 60%

Psychic Skills: Thought Projection 95%, Thought Reading 19% (blocked off), Thought Blocking (may activate under stress) 57%, Immaterial Projection 19% (blocked off), Physical Projection 19% (blocked off), Hypnotism 19% (blocked off), Limited Immortality 34%; all psychic skills have been unconsciously developed by Cassilda

Spells: none

Mental Disorders: arrogance and an unhealthy attraction to his sister (in spite of discouragement by his mother, even with her means of persuasion)

Description: Jeremiah is a superior male specimen and he knows it. He is tall, blond haired, blue eyed, muscular, good in school, good in sports, and charismatic. He will succeed his father in the ministry, and everyone knows this. Since he is not under the sway of the

Communion, he feels some contempt for most ordinary humans (partially due to his mother's influence).

Relationships: Jeremiah respects and loves his parents, and he desires to make them proud, but he hasn't figured out how to do this yet. He also knows that his father has something that he lacks, and this is the only source of his doubt in himself. He may be leaving soon to go out into the world, and to find and confront God and his destiny. He obeys his mother without question, but cannot quell all of his feelings for his sister. He knows that he is wrong to lust after her, but he doesn't know why, since this is the only thing in which his internal code of honor has betrayed him.

Jeremiah is protective of his family, especially his younger siblings. He treats Daniel like a younger brother, sometimes an ally, sometimes a pest. They've had their differences, but Jeremiah is sure that Daniel is not a threat to his goals. Jeremiah avoids Esther these days, but he can't help thinking about her. He is both irritated and relieved that she will be leaving for college soon. He is thinking about going to college too, now that he isn't being held at home any longer, but not the same college as Esther.

Daniel Jones

Dutiful and Attentive Son, Age 19

STR 13 CON 15 SIZ 13
 DEX 17 APP 16 INT 17
 POW 19 EDU 14 SAN 57%
 Idea 85% Luck 95% Know 70%
 HP 14 MP 19
 Damage Bonus +1D4

Weapons: Dodge 45%,
 Martial Arts (K'n-yan) 25%,
 Martial Arts Punch 25%
 (damage 2D3 + 1D4)
 or Regular Punch 50%
 (damage 1D3 + 1D4),
 Martial Arts Kick 25%
 (damage 2D6 + 1D4),
 Martial Arts Grapple 25%
 (damage special),
 Martial Arts Head Butt 10%
 (damage 2D4 + 1D4)

Armor: none normally

Skills: Art (Play Piano/Organ) 25%, Art (Singing) 15%, Computer Use 10%, Conceal 25%, Cthulhu Mythos 19%, Drive Auto 30%, Fast Talk 15%, Hide 30%, History 50%, Library Use 55%, Listen 35%, Occult 35%, Other Language (Latin) 31%, Own Language (English) 70%, Persuade 55%, Psychology 55%, Religion (Communion Christianity) 17%, Ride 15%, Sneak 60%, Spot Hidden 45%, Swim 35%

Psychic Skills: Thought Projection 95%, Thought Reading 19% (blocked off), Thought Blocking (may activate under stress) 57%, Immaterial Projection 19% (blocked off), Physical Projection 19% (blocked off), Hypnotism 19% (blocked off), Limited Immortality 34%; all psychic skills have been unconsciously developed by Cassilda, except for Be Uogt 19%

Spells: none

Mental Disorders: lack of purpose, growing uneasiness with the Communion. Daniel's remembers more of his dreams than the others, and he knows that he is somehow linked to Saint Uogt. He also knows, in a way that he can't understand, that he and his family are linked to the saints and that there is more to the saints than described in the Communion services. He has heard the whisperings of the Phantom of Truth, but he doesn't yet believe what it says. (It tells him that his brother will kill him to take the throne if Daniel doesn't kill him first, that he must marry his mother or his

sister, and that Daniel is not his real name. Daniel wanders what the Phantom tells Jeremiah.)

Description: Daniel looks a lot like his older brother, but he is more easy going. He doesn't slouch (mother would never allow that), but he appears to when he is in the same room as his brother.

Relationships: Daniel respects and loves his family, but he has been growing uneasy with the way the Communion members act. He can't reconcile the actions of his family and the actions of the members, but he suspects a link, and he suspects that his mother is more than she seems. Regardless, he loves his mother and would never cross her; he is just hurt that she doesn't trust him enough to confide in him.

Daniel likes his brother, but realizes that Jeremiah is in a different league from him, and so they have started to drift apart. Daniel has not confided his fears to Jeremiah, but he has confided them to Esther. She has laughed off his fantasies, and has tried to convince him to go to college with her. Daniel has told Esther that something terrible will happen if they leave home, but Esther has almost convinced him that he is worked up over nothing, and that he needs to leave home and live his own life. Daniel hopes she is correct. He won't leave home without his mother's approval (which she will likely give).

Esther Jones

Smothered Daughter, Age 17

STR 13 CON 16 SIZ 12
 DEX 16 APP 17 INT 17
 POW 19 EDU 13 SAN 76%
 Idea 85% Luck 95% Know 65%
 HP 14 MP 19
 Damage Bonus +1D4

Weapons: Dodge 36%,
 Martial Arts (K'n-yan) 30%,
 Martial Arts Punch 30%
 (damage 2D3 + 1D4)
 or Regular Punch 50%
 (damage 1D3 + 1D4),
 Martial Arts Kick 25%
 (damage 2D6 + 1D4),
 Martial Arts Grapple 25%
 (damage special),
 Martial Arts Head Butt 10%
 (damage 2D4 + 1D4)

Armor: none normally

Skills: Art (Acting) 50%, Art (Singing) 50%,
 Computer Use 10%, Credit Rating 50%,
 Cthulhu Mythos 5%, Disguise 35%, Drive
 Auto 40%, Fast Talk 45%, Hide 50%,
 Library Use 35%, Listen 55%, Own Lan-
 guage (English) 65%, Psychology 45%,
 Religion (Communion Christianity) 10%,
 Ride 15%, Sneak 30%, Spot Hidden 35%,
 Swim 35%

Psychic Skills: Thought Projection 95%,
 Thought Reading 19% (blocked off),
 Thought Blocking (may activate under
 stress) 57%, Immaterial Projection 19%
 (blocked off), Physical Projection 19%
 (blocked off), Hypnotism 19% (blocked
 off), Limited Immortality 35%; all psychic
 skills have been unconsciously developed
 by Cassilda

Spells: none

Mental Disorders: just a desire to see the world and live her own life

Description: Physically, Esther looks almost identical to her mother (minus only some of the effects of aging), and she's even more sick than her mother is of the flatterers who mention how much they look like twin sisters.

Relationships: Esther is fond of her father, but sees that he (and the whole family) is under the thumb of her mother. She feels some resentment toward God for taking up so much of her father's time. Though she is not under the sway of the Communion, she feels comfortable there.

Esther also resents her mother's domineering, so she fights with her. Esther is eager to get away from home, and is looking forward to going to a college far away. She may drag Daniel along in order to get him away from being completely smothered by mother. Esther is subconsciously looking for ways to irritate her mother, but she doesn't know exactly what to do to really rebel. Esther sees the Communion members as dull and boring, and she is likely to be fascinated by normal people once she leaves the Communion towns.

Arnold Stephenson (Satellite Church Pastor)

STR 12 CON 13 SIZ 14
DEX 11 APP 15 INT 13
POW 14 EDU 13 SAN 10
Idea 65% Luck 70% Know 65%
HP 13 MP 0 (14)

Damage Bonus +1D4

Weapons: Fist 50% (damage 1D3 + 1D4)

Armor: none normally

Significant Skills: Business 55%, Cthulhu Mythos (Communion only) 14%, History 45%, Library Use 65%, Listen 50%, Other Language (Latin) 50%, Own Language (English) 65%, Persuade 75%, Psychology 75%, Religion (Christianity) 75%

Psychic Skills: none

Spells: none

Mental Disorders: completely controlled by the Communion

Description: Arnold is an example of a pastor of a satellite church. Besides leading a church and outranking everyone in the church besides fellow pastors and members of the Jones family, he acts as a Communion member (described above).

Thugs (Bodyguards and Assassins)

Larry, Bodyguard

STR 17 CON 14 SIZ 18
DEX 15 APP 11 INT 13
POW 11 EDU 10 SAN 30
Idea 65% Luck 55% Know 50%

HP 16 MP 0 (10)

Damage Bonus +1D6

Weapons: Dodge 60%,
Handgun (Ruger P-85 9 mm semi-automatic, damage 1D10, 2 shots per round, 15 round magazine) 40%,
Knife 50%
(damage 1D4 + 2 + 1D6),
Martial Arts (Jujitsu) 75%,
Martial Arts Punch 75%
(damage 2D3 + 1D6),
Martial Arts Kick 75%
(damage 2D6 + 1D6),
Martial Arts Grapple 75%
(damage special),
Martial Arts Head Butt 50%
(damage 2D4 + 1D6),
Small Club 55%
(damage 1D6 + 1D6),
Rifle 40%,
Shotgun 50%

Armor: Light Kevlar (6 points)

Significant Skills: Cthulhu Mythos (Communion only) 5%, Fast Talk 35%, First Aid 60%, Hide 40%, Listen 50%, Mechanical Repair 40%, Sneak 40%, Spot Hidden 75%, Stubborn 75%

Psychic Skills: none

Spells: none

Mental Disorders: completely controlled by the Communion

Description: As a bodyguard, his first concern is to keep harm away from his charge. He will attack with non-lethal force at first (no weapons), but will escalate if necessary.

Curly, Bodyguard

STR 15 CON 15 SIZ 16
DEX 17 APP 12 INT 12
POW 12 EDU 12 SAN 30
Idea 60% Luck 60% Know 60%
HP 16 MP 0 (12)
Damage Bonus +1D4

Weapons: Dodge 68%,
 Handgun (Ruger P-85 9 mm semi-automatic, damage 1D10, 2 shots per round, 15 round magazine) 85%,
 Knife 45%
 (damage 1D4 + 2 + 1D4),
 Martial Arts (Jujitsu) 50%,
 Martial Arts Punch 50%
 (damage 2D3 + 1D4),
 Martial Arts Kick 25%
 (damage 2D6 + 1D4),
 Martial Arts Grapple 25%
 (damage special),
 Martial Arts Head Butt 10%
 (damage 2D4 + 1D6),
 Small Club 25%
 (damage 1D6 + 1D4),
 Rifle 50%, Shotgun
 (Winchester M1912 12-gauge loaded with buckshot, damage 4D6/2D6/1D6, 1 shot per round, 5 round magazine) 75%

Armor: Light Kevlar (6 points)

Significant Skills: Bargain 75%, Cthulhu Mythos (Communion only) 5%, Fast Talk 45%, First Aid 60%, Hide 40%, Listen 60%, Mechanical Repair 40%, Sneak 60%, Spot Hidden 75%

Psychic Skills: none

Spells: none

Mental Disorders: completely controlled by the Communion

Description: As a bodyguard, his first concern is to keep harm away from his charge. He will attack with non-lethal force at first (no weapons), but will escalate if necessary.

Moe, Bodyguard

STR 17 CON 16 SIZ 18
 DEX 15 APP 10 INT 10
 POW 9 EDU 9 SAN 30
 Idea 50% Luck 45% Know 45%
 HP 18 MP 0 (9)

Damage Bonus +1D6

Weapons: Dodge 60%,
 Handgun (Ruger P-85 9 mm semi-automatic, damage 1D10, 2 shots per round, 15 round magazine) 50%,
 Knife 75%
 (damage 1D4 + 2 + 1D4),
 Martial Arts (Jujitsu) 75%,
 Martial Arts Punch 75%
 (damage 2D3 + 1D4),
 Martial Arts Kick 50%
 (damage 2D6 + 1D4),
 Martial Arts Grapple 25%
 (damage special),
 Martial Arts Head Butt 75%
 (damage 2D4 + 1D6),
 Small Club 75%
 (damage 1D6 + 1D4),
 Rifle 25%,
 Shotgun 30%

Armor: Light Kevlar (6 points)

Significant Skills: Cthulhu Mythos (Communion only) 5%, First Aid 60%, Hide 40%, Listen 50%, Sneak 40%, Spot Hidden 75%, Stubborn 95%

Psychic Skills: none

Spells: none

Mental Disorders: completely controlled by the Communion

Description: As a bodyguard, his first concern is to keep harm away from his charge. He will attack with non-lethal force at first (no weapons), but will escalate if necessary.

Rafe, Sniper

STR 15 CON 16 SIZ 13
 DEX 17 APP 12 INT 14
 POW 13 EDU 12 SAN 30
 Idea 70% Luck 65% Know 60%
 HP 14 MP 0 (13)

Damage Bonus +1D4

Weapons: Dodge 68%,
 Handgun (Ruger P-85 9 mm
 semi-automatic, damage 1D10, 2
 shots per round, 15 round maga-
 zine) 85%,
 Knife 35%
 (damage 1D4 + 2 + 1D4),
 Martial Arts (Jujitsu) 50%,
 Martial Arts Punch 50%
 (damage 2D3 + 1D4),
 Martial Arts Kick 25%
 (damage 2D6 + 1D4),
 Martial Arts Grapple 25%
 (damage special),
 Martial Arts Head Butt 10%
 (damage 2D4 + 1D6),
 Small Club 35%
 (damage 1D6 + 1D4),
 Rifle (M21 Sniper rifle, 7.62 mm,
 damage 2D6+4, 1 shot per round,
 20 round magazine) 85%,
 Shotgun 85%

Armor: Light Kevlar (6 points)

Significant Skills: Cthulhu Mythos (Commu-
 nion only) 5%, Fast Talk 55%, First Aid
 60%, Hide 80%, Listen 70%, Mechanical
 Repair 40%, Sneak 80%, Spot Hidden
 85%, Stubborn 45%

Psychic Skills: none

Spells: none

Mental Disorders: completely controlled by
 the Communion

The Angel

STR 18 CON 15 SIZ 16
 DEX 16 INT 16 POW 18
 HP 17 MP 18

Damage Bonus +1D6

Weapons: Dodge 52%,
 Nippers 60% (damage 2D4 + 1D6
 and grapple),
 Electric Gun 75% (damage 1D10
 with immobilization and possible
 heart failure; see Call of Cthulhu
 rulebook for details)

Armor: Bio-Armor (8 points)

Skills: Flying Sneak 80%

Psychic Skills: Understand Basic Projected
 K'n-yan Thoughts 90%

Spells: Command Human, Mi-Go Hypnosis,
 Void Light, Wrack, Yellow Mask

Mental Disorders: follows a slightly aberrant
 form of worship for its race

Description: The Angel has grown in power
 following the worship of the Yellow Radiance,
 which shows it that the Yellow Radiance is
 doing the correct thing. It looks forward to
 continuing.

Typical Yellow Radiance Swarm Member

STR 14 CON 14 SIZ 14
 DEX 14 INT 15 POW 15
 HP 14 MP 14

Damage Bonus +1D6

Weapons: Dodge 38%,
 Nippers 50% (damage 2D4 + 1D6
 and grapple),
 Mist Projector 75% (damage
 1D10 per round; see Call of
 Cthulhu rulebook for details)

Armor: Bio-Armor (8 points)

Skills: Flying Sneak 60%

Psychic Skills: Understand Basic Projected
 K'n-yan Thoughts 75%

Spells: Command Human, Mi-Go Hypnosis,
 Void Light

Mental Disorders: follows a slightly aberrant
 form of worship for its race

Description: The others of the Golden Radi-
 ance live to serve the leader and their race.

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