

CTHULHU GASLIGHT ADVENTURES

2345

# SACRAMENTS OF EVIL

FOR  
**Call of  
Cthulhu**  
1890s

**SIX ADVENTURES OF VICTORIAN HORROR**

THE EYES OF A STRANGER

BY SCOTT DAVID ANIOLOWSKI

THE MASTERWORK  
OF NICHOLAS FORBY

BY PENELOPE LOVE

PLANT Y DÆAR

BY KEVIN A. ROSS

SACRAMENTS OF EVIL

BY FRED BEHRENDT

THE SCUTTLING

BY T. WOODS & K.A. ROSS

SIGNS WRIT IN SCARLET

BY KEVIN A. ROSS



**CHAOSIUM INC.**

PUBLISHERS OF BOOKS & GAMES


OAKLAND • CALIFORNIA



# Sacraments of Evil

Six Terrifying Tales of Gaslight Horror

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**H. P. LOVECRAFT 1890 - 1937**

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# Sacraments of Evil

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by

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1993

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# Introduction

by Kevin Ross

*"Who can limit the age of survival? The troglodyte and the lake-dweller, perhaps representatives of yet darker races, may very probably be lurking in our midst, rubbing shoulders with frock-coated and finely-draped humanity, ravening like wolves at heart and boiling with the foul passions of the swamp and the black cave. Now and then as I walk in Holborn or Fleet Street I see a face which I pronounce abhorred, and yet I could not give a reason for the thrill of loathing that stirs within me."*

— Arthur Machen, "The Red Hand"

**W**ELCOME TO SACRAMENTS OF EVIL, an anthology of Victorian era adventures for *Call of Cthulhu*. Sacraments is the third 1890s supplement for *Cthulhu*, the others being *Cthulhu by Gaslight* and *Dark Designs*.

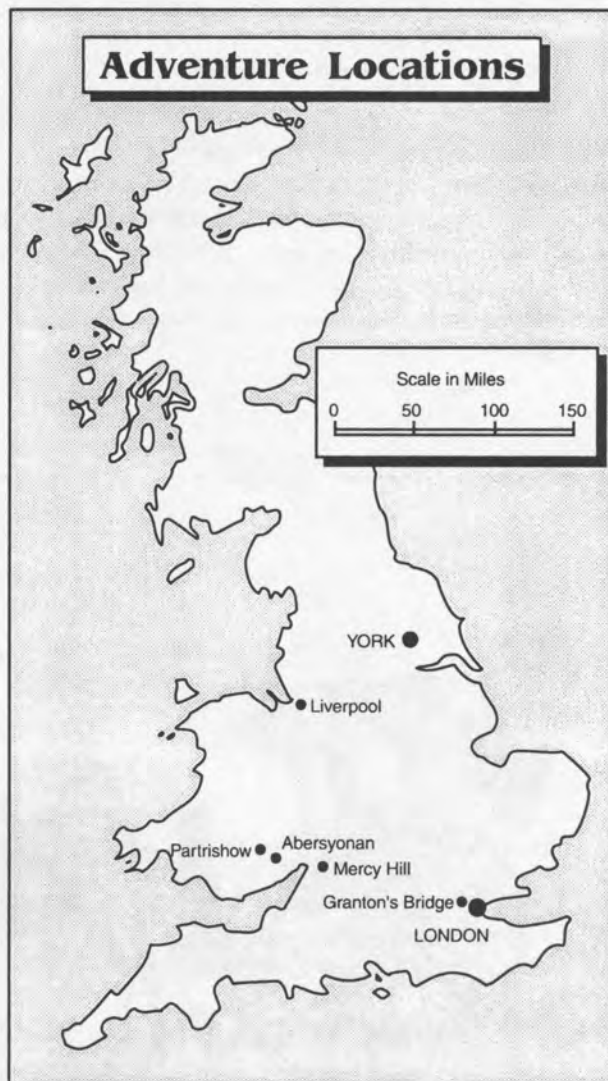
Like those books, *Sacraments of Evil* offers a more genteel setting for *Cthulhu* roleplaying. Here the investigators are assumed to be esteemed citizens of the greatest empire of the time: Great Britain. Even more so than the 1920s, investigators of the upper classes should be loathe to take actions which would endanger their social standing, which is tantamount to ruin in this era.

A pair of maps appear near this introduction which require some explanation. One on page 7 depicts the greater part of London, and for convenience is marked with several sites which appear in the various scenarios within this book. A handful of more detailed street maps appear in the scenarios themselves, and can be compared against the larger map for orientation.

Similarly, the map of Great Britain (to the right) points out various non-London settings from these adventures.

## Adventures

"The Eyes of a Stranger" invites the investigators to a fashionable party and an apparently fruitless seance. This "failed" seance summons to Earth an entity that leads the investigators through a web of murder, a Freemason conspiracy, a Chinese crime syndicate, and an alien invasion. Finding a mind-swapping killer would seem to be the least of their troubles...



"The Masterwork of Nicholas Forby" takes the investigators on a hunt for a lost family treasure in rural Middlesex, not far from London. Their quest unleashes a family curse, and is confused by the workings of three haunts, only one of which is supernatural in origin.

"Plant Y Daeac" leads the investigators to the wilderness of the Black Mountains of Wales, where the ancestry of a friend comes into question. The dark woods hide an ancient secret from Welsh folklore, and terrible choices must be made.

"Sacraments of Evil" introduces the investigators to glorious York Minster, where an ancient evil masquerades as the world's most famous martyr. In that visage it corrupts a young clergyman to commit horrible murder in order to free itself — crimes confused by the appearance of a killer who crudely imitates the priest's gruesome deeds.

"The Scuttling" takes the investigators on a sea voyage to America to procure a valuable antique. The return voyage is fraught with terror, as voracious prehistoric marine creatures prey on the ship's crew and passengers.

"Signs Writ in Scarlet" presents the investigators with a desperate manhunt as a series of ritualistic murders occurs in London's East End. The killer is not what she seems, and some who pursue her are in fact far more evil than she. The mystery involves a terrible insane asylum, its obsessed director and his unorthodox experiments, and one of the dreaded hounds of Tindalos.

### London Map Sites

- 1) John Bidwell's Home
- 2) Newcourt Street Police Station
- 3) To Limehouse
- 4) Hardwicke House (Sunderland Terrace)
- 5) Adrian Powers' office (Portman Square in Baker Street)
- 6) Howard Jones' rooms (Eagle Street)
- 7) Somerset House (on the Strand)
- 8) Nigel Stander's office (near St. Paul's)
- 9) To Malbray Asylum (in Hackney)

### Acknowledgments

The following persons deserve mention for their contributions to this project: my esteemed colleagues — Scott Aniolowski, Fred Behrendt, Penelope Love, Todd Woods, John T. Snyder, and Tom Kalichack; Richard Watts, Garrie Hall, and Steve Hatherley; J. Todd Kingrea, John Tynes, and Mark Morrison; Lynn Willis for The Book and maps; and my friend Keith Herber, for guiding me and letting me do this in the first place.

### Dedication

For the overlooked masters of Victorian terror, Arthur Machen and William Hope Hodgson; and for Peter Cushing and Christopher Lee, for delightfully corrupting my youth.

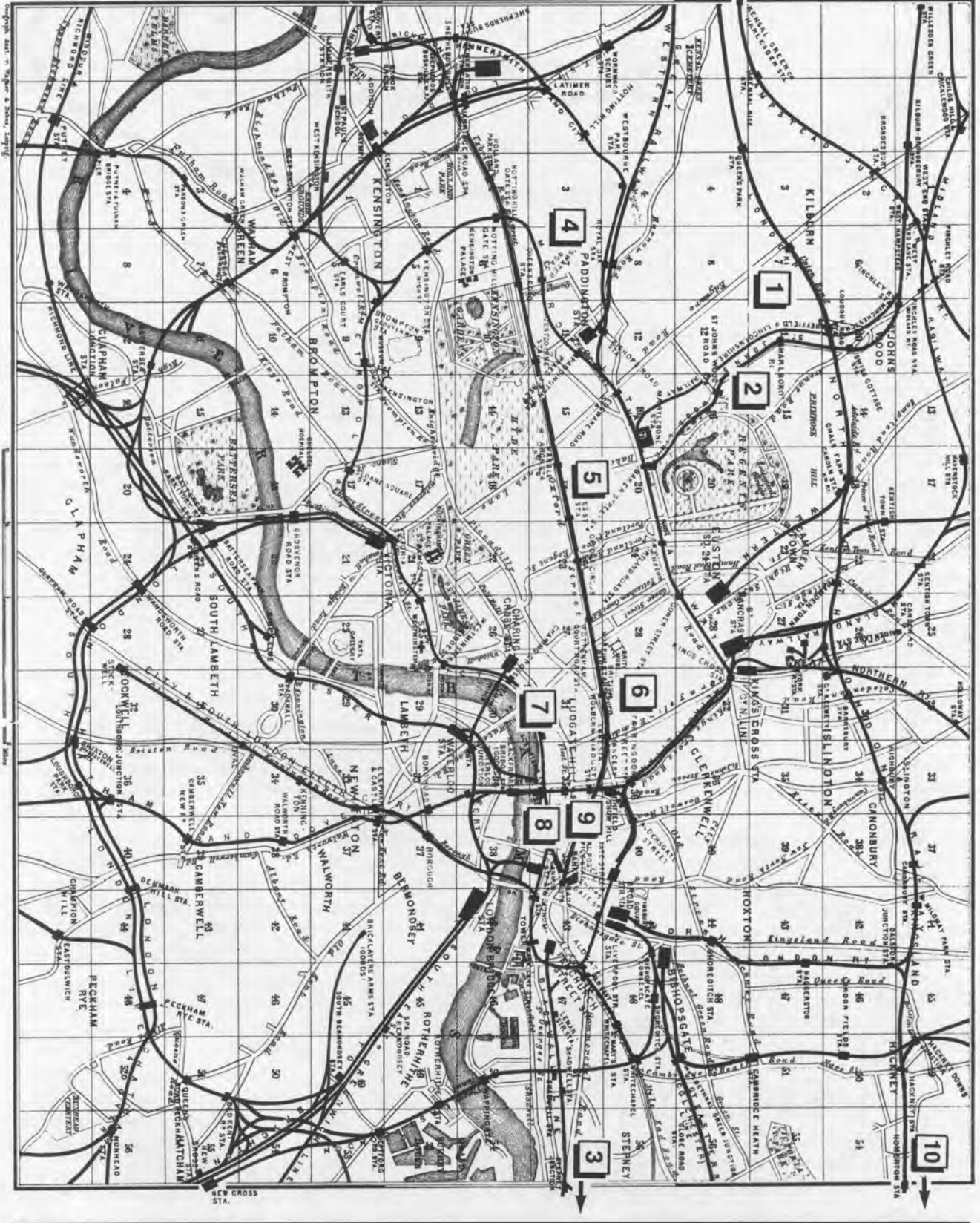
- Kevin A. Ross





# London Sites

Showing places found in the adventures



# The Eyes of a Stranger

by Scott David Aniolowski

*"I could never have supposed that such an infernal medley of passions could have glared out of any human eyes... I knew I had looked into the eyes of a lost soul... the man's outward form remained, but all hell was within it."*

— Arthur Machen, *"The Great God Pan"*

*"The face is the mirror of the mind, and the eyes without speaking confess the secrets of the heart."*

— Saint Jerome

**T**HIS SCENARIO MAY prove frustrating for the investigators, as they seek an entity which stays in one body for only a short period of time before jumping into a new one. This entity is an explorer of time and space. Projected into the body of a human, the alien studies its new surroundings and prepares to open a way for more of its kind to pour onto this world.

Victorian spiritualism, Asian thugs, and a Freemason conspiracy are the backdrop to this alien invasion. The investigators initially become involved through a seance that ends in the possession and murder of a wealthy London gentleman. The key to this mystery is a curious crystalline cube. Early investigation hints at a connection to Jack the Ripper, but this soon proves to be a red herring. Initially, a confusing array of individuals appear to be connected with the murder of John Bidwell, and it soon becomes apparent that someone other than the investigators and the police is looking into Bidwell's murder.

Although the investigators may be of any social class, at least one must be of middle or upper class. Investigators of the lower class might prove useful for certain areas of exploration: failing that, some hired help of lower class may be required to obtain information from seedier sources and neighborhoods. No investigators of lower class are invited to the party which begins this scenario. On the other hand, upper class investigators find themselves taunted, threatened, and mistrusted in seedier areas such as Limehouse.

## Keeper's Information

In 1887, wealthy London entrepreneur John Bidwell journeyed to Australia in hopes of sponsoring a gold-mining operation to add to his riches. He spent several months

there but ultimately came away disappointed, his business venture a failure. But in Australia Bidwell discovered a strange cube of clear quartz crystal measuring four inches on each side, with a curious coneiform disk imbedded in its center. Bidwell took the artifact from an old Aboriginal who claimed his great grandfather had discovered the thing deep in the desert. Considering the crystal cube nothing more than an curiosity, Bidwell packed the thing away and forgot about it. He returned to his London home in July of 1888.

Bidwell didn't unpack the odd cube until mid-November of that year, when he accidentally discovered it in a trunk. That evening he retired to his study to examine the strange artifact. The queer crystal shimmered oddly in the gaslight, seemed to give off a faint blue glow. Tiny flashes of sapphire lightning danced through the cube, which now felt warm. As he watched, the coneiform markings on the pale disk shifted and changed. The cube glowed brighter, and Bidwell heard murmuring music, like the plucking of harp strings. The strange crystal vibrated to the rhythm of the music — and Bidwell was entranced. Then all was black for an indeterminate amount of time: Bidwell dreamt of flying through the blackness of space, and dreamt of his life and the things he had done and seen.

When he awoke he discovered he was no longer in London. His surroundings were composed of strange grey metal cube-like buildings; a pair of blue suns hung in the hazy sky above. John Bidwell was on the distant alien world of Yekub. Or, at least his mind was, for he soon discovered that the body he inhabited was not his own, but that of an enormous worm-like entity. Bidwell's mind had been swapped with that of one of the creatures from Yekub. The crystal cube was constructed by the worm entities for the express purpose of trading minds with other

life forms so that they could explore and invade other worlds. On Yekub, John Bidwell was like a god. In the body of the worm-being he learned many secrets of the universe, explored many things, saw sights he never dreamt possible. In the body of the worm-being he learned of and worshipped Juk-Shabb, the god of Yekub: an entity that empowered him beyond his wildest dreams. Meanwhile, on Earth the Yekubian mind settled into Bidwell's body and began its exploration. In its wanderings it came across a fanatical group of Chinese thugs, the Si-Fan. The alien impressed the Si-Fan with its arcane knowledge, then schemed with the Chinese criminals to bring more Yekubians to London..

But the alien invader's time was cut short, however, when it lost control of its human host-body. The worms of Yekub cannot control human bodies for very long. When the Yekubian loses control of its host, the human body quickly degenerates into a bestial parody of itself.

Bidwell's butler, Hanson, discovered his master in a wild and savage state, and immediately sent for a doctor. Bidwell's physician administered morphine and declared him insane. The influential physician hustled him out of London: in the wee hours of the morning Bidwell was quietly admitted to Albrooke Asylum northwest of London in Mercy Hill. Sedated with morphine and strapped into a straightjacket, the Yekubian found itself trapped in the body of its human host, unable to return to its home world or escape into a different body.

The alien intelligence languished in Albrooke Asylum for months. Back on distant Yekub, other worm-beings finally located and rescued their imprisoned comrade: using alien machinery, its mind was pulled back to Yekub, forcing Bidwell's mind back into his own body. When Bidwell discovered he had been returned to Earth he was furious. He had enjoyed his time on Yekub and had no wish to return to his human form. Finding that he was imprisoned within an asylum infuriated him further, but he quickly learned to be on his best behavior to expedite his release. John Bidwell was finally released from Albrooke Asylum a few weeks ago. Bidwell is now obsessed with returning to Yekub. Since his release from Albrooke, however, he has been unable to activate the alien crystal and return to the alien world. Out of desperation he has turned to the occult for the answers he seeks, contacting various London spiritualists, psychics, and occult societies. The investigators enter the scene as guests of John Bidwell at an extravagant party at his London home. The wealthy and famous of London gather for the gala event. Shortly before midnight the host disappears, and a handful of guests are invited to a seance upstairs. Bidwell reappears at the seance with a strange crystalline cube, and conducts the weird ceremony. The seance ends, apparently unsuccessful, and the guests depart, leaving their host alone in the den. Unbeknownst to the guests, however, the seance is indeed successful. After the guests have departed a Yekubian is contacted, and it swaps minds with John Bidwell. The alien creature is unable to control Bidwell's body, however, and the human shell quickly degenerates into savagery.

The butler, hearing noise from the den, investigates and is attacked by the wild John Bidwell. In the ensuing struggle Hanson kills Bidwell, but has his mind switched with the worm-creature. The Yekubian finds its new body easier to control and flees, leaving the butler's mind in the dying body of John Bidwell.

The alien entity now returns to London's seedy Limehouse district to seek out the Si-Fan. With their help the entity hopes to open a portal so more of its kind may pour to earth — a Yekubian invasion.

### Investigator's Information

Investigators of middle and upper class receive hand-delivered invitations to a party at the residence of John Bidwell. The party is heralded as the social event of the season, and no one of any social standing would dare miss it. The affair is within a day or so — not enough time for the investigators to do much research into Bidwell's background.

#### What the Investigators Know about John Bidwell

**J**OHAN BIDWELL is little more than a social acquaintance to the investigators, but the following knowledge of him is common. Bidwell is a wealthy entrepreneur involved in shipping and industry in Britain and its colonies. He is something of an adventurer, and has visited America, the Orient, and Australia. He is a well-educated man known for his keen mind and sharp wit. Bidwell has many wealthy and powerful friends, including members of the royal family. He has never married and has no family. Bidwell has been conspicuously absent from society for sometime. Rumor had it that he was suffering from an exotic illness and was confined to a hospital until recently. Investigators who make successful Know rolls at 1/4 know the truth: that Bidwell had been confined not in a hospital, but in Albrooke Asylum in Mercy Hill, Gloucester. Bidwell's influential friends kept his mental collapse quiet, so nothing more is known without extensive investigation. John Bidwell is also a Freemason, a fact initially known only to investigators who are also Freemasons.

## The Party

A light, damp fog descends on the city the night of Bidwell's party. The gaslamps flicker along the streets and the clatter of hooves and carriages echo in the clammy night air. Big Ben chimes ominously in the foggy distance. Several carriages already stand waiting when the investigators arrive at Bidwell's residence in Blenheim Terrace in fashionable St. John's Wood. Groups of hackney-coachmen cluster under gaslamps, their forms silhouetted in the



11:00 PM Bidwell thanks his guests for coming, but excuses himself, saying he has grown tired. With the departure of the host, many guests begin to leave. By 11:30 only a few revelers remain: those invited to the seance make their way upstairs.

### John Bidwell

Bidwell yearns obsessively for Yekub and wants nothing more than to return there. He is a cunning, brilliant, ruthless man who will stop at nothing to get what he desires — even murder. Bidwell's time in Albrooke Asylum has left him gaunt, pale, and walking with a limp, yet his mind is clear and sharp. He hates and distrusts women, and has a hard time concealing this. John Bidwell is a small man. His black hair and goatee are streaked with white and his eyes burn with an infernal passion. He generally dons all black clothes. Although the investigators may come to suspect that Bidwell was Jack the Ripper, he is not the infamous Whitechapel murderer. Clues and events have been constructed to lead careless researchers to that conclusion.

### The Seance

The seance is held in Bidwell's upstairs library. In the center of the room is a long, heavy table covered with a purple cloth; a large, ornate candelabrum rests in the center of the table. The windows have been drawn closed, and thirteen chairs have been arranged around the table. The guests at the seance include the Theosophical Society's Annie Besant; Florence Farr and Dr. William Wynn Wescott of the Golden Dawn; and psychics Robert James Lees and Godfrey Williamson. The investigators are among the last

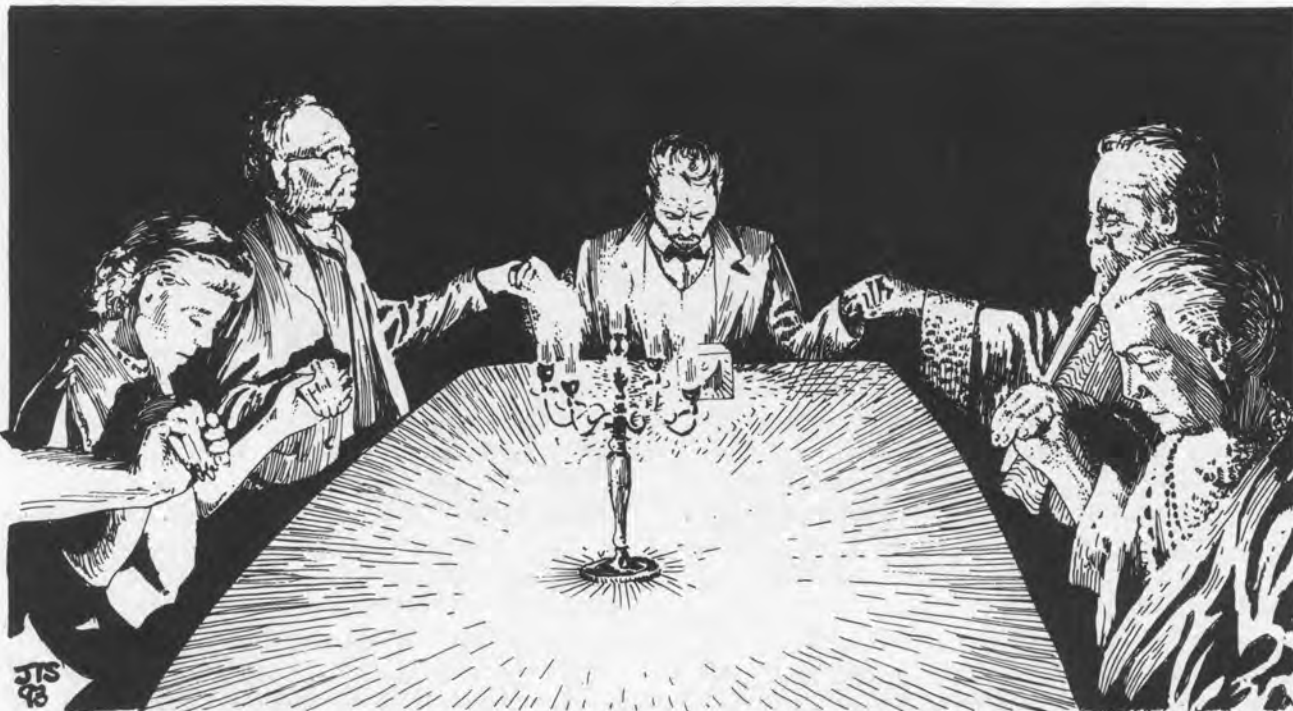
to arrive for the seance, and once they are seated only Bidwell's chair is left empty.

The seance consists of a total of thirteen people (counting Bidwell). The investigators may wish to know who is present besides themselves and the above luminaries, so the keeper may select names from the following list to fill out the seance: Dr. Peter Begg, Paul Donner, Sir Phillip Knight, Dr. Stephen Matthers, Warren Puckridge, Sir Thomas Rumbelow, Dr. Donald Underwood.

Shortly before midnight Bidwell's butler Hanson enters the library and closes all the drapes. Hanson lights the candles, extinguishes the gaslamps, and asks that everyone take a seat around the table. When everyone has been seated, he exits the room, locking the doors behind him. John Bidwell then enters the library from the adjoining den. He is dressed in a black hooded robe and carries a crystalline cube. The clock begins to strike midnight.

Bidwell instructs everyone to join hands and close their eyes. As the twelfth chime strikes, the seance begins. Bidwell begins a litany of occult rhetoric, stating over and over that he wishes to send his mind out — out to contact "the Others." Once he says a word that sounds neither familiar nor like English: investigators who make successful Listen roll hear and remember the word clearly: "Yekub." A successful Cthulhu Mythos roll identifies Yekub as a distant planet.

Unless interrupted by the investigators, the seance continues, apparently unsuccessful. At 12:45 Bidwell slumps into his chair, breaking contact with those on either side of him. His voice is nearly gone and he is breathing heavily. He wearily declares the seance a failure, then thanks his guests and politely asks them to leave. Bidwell says he will gladly speak with anyone tomorrow, but tonight he must



The Seance

### Other Options

IF THE INVESTIGATORS interrupt the seance, Bidwell orders them to leave, calling for the police if necessary. If the investigators attempt to steal the crystal cube during the seance Bidwell moves to stop them: he is a man obsessed and as such he does anything within his power to stop anyone from taking the alien cube from him. If the investigators get the cube from Bidwell and escape he tracks them through London searching for his prize, stopping at nothing — even murder — to regain the cube. And should someone look into the cube, their mind is switched with one of the Yekubians, as described above. This mind-swapped investigator then takes the cube and flees his companions, and the scenario progresses as normal, although it is the investigator's body discovered in the Limehouse warehouse instead of Hanson Bartlet's. If the investigators remain behind after the seance, or sneak into the house afterward, with successful Listen rolls they hear Bidwell fall when he is possessed. No skill roll is needed to hear the ensuing struggle between Bidwell and Hanson, and if the investigators intervene one of them might be mind-switched with the Yekubian instead of Hanson. Again, the mind-swapped investigator then takes the cube and flees his companions; the scenario progresses as normal, but again it is the investigator's body discovered in the Limehouse warehouse instead of Hanson Bartlet's. In any case, once someone has been possessed by the Yekubian and fled into the night, the scenario progresses as normal.

rest. After all the guests have left Bidwell takes the cube and stares into it. The cube shimmers and flashes with blue sparks. He falls to the floor as his mind is pulled from his body and swapped with one of the Yekubians'. Hearing Bidwell fall, Hanson hurries into the candle-lit room to find his employer writhing on the floor. Again, the Yekubian is unable to control Bidwell's body. Awkwardly, Bidwell climbs to his feet, lashing out at Hanson with a savage, inhuman growl. In the ensuing struggle the butler grabs a fireplace poker to fend off his berserk master, but the poker accidentally plunges into Bidwell's heart, and he falls, dying. At that instant, the worm-being inside Bidwell's body musters enough concentration to switch minds with Hanson, leaving the butler's mind in Bidwell's dying body.

The Yekubian then grabs the cube and flees, leaving Hanson/Bidwell to die.

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## The Police Investigation

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The day after the party each investigator is visited by two Scotland Yard detectives. Inspector Martin Cleveland and Detective Sergeant John Craig are investigating the brutal murder of the host of last evening's party, John Bidwell.

Inspector Cleveland is in his late forties, gruff, belligerent and wary of strangers nosing about in police business. Investigators who continually meddle in Cleveland's investigation are liable to wind up in Newgate jail.

Detective Sergeant Craig, a more amiable chap in his late thirties, is no less dedicated to his job. He is a rough and ready character, and frequently goes undercover in

hazardous investigations in the East End and elsewhere.

(Cleveland and Craig also feature prominently in "Signs Writ in Scarlet," the final adventure in this book. Many more details on these men appear therein.)

Each investigator is asked a battery of questions: when did they leave the party, did they see anything suspicious, was Bidwell acting strangely, who else was at the party, how well did they know Bidwell, etc. If the investigators took part in the seance Inspector Cleveland mentions it, and asks for details. The investigators' names were given to the

authorities by others who took part in the seance and had already been questioned by the police. Cleveland and Craig do not offer details of the case unless the investigators make successful Law or Persuade rolls. If successful, the investigators learn that Bidwell was stabbed through the heart with a fireplace poker. The motive is not yet known as nothing appears to have been stolen. Hanson Bartlet, Bidwell's butler, is missing and is suspect in the murder. The police know nothing of the weird crystal cube unless the investigators mention it. This item has not been found anywhere in the house or on the grounds, and a thorough inspection of the premises fails to turn it up. If the investigators are uncooperative, secretive, or otherwise seem suspicious, Inspector Cleveland escorts them to the Newcourt Street police station (near Regent's Park and the Lord's Cricket Ground) where they are detained and questioned for several additional hours. The police do not subscribe to any stories about possession or occult phenomenon.

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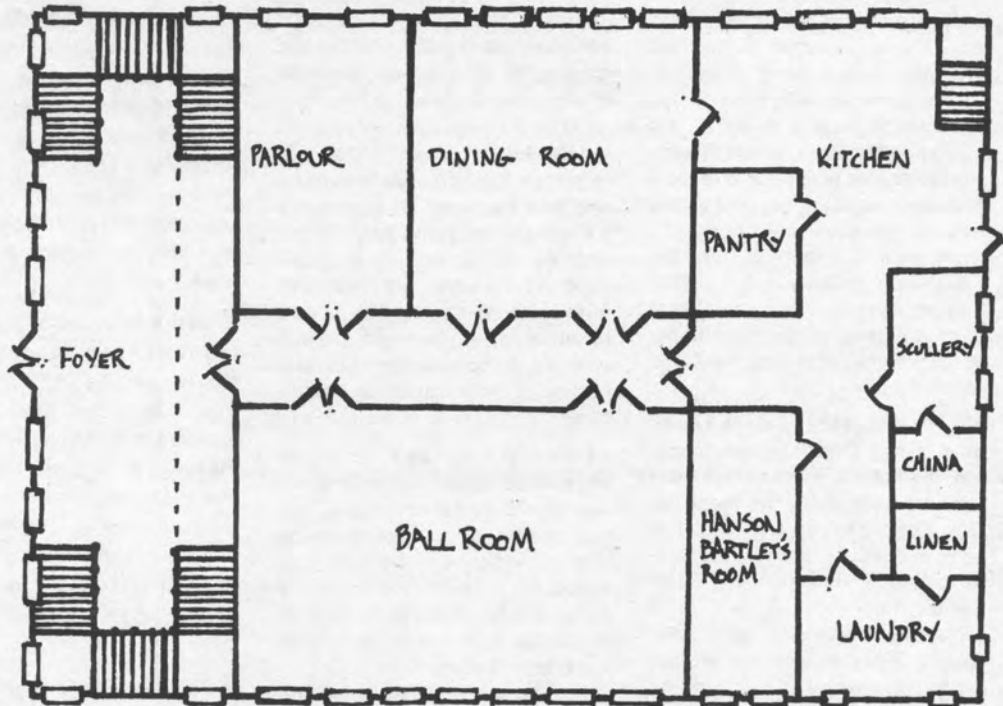
## Bidwell's House

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After the police have gone, the investigators may wish to search Bidwell's house for clues. A Constable is left on guard at the front door, but Sneak rolls or a distraction evade his scrutiny; the intruders must then pick the locks or otherwise force their way in. Alternately, a halved Law or Credit Rating roll bluffs them past with a story that the investigators are working for the Yard.

The house is cold and dark, and the scent of tobacco smoke still lingers in the air, a remnant of the party. Bidwell's charwomen have not been allowed into the

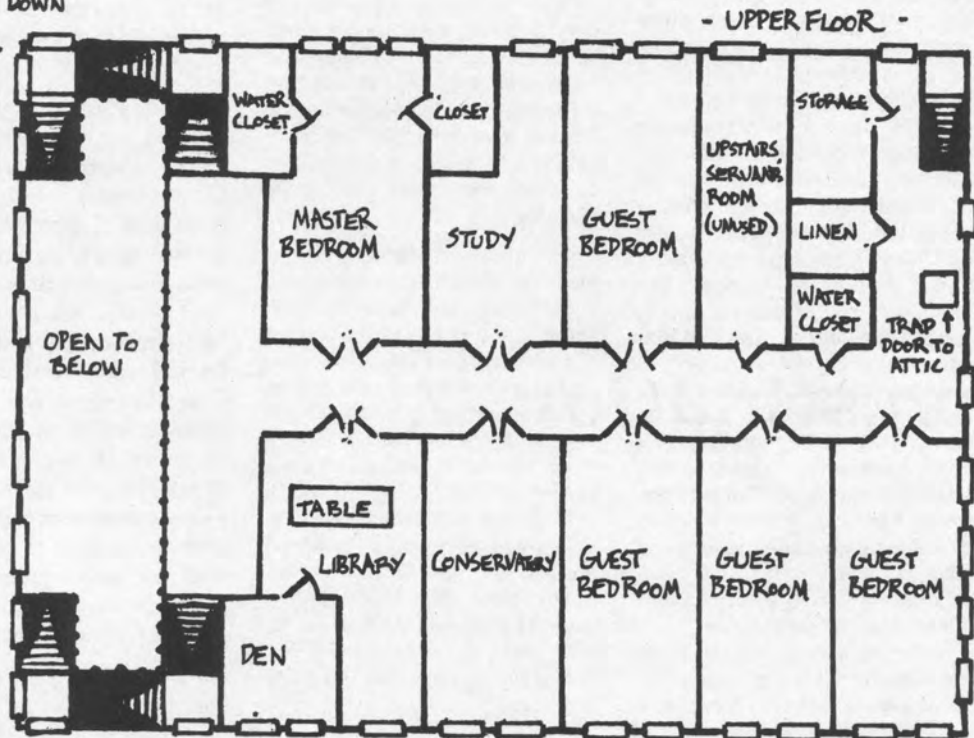
# John Bidwell's House



- GROUND FLOOR -

-  - WINDOW
-  - DOOR
-  - STAIRS UP
-  - STAIRS DOWN
-  - RAILING

1 INCH = 12 FEET.



- UPPER FLOOR -

k.

EYES PAPERS #1 — Excerpts from John Bidwell's journal

**20 October, 1887.** Our expedition has moved inland from Port Hedland to the small village of Cuncudgerie. A young local named Mortimer Wycroft is to act as our guide into the Great Sandy Desert. His father, the proprietor of a local outfitters', says the boy knows the area as good as any Aboriginal. After so many months here my enthusiasm is waning, but young master Wycroft is convinced that there are great things to be found in this infernal stretch of sand and desolation...

**30 October, 1887.** Still no hint of gold in this God-forsaken place, but Mortimer's enthusiasm sustains my faith and so we press on. Day upon day we trek into the sand and with each day I feel closer to finding that most prized of metals.

We did make one curious discovery today — a queer artifact made of crystal. The thing is exquisite — a cube of perfectly clear crystal with a metal disk embedded within its centre. Unusual markings run all along the disk, but they are of no language that I or any of my party recognizes. It appears to be quite ancient.

An old Aboriginal had the odd cube and related to us the tale of how his great-great-grandfather was discovered delirious and clutching the curious cube after he had been lost for several days in the desert. The Aboriginal, apparently mad from exposure, raved about a great city beneath the sand — a city of giants. There, supposedly, the savage had discovered the crystal. According to the story, the madman had been told by mighty spirits to guard the artifact with his life, and to pass it down generation to generation, ensuring that it not fall into the wrong hands. The crazed native died shortly thereafter, leaving the thing to his son. And so the cube, supposedly, has passed from father to son for generations.

The old savage refused to let me examine the thing, saying that no one must look into the crystal

— that to do so would bring great evil. He insisted that evil spirits had created the item to steal the souls of anyone who gazed into it.

The Aboriginal's refusal so infuriated me that I had no recourse but to shoot him dead and take the thing. Of course, his fellows put up some trouble, but nothing my companions and I couldn't handle. Most of the natives were dead when it was finally over — damned fools. I carefully wrapped up the cube and packed it safely away for future study...

**24 November, 1887.** Mortimer suggested again today that we abandon our search for gold and turn our energies to discovering this legendary city beneath the sands. He truly believes this place exists and that there is much to be found there. The boy spends too much time in idle fancy.

**1 December, 1887.** Young master Wycroft tried to persuade me to return the crystal artifact to the Aboriginals today. This is his third such attempt since we discovered the queer piece. I think his nerves have gotten the best of him. This harsh environment has caused us all restless sleep and nightmares, but I told him that if he didn't have the stomach for the job I'd have to sack him. Still he counsels me to abandon our current objectives and look for this lost city of giants.

**26 December, 1887.** Caught Mortimer trying to steal the bloody cube today. That was the final straw. The boy has become more of a burden than a help — we have yet to spot any sign of gold, and he yet insists on trying to fill my head with all of his fanciful talk of lost cities. The lad is lucky that I am a gentleman and let him go with a mild beating. I reminded him of the old savage from whom I obtained the artifact, lest he trouble me again. I think perhaps it is time to return to Port Hedland and sail up the coast to a new location. Tomorrow we begin the trek back to the coast.

**12 November, 1888.** Today I discovered that queer crystal cube packed away in a trunk. I had completely forgotten about the damned thing since I returned from Australia. I recall now all of the troubles this artifact caused me with that Wycroft boy and the Aboriginals — damned strange business.

**(Dated a few weeks ago, this is the first entry made since 12 November, 1888.)** Finally I am free of accursed Albrooke. I am appalled at how long I languished there — a prisoner in that foul place. My only thought now is to return to Yekub. Oh, the sighs! The life! There I was a god! I do not fully understand how it happened, but I know the crystal cube is the key.

**(A few days later).** Curse it! So far I have had no luck in returning to my beloved Yekub. Damn — is the bloody thing broken? Or was I truly mad? No. I must return there. Perhaps someone among the occult quasi-intellectuals can help me — someone among them who truly has powers?

**(The day of the party and seance).** For weeks I have sought the aid of mediums, psychics, and occult societies in my quest — all to no avail. Tonight I will conduct my own ritual to try to activate the artifact. I shall gather the twelve most knowledgeable people in the field of the occult, and with them conduct a seance. I pray that their combined interest, knowledge, and power is enough to open the way for my return to glorious Yekub. Tonight I host a magnificent gala — a gathering of some of the most creative minds in all of London. I shall pick twelve guests to participate in my experiment — twelve to help me find my way home.

*(This is the final entry in the journal.)*



house, pending further investigation, so the place is still in disorder from the party. Food crumbs, spilled champagne, and cigarette ashes stain the ballroom floor; soiled serving trays and champagne glasses stand in piles in the scullery; cases of empty champagne bottles and trays of stale hors d'oeuvres clutter the kitchen.

### The Butler's Room

Nothing appears out of the ordinary in Hanson Bartlet's quarters, though an Idea roll notes that the butler's coat hangs on a hook inside the door: it seems strange that the man would leave the house on a cold and damp night without it.

### The Library

A successful Library Use roll finds Bidwell's journals among hundreds of volumes of works on history, science, and the occult. Here, in fine leather-bound books, Bidwell kept a daily log of his life. The most recent ledger recounts his trip to Australia. According to his notes, he went to Australia to sponsor a gold-mining operation which he expected to be quite lucrative. After many months the venture proved to be a dismal failure. Growing short of funds and patience, Bidwell returned to London. Reading through this most recent book takes 1D4+1 hours, otherwise the investigators need English rolls to find each of the significant entries in the nearby boxed text.

While the investigators are searching the library, Listen rolls note the sound of someone coming upstairs. Investigators may hide under the table, in the den, behind the drapes, etc, but if they have bluffed their way past the constable there seems little point: someone already knows they are here.

The man who enters the library is non-descript, grim-looking, and stoutly built. He demands the investigators come out of hiding, and identifies himself as Detective Sergeant James Mulverhill, Scotland Yard CID. He shows his credentials — and a revolver bulging in his coat-pocket. He demands to know what the investigators are doing here, and carefully records their names and addresses..

A Conceal roll is needed to avoid Mulverhill's attention and pocket Bidwell's journal. Failing it, the detective confiscates the book.

Though Mulverhill threatens to take the intruders to the Newcourt Street police station for questioning, a Psychology roll notes that he seems hesitant to do so. He releases the investigators, cautioning them to stay out of police business.

Later investigations reveal that Mulverhill is indeed with Scotland Yard, but that he made no report of finding the investigators in Bidwell's library. Mulverhill's motives are discussed below.

A halved Idea roll notes that Bidwell returned from Australia less than two months before the first of the infamous Jack the Ripper murders in 1888. If this reader is also aware of Bidwell's misogyny, he or she may suspect that Bidwell may have been the Ripper. Anyone reading the journal carefully, however, notes that Bidwell has alibis

for two of the evenings on which murders occurred: a fancy ball on 31 August, at which dozens of witnesses could corroborate his story; and a business meeting at the home of Nigel Stander in Elstree the night of 30 September — the night of the Ripper's infamous "double event". With some footwork, investigators learn from witnesses at the party, and from Nigel Stander, that Bidwell's stories check out: despite the Freemasons' suspicions (see below), the journal proves Bidwell is not the Ripper..

### The Den

With a successful Spot Hidden the investigators note an interesting photograph on the wall in Bidwell's den: it shows Bidwell standing beside a boy: the youth is small, thin, and pale, while Bidwell is tanned and healthy-looking. Both wear shorts and short-sleeved shirts, and all around them is desert. In one hand Bidwell holds a clear cube about four inches square — he has the other arm around the boy's shoulder. Both figures smile toothy grins. On the back of the photograph is scrawled "with Mortimer — Cuncudgerie, 30 October, 1887." The photograph is not clear enough to make out details of the cube, but it appears to be the same one used at the seance. If they have not already guessed, a successful Know roll allows the investigators to realize the photograph was taken in Australia.

### The Master Bedroom

In the master bedroom the investigators discover a jewelry box atop the dresser. Among the fine and expensive baubles inside is a gold ring with a flat, featureless face. A successful Spot Hidden roll allows the investigators to discover that the face rotates to reveal a hidden symbol: a compass and square. A successful Occult, History, or Know roll identifies the symbol as that of the Freemasons.

There is nothing else of interest in Bidwell's house.

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## The Freemason Connection

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Detective Sergeant James Mulverhill is part of a conspiracy of Freemasons. Several prominent London Masons believe that John Bidwell is Jack the Ripper. The basis for this suspicion is as follows:

Jack the Ripper struck in the fall of 1888, leaving five prostitutes dead and the city of London gripped in terror. The Ripper began his bloody career in August, and by November his atrocious crimes had ended; John Bidwell had returned to England from Australia in July of 1888, just prior to the horrible crimes. Bidwell's hatred of women was known by some of his closest friends — including his Masonic friends. The famous Goulston Street graffiti (discussed in the "Jack the Ripper" box nearby) hinted at Masonic involvement, as did the mutilations of Red Jack's

## Freemasonry

**F**REEMASONRY IS A WORLD-WIDE secret society that, according to Masonic legend, had its beginnings with the construction of Solomon's Temple by the master-mason Hiram Abiff. Legend has it that Abiff was murdered by three men — Jubelo, Jubela, and Jubelum — the "Juwes," or "The Three Ruffians" as they were collectively referred to by English Masons. Originally formed as guilds for stonemasons who jealously guarded the secrets of their trade, the Ancient Free and Accepted Masons became a highly secretive fraternity. There is some evidence that early Freemason sects were influenced by Romano-Egyptian mystical societies. In earlier days, skilled stonemasons and architects moved from place to place to earn a living, going where work was to be found. Travelling around the country, masons aided in the construction of cathedrals and other great buildings. Early Masonic guilds were limited to one city, and were organized into Lodges. Secret handshakes, passwords, and symbols were adopted by all the guilds so that stonemasons travelling from city to city would be recognized by members of different Lodges. Freemasonry soon began borrowing esoteric ideals from other secret societies, including the Steinmetzin, Rosicrucians, and the Knights Templar.

By the 18th century, the Freemasons had become more of a social organization, allowing select members of middle and upper class professions into its ranks. Membership in the quasi-religious secret society was difficult to obtain, and members aided each other in business and politics.

Eventually, with political freedom throughout most of Europe, the necessity for secret societies faded, although the love of mysticism and those who delighted in it remained. Many of those cast out of now-abolished secret societies discovered the guild of stonemasons, which, while still a working organization, also utilized mystic rituals. Masonic Lodges were soon crowded with alchemists, astrologers, and other mystics to such an extent that by 1646 the London Masonic Lodge did not count a single operative stonemason as a member. Now less a guild of craftsmen and more a social organization, Freemasons set up Lodges throughout Europe and America, spreading their esoteric symbols and rituals around the world. York is regarded as the most ancient seat of the society in Britain.

By the early 18th century the Roman Catholic Church had begun to oppose Freemasonry because of the society's secrecy and political developments. In the 19th century a French journalist perpetrated an elaborate hoax, uncovering alleged satanic activity within the brotherhood of Freemasons. This hoax reached Pope Leo XIII and in 1887 an anti-Masonic congress met. In 1897 the satanic hoax was exposed, but much damage to Freemason-Roman Catholic Church relations had already been done. As late as 1965 a Roman Catholic could be excommunicated for joining the Freemasons.

Membership in Freemasonry is set up in degrees. At the lowest degree, as an Entered Apprentice, an initiate takes an oath on death and ghastly mutilation to obey the laws of the Freemasons, the Bible, and the land in which the Lodge operates; Freemasons also take an oath of secrecy. The higher degree a member reaches, the more the laws of society are discarded and the more sacred the laws of the society become. Once a member passes what is called the Royal Arch, he owes allegiance only to his fellow Masons.

As a higher degree Freemason, a Master Mason, the member swears to keep and guard any secret of another Master Mason save murder or treason. As a Royal Arch Mason, the member swears to keep and guard any secret of another Royal Arch Mason, including murder and treason.

victims. When Sir William Gull was summoned to Bidwell's home one evening in November of 1888 he discovered Bidwell was totally, savagely insane. The Ripper murders ended after Bidwell entered Albrooke Asylum.

Fearing the public repercussions if the Ripper were found to be a Freemason, and upholding their sworn allegiance to protect their brothers, a small group of high-ranking Masons (among them the late Sir William Gull) arranged for Bidwell to be quickly and quietly locked up in Albrooke Asylum, far from London.

After Bidwell's incarceration, the Masons searched his home for any evidence which might link him to the Ripper

crimes, but nothing was found. The conspirators used their influence to have the Jack the Ripper files sealed for 100 years, and the case was never officially solved. They were confident that John Bidwell would die a raving lunatic in Albrooke Asylum, taking the horrible secret of Jack the Ripper to the grave.

Bidwell's "recovery" and recent release came as a surprise to the Masonic inner-circle. From the time of his release from Albrooke until his murder, Bidwell was closely watched by the Masons.

## Detective Sergeant James Mulverhill

The Freemasons conduct their own investigation into Bidwell's death. Fearing that someone may discover the "truth" about John Bidwell and the Masonic conspiracy to hide the identity of Jack the Ripper, the Masons are anxious to solve the mystery and silence anyone who knows too much. To these ends, they follow the same trail of clues as the investigators may find.

At the forefront of the Masonic investigation is James Mulverhill, a Detective Sergeant with

Scotland Yard. Mulverhill monitors the Scotland Yard investigation into Bidwell's murder and follows the investigators to see where their researches lead them.

Sergeant Mulverhill is an impulsive, intensely suspicious man in his late thirties. He is tall, powerful, and grim-looking, with a bushy black moustache and cold eyes. He is assigned to the Bidwell murder. In his official capacity Mulverhill dresses non-descriptly, and carries his revolver and walking stick (actually a sword cane). In his secretive duties for the Masons he dresses in a dull brown suit, derby, and gloves, with a black muffler pulled across his lower face, and all his weapons are at hand.

Mulverhill is somewhat paranoid, and often overreacts in order to protect his brother Freemasons. This impulsiveness brings him to alternately hinder, aid, and assault the investigators and their confreres as the scenario progresses.

### Blind Justice

If Detective Sergeant Mulverhill thinks the investigators are getting close to the truth, he informs Dr. Robert Anderson, Assistant Commissioner of the Metropolitan Police CID. Dr. Anderson, a fellow Mason, then orders the investigators arrested and questioned. If the investigators mention the Bidwell/ Ripper/Freemason links, Anderson and the Masonic conspirators have the investigators charged with Bidwell's murder and locked in Newgate jail.

Mulverhill, Anderson, and the others may be willing to bargain with the investigators if they have important leads in the case; this is especially true if the investigators produce the journal entry proving that Bidwell could not have been the Ripper. The Masons insist that the investigators keep silent about anything they learn that involves their brotherhood or their conspiracy of silence.

Although their motives differ, the investigators and the Masons are basically on the same side. The keeper may use the Freemasons to provide clues, or help push the investigators in the right direction. Depending on the investigators' actions, the Freemasons may be reluctant allies or powerful enemies.

The Masons should be depicted as secretive and powerful: the investigators should feel that the conspirators' power and influence is far-reaching — perhaps as far as the royal family and Her Majesty Queen Victoria herself. The investigators should never know just how many men are involved — that anyone, even a fellow-investigator, could be part of the conspiracy.

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## Albrooke Asylum

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Albrooke Asylum is mentioned in Bidwell's journal. Well-connected investigators may have already known that Bidwell's "illness" was in fact a cover-up for his institutionalization in that asylum. Thorough investigators may want to check the asylum for clues to Bidwell's death.

Albrooke Asylum is located in the small Gloucestershire county community of Mercy Hill, about 110 miles northwest of London, near the River Severn. A train ride costing 6-7 shillings and lasting just over 3 hours takes the investigators to Mercy Hill.

Perched at the highest point of Mercy Hill, Albrooke Asylum is an oppressive structure of red brick. This small private institution holds only a handful of patients, under

### Jack the Ripper

**O**N FRIDAY, 31 AUGUST, 1888, Mary Ann Nichols was discovered murdered in Buck's Row. Her throat had been cut and a deep, jagged cut had been made in her abdomen.

On Saturday, 8 September, 1888, Annie Chapman was found mutilated in Hanbury Street. Her throat had been cut through to the spine, her intestines had been removed and placed on her right shoulder, and her bladder and reproductive organs had been removed.

Elizabeth Stride was found murdered in Berner Street on Sunday, 30 September, 1888. Her throat had been cut, but there were no other wounds on the body. That same night the savagely mutilated body of Catharine Eddowes was discovered in Mitre Square. Her eyes, nose, cheeks, lips, and throat were slashed, her abdomen had been opened, and her uterus and left kidney had been taken.

On Friday, 9 November, 1888, the horribly mutilated body of Mary Jane Kelly was found in her flat in Miller's Court. She had been completely disemboweled, her intestines strung along picture frames and nails on the wall. Her nose had been cut off, her face mutilated beyond recognition, other entrails had been removed, and her breasts had been cut off and placed on a table. The door to Kelly's tiny apartment had been locked from the inside, and something had burned very hot in the fireplace.

During the Ripper's reign of terror the police and newspaper offices were flooded with hundreds of letters purporting to be from the murderer. Most of the letters were frauds, but a few were considered authentic. On 16 October, 1888, George Lusk, the president of the Whitechapel Vigilance Committee, received half a human kidney in the mail. A note accompanying the organ alleged that the sender fried and ate the other half. The kidney was identified as that of Catharine Eddowes.

On the night of 30 September, the authorities discovered unusual graffiti chalked on a wall in Goulston Street, not far from the scene of the Eddowes murder: "The Juwes are the men That Will not be Blamed for nothing" (see the Freemasonry essay above). A portion of Catharine Eddowes' blood-soaked apron was found in a doorway near the graffiti.

Numerous suspects and alleged witnesses to the Ripper crimes were interviewed, police and the Whitechapel Vigilance Committee patrolled the streets of Whitechapel, and psychic Robert James Lees claimed to have had visions of the killer, but in the end the identity of Jack the Ripper was never learned. In 1892 the Scotland Yard file on the Ripper case was closed and sealed for 100 years.

Criminologists and writers have speculated as to the Ripper's identity for 100 years. Among the suspects are Prince Albert Victor Christian Edward, Duke of Clarence and Avondale; Sir William Withey Gull, physician-in-ordinary to Queen Victoria; Walter Sickert, a renowned artist; Aaron Kosminski, a Polish Jew hairdresser; Montague John Druitt, a failed school teacher; John Pizer, a Polish Jew boot-finisher; someone named "Leather Apron;" and a conspiratorial group of Freemasons.

the watchful care of Dr. John R. Campbell. These demented souls come from wealthy or influential families: Albroke is not accessible to the poor or the lower class.

Despite the small size of the facility and the high cost of committal, many patients still suffer the poor health and muscle atrophy typically associated with a lengthy incarceration in an asylum. For all its reputation, Albroke isn't much better than most other institutions for the mentally-ill: it is a dark, hellish place haunted by the screams and moans of the mad. The investigators may make an appointment to visit Albroke and speak with Dr. Campbell, or they may take their chances and simply show up at the front door. Without an appointment, the investigators need a successful Credit Rating roll to gain access to the facility. A second such roll is then required to see Dr. Campbell.

Campbell refuses to produce the records on John Bidwell unless an investigator makes a Law roll to convince him they are part of an official investigation into Bidwell's death. Alternately, they might sneak or break into the building and steal the records.

According to Campbell's records, John Bidwell was admitted to Albroke Asylum at approximately 4:00 AM on the morning of 14 November, 1888. Bidwell was heavily sedated when he arrived at Albroke in the company of Sir William Withey Gull. A Know roll recalls that Gull was physician-in-ordinary to Her Majesty Queen Victoria until his death in January of 1890.

When admitted, Bidwell exhibited signs of total insanity: he was acting like a savage beast, and would not speak more than guttural growls. Because of his wild state, Bidwell was kept sedated for the protection of himself and the Albroke staff. For months he did not speak, although he occasionally produced queer clicking sounds.

On 17 April, 1889, Bidwell fell into a coma. To the surprise of Campbell and his staff, the patient was awake and totally calm and lucid by the following morning. He displayed no lingering symptoms of mental instability and bestial behavior, but he seemed genuinely confused as to his whereabouts and the date. From then until his recent release from Albroke, Bidwell was perfectly behaved and exhibited no more signs of insanity, although he did obsessively speak of vivid dreams of an alien world. Dr. Campbell insisted that Bidwell remain at Albroke until just recently to be sure that he was indeed cured. Dr. Campbell is admittedly at a loss to explain John Bidwell's overnight recovery. He suggests numerous theories about the healing properties of various experimental drugs, and the amazing spiritual powers of the mind, but offers no solid evidence to support any of his theories. If asked for a professional opinion of John Bidwell, Dr. Campbell explains that he was a brilliant, cunning man — driven and obsessive, and likely to stop at nothing to achieve his goals. Campbell incidentally adds that Bidwell was also a misogynist — he hated and distrusted women.

On the return trip to London, a halved Spot Hidden recognizes a well-dressed gentleman aboard the train — notable because he had also been aboard the train bound

for Mercy Hill. The man resists brutish advances, claiming he had business in the village; if necessary he summons a constable. He is a well-connected Freemason sent to spy on the investigators..

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## Godfrey Williamson

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A day or two after John Bidwell's murder, a visitor calls on one of the investigators present at the Bidwell seance. The caller is Godfrey Williamson, one of the psychics from the seance. He claims to have important news for the investigator.

Williamson is small and pale, with thinning hair and stringy mutton-chop whiskers. He is in his late 50s, and dresses in fine albeit outdated clothing. He is always nervous and animated, and frequently inhales pinches of snuff.

Williamson states that ever since Bidwell's murder he has been having visions. He has been to the police but "that beastly Inspector Cleveland" refuses to listen to his claims.

He feels that the investigators are onto something, and that perhaps they will listen to him. His strongest vision, he says, is something to do with "Duncan, or Duggan, something like that." He offers to help the investigators as best he can, though he admits that his visions usually give him headaches and nausea.

As he leaves, the frail psychic offers one last warning: "There is something else, gentlemen. I sense a great many faceless men involved in this affair somehow. I can't see them clearly, but I feel they can see me all too clearly. Perhaps you too."



Godfrey Williamson

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## Li Zhao

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Two nights after the murder of John Bidwell, a young Chinaman named Li Zhao is picked up by police for suspicious actions. Zhao was running frantically through the warehouse district of Limehouse, babbling in his native Chinese. Held overnight for questioning, the following morning the young thug tells police a very strange tale.

With the aid of an interpreter, the police learn that the youth was one of three who had followed an Occidental

man through Chinatown and into the warehouse district, where they had planned to rob him. When they confronted the older man he lashed out at them, savagely snapping the necks of Li Zhao's two friends. Li managed to escape the crazy man only to be "nibbed" (arrested) when the police found him.

The police do not believe Li's story, suggesting that he was on opium at the time and thus not in command of his senses. The police decide to keep Li Zhao locked up until they can beat the truth out of him. It is not until the following day, when the boy's description of his white attacker reaches Inspector Cleveland, that its significance becomes apparent: the description matches that of the missing Hanson Bartlet (or whomever was possessed the night of Bidwell's murder).

If the investigators have any connection to the police or to London's seedier population, they may learn of Li Zhao and his fantastic story. The investigators cannot gain access to Li without the authorization of Inspector Cleveland — alternately, a successful Law or Fast Talk roll works. Li doesn't speak English, so the investigators need an interpreter in order to speak with him. If communication is possible, he relates the same story: a successful Psychology roll shows him to be telling the truth. The description of the Occidental is that of Bartlet. Li Zhao can also give the

investigators the approximate location where the attack took place, near Emmett Street in Limehouse.

## Dunnigan's Warehouse

After murdering John Bidwell, the Yekubian fled to the seedy London borough of Limehouse. There, in Chinatown, the alien made its lair in Dunnigan's warehouse. For the next day or two the creature-in-human-form prowled the city, searching for the Si-Fan allies it had made on its earlier visit to Earth.

That night, shortly after the attack on Li Zhao and his friends, the Yekubian lost control of Hanson Bartlet's body. Switching minds with a young Chinese woman, the alien then strangled its former host-body, leaving the corpse in Dunnigan's warehouse.

Through police connections, Li Zhao, or street informants the investigators may learn the approximate area where Bidwell's butler was sighted. If they follow up on

### The Pnakotic Manuscripts

**T**HIS IMPORTANT MYTHOS WORK was translated from ancient pre-human fragments by an unknown author in the 15th century. These original fragments are purported to have been Hyperborean or of some even more ancient origin. The obscure tome discusses various pre-human civilizations, including the elder things, the great race of Yith, the voormis, Tsathoggua and its followers, the Hyperboreans, and others. Pnakotic Manuscripts; in English; Sanity loss 1D4/1D8; Cthulhu Mythos +10%; spell multiplier x2. Spells include Contact Elder Thing, Contact Formless Spawn of Tsathoggua, Identify Spirit, and Imprison Mind.

### Two New Spells

#### Identify Spirit

This spell creates a magical powder which, when sprinkled over a human, temporarily exposes any alien entities inhabiting the person's body or mind. The powder requires the ground glass from a mirror at least 100 years old, and three other special ingredients of the keeper's choice. An incantation must be said while the dust is being sprinkled. No Sanity points are expended to make or use this dust, but seeing what it exposes may cause such loss. Sprinkled, blown, or thrown over the body of someone possessed or inhabited by another being, the form of the foreign entity becomes visible as a life-size, one-dimensional shadow superimposed over the host. Sanity losses for seeing the silhouettes of possessing Mythos entities is half normal: Y'gononac would be 0/1D10, the great race of Yith or insects from Shaggai would be 0/1D3, the inhabitants of Yekub would be 0/1D4, etc. The form revealed is nothing more

than a shadow, and may not be harmed, nor would harming it effect the being it represents anyway — though the host would take damage from such attacks. The duration of the powder's effect is no more than a few seconds.

#### Imprison Mind

This spell destroys an entity's ability — magical or natural — to switch minds or possess other beings, or in any other way leave the body it is currently in. This spell may be cast by a single individual, or by a group of people, each of whom must know the spell. Each person participating in the spell-casting must contribute 10 magic points and loses 1D6 Sanity. Once cast, the spell caster or casters match POW (or combined POW) against the target's POW on the Resistance Table. If the target's POW is overcome, the target is forever trapped within the body it inhabited when the spell was cast. When used against a Great Old One, Outer God, or Elder God, the spell traps the being for only 100-POW minutes. (Y'gononac, for example, would be trapped for only 72 minutes.)

#### An Optional Rule

If the keeper desires, the investigators may be allowed to learn these spells at an accelerated rate in order to successfully conclude this scenario. In this case, allow one investigator one chance to learn one of the two useful spells listed above. The chance to learn is INTx1%, and the keeper may wish to incur penalties to the diligently researching investigator's statistics and skills due to lack of food and rest during this study. Subsequent attempts at spell learning should be as per the normal rules on pages 61-62 of 5th edition *Call of Cthulhu*.

Williamson's cryptic vision, a Luck roll and 1D6 hours of searching discovers Dunnigan's Warehouse, in Emmett Street near the Limehouse dockyards. Using Williamson's tip, the investigators arrive before the police.

If the investigators are on particularly good terms with Inspector Cleveland he may invite them to accompany him to there. If the investigators do not learn of the Limehouse connection in any of the above ways they may read an article in a penny daily proclaiming that the murderer of John Bidwell is believed to be in Limehouse. Once in Limehouse, a successful Luck roll allows them to find Cleveland and a group of policemen preparing to make a raid on a dilapidated warehouse in Emmett Street.

Inside the warehouse, the body of Hanson Bartlet lies crumpled on the dusty floor. Bruises around his throat suggest strangulation as the cause of death — a Medicine roll confirms this. (Note that if an investigator was possessed by the Yekubian the night of Bidwell's death, it is his body that is found here.)

Several books are piled on a nearby crate. The books deal with world history, industrial and scientific history, and astronomy. A Cthulhu Mythos roll recognizes a copy of the Pnakotic Manuscripts as a tome of alleged pre-human lore. The books are all marked as property of the British Museum — stolen by the alien intelligence.

Also on the crate are several sheets of paper covered with strange diagrams and mathematical formulae. The scrawled handwriting is very crude, and among the sketches is a drawing of the crystal cube. The cube appears to be central to the diagrams. A Physics roll, or an Electrical Repair roll coupled with a Mechanical Repair roll, suggests that the diagrams may be plans for some sort of transmitting or receiving device. The crystal cube is also in the warehouse, hidden in a small metal box under the crate. The alien artifact may be discovered via a thorough search or with a successful Luck roll followed by a halved Spot Hidden roll. If the police are present, a Conceal roll may be required to pocket the cube unobtrusively. If Inspector Cleveland or his men notice the cube, it is confiscated for evidence; they don't find the artifact unless the investigators find it for them.

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## The Unfortunate Constable

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As the investigators leave Limehouse, they hear the sounds of a scuffle on a street corner — followed by the unmistakable sound of a police whistle. A Cockney police constable is struggling with a young Chinese woman, who lies writhing and growling savagely on the ground at his feet.

A crowd of Chinese passersby look on, shouting and gesticulating. The constable tries to restrain the young woman, then staggers backwards almost drunkenly. Spotting the investigators, he runs off. The Yekubian, in the guise of the woman, has just switched minds with the constable.

Then, shockingly, from out of the mouth of the Chinese woman comes a voice crying for help in Cockneyed English! He claims to be Constable Bill Baker, and that the woman — "I mean, er, me, I mean — stop 'er!" — has stolen his body. Discovering that the constable's mind is now in the body of the young woman requires a Sanity roll for a loss of 0/1D3. With a successful Psychoanalysis roll PC Baker can be calmed enough to allow the investigators to learn that he spotted the Chinese woman watching the Dunnigan warehouse. When she saw him she started to run but then fell to the ground convulsing. That's when the investigators came along.

The mind-switched man is no further help. There is no hope of putting his mind back into his body — he is institutionalized and quickly goes insane. In the body of Constable Baker, the Yekubian watches the warehouse, returning when it is safe to retrieve the cube. If the investigators have found and taken the artifact the alien soon sends its Si-Fan followers to track them through the streets of London.

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## Yekub and the Crystal Cube

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If the investigators get the cube from Dunnigan's warehouse, they may wish to research it to learn more about the bizarre case before them. The references to Yekub during the seance and in Bidwell's journal also seem likely research topics. Information on these topics, however, is extremely limited. A given mythos work has only its Cthulhu Mythos x1% of mentioning Yekub. Even then, it is merely stated that this is a planet in a distant galaxy, inhabited by malevolent worm-like entities.

Information on the crystalline cube is likewise scarce and vague. Again, a given book has only its Cthulhu Mythos x1% of mentioning this device (optionally, books discussing the great race of Yith may have x3% or x4% chance). That reference is Eyes Papers #2.

With this information, an Idea roll



*The Crystal Cube*

### EYES PAPERS #2

#### — Mythos tome passage

"There are legends that the primordial cone-beings had encountered a race which, like themselves, was capable of psychically hurling itself through time and space; that this race used strange hypnotic devices, crystal cubes of immeasurable age, to cross the gulfs of space; that this alien race was bent on conquering all the worlds it came in contact with; that even the cone-beings feared the incursions of this race, and thus hid away the crystal device they had found..."

now guesses that the rhetoric uttered at Bidwell's seance was actually a ritual used to activate the crystal cube. Anyone present at the seance can recall it with an INTx2 roll, perhaps in hopes of reversing it somehow. Unfortunately, the cube and the Yekubian must be in the same room for the reverse of the ritual to work.

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## The Si-Fan

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Just before its warehouse lair was discovered, the Yekubian made contact with the Chinese underworld organization known as the Si-Fan. To prove its mystical powers it summoned its deity, Juk-Shabb. Awed by the Great Old One, the Chinese thugs set up a shrine to the thing, then carried out every whim of the alien deity and its follower. The Yekubian then set into motion the plans it had started years before in the body of John Bidwell. In a seedy Limehouse restaurant/opium den, the Si-Fan and the Yekubian intelligence began building the alien machine that will ultimately open the way for more of its kind to invade Earth.

Inevitably, the Yekubian loses control of its host body. A member of the Si-Fan is immediately chosen to be the new host. Once the thug's mind is switched into a different body he voluntarily takes poison and the Si-Fan throw the body into the Thames. The Yekubian spends most of its time in the opium den building its machine while members of the Si-Fan carry out its orders. Among the tasks assigned the thugs is the theft or purchase of the various components the alien requires to build its device.

If the investigators have the crystal cube, the alien orders the loyal Chinese criminals to track them down. Learning where each lives, they ascertain which has the cube, and plans are made to regain the device (see "The Ambush" below).

Even if they do not possess the queer artifact, the investigators are watched closely by the Si-Fan once it becomes clear they are on the case.

The Si-Fan is a fanatical organization of Oriental criminals, thugs, dacoits, and assassins lead by the ageless master-criminal Fu Manchu. Although largely unknown at present, in future years the Si-Fan will grow in power and reputation. For now the authorities have only heard rumors of the organization, and most who know the truth about the Si-Fan would rather die than speak against or about the organization. The group's nefarious master, Fu Manchu, is presently in the Orient.

Discovering the Yekubian's lair, asking too many questions about the Si-Fan on the streets, poking around Chinatown, etc. are all liable to draw shadowy followers, break-ins, and assassination attempts — acts of the Si-Fan orchestrated by the Yekubian.

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## Constable Baker's Body

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Two days after the Yekubian intelligence jumped from the Chinese woman's body into the body of PC Baker, his corpse is discovered by dredgers in the Thames River. At the coroner's inquest a few days later it is revealed that Baker died of poisoning. Oddly, cobra venom is the suspected poison. A Law roll at 1/4 normal allows the investigators to know that murder by cobra venom is rumored to be the work of a secretive Chinese tong known as the Si-Fan. As the scenario progresses several other bodies may turn up in the Thames, at the keeper's discretion. All of the other bodies are Chinese, and all were victims of the same venom — administered by the Si-Fan.

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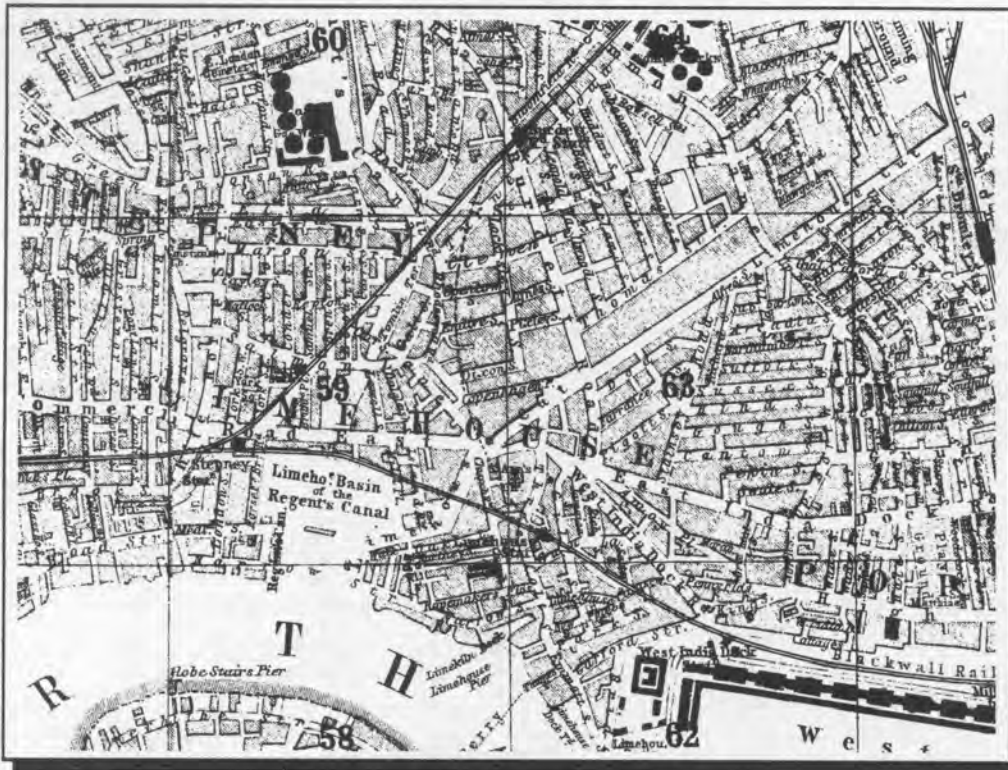
## The Ambush

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About the same time Constable Baker's body is found, the Yekubian, having learned that the investigators have the crystal cube or in any case determined that they are a nuisance, now sends a message to one of the investigators. It is just after dark, and a light fog has settled over the city.

The message is from Inspector Cleveland, summoning the investigators to the Limehouse Basin of the Regent's Canal. The message states that another body has been found at the Lynott Wharf there. (In reality, this message was sent by the Yekubian.)

As the investigators make their way to the heart of Limehouse, several of the Si-Fan break into their homes in search of the crystal cube — if the investigators have it, otherwise ignore this part. Unless the cube is outside the



Limehouse and Environs

The surviving investigators soon find themselves confronted by the police, who take them to Scotland Yard for questioning. Inspector Cleveland chastises them roundly for meddling in a police investigation. Several hours later, their stories told and their wounds attended to, they are released. Only then do they discover that their homes have been ransacked, and the cube perhaps stolen.

If the cube was elsewhere, the keeper may have the Si-Fan break into its place of concealment, or kidnap an investigator family member or ser-

vant to ransom for its exchange. Such events are left for the keeper to handle.

house somewhere, in a safe, magically hidden, or with the investigators themselves, the Si-Fan find and steal it. With a successful Luck roll, an investigator's family or other house mates are unharmed by the stealthy thugs; failing this roll, they may be kidnapped, knocked unconscious or killed, as the keeper desires.

The investigators, meanwhile, walk into an ambush. The Lynott Wharf proves to be bathed in fog, a rickety wooden dock leading out over the basin. Once there, an Idea roll notes there is no sign of police activity here.

Just then several figures step out of the fog behind the investigators, between them and the shore. There are three such figures per investigator involved in this case (not necessarily present here). Knives, swords, cleavers, staves, and a variety of other weapons ring, clatter, and swish as the Si-Fan assassins approach.

As the Si-Fan charge toward the investigators with murderous cries, shots ring out behind them. A brown-suited figure stands there, a scarf over his lower face, a revolver blazing in each hand. It is Detective Sergeant Mulverhill, the Freemason conspirator, intervening to save the investigators in hopes that they will lead him to the solution of John Bidwell's murder. All of Mulverhill's revolver attacks are halved, but he should take down at least two or three of the attackers.

The rest of the Si-Fan attack the investigators, retreating only when they have lost 75% of their forces. Use the sampling of Si-Fan thugs at the end of this adventure. During the battle, a halved Spot Hidden sees the masked gunman wounded in the left hand by a thrown knife; he flees the scene, disappearing into the fog.

## The Dream

A night or two after their scrape with the Si-Fan, each investigator who took part in the seance at John Bidwell's house has a strange dream.

The investigators initially should not realize they are dreaming. At the dream's conclusion, the investigators die — only to awaken and find it was all a dream. Upon awakening, all lost hit points, magic points, POW, etc. are restored despite any losses during the nightmare. All Sanity losses remain, however.

The dream begins when Godfrey Williamson pays the investigators a late-night visit, nervously explaining that while reading his Tarot cards tonight he has foreseen great peril. The cards, he says, indicated John Bidwell and the seance which they all took part in. Williamson appears genuinely frightened. He says that they must go to Bidwell's house immediately. A successful Psychology roll shows the psychic to be sincere and telling the truth: he has apparently experienced — something. Williamson has a carriage waiting to take the investigators to Bidwell's home.

The Bidwell house stands dark and foreboding when the group arrives. A cold, damp fog billows around them, chilling all to the bone. The gaslamps just barely cut



through the fog, shrouding everything in thick shadows. To enter the house someone must either make a successful Locksmith roll or break in a window or door. Inside, the building is cold and silent, but otherwise as they last saw it — nothing appears to have changed. Williamson produces his deck of Tarot cards and shuffles them. He picks a card from the deck, his eyes narrowing. It is the Hermit card. "The Hermit," he mutters, showing the card to the investigators. "A recluse — a man who has abandoned the world and everything on it. A misguided soul, lost to humanity." Climbing the stairs, the investigators see light seeping beneath the door to the library. As they approach the library the door swings open and inside they see several figures seated around the table, gaslamps on the walls burning brightly. All those who took part in the first seance, except for Bidwell, are gathered around the table, which is set exactly as it was for the seance. The others confess that they were drawn here by dreams or visions.

Once they have entered the library the door glides shut. All the doors and windows are tightly locked — even the one through which they just entered. Then the gaslamps go out and the candles on the table spark and flicker to life. The doors to the den open and a robed figure steps into the library.

"Welcome. I'm glad you all could come," the figure utters in a familiar voice. Throwing back the hood, the robed figure shows itself to be John Bidwell.

"There are forces greater than life and death," he laughs as his guests stare at him in disbelief. If anyone attacks Bidwell and inflicts 10 or more points of damage his face shimmers and changes to that of Hanson Bartlet — this calls for a loss of 0/1D2 points of Sanity. Each time he suffers 10 or more points of damage Bidwell's appearance changes — to the Chinese woman, then Constable Baker, then a variety of Oriental visages — but he does not die. Bidwell lashes out at anyone who attacks him within his striking range, delivering crushing blows. He laughs off any attacks and continues.

"I have summoned you all back here to show you the fruits of your labor. The seance, you see, was indeed a success." He produces the crystal cube from a coat pocket. The smoke from the candles swirls and thickens, forming a funnel-shaped cloud. Blue flashes spark through the alien crystal and the smoky funnel twists, the narrow end pressing against, then through the library wall. The funnel now forms an impossibly long, black tunnel that stretches through the wall off into infinity.

Bidwell steps to the wide mouth of the funnel, now over ten feet across, and displays the cube in the palm of his hand. "This," he says, "this is the key." Successful Spot Hidden rolls now notice odd shapes moving down the black, swirling tunnel. The shapes move closer, growing larger until they are revealed to be enormous, multi-legged worm-like creatures.

"May I present your new masters," Bidwell chuckles. Behind him, several of the worm-things crawl out of the smoky tunnel. One of them holds a glowing sphere that appears to be made of metal or energy, yet seemingly sen-

tient. The sight of the conquering worms costs each investigator 0/1D4 Sanity. Behind the worm-creatures are many more of their kind, all crawling down the hellish tunnel-gate.

At this point the investigators may do what they wish — flee or attack the invading horde. If they flee, the doors are now found to be open. If the investigators stay to fight, statistics for a sampling of the invading horde appear at the end of this scenario. Once the tunnel opens and the worm-monsters swarm out, 10 or more points of damage inflicted to Bidwell causes him to let out a scream and fall to the floor. His body rips open and one of the worm-things squeezes out of the writhing, fleshy shell, calling for a loss of 0/1D3 Sanity.

Investigators who flee are met with the sight of an army of the worm-creatures swarming the streets of London, effortlessly killing all they meet, and destroying buildings with strange light- and sound-emitting devices. This costs 0/1D4 Sanity to view. Investigators on the street are quickly slaughtered by the alien horde.

On "dying," each investigator awakens. A successful Cthulhu Mythos roll identifies the worm-things as inhabitants of the planet Yekub; a second such roll identifies the glowing sphere-thing as Juk-Shabb — an obscure Great Old One, and god of Yekub. On meeting, the investigators discover that all who were present at the seance have suffered the same dream. Indeed, everyone who was present at the seance has experienced the same nightmare.

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## Williamson, for the Last Time

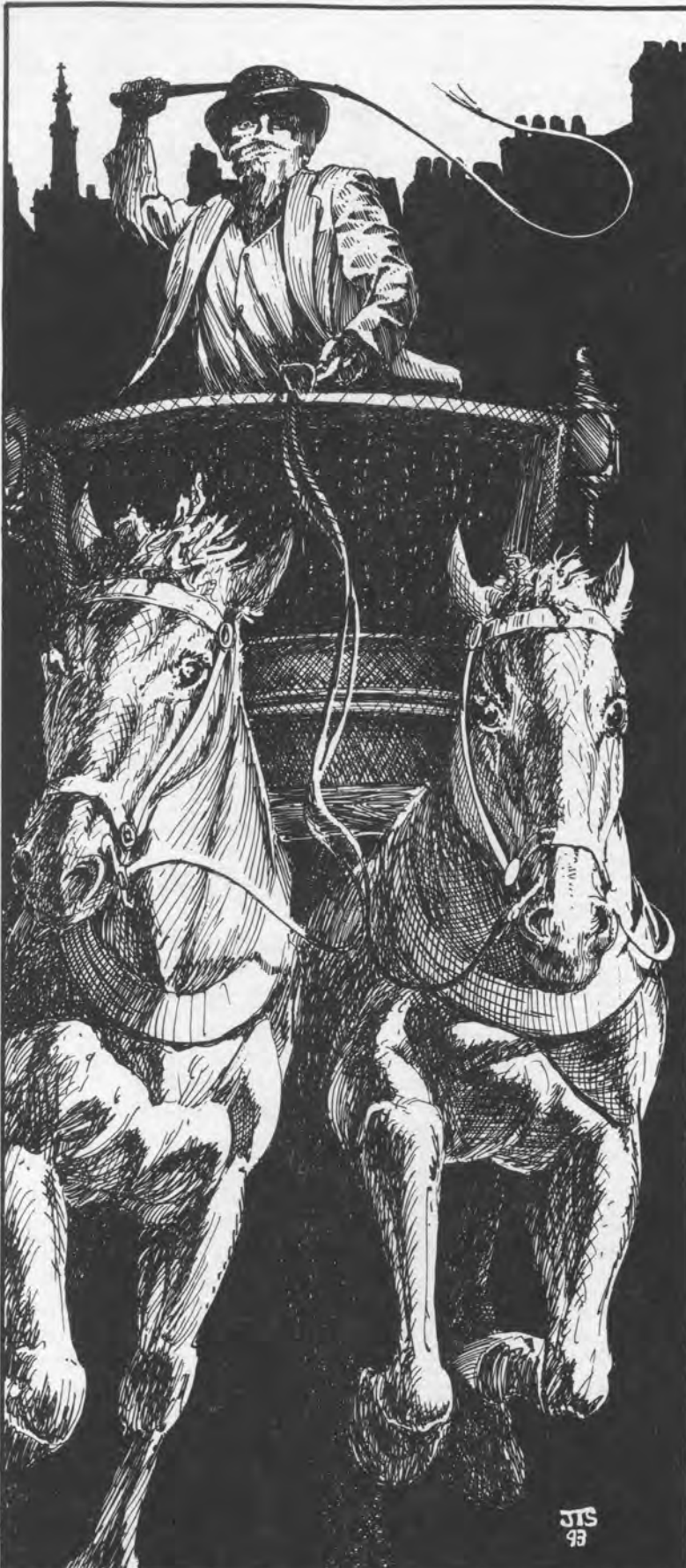
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The morning after the nightmare, a frantic Godfrey Williamson shows up at an investigator's doorstep. He is pale and unsteady as he recounts the dream of the night before. He is shocked to learn that the investigators have had the same dream, and nearly faints.

A glass of brandy later, Williamson offers more. He has had numerous visions lately, in particular a great yellow dragon, snorting fire, bathed in blinding smoke.

And there are the faceless men again, watching him. There is one among them with blood on his hands, but the others constantly move to shield him. If the investigators know of the Freemason conspiracy to cover Bidwell's insanity and possible identity as Jack the Ripper, and tell Williamson of it, he is even more frightened. "The Masons' influence extends to the throne!" he cries, gulping his brandy and rushing to the door. If they inform him that they have proven to the Masons that Bidwell could not have been the Ripper, he calms down and leaves with the investigators.

In the street, either on his own or with the investigators, Williamson hails a cab. As it gallops forward,



The Killer Coach

Williamson is oblivious to the fact that it is bearing down on him. Investigators with him notice this with a Spot Hidden roll, and may take action; those failing their rolls are run down by the cab.

Attentive investigator actions include:

- Jumping or Dodging out of the way to save themselves, at normal skill percentages;
- Grabbing the unsuspecting Williamson and Dodging, at half chance;
- or Jumping onto the oncoming carriage, at half chance.

Failing any roll, the investigators — and Williamson — are run down by the coach, taking 4D6 damage.

The coach rattles past its targets and hurtles down the street. It is driven by Detective Sergeant Mulverhill, the Masonic conspirator. A Spot Hidden roll notes the driver's bandaged left hand, a result of "The Ambush."

The investigators may summon a cab to pursue Mulverhill, or those who boarded his carriage may battle with him aboard the careening vehicle. In either of these cases, use the following coach chase rules to recreate the pursuit. Mulverhill attacks with — in order — horsewhip, sword cane, and revolver. If Mulverhill dies or is captured, Scotland Yard is shocked to learn that one of its own is a murderer; if he escapes without being exposed, he later takes part in the police raid on the Si-Fan hideout.

Williamson, if he survives, immediately departs for a holiday in Australia, which he deems far less interesting than London.

## Tracking Down the Yekubian

Different methods may be used to track down the alien intelligence. Using their contacts on the streets or in the underworld, the investigators may be directed to the opium den. If they are on good terms with the police, Inspector Cleveland may ask or allow the investigators to accompany him and his men on a raid of the opium den. The inves-

## Coach Chase Rules

Coach chases typify the adventurous spirit of the Victorian era, and can perhaps be worked into play during any of the other scenarios in this collection.

When two or more carriages are involved in a high-speed chase, the coachman with the highest Drive Carriage skill attempts his Drive Carriage roll first. The coachman with the next-highest Drive Carriage skill attempts to make his roll next, and so on.

Four basic situations exist in coach chases:

- ❑ If all Drive Carriage rolls are successful, the coaches keep pace with one-another.
- ❑ If the coachman being chased fails his Drive Carriage roll and his pursuer succeeds with his roll, the pursuer catches up with or even overtakes the coach he is chasing.
- ❑ If the coachman being chased makes his Drive Carriage roll and his pursuer fails his roll, the chased coach pulls ahead.
- ❑ If all Drive Carriage rolls are failed, the coaches keep pace with one-another, unless one or more failed badly enough to require a roll on the Trouble Table.

Ranges are expressed in terms of sighting and firearm attack chances, as follows:

- 1) Point-blank (skills doubled)
- 2) Base chance
- 3) Extended range (skills halved)
- 4) In sight (skills at 1/4)
- 5) Out of sight (no attacks possible);
- 6) Escape (no attacks possible)

The keeper should make a track showing these ranges for use during play. Counters or coins can be used to represent the vehicles, and when a vehicle reaches the Escape range, the pursuer has lost it.

At high speeds or in rough terrain, the keeper may halve all attack skills due to unstable firing conditions.

### Drive Carriage Skill Modifiers

All modifiers are cumulative

<i>Hazard, etc</i>	<i>Percentile Modifier</i>
horses spooked	-10
rocks/limbs	-10
tight curves	-10
off-roads (rough/hilly)	-10
steep incline/decline	-10
snow/icy surface	-5
fog	-5
heavy rain	-5
night	-5
high winds	-5
off-roads (flat)	-5
moderate incline/decline	-5
muddy/sandy surface	-5

### Trouble Table

If a Drive Carriage roll is failed by 25 or more percentiles in a high-speed/chase situation, roll 1D6 on the Trouble Table.

- 1 Horses go out of control — a successful Drive Carriage roll at -15% is required to regain control of them. If the second roll fails roll again on this table..

- 2 Carriage loses a wheel — a halved Drive Carriage roll is required to safely bring the carriage to a halt. If the roll fails the carriage overturns: see entry 3 for the results.
- 3 Carriage overturns — the coachman can avoid injury with a successful Jump roll. All passengers, and a coachman failing his Jump roll, take 1D6 points of damage.
- 4 Horse breaks a leg — a successful Drive Carriage roll is required to unhitch the animal from the carriage. If the roll fails the carriage overturns: see entry 3.
- 5 Coachman falls from the carriage — he has two options: a successful Jump roll to land safely on the ground, or a successful Dodge roll to grab onto the carriage. If the driver grabs onto the carriage he must make a successful Climb roll to get back into his seat or into the carriage. Failure with the Jump, Dodge, or Climb roll indicates that the coachman has fallen to the ground and sustained 1D6 points of damage. Without a coachman, the horses go out of control: see entry 1 for the results.
- 6 Carriage crashes — a successful Luck roll is required of the coachman and all passengers to escape without injury. If the Luck roll fails a loss of 1D6 hit points is incurred.

### Special Actions

Injured while on the outside of a carriage, including driver: this requires a roll of STR, CON, or DEX (whichever is highest) x5%. If the roll fails the injured party falls off the coach. A Jump roll is then needed to avoid taking 1D6 damage in the fall.

Driving a carriage and attacking at the same time: only weapons which may be wielded single-handedly may be utilized while driving a coach: handguns, swords, knives, whips, etc. If the coach is moving at a slow pace, the Drive Carriage roll is performed at 3/4 normal and the attack roll is halved. If the coach is moving at a high speed, the Drive Carriage roll is halved, and the attack roll is performed at 1/4 normal.

Jumping from a moving carriage to the ground: a successful Jump roll is required. If the coach is moving at high speed, the Jump roll may be halved. Typical injury sustained in falling from a moving carriage is 1D6 hit points.

Jumping from one moving carriage to another: this daring stunt requires a halved Jump roll. If the roll fails a Luck roll is needed: success indicates that only 1D6 points of damage are sustained from the fall. Failure means the luckless investigator falls under the other coach or is trampled by the horses, resulting in 4D6 points of damage.

Jumping from a moving carriage onto a horse: this even more daring stunt requires a successful Jump roll at 1/4 normal. If the Jump roll fails a Luck roll must be performed, success indicating only 1D6 points of damage are sustained in the fall. Failure means that the luckless investigator is trampled by the horse, resulting in 4D6 points of damage. Once on the horse, the investigator must immediately make a successful Ride roll or fall or be thrown from the animal, suffering 1D6 points of damage.

Climbing around the outside of a moving carriage: this requires a Climb roll. If the roll fails the investigator falls, suffering 1D6 points of damage.

Driverless carriage: roll on the trouble table, and if the result is a 1 the horses continue to run. In this case continue making rolls each round until a non-1 result occurs. The horses come to a stop the round following any non-1 result.

tigators might follow one of the members of the Si-Fan back to their headquarters, or the trail of poison victims might lead there. Or if they have allied themselves with the Freemasons, the fraternal organization may learn of the opium den and tip off the investigators.

The most obvious lead is Godfrey Williamson's final vision, that of the smoking yellow dragon. If the investigators don't immediately think to look in Limehouse (Chinatown and dragons being nearly synonymous), an Idea roll recalls seeing a restaurant or something similar there with a yellow dragon as its symbol or name.

## The Lair of the Conquering Worm

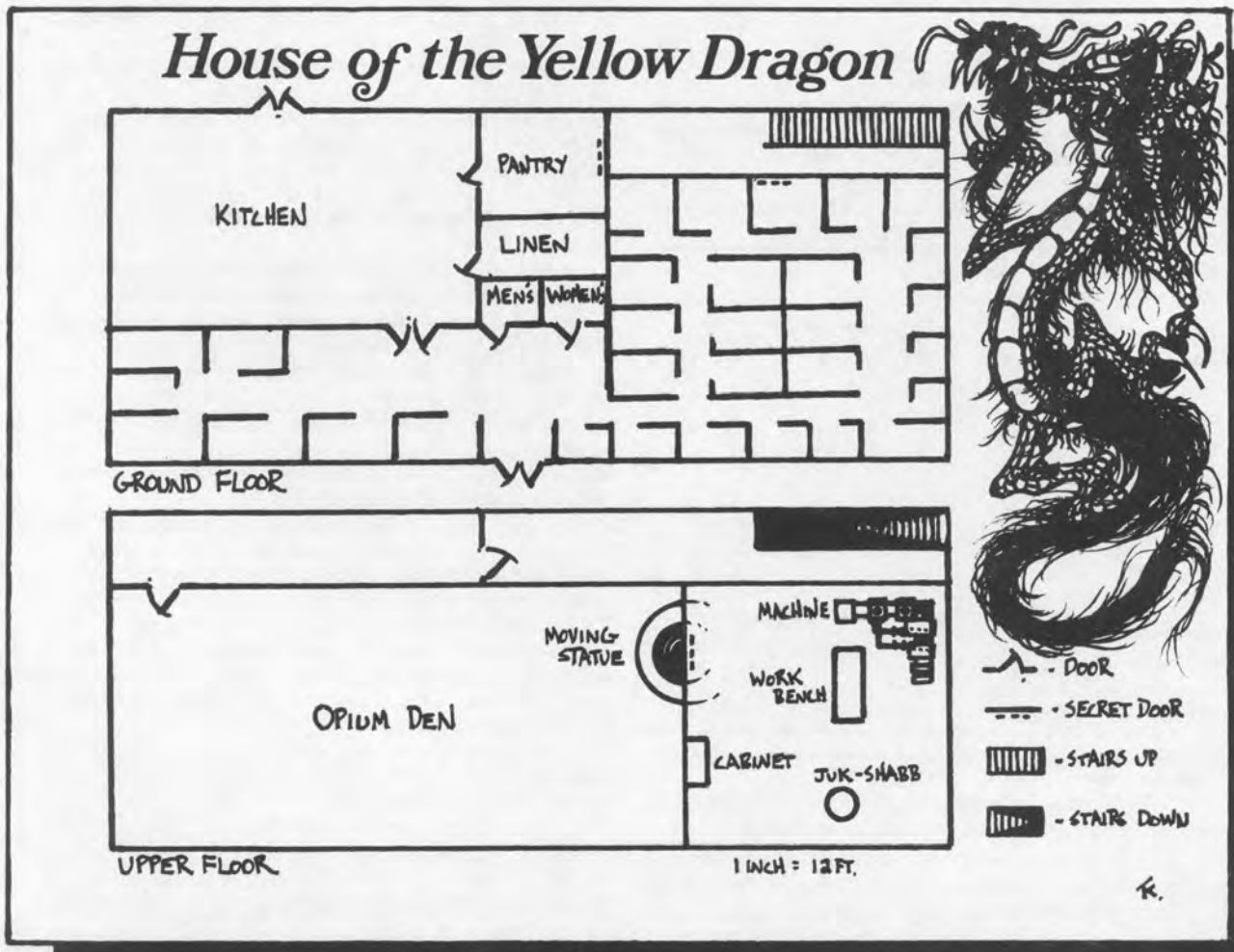
Once in Limehouse, a halved Luck roll and 2D3 hours of searching — and perhaps a furtive encounter or two with

Si-Fan spies — finds a dark, filthy Chinese restaurant in Gough Street called The House of the Yellow Dragon.

The restaurant is owned by Lee Ho Fook, a slightly built but still very spry Chinaman in his late 50s. He has a thin graying moustache and dresses in black robes chased with red and yellow dragon designs; he carries a knife at all times, and a revolver when he expects trouble. Lee is smooth-voiced and unctuous, and always defers to Occidentals.

Lee Ho Fook is the current leader of the Si-Fan in London, taking orders from the Si-Fan's absent leader, the nefarious Fu Manchu. Lee dislikes the fact that the Yekubian intelligence has usurped his control of the Si-Fan, but Lee plans to make use of the Yekubian's powers — and then kill him. Lee may make use of this rivalry in dealing with investigators, perhaps allying with them if it looks as though they can bring down the alien..

The restaurant and the opium den above it serve Asians and Occidentals alike. The House of the Yellow Dragon's dining area is made up of numerous compartments made private by high walls and curtains: access to the opium den is through a secret door in one of these dining compartments. Clients expressing an interest in obtaining opium are led to a compartment along the back wall. Once inside, the waiter closes the curtain and opens



## The Seven Cryptical Book of Hsan

**T**HIS OBSCURE WORK by the Chinese philosopher Hsan discusses subjects ranging from the proper way to deal with a dead sorcerer, to the many forms of Nyarlathotep, to the myriad realms of dream. The Seven Cryptical Books of Hsan; in Chinese; Sanity loss 1D4/1D8; Cthulhu Mythos +8%; spell multiplier x3. Spells include: Contact Nyarlathotep (some obscure form), Shrivelling, Contact Zhar, Contact Lloigor (the deity, not the race), and Gate of Oneirology.

the secret door there. Guang Lun, a mountainous tattooed man with a single long braid of hair hanging down the back of his neck, guards the bottom of the stairs that lead up to the opium den. He relieves patrons of weapons and expels any who appear suspicious. Guang Lun doesn't hesitate to kill troublesome clients. At the top of the stairs is a heavy door that is securely locked. Knocking at the door causes a narrow slot to slide open in the door and a pair of dark, almond-shaped eyes peer out. The man behind the door demands a shilling from each customer. If the money is passed through the slot and all appears in order, the door is unbolted and opened. Beyond is a hall ending at another heavy door with an eye-slot. Both doors are made of thick wood reinforced with steel bars, and have a STR of 40 for purposes of breaking them down. Beyond the second door is a large room filled with dark recesses, large pillows, and thick, stale smoke. In the center of the room is a table upon which rest opium and several pipes.

Numerous men — both Asians and Occidentals — recline on pillows or in shadowy niches, smoking opium out of long pipes; investigators may recognize familiar faces among the patrons. Most of the customers are oblivious to their surroundings — some are even asleep. The more lucid customers eye the investigators when they enter, but no one interferes with these strangers or any actions they take short of violence: most of the men present are too intoxicated to pose any threat to the investigators.

A large golden statue of the Buddha stands against one wall. Investigators who linger long enough in the opium den see the Buddha slide to one side and a pair of Si-Fan thugs come out of a hidden door. The statue then slides back into place. Discovering the trip-mechanism that causes the statue to move and open the secret door requires a halved Spot Hidden roll, or a successful Mechanical Repair roll.

Behind the Buddha is the room in which the Yekubian has set up shop, formerly Lee Ho Fook's office. Taking up the better part of one wall is a strange device — a mass of wires, gears, cranks, and bowl-shaped dishes. Within the tangle of mechanical parts is the crystalline cube (unless the investigators have it). An odd buzzing, crackling sound emanates from the machine, which appears to be powered by both steam and electricity: gears turn, wires vibrate, and the dishes rotate at various angles. A successful Physics

roll, or a successful Electrical Repair roll coupled with a successful Mechanical Repair roll, suggests that the device may be some sort of transmitting or receiving device — the same device depicted in the queer diagrams found in the warehouse.

There is also a long workbench here cluttered with tools and assorted bits and pieces of machinery. Nearby is a diagram of the machine almost identical to the one found in the warehouse. With a Spot Hidden an investigator notices several numbers scrawled in the margin of the diagram. A Know roll identifies the numbers as astronomical coordinates: a halved Cthulhu Mythos roll guesses the coordinates might be those of the planet Yekub.

An ornate teak cabinet stands against one wall. The cabinet stands just under six feet high, and has doors decorated with dragons of mother of pearl and hammered gold. The cabinet is locked and has a STR of 13. The cabinet is also coated with a virulent contact poison of POT 20: anyone touching the cabinet with bare hands is infected by the poison. Within 1D6 minutes the victim's heart begins to beat madly and his breathing becomes strained: if the investigator resists the poison he simply falls unconscious and remains so for 2D10 hours. If the investigator is overcome by the poison he dies in 1D6 rounds unless a fellow investigator can successfully make two Medicine rolls — the first to identify the poison and the second to treat it.

Within the teak cabinet are 1D4+1 vials of cobra venom, marked with the Chinese symbol for cobra. Cobra venom has a POT of 16, and causes convulsions and respiratory failure within 15-60 minutes. Also within the cabinet is an ornate Chinese puzzle box, and a set of scrolls and a letter in Chinese. A successful roll of INT or less on 1D100 allows an investigator to solve the puzzle box; each investigator gets only one such roll. At the center of the ornate box is a tiny vial of liquid. This liquid, Elixir Viti, stops the imbiber from aging — a regular diet of the potion could conceivably grant immortality. This vial of Elixir Viti stops the imbiber from aging for 1D10 years.

The scrolls are the Seven Cryptical Books of Hsan

### EYES PAPERS #3

#### — Letter from Fu Manchu

*My most loyal servants, I entrust to your care this vial and these scrolls. Protect them with your lives and keep them hidden until I return to England, and then give them to no one but me. Failure to do this shall result in the pain of a thousand slow deaths.*

*— your Master, Dr. Fu Manchu*

**JUK-SHABB, Great Old One.** *"The ultimate tier was a purple cone, from the apex of which a blue smoky mist drifted upward to a sphere that poised in mid-air — a sphere that shone like translucent ivory."* — H.P. Lovecraft, A. Merritt, Robert E. Howard, C.L. Moore, and Frank Belknap Long, "The Challenge From Beyond."

□ A bizarre and obscure Great Old One, Juk-Shabb is worshiped by the worm-like creatures of the planet Yekub. Juk-Shabb appears as a sentient sphere of metal or energy, and communicates with its followers telepathically and by changing color. Juk-Shabb wields no physical attack, and is one of the least malevolent of the Great Old Ones: it does, however, wield great mental powers, and may utilize any spell desired. One of the Great Old One's mental attacks includes a powerful mindblast: if it overcomes its target's Magic Points with its own the victim loses 2D10 Sanity and falls into a state of stupefaction for 1D100 hours; each use of this power costs Juk-Shabb 1D6 Magic Points. The Great Old One undoubtedly has other unique mental abilities.

Juk-Shabb may allow favored minions to tap into its awesome power, gaining access to its INT, POW, and spells, although not any of its special mental attacks.

**JUK-SHABB, God of Yekub**

STR N/A    CON N/A    SIZ 20    INT 30    POW 50  
DEX N/A    Move 0    HP 100

**Damage Bonus:** N/A.

**Weapons:** Mindblast Magic Points vs Magic Points, damage 2D10 Sanity loss and stupefaction for 1D100 hours.

**Armor:** none, however Juk-Shabb is immune to all mundane physical attacks. Enchanted weapons and magic harm the Great Old One normally.

**Spells:** any, as desired.

**Sanity Loss:** 0/1D4 to see Juk-Shabb.

The letter is from Dr. Fu Manchu. A successful Chinese roll allows an investigator to read it. See *Eyes Papers #3*.

One end of this room has been made into a shrine. Candles are lit and incense clouds the air. On a raised pedestal, amidst the candles and the smoke, is a strangely-glowing sphere. As the investigators look at the sphere they each feel something probing their minds — as if someone or something was reading their thoughts. This probing seems to emanate from the sphere. The sphere, actually the Great Old One Juk-Shabb, scans the minds of the investigators, discovering their reasons for coming here. The Great Old One does nothing else unless the investigators try to communicate with it, or attack it, the Yekubian, or its device. If the investigators try to communicate with Juk-Shabb, the alien entity speaks back to them telepathically. If the investigators make any threatening moves, or even think of attacking the alien being, it lashes out at one or more of them with its mindblast.

The Yekubian is in its lair 90% of the time. 1D6 Si-Fan thugs are also present 50% of the time. If encountered alone, the Yekubian attempts to trick the investigators into believing that someone else carries the alien mind. If its deception does not work, the creature attempts to escape, taking the crystal cube with it. If violence breaks out, Juk-Shabb lashes out at any human mind it can feel in the room — investigator and Si-Fan alike. The keeper may wish to have the investigators make Luck rolls to see if the Great Old One attacks them or someone else..

## The Opening of the Way

This scene is one of several ways this scenario may end. It may transpire the first time the investigators visit the Si-Fan hideout, or it may occur on a subsequent visit, perhaps in the company of a Scotland Yard raiding force.

The Yekubian prepares to activate its bizarre transmitting machine just as the party enters. 3D6 Si-Fan kneel before the machine, which now directs all its dishes toward a single point on the wall. If any investigators or their allies have been captured by the thugs, they are tied up and placed among these Si-Fan; these will be the hosts of the Yekubians the machine is about to summon. Juk-Shabb, meanwhile, hovers behind them. The Si-Fan host possessed by the Yekubian stands next to the machine.

As the humming, steam-spouting device rattles and shudders, the target wall begins to shimmer and a hazy tunnel forms, not unlike the one seen in the seance dream; this manifestation costs 0/1D3 Sanity to witness. All in the room, including the Yekubian, are now intent on the forming gate. This might allow investigators to enter the room unnoticed with Hide rolls, or captive ones might wriggle free with DEXx1 rolls, or similar actions.

The Yekubian stands near the wall, and in the shimmering field the possessing entity can dimly be seen superimposed over the human host: an eyeless slug-like thing

### About the Yekubian Host

**T**HE YEKUBIAN is only vaguely familiar with the use of a human body, so its host's DEX has been halved and all attacks are at base chance only. Also, in any stressful situation — attack, escape, etc. — there is a 20% chance the Yekubian loses control of its host body, leaving it writhing helplessly on the floor as events transpire. If this occurs, it attempts to switch minds with a bystander. If the Yekubian's host body is killed, the alien intelligence immediately has one chance to switch minds with a bystander, and if this fails the alien mind is helpless, trapped forever in the dead, useless body.



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The Si-Fan Hideout

nearly 10 feet long. Seeing this shadow-image calls for a loss of 0/1D4 Sanity. Worse yet, at the far end of the tunnel, more indistinct worm-shapes shuffle toward this world. A Cthulhu Mythos roll realizes that these hazy images are merely visible manifestations of the Yekubians' approaching minds. This still calls for a loss of 1/1D8 Sanity.

Killing the host-body at this point hurls the Yekubian into one of the kneeling Si-Fan, and it immediately calls for aid from Juk-Shabb. Though unlikely, inflicting enough damage to the sphere-god to send it back to Yekub sends back the Yekubian intelligence as well.

Investigators who realized John Bidwell's seance utterances were an activation ritual and who think to reverse it may try to do so now. Each Magic Point put into the ritual adds a cumulative 5% chance of success. If successful, the Si-Fan/Yekubian, Juk-Shabb, and the oncoming Yekubian invaders are all hurled back to Yekub.

Destroying the machine is the easiest method of ending this psychic invasion. Each point of damage inflicted to the device has a cumulative 1% chance of destroying it and, in the process, reversing its effects: the oncoming Yekubians, Juk-Shabb, and the Si-Fan/Yekubian are all sucked back to that distant world as the machine explodes. The cube vanishes.

Chaos is very likely to erupt when the investigators disrupt the invasion. The Si-Fan charge after the intruders, armed with knives, staves, cleavers, and other lesser weapons. They fight to the death unless the machine is destroyed, in which case they flee when a few have fallen to firearms or superior numbers.

If Scotland Yard has led a raid here (or it appears the investigators need serious help), several uniformed bobbies and a few plain-clothed detectives burst in with truncheons and revolvers, respectively. They make short work of the Si-Fan, though some thugs do escape.

After the battle is over and the investigators have presumably won, Scotland Yard officials sort through the matter. Inspector Cleveland and Detective Sergeant Craig are on hand to question everyone. If Detective Sergeant Mulverhill, the Mason conspirator, has eluded discovery, an investigator making a Spot Hidden notes a detective with a bandaged left hand — just like the man on the Lynott Wharf, and the man who tried to run down Godfrey Williamson. Exposed, Mulverhill denies the investigators' claims, but Psychology rolls (roll for Cleveland and Craig as well) note his guilt. His fellow Yarders capture him, and he goes to trial without ever revealing his motives, perhaps still an enigma to the investigators.

### Other Solutions

If the investigators track down the Yekubian, they have a few other options. Injecting the host-body with morphine or some other drug effectively traps the alien mind in the human body for 1D4 hours. The worm-intelligence could thus be trapped indefinitely so long as it received regular

injections of drugs. Other alternatives include the use of the Imprison Mind spell, or the cube and the reverse of its activation ritual (as described above).

If the investigators encounter the Yekubian before its planned activation of the machine, they may try to use the device against it. This requires a halved Mechanical Repair roll combined with an Electrical Repair roll. The Yekubian intelligence is sent back to Yekub, and John Bidwell's mind returns to the body of the Si-Fan host. Viewing his "socially unacceptable" new body, Bidwell goes berserk, striking out at anyone in reach as he flees. Unless captured, he flings himself into the Thames and drowns. (If desired, using the cube/reversal tactic has the same effect.)

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## Rewards and Penalties

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If the investigators successfully track down the Yekubian intelligence and send it back to its home world, each receives a reward of 2D8 Sanity in the knowledge that they have thwarted an alien invasion. If the investigators fail to stop the alien it eventually activates its weird device and summons more and more Yekubian minds to earth for a full-scale mental invasion: this costs each investigator 1D20 Sanity. In such a case the keeper may, of course, decide that the machine doesn't work if he or she doesn't want to deal with the ramifications of an alien invasion. Alternately, if the device works the keeper may design a campaign around solving that problem, or he or she may simply justify the invasion with the knowledge of growing violence in the world: world wars, serial killers, child abuse, etc. Or the Yekubians may find Earth an undesirable place and leave of their own volition.

Investigators who cooperated with police throughout this scenario gain 1D6 Credit Rating points. Those who interfered, committed crimes, or withheld information suffer penalties of at least 1D6 to 1D8 from that skill. Criminal charges and trials undoubtedly bring more scorn and penalties.

If the investigators discovered the Freemason conspiracy and defused it by revealing that Bidwell wasn't the Ripper, the Masons' subtle influence grants each another 1D4 Credit Rating bonus. Investigators who meddled too much in Freemason affairs (such as publicly exposing Mulverhill or the Ripper coverup) may lose up to 1D6 Credit Rating as the brotherhood secretly blackball them.

The investigators must take care to deal with the crystal cube, lest the Yekubians again use it as an invasion tool. Burying it, dropping it in deep water, or sequestering it away from prying eyes would be prudent. Regardless, the thing eventually resurfaces in northern Canada in 1935.





**Y**EKUB, INHABITANTS OF, Lesser Independent Race. "It was a gigantic, pale-grey worm or centipede, as large around as a man and twice as long, with a disk-like, apparently eyeless, cilia-fringed head bearing a purple central orifice. It glided on its rear pairs of legs, with its fore part raised vertically — the legs, or at least two pairs of them, serving as arms. Along its spinal ridge was a curious purple comb, and a fan-shaped tail of some grey membrane ended its grotesque bulk. There was a ring of flexible red spikes around its neck, and from the twistings of these came clicking, twanging sounds in measured, deliberate rhythms." — H.P. Lovecraft, A. Merritt, Robert E. Howard, C.L. Moore, and Frank Belknap Long, "The Challenge From Beyond."

☐ The worm-creatures from the planet Yekub are a race of interstellar invaders who have the ability to exchange minds with other creatures, much in the same way as the Great Race of Yith. Like the Great Race, the Yekubians use advanced alien technology to accomplish this.

The inhabitants of Yekub have developed strange crystalline cubes which they use to exchange minds with other beings. These cubes are about four inches square, made of clear quartz, and are imbedded with an odd, cuneiform-inscribed disk. These cubes are expelled into space, where they are eventually drawn into the atmosphere of planets

and fall to the surface. An intelligent creature looking into such a cube then has its mind drawn into the alien device and transmitted to a machine on Yekub. There, an alien worm-creature interrogates the imprisoned mind and then swaps bodies, sending its own mind into the vacated body of its prisoner so that it may explore the new world. The Yekubians have invaded numerous worlds in this manner, destroying all intelligent life they find. The cubes are then used to return the Yekubian minds to their own world. The Great Race found one of the Yekubian cubes and locked the device away upon discovering its nature. This enraged the worm-entities, who developed a violent hatred for the Great Race, and all Earthly life. When the Great Race abandoned their cities the Yekubian cube was lost. Though unlikely, other cubes may have fallen to Earth, as well.

Yekubian minds cannot control human bodies for very long. Within a matter of days or hours the invading worm-creature loses control over its possessed body, which then regresses to a bestial state. The human body ultimately destroys itself, killing the invading mind too unless it is somehow able to escape into another body or back to Yekub. Only the Eltdown Shards offers specific details about the Yekubians and their cubes.

**INHABITANTS OF YEKUB, Psychic Invaders**

characteristics	rolls	averages
STR	6D6+12	33
CON	4D6+10	24
SIZ	5D6+26	43-44
INT	4D6+6	20
POW	3D6+6	16-17
DEX	3D6+6	16-17
Move		9
HP		33-34 Av.

**Damage Bonus:** +4D6

**Weapons:** Tentacle 40%, damage = db/2. Crush 35%, damage = db. Armor: 6 points of thick skin and blubber.

**Spells:** Yekubians rarely utilize magic, but a random member has a chance equal to its INT or less on 1D100 to know 1D3 spells.

**Sanity Loss:** 0/1D8 to see one of the inhabitants of Yekub.

**JOHN BIDWELL, a man obsessed, age 53**

STR 11    CON 9    SIZ 11    INT 16    POW 14  
DEX 13    APP 12    EDU 22    SAN 0    HP 10

**Damage Bonus:** none.

**Weapons:** .32 Revolver 30%, damage 1D8; Sword Cane 60%, damage 1D6+db.

**Skills:** Archaeology 20%, Astronomy 35%, Chinese 10%, Credit Rating 65%, Cthulhu Mythos 30%, Drive Carriage 25%, English 99%, First Aid 35%, French 25%, History 35%, Law 25%, Library Use 35%, Listen 30%, Occult 50%, Persuade 65%, Psychology 75%, Spot Hidden 35%, Yekubian Lore and Science 60%.

**INSPECTOR MARTIN CLEVELAND, Scotland Yard, age 49**

STR 12    CON 10    SIZ 16    INT 16    POW 14  
DEX 10    APP 11    EDU 15    SAN 62    HP 13

**Damage Bonus:** +1D4.

**Weapons:** .38 revolver 55%, damage 1D10; Nightstick 45%, damage 1D6+db; Fist 60%, damage 1D3+db.

**Skills:** Accounting 30%, Credit Rating 35%, Dodge 25%, English 80%, Fast Talk 35%, First Aid 40%, French 40%, Law 85%, Listen 50%, Persuade 65%, Psychology 60%, Spot Hidden 65%.

**DETECTIVE SERGEANT JOHN CRAIG, Scotland Yard, age 38**

STR 12    CON 13    SIZ 13    INT 14    POW 13  
DEX 15    APP 15    EDU 15    SAN 66    HP 13

**Damage Bonus:** +1D4.

# Sacraments of Evil

**Weapons:** .45 Revolver 40%, damage 1D10; Nightstick 55%, damage 1D6+db; Fist 65%, damage 1D3+db; Grapple 50%, damage special.

**Skills:** Credit Rating 25%, Dodge 45%, Drive Carriage 55%, English 75%, Fast Talk 50%, First Aid 40%, Hide 50%, Jump 45%, Law 65%, Listen 35%, Polish 20%, Psychology 35%, Sneak 45%, Spot Hidden 45%.

### DETECTIVE SERGEANT JAMES MULVERHILL, Scotland Yard, Masonic conspirator, age 39

STR 13    CON 13    SIZ 15    INT 13    POW 12  
DEX 12    APP 10    EDU 12    SAN 40    HP 14

**Damage Bonus:** +1D4

**Weapons:** Fist 65%, damage 1D3+db; Kick 45%, damage 1D6+db; Webley .455 revolver 65%, damage 1D10+2; Sword Cane 60%, damage 1D6+db; Large knife 35%, damage 1D6+db; Nightstick 65%, damage 1D6+db; Horsewhip 25%, damage 1D3.

**Skills:** Credit Rating 30%, Dodge 40%, Drive Carriage 50%, English 60%, Fast Talk 60%, Hide 40%, Law 55%, Listen 35%, Psychology 25%, Sneak 30%, Spot Hidden 40%, Throw 45%, Utilize Masonic Connections 60%.

### GODFREY WILLIAMSON, renowned psychic, age 68

STR 7    CON 10    SIZ 12    INT 15    POW 14  
DEX 9    APP 12    EDU 15    SAN 50    HP 11

**Damage Bonus:** none.

**Weapons:** none.

**Skills:** Anthropology 30%, Cartomancy 50%, Cthulhu Mythos 5%, English 75%, German 25%, History 55%, Library Use 70%, Occult 85%, Psychology 55%.

### SI-FAN THUGS

	1	2	3	4	5	6	7	8
STR	12	12	11	11	9	14	12	15
CON	10	14	13	14	13	16	10	14
SIZ	8	13	14	9	9	12	13	13
INT	10	10	14	13	12	11	11	9
POW	10	10	9	9	7	8	10	12
DEX	10	8	17	9	13	10	14	13
APP	4	14	10	9	14	11	9	12
EDU	6	5	2	8	2	12	6	8
SAN	20	10	10	10	0	10	15	25
HP	9	14	14	12	11	14	12	14
db	+0	+1D4	+1D4	+0	+0	+1D4	+1D4	+1D4

**Weapons:** (all) Fist 70%, damage 1D3+db.

(all) Kick 65%, damage 1D6+db.

(all) Knife 55%, damage 1D6+db

(1) Thrown knife 50%, damage 1D6+db/2.

(2) Poison darts 45%, damage 1+poison POT 16.

(3) Nunchuka 50%, damage 1D8+db

(4) Chinese crossbow 40%, damage 1D6+1.

(5) Machete 45%, damage 1D6+1+db

(6) Cleaver 60%, damage 1D6+1+db

(7) Sword 50%, damage 1D8+1+db

(8) Staff 65%, damage 1D8+db

**Skills:** Chinese 50%, Climb 55%, Dodge 45%, Drive Carriage 40%, Jump 50%, Hide 45%, Listen 35%, Martial Arts 50%, Sneak 55%, Spot Hidden 35%, Track 25%.

### JOHN BIDWELL (dream-version)

STR 34    CON 9    SIZ 11    INT 21    POW 22  
DEX 13    APP 12    EDU 22    SAN 0    HP 10

**Damage Bonus:** +2D6.

**Weapons:** Fist 60%, damage 1D3+db.

**Armor:** none, but whenever the Dream-John Bidwell suffers 10 or more hit points of damage his body shimmers and changes to a different (human) one.

### DREAM-YEKUBIAN INVADERS

	1	2	3	4	5
STR	40	24	27	32	28
CON	23	19	26	26	24
SIZ	48	44	49	42	43
INT	25	19	16	16	18
POW	20	17	18	16	12
DEX	24	16	17	16	22
HP	36	32	38	34	34
MOVE	9	9	9	9	9
db	+4D6	+3D6	+4D6	+4D6	+3D6

**Weapons:** Tentacle 40%, damage = db/2. Crush 35%, damage = db.

**Armor:** 6 points.

### LEE HO FOOK, restaurant/opium den owner, Si-Fan lieutenant, age 58

STR 9    CON 12    SIZ 13    INT 14    POW 14  
DEX 14    APP 12    EDU 10    SAN 20    HP 13

**Damage Bonus:** +0

**Weapons:** Fist 65%, damage 1D3; Kick 50%, damage 1D6; Knife 50%, damage 1D6; Thrown Knife 50%, damage 1D6; staff/club 60%, damage 1D8; .32 revolver 40%, damage 1D8.

**Skills:** Accounting 25%, Chinese 70%, Credit Rating 60% (Chinatown only), Dodge 45%, English 35%, Hide 40%, Listen 45%, Martial Arts 45%, Sneak 50%, Spot Hidden 60%.

### GUANG LUN, tattooed giant, age 31

STR 18    CON 16    SIZ 18    INT 12    POW 14  
DEX 12    APP 9    EDU 3    SAN 70    HP 17

**Damage Bonus:** +1D6.

**Weapons:** Fist 80%, damage 1D3+db. Head butt 50%, damage 1D4+db. Kick 75%, damage 1D6+db. Knife 50%, damage 1D6+db+poison POT 16.

**Skills:** Chinese 20%, Climb 45%, Dodge 30%, English 5%, Jump 55%, Listen 35%, Martial Arts 70%, Sneak 50%, Spot Hidden 35%.

### RATHE, Yekubian mind/Chinese body

STR 13    CON 14    SIZ 11    INT 21    POW 22  
DEX 7    APP 10    EDU N/A    SAN N/A    HP

**Damage Bonus:** +1D4

**Weapons:** All attacks are at base chance.

**Spells:** Mind Transfer, Contact Juk-Shabb.

**Skills:** Chinese 35%, English 50%, Earth Knowledge 40%.

# The Masterwork of Nicholas Forby

by Penelope Love

*"Many lose their wits by the sudden sight of some spectrum or devil, a thing very common in all ages."*

— Richard Burton, *"The Anatomy of Melancholy"* (1580).

**T**HIS SCENARIO TAKES PLACE in and around Forby House, Granton's Bridge, Middlesex, in August 189-, during a very hot summer. The effect of this prolonged drought is everywhere evident, not just in the withering of the green and pleasant land, but in the toll such oppressive heat takes on tempers, patience and sanity.

The investigators search for a lost gem and confront three haunts, although only one of them is truly supernatural.

## Keeper's Information

Nicholas Forby's masterwork, "Icarus," is a statue of verdigris'd bronze whose mold was a living man. This grim crime must be discovered in order to claim the prize, and the search is thus as much for justice and truth as it is for money.

Nicholas Forby was an artist who worked in metals: sculptures, architectural embellishments, and friezes were his forte. He and his wife were friends with another artist, the painter Christopher Lehmann. Nicholas' close workings with metals led to undetected bouts with lead poisoning, making his health — and sanity — unstable at best. He became a bitter invalid.

During the 1830s, as Nicholas' condition worsened, he began to suspect an indiscrete affair between his wife Alice and his friend Christopher Lehmann. He strongly suspected that his son, Aleister, was actually the result of this affair. Eventually learning that his suspicions were true, Nicholas murdered Christopher and — using a new technique known only to him — molded the statue "Icarus" over the dead painter's corpse.

No one knew of Nicholas' crime. As he neared death he finally mourned his actions, expressing a desire to see his murdered friend again before his death. In doing so, he activated a family curse that would plague the Forbys for generations. For his masterwork responded to his plea for

death. Icarus awoke, and finally, brutally, gave Nicholas the death he requested — and perhaps deserved.

Before his death Nicholas hid the secrets of his casting techniques, still bitter that the son who bore his name might somehow profit from his works. So Aleister Forby grew up in the shadow of his mad invalid father. Aleister knew that Nicholas had hidden his greatest treasure at Forby house, for the invalid had frequently taunted him with it.

In the 1860s the cycle of oppressive heat, sickness, adultery, and pain repeated itself. Aleister too was stricken with pain, and when the young Dr. Hubert Jeffries came to the house to see to him, Aleister's wife Rhoda became infatuated with him. Though the two never consummated their relationship, Aleister nevertheless suspected as much, and thus grew even more bitter: thwarted in his attempts to discover the family treasure, riddled with pain, and now shamed by the suspected affair.

Aleister finally discovered the Forby family's dark secrets on summer night in 1864, discovering some of the papers hidden by Nicholas. Learning his true heritage, and the terrible crime committed to conceal it, he inspected the statue Icarus to confirm Nicholas' ravings. The truth drove him to madness, and that very night, even as Icarus came for him, Aleister Forby blew out his brains.

The body was discovered by Aleister's son, young Harry Forby. Harry, stricken by the sight, lay in a fever for several days. For the night of his father's death he had seen something outside the house, a terrible "green man" — actually the verdigris'd bronze statue Icarus — seeking to enter the house. But the sight of his father's blasted corpse buried the memory within his mind, and he forgot it in the ensuing fever.

Now the cycle is about to repeat again. The summer heat has raised passions in the Forby house. Harry, an old school friend of one of the investigators, has succumbed to the painful hereditary illness, and has become an invalid.

He and his family now seek the legendary family treasure to bolster their finances.

With the coming of the investigators the search heats up, the passions flare once again. And the malevolent force inhabiting the statue Icarus waits to be unleashed once again on the Forbys.

## Player's Information

Harry Forby is an old school chum of an investigator. If the Keeper desires to refresh the investigator's memory of Harry before the events outlined below, there are ample opportunities to meet him at their club, or at a health resort or sanatorium.

Harry's wife, Gertrude Forby, contacts the investigators by telegram. See Forby Papers #1.

Harry is recalled as a big, bluff bully, memorable for a spot of luck he once had — he contracted "brain fever" at his father's funeral, and got a whole term off school.

If investigators require further information before attending, Gertrude sends a long letter by return post. This letter outlines Harry Forby's illness, apologizes for her forwardness in approaching them, and begs their attendance at the sick-bed, stating that it is at Harry's request.

## Granton's Bridge

Granton's Bridge, the station for Forby House, offers a picturesque scene of rustic charm. However the village is

### FORBY PAPERS #1

#### — Telegram from Harry Forby's wife

REQUEST YOUR ATTENDANCE AT  
FORBY HOUSE GRANTONS BRIDGE  
MIDDLESEX STOP INFANTILE  
BRAIN FEVER RELAPSE COULD BE  
FATAL WITHOUT YOUR AID STOP  
PLEASE COME STOP MRS HAROLD  
FORBY

moribund. Its younger folk are mostly gone to nearby industrial centers to find work. The public house and the doctor's residence are both more impressive buildings than the church.

## Arrival

At Forby House the investigators are greeted by the butler, Bates. After a brief introduction, Mrs. Gertrude Forby ushers the investigators upstairs to their rooms so they can change and wash after their journey, while tea is laid out in the library. She takes the opportunity to explain that Harry is on the verge of a renewed bout of the brain fever he suf-



*The Forbys — and Meddler — at Tea*

ferred as a child, and that he must be shielded from any shocks. She expresses her warm appreciation for their attendance.

If Gertrude notices any guns she begs them not to be shown to her husband, as he has had a horror of firearms since his father's death. John Meddler, Harry's brother-in-law, shares his sister's alarm, and takes steps to disable or confiscate them under the guise of concern for Harry's welfare.

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## Tea and Ghost Stories

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Tea is served in the library, with Harry, Gertrude, Meddler, and the investigators in attendance. On meeting, Harry immediately launches into old school anecdotes; a Psychology roll notes this tiresome insistence as oddly pathetic, as if he were seeking security from a more certain past. Gertrude hands round bread and butter and weak tea. Harry explains that as an invalid he is restricted to a bland diet, and adds, with a laugh that does not quite conceal the mean-spirited nature of his demands, that he does not see why he should suffer alone and so requires the entire household to eat the same.

Harry's eyes are bright with fever and his cheeks are flushed. His conversation is rambling and not always rational. Harry wants only to talk about the family treasure, but Meddler contrives a glancing mention of the ghost. A dead silence falls. Harry shivers, Gertrude glares at her brother, and Bates, in discreet attendance, coughs.

If asked for further information, Meddler brusquely recapitulates the haunt, a green "furred" man that is supposed in local legend to have killed Harry's grandfather. Gertrude then firmly turns the subject back to the family treasure.

Harry states his belief that his grandfather hid an emerald the size of a

## The Characters

### Harry Forby

Harry is broad faced and strong featured, with sandy-colored hair and moustache and a florid complexion. He moves around, slowly, with the aid of two canes, and is generally confined to bed by his protective wife.

Harry is still alternatively a bully and a toady, but in the subtler manners of adulthood and illness. He exerts a tyrant's hold over his household, and uses his status as an invalid as a weapon against his wife. Pain has not made him compassionate, nor suffering ennobled him, although they have made him occasionally pathetic. He is hovering on the verge of a renewed bout of his childhood "brain fever." This is a vague but evidently distressing illness culminating in sickly, potent head-aches.

He has suppressed memory of the sight that brought on his relapse — a glimpse of a "green man" lurking outside the house, seemingly made of mud and grasses. He recalls it only if his mother's diary entry on his childhood nightmare is read to him, or if an investigator attempts Psychoanalysis of his condition. This sighting triggered the powerful nightmare from his childhood, that was birthed by his sanity shattering discovery of his father's body, and the sight of the brain bespattered books.

### Gertrude Forby

Gertrude is a stout, attractive woman with yellow hair, white skin, sad, blue eyes, and a sweet smile. In Harry's presence Gertrude is meek and colorless. Away from him her natural good cheer resurfaces. She is resourceful and practical, with a moral backbone tempered by common sense and a genuine love for her fellow creatures. She is fond of Harry, despite all his faults, for he is generous with money and allows her free reign over the house.

Gertrude is fond of Harry, but not in love with him, and hers is a generous heart. She falls in love with one of the investigators, and seeks in small ways to let him know her feelings. She confines herself to sideways glances, gentle, unexpected contact, and extra thought in preparing their meals, unless she receives some hint in return.

Emotions may be heightened and colored by the constant heat, and the danger that confronts them. The keeper should choose for Gertrude's lover the investigator best able to handle such a dilemma.

### John Meddler

Meddler is Harry's brother-in-law, as yellow haired and blue eyed as his sister. He is tall, broad shouldered, handsome, strong, and tanned from extensive travels in foreign lands. He is a cavalry officer, and occasionally wears his spectacularly dashing uniform. However he is posted idle, on half-pay, and is forced to rely on his relations for support. Harry constantly baits him, as Meddler's status as a dependent sits ill with the fact that he makes Harry — and most other mortals — feel decidedly inferior.

Meddler is excellent at any physical activity (he especially fancies the hunt for the local grouse), and strikes up a friendship with any like-minded investigator, but he is narrow minded and not very clever. He couples a lack of imagination with a strict regard for social proprieties. He believes, rightly, that Gertrude's sisterly regard for him is greater than her affection for her husband.

Brooding over his poverty, Meddler has come to the conclusion that he deserves more. At first he thought to find the Forby treasure, and spent many useless patient hours combing the grounds. Once he became aware of the "green man," he turned from the theft to a cruel and malicious hoax. He made a costume of mask and claws, rolled himself in the mud of the spinney near the abandoned quarry, and prowled around the house at night, frightening Harry into a fit. His intent is to drive Harry to insanity, suicide, or death, so that his fond sister will gain full control of the estate. Meddler continues his haunt once the investigators arrive, either convinced they offer no serious threat or through sheer bravado, for he is ambitious, confident of his own prowess, and genuinely unafraid.

Meddler stores the mask and hands in a hut in the abandoned quarry, and swims in the water after each prowl to wash off the mud. Fully costumed he is a grotesque sight.

### The Staff

**T**HE STAFF COMPRISE an elderly married pair, Bates and Betty Bates, that "do" as cook, housekeeper and butler; an impulsive and disorderly 16 year old maid, Connie; and an odd job boy, Old Fred, who is nearing sixty, and is principally gardener and ostler.

Bates and Betty are a solid, agreeable couple, excellent at their jobs. They are prudent and reserved in their confidences. Betty inwardly seethes at Harry's selfishness. She thinks Gertrude is an angel.

Connie is pretty, ignorant, and happy to impart her superstitions to any who ask. Connie also adores Gertrude. At fifteen Connie was pregnant and unmarried. In the spirit of practical charity Gertrude not only kept her on, but made provision for Connie's child to be brought up at a local farm, the vicar and public opinion making it "impossible" to maintain him in the Forby house. Gertrude also allows Connie to visit her boy on her half day off. This arrangement causes scandal to properly minded Victorian gentry, as it positively encourages the licentious behavior of the lower classes.

Old Fred is sullen and taciturn. As a long-time poacher he has many reasons for keeping his silence. His is a very narrow world view: anyone from out of the parish is a "foreigner", and cannot be trusted. He backs "his people" to the hilt, as Nicholas and Aleister both knew of his poaching and let him be. His form of courtesy is to mind his own business and let others mind theirs.

hen's egg somewhere in the grounds, citing the portrait above the mantelpiece (see the description of the library below) as his most conclusive "proof." He would like to find this emerald, but has no investigative skills. He begs his old chum for aid. As this discussion ensues, Harry soon complains of a severe headache, and Gertrude and Bates help him back to bed.

If the investigators inquire further as to the cause of Harry's illness, Bates, out of Harry's earshot, explains that in previous nights someone has been sneaking around the house. A few nights ago, he and Harry lay in ambush for the prowler (suspecting evil designs on the silver), only for Harry to faint just when they were almost upon the intruder. Harry has not spoken to anyone about what caused his collapse. Gertrude explains that she contacted them on the advice of the family physician, Dr. Jeffries.

In his illness, Harry has become fixed and obsessive about the emerald, and its pursuit would help him recover his mental equilibrium.

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## Forby House

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Forby House sits in forty acres of rolling grounds, situated unfavorably in a low lying valley, and shielded from the prevailing, arid, west wind by a high bank planted with laurels and yew hedge rows. A carriage-way leads to the house along an exposed ridge, descending in one final sweep around an ornamental lake and a formal rose garden, sheltered by high yew hedges. In the center of the rose garden stands the statue "Icarus". Behind the house

the land slopes upward, its sweep interrupted only by the low slung shape of the mausoleum.

The house is lit with gas jets in the principal rooms, and oil lamps in all others. The house is older than its facade, dating back to the Reformation.

### The Entrance

This is of the Greek portico design fashionable in the early part of the century, with Corinthian pillars and a wide paved veranda. A laurel stands on each side of the door.

### The Hall

The parquet hall is overlooked by seemingly endless ranks of deer skulls, and paneled in dark stained oak. A corridor leads off to the left, and double doors on both the left and right. The hall leads to the main stairs. Beyond the staircase lies the green baize door to the servants' quarters.

The hall, sitting room, dining room and library are all roofed with Nicholas Forby's designs, pressed mould ceilings of white painted lead with lofty proportions of outre design. All have deteriorated over the decades, and the decay has uncannily emphasized their grotesque nature.

### The Main Stairs

The crimson carpeted stairs are lit by a large landing window. This window is shuttered, but the warmth streaming through it becomes oppressive by the end of the day.

### The Sitting Room

This room is through the double doors on the left. It is very lively, with light, velvet accouterments and French windows.

### The Morning Room

This is at the end of the corridor on the left, with access to kitchens and sitting room. It is suited to its business purpose and little else. It contains a bureau and an atrociously ugly Toby Jug filled with listless flowers.

### The Dining Room

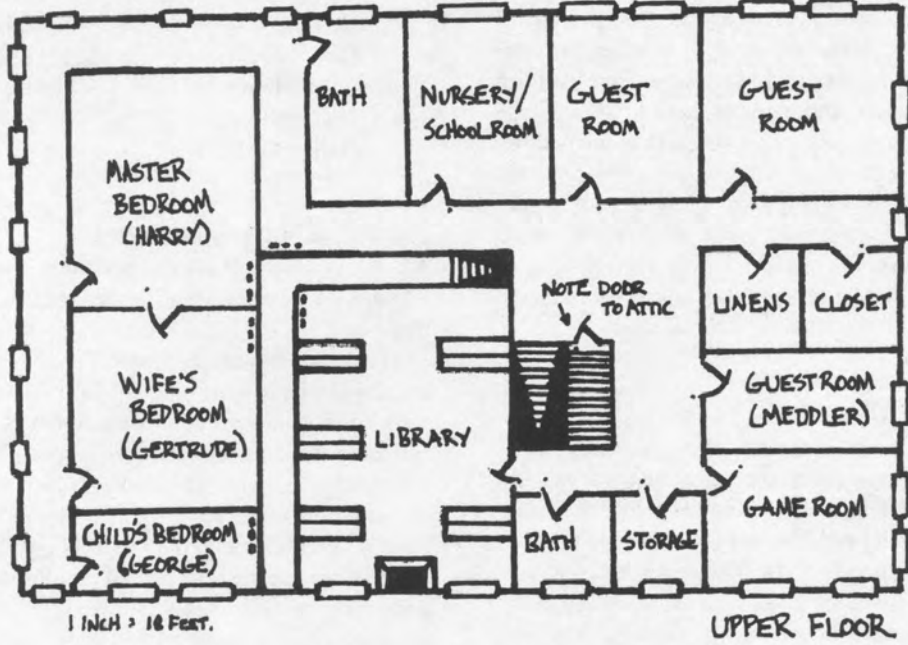
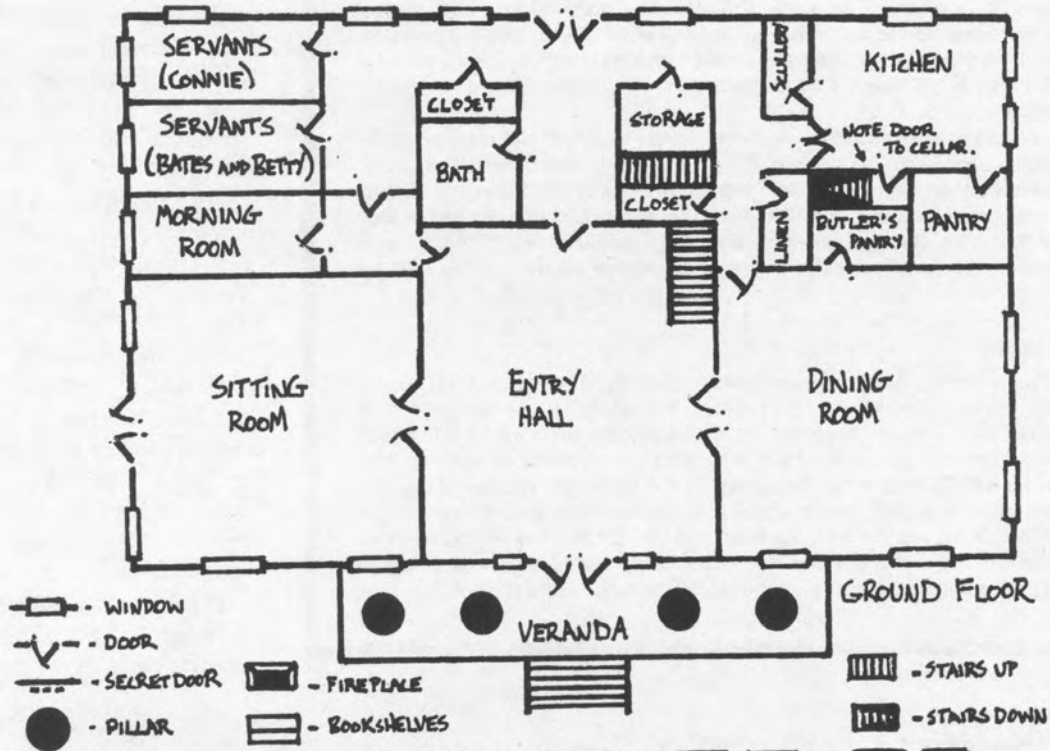
The dark oak continues into this room from the hall, a design to impress guests rather than set them at ease.

### Beyond the Green Baize Door

Here lie the kitchens, pantries, scullery, butler's pantry and sundry rooms. The cellar contains the cool rooms for meat and dairy products and fuel storage. The stone courtyard behind the house is surrounded by a stable, carriage house, a dairy/buttery and Old Fred's quarters. The courtyard contains the pump and the locked outer chute to the coal cellar.

Two large, friendly dogs are housed in the stable: Mike, a setter, and Peter, a bull-mastiff.

# Forby House



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## George Forby

**G**EORGE FORBY IS AN AGREEABLE and energetic boy who has a bad cold and is being kept in bed. Though forbidden to read ghost stories, George has a large collection of them, accumulated through frequent secret expeditions to the library.

George wants to be a doctor when he grows up, and has determined to have a thorough grounding in practical anatomy. This involves trapping and taking apart small animals. His latest acquisition is a small ferret, kept in the stables with the connivance of Old Fred. He asks his first sympathetic visitor to feed the animal, as he is worried that Old Fred might forget. If no visitor makes it to his bedside, he sneaks out and approaches someone.

George is candid about the use to which he intends to put his pet, as well as the fact that it is kept a secret from his parents. If Gertrude is informed of her son's deceit, she drowns the animal as vermin. Keepers with knowledge of the Saki story "Sredni Vishtar" may wish to play up this part. If the chosen investigator keeps their silence and looks after the ferret, George becomes very chummy, and shows them his secret passage. Releasing the ferret near the house or the village allows it to prey on the poultry.

### George's Haunt

George Forby loves ghosts, and the servants scare him silly with local lore. He haunts any investigator who gets on his wrong side, with the vindictiveness and inventiveness of childhood. He starts with apple-pie beds, then upsets coals from the fireplace onto the carpet so that they are greeted with a choking pall of smoke on opening their bedroom door. He slips in and out of the library by the secret entrance — a fleeting, white pajamaed figure — to hide books, upset the balance of the invalid chair so that it later rolls ominously across the creaking floor, and trim the lamp wicks too close so that they sputter and die at inopportune moments. George has a solid knowledge of the house and the secret passage — and an alibi. He continues until caught.

lection indicates a rather unhealthy interest in the quaint occult beliefs held by the Ancients, particularly those enamored of death and resurrection.

Aleister's tastes ran through the Classics to English History and the Advancement of Moral Thought. Harry's interests are in "three decker" novels and text-books and novels devoted to fishing.

Also present are a fine collection of Gothic novels including "The Castle of Otranto", "Varney, the Vampire; or The Feast of Blood", "The Haunted Piano", "Frankenstein; or The Modern Prometheus", "The Imp in the Bottle", "The Strange Case of Dr. Jekyll and Mr. Hyde" and similar fables. These are kept on a top shelf, ostensibly out of young George Forby's reach.

A Library Use roll notes the Forby family Bible. On the fly-leaf these dates are written:

Nicholas Forby (1785-1852)	— Alison Sperring (1800-1861)
Aleister Forby (1836-1864)	— Rhoda Trevellan (1823-1876)
Harold Forby (1860-)	— Gertrude Meddler (1862-)
George Forby (1881-)	

### The First Floor

The upstairs landing accesses a corridor connecting the master and wife's bedroom, a child's bedroom (that of young George Forby, described nearby), a nursery/schoolroom, a few guest rooms (including one used by John Meddler), a linen closet, and a games room. All are paneled in the omnipresent dark oak, enlivened at intervals by somber portraits of previous inhabitants of the house. These include all the Forbys and an overlooked self-portrait of Christopher Lehmann, a handsome, yellow haired fellow. Investigators who succeed in a halved Idea or Anthropology roll note that he bears more of a resemblance to Harry and Aleister than Nicholas does.

### The Library

Books cover three walls, and with bays on each side. A step-ladder, required to reach the upper shelves, rests in one of the bays. The fireplace is on the left wall is surmounted by a portrait, and flanked on either side by bay windows. A table with a shaded oil lamp is in the center of the room. Next to the door sits an ancient invalid's chair. Near the fireplace and windows is an oak desk. A person sitting at the desk overlooks, through a mist of laurel leaves, the statue "Icarus" and the rose garden.

The books are the result of three generations of haphazard collection. Nicholas's books concentrate on the Classics, the history of Architecture, Art and Sculpture. Library Use rolls whilst sorting through the Classics col-

### The Folios of Nicholas Forby

A Library Use roll also notes these oversized volumes. These are a dozen books, divided into the three periods of Nicholas's life.

The early books (1799-1827) are filled with sketches and plans of his work and his writing, discussions of his works and philosophy — a passionate blend of atheistic cynicism and fatalism. A mystery malady plagues him as his ceilings become more successful. He complains of "painful and disparate" fits of lethargy, alternating with periods in which he worked in a frenzy, as if possessed. At length these fits become so bad — almost bringing him to madness — that he is forced to leave off work and retire to the country. A Chemistry roll identifies Nicholas' symptoms as those of lead-poisoning, the result of his work with metal sculptures and designs.

Sketches and notes fill the bulk of the middle books (1827-1835). Nicholas, his wife Alice, and manservant Bains live quietly at Forby House. Nicholas partly recovers his health. A friend, the artist Christopher Lehmann, is a



frequent visitor. Nicholas transfers his ceiling alloy technique to bronze, and creates many statues using a casting pit at the back of the house.

Nicholas' health deteriorates again, and he loses the use of his legs. The servant Bains becomes "indispensable." Nicholas calls him "my limbs," and insists that Bains be included in a portrait of him that Christopher paints. Nicholas sketches the frame he makes for the portrait. His philosophy darkens in the face of his persistent pain and disability.

A Psychology roll recognizes a growing note of paranoia throughout these middle books whenever Nicholas is ill, directed towards Christopher and Alison. He finds a secret passage in the house and uses it to spy on his household, but learns nothing to confirm his suspicions.

An entire section has been long ago cut from the end of the last of the middle books.

The first of the last books (1836-1852) picks up six months after the last remaining date in the previous book. Nicholas records that he has just recovered from an illness that brought him close to "death or madness" and pays tribute to Bains for having "rescued me from the pit of Hell by his constancy and readiness of action in my time of need." The couple's only child, Aleister, is born very shortly after the diary recommences. The statue "Icarus" is now on the front lawn, and the casting pit in back has been filled in.

In his last years, Nicholas turns his attention to creating the mausoleum. The books are filled with increasingly grotesque and irreligious sketches. He becomes obsessed with pain and death. Work on the mausoleum occupies him until he weakens and cannot leave his bed. The final pages of the book are covered with sketches of works he did not live to create.

Nicholas wrote these words on the last night of his life:

### FORBY PAPERS #2 — Nicholas' Last Writings

*I am tired of life, yet life will not quit me. The hot passions of my youth seem so vast, so distant, as if the deeds of another man.*

*Christopher, I long to see you again. I must have death.*

Written beneath this, in a heavy, clumsy, irregular hand that differs entirely from Nicholas Forby's own, is the following: "Did I solicit thee from darkness to promote me?"

An Idea roll suggests Bains wrote this last statement. A search of available hand-writing specimens requires that players state whose scripts they are examining, and make a Spot Hidden roll to confirm if they have found the correct one. The closest match is that of Christopher Lehmann, the signature on the portrait of Nicholas Forby over the mantelpiece.

Successful English rolls are required to glean each of the following points.

There is no mention in these last books of Christopher Lehmann, save in that last page. Some event — unrecorded — apparently sundered the friendship.

Although Nicholas several times makes reference to a manuscript in which he has recorded the details of his pressed ceilings and bronze technique, it cannot be found. The manuscript has either been lost or is held elsewhere.

The first mention of "Icarus" in the records is after Nicholas's illness. It can be surmised that the missing manuscript covers the period in which "Icarus" was created.

### The Diaries of Aleister Forby

These smaller books are also found with a Library Use roll. Aleister's diaries take days to read in full, and are written in a deliberately flowery style that often turns turgid. It is assumed that investigators skim or concentrate on his last days. This takes several hours and a successful English roll.

Aleister Forby was a jolly, blameless soul. He was ably guided through his early years by Bains — "more than servant, an honest guardian and sober friend," whose death Aleister sincerely mourns. He lived an idle and gentlemanly life, aided by his marriage to Rhoda Trevellan, whose fortune propped up his own. The birth of his sole surviving heir, Harold Aleister Nicholas Forby, is recorded with gentle pride. His hobby was researching his father's documents and local rumor for some clue as to the location of "the family treasure," a mystery with which Nicholas taunted him when he was a child.

His last summer was a very hot one. He dutifully records that "such a drought has not been seen in this parish since my father's death." The heat seems to have gotten on his normally steady nerves, for he records a series of small incidents which impressed him with a sense of nervous foreboding, more so than the mere reciting of their happening would indicate.

- His wife had frequent consultations with the "young doctor" Jeffries over trivial concerns. He finally felt obliged "for morality's sake, and prudence, and to forestall the gossip of the neighborhood" to forbid any further attendance by the doctor at the house.
- Aleister suffers a series of dreadful headaches "that have kept me wakeful, together with the oppressive heat, until I truly wished for death to relieve me".
- The night before his death all the dogs in the district were restless and uneasy, keeping him awake with their baying.

- ❑ On the night of his death, he walked around the house propping open the windows, so that a breath of air might relieve the heat. He then retired to his library and wrote a last, excited, diary entry. He had discovered a hitherto overlooked cache of documents and was embarked upon reading them at once. This is the final entry.

### The Records of Rhoda Forby

The diary of Aleister's wife Rhoda may also be found with a Library Use roll. Rhoda Forby was a business-like woman. Her diary is a terse elaboration of social visits and business calls. There are notable items found in these records, each requiring an English roll to uncover:

- ❑ She evinces a very uncommon tenderness towards the young Dr. Jeffries. He visits many times, particularly when Aleister is laid low with his headaches.
- ❑ Harry, home on holiday from school, found his father's body. He was terribly shocked.
- ❑ Aleister died during a hot summer and was quickly interred. Harry did not understand why his father "could not be" buried in the church-yard.
- ❑ Rhoda refers to a document she found on Aleister's desk after his death. Rather than destroy it, she sealed it in an envelope, and gave it "to the man I trust most in this world."
- ❑ Harry suffered greatly from the heat at the funeral. He was rushed to bed afterwards, but that night he started crying that a "green man" was blundering about the house trying to get in. This nightmare was the first symptom of the near-fatal "brain fever" that overtook him. Rhoda sacked the housemaid, having determined that her careless gossip about Nicholas's death had scared Harry.
- ❑ Rhoda planted the rose garden in the front of the house in her husband's memory, the last note of sentiment in the diaries, which then return to a strict recounting of business and social calls.

### The Portrait

The painting above the mantelpiece in the library depicts Nicholas Forby sitting at the desk next to the window. He is a small, dark, twisted figure with pain-filled eyes, and a white, drawn, hatchet face adorned with a small goatee. He sits in the invalid chair at a dark desk, an open folio before him. In one hand he holds a green stone the size of an egg, which may be an emerald. Out of the gloom at Nicholas' left shoulder peers Bains' flat, sullen, faithful, pallid face. The painter signs himself "Christopher Lehmann".

Nicholas Forby's hand conceals much of the green stone. This painting is the source of the rumor of the family treasure.

The portrait has an ornate, heavy gilt frame evidently cast by Nicholas, for its surface has a remarkable cracked patina. Written within the frame, in Nicholas' hand, is the line, "An Iron Dog with eyes of fire shoots sparks in Apollo's bower."

An Occult or EDUx2 roll recalls that Apollo was the Greek god of poets and scholars, whose symbol was the bay laurel tree. The riddle refers to the fire-dog, the iron log support on the hearth. Twisting this apparently fixed and iron reveals the priest hole. If the players make no headway with the riddle, allow an INTx2 roll to solve it.

### The Priest Hole

Nobody living knows about this priest hole, which dates from the Reformation. On the final night of his life Aleister Forby discovered it and read what he found within, only to rehide the hole and its contents before he met his end.

Wedged within is the missing manuscript from Nicholas' folio journal, clipped and carelessly bundled together. It requires three English rolls to finish, or just one roll to read the final words, for it is written in a wild hand.

The manuscript details work on "Icarus," with many sketches. All sketches save the last few show the traditional winged man of mythology. Much of the writing is incoherent. Nicholas is so sick that he thinks that he will die. He asks Christopher to visit him in order to finish the mould. He also asked his friend to finish his work if he were unable to. "For I care neither for Heaven or Hell," he writes, "only that my masterwork outlive me."

At the close of the narrative, there are rantings directed at Christopher and Alice, mentioning a spy-hole from a secret passage, from which readers may deduce some confirmation of Nicholas's fears for his wife's faithfulness.

The narrative becomes disjointed, and finally tails off incoherently:

#### FORBY PAPERS #3

*If a cock crow in another's nest, then let that rooster  
a cuckold be. Why should he inherit? I faith I shall  
mimic Perseus, an amusing conceit, and with the gift  
of Prometheus dispel the night from Apollo's bower.  
Where'er this light do shine, there I will conceal it.  
I shall conceal it, I mock you, my green ey'd rooster's  
egg. For it is mine.*

Marginalia indicates Aleister Forby has read this manuscript, and was greatly shocked by his mother's infidelity.

His scribbled jottings indicate that these events occurred nine months before he was born.

Know rolls discern that Nicholas repeatedly refers to heroes of Greek myth. Prometheus stole fire from the gods to give to humanity. Perseus held a mirrored shield to snake-headed Medusa, and petrified her with her own deathly gaze. A note of caution is sounded with the reference to the rooster's egg — surely the emerald — for from such hatch basilisks, whose gaze, like Medusa's, turn living men to stone.

An Idea roll guesses that light reflected from a mirror held to the fire — at what angle the manuscript does say — pin-points the position of the treasure. Although the light can be played all about the library, it can be angled through the window and into the garden to fall upon the verdigris'd breast of the statue "Icarus." If the investigators fail to recognize this, an Idea roll notes the laurel branches tapping at the window; surely this is what is meant by the phrase "dispel the night from Apollo's bower." The reflected line of the light can be followed only during darkness.

### The Secret Corridor

A secret corridor links the library and the master, wife and children's bedrooms. It parallels and spies on the main passageway and the rooms through small slits, and is opened by manipulating one of the shelves at the end of the first bay of books. The passage connects to a secret stair that opens beneath a flagstone in the stables. This stone has not been lifted for at least a century.

Tracks of the invalid chair's wheels can be discerned on the floor of the secret passage on the upper story, as can small and sturdy boot-tracks (belonging to George). The passage can be opened from the inside with a weight and pulley, operated with a wooden foot pedal.

The passage can be accessed from the bedrooms by manipulating wall sconces, and from the stables by lifting the flag stone; these accesses may be noted with Spot Hidden rolls within each room. It dates from rebuilding during the Civil War.

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## Other Avenues of Investigation

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### Aleister Forby's Death

Dr. Jeffries, Bates and Betty are reluctant to provoke further gossip, and discuss it only if Persuaded of investigator discretion. They remember Aleister's death well, as it coincided with the last drought in the parish. Dr. Jeffries car-

ried out all the formalities, and hushed up as well as possible the fact that Aleister died by his own hand.

### Nicholas Forby's Death

Library Use rolls unearth the necessary records at the Granton's Bridge church and doctor's office (the latter from Dr. Jeffries' predecessor). They briefly state that Nicholas died "by violence, being already half dead through sickness," strangled in his bed. He was buried, as directed, in the family mausoleum, with the added note that the funeral had to take place with some haste, as it was an exceptionally hot summer. An Idea roll realizes that the stench would have been insupportable had the normal routine of mourning been carried out.

### About Christopher Lehmann

Nothing can be found out about Christopher Lehmann after 1835. The keeper should feel free to elaborate on his early life, including sordid affairs and extended tours of unsavory parts of the Continent.

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## The Grounds

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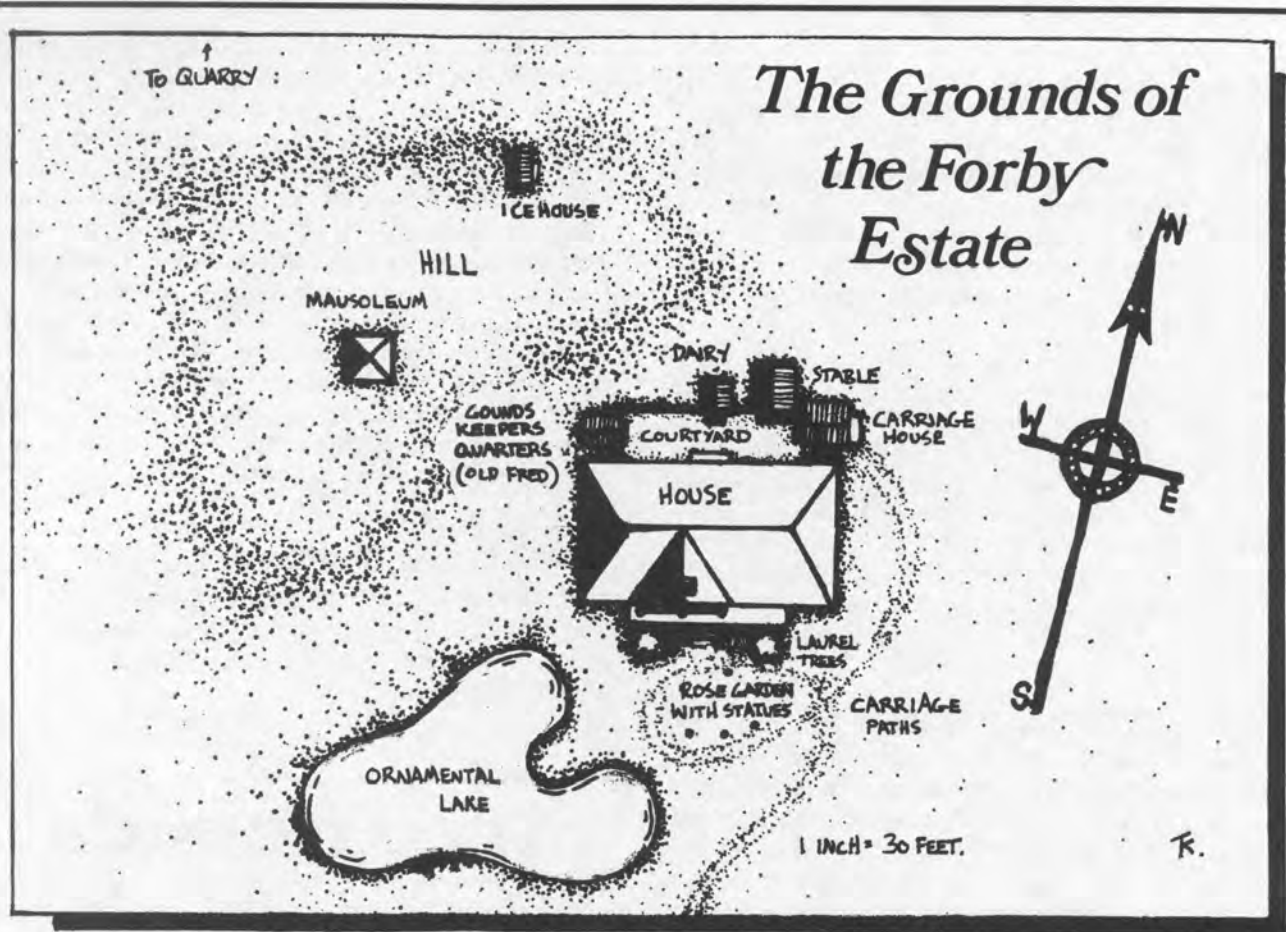
The grounds are parched and listless, populated by rabbit and deer, and thickly planted with young evergreens (the home farm having been cleared only in the last decade). Many saplings are dying from the drought, causing Harry to fretfully mourn the necessity and expense of replanting. Water from the lake is used to maintain the rose garden.

### Icarus

A History, Occult, or halved Know roll recalls that according to Greek myth, Icarus was the son of Daedalus, a famous inventor. Imprisoned by King Minos after giving aid to Theseus that enabled him to kill the minotaur, Daedalus created wings out of wax, reeds and eagles feathers, and he and his son escaped. But in his youthful enthusiasm Icarus flew too near the sun, the wax holding his wings together melted, and he fell into the sea and drowned.

The statue is a life-size cast bronze of a naked man. It is covered with verdigris as a result of decades of exposure, but is otherwise, owing to its sheltered position, in the best state of repair of all the statues. "Icarus" is depicted lying on his back, with closed eyes and spread-eagled arms. There is no trace of feathered wings.

The ivy-covered base is surrounded on all sides by well manured, prickly rose bushes. The full title is revealed only on close — and perhaps painful — inspection. The base is inscribed with bold, flowing letters, "ICARUS, After the Sea Left Him." Beneath, as a Know roll determines, is a quote from Milton's "Paradise Lost," the plaint of Adam to his stern, unyielding God:



"Did I request thee, Maker from my clay  
 To mould me man?  
 Did I solicit thee From darkness to promote me?"

**The Other Statues**

Other statues dot the grounds, all strict interpretations of classical heroes or villains. Hydra misses half her heads; Demeter's arms have fallen off. After several seasons of frosts a once-glorious Cupid and Psyche seem to be literally devouring each other with their kisses. A faceless Medusa is frankly unsettling.

The weakness of Nicholas Forby's technique is well known. Gertrude explains kindly, Meddler off-handedly, that the house has to be kept very well-heated in winter as the ceilings are rendered so brittle by cold that they crack. The outdoor statues are covered in winter, but still suffer excessively from frosts.

**The Mausoleum**

The mausoleum is built of local stone exquisitely carved into the likeness of trees, animals, people, and mythological creatures. Two gargoyles — or perhaps devils or frightful angels — guard the front entrance, which is pillared, as the house, in the Corinthian style. At the back it descends to form two tree stumps, the stone roots apparently writhing into the ground. The overall effect is overwhelming — perhaps because there are too many eyes carved into

the stone, watching, unblinking. The local populace call the mausoleum's florid decoration Popish.

A key is readily accessible through Harry. Within the mausoleum is a square chamber with empty wall niches for coffins. The walls are carved with friezes of the Forby House in Nicholas's time, with "Icarus" depicted in the center of a smooth lawn. Other, earlier views of the house also show a hollow behind it (the casting pit). Nicholas Forby's coffin is encased in a stone sarcophagus in the vault's center. The panels depict biblical scenes carved by Nicholas: Satan devouring his young, Leviathan, Lazarus rising from the dead, and Christ casting demons into a herd of pigs. All are depicted in grotesque, evocative detail. Examining them closely in this place of the dead costs 0/1 Sanity.

Opening the sarcophagus (STR vs. STR 30) and unscrewing the coffin lid finds only Nicholas's skeleton and rotted grave clothes. A Medicine roll indicates no organic source for his malady, although it reveals broken and crushed neck vertebrae. A Spot Hidden also discovers tiny flecks of a flaky green substance on the corpse's neck. A Chemistry roll made with the appropriate equipment reveals this to be verdigris, an acetate of bronze.

Rhoda and Alice both refused to be buried in the Forby mausoleum because it was not consecrated. Aleister, a suicide, could not be buried in consecrated ground, and therefore had to be interred here.

## The Ice house

The ice house is on the further side of the mausoleum hill. It is a small room dug deep into the northern side, filled with ice taken from the ornamental lake over winter. The household consumes many refreshing iced desserts and drinks courtesy of this place.

## The Quarry

The investigators are warned about the disused quarry that lies on the far northern boundary of the grounds. This was used by Nicholas, but is now abandoned. It is dangerous, particularly after dark, as the chance of accident is high. Meddler is especially solicitous — and he takes care to accompany any investigators venturing here.

The quarry is a half hour's tramp from the house across a spinney that has been let grow wild. Its sides are crumbling and treacherous. The nearby heath is rank and lush, compared to the parched landscape elsewhere. The quarry is partially, but deeply, filled with stagnant water.

A semi-ruinous hut — evidently once for the use of the quarrymen — slumps on the edge of the quarry, overgrown by luxuriant vegetation. Inside, a Spot Hidden roll spies Meddler's "Green Man" costume thrown into a corner: a frightful mask with a pair of jutting fangs, and animal skin paws, stiff with mud, that are worked into gloves for a large, human sized hand. A Natural History roll determines that both fangs and hide belong to a tiger.

Meddler makes every effort to avoid detailed examination of this hut, moving his belongings to a safer hiding place later.

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# Granton's Bridge

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## The Devil's Forge

The pub was named after the casting pit in the Forby grounds, and the widely held (but generally facetiously expressed) belief that the Devil aided Nicholas Forby in his Art.

Ghosts are best discussed over a pint of bitter, and with some circumspection, not only to avoid the Evil Eye but also the chance of ridicule. The handful of patrons are happy to discuss the Forby family legends if the investigators buy a few rounds.

Rumor gives the grounds a sinister inhabitant — a green, furred man who stalks any who enter the estate after dark. Old Fred is particularly prone to elaborating on this story, with much emphasis on its grislier aspects — the Green Man as symbol for the "old gods," who lust after young virgins and lost strangers — as a way of discouraging intrusion into "his" domain.

The Devil is popularly supposed to have aided Nicholas Forby in his work, and to have come in the end to take away his soul. The legend holds that Nicholas was found dead in his bedroom, his body broken, "a look of terror fixed upon his countenance," and "green stuff" mixed with the blood and brains dashed about the room. Several villagers are prepared to swear that their fathers have seen the murderous "green man," although their accounts conflict, placing the creature in places other than the Forby estate, to no apparent purpose.

People have been digging up the grounds of the Forby house, secretly or not, for generations, looking for Nicholas's lost treasure. No one has found so much as a brass farthing.

## Doctor Jeffries

Dr. Jeffries is a garrulous, hearty, tweedy, luxuriantly bearded, pipe-smoker in his mid-sixties. His tobacco is foul. His house visits proceed with extreme rapidity, and his prescriptions are shouted out as he leaves. He is the local magistrate.

With a successful Persuade roll, Dr. Jeffries opens his records to polite and well-intentioned inquirers. He drily elaborates on Aleister Forby's death certificate: though it reads "death by misadventure," in reality it was a self-inflicted gunshot to the head. Aleister suffered all his life

### FORBY PAPERS #4 — Aleister Forby's letter

*I found a cache of papers — I will not say where, save that through all my search the secret was before my eyes. I have returned them whence I found them, for my heart is sick with what I learnt there. My soul aches with a pain worse than that in my head. Now I know the truth of the Green Man of which the village beldames whisper. Now I know where my treasure can be found, and in God's name I wish that I had never come to the conclusion of my search.*

*I will investigate, if only in the hope that it be lies or deluded ramblings. I will go alone to shield the family honor, but I swear that I will go armed.*

*Rhoda, if you find this, no matter what else it seems, know that I was, like my father, most foully and treacherously murdered,*

*Aleister*

from severe headaches, and it is Dr. Jeffries' theory that, fevered by the excessive heat, Aleister shot himself to alleviate his pain.

If a random investigator succeeds in a Luck roll, Jeffries mentions in passing his possession of a letter given to him by Rhoda, and speculates that it contains the reason for Aleister's suicide. He regards the still sealed envelope (kept within a bureau) as a sacred trust, evidence of Rhoda's regard for him, and allows it to be opened only if convinced this can somehow aid Harry. This may require either successful Persuasion, a plausible story, or theft.

Dr. Jeffries has a Christopher Lehmann painting in his house, and discusses it over port and cigars. "Bit of a mystery old Christopher," Dr. Jeffries ruminates. "Just dropped out of sight in the '30s. Happens sometimes." The painting is of the Forby House, set in a misty haze, with a woman — Dr. Jeffries thinks she is Alice Forby — in the foreground. It is dated 1835. "Typical Lehmann," Dr. Jeffries says, indicating her exposed bosom. "Don't know that I would have wanted my wife posing for some artist chap. Never would have felt quite comfortable about — well... Still, by all accounts, Nicholas was a bit of an arty chap himself, hey?" This last is said with a nudge and a wink.

Presented with some proof or a Persuade roll, Dr. Jeffries admits to having had a platonic affair with Rhoda Forby. He prefers to simply state his warm admiration for her. Rhoda gently refused his offer of marriage, confiding that the circumstances of Aleister's death were too distressing for her to consider another husband. Dr. Jeffries believes the search for the family treasure is a soothing and

harmless diversion for Harry's fevered mind. Events rapidly prove him wrong.

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## Time Line

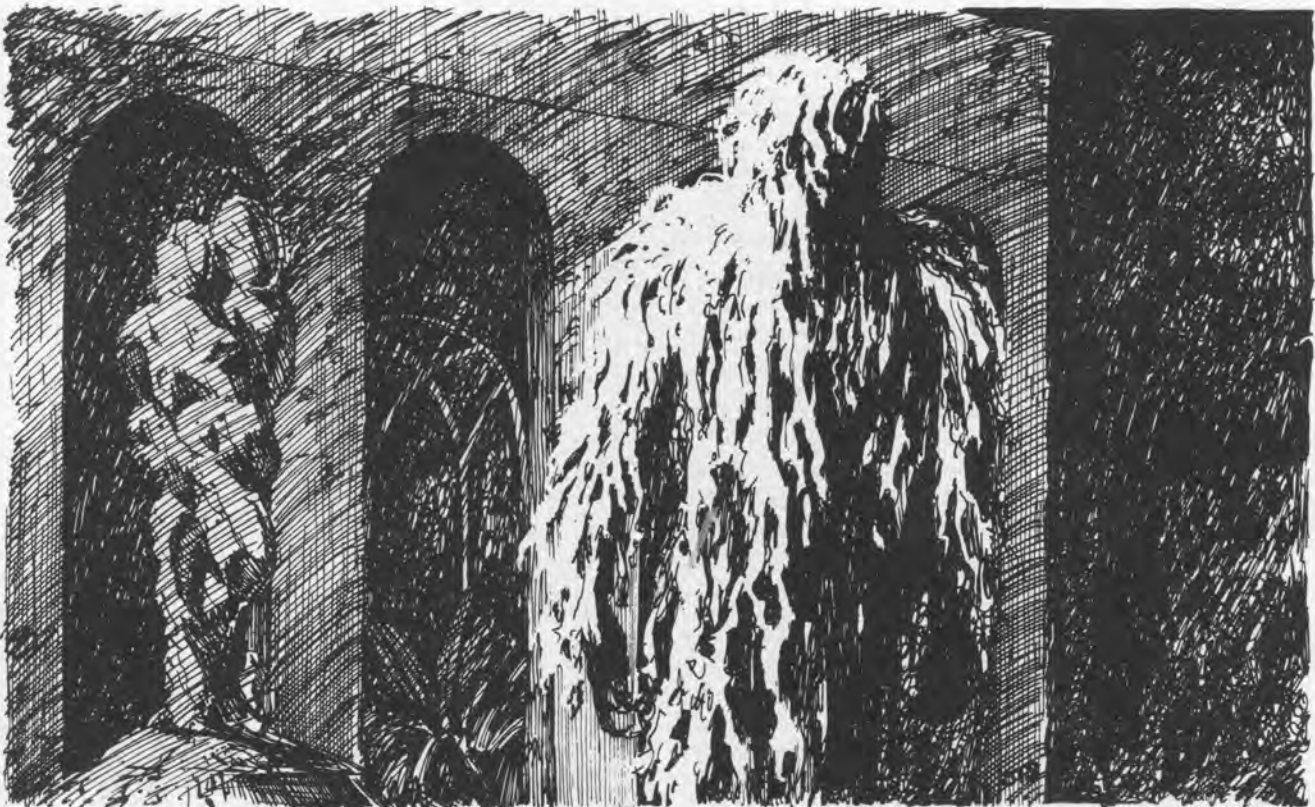
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This time-line is offered as a guide only. Keepers are invited to juggle events as dictated by investigator initiative and their own whims.

### Day One

After the initial interview with Harry, Gertrude, and Meddler, Meddler shows the investigators around the house and garden, and probes them with numerous questions about their professions, past cases, relations with Harry, and so forth. He has no subtlety, and a Psychology roll guesses that his clumsy questioning is meant to gauge their character and abilities.

When they visit the stables, Mike and Peter come out and fawn on them, begging the question (Idea rolls if necessary) as to what they were doing when Harry and Bates were watching for the prowler prior to Harry's attack of brain fever. Inquiries elicit the recollection that neither dog was roused by the occurrence. Using Psychology whilst talking to Old Fred indicates that he knows more, but is holding back.



*The Green Man*

After showing them around, Meddler excuses himself and leaves the house, explaining that a business appointment calls him to London overnight. The appointment is fictitious, and Meddler does not even bother walking all the way to the village to board the train. His alibi established, he doubles back on the road and heads toward the quarry.

Dinner is boiled chicken and potatoes, followed by rice pudding.

The investigators have time for only a quick look at the library. A preliminary Library Use roll makes sense of its organization, with additional rolls then locating the various family diaries the next day.

Less intellectual investigators should be encouraged to pursue the avenues provided by talking to people and exploring the countryside.

## Night One

Harry insists that all windows and doors be locked as darkness falls. Gertrude does so to humor him, although it makes the house hot and close. He roars at her when she hesitates, humiliating her before the guests, and fretfully cites security as the reason for his request. Psychology rolls indicate his very real fear of supernatural visitation.

Late at night investigators who make successful Listen rolls wake, hearing something moving around the outside of the house. Natural History rolls note the lack of any warning from the dogs (both know Meddler). Once the investigators start blundering around, the dogs give tongue. Peter, the bulldog, rushes out and takes hold of anyone who threatens him. Spot Hidden rolls glimpse a large figure lurking in the bushes by a window. During the confusion with the dogs and the roused house it vanishes, leaving smeared stains on the window sill. The keeper should ensure that any gunshots miss the hulking figure. Close examination finds the stains to be crushed green grass, moss, vegetation, and rank mud.

As the investigators deal with the vanished creature and the dogs, Old Fred appears, urging the dogs on until convinced that the investigators are guests. Discharge of any firearms is enough to enfeeble Harry with shock: he loses 1 point of Sanity. Any guns discovered during this incident are confiscated, or later vandalized by Meddler.

## Day Two

Library Use rolls eventually locate the right books in the library. Idea rolls suggest suitable avenues for research outside the house (death records, the doctor, the pub, etc).

The ground is hard from the drought, but a halved Track roll finds a trail leading south of the house to the limit of the grounds. With two more halved Track rolls and the investment of most of the day, the investigators can follow the tracks through a variety of ingenious meanderings obviously meant to throw trackers off the trail; the trail eventually winds up heading north towards the quarry.

Any attempt to use the dogs is hopeless as they head off in all directions.

During their tracking, a halved Spot Hidden turns up one or more of Old Fred's wires. Investigators may even be given a fright by the thrashing and screaming of a half-dead rabbit.

Gertrude spends the morning reading to the invalid Harry, who corrects her pronunciation when he is not criticizing her posture or voice control. Luncheon is chicken broth with bread and butter.

In the afternoon all the household except Harry have a secret feast in the kitchen, a fruit-cake with white icing, topped with cherries. The arrival of an investigator breaks up the party, although the situation can be defused with tactful words, and the gathering resumed.

Late in the day, Meddler returns. He is very helpful, and keen to keep abreast of the investigators' plans. Dinner is cold boiled beef with parsnips and cabbage, followed by bread and butter pudding. The protesting invalid is fed some raw liver.

## Night Two

Harry again insists that the house be locked up, even though it is still oppressively hot.

Meddler uses his knowledge of the investigator's plans to attempt a haunt but maintain an alibi. For example he may cry, "There it is. Tally Ho!" and dash off into the bushes. He leads the investigators a merry chase, then claims to lose the intruder.

If the investigators have heard of the legend of Nicholas's death, or the facts of Aleister's, and mention it to him, Meddler doubles back and hurls pig blood and brains about the library. The non-human origins of this material could be discovered with Chemistry rolls and reagents to analyze the blood. If Harry learns of it, he is rendered prostrate by shock (another point of Sanity lost).

If the investigators do not attempt any ambush the events of the previous night repeat themselves, although this time Meddler makes no attempt at an alibi. They should be afforded a closer glimpse of the mask-face (with a possible loss of 0/1D3 Sanity), before the "creature" eludes them and vanishes.

If the investigators have forewarned Old Fred about their ambush, he waits for them to retire before going about his own business. Otherwise they again note the lack of any warning from the dogs, which this time continues after they start running around. Both dogs and Old Fred are missing. They are off doing the rounds of Old Fred's traps.

## Day Three

Investigators should be well on the way to uncovering the solution to the mystery by now. The day is very sultry. Tempers rise, and emotions run high.

Evidence of Old Fred's illegal activities can be found in the morning, with dusty dogs, dusty boots, and (with a

successful Spot Hidden) a brace of coney's found underneath the woodpile. Their investigation of the aftermath of the previous night depends on what transpired. Tracking is still difficult, and may be attempted in identical manner to the previous day, although a short cut can be made if they think to take up from where they lost the previous day's tracks.

A Track roll reveals someone heavy has been walking around the comparatively well-watered rose garden. A Geology roll realizes that the well-manured soil from the garden does not match the field dirt on Old Fred's boots. Examination of the household's boot collection discovers no match, but a halved Idea roll suggests that Meddler's boots are immaculately polished as always.

Investigators who take the time to snoop around the village should hear bewildered gossip of the theft of offal after a pig slaughter yesterday.

Luncheon is beef broth with bread and butter.

Connie heads off at midday to visit her infant, striding across country past the ice-house as a short cut.

Gertrude offers tea in the garden during Harry's afternoon nap: scones, cakes and iced tea. Gertrude is mischievous and overly cheerful, as she feels guilty about enjoying herself whilst Harry is sick. Harry wakes early, and sees them on the lawn through a window. He sulks for the rest of the day, saying — to Gertrude's evident distress — that he wishes he were dead.

Meddler throws his hands up at Harry's tantrum, and walks out. He returns after tea, claiming that he took a long walk around the boundary to quell his ill-temper at Harry's treatment of his sister.

Connie has not returned at dusk. Gertrude is uneasy, and sends Bates to the farm — with an investigator if they volunteer to go with him. Bates goes by the road, saying that he is too old to cut across fields after dark. He finds that Connie left the farm an hour later than the accustomed time. The farmer's wife, nursing a fine pair of boys, says that she told Connie to take the road but the girl laughed, saying that she must not be late for Gertrude's dinner, and went across country.

A search for Connie finds her lying unconscious on the open ground at the edge of the quarry copse. She can be revived with First Aid or Medicine, although she remains insensible until returned to her own bed. She reports being terrified as she passed through the spinney by the sight of a naked man — “all green but with a head that weren't like any man” — rolling in the rank grass of the copse, and bellowing (Meddler celebrating his triumph as Harry's condition worsens). She fled, falling into a swoon once out in the fields.

### The Third Night

Fearing that he will soon be discovered, Meddler decides on a final gamble. He determines to gain access to Harry's bedroom in his “Green Man” costume, and shock the invalid into an immediate and deathly decline. On his way

to carry out this plan he meets up with Old Fred on his round of traps. Panic stricken, he clubs the old man to death with a chunk of wood. The dogs return in the small hours, yelping around the house and trying to lead others to the body. At this time, Meddler is missing, frantically cleaning himself at the quarry. He will be hard pressed for an alibi if his absence from bed is discovered.

Coming upon Old Fred's body, there is a loss of 1/1D3 Sanity for viewing the broken remains. Vegetative stains, splinters of wood and mud are smeared about the corpse. Claw marks disfigure the arms and face. Set on Old Fred's features is a look of stout and resolute contempt.

### Day Four

Investigator initiative and action now becomes paramount. If they suspect or reveal John Meddler as a murderer now, the action of the scenario may halt while due legal proceedings take over. The Forbys will not tolerate house guests who makes baseless allegations.

### Night Four

Meddler, dressed as the Green Man, attempts a second time to reach Harry's bedroom. If he succeeds Harry loses 0/1D6 Sanity; if Harry fails his Idea roll he is plunged into a full relapse, otherwise he just faints. Harry recovers from his relapse if his wife or other caregiver succeeds in a halved Medicine roll; failing, he dies, insane, within the fortnight.

Investigator initiative can foil Meddler's scheme. They may, however, be busy with other matters.

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## The Finale

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Icarus wakes when the investigators search it for its treasure, or when Harry voices his wish for death. The investigators may find themselves confronted with an awakened Icarus, and hear an unmanly shriek from Harry as he awakes to Meddler's unearthly mask — thus providing a divided climax, with mundane and supernatural horrors afoot. If the investigators have managed to foil Meddler's haunt prior to encountering Icarus, they are in a better position to handle the threat the awakened statue poses.

### Icarus

Icarus is a cast bronze furred and slimed with verdigris. It can only move whilst warm weather maintains the malleability of its limbs. When animated it opens its eyes and mouth, revealing living human orbs and white teeth. Those seeing the green-slimed thing move lose 1/1D8 Sanity. Any break in its surface reveals the bones within, calling for a further loss of 1/1D6 Sanity.



Any single attack doing 10 or more points of damage cracks a hole in Icarus' chest. In addition to revealing the bones beneath, this also dislodges the verdigris'd bronze egg from its hiding place there, spilling it out onto the ground. See "The Terrible Secret," nearby.

The bronze is a hollow shell that was molded on a living man, whose skeleton and damned soul are inexorably knitted with the metal. Icarus has only a dim and irrational consciousness, focussed solely on its desire to kill Nicholas Forby — for whom it mistakes Harry — and any who seek to bar its path. Once it has done this, it returns to its resting place. In order to act, it needs the catalyst of discovery, and perhaps the perpetuating cycle of heat, adultery, and the expressed wish to die by its victim.

Icarus does not walk during the day. As a creature of darkness the light disarms it and blinds its livid, entombed eyes.

Nicholas woke Icarus through an act of will born of a wish for death, and unleashed him — wittingly or not — on later generations. Aleister killed himself in the library as the statue walked ponderously up the stairs.

Icarus can be stopped with physical attacks, assuming these are carried out forcefully enough. The only way to halt it is to reduce its STR characteristic through bludgeoning, shooting or otherwise damaging it — remembering that Icarus' 6 points of armor count against every attack. Gunfire within the house causes Harry to lose 1 point of Sanity for each shot.

A less costly way to destroy the statue is to lure it to the quarry or the ice house. Insane insight recalls that the Icarus of Greek myth died when he plunged into the sea, hinting that water may be a way to stop the statue. Icarus only follows Harry or George. Immersed in water or surrounded with ice, the statue becomes sluggish, losing 1D3 points of STR each round. Its armor ceases to have any protective value at STR 15, and its DEX is halved. It is immobilized at STR 0. The reverse occurs when it is warmed. After an hour of immersion or cold, it is brittle and can be easily smashed to pieces, or melted, revealing its grim framework.

The door to the ice-house opens outward. It cannot be locked, although it can be kept closed on a successful STR vs. STR roll, with one roll per round. The door is sturdy and can take 30 hit points of damage before being destroyed.



*Icarus Animated*

## The Terrible Secret

**N**ICHOLAS FORBY did not want to openly act against Aleister for the shame of being seen to be cuckolded, but was robbed of any love for the bastard son of his friend Christopher Lehmann. So Nicholas disinherited him in the only way he dared, by removing knowledge of his advanced casting techniques from circulation. But he did not want to destroy his life's work, and so left clues to aid their discovery, if any of Christopher's descendants had wit enough to find them.

Nicholas Forby's metal alloy and pressing techniques are written on thin paper and enclosed in a bronze egg, green with verdigris, concealed within the chest of Icarus. Though readable with an English roll, some knowledge of Chemistry and metallurgy are required to fully understand the notes.

The technique's marvelous malleability has application in modern industry. If the Forby family manage to overcome their doubts at the paper's gruesome connections, they

stand to make a modest fortune. Quick-thinking, if unscrupulous, investigators may be able to parlay their aid into a percentage cut.

The last page of the document does not concern metallurgy. Instead Nicholas Forby here confesses the ghastly secret of his masterwork:

### FORBY PAPERS #5 — Nicholas Forby Confesses

*Yes, I killed him, tho I am damned for it. But he poisoned my wife's mind against me and fathered the son that should have been mine. Poor Christopher. He flew too near the sun, and was burned.*

Icarus takes 1D4 rounds to cross the quarry lake. The ornamental lake is too shallow to impede the statue in any way.

If Icarus is melted down by a commercial furnace, there is certainly a scandal (and an inquest, in which investigators may feature prominently), when the bones are discovered. Gertrude Forby anxiously avoids such public exposure if possible, owing to her husband's uncertain health. Incidentally, if the egg in Icarus' chest wasn't dislodged, then melting the statue destroys it — and the secrets it holds.

A Christian burial, blessing, or similar attempt to lay the unquiet spirit does not work, as it is the will of the long dead Nicholas Forby that animates the statue. It is not strictly a ghost, but an automaton, pursuing faithfully its one task when awakened.

If John Meddler's hoax is discovered before any deaths he tries to explain it away as a jape, although even a fool can see it is a particularly noxious one. Otherwise he flees, falling to his death — accidentally or purposefully — in the abandoned quarry. He is blamed for the deaths and any disturbances, with a verdict "guilty whilst of unsound mind" being brought down against him by the local magistrate, Dr. Jeffries.

If Meddler succeeds in his scheme, Gertrude Forby is in danger, especially if she attempts to remarry. Having murdered once to get his hands on a fortune, Meddler will be all the more assured in further attempts.

Gertrude's romantic attachment ends if Meddler is openly denounced, whether dead or imprisoned. She cannot love anyone who exposes her brother. If Harry survives the attempts of Meddler and Icarus, she reconciles with him, nursing him back to health now that the family's trials are passed.

## Conclusion

The investigators gain 1D8 Sanity for the statue's destruction, with an additional 1D6 Sanity if they save Harry. They gain another 1D6 Sanity if they discover Meddler's fraud before he scares Harry witless.

Harry's death costs each investigator 1D4 Sanity.

### HAROLD FORBY, age 33, Invalid Heir to Supernatural Curse

STR 10    CON 9    SIZ 17    INT 11    POW 10  
DEX 11    APP 15    EDU 14    SAN 30    HP 13

**Damage Bonus:** +1D4

**Weapons:** None

**Skills:** Credit Rating 75%, Listen 75%, Natural History 70%, Persuade 50%, Sneak 45%, Spot Hidden 65%.

### GERTRUDE FORBY, nee Gertrude Meddler, age 31

STR 9    CON 13    SIZ 10    INT 14    POW 15  
DEX 14    APP 13    EDU 11    SAN 75    HP 12

**Damage Bonus:** None

**Weapons:** None

**Skills:** Accounting 50%, Art (Sing) 70%, Bargain 45%, First Aid 45%, Natural History 20%, Persuade 55%, Psychology 55%, Spot Hidden 50%.

### GEORGE FORBY, age 12, Their Son

STR 7    CON 6    SIZ 6    INT 13    POW 14  
DEX 14    APP 13    EDU 9    SAN 70    HP 6

**Damage Bonus:** None

**Weapons:** None

**Skills:** Conceal 60%, Dodge 80%, Feign Illness 70%, Feign Innocence 100%, Hide 75%, Library Use 45%, Natural History 40%, Sneak 75%, Spot Hidden 40%, Throw 50%.

# The Masterwork of Nicholas Forby

## JOHN MEDDLER, Age 27, Vengeful Poor Relation

STR 17 CON 15 SIZ 16 INT 10 POW 12  
DEX 16 APP 17 EDU 14 SAN 60 HP 15

**Damage Bonus:** +1D6

**Weapons:** Fist 80%, Damage 1D3+db  
Claws 70%, Damage 1D3+2+db  
Cavalry Sabre 65%, Damage 1D8+db

**Skills:** Climb 80%, Conceal 50%, Credit Rating 30%, Dodge 75%, Fast Talk 35%, Hide 70%, Listen 50%, Mechanical Repair 50%, Natural History 50%, Navigate 45%, Ride 90%, Rifle 60%, Sneak 75%, Swim 50%, Track 58%.

In his "Green Man" costume Meddler has 2 points of armor from the muck and slime draped about him, and causes a loss of 0/1 points of Sanity if seen.

## ROBERT BATES, Age 59, Sober Butler

STR 11 CON 10 SIZ 9 INT 12 POW 9  
DEX 13 APP 8 EDU 7 SAN 45 HP 10

**Damage Bonus:** None

**Weapons:** None

**Skills:** Accounting 25%, Art (Butler) 85%, Drive Carriage 55%, Listen 45%, Polish Silver 90%, Save For Old Age 100%, Sneak 45%.

## BETTY BATES, Age 54, Sober Cook

STR 9 CON 11 SIZ 9 INT 10 POW 12  
DEX 12 APP 10 EDU 5 SAN 60 HP 10

**Damage Bonus:** None

**Weapons:** None

**Skills:** Art (Cook) 65%, Bargain 55%, First Aid 65%, Psychology 35%, Respect Confidences 100%, Spot Hidden 45%.

## CONNIE, Age 16, Feckless Housemaid

STR 12 CON 13 SIZ 11 INT 9 POW 9  
DEX 13 APP 14 EDU 5 SAN 45 HP 12

**Damage Bonus:** None

**Weapons:** None

**Skills:** Adore Gertrude 100%, Art (Cook) 15%, Bargain 25%, Clean Household Items 35%, Conceal Broken Household Items 25%, Feud with Cook 45%, Gossip 65%, Hide 45%.

## OLD FRED, Age 67, Groundskeeper, Surly Poacher

STR 14 CON 17 SIZ 8 INT 13 POW 11  
DEX 15 APP 5 EDU 7 SAN 55 HP 13

**Damage Bonus:** None

**Weapons:** Fist 65%, Damage 1D3; Cudgel 65% Damage 1D4

**Skills:** Conceal 75%, Climb 45%, Dodge 35%, Hide 65%, Natural History 60%, Poach Game 60%.

## MIKE, Age 4, Red Setter

STR 7 CON 11 SIZ 4 POW 7  
DEX 9 HP 8 Move 12

**Weapon:** Bite 30%, Damage 1D6

**Skills:** Bark At Strangers 90%, Listen 75%, Scent Something Interesting 90%.

## PETER, Age 8, Brindle Bull Dog

STR 8 CON 13 SIZ 7 POW 13  
DEX 12 Move 12

**Weapon:** Bite 55%, Damage 1D3

**Skills:** Bark At Strangers 90%, Listen 75%, Scent Something Interesting 90%.

Peter bites only if provoked. Once attached he hangs on, automatically inflicting damage until called off by someone he knows. Alternately, a STR vs. STR roll shakes him off.

## DR. HUBERT JEFFRIES, Age 65, Garrulous Physician

STR 14 CON 13 SIZ 15 INT 16 POW 10  
DEX 16 APP 10 EDU 17 SAN 50 HP 14

**Damage Bonus:** +1D4

**Weapons:** None

**Skills:** Anatomy 75%, Biology, 65%, Chemistry 65%, Credit Rating 70%, Dodge 35%, English 80%, Fast Talk 60%, First Aid 80%, Latin 75%, Medicine 75%, Psychology 60%, Spot Hidden 75%, Surgery 35%.

## ICARUS, Supernatural Force Encased in Verdigris'd Bronze

STR 36 SIZ 20 INT 7 POW 16 DEX 10  
MOVE 7 HP 36

**Damage Bonus:** +2D6

**Weapons:** Fist 80%, Damage 1D3+2D6

**Armor:** Icarus has 6 points of armor. Cold renders its metal alloy first brittle, then inflexible, halting it. When brittle its armor is negated.

**Skills:** Dodge 50%, Find Forby 100%, Hide 90%, Sneak 90%.

**Sanity Loss:** 1/1D8 Sanity to witness walking, 1/1D6 to realize what animates it.

# Plant Y Daear

by Kevin A. Ross

*"My country, my country, I'm devoted to my country  
While the sea is a wall to the pure loved land  
O may the ancient language live on."*

— from *"The National Anthem of Wales"*

**I**N "PLANT Y DAEAR" the investigators endeavor to solve the murder of Col. Albert Hardwicke in the wilderness of Wales. Any number of investigators of any occupation may be used in this adventure. The events herein transpire in the spring of the year, but may easily be transferred to another season if desired.

## Keeper's Information

Albert Hardwicke, a retired army officer residing in London, was recently found murdered in the east Wales county of Brecknockshire. Col. Hardwicke's skull had been bashed in with a blunt instrument, and he had also suffered numerous stab-wounds. The local constable found no trace of the killer or killers, and the case remains unsolved.

Until the reading of Col. Hardwicke's will earlier this week, his reasons for being in Wales were unknown. At that time it was learned that among the properties left to his nephew, Nathan Hardwicke, was an estate in the Black Mountains of Brecknockshire — where the elder Hardwicke was slain. Nathan Hardwicke, a lad of scholarly mien, had not previously known of the Welsh estate.

Albert Hardwicke had deliberately kept the Brecknockshire estate a secret from his nephew, for it was there that Nathan's late mother encountered terrible tragedy. Twenty years ago, Albert and his sister Clarissa summered at the Black Mountain house. He on leave from Her Majesty's Army, and she dodging the last of her family's attempts to marry her off, they enjoyed an idyllic summer in the placidly beautiful Welsh wilds.

But one afternoon Clarissa strayed too far into the deep woods and steep hills. There she found a place of dark and ancient secrets: in the wooded hills was a hollow, where groups of stones and sticks clustered to form strange designs. As she lingered there amid these

designs, the builders of the strange natural shrine fell upon her...

They were stunted, child-like creatures with the eyes and passions of beasts. They were the Little People of Celtic myth, an aboriginal prehuman race driven into hiding by the coming of man in the dim prehistoric past. For millennia they skulked in woods and caves in the wilds of Britain, casting their hateful almond-shaped eyes on their oppressors. Centuries of fearful furtive contact have left the Little People draped in myth and legend, often sanitized and "de-fanged" by humankind.

Clarissa Hardwicke learned the true nature of the Little People. Finding her in their sacred place, they raped her. Afterward, they left her to wander in the wilds, maddened by her ordeal. One of the Hardwicke's servants found her that evening: her clothes were torn and bloodied and she was unable to speak for several hours. Nevertheless there was little doubt what had transpired: she had been accosted by ruffians, and the enraged Albert promptly led a group of villagers in search of her attackers, but in vain.

Clarissa recovered somewhat from her ordeal in the following weeks, though with no memory of what happened. But no more would she roam the countryside with her books, for now she loathed and feared those dark woods and brooding hills for reasons which she could not name. So she remained in the manor house, growing pale and weak as the months drew on.

And as the months drew on it became apparent that Clarissa Hardwicke was with child.

That child was born nine months after the wilderness attack, a circumstance that did not go unnoticed by Albert Hardwicke and the manor staff. The child was a completely normal boy. His mother's reaction was anything but normal: she screamed and tried to strangle the babe, and to the growing horror of all, Clarissa begged the servants to kill the child. Sedated, she later appeared to have regained

her senses, and asked to see her baby. But as they brought in the infant Clarissa snatched up a knife and again sought to slay the child. Again, she was restrained and sedated.

The next morning a servant entered Clarissa's room to find that she had hanged herself from the bedpost.

Albert Hardwicke was quite shaken by his sister's breakdown and suicide. He dismissed the servants, closed up the Welsh estate, and returned with his infant nephew, Nathaniel Eliot Hardwicke, to live in London. There he raised the boy as if he were his own son.

Nathan knows nothing of his mother's madness, only that she died giving birth to him. Likewise, Albert has never mentioned the site of his mother's death for fear it would raise too many difficult questions.

Albert himself had not visited the Brecknockshire estate since Clarissa's death. But now, 20 years later, he decided to sell the property. A few weeks ago he went to Brecknockshire to ready the estate for sale. After cleaning up the house a bit, Albert took a stroll in the wilds.

And he too came across that mysterious place in the woods, with its odd configurations of sticks and stones. But within this place he found two things which he found more horribly fascinating. One was a chunk of black stone inscribed with strange hieroglyph-like markings. The other was a specially-commissioned gold locket which he had not seen for over 20 years. Clarissa had been wearing it the day she was attacked, and it had never been found — until now. His mind reeling with terrible conjectures, he snatched up the stone and the locket and fled back to the house.

Albert was unable to decipher the markings on the black stone, which he was sure would offer some answer as to what had happened to Clarissa that summer day so long ago. Unsuccessful in his own attempts, he posted the stone to a scholarly friend in London. Surely the well-read explorer Howard Jones would be able to decipher these savage scribbings.

But as Albert returned from the village, the Little People avenged themselves upon him for plundering their sacred shrine. Thus Albert Hardwicke fell to the crude stone mallets and flint knives of the Little People.

Now Nathan has learned of the Welsh estate, and his curiosity — or is it something else? — is piqued. He approaches the investigators for help in solving his uncle's murder.

And in the Welsh wilderness, the Little People and their scheming leader, an atavistic serpent person, wait.

## Involving the Investigators

The investigators may enter this scenario in a couple of ways. Most likely Nathan Hardwicke hires them to look into the murder of his uncle. Alternately, if the investigators knew Albert previously (perhaps via "Eyes of a Stranger," earlier in this book), they may want to look into the tragedy on their own. In the latter case, the investigators' likely first step is to contact Nathan Hardwicke, and he then hires them as described below. Other avenues of inquiry are discussed in the next section.

## Nathan Hardwicke

Nathan Hardwicke is a slim, frail young man with short straight dark hair, and pale dry skin. He is very nervous and shy, and rarely makes eye contact. Nathan is a ravenous student of British history, and is far more comfortable with books than with people. In fact he normally avoids human contact, and seems somewhat emotionless. His studies, tutorings, and readings keep him up long after dark, and he relishes working at night.

Nathan possesses an insatiable curiosity and a single-mindedness bordering on mania. Once he sets his mind to a problem, he pursues it earnestly until its solution — hence his consuming interest in the previously unknown Brecknockshire estate where his uncle was killed.

As hinted earlier, Nathan has the tainted blood of the Little People in him. This in part explains his detachment from human company and emotions. When Nathan travels to the wilderness of Wales the taint awakens further natural senses and urgings in him.

Nathan contacts a suitable investigator (consulting detective, inquiry agent, police inspector, etc.) and hires him to look into Col. Hardwicke's murder. Two weeks ago Albert told Nathan he was leaving London on business for several days. He then turned up murdered near the village of Partrishow in Brecknockshire, Wales 10 days ago. The coroner's report states that Col. Hardwicke was struck in the head with a blunt instrument and stabbed several times; the elder Hardwicke was a large man, a seasoned soldier, and though in middle age (late 50s), he was still a hardy soul. The murder apparently occurred as Albert was returning from the village in the late afternoon, but the local constabulary has no other leads.

Nathan had no idea what Albert was doing in Wales until the reading of the will, at which time he learned of the Hardwicks' estate there. Nathan is curious as to why his uncle never mentioned this property before.

Nathan Hardwicke can relate further details of his and Albert's life. He and Albert had lived in a modest house in Kensington for twenty years. Nathan's mother had died giving birth to him, and Albert had adopted the boy and raised him as his own, the only remaining family for either of them. Nathan is studying history at King's College (part of the University of London) in the Strand, and supplements the Hardwicks' income tutoring other students.

This is all the information Nathan can relate. He offers to pay the investigators 2 Pounds per day, plus expenses, if they take the case. Nathan himself intends to go to Brecknockshire within the week to see the estate, and welcomes anyone who wishes to travel with him.



*Nathan Hardwicke*

A Psychology roll notes that Nathan seems just as curious to see the estate as he is to find the murderer of his uncle...

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# Investigating in London

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The investigators may want to look into the Hardwicks' background a little further before going to Wales. Possible avenues include the Hardwicke house in Kensington, the records offices of Somerset House, and Albert's solicitor, Adrian Powers.

### The Hardwicke House in Kensington

The Hardwicks live in a modest two-story house in Sunderland Terrace, in a crowded middle class residential neighborhood. The Hardwicks' housekeeper, a widow in her late 40s named Mrs. Jeeter, answers the investigators' knock. Nathan is at home if the investigators made an appointment to meet him here, or if a random investigator makes a Luck roll. If Nathan is away, Mrs. Jeeter coolly takes their visiting cards and turns them away, promising to inform Mr. Hardwicke of their visit. If arrangements were made with Nathan to examine the house while he was away, Mrs. Jeeter allows the investigators inside.

Mrs. Jeeter knows the facts of the case only as laid out by Nathan earlier. She has done the cooking, cleaning, and shopping for the Hardwicks for nearly seven years. A Psychology roll notes that she genuinely grieves at Col. Hardwicke's passing. Mrs. Jeeter follows the investigators as they explore the house, and orders them to leave if their search becomes too intrusive or impertinent.

Nothing of note is found within Albert's rooms: clothes, toiletries, and other personal effects. From the brief look they are afforded by Nathan or the protesting Mrs. Jeeter, Nathan's room appears to be cluttered with history and science texts.

Albert's study is on the ground floor. Here, perched on shelves or standing free are many souvenirs of Albert's military service: small statuettes, masks, ceremonial weapons, and crude doll-like fetishes; Anthropology or Archaeology rolls identify these trinkets as North African in origin, but none are overtly sinister. Likewise Albert's small and rather prosaic library. On the wall above Col. Hardwicke's desk are a pair of Martini-Henry breech-loading rifles. A Spot Hidden roll turns up a business card among the innocuous papers and correspondence in the desk. The card is for Adrian Powers, a solicitor with an address in Baker Street. There is nothing else of note here.

As the investigators leave the house, they pass by another man calling on the Hardwicks. He is in his fifties, stoutly-built and ruddily-complected, and nods curtly as he passes. If Nathan has seen the investigators out, he greets

the man as Mr. Jones. If the investigators watch as he enters, they see him dart a look back their way as the door closes. If Nathan is absent, a Listen roll hears him tell Mrs. Jeeter to say that Howard Jones called with his sympathies. Jones is discussed fully in a later section, should the investigators speak with him.

### Adrian Powers

The investigators may seek out Powers if they found the business card, or Nathan may give them his name as Albert's solicitor. Powers' office is above a tobacconists' shop on Portman Square in Baker Street.

Powers is a tall, fidgety man, and is willing to discuss the late Col. Hardwicke's business only if a successful Law or Credit Rating roll is made. Col. Hardwicke came to Powers about a month ago, expressing a desire to sell some family property in Brecknockshire. He informed Powers that he would be travelling to the estate to ready it for sale and would contact him on his return; Powers would then inspect the property himself and draw up the necessary papers. Then a few days before his death Col. Hardwicke sent a letter cancelling his meeting with Powers in Brecknockshire, stating that much had to be done with the property before it could be sold.

Powers can also relate the terms of Albert's will: aside from a few trinkets left to Col. Hardwicke's brothers-in-arms, and a modest sum for Mrs. Jeeter, the remainder of the estate went to Nathan Hardwicke. Powers notes that apparently neither Nathan nor Mrs. Jeeter knew of the Welsh property before the reading of the will.

### Somerset House

With successful Law or Credit Rating rolls, the investigators can get Reader's Passes at Somerset House to research the background of the Hardwicks. Library Use rolls are then needed to gain the following pieces of information.

Birth certificates exist for Brian Hardwicke (Albert's older brother, born 1831), Albert (1834), and Clarissa Hardwicke (1847). Their father was a member of the gentry named Lionel Hardwicke. Their mother, Christine, died giving birth to Clarissa. Death certificates exist for Lionel (1857), Christine (1847), and Brian (1880): all died of natural causes.

The family wills indicate the estates were left in Brian's name on Lionel's death, that they fell to Albert on Brian's death, and on his death to Nathan.

Albert's military records show that he served with distinction in the Crimean in the mid-1850s, rapidly advancing through the ranks. He briefly served in South Africa in 1881 before being reassigned — and promoted to Colonel — in Egypt in 1882. He was wounded in the Sudan in '83, but was evacuated before the British and Egyptian forces were wiped out by the Mahdi. Albert retired from Her Majesty's Army in 1884.

## An Invitation

A day or two after they meet with Nathan, one of the investigators receives a short handwritten note in the post.

### PLANT PAPERS #1 — Note from Howard Jones to an investigator

Dear Sir,

I understand that you have an interest in the recent unfortunate death of Col. Albert Hardwicke, ret., of Sunderland Terrace, Kensington. Col. Hardwicke was a friend of mine, and I too am curious as to the details of his murder. Perhaps we should share views on this matter. If you wish, you may call on me after 7 o'clock this evening.

Best regards,  
Howard Jones

Included is a calling card with Jones' name and address — in Eagle Street, just north of the Lincoln's Inn Fields in Holborn.

An Anthropology or halved Know roll recalls Jones' name in connection with numerous periodical articles and stories; Jones' military service and travels in West Africa and Asia Minor are fodder for his rousing reports of his exploits. His articles are half adventure story, half anthropological study — both with no small degree of exaggeration and prevarication.

## Howard Jones

Howard Jones is an old friend and comrade at arms of Albert Hardwicke. Perhaps unconsciously recognizing the inhuman taint in the lad, Jones has never been fond of Nathan Hardwicke. Combined with the mysterious circumstances of the elder Hardwicke's murder, Jones suspects that Nathan is somehow

responsible. Now that the investigators have entered the situation — probably in the company of Nathan — Jones suspects that they might be his accomplices in the crime. He wants to meet with the investigators to ascertain their role, if any, in Col. Hardwicke's murder. If he believes they are innocent, he plans to combine forces with them to solve the murder. Unfortunately, Jones is so suspicious that if the investigators side with Nathan, or profess knowledge of the Cthulhu Mythos (of which Jones has heard a few dark and terrible hints), he decides they are part of the plot to kill Albert.

## The Meeting

Jones has rooms in a small house in Eagle Street. He lives alone, and gruffly greets the investigators regardless of when they visit.

Jones is dark-haired and bearded, a small bear of a man. He dresses in worn suits of once-fine tailoring. He is friendly, but outspoken and blunt in conversation. A Psychology roll notes that he is uncomfortable in the investigators' company, perhaps suspicious of them. Nevertheless he beckons them into his study, offering brandy and cigars.

In the study are several artifacts similar to those in Albert Hardwicke's study, mostly North African in origin. Numerous books line the wall shelves: the predominant subjects are history, anthropology, archaeology, and mythology, from a wide variety of cultures.

Puffing on a pipeful of noxious tobacco, Jones bids the investigators to sit, and explains why he has brought them

### PLANT PAPERS #2 — Letter from Albert Hardwicke to Howard Jones

Howard,

I realize this is going to seem a bit odd, but I have just discovered this piece under extraordinary circumstances, and could make head nor tail of it myself. I thought that if anyone could decipher these scratchings, you could. Sorry to say, the only hint I can offer is that it was found here in Brecknockshire, in the wild foothills of the Black Mountains. Not Roman, nor Welsh, I gather. Runic? I don't know, so I'm asking you.

I'll be able to tell you more in a few days, when I return to London. I'll call on you then to explain this little mystery. Until then, please mention it to no one, not even my nephew. As I said, I'll explain all this secrecy when I see you.

Yours,  
Albert Hardwicke

here. Albert, it seems, was a dear friend of his, a companion in wartime, a fellow traveller and adventurer, a man of the world. He and Albert remained close now that the end of their travels had brought both to London.

Earlier this week, Jones received a package from Albert. It was heavy, and was postmarked Brecknockshire, Wales. Inside he found a letter — and something else. He hands the investigators the letter, adding that the next day he learned that Albert had been murdered. See Plant Papers #2.

### The Black Stone

Once the investigators have read the letter, Jones leads them to his desk and draws out from a drawer a rectangular chunk of black stone. It is obsidian, about a foot across, eight inches high, and three inches thick, with a flat upper surface and irregular sides. On the surface are six rows of strange wedge-shaped hieroglyphs, about ten per row, each about a half-inch in height, running along the long axis of the stone.

A Cthulhu Mythos roll identifies the markings as the cryptic alphabet called the Aklo letters, a written language used by certain prehuman and contemporary primitive cults. With a subsequent roll of 10% of a character's normal Cthulhu Mythos skill the Aklo inscription can be translated: "We who remember the ruined great cities honor their memory with this relic, for it is a reminder that those cities were once, and shall rise again."

Jones has made no progress with the markings, and intends to keep the stone until he figures out its bearing on Albert's murder. If the investigators identify the language his eyebrows raise in surprise: a Psychology roll recognizes that Jones too may be familiar with the Cthulhu Mythos. He actually knows very little, having picked up only a smattering in his travels, but what he knows disturbs him greatly.

Jones believes the black stone has something to do with Hardwicke's murder. He doesn't know what, but feels obligated to find out. If the investigators seem open-minded and do not raise his suspicions further (see above), he offers to help them find Albert's murderer.

If the investigators defend Nathan Hardwicke or seem too knowledgeable of occult topics — including the Cthulhu Mythos — Jones listens to what they can tell him, but adds little himself. A Psychology roll detects his deepened suspicions, but he claims he is leaving the matter to the authorities to resolve. He continues his investigation, independent of Nathan and the investigators — both of whom he now suspects.

### The Black Stone — A Footnote

Having viewed the black stone and its crude markings the investigators may wish to consult their Mythos tomes for references to such artifacts. The chance to find such information is a given book's Cthulhu Mythos knowledge x2%, with the exception of Unausprechlichen Kulten and its translations, which definitely contain the following reference.

### PLANT PAPERS #3 — A passage from a Mythos tome

There are relics of ancient cities supposedly reared before the rise of man, black stones of impossible antiquity carved with the language of a race (or races) either extinct or in hiding in the darkest corners of the world. The black stone monolith that broods in the mountains of Hungary is but one. The geographer Solinus has written of another, the Ixaxar, the hieroglyphed ebon worship-stone of an aboriginal race found in the deserts of Libya. These black fragments, keys to secrets lost to civilized man, are yet worshiped by those who remember the great cities of which they once were part.

## On to Wales

Within a week of the investigators' meeting with Nathan Hardwicke, the young heir intends to leave for the Welsh estate where his uncle was murdered. If he has hired them, he offers to pay their expenses to Brecknockshire.

The journey by rail leaves from London's Paddington Station in the early morning. What follows is a 5-6 hour trip on the Great Western Railway, with stops in (among other places) Reading, Swindon, Newport, and Abersyonan (Abergavenny). Each fare is roughly 10 shillings, one-way.

Nathan is very quiet should he share a railway carriage with the investigators. He doesn't initiate any conversation with his companions, focussing instead on a fat volume of Welsh history. It is mid-afternoon when the party reaches Abersyonan (Abergavenny), Monmouthshire, the nearest stop to the Hardwicke estate in neighboring Brecknockshire.

At Abersyonan, Nathan and his companions must hire a front-and-rear seated surrey to reach Partrishow and the Hardwicke estate. The total cost here is 9 shillings to reach Partrishow, and another 4 if the party continues on to the estate. Alternately, with a 20 Pound deposit the party can rent the two-horsed carriage in Abersyonan for 1 Pound per day.

### The Village of Partrishow

From Abersyonan it is a little over an hour's ride by carriage to the village of Partrishow. Nathan and the investigators arrive late in the afternoon.

Nestled in the valley of the Grwyne Fechan, Partrishow has a population of only 400. It is typical of the small villages in this area, populated mostly by farmers and sheepherders. In the village are a secluded 11th century



church, a smithy and stable, and a pub called the Black Mountain's Rest.

Neither Nathan nor the investigators know where the Hardwicke estate lies, so they must get directions in Partrishow. In addition to offering a welcome drink after the long journey, the Black Mountain's Rest also seems a likely place to inquire about the property.

### The Black Mountain's Rest

A cozy and very rustic-looking place, the pub boasts only a handful of customers at any given time. The landlord, a thin, mutton-chop-whiskered chap named Hugh Jenkins, greets the party cheerily. Jenkins is initially friendly, but when Nathan or the investigators ask for directions to the Hardwicke estate, a Psychology roll notes his sudden suspicion or fear; a second such roll detects an abrupt silence in the pub as the rest of the clientele stop their conversation to listen.

Jenkins tells the party the estate is four miles northeast of town, on the old track. He then asks why they want to know about that place. If told who Nathan is (the nephew of Col. Hardwicke), yet another Psychology roll detects a definite reaction of fear or revulsion on Jenkins' part, and one or two patrons hastily down their pints and leave the pub. Neither Jenkins nor the others explain their reactions. The spooked landlord states that if the investigators have any questions about Col. Hardwicke's murder, they should talk to Constable Meyrick, who lives just down the lane.

As Nathan and the investigators leave, a Spot Hidden roll meets the twinkling eye of a grim, bearded old fellow at a corner table. He merely nods for now, as he doesn't wish to speak in front of Nathan. An investigator returning without the young heir can get him to speak freely.

The old man calls himself Evans, and over a steady stream of investigator-purchased pints, he explains the rea-

### Of Faeries and the Little People

**T**HE WELSH FAERIES are commonly called the Tylwydd Teg, or "fair family"; Bendith Y Mamau — "the mother's blessing" is another common Welsh term for faeries. These terms are pleasantly worded despite the fact that the faerie folk are frequently mischievous — such as kidnapping human babies (hence "the mother's blessing" is a euphemistic term used to dissuade these activities). Non-euphemistic terms for the Welsh faeries include Plant Y Nos ("children of the night"), Poby! Y Tywyll ("people of the dark"), and Plant Y Daear ("children of the earth").

Welsh faerie lore depicts these creatures as small, lithe, fair-haired elves. They covet human children, especially golden-haired ones, and have been known to substitute one of their own young for a human infant. The Welsh faeries live underground or underwater, and build fairy rings, around which they sing and dance. Legend has it that spending time with the faeries, especially in their lairs, is dangerous, as time passes differently there — either much faster or much slower. The faeries also give gifts to friendly humans, but these disappear if spoken of.

sons for the villagers' suspicion and fear. About 20 years ago, he says, Albert Hardwicke and his sister Clarissa summered here in the manor. He was a likable man who liked to hunt and tell a good tale and share a few drinks; she was a shy woman who kept to herself at the estate. One day Albert stormed into the Black Mountain's Rest sputtering that someone had attacked his sister in the woods, and that he wanted to gather together some men to hunt for the swine who did the deed. A handful of locals aided in the search, but nothing came of it. Clarissa Hardwicke was never quite right after that, and nine months later a child was born. Depending on who you talk to, the lady either died giving birth to the child, or became sick or mad and died, or hung herself soon afterward. "You'd have to ask Alan and Marie Llewellyn; they were the Hardwicks' servants back then. Or maybe Dr. Rhys-Williams, but he's pretty close-mouthed about patient-things like that."

Anyway, after the woman died Albert closed up the place and took the infant with him. Nobody had been out there since then, until a few weeks ago, when Albert showed up again, saying he was going to sell the place at last. He spent several days out there, alone, then came into the village one day to post a package. It was on his way home he was killed. Evans says he has no idea who the murderer was, but a Psychology roll detects a note of amusement in his eyes.

Pushed further, or plied into drunkenness, Evans begins muttering about the "Tylwydd Teg," the Fair Family. The Little People. The little golden-haired, pointy-eared magical folk of the woods. They build fairy rings, live underground, and are fond of practical jokes. "Per'aps ol' Albert did summin' to the Little Folk, an' they done fer 'im." Evans passes out soon after this, and hence-

### Brecknockshire, Wales

**T**HE REMAINDER OF THIS ADVENTURE takes place in the Black Mountains in eastern Brecknockshire (today called Breconshire), just across the English/Welsh border. The land here is rocky, hilly, mountainous, wild, and very picturesque. The rough land is used mainly for raising sheep and a few cattle. Average daily temperatures range from the lower 40s to mid 50s. Blankets of mist and fog commonly fill the valleys in the mornings and evenings.

Partrishow and the other villages in the vicinity of the Hardwicke estate are quite small and isolated, each with perhaps only a few hundred residents. These villages can only be counted on for the barest of necessities, and only for verbal sources of information. Investigators seeking "luxuries" such as new weapons, library information, or telegraph services had best shop Abersyonan (Abergavenny) before moving on.

Roughly 50% of the population here speak the Welsh language in addition to English; another 25% speak only Welsh, and the remaining 25% speak English exclusively.

forth he and the villagers alike shun Nathan and the investigators.

### Constable Robert Meyrick

Just down the lane from the public house is a small cottage with a wooden sign attached that reads "Constable." Knocking, the investigators rouse the village law officer, a plump fortyish man named Robert Meyrick. The extremely reticent and uncooperative Meyrick offers no information whatsoever: not details of Col. Hardwicke's murder, nor stories of Clarissa Hardwicke's travails (though he admits that was before he became constable). Meyrick isn't superstitious, and scoffs at the villagers' whispered tales of the Little People. He merely upholds the law, and considers the Hardwicke murder the business of the constabulary and no one else. Meyrick's young twin children stare silently at the investigators while they speak with the constable.

### Dr. Hugh Rhys-Williams

Dr. Rhys-Williams is over 70 years old, and though a little slow he still serves as the town physician for Partrishow. A widower, the doctor has a small cottage in town.

The congenial old physician is very reluctant to speak of the Hardwicke tragedies. A Law or Persuade roll gets him to open up regarding Col. Hardwicke's murder: Albert was apparently thrown from his horse, then beaten and stabbed several times. The body was found by a passing shepherd. The Colonel's watch, money, and revolver were left behind, untouched by the killer or killers. No one in Partrishow has any idea who would have killed Albert, as he was well-liked in the village.

If Nathan accompanies the investigators here, Dr. Rhys-Williams claims that Clarissa died giving birth to Nathan. A Psychology roll detects the doctor's nervousness while telling this tale.

If Nathan isn't present Dr. Rhys-Williams may speak more openly, but the investigators must first win his trust. A Psychology or Credit Rating may aid in this respect, but the good doctor won't betray his oath lightly. 20 years ago Clarissa Hardwicke was indeed "attacked" in the wilderness. When she had recovered she seemed to have blocked out what had happened to her. It turned out she was pregnant, and she soon became a pale shadow of herself, cheerlessly wasting away in the house as the child came to term. Rubbing his eyes, the doctor then states that when the child was born Clarissa went berserk and tried to kill it. Separated from the infant, she begged Dr. Rhys-Williams and the servants to kill the "little monster." They kept mother and child apart, and the next day Clarissa asked to see her baby. But when they brought him in she went after him with a table knife. Again they were separated, and Clarissa heavily sedated. The next morning, he sighs, Mrs. Llewellyn, the servant, went into Clarissa's room and found that she had hung herself from the bedpost. Albert was emotionally destroyed by all this, and promptly shut up the place and moved to London with the boy.

The doctor can think of no reason for these tragedies. The infant, Nathan, was a normal child, and it was a normal childbirth. Dr. Rhys-Williams theorizes that the attack on Clarissa must have unhinged her mind so much that she blocked it out, and Nathan's birth must have triggered her to remember it again. If the investigators mention the Little People, Dr. Rhys-Williams haughtily claims such tales are "stuff and nonsense;" a Psychology roll catches a note of desperation and fear in his refutation. While he claims he's not superstitious, he suspects something of the awful truth behind the attacks on Clarissa and Albert.

### Alan and Marie Llewellyn

The Hardwicke's former servants, the Llewellyns, now live on a small farm just south of Partrishow. Alan won't talk about his former employer with strangers, but with a successful Luck roll the investigators arrive at the farm while he is elsewhere tending his cattle. Marie, while also reluctant to talk, does so anyway given time. Her story echoes Dr. Rhys-Williams' perfectly, and like the doctor she edits her tale considerably if Nathan is present. If Nathan is present, a Psychology roll notes an undercurrent of fear directed toward him.

If Nathan isn't present and she doesn't realize the investigators are travelling with him, a Luck roll indicates that Mrs. Llewellyn suggests in hushed, furtive tones that the Little People attacked Clarissa Hardwicke 20 years ago. And maybe killed Albert Hardwicke too.

At some point during the interview Alan Llewellyn returns. Angry with his wife for speaking with strangers, he brusquely runs the investigators off, though perhaps more civilly if Nathan is present.

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## The Hardwicke Estate

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The Hardwicke estate is located about four miles northeast of Partrishow, at the end of an old overgrown track. Along the way the party may (with Spot Hidden rolls) glimpse the collapsed, wildly overgrown remains of three long-abandoned farmhouses. Nathan is more animated during this part of the trip, setting aside his book and pointing out interesting landmarks.

The manor house lies in an isolated, wooded section of the hills that make up the lower reaches of the Black Mountains. The estate includes the manor house, a well, carriage house, stable, and two small sheds. All are in disrepair, and the surrounding area is overgrown with wildflowers and tall weeds.

The stone-walled WELL is very deep, about 35 feet down to the water's surface. The water is clear, potable,



contains only unused writing materials. A few more pieces of firewood (and a set of pokers) are stacked near the fireplace here.

In the south wing of the house are the old servants' quarters, containing an uncovered and unmade bed, a pair of dressers, and an oil lamp. The nearby kitchen contains only a few basic cooking and eating utensils, and no food at all. The pantry is likewise empty of anything edible: what remains is moldy, rancid, or spoiled. A door off the kitchen opens onto a set of stairs to the tiny 15-foot square cellar, where perishable foods were once stored; again, nothing edible remains. Finally, a storage closet near the front door contains a broom, an umbrella, a pair of battered and muddy leather boots, an oil lamp, and a pair of heavy moth-eaten cloaks.

## First Floor

The master bedroom is located directly above the study. The room contains a large canopied bed, a pair of dressers, a dressing screen, and a table and chair. A Spot Hidden roll notes a worn mark on one of the bedposts: with an Idea roll, those knowing of the fact may surmise that this must be where Clarissa hung herself. (This is indeed the room where Nathan was born, and where Clarissa died.)

Again moving counterclockwise, the next room is a large bathroom, complete with a claw-footed tub, water-closet, and mirror and washbasin. Down the hall is a large storage room, filled with boxes of Hardwicke family mem-

orabilia: old clothes, papers, and trinkets — none of which have any bearing on this adventure. There is, however, an empty oil lamp here. There are three identical guest rooms on this floor, each containing a bed, dresser, and a table and chair. Between two of these guest rooms is a sitting room outfitted with four stuffed chairs and two endtables. At the end of the hall is a linen closet containing a broom and a few extra bedclothes.

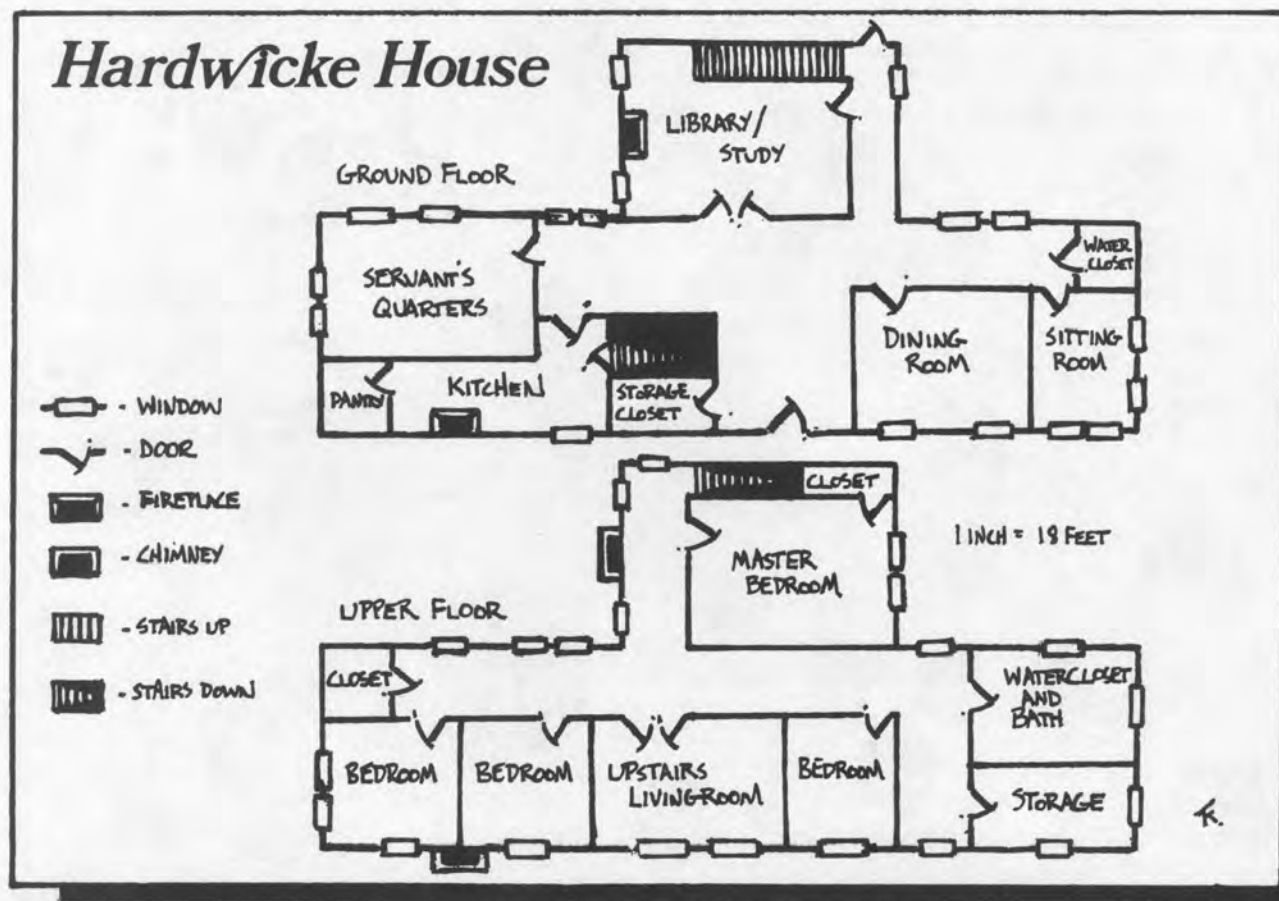
## Settling In

On arriving at the Hardwicke estate, the first order of business is settling in. The carriage and horses rented by Nathan are kept in the stable. There is sufficient hay there to keep the animals during the party's stay.

Within the house, Nathan chooses the servants' quarters as his room. The rest of the rooms are left for the investigators to sleep in as desired.

The house itself has no food and very little lamp oil, so supplies must be gotten from the village. Some means of getting water from the well must be seen to, as the rope and bucket are missing. There is plenty of firewood.

Nathan keeps largely to himself, and welcomes the investigators to make themselves at home. He offers no complaints if they want to search the house, so long as nothing is damaged.



## Watched

**E**ACH DAY the investigators spend at the estate, they should roll D100; if the result is their POWx1 or less they have an eerie feeling of being watched. As long as they are near the house they have no chance of glimpsing the observer.

In the wilderness, however, the watchers are less careful. While in the woods and hills an investigator who senses he is being watched may spot the observer. If the investigator says nothing to his comrades, but quietly looks for the watcher, a halved Spot Hidden or Listen (whichever is lesser) catches the barest glimpse of one of the Little People — just enough to see a child-like figure dart into the undergrowth. If the investigator alerts his fellows that they are being watched, the Little People disappear into the woods, perhaps to leave the party alone for the rest of that day.

Each day an investigator has had the feeling of being watched he loses 0/1 Sanity.

## Uninvited Guests

Unless they have offended him somehow, any uninvited or unhired guests who might have followed him from London are invited to stay at the manor. Those who have proven hostile to Nathan must either stay at the Black Mountain's Rest in Partrishow or camp out in the wilds. Those turned out by Nathan must pay their own expenses, but should somehow be driven back to the house during the event below entitled "The Siege."

The villagers advise against camping out, ostensibly "due to the chill." If someone does camp in the woods near the Hardwicke estate, they are subject to the nocturnal shenanigans of the Little People: incessant whisperings, branches dropped on tents, stolen gear, designs of sticks and stones (described below) built around the camp, or castings of The Curse of the Little People (a new spell described later). For this reason, sleep outside the house is restless, and a Sanity loss of 0/1 per night is charged due to the weird goings-on in the dark.

## Nathan at the Estate

Nathan spends the first day or two at the estate going through the contents of the outbuildings and the house, leaving the books in the library for last. More than once during this time the investigators notice the young man staring out a window at the wild countryside. His hours grow later and later, and he frequently stands outside in the moonlight. A Psychology roll notes that Nathan seems more at ease here in the wilderness than he was in London. He himself notices this, and admits he is genuinely surprised at his own affinity for such rustic surroundings. He is much more friendly and communicative with the investigators during this time as well.

## The Writing on the Wall

Within a day or two of their arrival a random investigator notices Nathan closely examining the outside of the shed behind the house. There, about a yard off the ground, a symbol has been scratched into the planking. It is similar to the markings on the black stone held by Howard Jones, and a Cthulhu Mythos roll identifies it as definitely belonging to the Aklo letters. A roll of 10% of Cthulhu Mythos or less then translates the symbol: "home." An investigator who examined the shed shortly after arriving here recalls seeing no such marking earlier.

Nathan claims to know nothing of the scrawl, but a Psychology roll notes that he is perplexed and disturbed by it. It is of course the work of the Little People, who recognize Nathan as "one of their own," and thus welcome him "home."

## In the Wilderness

Sooner or later Nathan and the investigators must leave the estate to search for clues pertaining to Col. Hardwicke's murder. Nathan begins to feel the call of the foreboding hills and forests within a few days of his arrival. And the villagers' tales of the attack on Clarissa Hardwicke and/or the Little People may also draw the investigators into the wilderness.

The valley of the Grwyne Fechan, in which the Hardwicke estate lies, is intensely lonely and isolated. No other humans are met here. The thick woods and steep hills limit visibility, as do the morning fogs which clog the area in the mornings and as dark approaches.

The wilderness is punctuated with unfamiliar birdcalls and animal cries, rustlings of hidden movement, and other unsettling phenomena. The investigators should get a sense of primeval fear here, of Nature unbound.

There are many intriguing finds to be made within the valley. In addition to the abandoned farms perhaps noticed on the way to the estate, the woods and hills hold countless examples of the Little People's natural sculptures: strange configurations of sticks and stones. Explorers are also certain to stumble across the vicious adders which inhabit these forests in disturbing numbers. And, as mentioned earlier, there are furtive watchers in this wilderness, the Little People themselves...

### Abandoned Farms

There are three abandoned farms in the valley along with the Hardwicke estate. Once inhabited by tenant farmers, they have long since been left to the ravages of nature.

The dwelling nearest the village of Partrishow (marked A on the Valley map) is in the best repair of the three, though this isn't saying much. Overgrown with weeds and

## Sacraments of Evil

creepers but still intact, it is rotting and holds naught of interest.

Farthest from the road (B) is a wildly overgrown mound of green: the collapsed remains of a barn and stone-walled cottage. Spot Hidden rolls are needed to differentiate these mounds from the normal foliage; the casual passerby would scarcely recognize their true nature. There are numerous stick configurations scattered within and around this ruin.

The ruin nearest the Hardwicke house (C) is also a collapsed ruin, and also overgrown. One or two stick configurations are found nearby, and a Spot Hidden roll notes a crude design carved into a stone fallen from the cottage wall. A Cthulhu Mythos roll identifies it as one of the Aklo letters, and a roll of 10% of Cthulhu Mythos translates it: "death." If the investigators excavate the ruin, a halved Spot Hidden roll unearths an opening into a root-cellar. Within is a large opening some three feet in diameter burrowing out of sight into the damp earth. This is an entrance into the burrows of the Little People, as described in the section below entitled "The Places Beneath the Hills."

### Sticks and Stones

Straying into the woods and hills away from the Hardwicke estate, the investigators may come across these strange natural sculptures. Each day each hiking investiga-

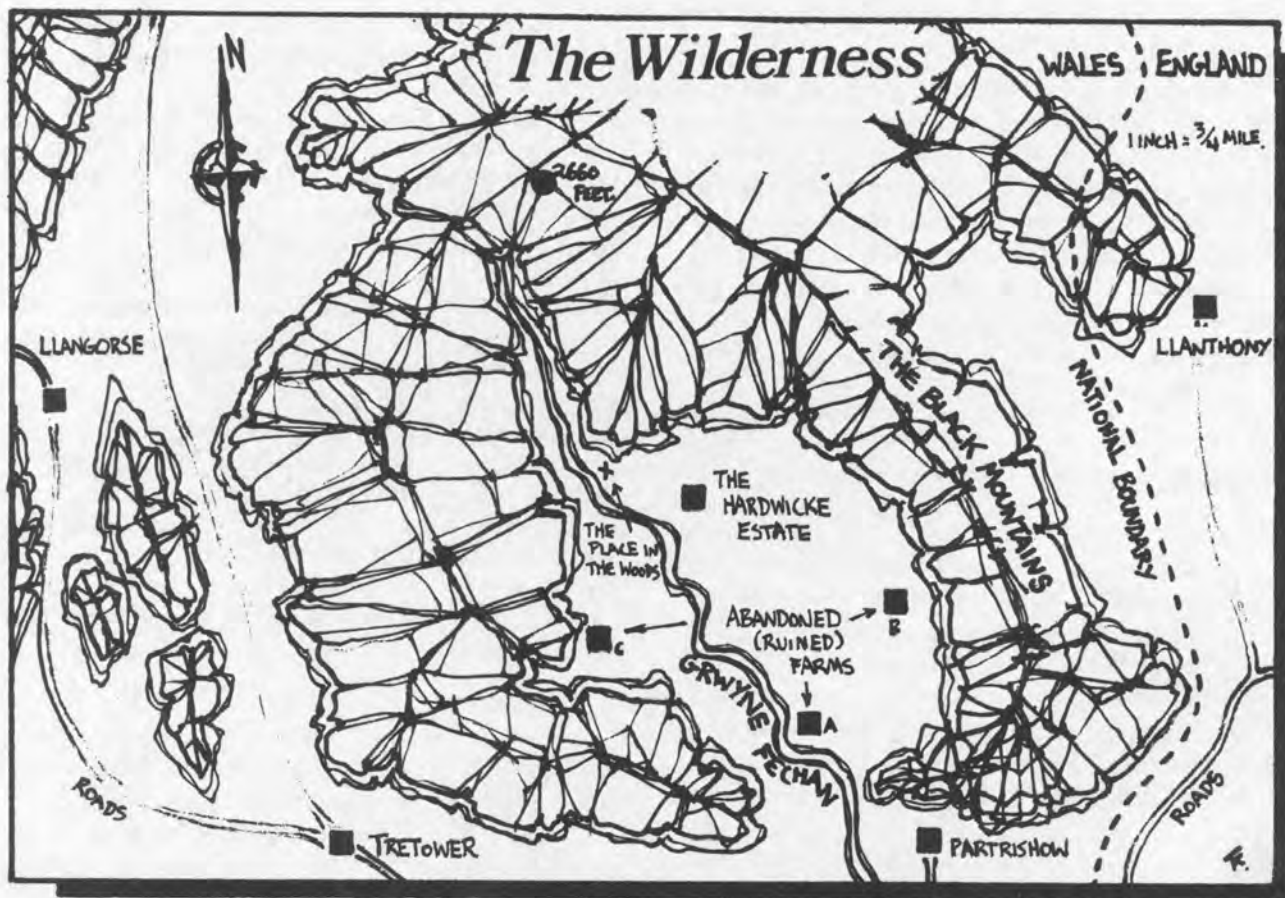
tor should attempt a Spot Hidden roll, and if successful he or she spies one of these devices in his wanderings.

These works take one of two forms: either sticks, bones, or feathers tied in bizarre lattice frameworks, or patterns of stones laid out on the forest floor. The stick configurations are made up of pieces only a few inches long, tied together with twine, string, or vine. The design may be merely a stick or two affixed together, or there may be a cluster of pieces perhaps several feet in circumference (but never more than five feet tall). They may be hung from a tree, stuck into the ground, or atop a cairn of stones.

The patterns of stones may be all of one size or color of stone, or combinations. The patterns may be anywhere from a foot or two to several yards across.

Configurations of sticks and stones are rarely found together. None of the sculptures are in any pattern recognizable to the investigators. An Archaeology roll might ascertain that these designs are the very recent work of a primitive, very human-like race; a second such roll adds that this culture is very secretive and holds nature in high regard.

A Cthulhu Mythos roll recalls mention of such devices as being used by some prehuman civilizations in accordance with the worship of the more nature-oriented Mythos entities: Yig, and Shub-Niggurath and her Dark Young, among others. Having thus identified these works



as in-, pre-, or sub-human, each subsequent discovery costs the investigators 0/1 Sanity.

If any of the sculptures are disturbed in any way the Little People repair them at some time when the investigators are absent, probably after nightfall. Unless an investigator were to somehow invisibly spy on the site, the repairers won't be seen. An investigator who makes a habit of destroying these devices quickly becomes the target of *The Curse of the Little People*, a new spell discussed at the end of this scenario. On the other hand, an investigator who merely tinkers with an element or two of a design may be rewarded by finding the design subtly changed (by the Little People) yet another way the next day.

### Adders

A lesser danger in the Welsh wilds is the poisonous serpent sometimes called the European viper. The adder is relatively small (two to three feet in length), and identified by dark triangular or zig-zag markings on its back. If the keeper wishes to introduce an adder encounter, allow a random investigator a Spot Hidden roll to avoid treading on the creature. If the roll fails, a Luck roll is then required to avoid the serpent's bite. If this roll also fails the victim is bitten, and a venom of 1D10-1 Potency is injected. If the poison doesn't overcome the victim's CON, he or she takes only half damage, otherwise full damage takes effect in CON+15 minutes. Successful Medicine or First Aid rolls reduce the Potency by 2D4 and 1D6, respectively, but only one successful treatment roll is permitted.

## Nathan in the Wilds

Once the young Hardwicke has made a few forays into the wilderness, his recessed inhuman genes begin to awaken. His senses become more acute, as reflected by the listed increases in his Listen, Natural History and Navigate skills; he becomes something of an unconscious naturalist. He has no qualms about hiking with the investigators, though he takes frequent walks alone as well.

In his wanderings Nathan comes across the countless designs of sticks and stones, perhaps puttering with them. If the keeper wishes, he too may receive the same die rolls to notice that he is being watched. More importantly, each day he explores the wilds Nathan has a cumulative 20% chance to discover "The Place in the Woods," the bizarre natural shrine of the Little People.

Accompanying Nathan's psychological/spiritual changes are a few physical manifestations of his Little People ancestry. These changes are very gradual, and are noticeable only with a halved Spot Hidden roll at first; once Nathan has discovered "The Place in the Woods," however, these physical alterations are prominent enough to note with full Spot Hiddens. Among these changes are a coarsening and darkening of the skin, a gradual slanting of the eyes, and the development and shedding of scaly



*Howard Jones and the Black Stone*

patches of skin. Each time an investigator notices one of these changes, he should lose 0/1 Sanity. At some point a random investigator glimpses Nathan looking quizzically at himself in a mirror, as he too begins to notice this ever-so-slight metamorphosis.

As the investigators ponder the growing peculiarities of their host, the estate is visited by a figure whom they have encountered previously, far from here...

## Howard Jones, Again

While Nathan and the investigators spend their days exploring the wilderness around the Hardwicke estate, Howard Jones arrives in Partrishow. He has come to delve further into Col. Hardwicke's murder, and not incidentally to watch over his prime suspect in that murder: Nathan Hardwicke.

Jones initially rooms in the Black Mountain's Rest in the village, a situation which quickly exposes his presence if other investigators are staying there as well. The investigators may spot Jones, probably in the pub, if they spend any time in the village. He also visits the talkative Evans, Dr. Rhys-Williams, Constable Meyrick, and the Llewellyns.

He has brought outdoor clothing, his pipe and tobacco, a revolver, a cavalry sabre, the black stone, writing materials, and a handful of anthropological texts which he erroneously believes are pertinent to his research.

Jones makes no secret of his motive for being here: he is investigating the death of his friend. He is suspicious of the investigators, discernible with Psychology rolls.

Jones makes frequent journeys into the valley of the Grwyne Fechan where the Hardwicke estate is situated.

He too explores the woods around the estate, studying the stick and stone configurations and poring through the ruined farms. He may play hide and seek with the investigators in the wilderness.

If he is asked to stay at the estate, he accepts with a mixture of suspicion and triumph. Nathan might ask Jones to stay there, or the investigators may. If Jones has offended Nathan, or if the investigators warn Nathan against letting Jones stay, he remains at the inn in Partrishow.

Much of Jones' role in this part of the scenario is left for the keeper to decide. He is on hand to provoke suspicion in himself and in Nathan. He may become a victim of the Little People, stumbling into the manor beaten and bloodied or swollen with poison, to utter a clue before dying. Or he may be chased here at the outset of the "Siege" event (described below), forcing him to side with the investigators in that battle. If Jones is killed, the Little People retrieve the black stone and return it to "The Place in the Woods."

### Nathan and the Girl

During one of Nathan's early morning walks in the foggy, misty valley, the investigators may — to their surprise — see him meet a young girl near the banks of the Grwyne Fechan. She is a lovely creature in her twenties with long dark hair; she wears a plain dress beneath a heavy mantle (cloak), and a scarlet handkerchief is tied around her neck.

The woman is actually an atavistic serpent person, the leader of the Little People here in the valley. She is using the *Appear Human* spell (described later). Like her diminutive followers, Helen has recognized the inhuman taint in Nathan and seeks to gradually convince Nathan of his true heritage so that he will live here with his people — and her. Together, perhaps they can rebuild a civilization long in decline.

Assuming the investigators keep their distance, they may observe the pair in secrecy. Approaching them in the open, the young woman turns on her heel and strides off; a *Spot Hidden* roll glimpses a hateful look directed at the intrusive investigators, but she quickly disappears along the brushy streambank.

If the investigators Sneak up on the couple in the cover of the bushes alongside the stream, they may listen in on their conversation. Any failed Sneak roll results in the girl's flight, as described above; Nathan is understandably upset by the investigators' impertinence as well.

Successfully Sneaking investigators may, with Listen rolls, hear the couple talk of the beauty of the landscape here: the cool mountain air, the dewy heath, the silence of the deep woods, the shadows as night falls. A Psychology roll notes that Nathan is enthralled by the woman's voice and her poetic descriptions of life in the wilds. Even the most misogynistic investigator finds himself listening intently to the girl's sensual invocation. Helen, the girl, is particularly interested in whether or not Nathan intends to live on the estate. He is unsure, though he admits to enjoying the countryside. The couple walk and talk for awhile,

then Helen takes her leave into the northern hills, hoping to see Nathan again.

If asked about this meeting Nathan says she is merely a shepherdess he met wandering. A Psychology roll discerns that he is quite taken with her.

The couple continue to meet in the wilds. A second successful eavesdropping by the investigators at one point hears Helen remark that "The woods hold delicious secrets, if you know where to look. Maybe one day I'll show you." Soon afterward, Helen and Nathan share a kiss on the misty heath. They continue to meet until whatever circumstances trigger the "Siege."

### Helen

As revealed above, the girl Helen is actually a serpent person using a magical disguise. Though she initially flees from the investigators — and Howard Jones — she may later confront them as they wander in the wilds. If the keeper desires, the investigators may first see her meet with Howard Jones.

Helen is always dressed as described earlier, and up close is even more lovely. She approaches Jones or the investigators haughtily, her brown eyes sparkling fiercely. She asks the investigators what their business is out here. If told that they are friends of Nathan's, she smiles wryly and says that Nathan has told her he has no friends. Helen also warns that strangers can get lost out here in the wilds, but claims to know nothing of Albert Hardwicke's death.

A Psychology roll notes that the mysterious girl is thoroughly contemptuous of the investigators. Her tone is cold and slightly mocking. In conversation she largely ignores the investigators' questions while making her own inquiries. She is especially amused if an investigator makes amorous advances toward her; she smiles and laughs wickedly, leaving no doubt that she finds such an idea ridiculous in the extreme.

While speaking with Helen, allow each investigator a POWx1 roll as per the "Watched" box above. If successful, the investigator has the same feeling of being watched. As before, a halved *Spot Hidden* or *Listen* roll (whichever is lesser) detects a slight movement nearby. A child-like figure might be glimpsed darting behind a bush, or a small head ducking below a hill, and so forth. More than one such figure may be glimpsed during the interview with Helen. She says nothing of these watchers.

After a few minutes of discussion, the lovely Helen wanders off into the foothills, quickly losing any pursuing investigators. Howard Jones, for his part, dislikes the woman intensely after he encounters her, remarking that she is "damned forward, I'd say. Then again, what would you expect from an unwashed country woman such as this." While not convinced of it, he wouldn't be surprised if she and Nathan weren't somehow in league to murder Albert Hardwicke — a suspicion he keeps to himself.



# The Place in the Woods

Hidden deep in the forest near the Hardwicke estate is this narrow, nearly-inaccessible hollow. Set within steep, wildly overgrown hills, this is the shrine of the Little People inhabiting this part of the Black Mountains. It was here that poor Clarissa Hardwicke wandered some twenty years ago, and here that she was raped by the Little People.

If the investigators are hiking the wilderness without Nathan, and are not following him, they should have a cumulative 10% chance per day of discovering this hidden hollow. Nathan's chances of finding "the Place in the Woods" are given above.

The hollow lies at the end of a narrow, overgrown path descending between two hillsides. The sides of the hollow

are covered with thick brush and brambles and steep rocky inclines, making the place inaccessible save for the path. Overhanging trees block out the sun, making the grotto dim and shadowy even at midday, and incidentally making it impossible to peer into from above.

Within the grotto are dozens of the strange stick configurations and patterns of stones described earlier. Sticks, pebbles, stones, bones, and twigs form piles, designs, and archways throughout the hollow. Viewing the extent and numbers of these weird natural sculptures costs 0/1D3 Sanity points.

The path ends at the back of the grotto, where a low earthen mound is surmounted by a cairn of stones and a maddeningly intricate stick configuration six feet tall and six feet around. Tangled in plain sight within this sculpture is a small gold locket. Inside the locket is a cameo silhouette of a woman on one lid, and on the other the inscription "To Clarissa with Love, Albert." (Also, if the black stone has been retrieved from Howard Jones it will be

## Underground Encounters

Roll 1D100

01-08: An entrance/exit burrow, keeper's choice as to location.

09-21: Stick/stone configurations, as described earlier. They may be large, small, combinations of both types, etc.

22-29: The passage ends abruptly, and the party must turn back.

30-38: A passage or cavelet containing one or more adders. Spot Hidden to notice, Luck roll to avoid bite, as described earlier.

39-47: The passage narrows so that it only allows passage of persons/creatures of SIZ 1D8+6 or less. The party may have to turn back.

48-53: A Listen roll detects a hissing and slithering ahead. There lies a roomful of hundreds of adders coiling and twining about each other, calling for a loss of 0/1D2 Sanity points. The party probably must turn back. This encounter occurs only once.

54-61: A cavelet containing bones is found. There may be only a few, a few dozen, or hundreds, as desired. Most are animal bones, but a few human ones may be found, and perhaps a few child-sized humanoid ones as well. Regardless of which, there may be a loss of 0/1D3 Sanity for these finds.

62-67: This larger cave contains not only a few animal bones, but also a flat stone table-like structure. It is spattered with brown stains, identified with Biology or halved Know rolls as blood. This encounter occurs only once.

68-74: The party's flickering lights suddenly illuminate the snarling, half-human, half-reptilian features of 1D3 Little People in the passage ahead or behind the party, calling for a loss of 1/1D6+1 points of Sanity. With a Luck roll,

the stunted creatures flee from the offending lights, otherwise they attack the intruders into their realm; they flee if one of their number is killed.

75-84: Strange hieroglyphs are found along the passage, or in a small cave. They are similar to those found on the black stone, but these corrupted versions of the Aklo letters are untranslatable.

85-96: The passage branches in 1D4 directions. Does the group wish to split up?

97-00: A Listen roll detects a loud chaotic hissing and shuffling in the passage ahead. If the party douses their lights they can approach more closely, until they seem to be nearly in the room with the tumult. If their lights aren't doused, or they fail to hear the disturbance, they stumble onto the horrible scene unawares. Within a huge cavern ahead, a small fire burns and an overpowering reptilian stench pervades. The floor of the room squirms, roils, and flashes with the sprawling forms of dozens of creatures like feral children, yet with serpentine eyes, flickering tongues, and lean, filthy bodies. They coil about one another, biting, thrashing, caressing, and hissing in frenzied ecstasy. Numerous adders also coil among them, twining and biting. Within the heaving mass is a larger, sleeker reptilian form, like a man-sized snake with scaled arms and legs: a Cthulhu Mythos roll identifies it as one of the serpent folk. The whole mind-numbing sight costs 1D4/2D8 points of Sanity to view. Any character who goes insane must make a Luck roll to keep from crying out. In any case, if the revelers notice the intruders they quickly untwine themselves and charge after them hissing hatefully. The investigators had best remember the quickest way out of the burrows if they hope to escape the frenzied horde. "The Siege" event then commences.

found — in a place of honor — at the base of this sculpture.)

While exploring this place, each person present should roll D100, and if the result is less than their POWx3, they have an intense feeling of being watched. If the watched person says nothing, but looks for the watcher, a halved Spot Hidden roll catches a glimpse of one of the Little People peering down from the hillside or the trees above. Once seen the watcher quickly shrinks from view. Several investigators making their rolls may see different watchers at various times during their stay in the grotto.

Unlike the devices of sticks and stones found elsewhere in the woods, the Little People tolerate no tampering here, however playful. Here they strike with their "Curses" (see the New Spells listing) at the very least; the more destructive the tampering, the more violent the Little People's response as they try to drive off the defilers: from casually thrown pebbles to murderously hurled rocks and spears. If the investigators try to take either the locket or the Black Stone, or destroy all the devices found here, such tampering results in the "Siege" event described below.

Nathan is enthralled by this place, eagerly running from design to design, examining each. He claims to know nothing of these devices, but a Psychology roll detects a hesitancy or confusion in him, as if he were on the verge of some discovery. And indeed he is...

## The Place Beneath the Hills

These are the subterranean lairs of the Little People: cramped, unlit burrows with a few openings into the valley where the Hardwicke estate lies. These openings are invariably well-concealed, making their discovery by the investigators unlikely — but not impossible.

Each day the investigators spend exploring the valley, allow the character with the lowest POW present a POWx1 roll. If it succeeds, a successful Spot Hidden then discovers one of these burrows concealed beneath a bush, within a rocky cleft, along the streambank, etc. The entrance is scarcely large enough to allow an adult to enter. Should the investigators watch the burrow from concealment to see what goes in or out of it, they see nothing: the ever-watchful Little People are aware of the vigil, and use other burrows.

Should the investigators brave the dank, cramped tunnels, they find within a stench akin to something found in a zoo; it is particularly reminiscent of the reptile cage. The tunnels are anywhere from three to six feet in diameter, with some narrower spots and countless branches, turns,



*The Siege*

and changes in elevation. Travelling in them for more than an hour, one gets the idea they honeycomb the valley and the surrounding hills and mountains.

As they explore the warrens, the party hear countless rockfalls, scuttlings, skitterings, coughs, and growls: the investigators are undoubtedly being watched or pursued by unseen entities. Remind them that the cramped quarters will make combat difficult, if not impossible (all such rolls are halved). These dire realizations should cost 0/1D3 Sanity points.

The Little People are well aware of any intrusion into their realm, but they won't attack unless the investigators tamper with what they may find in the caves. In this case, or if the investigators encounter any of the Little People in the warrens, the party soon finds itself chased out of the caves, and the event below entitled "The Siege" begins.

Every 30 minutes the investigators move through the warrens, they encounter some phenomena. Roll D100 and consult the following table. The keeper should feel free to ignore unwanted results; note also that some results may be found once only — treat subsequent rolls as no encounter.

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## The Siege

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This final series of events may be triggered by any number of circumstances, most likely by Howard Jones or the investigators having somehow grievously offended the Little People. The diminutive creatures now attack the humans in the valley of the Grwyne Fechan with murderous intent. Anyone in the wilderness is attacked, chased, or otherwise driven to the manor house, where the hissing horde converges. Only Nathan is to be spared the carnage that follows. The investigators now get a clear view of the Little People, calling for a loss of 0/1D6 Sanity points.

Once the enraged Little People have the offending parties holed up in the house, they begin laying siege to the place. Over the next few hours or days, they attack the house at intervals. One of their first moves is to drive off any horses in the stable, though perhaps a quick-thinking investigator or two might escape on horseback as the horde converges on the house. Help from the villagers of Partrishow is unlikely, though if an escaped investigator persists Constable Meyrick may come out to see what the fuss is about.

The Little People, meanwhile, attack those leaving the house with thrown rocks and spears, and with their Curses. Lone escapees may be swarmed upon by the angry creatures, falling under their massed clubs, axes, and knives.

The creatures also attempt to enter the house to get at their targets. Aside from entering doors or windows, the Little People may climb one of the trees growing close to the house, and from its branches climb through an upstairs window. They may even stage a diversion on the opposite side of the house to facilitate this tactic. Listen rolls by the besieged may hear the creatures breaking in through the

windows upstairs. Once inside, the Little People stealthily creep about the house to ambush their prey. They attempt to use missile weapons first, but fight tooth and nail if need be.

The siege lasts for several hours at least. The stunted creatures continually dart about in the tall grasses outside, occasionally hurling rocks or spears at the house. As the hours draw on the investigators' stamina will be strained: if the siege lasts more than 20 hours, the keeper may wish to deduct 10% or more from investigator skill rolls due to lack of sleep, food, and water. If their ammunition runs short, they can always resort to broken furniture, fireplace pokers, and Little People weapons to defend themselves.

After several hours of feinting attacks, ambushes, periods of calm, and frenzied assaults, and with the investigators' patience, stamina, Sanity, Hit Points, and ammunition running low, an unexpected event temporarily halts the siege...

## Revelations

As the investigators scan the surrounding area for their attackers, a lone figure is seen approaching the house: the girl Helen. She comes toward the front of the house, dropping her cloak as if to show she is unarmed before knocking on the front door. If fired upon, Helen retreats to safety and the siege continues until all in the house but Nathan are killed. Note that if she is injured, she must roll her current Magic Points x5% to retain her human form; failing, she is revealed as a sleek, snake-headed humanoid, calling for a loss of 1/1D6+1 Sanity points for all witnesses.

Allowed inside, Helen glares coldly at Howard Jones and the investigators and states that the creatures outside won't attack so long as no harm comes to her and she is allowed to leave by dawn (or dusk, as applicable). If she is harmed, she warns, the Little People will overrun the house and kill everyone inside — and then they'll move on to the nearby villages. "They are my people, or rather what has become of them. I am their leader. Their mother. Their goddess."

She demands the return of the black stone, if either Howard Jones or the investigators have it. She also asks for the locket, if it was removed from "The Place in the Woods." If either of these demands is refused, she says icily, this will become a house of the dead. Her final demand is the chance to speak with Nathan, alone. If the investigators protest, she relents and allows them to listen; if they do not, a somewhat jittery Nathan asks that they be present for his protection. With a shudder-inducing smile Helen agrees: "But you won't like what you're about to hear, I assure you."

Helen begins telling those assembled the tragic history of Clarissa Hardwicke, how she found "The Place in the Woods," the Little People's shrine. How she was found and attacked by the creatures now lurking outside. She doesn't stop to explain the significance of the Place, or the sticks or stones, but continues her tale. Clarissa became pregnant from the attack, and Nathan is the result of that

union. All listeners lose 1/1D6 Sanity from this revelation, or 0/1D4 if they already suspected as much.

Nathan is reeling from this disclosure, but Helen continues her grim faerie tale. Clarissa tried to kill the baby, for though she was mad she realized where it had come from. But in the end she killed herself, and the brother took the child away. But then he came back years later, and he too found the Place. He stole the locket and the black stone, and they were very angry for this desecration. Albert managed to send the stone away before it could be retrieved, but they found and killed him nevertheless. And then Nathan appeared here, and Helen and her people recognized him as being one of their own.

Now Helen speaks directly to Nathan. "Haven't you felt different since you've been here? More at home? Remember how alone you felt among the teeming millions in London? THIS is your home! THESE are your people! Come with us, live with us in the places beneath the hills. I will be your wife, and we will rule the kingdom of the little ones, and lead them back to greatness again!"

Nathan sits dazed by all this. He has lost half his remaining Sanity, and has lapsed into stupefaction. Unable to make his own decision, his fate now lies in the hands of the investigators.

If they allow Helen to take Nathan with her she says they are free to go. If Howard Jones is still alive he fervently — probably violently — insists on this course of action, if only to buy his own life. It is left for the keeper to decide whether or not Helen sticks to her word and allows the investigators to leave unharmed. If they desecrated the Little People's shrines and ornaments, they are unlikely to leave the valley alive. On the other hand, if the Little People have taken serious losses, they may be in no shape to prevent the investigators' flight.

If the investigators insist on keeping Nathan with them, Helen attempts to leave the house and bring the Little People down on the interlopers in force. Howard Jones protests vehemently against this course of action.

The investigators may try to take Helen as a hostage to secure their escape. She accepts this rather calmly, and attempts to escape only if truly threatened. But as the party gingerly makes their way back to the village, through countless scowling feral faces, Helen springs a surprise on her captors: she reverts to her serpent form, causing a Sanity loss of 1/1D6+1 to those present, and uses the confusion to break



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Nathan and Helen, in Parlay

## Three New Spells

### Appear Human

This is a common serpent folk magic, but may be known by other races as well. The spell allows anthropomorphic creatures of man-size or smaller to appear outwardly human. This magic works only on the caster himself, and cannot be cast on others. The spell costs 5 Magic Points, and generates an APP of 3D6; each additional Magic Point grants an additional 1D3 APP. Casting time is a number of rounds equal to the Magic Points put into the spell, and the illusion lasts for a number of hours equal to the caster's POW. Each casting also costs 1 point of Sanity.

Each caster has a unique human appearance, of the same sex as the caster where applicable; a given caster has the same human form each time the spell is cast. Any variations in the caster's APP (achieved through different levels of MP expenditure) are reflected by age and handsomeness: the higher the APP of a given form, the younger and more attractive that form is. A caster can thus appear to be the same person young and handsome one day, and aged and ugly the next.

The spell has other drawbacks as well. Once the spell is cast, the keeper rolls a D100 and if the result is greater than the caster's remaining MPx5 there is some small tell-tale flaw in the illusion: a mi-go may have a buzzy

voice, a serpent person may speak with a lisp, a deep one might exhibit signs of the Innsmouth look, etc. Also, if injured the caster must roll his current MPx5 or less, or the illusion falls and the caster's true form is revealed — and witnesses must roll for Sanity loss. Finally, most creatures avoid generating too high an APP (20 or more), as such beauty is beyond earthly bounds; extremely high beauty may even cause Sanity loss at the keeper's discretion.

### Venomous Glance

Another common serpent person magick, this spell requires the caster to have some part of a poisonous snake (eg. a fang, rattle, or skin) as a focus; for obvious reasons, serpent folk casters need no such focus. The spell attacks the target's nervous system as if he had been bitten by a poisonous snake. The caster must be within 30 yards of the target. Magic Point cost is variable, with every 2 Magic Points expended generating 3 Potency of venom. Sanity loss and casting time are equal to half the number of Magic Points expended. The caster must overcome the target's Magic Points with his own on the resistance table, and if he resists the poison, he takes only half the Potency (rounded down) as damage. Failing to resist, the target takes full Potency damage at a rate of

1 HP per minute or 1 per hour — whichever the caster desires. To all appearances the victim exhibits the classic symptoms of a poisonous snakebite: shortness of breath, sweating, chills, swelling or blistering of the skin, etc.

### The Curse of the Little People

This spell is unique to the aboriginal creatures living in the wilderness areas of the British Isles. Each use requires the caster one round to cast and the expenditure of 1D3 Magic Points. The range varies according to the "trick" being performed: those physically affecting the target such as tripping, pushing, pinching, or momentarily deluding can be cast on anyone within the caster's sight. Tricks such as spoiling food (even milk within the cow), causing wine to sour, plants to wither, grain to go bad, etc. require the caster to touch the targeted substance or the container in which it is stored. If used to physically affect a target the caster must overcome the target's Magic Points with his own. If he succeeds, the trick works, otherwise there is no effect.

Victims who are pushed or tripped must roll their DEXx5 or less to avoid injury. Failure equals 1 point of damage from the minor fall; fumbles are slightly more serious, incurring 1D3 damage.

free and call her diminutive followers down on the investigators. This could result in a running battle as the howling hissing Little People pursue the investigators back to Partrishow.

## Resolutions

This scenario leaves little chance of a happy ending, for at the very least it leaves Nathan Hardwicke insane, having learned of his terrible heritage.

If the investigators left Nathan to Helen and the Little People, each loses 1D6 points of Sanity for abandoning him to a terrible fate. When they return to the village there will undoubtedly be questions as to Nathan's whereabouts, and perhaps a day or two spent in custody as Constable Meyrick searches for the young man. But the investigators are soon released when Meyrick claims to have talked with Nathan — and his fiancée! — at the estate. The investigators, however, never see Nathan again.

If Nathan is brought back to civilization by the investigators he will require institutionalization. Whether or not he ever recovers from what he has learned is left for the keeper to decide. Having saved Nathan from an unguessable fate, the investigators gain 1D6 Sanity for their efforts. But maybe someday Helen and her people will try to free Nathan and take him back home with them...

The death of Helen causes far more trouble than relief, for after the investigators have returned to London they read in subsequent weeks of several disappearances, kidnappings, murders, and even more heinous crimes in the southern reaches of the Black Mountains near Partrishow. Left leaderless by Helen's death, the Little People now strike out at the surrounding human communities. Realizing that they are to some extent responsible for these events, each investigator loses 1D8 Sanity.

The survival of the irascible Howard Jones gains each investigator 1D3 points of Sanity. His death costs them only what is lost for viewing his corpse.

Each Little Person slain by an investigator gains that individual 1 point of Sanity, to a maximum of 6 points.

**LITTLE PEOPLE, Lesser Independent Race, "Erect, it could not have been five feet in height. Its body was scrawny and deformed, its head disproportionately large. Lank snaky hair fell over a square inhuman face with flabby writhing lips that bared yellow fangs, flat spreading nostrils and great yellow slant eyes. I knew the creature must be able to see in the dark as well as a cat. Centuries of skulking in dim caverns had lent the race terrible and inhuman attributes. But the most repellent feature was its skin: scaly, yellow and mottled, like the hide of a serpent. A loin-cloth made of a real snake's skin girt its loins, and its taloned hands gripped a short stone spear and a sinister-looking mallet of polished flint." — Robert E. Howard, "People of the Dark."**

☐ These degenerate creatures are the result of inter-breeding between full serpent folk and humans in prehistoric Britain. Millennia of such unholy minglings have reduced

most of Britain's once-proud serpent-folk to the dwarfed hybrids described here: some nearly like small bestial serpent folk, others almost human but with ophidian characteristics. They speak in a harsh sibilant language and use crude weapons of stone, wood, and bone.

These creatures have given rise to many Celtic and pre-Celtic myths and legends regarding the "Little People": the spritely faeries and the darker aboriginal inhabitants of England and Europe. This bestial race tends toward the more malevolent aboriginal myths, due to their limited intelligence. However, in cases such as this one, where an atavistic serpent person is present, the degenerate forms follow and worship the untainted example of their race's former glory. Deprived of Helen's leadership, the hybrids revert to their malevolent natures, thus endangering nearby villages.

In combat, each round one of the Little People can either bite once, claw twice, or use a weapon.

**Little People**

die rolls	#1	#2	#3	#4	#5	#6	#7	#8
STR 2D6+3	12	11	14	5	12	14	8	9
CON 3D6	14	12	11	13	7	10	11	13
SIZ 2D6	6	10	5	3	4	11	9	2
INT 3D4	8	7	4	10	8	11	6	10
POW 3D6	16	9	11	7	14	9	8	8
DEX 2D6+6	12	15	11	13	12	13	14	13
APP 1D8-4	2	0	0	0	4	0	0	2
HP	10	11	8	8	6	11	10	8
MOVE	8							

**Damage Bonus +0**

**Weapons:** Bite 30%, damage 1D3+Poison (Potency equals half of CON); Claws (x2), 55%, damage 1D4+db; Stone club or axe 45%, damage 1D6+1+db; Stone knife 35%, damage 1D4+db; Spear (held) 40%, damage 1D6+db; Thrown spear 35%, damage 1D6+db/2; Thrown rock 65%, damage 1D4+db/2.

**Spells:** Little People with POW of 14 or better have the minor magical ability known as The Curse of the Little People (see the new spells listed nearby).

**Skills:** Aklo Letters 35%, Climb 80%, Hide 85%, Sneak 80%, Speak English 15%, Speak Serpent Tongue 50%, Speak Welsh 35%. Sanity Loss: 0/1D6.

**NATHANIEL ELIOT HARDWICKE, young heir and history scholar, age 20**

STR 9	CON 10	SIZ 12	INT 14	POW 12
DEX 13	APP 9	EDU 15	SAN 55	HP 11

**Damage Bonus +0**

**Weapons:** All at base percentages only.

**Skills:** Accounting 25%, Bargain 10%, Chemistry 20%, Credit Rating 45%, Dodge 35%, French 40%, History 65%, Latin 35%, Law 40%, Library Use 70%, Listen 60%\*, Natural History 35%\*, Navigate 60%\*, Occult 15%, Persuade 35%, Psychology 25%, Spot Hidden 35%. (\*= skills accentuated in the wild)

**HOWARD JONES, adventurer, friend of Albert Hardwicke, age 52**

STR 13	CON 12	SIZ 14	INT 15	POW 13
DEX 10	APP 10	EDU 19	SAN 50	HP 13

**Damage Bonus +1D4**

**Weapons:** Fist 60%, damage 1D3+db; .455 Webley revolver 40%, damage 1D10+2; Sabre 45%, damage 1D8+1+db.

**Skills:** Anthropology 60%, Arabic 30%, Archaeology 25%, Climb 55%, Conceal 25%, Credit Rating 35%, Cthulhu Mythos 10%, Dodge 25%, First Aid 40%, French 45%, Hide 20%, History 35%, Listen 35%, Navigate 30%, Occult 40%, Ride 55%, Sneak 20%, Spot Hidden 35%, Track 35%.

**CONSTABLE ROBERT MEYRICK, Partrishow law officer, age 43**

STR 13	CON 14	SIZ 14	INT 13	POW 12
DEX 11	APP 12	EDU 11	SAN 65	HP 14

**Damage Bonus +1D4**

**Weapons:** Fist 65%, damage 1D3+db; grapple 40%, damage special; stout walking stick 45%, damage 1D8+db; double-barrelled 12-gauge shotgun 60%, damage 4D6/2D6/1D6

**Skills:** Bargain 20%, Climb 60%, Dodge 30%, Drive Carriage 40%, English 50%, First Aid 40%, Law 30%, Listen 40%, Natural History 60%, Persuade 30%, Psychology 20%, Ride 55%, Spot Hidden 40%, Track 40%, Welsh 50%.

**"HELEN," atavistic serpent person (human form, age 25)**

STR 11	CON 13	SIZ 12	INT 20	POW 22
DEX 13	APP 15 (human form)		HP 13	

**Damage Bonus +0**

**Weapons:** Serpent form only — Bite 50%, damage 1D8+Pot. 13 poison; Claws (x2) 60%, damage 1D6 each.

**ARMOR:** 1 point scales.

**Spells:** Appear Human\*, Mesmerize, Summon/Bind Fire Vampire, Hands of Colubra, Contact Serpent Folk, Venomous Gance\*, Contact Yig, Summon/Bind Child of Yig, Summon/Bind Adder, Voorish Sign, Implant Fear, The Curse of the Little People\*. (\*= new spell)

**Skills:** Aklo Letters 100%, Astronomy 55%, Chemistry 55%, Climb 70%, Conceal 70%, Cthulhu Mythos 60%, Dodge 65%, English 55%, Fast Talk 20%, First Aid 60%, Geology 50%, Hide 75%, History 70%, Jump 45%, Listen 85%, Natural History 65%, Navigate 85%, Occult 55%, Speak Serpent Tongue 100%, Sneak 90%, Spot Hidden 85%, Throw 45%, Track 60%, Welsh 70%.

**Sanity Loss:** 0/1D6

# Sacraments of Evil

By Fred Behrendt

*I went to the Garden of Love,  
And saw what I never had seen:  
A Chapel was built in the midst,  
Where I used to play on the green.*

*And the gates of this Chapel were shut,  
And "Thou shalt not" writ over the door;  
So I turn'd to the Garden of Love  
That so many sweet flower bore;*

*And I saw it was filled with graves,  
And tomb-stones where flowers should be;  
And Priests in black gowns, were walking their rounds,  
And binding with briars, my joys & desires.*

— William Blake, "The Garden of Love"

**T**HE INVESTIGATORS ARE CONFRONTED with a series of brutal murders in the town of York. This scenario presents a series of events and vignettes building to a slow realization of the dire situation in York. The story offers several opportunities to learn the nature of the horror the investigators face, but not until a number of events are resolved do they learn who they must stop to end the killing. And they must stop two independent villains who know nothing about one another, except their shared predilection for grisly crime.

Help (and hindrance) from the police should not be overlooked in this adventure. The police may be the best resource in stopping the murders committed by the mindless killer Malcolm Sedny. The second, more sinister villain, Edwin Bristol, however, is an aristocrat fallen on hard times and driven mad by the Cthulhu Mythos. Authorities will be reluctant to act against Bristol without mountains of incontrovertible proof; and upon revelation of a lower-class killer copying Bristol's methods the police are likely to turn a skeptical ear to the investigators' stories of eldritch horrors.

## Keeper's Information

Edwin Bristol's madness drives this piece. Bristol is influenced and controlled by a lloigor named G'nhatiecz. The lloigor is entombed beneath York Minster cathedral, the central set piece for this scenario. The lloigor talks to Bristol through a recently installed limestone statue of Christ in the cathedral's chapterhouse.

The statue is carved from limestone imbedded with a latticework of organic clay. The lattice allows the lloigor to focus its feeble strength to the surface after centuries of lassitude. The lloigor is finally free to influence a hapless human puppet. A pit of frustration lies open in Bristol's mind and the lloigor, seeking through the periscopic antenna of the statue, fills the dark hole in his center.

The lloigor directs Bristol to commit hideous murders which swiftly grow infamous. The pineal gland is ritually extracted from each of the victims' brains. Only Dr. Allen Melrose, a police surgeon visiting from London, knows the gland was removed. He learns this after examining the body of an anonymous ragpicker (see "The Previous Murders"). Even the wise doctor does not suspect that the purloined organ is later eaten by Edwin Bristol in a hellish

## SACRAMENTS PAPERS #1

### — A letter from Elijah Crayden, Dean of York

Dear Sir,

I understand that you have some experience in the investigation of activities of the criminal and occult varieties. I am afraid I require services such as yours.

I am Elijah Crayden, Dean of York. Perhaps you have read of the brutal murders which have recently afflicted our fair city. The police have thus far been unable to produce concrete leads in this investigation, and popular opinion has, alas, turned to hysterical supernatural explanations for these crimes.

We live in an enlightened age, gentlemen. While I obviously do not disbelieve in spirits, it is clear to the educated man that these terrible crimes are the work of a man — not Satan or one of his servants, as some of the citizenry believe.

It is my request that you and your esteemed companions come to York to assist the police in their investigation. With your help I am certain the matter will be settled quickly and this very human culprit will be brought to bear.

Sincerely,  
Elijah Crayden  
Dean of York

ritual that feeds the long dormant lloigor beneath the cathedral. Consuming the organ imbues Bristol with a surfeit of Magic Points, mental energy which the ossified lloigor then drains from him using the statue as its antenna. With each of Bristol's killings, G'nhateccz grows stronger.

Bristol's aristocratic background complicates matters for the investigators. If Bristol's guilt is brought before the cathedral Dean or police, they are unlikely to make any official move against the clergyman — though they might detain him in some quiet, un-embarrassing way until they can prove the investigators are right or wrong. The police do not restrict Bristol strenuously, however, and the clergyman soon continues his foul work unhindered. If killed by the investigators, and sufficient proof provided to ensure Bristol's guilt, the investigators may escape without facing criminal charges, but can hardly expect to escape social censure.

Bristol is a good choice by the lloigor. The future clergyman possesses medical training (though Bristol found the discipline too rigorous for his blue-blooded tastes, and never took final examinations at University). Upon learning of his father's suicide — and his own virtual disinheritance — Bristol prepared to enter the clergy, the only discipline he was fit to pursue.

Someone is copying Bristol's efforts, however. Both G'nhateccz and the clergyman feel a swell of confidence upon learning this, for now Bristol can continue with his

grisly business and in the end shunt the blame onto his copier.

These parallel murders are committed by a drayman named Malcolm Sedny, who, because of his job, is able to wander in and out of the York area, including the Minster Close, with impunity. The police have not found enough clues to think the murderer could be such a simple man.

Sedny first learned of the murders by reading about them in the York dailies. He found the images described by the prurient journalists coming alive in his mind, conjuring fantastic images exciting him to the core of his being. He immediately decided to try out the luridly described techniques first hand. Additionally, because Sedny is deeply insane, images from the mind of the awakening lloigor easily enter the drayman's subconscious during sleep. He dreams joyfully of the killings. The dreams sent by the lloigor

compel him to tear the pineal bodies from the brains of boys.

Following Sedny's first murder of a young boy, Dean Crayden of York Minster contacts the investigators and asks them to work behind the scenes to assist the police.

## SACRAMENTS PAPERS #2 — Newspaper article on the latest York murder

### Boy's Body Found Near River Ouse

LONDON - Mutilations Similar to Those of Earlier Victims. After a two-day search by police, family, and friends, the body of a young York boy was discovered in a marsh northwest of town. Authorities are not releasing any details at this time, but Inspector Donald Stanton informed our correspondent that the boy was apparently mutilated in a manner similar to the murders of Grace Siddons and an as yet unidentified woman, whose bodies were found within the last fortnight. The inspector also stated that all three victims' skulls were tampered with, but offered no explanations or theories regarding these heinous acts.



## A Letter from York

The following letter arrives in the post for the investigator with the highest Credit Rating skill. It is postmarked York. See Sacraments Papers #1.

If the investigators' curiosity is piqued, a Library Use roll turns up a newspaper article describing the latest of the murders mentioned by Dean Crayden (Sacraments Papers #2).

If the investigators are now sufficiently interested to travel to York, the trip takes about 6 hours by rail; the fare is 11 shillings.

## A Meeting with Dean Crayden

As a highly placed Dean in the Church of England, Crayden's request should be a powerful enough inducement to bring the investigators to York. The keeper is free to devise some other method to bring the investigators into the story, something appropriate to the individual campaign.

Arriving at the cathedral, the investigators are asked to wait a short time in a small room outside the Dean's office. This gives the investigators time to examine the worn but stately furnishing and fixtures of the cathedral. After a short time a well-dressed young man steps into the chamber and introduces himself as Edwin Bristol, the Dean's personal secretary and assistant. His clothing is of a fine cut, with gold buttons winking in the dim lighting. Bristol leads the investigators into the Dean's office.

Crayden is tall and thin; his hands thin and small with long, delicate fingers. His hair is white, receding from his forehead to reveal a ruddy scalp. His stern features are framed in snow white hair. Although Crayden smiles politely upon meeting the investigators, it is obvious he does so with effort. Investigators receive the strong impression that Crayden smiles because it is expected of him. Although deeply concerned about the murders, a successful Psychology roll indicates there is no sense he would be more open with the investigators under different circumstances.

Crayden offers the investigators refreshment and upon seating them begins to diffidently relate the story of the murders. He is concerned that many of the atrocities take place near the Minster. A pall has drawn over services within the cathedral. Attendance by parishioners (and tourists) has dropped off. The police are working assiduously to solve the mystery, but seem unable to get to the heart of the matter. There is talk among the rabble of the



Dean Crayden and Edwin Bristol

dark one himself, Satan, guiding the hand of the murderer. This belief, says the Dean, is ridiculous, but even in this age of new enlightenment the ignorant take these stories into their hearts and repeat them until they are spoken and believed in wider and wider circles. The Dean wants the investigators to prove the murders are committed by a man or men, and are not the work of supernatural forces.

Although confident the police can solve the mystery in time, the Dean is relying on the investigators' experiences with the unusual to quell the notion that these killings are the work of some supernatural agency.

During the Dean's pronouncements, Bristol stands to the left of Crayden's desk listening impassively. If the investigators ask for details of the murders committed so far, the keeper should consult the descriptions given in the "The Previous Murders" section (below). These are related hurriedly but in some detail by Bristol. The Dean's face furrows with concern as Bristol tells his tale.

At the mention of Dr. Melrose, the Dean joins in. He has met with the doctor and finds him a well considered man of learning. Melrose's opinion would be well taken by the investigators if they have time to consult with him. The Dean also offers the investigators letters of introduction. These, he says, should smooth out any difficulties they may encounter with authorities. He cautions the

investigators, however, not to abuse privileges granted them.

As the interview draws to an end, Bristol suddenly moves forward, his face twisting in an expression of hatred. He steps down savagely, grinding something under his boot. A Spot Hidden roll detects a large insect, possibly a cockroach. "Rotten little blighter," hisses Bristol. Striding to the door, he snaps "Dean, I'm going to have a word with the cleaning staff. The filth in your office is unforgivable."

The Dean frowns, but makes no move to deter his assistant. "I'm sorry," he says to the investigators after Bristol leaves the room, "I'm afraid the murders have put Edwin under a great strain."

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## The Previous Murders

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The murders were committed by two different people, each with different motivations. One killer is driven by an evil, ancient voice in his head that convinces him he is doing the work of his God; the other murderer is a slave to his own twisted fantasies.

Edwin Bristol executes his killings meticulously, striking at helpless targets of similar types and under similar conditions. Though quite insane, Edwin has made a logical assessment of the methods he requires, and sticks to them.

Bristol's madness manifests itself in other ways through the course of the murders. Bristol associates insects — particularly cockroaches — with the limestone savior in the chapterhouse. During his conversation with the false Christ, some added quality in the statue attracts roaches from the surrounding stonework. Whether it is a function of vibration, or another signal emitted by animating the statue, by the end of Bristol's conversation with the statue hundreds of cockroaches shroud the white limestone with a raiment of bright, black bodies.

Bristol often carries dozens of roaches (sealed in a paper packet) when seeking a victim. After the deed, he sprinkles the insects over the body, thrusting several into the wounds. Insects so hidden may emerge later, slick with blood, during an examina-

### The City of York

**T**HE CITY OF YORK lies at the confluence of the Rivers Ouse and Foss, where the three ridings of Yorkshire join. York lies in the area once inhabited by the ancient Brigante tribe, and was perhaps their village of Caer Eborac. Later, as Eboracum or Eburacum, it was the headquarters of the Roman Sixth Legion, and home to Hadrian in 120 AD. Emperors Severus and Constantius Chlorus died there in 211 and 306 respectively, and Emperor Constantine was crowned there in 309. Remnants of York's Roman heritage yet exist: nearly 3 miles of city walls built over or including older Roman ones still enclose parts of the city.

After the Romans, York became the Anglo-Saxon capital of Northumbria under the name Eborforwic. In 624 King Edwin made it an arch-episcopal see, and the scholar Alcuin (advisor to Charlemagne) later started a monastic school here which drew students from across England and the continent. The Danes took the city in 876, renaming it Jorvik. After two centuries of in-fighting among Viking kings, the Danes gave way to the Normans. The first English Parliament was held at York in 1160. In the mid-17th century York was the headquarters of Charles I, and in the next century York was the center of Georgian social life. By the Victorian era York was regarded as the railway center of northern Britain.

York is home to the Archbishop of York, Primate of England, second only to the Archbishop of Canterbury in the Church of England hierarchy. York's chief magistrate has the title of Lord Mayor.

Among the city's many landmarks is the magnificent York Minster, described later in this scenario. West of the Minster are the Museum Gardens, with the Yorkshire Museum and an expanse of city wall, and the remains of St. Leonard's Hospital and St. Mary's Abbey; the museum and the abbey guesthouse contain many impressive examples of Roman remains. The medieval walls enclosing the city are interrupted at intervals by gates or "bars," some preserved from ancient times. Not far from the river Ouse lies York Castle, built by William the Conqueror, and its 13th century Clifford's Tower built by Henry III. Adjoining the 15th century Gothic Guildhall is the Mansion House, home to the Lord Mayor. A narrow street called the "Shambles" features several older buildings and shops.



tion of the corpse (0/1D3 Sanity loss), or may be found drowned in the wounds or stuffed in the victim's mouth.

Malcolm Sedny fulfills a nameless sexual fantasy with each of his killings. Each murder resembles the others, but none of them fall under Sedny's control. Each is committed with dark passion. He strives for a singular level of fantasy, one which he can never achieve. And all his fantasies are threaded with vague images Sedny receives in his troubled sleep from the rousing lloigor.

- 1) 21 July, 189-. The body of Grace Siddons, a flower peddler aged 39, was discovered at 6 AM along the Lord Mayor's Walk within sight of the Minster's towers. Her head was horribly mutilated: the upper portion of the skull cleanly removed, and the brain cut into sections.
- 2) 29 July, 189-. The body of an elderly woman, name and age unknown, apparently a ragpicker, was discovered at about 3:00 PM by boys playing in an alleyway off Coney Street. The wounds to the body were consistent with those of the 21 July murder. The police were near to a panic, and Inspector Stanton considered calling in Scotland Yard. But then the York authorities were offered professional medical help by a man at the forefront of the incipient science of forensics, Dr. Allen Melrose of London. The autopsy performed by Melrose discovered that the central portion of the victim's brain was missing. He informed the police of this, but the fact was not made public.
- 3) 3 August, 189-. Jimmy Patrick Ferguson, 11 year old boy, was found dead outside town in a marsh along the River Ouse after a panicked search by family, friends and police. His head was crushed, the brain hacked and apparently bitten. The central portion of the brain was missing, as in the earlier crimes. Additionally, the boy had been raped.

The investigators are asked to join the case after the Ferguson killing.

Note that only Dr. Melrose and the police know that the pineal glands were removed, and that the boys were raped.

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## A Guided Tour

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At any point in the scenario that seems appropriate to the keeper, the Dean offers to show the investigators around the cathedral. Should they accept he takes them into the central nave. The Dean can reveal some or all of the history of the cathedral, should the investigators be curious. The Dean points out the various features of interest listed in "York Minster: History and Description," below.

The cathedral chapterhouse is currently under renovation. The parish has been taking collections over the last several years to try and preserve a number of interesting

carvings and reliefs within the chapterhouse. Among these was a full size statue of Christ. The Dean tells the investigators the original statue was damaged beyond repair, apparently one of the Minster's more inferior treasures. The statue was removed and replaced with a new copy made from a beautiful limestone quarried from a local pit. It is superior to the image it replaces. The new statue was put in place several months ago, but other work is still progressing within the chapterhouse. The Dean leads the investigators into the chapterhouse and shows them the work in progress, pointing out the draped form of the statue.

With a Spot Hidden roll the investigators may notice several covered barrels among the scaffolding in the chapterhouse. If these are mentioned, the Dean says they are an experiment one of the contractors has since abandoned. It is an acid thought to be of use in cleaning accumulated dirt and grime from carvings. Careful experiments indicated, however, that the acid was more likely to eat away the irreplaceable stone than merely clean away the hardened dirt. After a little more looking around the Dean then continues the tour elsewhere in the cathedral.

The tour can continue or end at this point, as the keeper wishes. It is important for the investigators to be made aware of the chapterhouse, the statues, and the acid.

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## Edwin Bristol

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Bristol is a slightly built man of medium height. His hair is dark and neatly cut, his features well-formed and delicate, with finely chiseled cheek-bones under clear, unblemished skin. He affects a singularly serious demeanor. Bristol does not smile while in the company of the investigators — nor at any other time the investigators might spy him. His speech reveals a high level of education. He is knowledgeable in the classics and has studied most of what is required to become a doctor. In the final months of his education, however, Bristol's confidence failed him, and he elected to forgo final examinations.

In the months following his departure from University disaster struck. Edwin's father committed suicide, and Bristol learned from his older brother, Charles, that the estate was bankrupt. Their father had squandered the family's money at the gaming tables. Edwin's brother and mother took control of the estate and although they were not forced to take to the streets, much of the estate had to be sold to cover the debts. What remained went to support Mrs. Bristol, Charles, his wife and family. Little remained for Edwin. Charles helped Edwin find a position as assistant to a distant relative, Elijah Crayden, Dean of York Minster. Always of a religious bent, Edwin gladly accepted the position, but still, to be dispossessed by the improprieties of his own father was galling. University was now forever beyond his reach. He could enter the clergy, and

## York Minster: History and Description

**Y**ORK MINSTER dates originally from the 7th century, but didn't begin to take on its present form until the 12th century, and wasn't completed until 1472. Accordingly, it displays a number of architectural styles. The west front is late 14th century Decorated, while the central and western towers are of slightly later Perpendicular design.

The Minster's interior is just as impressive as its exterior. The Minster is estimated to contain over half an acre of medieval glass, a figure said to be twice that of any other English cathedral and perhaps more than any other church in the world.

Beneath the cathedral are ruins from Roman and later times. The Minster has been built on the site of four earlier churches dating back well over 1000 years.

The roof and woodwork of the choir were destroyed in 1829 when a madman set fire to the organ.

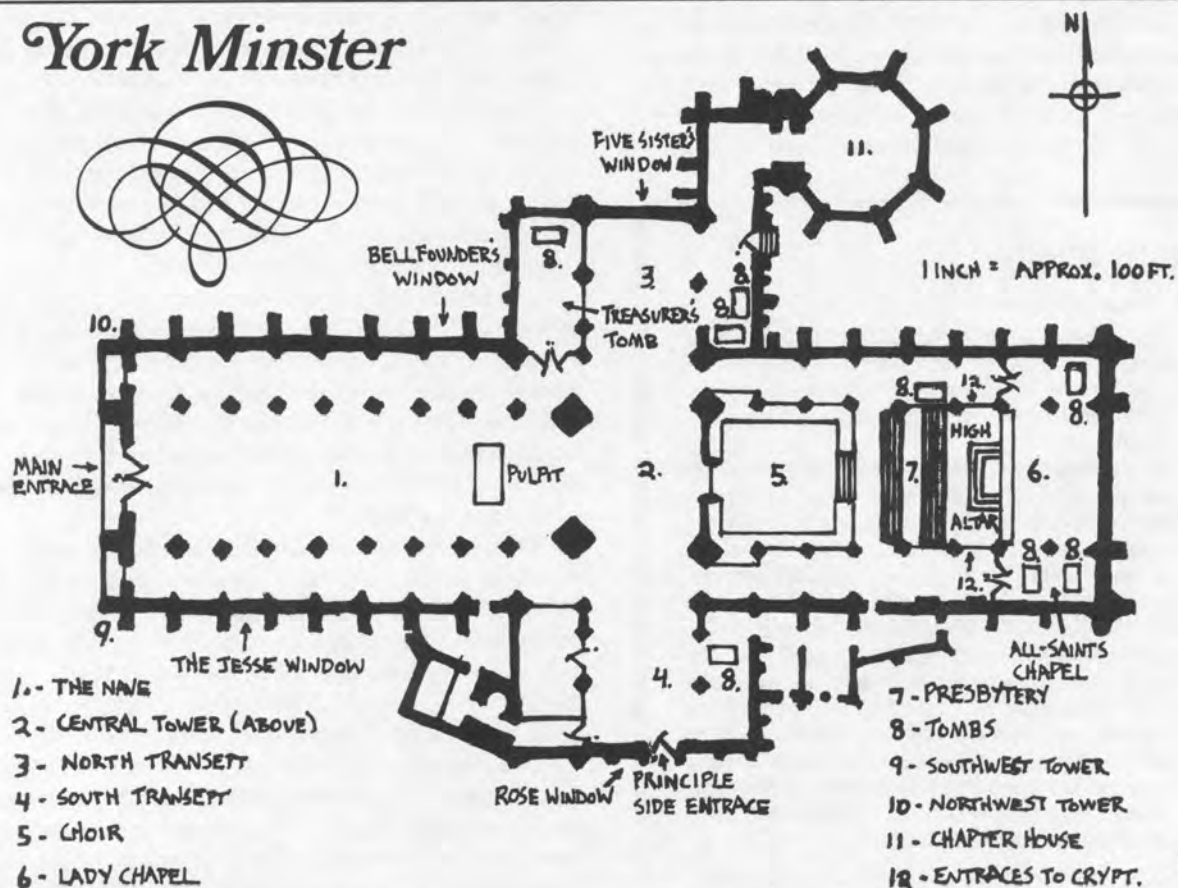
### Description

- 1) The Nave: An entry into the cathedral. The roof is stained wood painted to resemble stone. Many stained glass windows line the walls, including the Bellfounder's Window dating to 1190. The Jesse Window (dating to about 1310) depicts Christ's family tree. The pulpit commemorates Archbishops Temple and Lang.
- 2) Central Tower: A massive square tower 235 feet tall.
- 3) North Transept: Contains St. John's Chapel and the entrance to the Chapterhouse. On the north wall are the famous Five Sisters windows, each 5 feet wide and over 50 feet high. Inside the chapel is the Treasurer's Tomb.

Beneath the slab is a stone effigy of a cadaver, a sight singing of death. Investigators who experience Dream Two (see below) prior to seeing this effigy lose 0/1 Sanity on viewing it.

- 4) South Transept: The entry to the Minster here passes by St. George's Chapel. Above the entry is a beautiful 15th century rose window.
- 5) Choir: daily services are held here, and the high altar and sanctuary are the focus of worship in the Minster. The choir is over 160 feet long, with amazing vaulted ceilings. The east window here has the largest area of stained glass anywhere in the world.
- 6) Lady Chapel
- 7) Presbytery
- 8) Tombs: Scattered throughout the Minster are the tombs of nine Archbishops, dating from 1255 to 1686.
- 9) Southwest Tower: 196 feet high, this tower contains 12 bells.
- 10) Northwest Tower: A twin to the southwest tower, but this one contains only one bell, the 11-ton Big Peter.
- 11) Chapterhouse: Currently under restoration, this octagonal 14th century building is regarded as the finest of its kind in England.
- 12) Crypt Entrances: These stairways lead down into the chambers beneath the cathedral. Ruins and remains dating to Roman times may be found here, along with a few more tombs and the Minster's treasury. The latter contains 10th century Saxon gospels, the decorated ivory Horn of Ulf, and many illuminated missals.

## York Minster



achieve some comfort, perhaps, but his previous lifestyle was lost to him forever.

A hole of emptiness opened in Edwin's soul. A hole large enough for evil to enter and offer comfort.

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# G'nhateccz

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G'nhateccz appeared to Edwin Bristol in the cathedral's chapterhouse wearing the face of Christ. A cold face in white stone remolded itself and spoke to Bristol as he examined the carvings after the restorers had left for the day.

A new statue of Christ had been installed to replace one that was beyond restoration. It was chiseled from local soft limestone, a limestone bearing a lattice work of interlocking organic clays suspended in the porous stone. In the dawn of time life sprang from similar arrangements of stone and clay struck to quickness by lightning. Lloigor had used the very same stone in the past to communicate with their human subjects, before the Romans, before even the druids. Now this limestone forms the perfect periscopic antenna for the dormant G'nhateccz to emerge from its centuries of inactivity, seek out the weak, and turn them to its heinous purposes.

With this new avenue to the surface world, G'nhateccz could slowly absorb psychic energy from humans in the area. But the lloigor's long death-sleep has weakened it and limited the range and strength of its ability to absorb Magic Points from the sleeping. Using traditional methods it might take G'nhateccz years to accumulate enough energy to realize a new life. But G'nhateccz knew of a faster

### A New Spell

#### The Cloak of Fire

The Cloak costs 12 Magic Points and 1D10 Sanity to initiate, and can only be used on the caster himself. Once initiated the effect lasts for 3D4 rounds, or until the caster dies. Viewing the Cloak in action costs 1/1D3 Sanity.

Upon initiation, the caster is wreathed in weaving, glittering points of light. Each spark drags a luminous trail and flickers with a white-hot inner flame. Within the Cloak, the caster rises up several inches, so that his feet no longer touch the floor. He is probably screaming, for the Cloak is extremely painful to wear. Throughout the Cloak's duration the caster's movement is doubled. All attacks against the caster are at -20%, and weapons — including firearms — inflict only minimum damage. Anyone attacking with bare hands suffers as much damage as they inflict. Anyone touched by the caster (treat as a Fist attack) suffers 1D8 damage, but the caster also suffers half the damage inflicted (rounding down), as his flesh and bone flash away to feed the Cloak's fabric.

way, an infusing ritual in which it could use the easily swayed Bristol as its tool. All Bristol needed do was remove the pineal body from the brain of a recently killed human — something Bristol, trained as a doctor, had the ability to do. Once Bristol had the organ in hand, he needed only return to the chapterhouse within an hour and eat the organ in the statue's presence — all the accumulated magic points of the murdered victim would then transfer to the reposing lloigor. A half-dozen or so of these treatments and the lloigor fully awakens to return to the surface in full strength.

To aid Bristol, G'nhateccz teaches the human a powerful magic, The Cloak of Fire, described nearby.

The lloigor has warned Bristol to use the Cloak in emergency situations only. Bristol may use the Cloak merely to escape, perhaps touching the investigators as he flees.

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# Malcolm Sedny

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Sedny is less than five and half feet tall. Although in his mid thirties, and developing a thick paunch fed on greasy fish, fried chips and mutton pies, he still possesses a child-like face. His features are clear and free of tension — all except his dark, unblinking eyes, which smolder with unhealthy hunger. His clothes are simple and dark and threadbare at the knees and elbows. A battered felt bowler rarely leaves Sedny's head; beneath it, a balding pate fringed with thin dirty hair belies his apparent youth.

The first time the investigators encounter Sedny he compulsively grips an old riding crop in his left hand. At one of the later child murders Sedny drops the riding crop during the excitement of the act and forgets to retrieve it. Afterward he acts as if he needs to be holding onto something, but that something is never in reach.

The drayman is uneducated and difficult to talk with, as he never stays with the same subject for more than a sentence or two. His mind is terribly disorganized. He talks of the pleasures of food and the frustrations of traffic within the same breath. He has no emotional ties to anyone around him, but he is kind and affectionate with his horses, who expect no more from him than food and a rubdown now and again.

The investigators should encounter Sedny among the multitude of workmen, merchants and beggars in York. Sedny is fascinated by the killings, and can be encountered on the edge of each murder scene. Investigators making halved Psychology rolls while talking to the drayman determine he is troubled, drawn to the murder scenes by an inner compulsion. The motivations of serial killers were not well understood in Victorian England, and investigators should not be given any overt hints that the drayman has any special bearing on the case, except that they meet this fellow more often than they meet any of the other street workers. Sedny is, of course, fascinated by his own



Malcolm Sedny

and Bristol's activities. He hopes to meet his shadowy idol at some point. He considers the acts of the clergyman to be inspired by god, the devil, or some other vague deity that quakes and boils among the shadows inside Sedny's head.

If the investigators talk to Sedny, dropping hints about lloigor or other Mythos cults, the drayman expresses confusion and ignorance. He may in fact, but only for a moment, look at an investigator making such suggestions and inquiries as if he is crazy. In any case,

Sedny quickly loses interest in conversation and moves closer to the scene of the crime, and most certainly does his best to avoid a persistent questioner.

## Subsequent Murders

While tentative dates are listed for these crimes, the keeper should feel free to incorporate them as desired.

**4) August 12?, 189-**. Louise Anne Hutchins, a prostitute aged 48, is found dead in an alley off The Stonebow. Miss Hutchins had been ill for several months and had been depending on the charity of the Minster and friends for survival. If interviewed in connection with the matter Dean Crayden states that the Hutchins woman had repented. He is totally convinced of her sincerity in the matter. Crayden had just spoken with Miss Hutchins the night she was murdered, encouraging her to enter a convent as she had wished. If desired, the investigators may witness this interview.

Crayden insists that the police allow the investigators to examine the murder scene. Unless the investigators actually witness the murder, the body is removed by the time they arrive. A halved Spot Hidden roll allows investigators to find a small object jammed between two flagstones. It is an ornate gold-plated button, half-covered with a crust of dried blood. No other clues can be found in the area. Refer to the section entitled "The Bloody Button" for more details.

**5) August 15?, 189-**. Johnny Pensies, age 12, is raped and killed. His body is found half-submerged in an estuary of the River Ouse northwest of York, not far from where the Ferguson boy's body was discovered. The shallow waters surrounding the body are incarnadine with spilled blood. The boy's head has been smashed open with a jagged piece of stream shale, the brain savagely clawed from the cranium. Fragments of the brain are scattered over a flat rock

near the location of the body. Viewing this grisly scene costs each investigator 1/1D4+1 Sanity.

Pensies' mother died during childbirth, and the boy lived alone with his father. Jack Pensies is a well-known butcher in York. If the father is interviewed investigators find him inconsolable. He talks about the boy as if he is still alive: Johnny works in the shop with him, but he hasn't come back since Jack sent him around to the stationers for a roll of butcher paper; Jack wonders where Johnny has gone. While talking with the investigators Jack Pensies systematically slices up a side of pork. Blood covers his hands. He smears a bloody hand print across his white apron as he looks up into an investigator's eyes. He suddenly asks if they can find his boy, his voice high pitched and despairing: Is that why they have come to talk with him? Psychology rolls help the investigators conclude that the boy was the center of the Jack's life.

Several days after talking with them, the investigators learn that Jack Pensies has cut his own throat with his sharpest butcher knife. An early morning customer finds the elder Pensies slumped over a pile of kidneys on his cutting block.

**6) August 17?, 189-**. A third young boy, Albert Wareham, age 12, is killed and brutally raped, his body left in the loft of a stable off Bootham Street. Dean Crayden again arranges for the investigators to view the scene. Seeing the boy's mutilated corpse half-buried in the hay costs 1/1D4 Sanity. The skull is again hacked open, the brain mutilated, and the boy raped.

Also, Sedny's battered riding crop, the kind commonly used by the lower class drayman, is left behind in the hay. Sedny has become confident of his ability to elude the police, and thus becomes increasingly sloppy about tidying up his murder scenes. Upon discovering he left the crop behind, Sedny returns in the nights following the murder to find it. Investigators may realize the murderer may return to the stable to retrieve the riding crop, especially if this clue is not widely publicized in the papers. Sedny cannot read so the investigators may still nab the killer if the unLuckiest investigator can make a successful Luck roll.

**7) August 27?, 189-**. Bristol kills another helpless woman, this time a crippled teenage girl. The girl is caught unawares on the verge of dusk. Bristol kicks away her homemade crutches and pushes her to the cobblestones in a courtyard in St. John's Street, just north of the Minster. Helpless on the ground, Bristol saws into her head without bothering to kill her first. She struggles at first (as evidenced by marred cuts in the flesh below where her scalp was removed), but swiftly succumbs to the pain. She dies while unconscious, as Bristol's saw rasps into her skull. There is less blood at this scene, but Bristol takes the brain away with him, fearing that the girl's tentative cries might attract unwanted attention. He dissects the pineal body from the organ in his room, hiding the sectioned brain in a large coffee-tin filled with alcohol until he can find a good time to dispose of it.

Investigators on the scene can prevent the murder, but Bristol is wily about being followed, and may use the Cloak of Fire to escape if intercepted.

Coming upon the scene later, investigators find the girl's skullcap removed, and her brain missing altogether. This calls for a loss of 1/1D6 Sanity.

8) **August 29?, 189-**. Tonight Bristol murders another nameless street woman in Aldwark Street, silencing her with chloroform and butchering her as before. In a touch of macabre humor, Bristol leaves the woman sitting in the alley where she died, her hat perched atop her ravaged head. Viewing this scene costs 0/1D4 Sanity. Dr. Melrose's autopsy learns that chloroform was used to bring the woman down; if asked, he theorizes that in this case the killer was someone with medical knowledge.

9) **August 30?, 189-**. Sedny, not to be outdone by his fellow murderer, tonight kills a boy from one of the families in the very block where he lives, in Foss Islands Road. He takes little Hugh Piggott, 11, into an abandoned building for the task. As before, he rapes and mutilates Piggott. The body is found late the next afternoon, after a search of the area by police and family. Investigators on the scene lose 1/1D4 Sanity for viewing the body, and another 0/1D3 from hearing the pitiful howls of loss and rage from Piggott's hysterical mother.

10) **September 4?, 189-**. Early this morning Bristol kills Missy Conrad, 24, a young prostitute. Attacking her in an alley scarcely a block from the Minster, Bristol removes her pineal gland and then dumps the body head first into a rain-barrel. The body is found the next morning by a passing worker. Anyone seeing the mangled corpse in the blood-stained water loses 1/1D4 Sanity. Again, if Bristol is caught in the act he may use the Cloak of Fire to escape, and may flee directly to the chapterhouse to commune with his god. See "Bristol and His Savior" below. If Bristol's ritual is completed, the Iloigor G'nhatteccz is released from beneath the cathedral.

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## The Police

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The chief of the local police is Inspector Donald Stanton. He speaks with the investigators if they succeed in a Law roll or show the letters of introduction from Dean Crayden.

Stanton is a clean-shaven, glum man in his late 40s. He dresses rather slovenly, and seems somewhat slow to act in all he does. Stanton is at a loss with the current murders. Stanton has an air of fatality to him. Careful use of Psychology reveals that he would like the problem to evaporate, unsolved, in the same way as the Whitechapel killings — after all, Scotland Yard couldn't catch Jack, so no one should expect Stanton, with fewer and lesser resources, to collar the Cathedral Killer.

Stanton tells the investigators where they can find Dr. Melrose. In fact the Inspector brightens when he mentions the man. He boasts that the doctor is a resource that even the Yard could not muster. A doctor who studies the evidence of crimes. Whoever heard of such a thing? Dr.

Melrose supports himself by independent means, and Stanton names the nearby hotel where the doctor is staying, waiting for further developments in the case. Stanton says Melrose can tell things about the murder scenes that are amazing. Stanton invites the investigators to talk with Melrose.

The inspector seems unwilling to consult with Scotland Yard — after all if the Yard solves the crime it proves this was a lesser crime and himself a lesser detective. His inaction may, in some instances, shield the investigators from official scrutiny. As soon as they come to rely on this however, an inspector from the Yard arrives and begins pursuing a more rigorous investigation of his own.

If the investigators ask a typical constable about any of the murder details, a Law roll elicits the following grisly tale. "Roaches, sir. Never seen anyfing like it. Go! Blimey, guv'nor, the bodies wers crawlin' with 'em. Like to get sick I was, seein' them roaches crawling out that girl. They was stuffed in her mouth like bread crumbs."

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## Dr. Allen Melrose

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The doctor lodges in a hotel outside the Minster Close several blocks from police headquarters. He occupies a suite of rooms on the second floor. His sitting room is cluttered with books and piles of notes. Pinned to the walls are several diagrams depicting post-mortem details of the York murder victims. Though his materials have grown to occupy the room, everything remains orderly, and the doctor is able to find and consult his notes with ease as he is questioned by the investigators. The doctor himself is short and thick of build. He sports bushy mutton chop side burns and wears a finely made gold pince nez. His face is spotted with unhealthy red blotches. His clothes are tailored and made of fine fabrics, but are rumpled and unpressed.

Though letters of introduction from the Dean serve to get the investigators through the door, Melrose is wary of sharing his knowledge without some indication that they are more than untrained meddlers. Psychology rolls reveal that the doctor believes the investigators are either a cover-up team enlisted by the Dean to quash the impact of the murders (which in fact, in the Dean's mind they are), or crass journalists, dredging for the next lurid headline. Unless the investigators are able to prove they are capable of some kind of intellectual rigor, Dr. Melrose may share nothing at all with them. Skills such as Persuade or Medicine may help win the doctor's trust.

If Melrose opens up with the investigators, he tells them about the basic differences in the murder scenes. The women were killed by someone with a methodical attitude. The doctor speculates that this is the work of someone



with a specific objective in mind. He notes that the women were not sexually molested in any way, whereas the boy was raped, and there were traces of semen on the boy's clothes.

Only Melrose and the police are aware that the victims' pineal glands were missing, and that the boys had been raped.

The pineal glands taken from the women were carefully removed. The boys' pineal glands were brutally torn from the brain with considerable damage to the surrounding tissue. The doctor does not know what to make from this observation. It is almost as if two people are at work here. But if this is the case they must be working together — but to what end?

If the investigators manage to befriend Dr. Melrose, he may be willing to aid them in the investigation — but this is up to the keeper.

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## The Bookseller

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In their travels in York the investigators are certain to come across a hunchbacked bookseller named Horace Dresden. Dresden appears at different times during the scenario at the discretion of the keeper. Inquiring with locals about sources of information may elicit a suggestion to "look up that hunchback." Alternately, the bookseller may trundle down the street with his pushcart of wares. Or perhaps a third party, such as Crayden, mentions that this particular bookseller has an amazing assemblage of old and blasphemous books. Crayden disdainfully speculates that the hunchback derives a perverse pleasure from selling such books in the shadow of the cathedral.

The hunchback is the kind of character that appears easily when unwanted, but becomes elusive when sought. So the investigators may see him earlier in the day, before they know he might be purveying something of value, but later when the search for him is on he is not immediately to hand. Once he is sought a halved Luck roll is required to turn him up.

Dresden speaks with a thick Austrian accent, but denies a continental origin if asked: "Vut accent?"

Dresden is short but solidly built. Creases in his face are caked with soot and grime, the fingertips protruding from his fingerless gloves are red, cracked and bleeding (a book handed over bears minute smudges of blood). He wears a battered beaver hat and a tattered, full-length travelling cape. When examining items for appraisal Dresden produces a monocle with a cracked lens.

The bookseller has a love/hate relationship with York Minster: its presence allows him to sell his



Horace Dresden and the York Minster

books to the many tourists visiting the town, but he hates what the cathedral stands for. He hates the church, with its self-righteous attitudes and its hierarchy of prestige that excludes him. If the investigators should get on the outs with the law and the church, Dresden may come to their aid (as he most assuredly hears of their distress), offering both information and connections to others in York not on the best of terms with the Minster hierarchy.

Dresden carries his wares around in an old pushcart. Battered books of all sizes and ages crowd the crude cart. Many show signs of water damage, others have split bindings, ragged covers, and so forth. A look at the contents of the books turns up everything from lurid penny dreadfuls and shilling shockers, to random well-thumbed volumes from Sir Richard Burton's *The Thousand Nights and a Night*, to books of pornographic line drawings, to studies of occultism and satanism. A Cthulhu Mythos roll, however, notes the vaguely familiar title *Monstres and Their Kynde* among the jumble of books.

## The Book

This copy of *Monstres and Their Kynde* has a modern binding and a hand tooled archaic title. The body text is handwritten, and quite neat — at least at the front of the volume. With each page, the lettering becomes increasingly disorganized until it becomes unreadable near the end, degenerating into little more than illegible scribbling. Considerable study of these later sections proves that the Mythos knowledge of the books seems to be intact. It is obviously a handmade transcription of the original made by an assiduous student. The archaic language is preserved across the transcription. A Psychology roll paired with study of the handwriting reveals that whoever made the copy became obsessed with the project.

Though deformed and uncommunicative, Dresden is wise to the value of his single Mythos related book. He refuses to reveal how he came by the book; and accepts no less than ten pounds sterling for the volume. He says little beyond "Yes", "No" and "Thank ye, m'lord." Although there are a number of occult volumes piled into the cart (which can be specified by the keeper if desired), there are no other books relating to the Mythos. Once obtained, *Monstres* proves a difficult tome to wade through. The language is stiff and archaic. A quick perusal, however, reveals several ink-flecked sketches, including one crude drawing clearly depicting a sinuous alien reptile. The sketch is captioned: "The Old King." Skimming the book is too difficult for anyone with English below 80%. If the investigator's English skill is 80% or higher, however, the volume can be perused in some detail within 1D6 days. The book costs 1D4/1D8 Sanity to read, adds 8% to the reader's Cthulhu Mythos skill, and contains

5-6 spells of the keeper's choosing, at a spell multiplier of x1.

Scattered throughout the text are several references to the rule of the Dragon Kings in the prehistoric era. These references are not contiguous, and may require one or more English rolls to find. Although most Dragon rulers were in the outlying regions of the British Isles, a particularly vile ruler named Gunhatex established a domain over an area called *Caer Ebranc*; a History roll recognizes this as the ancient Brigante tribe's name for York. Gunhatex was noted for immense cruelty, and enjoyed nothing more than feeding on the brains of his cowering subjects, which he ripped from their heads during monthly ceremonies. The book implies that Gunhatex derived lasting power from the portion of the human soul contained within the brain.

Eventually however, the Dragon Kings failed. There is no record of conquest from without; more it seems, the Dragons failed out of boredom. Their rule over the weak proto-humans of the British isles was long and cruel, but eventually even the merciless Dragons failed, and they retreated below the ground, where they lie in wait to this day for a time when cruelty grows anew among the people unbidden and the Dragon Kings will re-emerge from the black depths of the earth to rule Britain again. A few more dire and specific passages are quoted nearby in *Sacrament Papers #3*.

After reading these references a Cthulhu Mythos recalls more specific information implying the presence of the astral race called the lloigor. If the investigators have no prior knowledge of the lloigor, introduce bits and pieces of the knowledge through this book. It is suggested that the investigators at least learn that lloigor are energy

### SACRAMENTS PAPERS #3 — Passages from *Monstres and Their Kynde*

(transliteration to modern English)

"...Know then that their bodies are fire. Insubstantial fire burning in your dreams, striking in you three eyes of knowing — knowing their hunger, knowing their need to rule, knowing their need of hunger to need their rule..."

"...girls we allotted from our families bathed in the effluent of the underground realm. Waters boiled foaming with red and became blood, thus we were shown we had chosen well.

"...The quarry stone was then cast in, the ropes dragged the girls beneath the surface. Beneath the waters their souls fed the Old King and the great white quarry stone rose like a dry bough on a gout of crimson water, reforming in the visage of the King saying that the girls' souls were very good and telling us when next we needed give him our daughters... our girls bodies lodged in tree roots downstream, skulls opened and emptied..."

beings, and that they have the ability to manipulate other forms of energy.

*Monstres and Their Kynde* also states that the Dragon Kings were able to form oracles from the clay of streams fed from underwater pools. These oracles would appear in any form the Kings desired and formed words and speech in the manner of men. The author suggests these oracles were somehow merely extensions of the Kings themselves, and the Kings had no fear of dividing their minds between such tasks as conducting their affairs in two places at the same time.

Anyone making a Geology or Biology roll speculates that there might be some kind of mineral content in water feeding from underground caves that made the clay of the stream beds especially malleable to the telekinetic manipulations of the lloigor. This assumes, however, that the investigators have deduced the presence of the lloigor, and are familiar with their powers. Geology rolls indicate that limestone is a principle ingredient in the outflow of underground streams.

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## The Yorkshire Museum

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The investigators may learn of the Yorkshire Museum any number of ways. Situated not far from the Minster, they may simply come across it in their travels. Alternately, if the investigators voice any historical interests the museum may be recommended by Dean Crayden, Dr. Melrose, Horace Dresden, or Inspector Stanton.

The Yorkshire Museum is located in the Museum Gardens scarcely two blocks from the Minster. Nearby are the remains of St. Mary's Abbey and St. Leonard's Hospital, and a length of Roman wall.

Inside the museum the investigators find a bewildering array of artifacts from various periods in York's history; from the Brigantes to the Romans, the Saxons to the Danes, and the Normans to the present day.

If the investigators seek out the curator, a surprisingly young man greets them. Robert Ashley, the museum's curator, is only 31, and full of the enthusiasm of a man 10 years younger. He is small, lean, and clean-shaven, dressed in a rather plain tweed suit.

Ashley gladly answers the investigators' questions regarding the history of York and the Minster, though he admits Dean Crayden probably knows more about the latter. Young Ashley is quite an authority on matters of local history; this — combined with the fact that his father-in-law is the Lord Mayor — got him his position.

If asked specifically about "the Dragon Kings of the Old Days" (perhaps as a result of reading *Monstres and Their Kynde*, or experiencing the "World Tree" dream described later), Ashley laughs, but eagerly leads the inves-

tigators to the exhibit of prehistoric Brigante artifacts. Here, in a glass case, is a fragment of a strange stone carving. An Archaeology roll dates it to pre-Roman times. The carving depicts a sinuous, vaguely reptilian creature, but is apparently broken so that only the front half of the creature remains.

Ashley explains that this fragment supposedly depicts the Dragon King who ruled this part of England, before the birth of Christ. The Dragon Kings were vicious tribal kings who were so bloodthirsty in their rule that they were equated with dragons and other monsters. They supposedly demanded human sacrifices, but eventually died off or were overthrown — the legends are unclear.

If the investigators mention the recent murders, Ashley shows a considerable interest in this subject as well. He has followed the case quite closely, since it has transpired so close to the Museum. With Ashley's voluminous knowledge of area history and the terrible Dragon Kings, and his interest in the murders, the keeper may wish to present Ashley as a possible suspect.

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## Investigating Sedny

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Once the riding crop is discovered at the scene of Albert Wareham's murder, or if Sedny is noticed at more than one murder scene, the investigators may grow suspicious of the drayman. An Idea roll may then lead the investigators to the local drayman's guild. Inquiries at the guild office reveal that Sedny is only permitted to work the simplest jobs. His father was a drayman who called in some favors to get his odd son admitted into the guild. The guild members look after Sedny as if he were a helpless child. Sedny cannot read and cannot hold a set of directions in his head very well, but can discharge tasks within his limited means smoothly and efficiently. The guildsman interviewed by the investigators also remarks that Sedny treats his animals with exceptional kindness. "Harmless as a lamb he is, m'lord. I'd trust him alone with me Mum, I would."

With a successful Persuade roll, investigators learn that Sedny has a weekly run hauling peat from a nearby bog. The drayman delivers the peat along a set route to poor families and businesses. The marsh dweller who digs the peat pays Sedny a third of what he takes in from sales. Investigators consulting a local map learn that the second murdered boy was found less than a mile from the area where Sedny picks up the peat.

If the investigators show the riding crop discovered at the Wareham murder site to the interviewed guildsman, he grows troubled and says that it could be Malcolm's crop. "It's worn the way the little fellow's always was." After a moment of silent thought the horse driver says he can't be sure the item belongs to Sedny... and after a moment he

decides it doesn't belong to the little drayman. A Psychology roll reveals that the man is not so sure, but does not want to believe the crop belongs to Sedny, a man he has looked after and, in his way, has protected from the wide world.

If Persuaded, any member of the guild points the investigators toward the dingy one room flat on Foss Islands Road where Sedny lives; a bribe in excess of a pound also wins the information. The larger the bribe, the longer it takes the guildsman to tell Sedny the investigators were asking about him.

### Sedny's Flat

The flat is in the third floor loft of a building housing several more flats and a shoemaker's shop. The smell of curing leather hangs heavily in the narrow hallways. Investigators failing CONx5 rolls are sickened by the cloying odor, and make all skill rolls at -10% until they spend a few minutes away from the confines of the building. Sedny's loft is reached through a hole in the ceiling of the second floor hallway by way of a ladder in need of repair.

The door to the loft is flimsily locked, and can be opened with a Locksmith roll at +15%. In any case, the STR of the door is only 8, and can be forced without difficulty.

The single room contains a cot, table, chair and battered chiffonnier, and reeks horribly. Human sweat and dirty laundry mingle with the already tainted air of the entire building to gag any investigators failing CONx2 rolls. But there is something else, a compounding stench of rot. Spot Hidden rolls locate a stained rag bundle wedged under Sedny's cot. Inside are Sedny's trophies.

Each of the boys has contributed a little piece of himself to Sedny's collection — a fragment of skull with scalp and lock of hair, and perhaps some brain matter attached. This gruesome collection costs 1/1D4 Sanity to view.

The fragments were not missed by the police, and Dr. Melrose only suspected they might be missing. Melrose can positively determine that the skull fragments were taken from the murdered boys.

### Sedny Returns

There is a 45% chance Sedny returns to the flat while the investigators are poking around. If he does return, he is enraged at the invasion of his private realm. He flies into a rage and attacks the nearest investigator, fighting until killed or rendered unconscious.

The investigators can turn Sedny over to the police and receive many thanks for their efforts (at the keeper's discretion, even a reward). The corpse fragments and Sedny's behavior are likely to incriminate the man beyond all question. Inspector Stanton is satisfied that the murderer has been caught. The investigators may not be as firmly convinced — if Sedny keeps his trophies, where are the pineal bodies taken from the women (those killed by Bristol)?

If the investigators don't catch on, Melrose definitely notices that Sedny's trophies do not include fragments from the murdered women.

Bristol's murders, meanwhile, continue according to schedule.

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## Dreams from the Lloigor

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After Bristol's third killing, the lloigor's awakening powers begin affecting the subconscious minds of some of the more psychologically troubled of York's residents. The investigators may then start having dreams. These are unintended side effects of the lloigor regaining its power and will to act. Each of its activities exudes all its desires. The lloigor thinks in such a way that most humans cannot understand its idea structure; instead the human unconscious absorbs the sendings on a symbolic level. These may be misinterpretations of the lloigor's desires, since the alien, indifferent goals of the lloigor do not include any sympathetic treatment of humans, and the human mind tends to shield itself from the bleak truth of the lloigor's hungers and desires.

A few dream images are suggested below. The keeper is free to use as many or as few of these as desired. Lloigor-induced dreams can be used to help the players along if they are fumbling after clues.

### Dream One: The Body on the Bed

The investigator climbs a narrow flight of stairs and enters a windowless hallway. Dark walls shift and creak ominously. A door opens ahead and wan light falls into the hall. The investigator moves forward involuntarily, the door frame flashing by. Inside, a short hunchbacked man stands at the foot of a shabby bed, his back to the investigator. Turning to the investigator the eyeless orbits in his face weep twin trails of red, red blood.

"You must help her! She is dead!" he says. A dark bubble forms across his lips as he speaks. It bursts, flecking the investigator with wet saliva and blood.

The man points to the bed and upon it is the body of a naked woman. Her thorax has been laid open with a surgeon's skill, exposing a twisted ruin of organs; among them the infant carcass of a child — a boy, with a crushed and mangled head.

The hunchback throws himself across the body with a sob. Upon impact with the bed's grisly load the man's body breaks apart. He becomes a mass of writhing, black-bodied roaches that dissipate and swarm into the pile of guts.

The investigator awakens, losing 0/1D3 Sanity for this unsettling dream.

### Dream Two: Souls in Stone

The keeper should strive to present this dream as if it were really occurring. The investigator shouldn't realize this is a dream until things turn surreal.

It is an overcast morning. The investigator moves through a street in York crowded with peddlers, pedestrians, coaches and drays. A peddler approaches and offers a meat pie to the investigator. The price is good, the smell enticing the investigator suddenly consumed with hunger. The exchange is made, wordlessly. Upon biting the pie, burning hot sand fills the investigator's mouth. The crust of the pie has become a slick envelope of uncooked flesh. All around the street has become quiet, all present stone still. They turn colorless white faces to the investigator. Even the pupils of their eyes, their open mouths, have become cold white stone. Each in unison reaches up and pulls at the open stony lips of their mouths. Flakes of stone fall away until shiny white skulls of limestone white are exposed.

The over-arching vaults of the cathedral yawn above the investigator as he involuntarily passes within. The investigator stands before the Treasurer's Tomb. The covering slab thrusts aside with a crash and a stone effigy is revealed beneath. The face of the effigy suddenly pales to white, lambent in the dim cathedral lighting. The features of the effigy become mobile, the dead eyes awake. The mouth opens and speaks.

"I am the fire of your dreams, the king of this land before the rule of trees. Your soul is the meat of my desire. Bow to me that you may love me and die!"

The investigator awakens, losing 0/1 Sanity.

### Dream Three: The World Tree

One or more investigators experience this dream simultaneously. The investigators stand in the courtyard outside the east entrance to the cathedral. Harsh sunlight slants over the great towers, spilling onto bricks and cobblestones. Each detail of the investigators' surroundings cuts into the mind with surgical precision. Nothing is hidden — rotting mortar between stones, hydrocarbon grime adhering to crevices in the cathedral facade. A bunch of flowers in a pot are wilting with their cache of inevitable death. Around the investigators are the typical peddlers, workers and attendants normally seen before the cathedral. They are all slumped over in sleep — or death. If an investigator approaches one of the slumped forms, its clothing, then flesh, then blood and muscle strip away until pale bones lie revealed. Skeletons touched collapse into dust and swirl away in a gust of breeze.

Once one body is approached and disappears, all slumped forms in the courtyard vanish. A rustling can be



The World Tree

heard from within the cathedral. The sound is low but continuous, insistent. Nothing is visible.

The investigators stand next to one of the cathedral's public entrances. It has grown large, beckoning like a dark throat. The investigators are compelled to enter. With a single step they flash inside. Within, the cathedral is bathed in unremitting, intense light similar to that of the courtyard, but here the light washes through tall stained glass windows. The walls are alive with flowing black streams of roaches. The Jesse window and the Five Sisters window are transformed into tableaux of despair. Bloody thorns and jagged lightning bolts feature prominently. Figures are reduced in significance to dark ant-like shapes. Torn flesh comes alive within the colored glass: human organs, tumid and glistening, suddenly bulge from the glass and pulse ominously. The flagstones of the floor are awash with thick dark liquid, and the investigator's feet are rooted in place. The dark bodies of cockroaches are awash in the flow of blood.

A great ash tree twists up through the flagstones, pushing aside the cathedral's structure, replacing vaulted ceilings and fluted casements with its gnarled limbs. Flagstone floor and ceiling arch are fractured and bound together by the great tree. Heavy black insects and dark blood rain from the bent limbs. A dark-feathered eagle perches among the limbs above, bound with briars that pierce its flesh. Blood wells among its plumage. Its beak strikes ineffectually at black roaches picking through its feathers. Presently, the eagle opens its beak and croaks.

"The world tree binds heaven to hell. Both places merge in a flat, empty country. And in this country the Dragon Kings feed!"

The eagle's feathers shrink into scales, its body lengthens into sinuous curves, the beak becomes a jagged maw of fangs.

"When the Dragon Kings return you will all be fodder for my tongue!"

The tree bursts apart, split up the center by a great column of lashing fire.

Investigators must make Dodge rolls or be pierced by 1D4 foot-long splinters or thorns (investigators can choose not to Dodge). Each piercing fragment inflicts 1D6 points of damage. Investigators driven unconscious by their wounds are the lucky ones: they awaken, suffering 0/1D3 Sanity loss. Their wounds are healed.

Investigators who Dodge see the dragon form arch above them growing ever larger, occluding the fractured vaulting and windows of the cathedral as it descends. The investigators feel their heads build with immense pressure from within. The pain is unbearable. All affected investigators must make CONx3 rolls. Those who succeed suddenly awaken drenched with sweat, losing 0/1D4 Sanity.

Investigators who fail CON rolls can make a break for it through the dream landscape. DEXx3 rolls are required to flee from the descending dragon. Those who fail to escape watch from where they have fallen. As the dragon-shape approaches, the pain in their heads grows like a hot flame feeding on their flesh and brains. There is no escap-

ing this — their heads burst apart from infernal pressure within; but they do not lose consciousness until the great teeth of the dragon bites into the mass of their brains and sweet oblivion finally comes. Investigators so affected awaken to terrible headaches and a loss of 1/1D4 Sanity.

Investigators succeeding in DEX rolls escape to find themselves fleeing up a stairway to emerge at the top of the cathedral's tower. Below, investigators hear the dragon surging up the stairway. The tower buckles apart beneath them. Investigators can choose to jump or wait for the sundering tower to pitch wildly and throw them clear. Finally falling, the investigators descend through layer after layer of darkness and slam into the lead chased roof of the chapterhouse, awakening suddenly as above with a loss of 1/1D4 Sanity.

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## The Bloody Button

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Lodged between two cobblestones several feet from Louise Hutchins' body is a button. The police did not notice it, but an investigator may find it. The button is solid gold, slightly dented on one side, and embossed with a trefoil pattern incorporating a stalk of wheat, an open book and an ash tree (Biology or halved Know to recognize). A crust of drying blood partially obscures the image of the tree.

An Occult or halved Know roll indicates that the ash tree is a symbol for the "world tree" or Yggdrasil, a symbol from Scandinavian myth that binds together Heaven and Hell. Yggdrasil is a thing that never dies.

### Taking the Button to the Police

If the button is shown to the police it is confiscated as evidence, but elicits no recognition from any of the officers. The button won't be returned, but investigators making successful Luck rolls may be allowed to make a sketch before it is taken away. Such a sketch will be more recognizable the higher the Art rating of the investigator making the drawing. Investigators without Art/Draw must roll less than DEXx1 to make a recognizable sketch of the button. Subsequent inquiries after the button fail to locate it: it has disappeared from the evidence files of the local police, eventually to end up back in the hands of its owner, Edwin Bristol.

### Taking the Button to Dean Crayden

If the button is shown to Crayden he claims not to recognize it — he does, however. It is from one of Bristol's

favorite waistcoats. Crayden clearly remembers that Bristol wore it the day Hutchins was murdered. He will not admit this. Psychology rolls reveal that the Dean is lying — but not what he is lying about.

The day after showing the button to the Dean, he calls the investigators into his office and asks for a status report on the investigation. Dean Crayden listens intently to whatever the investigators have to say. Following the report, he dismisses them from the case, claiming that his superiors in the church prefer that the local authorities handle the case from here out. He apologizes for cutting short their contract, but claims his hands are tied. If the Dean did not hire the investigators to help free the church of suspicion, but is merely cooperating with them in an independent investigation, he refuses them further help.

If Crayden subsequently finds the investigators within the cathedral, he sends local people loyal to the church to harass them; possibly frightening or injuring them. These are simple people who work for a living, and are not afraid to do a favor for the Dean of York. If this fails to dissuade the investigators, Crayden calls in the police to keep an eye on them. Influential investigators may be able to overcome the latter eventuality, but the Dean exerts absolute power within the cathedral, and unless they are careful when moving about within the building, they are found and ejected by the Dean's agents, the laborers restoring the cathedral.

The Dean's influence may easily spread to other dealings within the town as well. The investigators may find it difficult to purchase decent food and board once they get on Crayden's bad side; they may even be ejected from their current lodgings. The keeper should do anything reasonable to thwart the investigators while still allowing them narrow avenues for progress.

The criminal element of the town is unaffected by Crayden's influence. Exactly what the investigators can accomplish through these avenues is left to be developed by the keeper; note, however, that in this time and place criminals are an unpleasant lot, and York not so large as to support a large underground criminal community. Possibilities here should be limited.

Enterprising street peddlers and other itinerants on the borders of the law, such as Horace Dresden, on the other hand, may be willing to lend the investigators some support. Refer to the description of Horace Dresden to explore some possibilities if the investigators should earn the Dean's disapproval.

### Taking the Button to Dean Bristol Himself

If the button is shown to Bristol, he acts as if he never saw it before. A halved Psychology roll permits the investigators to realize Bristol recognizes the button. Showing the button to Bristol may seal the fate of one of the investigators, however, since Bristol stops at nothing — even killing an investigator — to retrieve it. As always, Bristol only attacks when the targeted investigator is helpless. He

attacks investigators while they are sleeping, if he knows where they board. If the investigators are working for the cathedral, he can learn this through Dean Crayden. Otherwise, Bristol lies in wait for the investigators, preferring the dark. He stalks them until one is alone, then attacks from behind, pressing a sharp surgical blade into his victim's throat, slicing through flesh, cartilage and trachea. Grabbing a handful of hair, Bristol presses his knee into the victim's back, spreading the edges of the wound, ensuring a free flow of blood.

This should be considered a grapple attack, followed by a automatic knife attack at +15%. A victim so wounded loses 1D3 HP each round until dead or receiving successful medical attention. An investigator can escape Bristol by overcoming his strength on the resistance table. For every 2 Hit Points lost, however, the investigator suffers a temporary loss of 1 STR. The weaker the investigator becomes, the more gloating and savage Bristol becomes, laughing and whispering bloody endearments into the victim's ear: "The blood is the life, my friend. And yours now spatters the pavement [floor]. Sinner, prepare to meet thy God."

If possible, Bristol removes the investigator's pineal gland to feed the lloigor, exactly as with the other murder victims.

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## Bristol and His Savior

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If the investigators learn that Bristol is committing some of the murders, they may place him under surveillance. The investigators may see no need to follow him within the cathedral, but if so they won't discover the source of his motivations. The scene described below occurs late at night not long after one of the murders, when the cathedral is empty save for Bristol and the investigators.

Bristol quietly enters the chapterhouse and uncovers the white statue of Christ. He carries a cloth-wrapped parcel. With his head bowed and a lantern burning at his feet, Bristol prays. "Forgive me father, I have sinned... In your name I have sinned horribly. Touch me with your presence, touch me with your balm of atonement." Bristol throws back his head and cries out. "Come to me now, son of God, awaken my remorse in the night and bathe me in the light of your forgiveness!"

The statue takes on a pale glow, like an afterimage burned into the eyes. It is difficult to focus on the shape of the statue. Air pressure in the room alters subtly, the lantern flame gutters a moment, then steadies. An envelope of static wraps around the investigators, part of a dampening field that restricts the movements of creatures within a 100 yard radius of the statue. Anyone within this radius must resist the 21 POW of the field with their own

POW in order to move. Insects are unaffected by the field, and several may alight on paralyzed investigators, to annoy and revile them.

The features of the statue seem to blur, become mobile. A deep voice rumbles from the sculpture, "Edwin, my child, I have heard your prayers and come in answer to them."

Bristol sinks stiffly to his knees.

"Confess your sins to me that I may grant you eternal forgiveness!" says the statue.

Bristol describes his latest murder. Catching her unawares in a darkened alleyway, slitting her throat with a razor sharp surgical knife, allowing the blood to drain from her pumping arteries into her clothing and onto the cobble street. Bristol then describes flensing the scalp from the woman's head, revealing the bloody dome of her skull. Then comes the work with the bone saw, carefully sawing just above the remaining flesh, until the cranial cap pops free. Removing the brain from the adhering mucous of the skull. Bristol says the organ came free easily enough, following the right cuts of the knife. From that point cutting the sacred gland from the brain was little trouble at all.

The cockroaches have come by now, climbing into the carved folds of Christ's robe. The insects hum and buzz quietly, accumulating ever more quickly, until the statue fades from white at the top to glittering black below. The head and face remain unobscured, but occasionally an insect crosses the animated features. G'nhateccz takes no notice.

Investigators realizing the connection between the accumulating insects and the roaches found at the murder scenes suffer a Sanity loss of 0/1.

Throughout the description, a phosphorescent tendril grows between Bristol and the statue. The stiff, limestone face of the statue creases in an evil smile of glee, until, as Bristol describes cutting free the pineal body, the stone face twists in ecstasy.

This entire exchange costs investigators 1/1D3 Sanity. Investigators failing their rolls are transfixed with a kind of morbid expectation, unable to act until Bristol finishes the acts required of him, described in the paragraphs below.

"Do you have the soul of the woman?" The statue asks.

"I have it here with me." Bristol turns up his left palm, revealing the white linen parcel.

"Good. Good." Rumbles the statue. Then in a voice loud enough to reverberate through the cathedral: "Now then, Edwin, receive my body, my blood."

Bristol unwraps the bloody pineal body, places it in his mouth and begins to chew. The tendrils of ghost light between Bristol and the statue brighten and multiply, snaking and twisting. The statue's voice rings throughout the cathedral "Revel in her pain, my son. Feel her flesh beneath your knife and rejoice." Investigators not transfixed by Bristol's earlier statements must make another Sanity roll for a loss of 1/1D4. Investigators transfixed from before automatically lose 1D4 Sanity.

On the bright side, the dampening field created by the lloigor's manifestation is dispersed as G'nhateccz turns its

attention to absorbing the Magic Points residing in the masticated pineal gland. The investigators can now act.

If the investigators interfere at this point, G'nhateccz is too absorbed in its feeding to do much, unless the investigators take too long to act after confronting Bristol. Bristol himself flees at the first sign of trouble. If his avenues of escape from the cathedral have been blocked, he heads directly for the entrance to the tower, located in the south transept. Bristol has a key to this area.

## Ascending the Tower

The tower stairways are tight, claustrophobic spirals, occasionally passing narrow arched windows. The treads of the steps are low and tricky, and may require DEXx5 rolls to avoid stumbles; a fumbled roll indicates a fall inflicting 1D3-1 damage.

Approximately halfway up the tower is a crossing, where an open catwalk spans the central area of the cathedral. A sloped roof rises to one side above the walk. If forced out here, Bristol attempts to leave the catwalk and take his chances on the roof. Anyone attempting this must make Climb rolls every other round or so to keep from falling. Anyone failing a Climb roll must roll Luck to keep from plunging from the cathedral roof. Investigators falling from this height suffer 5D6 damage. Otherwise missing a Climb roll only inflicts 1 point of damage as the climber slides briefly but painfully down the sloped roof. (Bristol may employ the Cloak of Fire here as described below, but at this height he would miss the buttressing and hit the ground.)

If the chase reaches the tower's top, Bristol invokes the Cloak of Fire, attacks any especially threatening investigators, then launches himself over the tower parapet, arching into darkness, descending in a slow parabola. He slams onto an upright at the shoulder of a buttress against the nave. Impaled there, Bristol burns brightly in the night for a long minute before extinguishing forever. Sanity loss for seeing this is 1/1D4.

## The Resurrection

Once the investigators have dealt with Edwin Bristol their attention should be drawn to the statue of Christ which so horribly influenced him. The investigators still may not realize exactly what haunts the statue, but nonetheless they should realize that it was the catalyst to Bristol's evil deeds.

When the investigators move to deal with the statue, however, the lloigor moves to defend its antenna to the surface world. Comfortable with the limestone shell it has used to dupe Bristol, G'nhateccz now animates the statue to attack the interlopers, perhaps even coming to meet them as they come down from the tower after dealing with Bristol.

If Bristol has made sufficient sacrifices, G'nhateccz expends only 16 Magic Points to animate the statue, and does so only if there are three or fewer investigators. In this case it seeks to remove those who know its secret. If hard-



pressed, however, the lloigor flees the stone form and in its invisible astral form leaves to carry out its nightmare plans in the city; it also flees if there are more than three investigators present. The investigators may not realize they have failed until long afterward.

If Bristol hasn't sacrificed sufficient Magic Points yet, the lloigor is even more desperate to protect the statue. Straining, it harnesses the store of Magic Points given it by Bristol. Every 5 Magic Points expended grants the lloigor-animated Christ 1D6 rounds of movement. The lloigor stays "in" the statue until either it or the investigators are dead, as without the statue it is powerless.

Once animated, the Christ "golem" moves stiffly but capably toward the investigators, its normally-benevolent features twisted into a hateful leer. "I am returned," it grates, lashing out at its prey. "'Tis judgment day." And so on, striking at investigators with lethal stone fists. If hard-pressed, G'nhateccz may use the Cloak of Fire.

**THE CHRIST GOLEM**

STR 22    CON 24    SIZ 18    INT 21    POW 15  
DEX 6    MOVE 6    HP 21

**Damage Bonus:** +1D6

**Weapons:** Maul-like Fist 50%, 1D8+db

**Armor:** 8 points of stone.

**Skills:** Howl hideously like a wind blowing through a narrow place 80%

**Spells:** Cloak of Fire.

**Sanity Loss:** 1/2D4.

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## Conclusions and Consequences

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The investigators must stop Bristol before the lloigor has gained 50 Magic Points (roughly 5-6 victims). Once G'nhateccz acquires this much energy it emerges from its long coma and begins draining the people of York of their Magic Points. Once it has the ability to do this it will attempt to reestablish its rule of pain and terror. York becomes infamous for the countless random acts of brutality and depravity perpetrated there. The investigators can of course continue to fight the lloigor if it awakens fully, but once it does so it might seek out other sleeping lloigor to try and reestablish the network of fear these alien "Dragon Kings" once held over Britain. A campaign based on such a struggle might be interesting, but undoubtedly quite punishing for the investigators.

The best method of ensuring that G'nhateccz can never reestablish its rule is to pour the restorer's acid over the statue in the chapterhouse. If the investigators fail to think of this on their own allow halved Idea rolls to pre-



*Bristol in the Cloak of Fire*

sent this solution. Provided G'nhateccz doesn't animate the statue to prevent them, this destroys the lloigor's surface antenna. It is unlikely that once deprived of its channel to the surface the lloigor would act to change the situation. Its natural state of depression would deepen for decades. It may eventually emerge from its new funk, but who can tell? This option results in a Sanity reward of 2D6. Unfortunately, if this desecration is traced back to the investigators the blow to their Credit Rating would be severe, perhaps as much as 1D10 or 2D6.

Alternately, the statue could simply be removed from the chapterhouse and cathedral. It is possible the Dean would agree to this if shown that the statue was influencing his young, blue-blooded assistant. But showing the Dean the goings-on between Bristol and G'nhateccz would be a permanent blow to his sanity. Dean Crayden would retire in the months following the scenario. This option results in a Sanity reward of only 1D6 (since the statue could be returned by careless or well meaning church officials), but there would be no damage to Credit Rating.

Breaking up the statue weakens the lloigor, but does not finish it. Investigators who break the statue apart may, with a halved Spot Hidden roll, notice some residual animation in the fragments. If they remove the fragments from the chapterhouse, allow a Luck roll against the unLuckiest investigator's score to avoid discovery. Explanations paired with Persuade rolls may keep them out of jail, but a loss of at least 1D10 or 2D6 points of Credit Rating can be expected. If the fragments are left in the chapterhouse, the lloigor requires 1D10 hours and an expenditure of 2D10 Magic Points to reform the statue. Subsequent discovery of the healed statue costs the investigators 1/1D6 Sanity.

If the investigators can prove Bristol is the Cathedral Killer, his capture results in a reward of 1D8 Sanity. Accusing him without sufficient proof brings about a public backlash causing a loss of 1D4 points of Credit Rating. If he is subsequently proven guilty, 1D6 points are added to Credit Rating.

Regardless of whether he is proven guilty, if Bristol is killed, anyone involved in his death — however "innocently" — loses 1D3 Credit Rating. If the investigators knew Bristol was the Cathedral Killer, his death nets them 1D6 Sanity.

Stopping Sedny is good for another 1D6 Sanity award. Failing to realize his part in the scenario and later hearing about further murders costs 1D6 Sanity. If the investigators return to York to clean up this unfinished business, the police apprehend Sedny on the day they return. He may even be paraded past them as they arrive at the train station, surrounded by police and onlookers, the latter murmuring about Sedny's identity. It is most likely that in ensuing years all the murders will be attributed to Malcolm Sedny. Some damage should be assessed against the investigators' reputations in this eventuality, possibly a 1D6 or 1D8 reduction in Credit Rating as word of their implicat-

ing the wrong man as the Cathedral Killer follows them from investigation to investigation.

## The Characters

### EDWIN BRISTOL, 26, aristocrat fallen upon hard times

STR 14    CON 10    SIZ 11    INT 15    POW 6  
INT 13    POW 13    EDU 17    SAN 0    HP 11

**Damage Bonus:** +1D4

**Weapons:** Sharp, Sharp Knife 55%, damage 1D4+2+db, Kick 45%, damage 1D6+db, Grapple 60%, damage special.

**Spells:** Cloak of Fire.

**Skills:** Accounting 20%, Art (Intaglio) 35%, Biology 65%, Chemistry 20%, Credit Rating 70% (30%\*), Fast Talk 55%, First Aid 55%, Hide 35%, History 45%, Latin 40%, Law 35%, Library Use 50%, Medicine 40%, Natural History 45%, Sneak 55%.

\*Score in parentheses is used only after the investigators learn about the failure of Bristol's fortunes.

### ELIJAH CRAYDEN, 54, Dean of York

STR 10    CON 9    SIZ 13    INT 13    POW 16  
DEX 8    APP 9    EDU 19    SAN 75    HP 11

**Damage Bonus:** none

**Skills:** Accounting 55%, Bargain 60%, Bureaucratic Backbiting 70%, Credit Rating 65%, First Aid 40%, History 55%, Law 35%, Library Use 50%, Latin 65%, Persuade 75%, Psychology 50%, Spot Hidden 45%.

### G'NHATECCZ, ageless, lloigor

STR (33)    CON (32)    SIZ (40)    INT 21    POW 15\*  
DEX 10    HP (36)

**(Damage Bonus:** +4D6)

**(Weapons:** Claw 40%, damage 1D6+db; Bite 60%, damage 2D6.)

**(Armor:** 8-point hide in material, dragon form.) Cannot be harmed while immaterial.

**Spells:** Cloak of Fire, plus 1D3 others at keeper's discretion.

\* The lloigor has 15 POW/MP to use in spells. At the time the investigators enter the story, it has accumulated an unusable reservoir of 20 Magic Points from Bristol's murders. Each additional murder/ritual by Bristol adds another 3D6 Magic Points to the total. When the total reaches 50, G'nhateccz is free to move outside the cathedral, and may use the accumulated Magic Points as desired.

Consult fifth edition rules for complete description of lloigor and their capabilities. Parenthesized attributes apply to material forms only.

### MALCOLM SEDNY, 36, lost soul

STR 16    CON 16    SIZ 8    INT 9    POW 10  
DEX 13    APP 10    EDU 6    SAN 13    HP 12

**Damage Bonus:** none

**Weapons:** Large Rock 60%, damage 1D6+db; Riding Crop 55%, damage 1D2+db; Pen Knife 55%, damage 1D3+db; Kick 40%, damage 1D6+db; Fist 55%, damage 1D3+db.

**Skills:** Bargain 25%, Climb 60%, Conceal 70%, Dodge 40%, Drive Cart/Dray 55%, Hide 70%, Soothe Animal 65%, Sneak 45%.

# Sacraments of Evil

## INSPECTOR DONALD STANTON, 48, ineffective policeman

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

**Damage Bonus** +1D4

**Weapons:** Billy Club 40%, damage 1D6+db; .38 Revolver 40%, damage 1D10; Fist 55%, damage 1D3+db; Grapple 40%, damage special.

**Skills:** Fast Talk 30%, First Aid 35%, Law 50%, Listen 35%, Spot Hidden 30%.

## DR. ALLEN MELROSE, 49, forensics expert

STR 6 CON 10 SIZ 12 INT 16 POW 13  
DEX 14 APP 9 EDU 20 SAN 52 HP 11

**Damage Bonus:** none

**Skills:** Anthropology 40%, Biology 70%, Chemistry 45%, Credit Rating 60%, First Aid 55%, History 50%, Law 30%, Medicine 75%, Pharmacy 45%, Psychology 45%.

## HORACE DRESDEN, 38, infernal bookseller

STR 14 CON 11 SIZ 7 INT 16 POW 11  
DEX 15 APP 7 EDU 18 SAN 39 HP 9

**Weapons:** Blackjack 60%, damage 1D8.

**Skills:** Bargain 75%, Conceal 50%, Evaluate Book Binding 80%, Fast Talk 55%, Library Use 70%, Listen 40%, Psychology 45%.

## ROBERT ASHLEY, 31, eager museum curator

STR 10 CON 11 SIZ 13 INT 15 POW 12  
DEX 13 APP 14 EDU 17 SAN 65 HP 12

**Damage Bonus:** none

**Skills:** Accounting 20%, Anthropology 35%, Archaeology 30%, Credit Rating 30%, Dodge 30%, History 70%, Law 20%, Library Use 65%, Natural History 20%, Occult 15%, Spot Hidden 35%, York History 85%.

## THE DEAN'S AGENTS (easily swayed laborers)

STR 15 CON 12 SIZ 14 INT 11 POW 9  
DEX 9 APP 8 EDU 7 SAN 50 HP 13

**Damage Bonus:** +1D4

**Weapons:** Truncheon 55%, damage 1D8+db; Fist 60%, damage 1D3+db.

**Skills:** Listen 30%, Make Subtle Threats 25%, Spit 70%, Spot Hidden 35%.

## TYPICAL CONSTABLE

STR 14 CON 12 SIZ 14 INT 11 POW 9  
DEX 11 APP 9 EDU 6 SAN 45 HP 13

**Damage Bonus:** +1D4

**Weapons:** Billy Club 50%, damage 1D6+db; Grapple 55%, damage special.

**Skills:** First Aid 35%, Listen 40%, Spot Hidden 40%.

## TYPICAL STREET PEDDLER

STR 9 CON 11 SIZ 9 INT 11 POW 8  
DEX 13 APP 7 EDU 4 SAN 40 HP 10

**Damage Bonus:** none

**Skills:** Bargain 65%, Fast Talk 45%, Eject Mucous Projectile From Nostril 80%.

## TYPICAL BEGGAR

STR 5 CON 8 SIZ 11 INT 8 POW 7  
DEX 10 APP 6 EDU 1 SAN 20 HP 10

**Damage Bonus:** -1D4

**Weapons:** Fist 60%, damage 1D3+db

**Skills:** Bargain 20%, Offer Useful Tidbit of Information 25%, Wheedle 80%.



# The Scuttling

by Todd A. Woods & Kevin A. Ross

*"The very deep did rot: O Christ!  
That ever this should be!  
Yea, slimy things did crawl with legs  
Upon the slimy sea."*

— Samuel Taylor Coleridge,  
*"The Rime of the Ancient Mariner"*

**T**HIS SCENARIO IS SET aboard a sailing ship during a voyage to America. While nominally set in the 1890s, ships such as this were used throughout the Victorian era and even into the early 20th century.

The investigators are assumed to be able to spend a lengthy period of time away from England, as the trip to and from America takes roughly two months. Alternately, if some investigators are unable to take such a leave, the keeper may allow them to take the roles of additional crewmen aboard the ship. Using this same tack, a keeper could run this scenario as a one-off adventure.

## Keeper's Information

Nigel Stander, a London shipping and railroad tycoon and a collector of antiquities, has arranged the purchase of an antique bust from a dealer in New York City. Though of relatively plain design, Stander believes the bust depicts young Lady Jane Grey, the short-reigned first queen of England. Stander hires or otherwise entreats the investigators to conclude the transaction for him, requiring that they sail to New York City aboard his ship the *Christabel*. This voyage and the transaction itself are carried out with little incident.

But as the ship sails out of New York it runs aground on a mudbank brought up from the sea bottom by a recent underwater earthquake. Here it picks up an unexpected passenger — a giant prehistoric arthropod called a eurypterid. This lobster- or scorpion-like creature attaches itself to the *Christabel's* hull, where it gives birth to a horde of larva, which in turn begin looking for food aboard the ship. The infestation of eurypterids gets worse as the voyage progresses, and the crew fall prey to the voracious

creatures. Eventually the mother creature herself comes aboard looking for food.

In addition to fighting for survival, the investigators must decide whether or not to risk bringing these ancient horrors to civilized shores for further infestations.

## Involving the Investigators

Nigel Stander wishes to hire the services of a historian, antiquarian, or art dealer to authenticate the statue. He might also contact a lawyer, solicitor, consulting detective, or inquiry agent to facilitate the legal aspects of the transaction. The investigators may also be friends, business associates, or relatives of Stander. One or more of the investigators may be an employee of Stander's: clerk, accountant, solicitor, or sales representative. Finally, cultured investigators are possibly above the vulgar need for money, and instead may wish to accompany the journey to see first hand this rare bust of Lady Jane Grey.

Stander is known throughout London as a fabulously wealthy man with considerable holdings in British railroads and shipping lines; he is also a well-known collector of art and antiquities. Stander, in his mid 60s, has no surviving family and lives on a fine estate in Elstree, north of London. The investigators are summoned to Stander's office near St. Paul's



Nigel Stander

Cathedral in The City, in the heart of London's business district. The meeting is scheduled for 3:30 on a Friday afternoon.

A secretary leads the investigators into Stander's private office. Stander himself arrives around 4:00. Stander, a tall, thin, balding man with spectacles, apologizes for his tardiness but quickly drops the formalities and gets down to business.

Stander takes a file out of the top drawer of his desk and hands it to an investigator with historian/antiquarian knowledge. The file contains several sketches of a bust of a lovely young woman.

"That's the piece I've told you about. My sources believe this to be a bust of Lady Jane Grey. I assume you know the story Lady Jane and her rather short reign as queen of England?" For those who don't recall, Stander rather contemptuously fills them in (see the boxed text nearby). The investigators' task is to verify that the piece dates from the 16th century, and to compare it to the sketches he has provided to make sure that it is the piece he is seeking.

The piece, he says, is currently held by Weiman and DeMarco, two antique dealers in New York City. Stander has wired them about purchasing the bust, and they have accepted his offer of 500 Pounds. Business responsibilities prevent Stander from travelling to New York himself. He offers each investigator 40 Pounds now and another 40 Pounds on delivery of the bust, plus reimbursement for reasonable expenses.

Stander answers whatever other questions the investigators may have. Then, assuming they accept his terms, Stander hands each investigator an envelope. Each envelope contains 40 Pounds and a train ticket to Liverpool. Still brusque and businesslike, Stander informs them that his ship the Christabel leaves from Liverpool in two days' time, and that he has already booked passage aboard for them.

Finally, Stander gives one of the investigators — ideally his legal representative — a folder full of documents. These are the cables that were sent between Stander and the New York antique dealers.

### Research

The investigators have scarcely a day to research the statue and Lady Jane Grey before their ship leaves. Even then, Stander has already obtained all the existing information about the bust and its subject.

### To Liverpool

The train to Liverpool leaves Paddington station early Sunday morning. The trip takes the better part of the

day, with numerous stops between London and Liverpool. The party arrives in the bustling port city late in the afternoon, with scarcely an hour to spare before the Christabel is scheduled to depart.

### To the Christabel

At Liverpool Station the investigators must hire a taxi to get to the harbor. The taxi drops the investigators several hundred yards from the nearest dock. The driver insists he cannot bring a cab farther into the harbor area. A few pennies changes his mind.

Among the ships sitting in the dock is a large three masted ship that appears to be new. A smokestack comes out of the deck between the second and third masts; an Idea roll recalls that Stander said the Christabel was a brig — not a steam-powered vessel. Several dozen men are currently loading crates into the ship's holds, and a gangplank leads onto the deck. A Spot Hidden roll notes that the flag hanging from the stern of the ship is not British. A halved Know roll recognizes it as the ensign of the Swedish-Norwegian Union. Anyone walking up the gangplank is stopped at the top by a tall blond man. In a heavy Scandinavian accent he asks the investigators about their business. Four or five blond, burly, bearded men stop their work and glare at the strangers.

Learning they are looking for the Christabel, the blond officer explains that this is the Gustav Ericsson, bound for Stockholm in two days. He suggests that they inquire at the harbor master's office as to the whereabouts of the Christabel.

As they leave the deck, the Swedish officer shouts that one of his crew remembers seeing the Christabel at the north end of the docks.

### The Statue

**T**HE BUST IS APPROXIMATELY 4 1/2 feet tall including pedestal. It portrays a lovely young woman. A History roll notes that she is dressed in the affluent clothing of the mid 16th century. Weiman has dated the bust to that same time, though the pedestal is at least two hundred years newer than that. Weiman and DeMarco acquired the piece from a small library in Kingston, New York. How the piece came to America is a matter of conjecture. For the purposes of this adventure the actual identity of the woman is irrelevant, but Stander believes the bust to be of Lady Jane Grey. Should the statue prove to be authentic, Stander will have a major historical find, perhaps worth several thousand Pounds. Even if not authentic, it is still a valuable 350 year old piece of art.

#### Lady Jane Grey (1537-1554)

Lady Jane Grey was the great-granddaughter of Henry VII. In 1553 she married Lord Guildford Dudley, son of John Dudley, Duke of Northumberland and Earl of Warwick. A beautiful and intelligent woman, Lady Jane reluctantly took the throne of England upon the death of 16 year old Edward VI in 1553, becoming the first female monarch in English history. Nine days later she was deposed by Mary Tudor and imprisoned. On February 12, 1554, at the age of sixteen, she was beheaded for treason.

The investigators must carry their baggage nearly a half-mile before reaching the ship. For a few pennies they may be able to find someone to haul their gear. The investigators should realize that being late may get them on the captain's bad side.

The Christabel is indeed at the far end of the dock. Its name is carved below the bowsprit.

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# The Christabel

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Captain Dan Holley, the Christabel's commander, greets the investigators gruffly. He orders Hawkins, a grotesquely burn-scarred seaman, to carry their bags to their quarters; seeing the raw features of this man for the first time costs 0/1 Sanity. Other sailors are loading the ship and preparing to sail. The investigators are given cabins in the cabinhouse, near the stern. There are additional cabins in the deckhouse amidships if needed.

The Christabel is a wooden three masted brig built in 1853. She boasts 1099 tons, a length of 169 feet, a beam of 37 feet, and a depth of 21 feet. She is owned by Stander's shipping company. Her commander is Captain Dan Holley; his First Mate is Nils Van Owen. The other crewmen are described at the end of the scenario.

The ship has seen a lot of use, and is rather worn looking compared to the many steamships standing in the harbor. Captain Holley loves her dearly and ensures that she is completely seaworthy.

The deck of the ship is divided into three parts: a raised fo'c'sle forward, the main deck, and the cabin house and raised poop or quarterdeck aft. The hold has two additional decks.

### Forecastle

The fo'c'sle is a raised area at the front of the ship. The Christabel carries a capstan (a heavy winch) ten feet from the bow. The center of her pump-brake windlass is twenty feet aft of the bow. Only the windlass, pawl-post and the catheads are on the fo'c'sle. A small companionway with a vertical ladder leads into the crew quarters, below the main deck.

### Maindeck

The main deck runs from the fo'c'sle to the cabin house. There are three hatches into the 'tween deck here. Each hatchway has coamings and ledges to keep water from getting into the hold. Covers are placed across the hatches during bad weather. The first hatch is just aft of the fo'c'sle, in front of the foremast. Aft of the foremast is the deckhouse, containing the galley, a sail locker and staterooms. The ship's longboat is lashed atop the deckhouse, behind the galley chimney.

The main hatch is between the deckhouse and mainmast. The third hatch is located just in front of the cabinhouse. Another capstan, used for moving cargo, is located

between the main mast and the third hatch. The main deck is otherwise open and kept free of loose gear. The ship's pumps are located at the base of the mainmast. A box-like well extends into the bilge through which the pipes of the pumps run. The well has cleats nailed to the aft side so that the ship's carpenter can climb down for maintenance.

### Deckhouse

The deckhouse contains the crew's galley and mess, two staterooms, food stores, the cook's quarters, and a sail locker. The crew take their meals here, while the Captain and Mates eat in the cabinhouse. Passengers can eat in either mess but those of higher social standing would be out of place in the crew's mess. The dining table here is often used by the men for activities such as card playing or drinking. The two staterooms here are less ornate than the ones in the cabinhouse. The stove is a wood burner. Joe Carr and Captain Holley have the only keys to the pantry.

### Cabinhouse

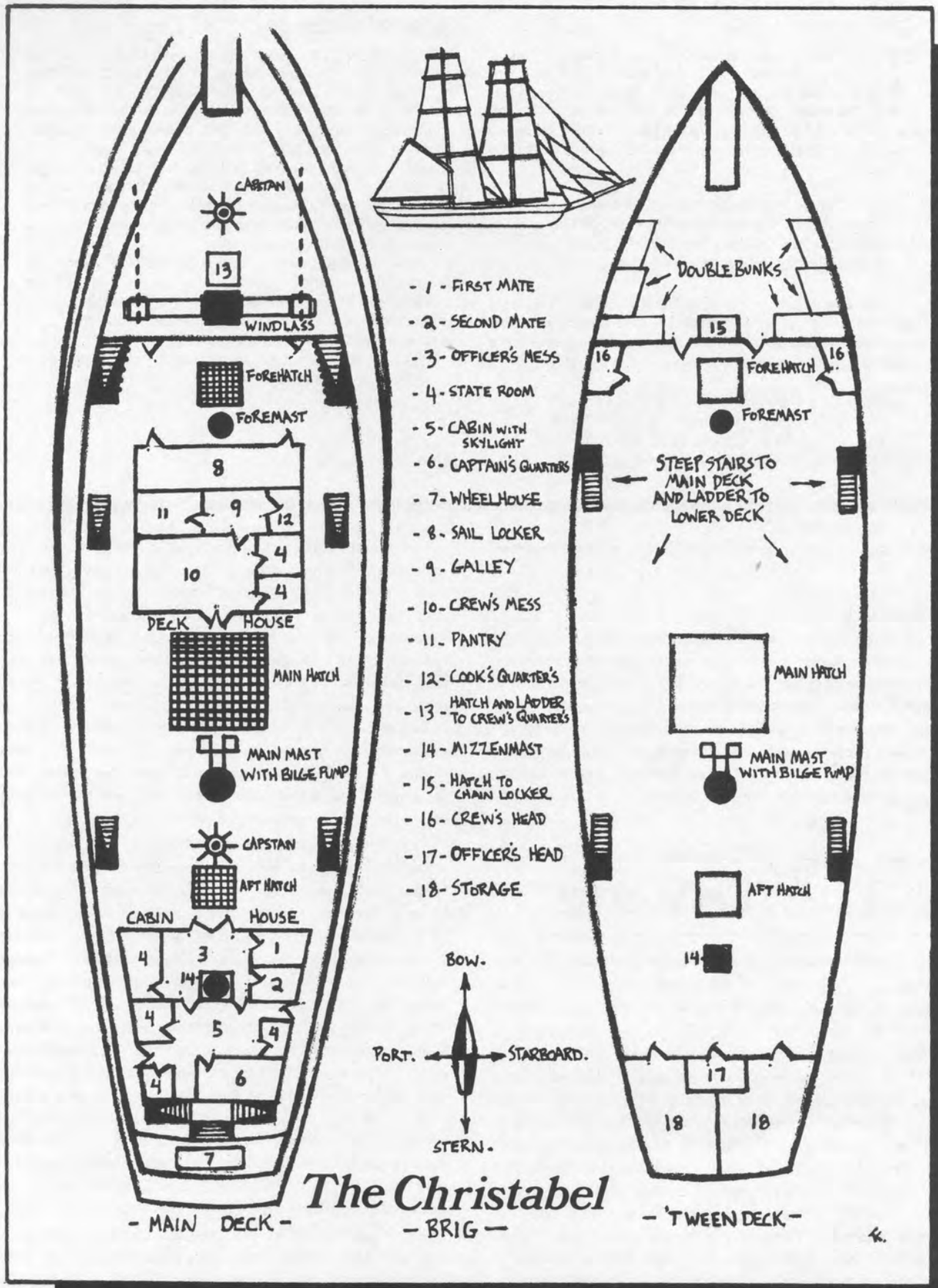
The rear of the deck is dominated by the cabinhouse, containing four staterooms, quarters for the Mates and Captain, the officer's mess, and the main cabin. These rooms are all finished quite elegantly, and each has one or two portholes. Rosewood, mahogany, bird's-eye maple and satinwood are used with delicately carved pilasters and capitals. The rooms show considerable wear due to the ship's age. The divans in the main cabin are covered in leather, and hanging on the wall is an old cutlass carried by Holley's father at Trafalgar. A skylight pierces the ceiling of the main cabin.

### Poopdeck

At the rear of the cabinhouse are stairs up to the poop deck. The stairs are arranged athwartship (side to side) rather than fore and aft. Atop the poop deck is the wheelhouse which also contains the lamp storage locker. Under the poop deck is another sail locker and the deck stores.

### 'Tween Deck, Crew Quarters

Inside the ship are two cargo decks. The first, or 'tween deck, is where the majority of the cargo is located. This deck has hatchways located under the main deck hatches for access to the lower deck. It is cramped but can be ventilated by opening the main deck hatches. There are also six portholes on each side which can be opened for light and fresh air. Forward, under the fo'c'sle, are the crew quarters, which sleep up to twelve crewman. The anchor chains run from the ceiling into the chain locker below. Aft of the chains a hatch leads to the chain locker. The bowsprit terminates in this area. A bulkhead with two doors separates the crew quarters from the rest of this deck. Outside these doors, on either side of the hull, is a crew lavatory. The majority of the 'tween deck is open space, normally filled with cargo. The masts run through this deck. Vertical ladders lead up through the main deck hatchways, and four



- 1 - FIRST MATE
- 2 - SECOND MATE
- 3 - OFFICER'S MESS
- 4 - STATE ROOM
- 5 - CABIN WITH SKYLIGHT
- 6 - CAPTAIN'S QUARTERS
- 7 - WHEELHOUSE
- 8 - SAIL LOCKER
- 9 - GALLEY
- 10 - CREW'S MESS
- 11 - PANTRY
- 12 - COOK'S QUARTER'S
- 13 - HATCH AND LADDER TO CREW'S QUARTERS
- 14 - MIZZENMAST
- 15 - HATCH TO CHAIN LOCKER
- 16 - CREW'S HEAD
- 17 - OFFICER'S HEAD
- 18 - STORAGE

## Chanteys

**T**HESE ARE SEA SONGS used to get a group of sailors working in unison. The mate starts with a one line solo, while the men prepare to draw the rope. They answer the mate's line with one of their own, all pulling on the final word. The solo lines do not have to make sense, so long as the final word of each couplet harmonizes. For example:

*Solo: "Oh the cook he's mixing up his bread!  
Chorus: Yo-o-o-o-o-ho, heave the man DOWN!  
Solo: An' when you eat it you'll all drop dead!  
Chorus: Yo-o-o-o-o-ho, heave the man DOWN!"*

The sailors pull on the word DOWN. Different chanteys may be used for under different circumstances. For instance, the captain and mate are using the sextant for a reading. The chanteyman may say,

*Solo: "Oh the old man's a-goin' to shoot the sun!  
Chorus: Yo-o-o-o-o-ho, heave the man DOWN!  
Solo: Ay' this here old topsail it must weigh a ton!  
Chorus: Yo-o-o-o-o-ho, heave the man DOWN!"*

## Seasickness and Sea Legs

**F**OR THE FIRST LEG OF THE VOYAGE, from Liverpool to New York, any investigator failing a CONx5 roll suffers from occasional nausea, temporarily reducing their DEX and all skills by half. A fumbled roll results in the loss of the last meal, a temporary loss of 1D3 CON, and near total incapacitation for 1D3 days. Lost CON points return at the rate of one per hour upon returning to dry land. Once an investigator succeeds with his CON roll he is considered immune to further seasickness, unless the motion of the ship is particularly violent. Even experienced sailors may suffer the effects of seasickness during a bad storm.

The incessant rocking of the waves also effects an investigator's balance resulting in a loss of 1D3 DEX (in addition to any lost to seasickness) the first 2D6 days at sea. Fisherman, sailors, and so forth already have their "sea legs" and thus do not suffer this penalty.

Investigators with substantial nautical experience may be immune to these effects.

sets of stairs located along the hull also access the main deck.

### Lower Deck

Beneath the hatches in the 'tween deck are hatches into the lower deck — the only openings to the rest of the ship. The lower deck is very dank and dark. Most of this area is taken by ship's stores: water casks, food, sails, chain and rope, etc. The areas directly around the hatch openings are generally used for additional cargo space. The masts run through this deck into the keel. Vertical ladders run up through the hatches to the 'tween deck.

## The Voyage

The voyage to New York takes about a month. The following is a description of daily activities and conditions found on the Christabel. These descriptions can be used on any day of the trip, going either east or west. Specific events are described separately.

Each day, the crew spends time working the sail. It is a hard life, and the men are constantly working. The sails are generally reefed in somewhat at night. Any investigators wishing to learn Pilot Ship may watch the sailors at work. A successful Idea roll after each day gains the investigator 1D3 points in the skill, to a maximum of INTx3. The passengers are not allowed to help the sailors unless the crew size is reduced by three or four men and then only if they have Pilot Ship skill. Often, the mate starts a chantey to get the men working in unison, an effective technique when too few men are pulling on a rope.

Meals are served in the morning and at night. The cook prepares a light midday meal that the men can carry aloft if needed. He also serves a noon meal for the passengers. Typical food includes yellow meal, bread or biscuits, salted meat (pork and beef), rice, potatoes, some flavorings (pepper, sugar, and mustard) and the ever present tea. The ship has several casks of water in the lower hold. Fancy meals, usually cooked early in the trip, may include soup, boiled cod, roast turkey, mashed turnips, stewed chicken with macaroni, pies, pickles and plum pudding. The cook carries the meal into cabinhouse to serve the officers and passengers. Anyone who wishes to catch fresh fish with the tackle on board is welcome to try.

In the evening, the sailors swap stories, play music, and gamble. Most of the men do not fraternize with the passengers. A Psychology roll notes an unspoken barrier between the crew and the investigators. Investigators may try to befriend the crew if desired, but even at sea Victorian society is still very stratified. Captain Holley doesn't approve of such behavior but won't interfere. Free time during the day is spent doing maintenance. The wear and tear caused by the sea is never-ending. The crew work constantly to maintain the ship's sea worthiness. Frayed ropes must be spliced or replaced, old sails taken down and new ones put up. Polishing the metal surfaces on deck is another source of busy work. Every few days, three or four sailors spend an hour or two manning the bilge pump, pumping water from the bottom of the ship back into the sea. Men who shirk their duties are kicked around by the others. On the Christabel, this is rarely a problem.

The passengers are expected to stay out of the way. Captain Holley treats them well, remembering they have been hired by or are guests of Stander. There is little for them to do during the trip. The main deck is freely acces-



sible during calm weather and the 'tween deck is not restricted. The cargo is off-limits as is the lower deck holding the ship's stores. Persons wanting access to restricted areas must have Captain Holley's permission or the sailors will attempt to stop them — with force if necessary. Should an investigator persist, he is put in chains. Under these circumstances, the investigators may well occupy themselves reading Mythos tomes or engaging in magical research.

## Specific Events

These events can be used as the keeper sees fit, perhaps one every 1D3 days or so during the voyage to New York. Most days pass by quietly and without major incident.

### The Argument

The work required to sail a ship in this era was enormous. Because of the constant grind, the men are frequently short-tempered and intolerant. Arguments occur between the best of friends.

Toby Higgins and Ben Gordon are swabbing the decks. Higgins is slacking off, letting Gordon do most of the work. Gordon, not wanting to be late for the next meal, criticizes Higgins' work quality. Higgins flies off the handle and starts pushing the lad around. The tussle is broken up by O'Reilly unless an investigator steps in. Higgins goes after any "lubber" who interferes. Should he strike a passenger or O'Reilly, Holley restricts him to bread and water for three days. Higgins blames the investigator for his troubles and may take revenge later.

### Bad Food

Carr serves the crew a batch of sour pork. Half the crew are unable to function and the investigators must help as best they can. (The officers' mess had a different meal that day). The men are back to work in a couple of days.

Alternately, Carr's spoiled cuisine may be served to the officers, and investigators who fail a CONx1 roll temporarily lose 1D4 CON and must spend 1D3 days sick aboard the rocking ship.

### Debris

There are no dumping laws in the 1890s, so all a ship's trash goes into the water. As the *Christabel* sails along, the lookout spots a clump of trash ahead. The Captain turns her towards the debris. It proves to be rank garbage from another ship. A handful of sharks glide nearby, nosing through the debris, eating whatever seems edible.

### The "Seamonster"

One afternoon the crew spot a giant squid languishing on the ocean's surface some distance from the ship. The crew decide to have some fun with the land-lubbing investigators, and Peter Oldfield shouts for them to come out of their cabins.

On deck, the investigators see Higgins, Oldfield, and Mills excitedly pointing to something off the port bow.

About 200 yards away, a cylindrical shape about 15 feet long floats on the surface. One end disappears into the choppy waters, while the other end, strangely pointed, bobs a few inches above the waves. A Spot Hidden roll notes — perhaps to the investigators' alarm — a hint of a tentacle briefly raised out of the water at the submerged end; if the investigators seem alarmed by this, charge them 0/1 Sanity.

The jokers, meanwhile, play the situation as straight as possible. "Wot is it, ya s'pose?" "Some kind o' monster, looks like t' me." "Wot d' you make of it, guv'nor? Seen anythin' like that in yer travels?" Oldfield suggests that the investigators prepare for trouble should the thing see the ship. Mills and Higgins, on the other hand, are all for coming about and killing the thing. A Psychology roll notes that the men are overly sincere.

A Natural History or halved Know roll recognizes the creature as nothing more extraordinary than a giant squid. If the investigators identify the creature aloud, the men are somewhat impressed, but have a good laugh anyway.

If the investigators fail to catch on to the joke, Captain Holley breaks up the palaver: "You men quit gawking at that squid and get your hides back to work." Oldfield, Mills, and Higgins stumble back to work guffawing at the gullible land-lubbers, and even Holley suppresses a smile. The investigators are the butt of sea monster jokes for the rest of the voyage.

### Fog

A thick fog settles over the ship, rendering it blind. It lasts 2D20 hours, during which time the crew frequently mutter about bad luck.

### Becalmed

The wind stops completely, leaving the sails hanging limp from the yards for 1D100 hours. The longer this condition lasts, the more irritable the crew become.

### Rats

While bringing up stores, one of the crew discovers a major rat infestation belowdecks. Rats are a normal part of ship life, but this time the numbers are unusually high. Several of the men are ordered into the hold with lanterns and clubs to deal with the vermin.

### A Bad Squall

The ship passes through a weather front which dumps rain on the ship, making conditions miserable. The seas are rough, and with the increased rocking the investigators must check for seasickness. Footing becomes slippery and the men must work in restrictive rain gear, increasing the chances for injury. Visibility is reduced to a couple of miles or less. Come nightfall the temperature falls and the rain freezes on the deck and yards, making it almost impossible to work. The sails must be stepped down or they will tear because of the increased weight of the ice. Help may be required belowdecks as some of the cargo breaks free of its moorings. Anyone risking a walk on deck must make a

DEXx8 roll to avoid plunging into the sea; if this occurs the victim must make 1D6 Swim rolls while the crew try to rescue him. Failing any roll starts the Drowning procedure described on page 32 of the 5th edition Cthulhu rulebook. The victim also loses 1 CON for each round spent in the frigid waters.

### Ship sighting

"Ship to port!" cries the lookout. In the direction pointed out by the lookout, a ship is seen several miles away. The ship passes close to the Christabel, noteworthy because of the vast area of the sea. Normally, when ships come within shouting distance at sea, names and weather information are exchanged — through an elaborate system of flags during the day or using lights at night.

In this instance, however, a steam ship overtakes the Christabel, her engines propelling the ship faster than is possible with sail. The steamship's crew stands jeering along her deck as she passes the older brig. Some of the Christabel's crew shout curses at the other crew, spoiling for a fight. Captain Holley breaks up this display, though he himself curses the other vessel's stand-offishness. More than one crewman is later overheard saying he'll be looking for "those cocky bastards" in New York.

### Dolphins

One sunny morning the crew are cheered by the sight of several sleek dolphins racing in front of the ship's bow. The mammals glide, leap, and cavort alongside the ship for several hours, raising the men's spirits. Asked, the crew say friendly dolphins are a good omen.

### The Flight

Four days out of New York City an ugly fight breaks out between Carr and Hawkins. Hawkins accuses Carr of making remarks about his appearance, and goes after the wily cook unarmed. Carr retaliates with a knife. If an investigator tries to break it up, both combatants push the interlopers aside (treat as Fist attacks with no damage); if either man is actually struck however, he will fight back.

By the time the fight is stopped, Carr is sporting a broken nose and a black eye, and Hawkins is missing a tooth and has a deep cut in his left thigh. Captain Holley tries to find out what happened but neither man talks. He confines both to quarters. Hawkins insists on doing his work, even with the injury. Holley refuses and Hawkins stomps to the fo'c'sle. The rest of the voyage passes without incident.

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## Arrival in New York

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The Christabel arrives in the early evening at the mouth of the Hudson River. Steam tugs carefully guide the ship

through the crowded harbor to its berth on the southeastern shore of Manhattan. There are numerous craft here of all shapes and sizes. The crew are eager to get the ship to dock as soon as possible: once the cargo is unloaded, they are given shore leave.

Once in her berth, the ship is moored to the dock with large, thick hemp ropes at each end. A gangplank is placed between the deck and shore. The passengers are free to leave. Though it grossly violates Victorian propriety, the investigators' standing with the sailors may improve if they offer to help unload the cargo.

Investigators leaving the ship should inform Van Owen of their intentions regarding lodging. They can stay on the ship at no cost, while those staying ashore have to cover their own expenses. Holley plans to leave in three days. On arrival the Captain and First Mate leave the ship to make arrangements for their return cargo.

### The Docks

The docks are a chaotic scene of hard labor. Ships line the shore, with men swarming over them loading crates and bales into the open holds. Here and there small groups of drunken sailors wander, singing and carrying on. Pedestrians must watch out for the passing of horse-drawn wagons pulling goods up and down the dock. Gulls fly overhead, screeching at the men below. Countless rats are seen crawling down the mooring lines to the ships. The water in the harbor is an oily, debris filled soup. The powerful odor is extremely putrid, carrying the traces of oil, fish, manure and the sea.

Those leaving the harbor area must walk to one of the city streets about two blocks away. Several squalid-looking hotels and restaurants line the streets. Rooms can be found here but the quality is almost certain to be low and the risk to life and limb high.

Cabs do not come into this area very often, so the investigators may have to wait as much as an hour for one. Any cabbie can take the group to an inexpensive but clean hotel a few minutes away. When the investigators pay the driver, he refuses British money. If they cannot pay and make no attempt to find a way to pay him, he shouts for a policeman.

With an Idea roll the investigators realize they might be able to get American currency in the hotel lobby. The desk clerk is willing to give them some money against the room, but they need to leave a valuable of some kind as a deposit until they can exchange their own currency. The item should clearly be worth more than the room. It is placed in the hotel safe and the investigator is given a receipt. The clerk gives them the name of a bank where they can exchange their money. It opens at 9:00 AM.

A few businesses along the shore may take foreign currency as payment, but the investigators should not be able to change currency this evening. The hotel proves to be relatively clean. The desk clerk informs the group he has as many rooms as they need, but asks for the first night's cost up front unless they have already given him a deposit.

## Weiman and DeMarco's Antique Emporium

In the morning, the investigators can grab a cab to the address of Weiman and DeMarco's Antique Emporium. The shop is located on Broadway not far from the hotel, in a middle class business district.

Inside, the investigators see several fine pieces of furniture, most of it from the colonial period. There are also a few finer Louis XIV pieces.

Coming out of the back room is a smallish man dressed in a cheap pin-striped business suit. He is in his thirties, short and oily, with a hint of five o'clock shadow.

When the investigators identify themselves, he introduces himself as Joseph Weiman. He turns and shouts back toward the curtain: "Anthony, our English guests are here." A large well-dressed older man pushes aside the curtain. Weiman introduces him as Anthony DeMarco, and the older man nods, remaining silent as he puffs on a cigar.

Weiman asks about the voyage, feigning concern at the rigors of the trip. After the exchange of pleasantries, Weiman leads them into the back room.

Here, amid a clutter of crates, sheet-draped furniture, and packing materials, Weiman gestures toward a sheet-covered object about five feet tall. He pulls off the sheet to reveal the bust, resting in a stuffing-filled crate. It appears to be the one illustrated in Stander's sketches. Stander's art or antique experts can make History or Art rolls to confirm the age and identity of the piece. To all appearances it is indeed the one described by Stander. Weiman allows the

group to examine the piece for about ten minutes, then takes them into his office.

In the office, Weiman offers bourbon, scotch, or wine, and pours the investigators' drinks. DeMarco stands in the doorway, leaning against the jamb.

Weiman then produces several documents from his desk and places them before the investigators. Reading over the document, the investigators may note that the amount on the contract is 750 Pounds. An Idea roll recalls that Stander said the agreed upon price was 500 Pounds. Weiman insists his figure is correct. If an investigator signs the contract without reading it, they must pay Weiman's inflated price. If the investigators persist in arguing, he explains that another interested party has offered \$3500 (approximately 700 Pounds) for the piece. If Stander wants the piece, he can pay more money.

If Stander's cables and letters have been brought along, the investigators can produce proof that the agreed upon price was 500 Pounds. Failing this, the investigators must bargain Weiman down.

Weiman has no other buyer. He is trying to take advantage of the fact that Stander is in England. He'll take as much from the investigators as he can get but will not go below 500 Pounds. With a successful Law roll an investigator can cite sufficient legal procedures to back down Weiman, provided they have produced the documents given them by Stander. If more money is needed, the investigators must wire London.

When the deal is finalized, the investigators need to arrange transport of the crated statue to the ship. If still on



Weiman, DeMarco, and the Statue

speaking terms with the group, Weiman can make the necessary arrangements for a small fee (5 Pounds). The more upset he is, the higher his price. If he is very mad, he has DeMarco cart the statue out into the alley and leave it there.

The investigators have the rest of the day to themselves. They are free to wander around Manhattan as desired. The southernmost tip of Manhattan is a poor, dangerous quarter not unlike London's East End — and in fact worse in many ways. The Britons should be horrified by the amount of trash in the streets — and at the size of the ever present rats here. Farther north are a multitude of shops, and further on skyscraping buildings which far surpass those of the London skyline.

The next day should also be free time, but the investigators should think to check in with Holley. He plans to leave early on the third morning, and suggests they move back onto the ship so he won't have to wait for them. All the cargo will be loaded by sunrise that day.

The cargo consists of dried meat, other non-perishable foodstuffs and hundreds of bales of cotton. On board, O'Reilly, Higgins, Oldfield, Hawkins, and Booth sport a variety of bruises, contusions, scars, chipped teeth, and similar wounds: asked about this, Oldfield replies "Them fancy steamer-boys can move awful fast a'sea, but on land they ain't so quick. Yer think we look bad, ye oughta see them." It seems the crew caught up with the steamship crew which jeered at them earlier...

Leaving New York harbor, the Christabel sets out to the east.

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## The Sea-Quake

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The second day out of New York, before the sun has risen, the Christabel sails into an area showing the effects of an undersea quake. With Listen rolls the investigators wake to the sounds of much activity on the main deck. It is unusual to have this much activity so early in the morning. The atmosphere in the cabins is extremely hot and humid. If the investigators do not leave their cabins, the captain sends for them. They can stay on the main deck or climb onto the poop with the captain.

The temperature on deck is unusually high, as is the humidity. A dense fog has reduced visibility to few hundred yards. The sails flutter limply on the yardarms, the faint breeze barely moving the cloth. The crew has gathered on the main deck, muttering quietly amongst themselves. Holley and Van Owen are on the poop deck, shining lanterns into the fog. Patches of muddy water surround the ship. Some of the larger patches contain plants. O'Reilly is pulling on a rope hanging over the ship's side. He pulls a bucket out of the water and onto the deck.

"Stick that thermometer in it," Holley shouts. Doing so, O'Reilly hollers back "It's up to 93, Cap'n."

Ben Gordon moves to the rail, kicking over the bucket. O'Reilly jumps back cursing. Gordon points over the side saying "Wait — listen." The sailors quiet down and cock their heads to the sea. All persons making a Listen roll hear a popping noise, like a large soap bubble bursting. Anyone making a Geology roll realizes there has been a disturbance on the sea floor, probably an earthquake or volcano. The lookout stands with the other sailors on deck, so there is no one watching forward. An investigator who states he is looking forward or asks about the lookout should make a Spot Hidden roll. Success reveals that the bow of the ship is about to crash into a large, dark landmass. This investigator can shout a warning that allows all hands to brace for the collision. Otherwise everyone is dashed to the deck by the force of the collision, causing 1D3-1 points of damage. No one is seriously hurt.

Holley rushes to the bow, swearing all the way. Peering over the side with a lantern, he announces that the ship has run onto a low mud ridge. He has O'Reilly take a couple of men into the hold to examine the damage. They return a few minutes later to report that there is no damage to the hull. Holley then sends two men over the side to examine the exterior of the ship.

When the men get down onto the mud they sink up to their ankles in the ooze. The stench is overpowering. Working their way to the bow, they look for possible breaches in the hull. Each foot makes a loud sucking noise as it is pulled from the mud, and the footprints rapidly fill with water. The men find no sign of damage and return to the deck.

Holley decides to wait until first light to assess the situation. He hopes the sea will float the Christabel off the ridge by morning. Hawkins and Mills are posted as watchmen and Holley orders everyone back to their cabins.

Dawn finds the Christabel still on the mud bank. The air temperature has not dropped and the fog still surrounds the ship. Plants can be seen in the mud a short distance from the ship. Holley states that if the ship is not free within three or four hours, he will have the longboat dropped and try to pull the Christabel back by rowing.

In the meantime, the investigators may go over the side to explore the ridge. Holley warns that they do so at their own risk, as he won't risk his crew to rescue anyone in trouble.

## The Mud Bank

The mud bank is composed of dark, sticky ooze. The quake has brought a small section of the sea floor to the surface, exposing this tiny piece. The mud bank runs about three hundred yards to the west and about seventy yards to the east. The extent of the bank cannot be seen from the ship due to the fog. The surface is very soft and proves similar to walking in deep snow. Each foot sinks into the mud and can only be pulled out with great effort. Anyone missing a Luck roll loses a shoe in the muck. The odor rising off the mud as it warms is awful.

With a halved Spot Hidden roll, the investigators discover a fist-sized stone sticking out of the mud. Wrenching it out, the stone proves to be a piece of fossil-bearing sedimentary rock. It may be taken to the ship for study. A Geology roll identifies the fossils as eucalyptocrinites, crinoid plants dating back to the Silurian period, a little over four hundred million years ago.

After a couple of hours on the mud bank, a successful Idea roll notes that the water line is slowly creeping up the mud bank. The bank is sinking and they must return to the ship. The keeper may make this return a desperate race against the rising sea, with DEXx5 rolls to avoid sinking with the mudbank, and STRx5 rolls to rescue mired companions.

Anyone who went out on the mud comes back reeking, with their clothes permanently stained. A bath on deck using seawater is necessary.

After about three hours, the rising water floats the Christabel off the mud. The captain directs the ship around the end of the mud bank, then turns back east proceeding slowly. Holley is afraid of running aground again. The fog dissipates late that afternoon. A few muddy patches and loose plants are all the sailors see the rest of the day. While the ship moves through the fog, the crew becomes quiet, going about their business without the usual banter and singing. Their mood returns to normal after leaving the area of the quake.

## The Passengers

Unbeknownst to the ship's occupants, a large prehistoric arthropod and several smaller ones have attached themselves to the lower hull.

### Eurypterids

Eurypterids are primitive arthropods basically unchanged since the Paleozoic era. They appear to be a conglomerate of horseshoe crab, scorpion, and lobster. Their flattened and segmented bodies are covered with chitin. The head and thorax are fused in one piece. Each animal has two highly developed eyes, allowing it to see quite well even in the dark. There are six pairs of appendages: one pair of pincers (used to grab food), four pair of walking legs, and a pair of oar-like rear limbs used for swimming. The abdomen consists of twelve overlapping plates tapering to a spike. The eurypterid moves rapidly both in and out of the water. They are carnivorous, eating whatever marine life they can catch. These eurypterids have developed a paralytic poison to aid in catching prey.

After several days, the creatures climb through open portholes into the ship's hold looking for food. The rats in the hold are their first target. They get bolder as the days pass, eventually attacking crew members. There are an unlimited number of small eurypterids, ten or twelve mature ones, and one mother. The creatures' movements and attacks are detailed below.

## Taking on Water

Two days after leaving the mudbank, Van Owen discovers that the water level in the bilge is increasing rapidly. The hull's integrity has been diminished by the collision and water is seeping into the ship. Holley has two crewmen pump the water out with the bilge pump every morning. The amount of water coming in does not prove to be dangerous.

## The Return of the Dolphins

About six days after the collision the crew see several porpoises cavorting alongside the ship. The Christabel is moving slowly but steadily. From the rear of the ship, a loud commotion begins — the hideous screaming of a porpoise. At the helm, Van Owen and anyone looking over the rear of the ship sees a porpoise thrashing in blood-swirled water. It squawks for a few seconds then disappears under the surface. Van Owen remarks to those nearby "Never seen a shark take a porpoise like that before." Questioned, he claims he thought he saw the dorsal fin of a shark next to the porpoise.

The dolphin fell prey to the massive mother eurypterid, who then reattached herself to the bottom of the ship.

## Rats in the Hold

Starting a week after the collision, anyone going into the hold hears faint scurrying noises among the crates, bales, barrels, and stores. Though attributed to rats, these are actually the larval eurypterids scuttling about in search of food. They are afraid of bright lights, and thus scurry into hiding before they can be spotted. Spot Hidden rolls offer only a fleeting glimpse of something dashing out of sight. Once the hold's rat population is depleted, the hungry eurypterids become bolder and start moving into lit areas.

## Alone in the Dark

At some point an investigator should be sent into the hold, either on his own or at the captain's order. As the investigator moves through the clutter of cargo, he hears numerous scuttlings and scurrings in the shadows — but sees nothing. Setting his lantern down to attend to his business, the investigator is suddenly plunged into darkness when the lamp crashes to the floor.

If this occurs during the day, the investigator can find his way out fairly quickly by moving toward the light coming down through the hatches. Nevertheless there are anxious moments as the scuttlings seem within easy reach — and something crawls dangerously close to the investigator's fumbling hand. This event causes a loss of 0/1 Sanity.

Caught in the dark belowdecks at night is even more terrifying. A Spot Hidden roll is needed to find the starlight coming in through the hatch. The scuttlings are even more pronounced, and the hapless investigator more than once feels something crawl across his foot or hand. Sanity loss here is 1/1D3. If an investigator is a smoker, he

may light matches to find his way out, and may even catch a glimpse of one of the many larval eurypterids inhabiting the hold.

Anyone speaking of such an experience is ridiculed by the men for being afraid of rats.

### The Vanished Helmsman

About 10 days into the return voyage, Oldfield is attacked while at the helm. It is about 4:30 AM, and the seas are choppy when the mother eurypterid makes her assault. Clambering over the taffrail, the huge creature bites Oldfield and injects her poison, leaving him barely time for a final scream before paralysis sets in. The investigators and crew are allowed Listen rolls to hear the cry.

Even if Oldfield's cry is heard, by the time anyone reaches the poopdeck he is gone — the mother having hauled her prey back over the stern. Those examining the scene find a few drops of blood and a scattering of seawater (though the rough seas may account for this), but no sign of Oldfield. The ship circles back to look for him, and the entire crew scans the waters with lanterns. To no avail.

If Oldfield's scream went unnoticed, his disappearance is discovered when Hawkins relieves him at the helm an hour later. The untended ship has gone slightly off-course, but Holley orders a circular search as before, again to no avail.

### Ben Gordon's "Monster"

A few days after Oldfield's disappearance, young Ben Gordon comes rushing on deck with a look of terror on his face, shouting of monsters in the hold. "Mickey! There's a monster down there! It's got a bunch o' legs and great big teeth! It ran across my foot, it did!" O'Reilly laughs, calms the boy with a hand on his shoulder, and has him describe the thing. He can only add that it's the size of a dog, and it moved so fast he barely saw it. Higgins guffaws loudly, bellowing that Gordon is afraid of a rat. This was actually a mature eurypterid.

O'Reilly decides to explore the hold where Gordon was working. He allows any interested parties to accompany him. Lanterns are necessary in the dark hold. Gordon was pulling some new rope for the rigging when he saw the monster. Inside the rope locker, O'Reilly and his companions see the mangled bodies of three rats strewn about the coiled rope, calling for a loss of 0/1 Sanity. Close examination reveals that the rats have been gnawed apart. O'Reilly suggests that it must have been cannibalism. "Even the rats won't eat Carr's cookin'," he offers half-heartedly; a Psychology roll notes his uncertainty. A look around the hold reveals nothing else out of the ordinary.

### Checking the Statue

Anytime after Ben Gordon's "monster sighting," anyone checking the statue finds the crate torn open on one end. The hole is about one foot square. Some of the packing material is pulled out and lies nearby. Opening the crate requires a crowbar or similar device. Near the hole a hol-



*Down in the Hold*

lowed out space contains the remains of several rats. A mother rat and her babies had been nesting inside the box until discovered and devoured by the eurypterids. The crate can be patched, but not easily removed from the hold due to the amount of cargo in the way.

### A Tragic Accident

Two days after the "monster" incident a tragic "accident" occurs just after dark. Ben Gordon and Henry Vale are in the rigging. Anyone on deck clearly hears Gordon cry out in pain — and seconds later he plummets to the deck with a sickening crack. The men hurry to his side. Investigators belowdecks hear the crash and the ensuing commotion.

Gordon is dead, his neck and back broken in the fall. The men mutter grimly, and Holley sends for a canvas to wrap him in for burial at sea. If asked what happened, Vale states he heard Ben cry out as if he'd hurt himself — not surprising considering how clumsy the poor lad was. When Vale turned to him, he saw Ben fall out of the rigging like a stone — stiff as a board.

Anyone examining the body suffers the grumbled objections of the crew, but they are not stopped. A successful Medicine roll notes that Gordon's limbs seem unnaturally rigid, as if rigor mortis had already set in. Further examination and a Spot Hidden roll discover two tiny wounds in Gordon's side. Touching them brings a numbness to the fingers, hinting at some sort of poison.

No one can explain the wounds, the poison, or the paralysis. Too much talk of these matters brings Holley down to the deck to break up the morbid talk. Gordon's body is wrapped in the canvas, Mills says a short prayer, and Ben Gordon is given to the sea.

### The Curse of the Statue

With the death of Ben Gordon, the crew become increasingly fearful. If the investigators have recently checked on the statue, Higgins remarks that the Christabel has had nothing but trouble since they brought that damned thing aboard, and that the thing is probably cursed. Mills takes up the suggestion, citing the dead rats found in the opened crate. The crew mutter ominously.

If the crew learn that the statue supposedly depicts the ill-fated Lady Jane Grey, Mills is even more certain it is cursed. Higgins suggests throwing the thing overboard. Captain Holley curses the men for their cowardice, but they grumble nonetheless. They seize every opportunity to blame the ship's misfortunes on the statue, continually calling for it to be tossed overboard; Holley backs them down each time. Two example situations follow.

- ❑ The Christabel is becalmed for 10D10 hours, her sails hanging limply in the absence of a breeze. The sea seems smooth as glass and the ship makes no progress during this time.
- ❑ A thick fog envelopes the ship, lasting 2D20 hours. The crew again grumble of bad luck.

### The Missing Cook

A little over two weeks into the return voyage, as the crew assembles for the evening meal they find the galley empty, the meal unstarted. Carr is nowhere to be found. O'Reilly has the men search the ship while he goes to tell the Captain. Holley summons all hands to the main deck, and asks if anyone has seen Carr. Torkildson saw Carr going into the hold earlier this afternoon, carrying a large metal pot. Holley orders O'Reilly, Tork, and Booth into the hold to search. He asks the investigators if they would mind helping, since the rest of the crew is needed aloft.

The 'tween deck takes a half hour to search. O'Reilly splits the group into two parties, one going forward, the other aft. There is no sign of Carr. The search proceeds to the lower deck.

The only light here filters down through two decks, so lanterns are required. The air is thick and hot. Tall people have to constantly duck to keep from hitting the ceiling beams. The bulk of the cotton is stacked here, making it difficult to get around. To reach several spots, the searchers have to crawl over the bales on their hands and knees. Listen rolls hear occasional scurrings behind the bales.

As an investigator scrambles across a cotton bale, he grabs a handful of Carr's hair. The cook falls over with a thump. With a Spot Hidden roll this investigator sees movement out of the corner of his eye, in the shadows behind a beam. This person definitely hears the scuttling of the creatures running from his light.

Carr is dead. His shirt is in tatters and the flesh of his right cheek is missing, leaving the teeth exposed and gleaming white in the lamplight. His upper body is pitted with small lacerations and gouges, and blood still oozes from the wounds. Viewing the cook's gnawed remains costs 0/1D3 points of Sanity. An iron pot lies overturned next to him, spilling salt pork onto the deck.

O'Reilly orders the body removed from the hold, a difficult task due to the intervening cargo. Nevertheless the corpse is hauled over the bales and taken up through the hatches to the main deck. On deck, the cause of death can be determined. A close examination reveals a puncture wound in his back, apparently hitting the heart. The wound looks to be about the size hole a marlinespike might make. The other wounds on his body seemed to have been caused by tearing rather than cutting or stabbing.

Holley has Carr's body wrapped up and, as with Ben Gordon, buried at sea. As the body hits the water, a fight breaks out on deck. Hawkins and Higgins roll around on the deck, swearing and swinging at each other. O'Reilly and Van Owen break up the fight, pulling the two apart. Holley demands an explanation. Hawkins glares at Holley but says nothing. Higgins is feeling for loose teeth but also says nothing. Holley orders everyone back to their posts and confines Hawkins to his bunk. The captain then leads Van Owen into his cabin. Should anyone attempt to follow, they are told that the discussion is a private matter.

Believing Hawkins has murdered Carr, Holley wants to consult with the first mate about possible actions. If asked, the crew reveal that they too believe Hawkins is responsible for Carr's death. Vale says Higgins accused Hawkins of murdering Carr, and that Hawkins punched Higgins in the mouth. Holley keeps Hawkins confined to his bunk until presented with positive proof that something else may have killed Carr. Torkildson is appointed the new cook, and the food quality improves considerably.

## The Clogged Bilges

Two days later, Higgins discovers that the bilge pumps are not removing water from the ship. Assuming some debris has plugged the mechanism, he grabs a lantern and his tools and climbs down the access shaft into the bilge to clear the clog. O'Reilly stands above, ready to assist if need be.

Anyone standing by the shaft hears Higgins muttering to himself as he makes his way down. He tells O'Reilly that something is jamming the pump. A few seconds later Higgins bellows a cry of pain and a string of curses — which are abruptly cut off. Higgins' lantern drops and goes out. O'Reilly shouts down the hole but gets no response, so he calls for another lantern and shines it into the shaft. All that can be seen is Higgins' cap covered head leaning against the shaft wall. O'Reilly climbs into the shaft. Reaching the bottom, he yells for a rope to be lowered to haul Higgins out.

As Higgins is pulled out, it is clear he is dead. A bloody hole is all that remains of his left eye, calling for a loss of 0/1 Sanity. Examining the body, a Spot Hidden roll detects several small incisions on Higgins' fingers, much like those on Ben Gordon's side; these too produce a numbness if touched.

The crewman are all visibly frightened and start to mutter amongst themselves. O'Reilly covers the body and calls for the Captain. Holley asks for an explanation. O'Reilly suggests Higgins may have slipped and fallen on whatever tool he was using. Holley shakes his head and has the body wrapped up and moved belowdecks until another funeral can be arranged in the morning.

A couple of hours later, Holley calls the investigators into his cabin to explain that they will have to assist in the operation of the ship. He especially wants a cook so that Mr. Torkildson can return to duty.

The following morning Van Owen asks two of the investigators to help prepare the body for burial. Out on deck, Van Owen swears as several rats scurry away from the cabinhouse. As the group walks towards the stairway leading belowdecks, Spot Hidden rolls note more than a dozen rats cowering about the edges of the main deck. A few are even climbing on the rigging. A Natural History roll, or Van Owen, notes that it is unusual to find them on deck, as they have ample food and darkness in the holds. Van Owen has his party take belying pins to the vermin, scattering the survivors back into the hold. The funeral then proceeds normally.

## The Infestation

When operations have returned to normal, a crewman or investigator on a trip to the hold spots a mature eurypterid. If an investigator is attacked, play out the combat. If he stays to fight, he may die. Sanity loss for seeing the creature is 0/1D3.

If it is a crewman, he wisely flees to the main deck, calling for Van Owen and babbling about a gigantic lobster with an enormous tail that attacked him in the hold. A patch is torn out of his trousers at the thigh, and a large welt there shows where the thing's claw struck.

At this point, Holley orders a search of the hold, with O'Reilly to lead it. With an Idea roll, the investigators realize that such a search leaves the ship short-handed; to avoid this the investigators may volunteer for this duty, to allow the crew to continue their duties. O'Reilly asks for six volunteers, so the balance is taken from the crew.

Lanterns are passed out to all searchers. They start on the 'tween deck and work from fore to aft. Each searcher should make a halved Spot Hidden roll; if successful, that person sees one of the creatures dart into the shadows. Sanity loss is 0/1D3 for a larval eurypterid, 0/1D4 for the mature ones; keeper's choice as to which is seen.

After completing the search of this deck, O'Reilly leads the party through the aft hatchway into the lower deck. As the men climb down the ladders they hear the sound of several hundred shell-clad claws scabbling around in the dark. Shining lights around the deck, the searchers must roll for a Sanity loss of 1/1D4: scrambling about on the walls and the bales are dozens of larval eurypterids and several mature ones. O'Reilly swears, uncertain what to do. After a couple of minutes, the creatures overcome their fear of the light and rush the men. Each of the searchers is attacked by 1D3-1 larval eurypterids. O'Reilly orders everyone up the ladders, and a running battle starts as the men jump for safety. The searchers may have to help comrades who fall prey to the eurypterids' paralytic poison.

Any survivors making it to the 'tween deck can try to shut the hatches before the creatures can climb up. If anyone has fallen in the fight, shutting the hatch dooms them. The noise of the fight brings others from the main deck to assist.

## Decisions

At the main hatch Captain Holley calls all men but the helmsman to help the searchers. After everyone who can get out is on the main deck, all hatches and stairways are closed. He calls all the crew to the center of the ship to discuss what has happened. The crewmen who have seen the infestation are terrified for the most part and suggest abandoning ship. Under no circumstances will Holley give up his ship without a fight. He convinces the men that their best interest lies in staying on the ship and removing the monsters. Torkildson points out that the water supply



### A Specimen

IF THE INVESTIGATORS or the crew kill one of the creatures and study the corpse, they may learn something of the eurypterids. A Geology or Biology roll recognizes the thing as a eurypterid, a marine arthropod dating back over 400 million years. Additional Biology rolls note that:

- The creatures secrete a paralyzing toxin with their bite;
- They are undoubtedly carnivorous;
- The smaller creatures are mere larvae; and
- The large number of larvae would seem to indicate that a mature eurypterid must be giving birth to them somewhere aboard the ship.

is belowdecks, and setting out in the longboat without it would be certain death.

After a few minutes of arguing, O'Reilly climbs into the rigging and berates everyone who wants to leave the ship, including the investigators. He talks about bravery, pride, and duty. At the end of his speech, he calls for all hands to stand with Captain Holley and fight. Ashamed, the men meekly pledge to stand with the Captain. Should anyone ask, the ship is a week to ten days from the Irish coast.

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## The Siege

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The crew prepare for a siege. Fearing the infestation of the creatures belowdecks, they move their quarters to the deckhouse and cabinhouse. Two men are set on nightly watches on deck, in addition to the helmsman.

Since all but a day's worth of food and water is below decks, armed parties are sent below to get more. At least five men — including investigator volunteers — make forays into the hold. There each man is attacked by 1D3+1 of the scuttling horrors; if 3 or 4 creatures are indicated, one is a mature eurypterid and the rest are larvae. Such forays must be made every 2 or 3 days. After two such forays the party finds the remainder of the food eaten by the eurypterids. Captain Holley then rations food and water, supplementing the stores with fresh fish.

### The Storm

Finally, when the *Christabel* is within a few days of England a severe storm hits, lasting nearly two days. Rain slashes across the vessel, the howling wind cracks and tears at the sails, and waves crash across the deck.

As the storm blows up, the crew set to work frantically. The sails must be shortened and taken in. At one point the boom of the mainsail hangs up on the shrouds, shredding the sail in the high winds and threatening to snap the mainmast.

Someone must climb into the rigging to cut loose the shroud. Each investigator should make a Luck roll, and whoever makes the worst roll — successful or not — happens to be standing by when this occurs. Straining at the wheel, Captain Holley bellows above the wind that this investigator must do the job, as everyone else has their hands full. If the investigator hesitates, Holley growls for him to take the wheel, and Holley himself then clambers into the rigging.

Whoever goes up must make three Climb rolls. Only a fumbled roll results in a fall, inflicting 2D6 damage for each Climb roll made thus far; on a roll of 00, the hapless person falls into the ocean and is never seen again. At the boom, 70 feet above the deck, a DEXx5 roll is needed to cut the shrouds; failing this, he falls to the deck, taking 7D6 damage; again a roll of 00 sends the man overboard.

If the boom can't be unsnarled, the mast snaps and shears across the deck. Everyone on deck must successfully Dodge or suffer 3D6 damage; a fumbled roll means the boom carries the unfortunate man overboard.

If Captain Holley had to go into the rigging because of investigator cowardice, and survives his own trip, he treats this man with utter contempt. If an investigator did make the attempt, Holley is impressed with his bravery — especially if the investigator succeeded in cutting the shrouds.

No cooking can be done during the storm and sleep is virtually impossible. All aboard must work nearly round the clock just to keep the ship afloat. Turns are taken at the wheel in two hour shifts, as the strain of keeping the ship into the wind is enormous.

Those venturing out must roll DEXx6 to keep from being swept overboard by the waves crashing across the deck. Anyone swept overboard is utterly lost.

Many harrowing hours later the *Christabel* breaks out of the storm and comes into calmer waters. The masts and crossbars are damaged, the sails hang in shreds. If he is still alive, Holley orders the men to get some sleep, otherwise one of the mates does it. Regardless, that person takes the wheel and sends the helmsman below.

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## Final Confrontations

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A few hours after the storm breaks, a Listen roll hears a scream from the poopdeck. All going out to see must make a Sanity roll for a loss 1D4/1D10. The current helmsman (probably Van Owen or O'Reilly) is caught in the pincers of the mother eurypterid, a pale scorpion-like thing nearly 10 feet long. As the man struggles and kicks at her head, she thrusts her sword-like tail spike through his abdomen,

killing him instantly. As the observers look on or charge forward, she clammers over the side with the body.

The terrified crew now want to abandon ship. They argue that the Irish coast can't be far away, and that the ship is no longer seaworthy without pulling repair materials from the lower deck. If one of the officers still lives, he ponders the crew's suggestions.

The investigators must decide whether or not to stay with the ship. With a halved Idea roll, one of them may realize that these creatures have been breeding on and in the ship; can the vessel simply be abandoned, perhaps to drift to shore and spread these things further? Scuttling or firing the ship or killing the things seem prudent options.

If the investigators agree to abandon ship, they must help fill out a party going into the hold for fresh water and meager supplies. Again, 1D3+1 eurypterids attack each man in the party. The investigators should also consider the bust; do they leave it behind? If they want to take it with them, they must get it out of the hold on their own, and during the attempt another 1D3+1 scuttling horrors attack each man. The keeper may wish to add yet another wave of attackers if they pull the statue out in its bulky crate; an Idea roll suggests it would be much easier and faster removing the bust by itself.

The longboat has room for 10 people and supplies for six days. If salvaged, the statue takes up one space — two if still in the crate (the crew suggest removing the latter if space is tight). The longboat has its own sail, easily opera-

ble by any of the crew, or with Pilot Boat or Ship rolls. The boat lands in County Clare, Ireland five days after abandoning the *Christabel*.

### Staying with the Ship

If the investigators opt to stay with the ship, they must Persuade the Captain or an officer that the things can be defeated — or at least held off. If no officers remain, the crew ignore their pleas unless a halved Persuade roll is made and some sensible means of killing the creatures is presented.

Those staying aboard the *Christabel* must still make occasional forays into the hold for water and supplies. The helm must be manned at all times, or tied off.

Each night, the eurypterids — occasionally including the mother — venture forth for food, attacking anyone on deck. Finally, as days pass and the craft nears England, the mother and her brood come on deck during overcast days.

If the crew have stayed, but suffer more losses, they quickly decide for flight, as described above. They cannot be talked out of it this time.

The investigators should realize their greatest danger lies in the mother eurypterid. They may concoct various plans to kill it. In addition to brute force, other possibilities include:



*Mother Comes Aboard*

- ❑ Rigging one of the crossbars to fall on the creature while luring it across the deck. This leaves the ship intact but does nothing to the hordes in the hold.
- ❑ Luring the mother into the hold, sealing the hatches, and burning the ship. This requires a person to act as bait. Before making this attempt, the longboat must be readied and a supply run into the hold is required.

If the Christabel reaches shore with the mother eurypterid still alive, she continues spawning her brood, infesting the area with the voracious things. A harbor could thus be infested — along with every ship that enters or leaves that harbor; whole ships' crews may vanish, while other vessels may spread the scuttling horrors to other ports. If the mother has been killed, it may be months or even years before one of the surviving mature eurypterids is capable of spawning further generations of these prehistoric horrors.

If the investigators consider these consequences they may yet decide to scuttle or burn the ship to prevent such an infestation.

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## Final Considerations

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If they abandoned the ship, the crew decide to claim that the Christabel foundered in the storm. They do not want to be labeled as insane — and thus unemployable, so they quell any claims of monsters. An Idea roll should tell the investigators that they may be better off sticking with the crew's story.

If the mother is killed, reward each survivor with 1D8 Sanity. If the mother is killed and the ship is burned with the babies belowdecks, survivors gain 1D10 Sanity. Saving the statue nets another point of Sanity.

If the ship is abandoned without firing, a few weeks later the survivors hear that a small village on the coast of Cornwall has purportedly fallen prey to "sea monsters." This knowledge costs the investigators 1D6 Sanity.

If the statue is lost, Stander's reaction depends on the story the men are telling and whether the ship was scuttled. If he learns that the piece was abandoned by the investigators because of "monster lobsters" or the Christabel is found aground on a beach, he'll use his power and money to make life miserable for them, even resorting to legal action if necessary. If their story isn't quite cricket, Stander's wrath costs them 1D6 Credit Rating in the form of lost contacts, bad reputations, and rumors of insanity and impropriety.

If the statue is saved, Stander gives the survivors 50 Pounds and arranges funerals for the deceased. He swears eternal gratitude and promises assistance if the investigator

needs it at a later date. If satisfied with their story, his approval gains each survivor 1D6 Credit Rating.

### CAPTAIN DAN HOLLEY, age 42

STR 15    CON 16    SIZ 15    INT 14    POW 13  
DEX 13    APP 11    EDU 12    SAN 65    HP 16

**Damage Bonus:** +1D4

**Attacks:** Fist 85%, damage 1D3+db; kick 45%, damage 1D6+db; grapple 65%, damage special; small club 50%, damage 1D6+db; Bowie knife 45%, damage 1D4+2+db; cutlass 40%, damage 1D8+1+db; Webley .455 revolver 45%, damage 1D10+2; Lee-Enfield .303 rifle 40%, damage 2D6+4.

**Skills:** Astronomy 50%, Climb 55%, Dodge 40%, Jump 45%, Listen 35%, Mechanical Repair 25%, Natural History 40%, Navigate 70%, Persuade 55%, Pilot Ship 80%, Spot Hidden 65%, Swim 70%, Throw 45%.

Holley is a big, gruff, largely humorless man. His face is covered by a full beard, through which his tobacco pipe is always protruding. He is the law aboard his ship. He runs the Christabel with an iron hand but is extremely fair with the men. He asks of them nothing he wouldn't do himself. His revolver and rifle are kept locked in his cabin. The cutlass hangs in the main cabin. The investigators will find that Holley is impressed only by hard work or bravery.

### NILS VAN OWEN, First Mate, age 34

STR 14    CON 15    SIZ 14    INT 13    POW 11  
DEX 15    APP 12    EDU 9    SAN 55    HP 15

**Damage Bonus:** +1D4

**Attacks:** Fist 70%, damage 1D3+db; grapple 70%, damage special; small club 55%, damage 1D6+db; Bowie knife 45%, damage 1D4+2+db.

**Skills:** Astronomy 40%, Climb 55%, Dodge 40%, First Aid 40%, Jump 45%, Listen 35%, Navigate 70%, Persuade 40%, Pilot Ship 75%, Spot Hidden 45%, Swim 75%, Throw 60%.

Van Owen is the strong silent type. He is in charge of the day-to-day operations of the ship. Normally he can be found on the poop deck, handling the wheel. He is amused by the sailors' antics but seldom takes part. As such he is somewhat aloof from them; a perfect foil for the gruff captain. He takes any criticism the captain may give without remark but he gives the ship the best his abilities can offer. He wears a big knife on his belt.

### MICHAEL "MICKEY" O'REILLY, Second Mate, age 29

STR 15    CON 16    SIZ 12    INT 15    POW 14  
DEX 13    APP 11    EDU 12    SAN 70    HP 14

**Damage Bonus:** +1D4

**Attacks:** Fist 60%, damage 1D3+db; kick 30%, damage 1D6+db; grapple 55%, damage special; small club 55%, damage 1D6+db; Bowie knife 65%, damage 1D4+2+db.

**Skills:** Astronomy 30%, Climb 55%, Dodge 40%, Jump 45%, Listen 35%, Mechanical Repair 70%, Navigate 70%, Persuade 25%, Pilot Ship 65%, Spot Hidden 65%, Swim 70%, Throw 45%

O'Reilly is an average looking young man from Cork. He has been with Holley for three years. He is in charge of the men, and handles the actual sailing of the ship. The men think highly of him, and he can usually be found trading jokes and tales with them. The captain doesn't approve of such fraternization and reprimands any crew member he hears using O'Reilly's nickname. Unlike most of the crew, O'Reilly is friendly with the investigators. The cheery Irishman always seems to have a smile on his face. If he wasn't such a competent sailor, Holley would replace him because of his frivolous ways.

## Sample Crewmen

### Toby Higgins

Higgins is an ill-tempered, abusive and foul-mouthed Briton his early 30s. He detests dandies and landlubbers. Higgins is the ship's carpenter, and is responsible for the ship's tools.

### "Tork" Torkildson

"Tork" is an even-tempered, serious Swede in his late 30s. Around strangers, Tork pretends he doesn't understand English very well. An excellent sailor, he responds to most requests with "I tink it blow, purty soon, purty hard!"

### Ben Gordon

Ben is a young inexperienced Cockney lad about 20. Naive and clumsy, poor Ben is frequently the butt of the others' pranks.

### Peter Oldfield

Oldfield is another thirtyish Briton, a boisterous, good-natured joker and gambler. He lays on the abuse as thick as Higgins, but in a much lighter tone. He gets along very well with O'Reilly.

### Henry Vale

Vale is an even-tempered Briton in his late 20s. He is a lack-luster individual who merely does his job, keeping his nose out of other people's business. Should anyone get to know him, they discover he is to marry his sweetheart when the ship returns to England. This is the only subject which can get him to open up.

### Elmer Hawkins

Hawkins was the unfortunate victim of a ship's fire ten years ago, leaving his face horribly disfigured by scar tissue. He

hates his condition but works as hard as he can for Holley, as Holley gave him a job three years ago when no one else would. The rest of the crew treat him as an equal except for Carr. One evening during dinner, Carr brought in some overcooked meat, remarking that he had made a "Hawkins roast." Hawkins heard the comment and swore he would kill Carr if he ever made such a remark again. Hawkins spends much of his spare time in his bunk or belowdecks.

### Jake Mills

Mills is a wind-wrinkled old salt nearly 50 years old. He is perhaps the most experienced seaman aboard the ship, and has many a chantey and sea dog's tale to tell. Mills spends much of his idle time carving wood, using only driftwood he finds at sea. The wooden service in the cabinhouse galley was carved by him.

### Norbert Booth

Booth is a hard bitten, taciturn American in his early 30s. Booth keeps to himself, and converses in grunts, curses, and grudging, growled replies. His mournful harmonica playing can sometimes be heard from the crew quarters at night. The other crewmen leave Booth to himself.

If the keeper desires there may be up to five more crew members. The smaller the crew, the more work there is for all. Storms and such can be harder to cope with if the crew size gets any smaller. Sailors of the time worked extremely hard, so any additional men would tend to be younger, probably without much home life. Very few sailors worked on these ships for an extended period, as their bodies could not take the stress.

### JOE CARR, ship's cook, age 48

STR 9 CON 11 SIZ 12 INT 12 POW 9  
DEX 13 APP 8 EDU 8 SAN 45 HP 12

**Damage Bonus:** None.

**Attacks:** Fist 55%, damage 1D3; kitchen knife 45%, damage 1D4.

**Skills:** Cooking 45%, Dodge 60%, First Aid 45%, Gambling 75%, Hide 55%, Jump 45%, Listen 50%, Persuade 35%, Sneak 45%, Spot Hidden 65%, Swim 35%, Throw 40%.

Carr is a small weasel-like man usually clad in a grease-stained apron. He has a smart mouth, but is something of a coward, and rarely leaves the galley. He is willing to gamble, and is quite good at it. Carr sleeps in a small room off the galley. He is afraid of Hawkins. The other men often grumble about the quality of his meals.

### TYPICAL CREWMEN

STR 13 CON 14 SIZ 14 INT 12 POW 10  
DEX 13 APP 10 EDU 8 SAN 50 HP 14

**Damage Bonus:** +1D4

**Attacks:** Fist 65%, damage 1D3+db; kick 45%, damage 1D6+db; grapple 65%, damage special; small club 60%, damage 1D6+db; Bowie knife 60%, damage 1D4+2+db.

**Skills:** Astronomy 15%, Climb 60%, Dodge 40%, Gambling 55%, Jump 40%, Listen 35%, Navigate 40%, Pilot Ship 40%, Spot Hidden 30%, Swim 60%, Throw 50%.

All the sailors have access to marlinespikes (use knife skill, damage 1D3 — plus impaling damage) or small clubs which they carry or find within easy reach. The men know they are a team and that everyone must work together to get the ship to its destination. They are still human beings and occasionally get on each other's nerves. Individuals' skills can be raised or lowered to provide slight differences in each man.

### LARVAL EURYPTERIDS

6-18" long, about 6" tall

	#1	#2	#3	#4	#5	#6	#7	#8
STR 2D4	4	5	4	5	8	3	7	4
CON 2D4	5	5	3	6	6	3	5	4
SIZ 1D2	2	1	1	2	2	1	2	1
INT 1D4	2	3	3	4	1	4	4	4
POW 2D6	7	6	5	7	12	2	4	9
DEX 4D6	14	15	8	12	12	15	12	19
HP	4	3	2	4	4	2	4	3

Move 6

**Weapons:** Pincers (x2) 40%, damage 1 each

\*Bite 30%, damage:poison potency 6

**Armor:** 2 point chitin.

**Skills:** Hide 95%, Sneak 40%.

**Sanity Loss:** 0/1D3.

\* Bite attack cannot be made unless target is held by at least one pincer.

### MATURE EURYPTERIDS

2-3 feet long, 1-2 feet high

	#1	#2	#3	#4	#5	#6	#7	#8
STR 3D4	9	3	4	11	3	5	10	6
CON 3D6	16	9	10	12	8	9	7	15
SIZ 1D6	2	3	4	5	2	3	4	6
INT 2D4	6	4	5	6	5	4	3	8
POW 2D6	12	6	7	7	11	4	11	10
DEX 4D6	15	15	12	17	13	15	15	21
HP	9	6	7	9	5	6	6	11

Move 7

**Weapons:** Pincers (x2) 55%, damage 1D4 plus grapple \*\*

\*Bite 40%, damage 1D2+poison potency 12

Tail 30%, damage 1D6

**Armor:** 4 point chitin.

**Skills:** Hide 65%, Sneak 30%.

**Sanity Loss:** 0/1D4.

\* Bite attack cannot be made unless victim is held by at least one pincer.

\*\* Each pincer holding the victim adds 10% to its tail thrust.

These creatures can barely squeeze through a porthole.

### MOTHER EURYPTERID

9 feet long, 4 feet high at "shoulder"

	die rolls	this one
STR	3D6+6	16
CON	3D6+6	23
SIZ	4D6+6	22
INT	3D6	13
POW	3D6	10
DEX	3D6	16
Move:		10
HP		23

**Weapons:** Pincers (x2) 65%, damage 1D4+1D6 plus grapple \*\*

\*Bite 45%, damage 1D4+poison potency 18

Tail 30%, damage 1D6+1D6

**Armor:** 7 point chitin.

**Sanity Loss:** 0/1D8.

\* Bite attack cannot be made unless the target is held by at least one pincer.

\*\* The eurypterid has grabbed the target in one or both pincers. The victim must roll STR vs. STR to break free. This animal carries a brood of several dozen newborn eurypterids on her back. They leave her back about eight days after getting on the ship. She remains on the hull for most of the adventure, only occasionally climbing on deck to find a meal.

A eurypterid grabs its prey in its pincers and brings it to its mouth. The poison is injected by biting, and the paralyzed creature is then devoured alive. A target failing to resist the poison is paralyzed within 1D3 rounds. If the victim resists, not enough poison enters the bloodstream to effect the victim. If the keeper wishes, the poison can still cause the victim to become sick or violently ill. Note that potency levels are cumulative: each bite adds to the current amount of poison affecting the victim, requiring separate resistance rolls for each successful bite.

The paralysis lasts for 20-CON hours. Movement is restored when the poison wears off but the victim remains weak and unable to function normally: STR, CON, DEX, and all physical skills are at 3/4 normal levels. Normalcy returns in three or four more days. A Medicine roll made immediately on injection of the poison removes 1D8 levels of potency; such a roll made later restores movement and normalcy in half the time listed above.

Eurypterids are born alive. The young ride on their mother's back for ten to twelve days. After this time period, the young leave their mother and start looking for food.

A final note: Eurypterids were actual prehistoric creatures from the Silurian period, and actually did grow to lengths of 6 to 9 feet. In the interest of artistic license they have been given grasping pincers and paralytic poison — but who's to say what 400 million years of evolution might have bred into them?

# Signs Writ in Scarlet

by Kevin A. Ross

*"Thy soul shall find itself alone —  
Alone of all on earth — unknown  
The cause — but none are near to pry  
Into thine hour of secrecy.  
Be silent in that solitude,  
Which is not loneliness — for then  
The spirits of the dead, who stood  
In life before thee, are again  
In death around thee, and their will  
Shall then o'ershadow thee — be still"*

— Edgar Allan Poe, "Spirits of the Dead"

**T**HIS ADVENTURE TAKES PLACE entirely in London. Experienced players and investigators are recommended, as the scenario's antagonists are numerous, powerful, and, in at least one case, very terrible indeed. The events described herein transpire in the fall of the year, but this can be changed with little effect on the adventure. All pertinent statistics are listed at the end of the scenario.

By one means or another, the investigators' attentions are drawn to a series of brutal, possibly ritualistic murders in London's East End — Jack the Ripper's old hunting grounds.

## Keeper's Information

Over the last five nights three lower-class working men have been murdered in the East End. The papers have morbidly dwelt on the fact that some sort of symbol was carved into each of the bodies after death.

The killings are the work of a young woman formerly employed at the private Malbray Asylum for the Insane, located in the borough of Hackney in the northeast outskirts of London. The young woman, Joan Bayldon, was driven insane by her employer, the crippled, dangerously obsessed Dr. Alexander Vanderff.

Dr. Vanderff's wide-ranging studies of the human mind have led him to the discovery of the Liao Drug,

which sends the consciousness of its user backward in time. Vanderff used repeated doses of this drug on Miss Bayldon, successfully sending her mind back through her various previous lives, both human and pre-human. Vanderff then hypnotized the girl to block her memory of the experiments. The increasingly powerful dosages sent the girl's mind back millions, then billions of years. The last dose drove her over the brink of sanity, for within her visions she caught sight of a nightmarish entity from the mists of time: one of the hounds of Tindalos.

Unaware of the full effects of this last experiment, Dr. Vanderff hypnotized Joan Bayldon again, trying to wipe her mind of the entire experience as before. But that night Joan dreamed of the horrible creature she had seen, and which she now realized had caught her scent. Crazed, she fled both physically and mentally from her perils. Her troubled mind reverted to a separate identity, that of her late mother: a mad, murderous prostitute who had been incarcerated at Malbray Asylum years earlier. Joan also fled the oppressive Malbray Asylum itself, the source of all her fears, old and new.

Joan Bayldon now haunts London's East End, believing she is her mother, the prostitute Crazy Annie. She lives by her wits, selling herself to pay for food and lodging. But on those nights when she dreams of the ravenous horror pursuing her, she seeks out others to offer the thing in return for her own life. She lures unsuspecting workmen to secluded areas where she murders and robs them, then

inscribes the bodies with angular symbols (which she has associated with the beast following her). These symbols she in turn encloses within a circle — to “contain” the thing’s terrible appetite.

The police and the populace are searching for the murderer, unaware that it is a woman. Dr. Vandorff has some of his staff searching for the girl as well, as Vandorff knows that if caught she may be able to expose the cruel experiments carried out on the helpless residents of Malbray. Still curious as to what prompted the girl’s flight from the asylum, Vandorff has his “orderlies” combing the city for her, with orders to bring her back if possible — or silence her forever if necessary. The mad doctor’s innocent young assistant, Dr. Christopher Blessing, also seeks Joan Bayldon, though he has a more noble motive: he is in love with her, and has no inkling of what has caused her flight.

Into this tangled drama the investigators are drawn. Every few nights Joan Bayldon dreams of the hound trailing her through time, driving her to murder in order to leave her offerings marked with signs writ in scarlet. Who — or what — will eventually find the girl?

### Involving the Investigators

The investigators can be brought into this scenario by any of three ways: they may be hired by the East End Citizens’

**SIGNS PAPERS #1 — Newspaper article describing the first murder, dated October 20, 189-**

### VICIOUS DOCKYARD MURDER

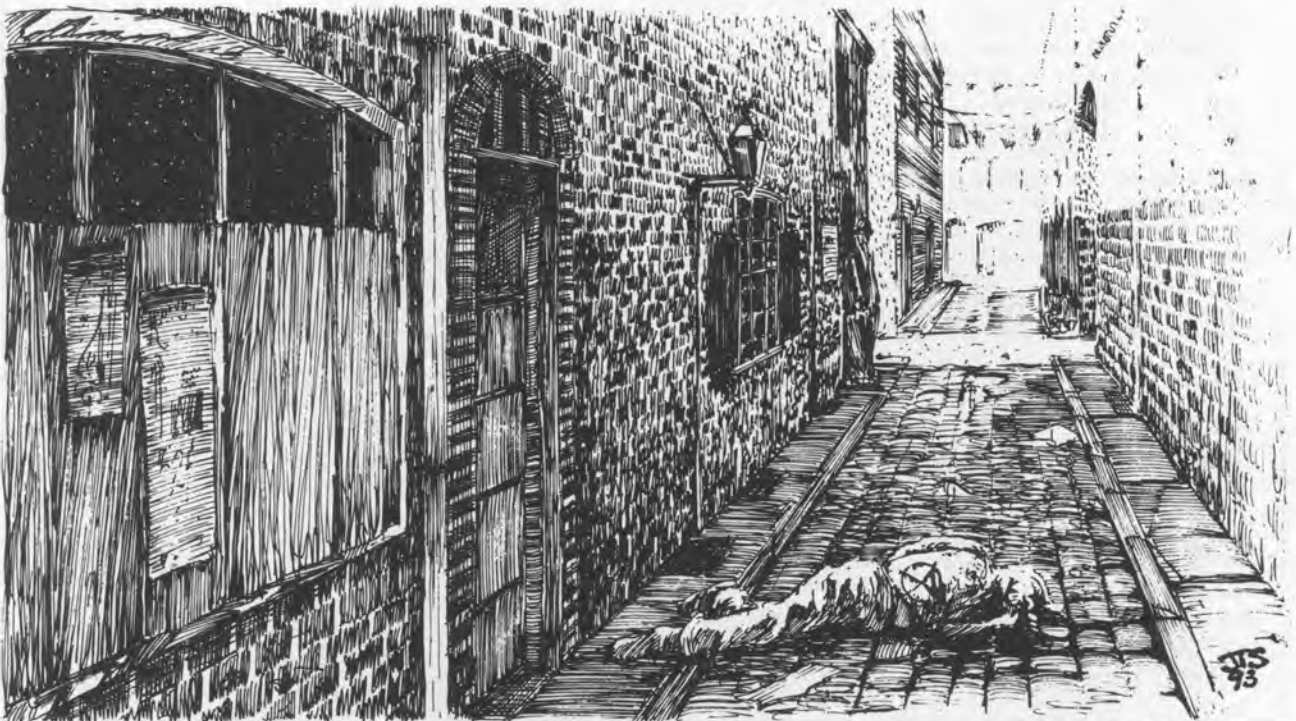
#### *Sailor Slain*

The body of an as yet unidentified man was discovered in an alley off Upper East Smithfield Street, near the St. Katherine Docks, about 5 o’clock this morning. A docker on his way to work found the body concealed in a tumble of crates. Details are still forthcoming, but our correspondent has learned that the victim was a small man, aged 40 years or thereabouts, and believed to be a sailor. The victim’s throat was cut, and his money and belongings stolen by the killer. Though unconfirmed, there are reports that the body was also mutilated in some way. The coroner’s inquest is scheduled to begin the 23rd of this month.

Committee (see boxed text nearby), they may notice the newspaper reports of the crimes and look into it on their own, or Scotland Yard may approach them for help on the case. Each method is discussed below.

#### **The East End Citizen’s Committee**

If the investigators have some reputation for solving crimes, or for occult knowledge, they may be hired by the East End Citizens’ Committee. This vigilante-style group (discussed in greater detail below) is made up of East End shopkeepers and street-rabble. They approach the investigators to hire them to find the ritualistic murderer whose deeds threaten to strangle their trade. 1D3+1 of these men show up; all are lower middle class citizens, at most. Their spokesman is a stout, likeable taverner named Tobias



*The Body in the Streets*

Nash. Nash and his followers offer a reward of 75 Pounds for the capture of the murderer. If this offer is refused, the East Enders may prove surly company later should the investigators decide to look into the matter after the situation has worsened.

### The Newspapers

The newspapers have enthusiastically followed these slayings, exploiting the lurid details to increase circulation. Signs Papers 1 and 2 reproduce typical news reports of the first two murders. The implications of these stories should be sufficient to pique the investigators' interests, along with the letter from the Dean of York.

Both articles hint at the mutilations incurred during the murders. Should the investigators be intrigued by these reports, their next logical step is to inquire with the police for further details, or to attend the inquests. These avenues are discussed below.

### Scotland Yard

If the investigators have had useful relationships with Scotland Yard (perhaps having aided them in a previous case), or if they are well-known for their occult knowledge, they may be consulted by Inspector Cleveland and Detective Sergeant Craig (both of whom are described in the following section), the detectives in charge of the East End murders. (This consultation may be a result of the investigators' previous encounter with Cleveland and Craig, in "The Eyes of a Stranger" earlier in this book.)

The detectives visit the investigators on the morning of the 24th, spurred to drastic action by the third murder, which occurred the previous night. They show the investigator(s) the symbols/mutilations found on the first three victims (see Figures 1-3), and offer what few details they know of the first two murders. (It is too soon for them to have any details of last night's slaying.) In short, they want to know if there is any occult significance in these symbols (Occult rolls fail to recognize them). Cleveland and Craig

### The East End Citizen's Committee

**T**HIS GROUP WAS originally formed by shopkeepers and citizens of the East End to help the police gather information concerning the recent mutilation murders. Its first meetings were right after the second murder, but it goes public with its concerns on October 24, the day after the third murder and coincidentally the day the investigators enter the case.

The Committee was initially made up of shopkeepers like Nash whose trade was dampened by the publicity surrounding the murders. Now that the word has spread, dozens of less savory and far less noble persons have joined the group: common laborers, criminals, transients, and other low-life, including several anarchists and radicals. Their motives are those of the downtrodden: seeking some sort of power — however minimal — for themselves. Among these low-life is the man who has usurped control of the Committee: Estes Hackett, a bitter Scotsman with delusions of power.

The Citizens' Committee holds infrequent meetings in pubs (such as Nash's Brick Corners), workhouses, doss-houses, abandoned buildings, courtyards, and the occasional shop. News of these meetings is spread by word of mouth. The meetings consist of Hackett raging against the incompetence of the police, the plight of the common man, and the need for the East Enders to take matters into their own hands. Occasionally others remember to announce nightly patrols through the East End.

The Committee does do some good. They do patrol the streets by night, hoping to aid the police in finding the killer. Their presence has also scared off the more timid of the East End criminal element.

But many of Hackett's followers are dangerous. Their squalid way of life has produced a Devil-may-care attitude and a strong distrust and dislike of authority figures. Coming from the lowest social class, they have little respect for those they see as their oppressors.

### Estes Hackett

Hackett is a burly, unshaven, short-tempered Scotsman with reddish-brown hair and moustache. He is a part-time docker, but his heavy drinking often interferes with his job. Like many poor East Enders, Hackett lives from hand-to-mouth, moving from one doss-house to another. His health is bad: a bout with pneumonia left him with a bad lung, which still elicits frequent spasms of coughing and hacking.

Hackett bitterly despises the upper classes, blaming them for his plight. He took control of the Committee out of his own desire for power, intending to use the masses to work against the society he feels has wronged them all. Hackett is a dangerous reactionary, and has perverted the intentions of the Committee, turning it into a vigilante group with political aspirations.

Hackett scorns the aid of those of the upper classes, especially those

with aristocratic airs. He initially ignores or criticizes the actions of the investigators, but if they seem genuinely concerned with his crusade, he may soften toward them. Those who interfere with Hackett risk violence at the hands of his fanatical mob.

Like his fellow Committee members, Hackett frequently attends the coroner's inquests and helps patrol the streets at night. He carries a large butcher knife in his boot, and can usually find a club of some kind if needed.

### The Others

The Committee members are all lower-class East Enders, 75% of whom are potentially dangerous vigilantes. Roughly half of any given group is armed with clubs, knives, broken bottles, or straight razors.

In confrontations with investigators, police, or a suspect, Persuade rolls may be necessary to avoid violence at the hands of such a mob. Such rolls may be modified upward if the speaker is dressed as one of the lower class, or lowered if otherwise. If the speaker has been seen with the police or the suspect, these rolls may be reduced further. If defending a suspect, a failed Persuasion may result in a hanging on the spot. These mobs might also be broken up with the threat of a firearm or two, or if the police are sent for.



agree to keep the investigators appraised of further developments, but won't take kindly to too much interference in their investigation.

## The Coroner's Inquests

If the investigators enter into this adventure other than at the request of Scotland Yard, they must work to get the information regarding the murders. If they have contacts within the Yard (but weren't consulted), they may impose upon these sources for details of the murders; successful Law rolls are undoubtedly still required to gain access to these people and their information.

Alternately, or if they fail the Law rolls, the police might recommend that the investigators attend the coroner's inquest for each case, where the details become public. Coroner's inquests are held to determine the cause of death in mysterious cases (fire, most accidents, foul-play, suicide, etc.). A jury of twelve laymen is chosen to hear the evidence of the police, pathologists, and any witnesses; this is not a criminal trial, merely a tribunal to determine cause of death. In the case of the East End murders, these inquests are held in schools, churches, and other public halls located in Whitechapel or Stepney. These inquests are generally open to the public, but particularly sensitive materials or unruly crowds may merit the coroner's closing the hall to the public.

Information about the murders is relayed at these inquests, and it is from these meetings that the newspapers — and thus most of the public — learn the details of these crimes. Thus, those attending the inquests get the information before anyone else in London save the police themselves.

As a general rule, the first session of an inquest is spent determining the victim's identity, occupation, and other personal details. The second and third sessions are given over to hearing police and pathologist testimony regarding the actual details of the crime: the scene, witnesses, wounds, physical evidence, etc. The final session is then spent determining a cause of death, based on the previous evidence and testimony. Usually a given session is no more than 2-3 hours long, and later in the scenario there are frequently two or three sessions per day for different inquests as the murders accumulate.

The inquests are attended by many of this scenario's characters, for one reason or another. For simplicity's sake, all the inquests are assumed to be presided over by the same coroner, in this case barrister Stephen Partington-White. Likewise the same police surgeon, the mysterious Dr. Lucius Raffin, is involved in all the cases as well. H

### SIGNS PAPERS #2 — Newspaper article describing the second murder, dated October 23, 189-

#### SECOND EAST END MURDER Baffles Police Horrible Mutilations

Stepney Police report a second grisly East End murder in the space of four days. PC George Wardley discovered the body of a large foreign man in a narrow alley off Exmouth Street. The unidentified man was quite stout, and an overturned fruit-cart nearby would seem to indicate the former profession of the dead man. As with the earlier East End victim, now identified as Andrew Clark, a merchant seaman, this man's throat had been slashed. There were reports of numerous other cuts, and mutilations similar to those found on the body of the unfortunate Clark. Police are seeking information regarding both cases. The coroner's inquest is scheduled to begin within the week.

Division's Inspector Spaulding, and Inspector Cleveland and Detective Sergeant Craig of Scotland Yard attend most of the inquests, as they and their fellow officers supply evidence in each case.

In addition to numerous reporters, street rabble, and others of the general public, many other important characters attend the inquests. Vigilante leader Estes Hackett and/or a handful of his East End Citizens' Committee are usually present. More sinister yet are "the trackers," the Malbray Asylum orderlies searching for Joan Bayldon; as the scenario progresses, Dr. Vandorff himself attends the inquests. Young Dr. Christopher Blessing is another frequent inquest attendee. Each of these characters is discussed below, along with his or her actions at the inquests.

## The East End of London

London's East End has seemingly always been home to the city's poor. In 1888 the estimated population of the East End was nearly a million people, with Whitechapel constituting about 80,000 of that figure. Many of these folk were immigrants — Poles, Jews, Germans, Spaniards, and nearly every other nationality were represented there.

Those who could afford private housing often lived in a single room, usually sharing it with several other people. What little money didn't go for rent went for food and tea: living was literally hand to mouth, usually on an income of less than 15 shillings a week. Most buildings had but one watercloset to share between all the tenants. Furniture was sparse, having been broken up for use as firewood; a sack of straw stood in for a mattress, a crate doubled as a table. Broken windows were stuffed with rags or papers to keep out drafts and the stench from the garbage-strewn streets.

Lodging houses (or "doss"-houses) were only slightly better (or worse); for a few pence a night, dozens of men and women shared rows of beds or cots, usually in a single room. Facilities for washing clothes or cooking were sometimes available for an additional charge. The poor, desperate folk of the East End often drank their doss-money,



*London's East End — Whitechapel and Environs*

however, and had to sleep in the streets. Alcoholism wasn't an addiction or a disease to these people — it was a way of life.

The East End was also home to much of the criminal element of London. In 1888, the Metropolitan Police estimated that Whitechapel alone had 1200 prostitutes working its streets and brothels. There were also common thieves of every description: muggers, pickpockets, con artists, beggars, shoplifters, and so on.

The streets themselves were narrow, twisting, crowded, garbage-strewn, and often stank horribly. The buildings were crumbling, vermin-infested, and at least as crowded as the streets (if not worse). Within these dilapidated buildings might be any number of rundown shops, public houses, doss houses, music halls, bawdy houses (brothels), flash-houses (criminal lairs), sweatshops, and so forth.

The investigators should be made aware of the rampant poverty present in the East End through the above elements. Their aristocratic airs, fine clothing, and high Credit Ratings may actually work against them here, as the denizens of these slums seek to prey on their betters, whom they envied and frequently outright despised. At the very least there are thieves and prostitutes at nearly every turn. In the public houses, failed investigator Luck rolls might result in anything from veiled threats to an "accidentally" spilled drink to an out-and-out brawl.

More common street encounters include beggars, dockers (longshoremen), bobbies, costermongers, women selling flowers or matches, and other types of street vendors. High-classed "toffs" might also be seen occasionally: wealthier men (or ladies, during the day) out "slumming"

in the East End, some to taste the wild life out of sight of more decent Victorians.

### **Cabs**

The chances of hailing a cab in the East End are limited to a halved Luck roll by the investigator with the lowest POW present. By night these chances may drop to a mere POWx2.

### **Thieves**

Statistics for typical thieves and thugs appear at the end of the scenario. These villains vary in approach from waved knives and "Let's 'ave yer money then, Guv" to beggars who snatch a wallet as a kindly soul dips into his coin purse. Knives are the most common weapons, though a few of these thugs wield clubs or naught but their fists. Most flee from superior numbers, firearms, or the police.

### **Prostitutes**

Statistics for typical street women appear at the scenario's end. Several different types exist, from haggard and hardened veterans to toffers (specializing in higher class clientele) to dollymops (amateurs). Another possibility is the ladybird who works with a mugger or two: she lures the prey to an alleyway where her accomplices waylay the victim. Most prostitutes are unarmed, but 1/3 or so may carry some sort of weapon.

### **Bobbies**

Police constables in the East End usually walk a beat traversable in roughly 3D6+10 minutes. In addition to his

uniform and high hat, each constable is outfitted with a dark lantern, police whistle, and billy club. Blowing a police whistle summons 1D3 bobbies in 1D6 minutes. They attempt to determine the cause of the disturbance,

and then send for help if needed. Help is sent for in the case of a serious crime. Criminal offenders are taken to the Leman Street police station for questioning.

### The Police

**T**HE EAST END MURDERS fall under the jurisdiction of the Metropolitan Police Force's H Division (Whitechapel), and its chief officer, Inspector William Spaulding. The case has also merited the attention of Scotland Yard's Criminal Investigation Division (or CID). The two forces cooperate with each other, but there is a professional rivalry at work between them: whichever force apprehends the murderer is certain to lord it over the other when this is over.

Both investigations are coordinated out of the Leman Street police station, a bedraggled brick building not far from Aldgate Station. Here Inspector Spaulding's office can be found, along with an improvised one for Inspector Cleveland and Sergeant Craig.

As the scenario begins, the police have no idea that the murderer is a woman, but the evidence soon points toward that conclusion: the long hairs clutched by Rodrigues, the spool of thread found near Vernon, and the witnesses who last saw Pettit and Cook with a young woman.

If the investigators were initially approached by Scotland Yard for help in identifying the symbols carved on the bodies, they may be contacted to examine the marks left on the later killings as well. If the investigators are of assistance to the police, they are treated coolly but appreciatively; if the investigators cause trouble for the police or themselves, they are warned, detained, or arrested according to the severity of the offense. The police are rather desperate with regard to this case, and have little time for meddlers.

### INSPECTOR MARTIN CLEVELAND, Scotland Yard CID

Inspector Cleveland is tall, thickset, and not a little overbearing. His bushy reddish sideburns and moustache fairly bristle when Cleveland is upset, which is often. He is exactly the same age as Inspector Spaulding, though far more dedicated to his job. He carries his revolver at all times while in the East End.

Cleveland may approach the investigators at the outset of the scenario to ask their help in identifying the symbols carved on the murder victims. If they are helpful and conduct themselves respectably, Inspector Cleveland continues to ask their aid in identifying the markings on subsequent victims. But if the investigators withhold information, obstruct the police investigation, or continually offer mad theories of ravening monsters and ancient evils, Cleveland dispenses with these meddlers, detaining or arresting them as the situation requires.

A hard-working and dedicated policeman, Cleveland has a short temper, and tends to overreact against those who get in his way. His gruff manner is an outward expression of his fierce determination to bring his quarry to justice. Due to his obstinacy, all efforts to Persuade him are halved.

While Inspector Cleveland is generally irritable and uncooperative, his confrere, Sergeant Craig, is his most trusted associate. Craig often smoothes over the feathers ruffled by Cleveland.

### DETECTIVE SERGEANT JOHN CRAIG, Scotland Yard CID

Unlike most of the other officers involved in this investigation, Craig is a pleasant, good-natured policeman. He is nearly 40, athletic, and clean-shaven. A rough and tumble sort, Craig doesn't shy from a fight: he was present at the Bloody Sunday riot in 1887, then working as a constable. When in the East End he carries his revolver.

While not possessed of the dogged determination of his friend Inspector Cleveland, Craig is devoted to his job. He frequently does undercover work for the CID, a technique he brings to the East End murder investigation. There he sometimes ventures forth in the guise of a shabby, bearded dock-er, scouring the streets, public houses, and doss-houses for information. In this guise Craig can also keep tabs on the investigators or come to their aid if they get in over their heads in the East End. Craig has a few useful East End street-contacts as well.

Sergeant Craig is more likely to listen to the investigators' theories than his superiors. Craig won't break the law to aid them, but if the investigators can substantiate their claims he even listens to occult explanations for the East End murders. Thus, if befriended Craig can serve as an intermediary between the investigators and the fiery Inspector Cleveland.

### INSPECTOR WILLIAM SPAULDING, Metropolitan Police, H Division (Whitechapel)

Spaulding is the officer in charge of the case for H Division. He is nearly 50, short, stout, and greasy-looking, with a drooping black moustache. He always carries his revolver while on duty.

A rather unimaginative policeman, Inspector Spaulding finds himself in the uncomfortable position of trying to oversee a complicated investigation in a district where robbery, murder, and prostitution are commonplace. He dislikes the focus this case has brought to his jurisdiction.

Therefore he is actually pleased when the CID sends Inspector Cleveland and Detective Sergeant Craig to aid the investigation. With those worthies on hand Spaulding no longer has to suffer the slings and arrows of the press alone. Thus, Spaulding aids the CID men as much as possible, while going about his own slow investigation.

If the investigators are working with Scotland Yard, Spaulding also gives them whatever assistance he can. If they aren't looking into the case at the Yard's request, successful Law rolls are required to warm Inspector Spaulding to their requests for information. But Spaulding offers assistance only so long as the investigators stay out of trouble.

# Day-by-Day Events

This section chronicles the daily developments of the murders, coroner's inquests, and the hunt for the killer in the East End. As characters appear in these events they are described in boxed text nearby; all statistics appear at the end of the scenario. Other events, triggered by the actions of the investigators, are listed later in the scenario.

Note that it is left for the keeper to decide if the investigators run across the characters listed as appearing in the East End. The East End is expansive, home to nearly a million people, and the chances of running into all the characters listed are slim.

## October 24

### Morning

The investigators are asked to look into the case of the East End murders, either by Inspector Cleveland of Scotland Yard or by members of the East End Citizens' Committee, as described earlier.

In a little-used meeting hall in Whitechapel the coroner's inquest into the death of Andrew Clark, the first victim, enters its second day. Presiding at the inquest is Coroner Stephen Partington-White, who hears evidence from Inspector William Spaulding of Metropolitan Police's H Division, and Inspector Martin Cleveland and Detective Sergeant John Craig from Scotland Yard, among others. Among the spectators present are Estes Hackett and 1D4 of his East End Citizens' Committee cronies.

Clark, 43, a slightly built sailor of unknown address, had been in Whitechapel drinking with his shipmates on the night of October 19. His mates last saw him before midnight, when he left, alone, to find a prostitute to "help hoist the old yardarm." About 5 o'clock the next morning a docker discovered Clark's body beneath a pile of overturned crates in an alley off Upper East Smithfield Street.

### Afternoon

The inquest into the death of Paolo Rodrigues, held in a small music hall in Stepney, begins this afternoon. Partington-White again presides, and testimony is heard from Inspectors Cleveland and Spaulding, and Sergeant Craig; though not testifying, police surgeon Dr. Lucius Raffin also attends this session. Among the spectators are Estes Hackett and 1D4 rough-looking associates.

Rodrigues, 41, was a big foul-tempered Portuguese fruit seller. He was last seen rolling his cart in Charles Street after 10 o'clock the night of October 22nd. At 10:45 the following morning PC George Wardley noticed the overturned cart in a garbage-strewn alley off Exmouth Street. Nearby was Rodrigues's body, the throat clumsily

slashed. This afternoon the papers publish the initial details of Rodrigues's murder. There are also very sketchy stories of the murder of Tom Vernon, which occurred October 23.

### Night

None of the scenario's major characters are in the East End tonight.

## October 25

### Morning

The Clark inquest continues today. Details of the slaying are now discussed, via Dr. Raffin's gruesome testimony. Clark's throat had been slit from ear to ear, apparently with a straight-razor. His shirt had also been ripped open and a circled X carefully carved into his chest (see Figure 1). Clark's money, wallet, and personal effects were missing. The large quantity of blood on the scene indicated that he had



Figure 1

been murdered at that location, probably between 2 and 3 AM the 20th.

Sergeant Craig attends this session disguised as a bearded street tough.

Meanwhile, Jack Rutherford and Joseph Niewicki, two of the Malbray Asylum orderlies, ride the streets of the East End in the asylum's carriage, searching for Joan Bayldon.

### Afternoon

The Rodrigues inquest also continues, with Dr. Raffin testifying again. In addition to the clumsily slashed throat, Rodrigues's arms and face were also lacerated, indicating he had put up a struggle. The weapon was again apparently a straight-razor. Rodrigues's shirt had been cut through and a crude circled square (see Figure 2) had been cut into his stomach — apparently hastily. His wallet and watch were left behind.



Figure 2

The disguised Craig attends here as well, as do Hackett and 1D6 associates.

### Night

Rutherford and Niewicki continue to search the East End on the orders of Dr. Vandorff. The mysterious Dr. Raffin may also be found here, as can the disguised Sergeant Craig.

## October 26

**Morning**

The Clark inquest ends with a brief session this morning. Present are Inspectors Cleveland and Spaulding, and Hackett and 1D6-1 of the East End Citizens' Committee's more respectable members. The inquest verdict is "Murder by person or persons unknown."

The Rodrigues inquest also continues with a morning session. Rodrigues, who was bald, was found clutching several strands of brown hair 17 inches in length in one dead hand. Witnesses reported hearing shouts and sounds of a struggle about half-past 11 the night of the 22nd, but saw nothing.

Present in the crowd are Sergeant Craig, Hackett and his associates, and Rutherford and Niewicki.

**Afternoon**

The inquest into the death of Tom Vernon begins with a short session held in a school in Whitechapel. Inspectors Cleveland and Spaulding testify; present, but not testifying, is Dr. Raffin. Rutherford and Niewicki are again among the spectators.

Vernon, 25, was a notorious "mutcher" (robber of drunks) already known to the local police. At 4 o'clock on the morning of October 24, a watchman in the railyards near Aldgate Station in Whitechapel found Vernon's body near a coalbin. It is learned that Vernon plied his trade on the drunken vagrants inhabiting the railyards near the Whitechapel slaughter houses.

**The Coroner and Police Surgeon**

**T**HE CORONER PRESIDING over all the inquests is Stephen Partington-White, a London barrister (courtroom lawyer). The coroner hears testimony from police sources, witnesses, police surgeons (pathologists), and other experts. The police surgeon/pathologist for these cases is Dr. Lucius Raffin, a London surgeon.

Note that in actuality there would probably be more than one coroner and pathologist involved in such a series of murders; these characters are consolidated for the sake of this narrative.

**STEPHEN PARTINGTON-WHITE, coroner, London barrister**

Partington-White is short, stout, white-haired and -bearded, and appears much older than his 54 years. He is well-dressed, walks with a silver-headed walking cane, and smokes noxious Havana cigars.

The Whitechapel coroner is a nervous man given to sputtering fits when aroused. The recent murders have aggravated him further, resulting in a short temper and a tendency to confuse details of the cases he presides over. Partington-White is harried, hurried, and over-worked; he dearly wishes this business was over with.

Partington-White is temperamental, particularly when confronted with the belligerent Whitechapel denizens who attend the inquests. For this reason he is quick to have troublemakers removed from the proceedings.

Where the investigators are concerned Partington-White may be able to relate details from an inquest they missed or impart an intriguing detail or theory. He only offers such insights if the investigators are working for Scotland Yard, or if they succeed in a Law, Fast Talk, or Credit Rating roll; the coroner has no time to be Persuaded. If the investigators continually pester him, the coroner informs Inspector Spaulding, who warns that they are interfering in police business.

**DR. LUCIUS RAFFIN, police surgeon, pathologist**

Dr. Raffin is tall and deathly pale, with black hair and moustache. He dresses immaculately in top hat and black suit, and carries a black walking stick (actually a swordcane). His voice is quiet and he rarely makes eye contact when speaking with someone. The mysterious doctor is reserved, secretive, and his manner not a little sinister. He lives in a fine house in Kensington with a pair of servants.

Raffin performs most of the post mortems on the East End murder victims, his assistants performing those he doesn't do himself. The doctor provides the forensic testimony at the inquests. His descriptions of the wounds on the bodies are clinical and explicit; a Psychology roll made while listening to Dr. Raffin's description of such mayhem reveals that the good doctor is morbidly excited by the carnage. More than once during these inquests the coroner asks Raffin to tone down his grisly testimony.

Dr. Raffin is meant to be something of an enigma — perhaps even a suspect in the current East End murders. Investigators checking into Dr. Raffin's background find that he is a respectable physician, and frequently involved in police investigations as a forensic expert.

With a halved Law roll the investigators may also learn, from a reliable police contact, that in November of 1888 Dr. Raffin was one of the doctors who examined the horribly mutilated remains of Mary Jane Kelly — Jack the Ripper's final victim. Since that time Dr. Raffin has had a keen interest in the Ripper murders, collecting whatever memorabilia he can concerning those killings: newspaper articles, drawings, morgue photos, handwritten copies of police files, etc. If the keeper wishes, he may elaborate on Dr. Raffin's interest in the Ripper murders, perhaps even concocting a subplot to this adventure wherein Raffin himself proves to be the Ripper.

Dr. Raffin's true nature is left for the keeper to determine. He is meant to be a suspicious character, and the investigators should no doubt run across him on one of his nocturnal jaunts in the East End; he may be there on business (delivering a baby, doing an autopsy, etc.), or he may be there for personal reasons.

In dealing with the investigators, the reclusive surgeon is very professional: he won't reveal any information unless the investigators are working for Scotland Yard, or if they can convince him with a Law roll. As with the coroner, repeated pesterings earn warnings from Inspector Spaulding.

## Night

The East End crawls with hunters tonight. Estes Hackett and dozens of his followers roam the streets and public houses in groups of 2D4; the investigators are certain to run across at least one such group. Rutherford and

Niewicki again search the streets in their hansom, occasionally entering doss-houses to look for their quarry. Dr. Raffin also prowls these mean streets, as does a timid Dr. Christopher Blessing.

## The Trackers — Malbray Asylum Orderlies

The trackers are Jack Rutherford and Joseph Niewicki, orderlies from Malbray Asylum sent by Dr. Vandorff to find Joan Bayldon before the police do. They know the girl could expose the unorthodox experiments of Dr. Vandorff, and thus use whatever means are necessary to silence her and whoever else may have learned her secrets.

The trackers usually (70% of the time) use the asylum's hansom cab when travelling in the East End; occasionally (the remaining 30% of the time) they take the train from Hackney. Later on, when they are joined by Rolf Mansche (the third Malbray orderly) and Dr. Vandorff himself, the trackers use the asylum's larger carriage. Their weapons are usually kept aboard the cab or carriage during their visits to the coroner's inquests. Both cab and carriage are clearly stenciled Malbray Asylum on the doors.

The trackers and their transportation are the primary leads to Malbray Asylum. The investigators may follow them back to Malbray in the carriage, they may note the name from the carriage and visit the asylum later, or they may follow the trackers back to Hackney — and Malbray — aboard the train.

Note that on days when they attend inquests, they may spend time on the streets as well.

Accosted by the investigators at an inquest or in the East End, Rutherford (who does all the talking) claims that they are only curious spectators or revelers. They are on leave from their jobs, looking for a good time. Rutherford and Niewicki don't hesitate to use force to brush off persistent questioners, though if outnumbered they may opt for flight instead.

The trackers eventually use more violent means against those who impede their search — including their fellow Malbray employee Dr. Christopher Blessing. These tactics are discussed in "The Trackers Deal with Meddlers" and "Locked Away!" in the Special Events section.

## JOHN "JACK" RUTHERFORD, Malbray Asylum orderly, ruffian

Jack Rutherford is rough-looking, shabbily dressed, unshaven, chain-smoker in his late 30s. His dark hair and moustache and squinting eyes create a cruel countenance. Mean-spirited but smart enough to know when he's out-matched, Jack was a common mugger on the streets of Hackney when Dr. Vandorff gave him the job as "orderly." He controls the Malbray patients through fear, as he and Niewicki often sadistically beat the inmates.

Rutherford is in charge of the orderlies at Malbray, and in the search for Joan Bayldon. Jack himself is torn between fear and admiration for Dr. Vandorff: the old man's obviously brilliant, but none too choosy about where he gets his experimental subjects. Rutherford likes Niewicki and the Mansches, but contemptuous of the rest of the Malbray staff.

Rutherford suspects that Dr. Blessing is also searching the East End for Joan Bayldon. Jack doesn't know what

happened to drive Joan mad, but he did help Vandorff move the stupefied Billy Ashworth up to the attic after one of the doctor's earlier experiments. Rutherford suspects that whatever happened to Billy also happened to Joan. Jack is content to follow Vandorff's orders for now, hoping that he can somehow use this against the old bastard later on.

Jack always carries a beautiful pearl-handled Bowie knife (stolen, of course). In the carriage, or if expecting serious trouble, Jack may also carry his .38 revolver.

## JOSEPH NIEWICKI, Malbray Asylum orderly, sadistic drunkard

Niewicki is a short, stocky, Pole with stringy white-blond hair. He is dirty and stupid-looking, and dresses even more shabbily than Rutherford. His face is usually flushed with alcohol, a habit which has seriously addled his brain. His eyes are wild and unfocussed, and he is far more sadistic even than Jack Rutherford.

Niewicki is cruel and a bully toward those he deems helpless or weak, but he himself cowers before all the Malbray staff save Dr. Blessing. He meekly does as ordered by the staff, but frequently sneaks away to get drunk and torment the asylum inmates. Niewicki is illiterate, but haltingly speaks Polish and some English.

Niewicki always carries a large pocketknife, and when in the cab or carriage he hides an axe-handle-sized club under the seat for emergencies.

## ROLF "WOLF" MANSCHÉ, hulking Malbray Asylum orderly

Rolf Mansche is a mountain of a man, nearly seven feet tall and 300 pounds, with long black hair and beard. Despite his sinister appearance, he is the least malevolent of the Malbray Asylum orderlies. He is extremely quiet and solitary, and enjoys hunting and doing outdoor chores at Malbray. He isn't terribly bright, and thus doesn't understand exactly what has happened to Joan Bayldon, or why Rutherford and the others are looking for her in the East End. He speaks with a thick Austrian accent.

Rolf's wife Greta sheltered the fleeing "Dr. Vandorff" in Budapesht many years ago, and was convinced to accompany the doctor to London. Rolf, oblivious (then and now) to the doctor's identity and nature, came along. Rolf is basically a good man working for bad ones. He won't condone any killing unless he or his wife are threatened. In hunting Joan Bayldon, he makes every attempt to capture her alive — and prevents the other orderlies from killing her if possible. He only attacks the investigators if provoked.

Rolf is called "Wolf" by Niewicki and Rutherford, whom he barely tolerates. Rolf is quite fond of the rest of the Malbray staff. He wields no weapons unless hunting in the wilds around Malbray; anyone looking at him can tell he doesn't really need a weapon.



*Dr. Vandorff and His Orderlies*

## October 27

### Morning

The Rodrigues inquest continues. In the audience is young Dr. Blessing.

### Afternoon

The Vernon inquest reconvenes, with testimony from Inspectors Cleveland and Spaulding and police surgeon Dr. Raffin. Also in the crowd are Estes Hackett and the disguised Sergeant Craig.

Vernon was discovered with his shirt and coat unbuttoned, and his trousers around his ankles. His throat had been slashed and he had been stabbed in the chest three times (twice in the heart) with a knife with a pointed blade. A circled L or V was carved into his stomach (see Figure 3), and his wallet, money, and watch were missing.



*Figure 3*

### Night

Among those stalking the East End tonight are Dr. Blessing and Hackett and his vigilantes; either may be met on the streets or in the public houses of Whitechapel or Stepney.

Tonight Joan Bayldon takes her fourth victim. Sailor Charles Pettit is slain outside a rough Whitechapel pub called the Blind Horse, in Denmark Street near the London Docks. Details are given in the inquest descriptions of October 30-November 1. If the investigators find the body, they should suffer a loss of 0/1D3 Sanity.

## October 28

### Morning

If the investigators were consulted on this case by Scotland Yard, and have not damaged their relationship with the authorities, they are asked to view Charles Pettit's body to see what they can make of the strange design carved into it.

The Rodrigues inquest ends. Present are Inspectors Cleveland and Spaulding, Detective Sergeant Craig, Dr. Blessing, Rutherford and Niewicki, and Hackett and his lot. Hackett's men make a scene here, berating the police for their ineffectiveness, particularly in light of last night's rumored fourth murder (details of which are not yet public).

The Vernon inquest continues. Among those present are Sergeant Craig, Rutherford, Niewicki, and Hackett and 2D6 of his surly crowd. Testimony from local constables reveals that several railyard vagrants cheered when they saw Vernon's body removed from the yard, but there were apparently no witnesses to the slaying. More importantly, a spool of thread was reported found near Vernon's body. (See the section on "Tracing the Killer.")

**DR. CHRISTOPHER BLESSING,  
Malbray Asylum assistant physician**

**C**HRISTOPHER BLESSING is a handsome young man of medium build, with sandy hair. The disappearance of Miss Bayldon has disturbed him greatly, however, and he now looks worried, unshaven, exhausted, and desperate. His middle class clothing is well-worn. He has no family in London.

Dr. Blessing is an assistant physician at Malbray Asylum, a position he has held for nearly two years. He has no inkling of the insane interests and experiments of his superior, Malbray's director, Dr. Alexander Vandorff. When he does learn of Vandorff's deeds, Blessing turns away from his employer disgustedly, and may go to the police with what he knows.

Unfortunately, this would mean revealing that he knows that Joan Bayldon is the East End murderer. It is only over the last couple of months that Blessing has realized he is in love with Joan. He has told no one of this, not even Joan. When she disappeared Blessing questioned Vandorff, who claimed ignorance of her whereabouts. Then the Whitechapel murders began, and Rutherford and Niewicki began spending considerable time away from Malbray. Blessing, who knew a bit of Joan's mother's medical history, questioned Vandorff again. This time Dr. Vandorff claimed that Joan had indeed succumbed to some violent hereditary madness — and that he suspected that she was the Whitechapel murderer!



Now Blessing scours the East End on his own, searching for Joan. At first he intends to take her back to Malbray for treatment. Blessing doesn't trust Rutherford and Niewicki, and avoids contact with them in the East End.

If approached by the investigators Dr. Blessing won't reveal his reasons for being in the East End: he claims to be merely visiting the coroner's inquests out of professional curiosity. Psychology rolls note his anxiety, and that in his East End travels he appears to be looking for someone. Later, when he learns that Vandorff's experiments have driven Joan mad, Dr. Blessing is more forthright with the investigators. If he thinks that they can be trusted to help capture and treat Joan, Blessing allies himself with the investigators. Unfortunately, this brings the wrath of Rutherford and Niewicki, as described in "The Trackers Deal with Meddlers" and "Locked Away!" in the Special Events section.

Dr. Blessing can be of much aid to the investigators, as he has access to Malbray Asylum and the information there. (See the Special Event entitled "Dr. Blessing Offers a Clue.") And if Blessing and the investigators apprehend Joan, Blessing can hypnotize her to gain even more useful information, as described in "Confronting Annie" in the Special Events.

Blessing is hopelessly in love, and thus protective of Joan. He insists that if Joan is captured that she not be turned over to the police, as he would rather see her treated than hung.

Blessing travels by train from Hackney to Whitechapel, and vice versa; clever investigators may thus follow him back to Malbray Asylum.

The afternoon editions carry the first news of an unidentified murder victim from the previous night. No specifics are given.

**Night**

Tonight the East End is again acrawl with those hunting the killer, or Joan Bayldon in particular. Haunting the streets and public houses of Whitechapel, Stepney, and Spitalfields are a disguised Sergeant Craig, Hackett and numerous gangs of his belligerent vigilantes, Rutherford,

Niewicki and Mansche from Malbray Asylum, Dr. Raffin, and Dr. Blessing.

**October 29**

**Morning**

Today the papers scream "Jill the Ripper" in bold two-inch type. Cited as evidence are the long hairs clutched by Rodrigues, the unclothed state of Vernon and the spool of thread found nearby, Clark's intention of finding a prostitute, and the reports that the fourth victim was last seen leaving a public house with an unidentified woman.

Meanwhile the Vernon inquest ends, though no important personalities attend.

**Night**

In the East End tonight are Rutherford, Niewicki, Mansche, Blessing, Craig (in disguise), and Hackett and several bands of his vigilantes.

Driven to malice by today's newspaper reports of "Jill the Ripper," the vigilantes now take the law into their own hands. In the East End tonight (or tomorrow night, or as applicable), the investigators come across a lynch-mob.

3D6 of the more troublesome members of the East End Citizens' Committee have found two women arguing and trading blows in the street. One of the women is spattered with blood, and the drunken vigilantes have assumed that they are the murderesses. In reality they are midwives who delivered a baby late this afternoon; they were merely arguing over shares in the payment. Now the vigilantes seek to hang them in the street. A crowd of 3D6 spectators is on hand, uncertain of what to think of the situation. The

vigilantes have seized the women and thrown a rope over a shop-sign, and are preparing to hang the older woman first.

Hopefully the investigators intervene to stop this. A shot or two fired into the air or repeated blows on a police whistle may halt the proceedings — or accelerate them, if a Luck roll fails. Alternately, a Fast Talk roll made by a poorly-dressed character or a Persuade roll from a more smartly-attired person stops the hanging party; a good reason for stopping the show is needed even with the success-



ful roll, perhaps even letting the women tell their story. Once the situation is thus defused, the vigilantes and the crowd disperse. Fumbled rolls, however, earn seizure or beatings at the hands of the mob, who then hang both women. If desired, the disguised Sergeant Craig may appear to handle the situation if the investigators can't or won't do so; his cover thus blown, he no longer appears in disguise in this scenario.

If the investigators don't stop the lynch-mob, they lose 1/1D4 Sanity for their impotence as they watch the hangings of the two helpless women.

## October 30

### Morning

The Vernon inquest continues. Present are Sergeant Craig and Inspector Spaulding.

### Afternoon

The inquest into Charles Pettit's murder begins, convening in the Whitechapel school where the Vernon inquest is held. Inspector Spaulding testifies, and in the audience are Dr. Raffin, Dr. Blessing, Rutherford, Niewicki, Mansche, and a late-arriving, disguised Sergeant Craig.



Figure 4

Pettit, 24, was a sailor from Liverpool. Just after 2 AM on the morning of the 28th, a serving girl found Pettit's body in a passageway behind The Blind Horse public house in Denmark Street. Pettit's throat had been cut cleanly, apparently with a straight-razor. His shirt was then cut open and a design

cut into his chest: a small triangle within a larger triangle, both enclosed within a circle (see Figure 4).

Rumors circulating in the crowd — later to appear in the newspapers — hint that the drunken Pettit was last seen leaving The Blind Horse with a young woman. The Jill the Ripper nickname spreads like wild-fire through the East End.

### Night

In the East End tonight are Craig (in disguise), Spaulding, Rutherford, Niewicki, Mansche, Blessing, Raffin, and Hackett and numerous bands of his followers.

Eluding the massive hunt for her, Joan Bayldon strikes again tonight. Her victim is a young toff named David Cook, whose father serves in the House of Lords. Details of the murder are given here, as the inquest begins as the events of this scenario come



Figure 5

to a close. If applicable, the Sanity loss for viewing Cook's body is 0/1D3.

Cook, 26, was a wealthy castabout who often frequented East End taverns and brothels. At about 4 AM on the morning of the 31st, PC Morris Hudnall discovered Cook's body in a trash-heap in an alley off Sidney Street, near the London Hospital. Cook was impaled through the left temple with a marlinespike, which was left in the wound (and later identified as Charles Pettit's). The victim's clothing was disheveled and the shirt slashed open, and a curious design cut into his abdomen (see Figure 5). If the investigators examine this symbol by viewing the body, having Scotland Yard show them a copy of the mark, etc., a Cthulhu Mythos roll identifies it as the Tyndalon, a symbol linked to the hounds of Tindalos.

## October 31

### Morning

If the investigators were consulted by Scotland Yard for help in this case, and have not damaged their relationship with the police, they are asked to view the body of David Cook to see what they can make of the symbol carved into him. The Vernon inquest ends this morning. Present are Inspectors Cleveland and Spaulding, Sergeant Craig, and Hackett and 3D6 of his loud and unruly crowd. Feeding on rumors of another murder last night, Hackett's followers call for the resignations of Spaulding, Cleveland, and the (generally well-liked) Metropolitan Police Commissioner, Sir Edward Bradford. These rantings get Hackett and his crowd escorted into the street by several constables.

### Afternoon

The Pettit inquest continues. Inspectors Cleveland and Spaulding give testimony. Also in attendance are Dr. Raffin, and Rutherford, Niewicki, Mansche, and the wheelchair-bound Dr. Vandorff from Malbray Asylum. Estes Hackett and 3D10 of his followers also show up, but aren't allowed to enter the building; when they try to raise a furor in the streets outside, they are dispersed by the police.

At the inquest it is learned that Pettit was indeed last seen leaving The Blind Horse with a young woman after 1 AM on the morning of the 28th; the woman is described as aged 20- 25, attractive, short, and with long brown hair. Pettit's money and belongings were missing. According to one of his shipmates, among the missing items was Pettit's prized ivory-handled marlinespike; though not yet made public, this weapon was used to murder David Cook earlier this morning.

This afternoon the newspapers feature first reports of the murder of David Cook, including a 500 Pound reward offered by his father, Sir Brian Cook, Lord Rexford. The younger Cook is reported to have been seen with a young woman just before his death.

**Night**

Tonight the hunt for the murderer — now strongly believed to be a woman — intensifies. In addition to countless police constables and several bands of Estes Hackett's vigilantes, Sergeant Craig again ventures forth in disguise. Also searching the East End are Rutherford, Niewicki, Mansche, and Blessing.

Meanwhile, at Malbray Asylum the thing that was Billy Ashworth now fully becomes one of the spawn of Ubbo-Sathla.

**November 1**

**Morning**

The papers carry more reports of the Cook murder, and more pleas for help from the populace.

**Afternoon**

The Pettit inquest continues with largely irrelevant testimony. In attendance are Craig (in disguise), Dr. Raffin, and a solitary Estes Hackett.

**Night**

The East End is strangely quiet tonight. Among those hunting its streets are Craig (in disguise), Blessing, and Hackett and several groups of his vigilantes.

Joan Bayldon takes her final victim tonight. In a courtyard off Myrdle Street in the heart of Whitechapel, an obese, drunken vagrant named Giovanni Baccala, 40, is slain. His throat is expertly cut, his smelly coat cut open, and a design identical to that from the previous victim (see Figure 5) is cut into his chest. Little is known of Baccala, and what is known becomes public after this scenario has ended. A drunken butcher stumbles across the body just before dawn on the 2nd.

**November 2**

**Morning**

Again, if the investigators were consulted by Scotland Yard, and have kept good relations with them, they are asked to view Baccala's body barely after sunrise this morning. The Sanity loss for seeing this bloated, bloody mess is 0/1D4. Again, Cthulhu Mythos rolls may identify the strange triangular markings as the Tyndalon.

**JOAN BAYLDON**

**J**OAN BAYLDON is barely out of her teens, and still attractive in spite of the grit and grime she has accumulated (both physically and psychologically) during her stay in the East End. She is short, thin, and finely featured, with long brown hair and blue eyes. Her ordeals have left her pale, malnourished, and somewhat haggard-looking, and her clothing is ragged and dirty.

Joan currently believes herself to be a prostitute named "Crazy Annie" — Joan's mother. Dr. Vandorff's experiments with the Liao drug left Joan with a subdued memory of her late mother, and the traumatic sight of the hound of Tindalos triggered her regression into her mother's identity.



As Crazy Annie, Joan is quiet, shy, and not a little suspicious of others. Annie was dangerously paranoid and prone to violence — hence her incarceration at Malbray Asylum. Annie flits furtively about the mean streets of the East End, supporting herself when possible by sewing in a sweatshop on Wentworth Street in Whitechapel. When the shilling or so she makes there isn't enough to get her by, Annie sells herself to strangers for the price of a bed or a meal.

As Annie, Joan is friendless, impoverished, and totally alone. Her only belongings are the meager clothes on her back and a purse containing a few toiletries, a straight-razor, and a stiletto-like knife.

As if this weren't terrible enough, Joan sometimes dreams of a great ghastly skeletal dog-like shape pursuing her through shrouds of mist. Around it float strange angular designs: triangles, squares, trapezoids, and open angles of all kinds. Waking, she realizes the nightmares are real, and that only by satisfying the dream-thing's hunger can she be saved. Thus she kills for it and leaves her angularly-marked victims for it. But this insane insight isn't enough to save her...

Joan/Annie's murderous tactics are simple: find a drunken mark, offer him a good time, take him to a secluded place, and — while his mind is on other things — kill him; after Paolo Rodrigues, she has learned to pick smaller, more inebriated targets. Afterward she carves the symbol into the body, takes the man's money (if she has time), and finds a well or basin to wash the blood off her clothes. Joan knows that if stopped she can explain her bloody clothes by claiming to be a midwife returning from a delivery. The next day she steals or buys new clothes to replace the bloody ones.

Note that Joan loses no Sanity for the murders she commits, as the acting identity is that of her mother; she does lose Sanity if and when the hound actually appears at the scenario's end. If rescued from the hound, Joan's identity can eventually be restored through extensive treatment.

More information on Joan/Annie appears in the "Special Events" section.

**Afternoon**

The Pettit inquest continues to squeeze every possible trivial detail from witnesses and Pettit's acquaintances. In the audience are the disguised Sergeant Craig, and Rutherford, Niewicki, Mansche, and Dr. Vandorff.

**Night**

The East End is acrawl with hunters, all with short tempers. Among them are Hackett and several dozen bands of his followers, many drunk and spoiling for a fight. The mysterious Dr. Raffin also lurks in the East End's shadows. Rutherford, Niewicki, and Mansche are also here, and if they run across young Dr. Blessing, who is also present, they may attempt to put an end to his meddling; see

"The Trackers Deal With Meddlers" and "Locked Away!" in the Special Events section below.

## November 3

### Morning

The inquest into the death of David Cook begins this morning, convening in a Whitechapel church. The haughty, belligerent Sir Brian Cook, father of the deceased, is present. Testimony is given by Inspectors Cleveland and Spaulding, and Dr. Raffin. Also present are Sergeant Craig and — again refused admission to the hall — Hackett and his rabble.

### Afternoon

The Pettit inquest finally ends, attended by Scotland Yarders Cleveland and Craig.

The papers carry more details of David Cook's murder, plus first reports of the sixth murder, the victim as yet unidentified.

### Night

Inspectors Cleveland and Spaulding are on hand to personally launch a massive man-hunt in the streets of the East End tonight. Sergeant Craig is also on hand, along with dozens of bobbies. Also here are Dr. Blessing and Rutherford, Niewicki, and Mansche from Malbray; as before, the trackers may try to stop Blessing from meddling with Vandorff's orders. Hackett and his followers are also out in force tonight.

Sometime between dark and dawn, the hound of Tindalos that has been pursuing Joan Bayldon finally arrives in London. Details of its arrival are given in the Special Event entitled "The Coming of the Beast." These events carry over into November 4th.

# Visiting Malbray Asylum

The investigators' attentions should at some point be turned toward the Malbray Asylum for the Insane. They may follow the trackers' cab here from the East End, or follow Dr. Blessing (who travels to and from Whitechapel via railway, and the Liverpool Street Station). The investigators may also learn of the sinister goings-

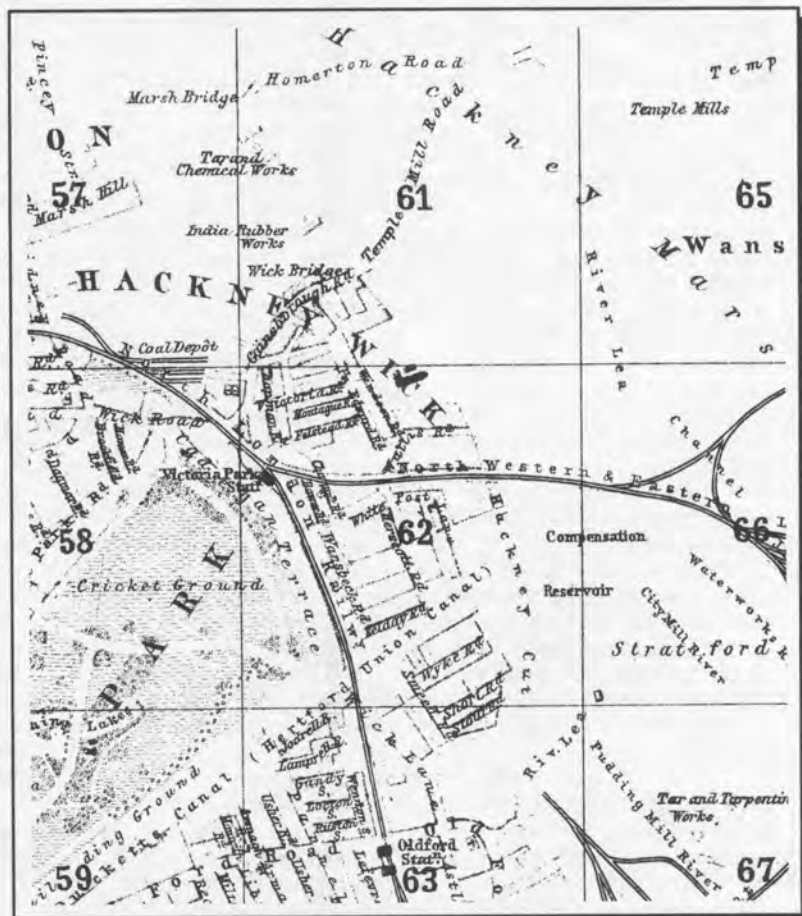
on at Malbray if they have gained the trust of Dr. Blessing or Joan Bayldon.

Malbray Asylum is located in the borough of Hackney, northeast of The City. It is isolated in an area amid the Hackney Marshes, between the London Water Works Canal and the River Lea. A narrow, sparsely-trafficked road leads off from Temple Mill Road and through the marshy wilds to the asylum.

The asylum is situated on a low hill surrounded by lightly forested scrub and marshy ground. An 8-foot high stone wall encloses the asylum grounds. Within the wall are a stable/carriage house, a small tool- and wood-shed, a well, a storage building, and the massive, brooding main building. The buildings are described in the following section, and a box nearby details the asylum's remaining staff.

Assuming the investigators make an overt appearance at Malbray, they are met by Greta Mansche or, rarely, one of the other nurses. These women only admit visitors if they have a good reason for being here: visiting a specific inmate, preparing to admit a new patient, or bringing up Joan Bayldon's case are examples. Without a good reason, a Fast Talk or halved Persuade roll is needed. Greta has the visitors wait in the entryway until Dr. Vandorff can see them in the receiving room.

Dr. Vandorff questions the visitors closely about the motive for their visit. If they appear to know too much



Hackney

## The Staff of Malbray Asylum

**M**ALBRAY ASYLUM is normally staffed by two doctors, three orderlies, and four nurses; Joan Bayldon, the fourth nurse, has currently fled Malbray. The orderlies are described in the boxed text entitled "The Trackers;" Dr. Blessing and Joan Bayldon are discussed in separate boxes elsewhere in the text.

### DR. ALEXANDER VANDORFF, alienist, mad doctor

Dr. Alexander Vandorff is a small, wizened man with diseased and twisted legs. His English is good, but he has a pronounced Austrian accent. He is bald, wears pince-nez glasses, and is confined to a wheelchair. At best, he can use a pair of canes to walk short distances only. Despite (or because of) his weak physical condition, Dr. Vandorff has a quick and resourceful mind. He is particularly well-versed in the workings of the human mind and how drugs affect it. At the onset of his disease (severe arthritis of the legs) he became obsessed with the idea that he could overcome his physical disability through untapped powers of the mind. His quest to free the mind from its frail fleshly bonds has led him to all manner of dangerous chemical experiments, usually performed on others.

One avenue of research followed by Vandorff has been the writings of the medieval alchemists, whose experiments led to many discoveries in the study of chemistry and metallurgy. Through their search for methods of turning base metals into gold, these "proto-chemists" sought spiritual perfection. To the alchemists, once the spirit was perfected, that person could then affect changes in the physical world — such as turning lead to gold. In their researches the alchemists discovered many new chemical processes, formulas, compounds, and drugs — the latter of especial interest to Dr. Vandorff. Through his alchemical researches Vandorff came across Ludvig Prinn's *Mysteries of the Worm*, and thus was introduced tangentially to the Cthulhu Mythos. His experiments with the Liao drug from Prinn's book have led to the events of this scenario. Vandorff was born in Austria to the name of Ernst von Draffen. There he studied medicine, chemistry, and psychology for many years.

A little over 11 years ago, while serving as the director of an Austrian prison for the criminally insane, Dr. von Draffen was implicated in the death of at least one inmate, a death caused by his cruel experiments. von Draffen fled to Budapesht, where he was aided in his flight by Rolf and Greta Mansche. From Budapesht he came to London and secured a post at Malbray Asylum. He soon took over as director there, replacing most of the staff with personnel of his own choosing — personnel who wouldn't ask questions about his methods.

Vandorff is cold and calculating, with little regard for human life, particularly where lives stand between himself and knowledge. He is just as ruthless when it comes to protecting his current situation. His staff is expendable, and he trusts only Greta Mansche and Rutherford and Niewicki with his secret activities. These are the staff he uses to deal with sensitive matters — including disposal of problem patients or nosy outsiders.

Dr. Vandorff is confined to a wheelchair most of the time, and is usually unarmed. If expecting trouble, he may conceal his .38 revolver in the lap of his wheelchair. He carries keys to all the doors at Malbray. His general routine is as follows: mornings he spends seeing to the inmates, afternoons with

paperwork or more patients, and the remainder of the day — often until very late at night — he works in his laboratory. He may take time to see a visitor, check on Billy Ashworth, or pay a rare visit to town.

### GRETA MANSCHE, nurse

Greta is a powerfully-built, grim-looking woman with close-cropped hair. She is positively icy towards everyone but her husband, Rolf. Her heavily Austrian-accented voice is iron, and she expects to be listened to or obeyed. Of the nursing staff, she is the most ruthless, and the inmates fear her from past experience. Thus, wrongly imprisoned inmates (see "Locked Away!" in the Special Events section) receive no compassion from Greta.

Greta is fiercely loyal to Rolf and to Dr. Vandorff, and does whatever possible to aid them. She knew that von Draffen was fleeing the authorities long ago in Budapesht, and guesses that Vandorff's questionable experiments have continued here at Malbray. Still, the doctor has rewarded her loyalty by bringing her to a place of wonder (London) and a position of power (as head of the nurses at Malbray).

Greta is the duty nurse during the morning and early afternoon, leaving only to prepare meals for the staff and inmates. She rarely leaves Malbray. Greta usually wears plain uniform-like attire and carries no weapons; like her husband she is a formidable opponent even unarmed.

### AGNES THURLSON, nurse

Agnes is the most neutral of the nursing staff. She has straight black hair, a mole on her chin, and a cold manner, though not outwardly unpleasant. She is workmanlike in her duties, content to follow orders and not ask questions.

Agnes has no hint of Dr. Vandorff's experiments, and would likely be appalled and outraged enough to alert the authorities were she to find out. She is the most capable of the nurses at Malbray, and in Joan Bayldon's absence it is Agnes who does the bulk of the actual nursing chores. She has learned to ignore raving inmates, especially those with paranoid delusions about their keepers...

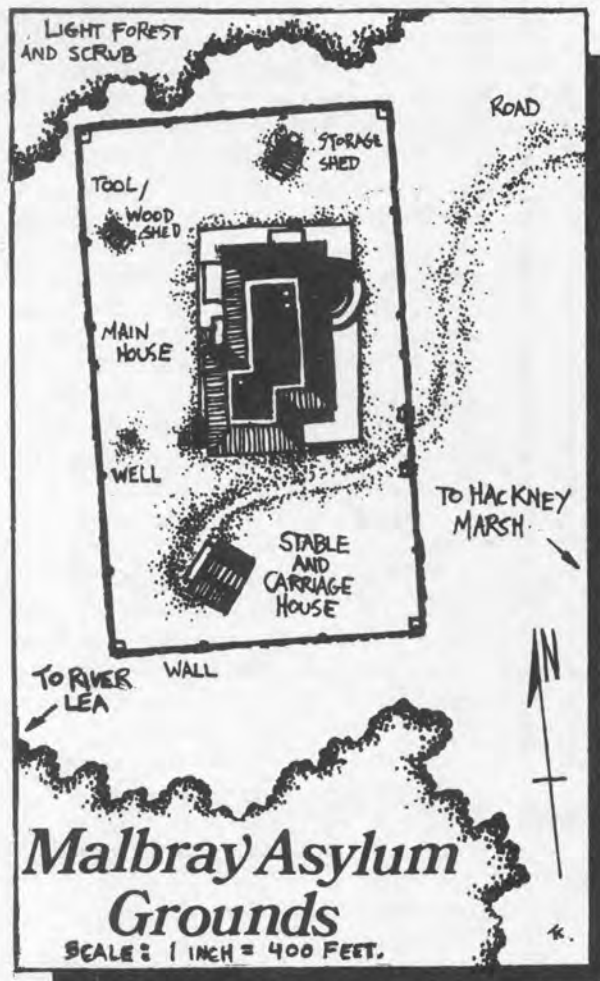
Agnes is on duty during the evening and very early morning. She too spends most of her time at Malbray, wears a uniform, and is unarmed.

### EWA MORLEY, nurse

Ewa is a kindly, grandmotherly woman in her early fifties. She works only part-time at Malbray, as she also works at the London Hospital in the East End. She is a deeply religious widow, with white hair and tiny eyeglasses.

Ewa Morley is Malbray's most compassionate nurse, but nevertheless she follows the orders of Vandorff and his staff. Ewa works at Malbray primarily out of a sense of personal duty: her brother died alone in a madhouse. She listens patiently to any and all stories told by raving inmates (including those of wrongly imprisoned investigators) but passes them off as paranoia — unless given unshakeable proof; Ewa is more likely to be a source of frustration than an aid to imprisoned investigators. She knows nothing of Vandorff's experiments.

Ewa works at Malbray in the afternoons, and sometimes cooks for the staff and inmates. She too wears a uniform, and takes no action except to defend herself or an inmate.



about Joan Bayldon and/or what is going on at the asylum, Vandorff has Greta drug the investigators' tea, as detailed in the Special Event entitled "Locked Away!". Questioned about his personnel, Vandorff claims that Miss Bayldon has run off with a suitor, Dr. Blessing refuses to accept the truth because of his own feelings toward the girl, and Rutherford and Niewicki are just out having a good time. As for his own appearances at the murder inquests, Dr. Vandorff claims that such murders can only have been committed by a madman — thus his professional curiosity has been piqued.

Investigators wishing to take an indirect approach may want to enter Malbray unannounced. This is inadvisable during the day, though a nocturnal visit seems much more likely to succeed. A Climb roll is needed to scale the wall, then the outbuildings can be searched in relative safety: only a failed Luck roll by the investigator with the highest POW alerts someone in the main house. Entering the main building unobserved requires a Sneak roll by the character with the lowest such skill. Each floor that is searched requires another such Sneak roll.

Failed Luck or Sneak rolls bring the nursing staff at the very least, and also any of the orderlies present. Investigators caught on the asylum grounds or in the main building are captured if possible, or shot if they resist.

Captured investigators are questioned about their motives for breaking in, and if Vandorff discovers that the intruders are here regarding the Bayldon matter, they are "Locked Away!" (see the Special Events below) or killed outright and the bodies sunk in the marsh. If the intruders seem harmless, he turns them over to the police.

If the investigators opt to allow the proper authorities to deal with the goings-on at Malbray Asylum, they had better produce some hard evidence to back up their claims. Scotland Yard will be particularly interested to know how the investigators have tied the East End killings to Malbray, especially if it turns out they have been harboring the murderess. Clever investigators may offer the not-totally-untrue theory that an escaped Malbray patient is responsible for the murders. The party may also go to the authorities if one of their number has suspiciously disappeared while visiting Malbray. The keeper should base the willingness of the police to look into the party's claims on how the investigators have conducted themselves thus far: if they have misled the authorities or otherwise sullied their reputations in their eyes, the police either won't look into the claims or won't search diligently enough to find any missing investigators or evidence implicating Dr. Vandorff.

If Vandorff and his staff have advance warning or suspicion of a police search, they attempt to hide any suspicious inmates. These inmates (ie. Billy Ashworth or kidnapped investigators) are either drugged, dirtied up or otherwise hastily disguised, put in restraints, or killed and sunk in the marsh. Such actions are only possible if at least one orderly is at Malbray to help Vandorff.

## Malbray Asylum for the Insane

### The Wall

The crumbling stone wall surrounding the grounds is open at only one point, where a gate of spiked iron bars allows entry — or prevents escape.

### The Stable/Carriage House

This barn-like structure shelters a two-wheeled hansom cab, a larger four-wheeled carriage, and four horses. Two-thirds of the building is given over to housing the carriages, the rest shelters the animals. The building's only other features are hay, grain, riding gear, and a rat or two.

### The Tool/Wood Shed

Several cords of wood are stacked along one wall here. Elsewhere, workbenches are scattered with tools: hammers, axes, files, saws, nails, mallets, etc.

**SIGNS PAPERS #3 — From a Vienna newspaper dated May 13, 1879**

## **PRISON DOCTOR SOUGHT**

### *Terrible Experiments in the Name of Science.*

Authorities are searching for Dr. Arnst von Draffen, director of the Sturnsbad Prison for the Criminally Insane. Dr. von Draffen is accused of the murders of several Sturnsbad prisoners whose deaths were previously believed to have been accidental. Guards and prisoners reported Dr. von Draffen's alleged activities last week after the discovery of the mutilated body of Sturnsbad inmate Kurt Frieburg.

Dr. von Draffen is also accused of using Sturnsbad's prisoners as subjects for his experimental drug therapy and surgical techniques. His controversial theories have brought him to the attention of the medical world before, but now it seems his career is ruined. If these allegations are true Dr. von Draffen shall soon know the feel of the hangman's rope.

Dr. von Draffen was reported missing not long after the discovery of Frieburg's body, and authorities are in need of information regarding his whereabouts. von Draffen is of small build, aged 52. He is balding and wears gold pince-nez spectacles. Dr. von Draffen's legs are crippled, and he can only walk short distances with the aid of a cane. He is believed to be travelling alone, but despite his infirmity he should be considered dangerous.

shelves. Many of the books are medical and psychological works, most in German, English and Latin; other subjects represented include philosophy, history, and anthropology. A halved Spot Hidden roll notes a number of German-language psychological and philosophical treatises authored by Dr. Arnst von Draffen. While none of these have any direct bearing on the adventure, the investigators may want to research the name later. A halved Library Use roll made in connection with the name von Draffen turns up an Austrian newspaper article dated 11 years ago; a successful German language roll then learns the information in Signs Papers #3. Most of the official asylum business is conducted in the nearby receiving room.

There is a small watercloset between the receiving and living rooms.

The living room is furnished slightly better than the receiving room, for the even rarer informal guest at Malbray. This is the lower level of the tower-like wing. Within are a large fireplace and a few bookshelves containing medical texts and popular novels.

The records room is outfitted with a desk and numerous sagging wooden cabinets filled with countless patient files. With several hours' search, a successful halved Library Use

roll turns up the file on "Crazy Annie" Bayldon, Joan's mad prostitute mother. The records show that she was committed to Malbray 25 years ago after murdering a "client;" Annie was a violent, raving lunatic throughout her stay; she died 20 years ago giving birth to a daughter whose father is unspecified.

An old wooden wheelchair is kept outside this room for use by Dr. Vandorff when he is on this floor. Nearby is a closet containing rain gear, coats, boots, a broom, bucket, mop, and a couple of canes.

In the building's southeast corner is a small wooden addition which houses two of Malbray's "orderlies," the trackers Jack Rutherford and Joseph Niewicki. The room is dirty and smells of liquor and sweat. There are three rickety beds here, one not in use. Under the dirtier of the two beds (Niewicki's) are several gin bottles (most empty), along with a bloody butcher knife and a severed rat's tail. Under the other used bed is a locked metal strongbox containing 5-6 Pounds, some cheap jewelry, and a .38 revolver and ammunition. Next to each bed are battered trunks containing clothes: Niewicki's are filthy, Rutherford's only dirty. In one corner is a wood-burning stove, and next to the inner door is a double-barrelled 12-gauge shotgun; a box of shells is on a shelf nearby. There is also a bell here which is rung when the bell-pull in the nurses' station upstairs is tugged.

The little-used dining room contains a long table and eight wooden chairs. A dusty chandelier hangs overhead, and poorly done portraits of some of Malbray's previous directors glare down from the walls.

### **The Well**

The water is murky and gritty, but palatable.

### **The Storage Building**

This low single story building is cluttered with crumbling asylum records dating back nearly a century. There are also personal effects from previous asylum staff and patients. The curious could spend many hours rummaging through the junk here, but nothing here applies to the current scenario.

## **The Main Building**

Malbray Asylum was built over a century ago. In the intervening years the tall, sprawling stone structure has weathered considerably, yet still it stands: crumbling, grey and imposing. A long veranda runs along the asylum's front and sides, while at the south end a tall tower juts above the rest of the building; a tiny circular window in its conical roof suggests an attic room. The interior lighting is by gas fixture, but several oil lamps and candles are also used, especially in the staff's rooms.

### **Ground Floor**

On the ground floor of the asylum is an entryway furnished with wooden chairs and a coat-tree. The rare visitors to Malbray wait here before admission to the receiving room.

The adjoining receiving room contains plush but fraying chairs, an aging divan, a desk and numerous book-



## The Mysteries of the Worm

**T**HIS IS AN ENGLISH VERSION of Ludvig Prinn's *De Vermis Mysteriis*, translated by Charles Leggett and printed in London in 1821. Vandorff's copy is number 6 of an unspecified "very Limited Edition."

Reading the Leggett translation costs 1D6/2D6 points of Sanity and adds +10% Cthulhu Mythos. The spell multiplier is x2. Spells included are Create Zombie, Command Ghost, Summon/Bind Byakhee, Contact Yig, Voorish Sign, Prinn's Crux Ansata, Create Scrying Window, Create Liao Drug, Summon/Bind Star Vampire, Summon/Bind Dark Young of Shub-Niggurath, and Spirit Transfer.

### SIGNS PAPERS #4 — Selected passages from Ludvig Prinn's *Mysteries of the Worm*

...And so it was that Emendib Kejir, who by turns had been my captor, tutor, and host, now introduced me to this most wonderful and powerful elixir. Its use, he said, sent the mind back down the streams of time, through the previous lives of the user. Kejir himself claimed to have used the drug many times, journeying farther back each time. He had learned the secrets of the past, and had shuddered when he spoke of his vision of a time before even the earth was formed. He would not describe what form he wore in that dreadful incarnation, but claimed that it was not the worst of the many horrific entities he saw cavorting in the empty space which would later be occupied by the Earth. Thus, before I was to use the Liao, named after the Chinese alchemist who created it long before the birth of the fictitious Christ, Kejir warned me to take every precaution. There were creatures, he said, which moved and hunted through the angular streams of time, hungry skeletal things that pursued the Liao's user even after his mind had been freed of the visions of the past.

...O the visions of history that I beheld in the throes of the Liao. Into the minds of my ancestors I was swept. Sorcerers, kings, madmen, laborers, warriors, beggars, and still more madmen — these were my forebears. And beyond that, shambling things scarcely able to walk erect, yet still vaguely human. Beyond even that, as all traces of humanity fled from the countenances of my earlier selves — beasts, devils, sibilant scientists... Would there were time I should write volumes on the secret wonders I have seen through eyes dead and dust these millions of years. But the High Inquisitor is impatient to carry out my fair trial and execution, and thus I must discuss other things.

...Having seen my friend and teacher Emendib Kejir carried off by the black-winged twisting wyrm-shape, I foreswore to find a method of protecting myself from such an attack. The despicable Chinese, with his bulging-eyed and flabby-lipped acolytes, would not steal my sorceries or my life, as he had done to Kejir. Djinn, devil, demon, faerie — call them what you will, but all recognize the power of the True Cross, the Crux Ansata. I would find the enchantment which would make the daemons quake with fear before the ancient ankh, and that which it symbolizes.

Off the dining room is the butler's pantry, where table settings and the like are kept. Like the dining room, this area doesn't see much use, as the staff usually eat in their respective rooms. A vacant rat-trap rests beneath a cabinet. The kitchen is large and well-stocked, though somewhat dirty. Greta Mansche usually cooks for the staff and inmates, though Agnes Thurlson and Ewa Morley sometimes assist or substitute for her. Gruel or stew are the usual dishes, occasionally supplemented by Rolf Mansche's game. Cooking is done over the fireplace or on the wood-burning stove. Most of the food supplies are kept in the

nearby larder; there are rat-holes in the baseboard here, and two rat-traps stand nearby. Near the fireplace is a dumbwaiter used to take the inmates' meals to the patient floor above. A stairway leads up to the patient floor, and below this stair is another to the cellar.

Rolf and Greta Mansche live in the small room off the kitchen. The only furnishings are a large sagging bed and a dresser. In a drawer full of women's clothing is a German language Bible; within its pages is the old German newspaper article reproduced in Signs Papers #3. Some of the gargantuan men's clothing has animal blood on it from Rolf's hunting expeditions. A bell is rung here when the bell-pull in the nurses' station upstairs is tugged.

The porch off the kitchen contains coats, boots, and similar gear.

#### The Cellar

There are only two rooms in the small, damp cellar. There are numerous signs of rat infestation in these rooms: droppings, tracks, rat-holes, and gnawed items. At the bottom of the stairs is the laundry: washboards, tubs, and strong soaps. A few tools and rags and such are also kept here. The other cellar room is wet and moldy. This storage room holds broken furniture and soggy boxes and trunks of old patient effects, etc.

#### The First Floor

Most of the upper floor is made up of patient cells: stone-walled rooms with barred windows and

heavy doors with small apertures for viewing inside. The smaller cells house the more troublesome patients, those prone to violence or fits, or requiring special care; each of these cells holds one inmate, or at most two. The larger cells each hold as many as three or four inmates, as these pitiful folk are helpless, catatonic, or hopelessly fearful or no danger to themselves or others. None of the inmates are detailed here: if the keeper desires the statistics for East End thieves or prostitutes may be used for these wretches. The total patient capacity of Malbray is around four dozen, though a few more could perhaps be squeezed in.



Above the kitchen is the nurses' station, where one or more of the nurses or orderlies stand vigil over the inmates: taking them their meals, administering medication, changing linens, and otherwise seeing to their needs. Whomever is on duty is given a set of keys to the patient cells, the drug room, and the supply closet. There are stuffed chairs here, an endtable with books and magazines, the dumbwaiter from the kitchen, and a bellpull for summoning the orderlies.

Next to the nurses' station is a locked closet containing linens, strait-jackets, restraints, a few drugs and other miscellaneous supplies.

The door to the kitchen stairs is kept locked, as is the door separating the patient wing from the staff's quarters.

A small locked closet just off the patient wing holds most of the asylum's drug supplies, primarily strong sedatives.

Dr. Vandorff's room is the largest of the staff quarters. It is furnished with a bed, nightstand, dresser, and a desk and chair. Everything here is neat and orderly, be it clothes, writing utensils, furniture, or bedclothes. In the locked bottom drawer of the desk is Vandorff's battered journal, written in German. The journal chronicles Vandorff's medical and psychological studies throughout Eastern Europe and Britain, his debilitating physical condition (severe arthritis in his legs), his keen interest in the experiments of alchemists dating back even before the birth of Christ, his appointment as director of the Sturnsbad Prison for the Criminally Insane, his hasty flight (for unspecified reasons) from Sturnsbad and Austria, his coming to London and his new position as director of Malbray Asylum. In a small hollow beneath the seat cushion of the chair is a wallet bulging with over 150 Pounds, which Vandorff intends to use if he should ever have to flee the country. The rest of Vandorff's clothes and effects are not noteworthy.

Between the rooms of Drs. Vandorff and Blessing is a full bath, with a large claw-footed iron tub, washbasin, mirror, and linen cabinet.

Dr. Blessing's room is quite spartan, but not overly tidy. His meager belongings are a few well-worn clothes and a small bookshelf. The latter holds medical and psychological texts, a couple of Dickens novels, and an oft-thumbed Bible.

The two remaining staff quarters belong to Agnes Thurlson and — formerly — Joan Bayldon. Neither are of note, though Miss Bayldon's bed hasn't been slept in for some time.

A narrow storage closet near the women's rooms is clogged with more old furnishings, patient effects, and staff personal items. Droppings and baseboard holes hint at rat traffic here.

### The laboratory

The upper portion of the tower in the south wing is Dr. Vandorff's laboratory. Another old wooden wheelchair is kept outside this room for use by the crippled doctor when

he is upstairs. The room itself is always kept locked, and usually only entered by Vandorff himself.

Two large workbenches crowd the center of the room, each littered and stacked with beakers, candles, test-tube racks, retorts, scales, flasks, crucibles, and intricate networks of glass, rubber, and copper tubing.

In the south wall is a locked door opening onto a narrow, cramped staircase up to the attic room. Next to it is a fireplace with pokers and firewood alongside.

On the north wall are several shelves holding many old books and hundreds of sealed jars and vials of every size. The jars and vials on the shelves contain chemicals and substances of every description: acids, compounds, drugs, etc. Many of these are very rare and hard to come by in England; an enterprising soul could make a few dozen Pounds selling these to the right buyer.

The books on these shelves represent a variety of languages, most Latin and German. Almost all are large and old and fragile, perhaps worth several Pounds or more apiece to the right buyer. Among the titles are the Mesnard edition of *Hermes Trismegistus*, the *Turba Philosophorum*, *Alchimia Vera*, Salomon Trismosin's *Splendor Solis*, Roger Bacon's *Thesaurus Chemicus*, *De Lapide Philosophico* by Johannes Trithemius, Raymond Lully's *Ars Magna et Ultima*, *Cahala Mineralis*, *Tractatus Aureus*, Artepheus' *Key of Wisdom*, Robert Fludd's *Clavis Alchimiae*, Ludvig Prinn's *The Mysteries of the Worm*, and Geber's *Liber Investigationis*. There are also books by or about Roger Bacon, Philippus Aureolus Paracelsus, Albertus Magnus, Johann Glauber, Zosimus, and Jabir ibn-Hayyan. A successful Occult roll notes that most of the titles here are alchemical texts, some dating back centuries. Each of the books requires a Latin, German or, rarely, English roll and at least 40-EDU hours to read; due to the difficult and often deliberately obscured subject matter the reader gains only 1D4-2 Occult for each book read; however, for each book read a successful Chemistry roll also adds 1D3 to that skill. A Cthulhu Mythos roll recognizes the Prinn book as a legendary Mythos work; details, including a useful spell it contains, appear nearby; in addition, a few noteworthy passages are featured in Signs Papers #4. The *Hermes Trismegistus* collection also con-

#### SIGNS PAPERS #5 — A passage from the Mesnard edition of *Hermes Trismegistus*

This powder is most useful to the Magus, for it brings painful doom to those djinn and daemons not native to this world. Cast upon these frightful elder spirits, the baneful dust causes a great suffering usually sufficient to repel these enemies or bend them to one's will.

## An Optional Rule

**B**ECAUSE OF THE NEED for haste in finding a way to drive off the hound of Tindalos pursuing Joan Bayldon, the keeper may wish to allow the investigators some small chance to learn and complete either of the spells described below within just a few days. Only one investigator should be allowed to study each spell, and only one chance to successfully complete either enchantment should be allowed. Since this is a considerable departure from the normal spell learning rules, the suggested chance to complete either magic is only INTx1. This assumes that the prospective learner devotes every waking hour to this magical research. The keeper may wish to incur penalties to the researching investigators' statistics and skills from lack of food and sleep while engaged in such rigorous study.

Subsequent unhurried attempts to learn these spells are as per the normal rules on pages 61-62 of 5th edition *Call of Cthulhu*. The normal spell multipliers are x1 for the Hermes Trismegistus book and x2 for *Mysteries of the Worm*.

## Two New Spells

### Prinn's Crux Ansata

This spell details the construction of a very powerful magical artifact. The enchanter must first procure a looped cross (also called a crux ansata or ankh) composed of some pure unalloyed metal. The caster then uses the ankh in several minor rites and sacrifices over the course of a number of days equal to 20-INT. During this time the Crux Ansata's creator must expend 5 POW and 1D6 Sanity to actually enchant the device.

Once enchanted the Crux Ansata can be used to banish any non-deity Mythos being. To do this the Crux's wielder performs a chant requiring 3 rounds to intone, meanwhile expending any number of Magic Points to be pitted against those of the target entity on the resistance table; the Crux-bearer's companions may each expend 1 Magic Point to aid the banishing. The creator of a given Crux

automatically adds 5 Magic Points (for the 5 POW he sacrificed in its creation) when he uses it; only the Crux's creator gets this bonus. If the Crux-wielder and his party overcome the target's Magic Points the creature must leave immediately, and may not molest these people again for a number of days equal to the Crux-wielder's POW (if then). If the wielder and his party fail to overcome the target's Magic Points it immediately and unmercifully attacks the Crux-wielder before turning its attention to any others present.

### The Baneful Dust of Hermes Trismegistus

This concoction is very similar to the Dust of Suleiman, but it affects only creatures of non-terrestrial origin; among the creatures it doesn't affect are deep ones, ghouls, servants of Glaaki, sand dwellers, serpent people, and chthonians. The dust costs no Sanity to create, but about 2 Pounds (or \$10) worth of chemicals are required to make a single dose. A successful Chemistry or Pharmacy roll is required for each batch (regardless of the number of doses in the batch). One dose weighs about 2 ounces. The result is a gold-colored dust, which must be successfully Thrown on the target to affect it.

The dust's creator shouldn't know whether a given batch is good until it is put to use; a failed Chemistry or Pharmacy roll results in an ineffective batch. If the dose was properly mixed and the Throw roll succeeds, the Dust of Hermes Trismegistus burns the flesh of any extraterrestrial creature, causing it to suffer 2D6 points of damage per dose, with no armor protection. A failed Throw roll still gets enough on the target to do 1 point of damage, but fumbled Throws have no effect. The dust's effects are horrible: the creature twitches and screams (if applicable) as its body smokes and burns as if eaten by powerful acid. It costs 0/1D3 Sanity to view the dust's corrosive effects. Only the most fearsome of entities continues to fight rather than flee when faced with the Baneful Dust.

Two of the vials are labeled as morphine, while the other six are marked "30", "400-500", "1500", "100000+?", "millions? prehuman", and "the beginning?"; each of these vials holds 1D3 doses of the Liao drug (see boxed text nearby), enchanted with 6, 10, 12, 18, 25, and 32 Magic Points respectively; the labels are Vandorff's guesses as to how many years back in time the drug sample sends the user's mind, based on his experiments with Joan Bayldon.

### The Liao Drug

The Liao drug is a potent narcotic which sends the user's mind back in time, through his or her past incarnations. The user briefly "relives" the lives of his ancestors, seeing through their eyes, yet still able to converse with those present in his own time.

Several rare herbs are required to produce the drug, requiring a cost of about 1 Pound (\$5) per dose. The drug normally takes the form of small ingestible dark brown or black pellets, but it is also possible to concoct liquid or intravenous forms from the forms. When made, each dose must be "energized" with Magic Points, perhaps over the course of several days for more powerful doses. The number of Magic Points put into each dose determines how far back in time the user's mind travels when it is imbibed, as shown on the table below. The user loses no Magic Points on taking the drug. The drug's visions last 1D20+10 minutes, during which time the user is oblivious to all but auditory input from his actual surroundings.

The use of the Liao drug is dangerous. Especially strong doses eventually plunge the user's mind into increasingly inhuman incarnations. Accordingly, the Sanity losses for such strong doses increase dramatically.

Also, each use of the Liao has a cumulative 1% chance of resulting in some sort of mishap. One such hazard might be the unwanted attention of certain chronologically-attuned denizens of the Cthulhu Mythos, among them the hounds of Tindalos, the Elder

tains a noteworthy passage (Signs Papers #5) and a potentially useful spell, both of which appear nearby.

In a small locked wooden cabinet near the shelves are eight vials of clear liquid and two hypodermic needles.

Things, the Great Race of Yith, Yog- Sothoth, and Daoloth. Another mishap might leave the user's mind permanently stranded in the past. In this case the user's mind doesn't return to his body when the drug wears off; he becomes a permanent resident of whatever body and time he was last in, and in his own time his actual body lapses into a coma.

The formula for the Liao is given in Ludvig Prinn's *De Vermiis Mysteriis*, and perhaps in other arcane works. While Prinn suggests the use of the Elder Sign and other forms of protection during the Liao's use, there is no formula for determining how far back in time a given number of Magic Points will send a user's mind. A great deal of very dangerous experimentation is thus required in this respect.

Magic Points	Years Travelled	Sanity Loss
1	up to 1 year	0/1
2	1 to 2 years	0/1
3	2 to 4 years	0/1
4	4 to 8 years	0/1
5	8 to 16 years	0/1
6	16 to 32 years	0/1
7	32 to 64 years	0/1
8	64 to 125 year	0/1D2
9	125 to 250 years	0/1D2
10	250 to 500 years	0/1D2
11	500 to 1000 years	0/1D2
12	1000 to 2000 years	0/1D2
13	2000 to 4000 years	0/1D2
14	4000 to 8000 years	0/1D2
15	8000 to 16000 years	0/1D4
16	16000 to 32000 years	0/1D4
17	32000 to 64000 years	0/1D4
18	64000 to 125000 years	0/1D4
19	125000 to 250000 years	1/1D4
20	250000 to 500000 years	1/1D4
21	500000 to 1 million years	1/1D4
22	1 to 2 million years	1/1D8
23	2 to 4 million years	1/1D8
24	4 to 8 million years	1/1D8
25	8 to 16 million years	1/1D8
26	16 to 32 million years	1/1D8
27	32 to 64 million years	1/1D8
28	64 to 125 million years	1/1D10
29	125 to 250 million years	1/1D10
30	250 to 500 million years	1/1D10
31	500 million to 1 billion years	1D6/2D10
32	1 to 2 billion years	1D6/2D10
33	2 to 4 billion years	1D6/2D10
34+	more than 4 billion years	2D6/10D10

The increases in Sanity loss do not occur at regular intervals. Instead they occur at points where the user's incarnations differ markedly from the previous period. The first increase, for instance, marks the point where the user stops having visions from his own past and begins having visions from the life of someone who lived before he or she was born. The second increase occurs when the user's mind crosses over into unrecorded history. The next increase signals the time period in which the user's incarnation ceases

to be human. Subsequent increases occur when the time-travelling mind becomes reptilian (dinosaur or serpent person), then invertebrate (eventually one of Ubbo-Sathla's spawn), and finally one of the monstrous chaotic spawn of the Outer Gods drifting through limitless space before the formation of the Earth.

### The Attic

The tiny attic is accessible only from Vanderhoff's laboratory. The door to the locked low-ceilinged cell has a tiny barred

### SIGNS PAPERS #6 — From Dr. Vanderhoff's patient records on Billy Ashworth

...Billy's family have placed him here because they have finally grown tired of his frequent seizures. He is a normal enough lad, but the Ashworths fear the seizures are affecting his mental development, and I would concur. He should be easily attended to, morphine seeming most efficacious...

**September 21:** Billy is the subject of my first experiment with the obscure drug Prinn calls Liao. After sedating him I injected the drug. Several minutes later he began to speak quickly despite the effects of the morphine, reeling off scenes of a farm, a woodland battle, a shipwreck, still more battles — an endless array of such scenes described so quickly I could not hope to keep up. He continued, describing ape-things and ancient mammals, then great thundering lizards, even snakes that spoke. I allowed him to continue, faster and faster, muttering of great fish and tentacled creatures dozens of feet long. I now applied restraints lest he fall out of the chair and break the trance. Now he described steaming fens, the perfect water, and the first tiniest inklings of life. I had no idea the boy knew so much of the theories of prehistory. Then his body went even more slack, his mouth gaped open, drooling, his eyes still awide. Fearing something had gone wrong, I administered a minor stimulant and sought to break the trance — to no avail. For the last hour he has occasionally mumbled a word I can only transcribe as UVOSAVLA. He is otherwise unresponsive. I will keep him in the attic cell until he recovers. I must consult Prinn to see what I have done wrong...

**September 23:** Something has indeed gone awry with the experiment on Billy. He becomes steadily worse. Some sort of physiological change is overtaking him: his bones have softened so that one of his arms slipped out of the strait-jacket, yet remained unbroken. He is no longer aware of his surroundings, only slobbering that word UVOSAVLA at intervals. His muscles appear to be deteriorating as well. He is becoming a mere sack of flesh.

window through which to view the occupant. Outside the cell is a landing where a small rickety table holds two bundles of paper, files describing Dr. Vandorff's Liao drug experiments with Billy Ashworth and Joan Bayldon; pertinent sections are reproduced in Signs Papers #s 6 (Ashworth) and 7 (Bayldon).

A tiny circular window (a human SIZ 11 or less could squeeze through) allows meager light into the lozenge-shaped attic cell. There are numerous lumps of human waste inside, and the room reeks of it. There are rat-holes and droppings here.

The occupant of this cell was once a troubled youth named Billy Ashworth, but Dr. Vandorff's Liao drug experiments plunged Billy's mind back to the very dawn of time. There Billy's consciousness was usurped by one of the mindless formless spawn of Ubbo-Sathla. Now the thing that inhabits his body squirms and flops about the attic cell, slowly metastasizing bone and muscle into gelatinous protoplasm. Billy's muscles are detaching from his bones, the bones themselves are becoming rubbery, his mouth opens and closes spastically, and his unfocused eyes roll madly. Billy can only roll and flop about the floor and droolingly mutter his progenitor's name: "uvosavla." In this form Billy is relatively harmless, attacking only in defense

or hunger, then pathetically slapping at his target. There is no cure for this condition save merciful death. Vandorff has had to feed and clean this despicable thing for several weeks now, but he eventually plans to weight it down with stones and drown it in the marsh.

Later in the adventure Billy fully transforms into one of Ubbo-Sathla's spawn, becoming a boneless, muscleless, amoebic bag of flesh. The horrible sack-thing retains a few tell-tale human features: finger and toe-nails, body hair, and empty holes which were once mouth, nose and eye-sockets. In this form the Billy-thing is more malevolent, seeking to feed on intruders and eventually trying to escape via the circular window. Once free of the asylum, it sloughs off into the marshes, where it haunts surrounding farms and unwary travelers until destroyed.

## Special Events

The following section describes events not specifically tied to the timeline. Many of these events are either set in motion by the investigators themselves or occur in response to their actions.

### SIGNS PAPERS #7 — From Dr. Vandorff's patient records on Joan Bayldon

**October 2:** I have discovered my mistake in the administration of the Liao on Billy: too large and too concentrated a dose. I have decided to use a patient of stable mental bearing, in case Billy's condition had additional effects on the experiment. I have begun using smaller doses on Joan. Today I administered the first dose after hypnotizing her and wiping all memory of these treatments from her mind. I was fortunate to have done so, for today her visions revealed to her not only her childhood here at Malbray, but also her mad mother's vicious streak, and Crazy Annie's less-than-voluntary stay here. Since Joan knows nothing of her mother's identity, these visions have confirmed my belief in Prinn's Liao: it is genuine!...

**October 4:** I have doubled the concentration for today's session. She spoke of her mother again, but briefly, as she was quickly a nurse during the Napoleonic Wars, then an Irish

lass, a Welsh shepherdess, a medieval lady's handmaid. The hypnotism has worked thus far, as she remembers nothing of these sessions...

*[Herein are found three passages dated October 6, 9, and 14, recounting results similar to those described above. Joan's visions are more controlled than Billy Ashworth's, to Vandorff's increasing delight.]*

**October 16:** I have sent her back too far, though thankfully not with the same results as Billy. This time she described for me her transformation into creatures made of single cells. Then she began shrieking, and though I immediately administered a sedative her delirium persisted. I managed to calm her down and wipe all memory of the session through hypnotism, but nevertheless I must be watchful of her for awhile. She should not remember this experiment, I think. I wish to hell I knew what it was she saw there at the end...

### The Trackers Deal with Meddlers

As the scenario progresses Jack Rutherford, Joseph Niewicki, and (later) Rolf Mansche spend considerable time in the East End searching for Joan Bayldon, and the investigators are certain to run across them. Initially these encounters are non-violent, but as Rutherford and company realize that the investigators are also searching for the East End killer, they react accordingly. The trackers' motives and stated reasons for being in the East End are discussed in the character descriptions in the "Day-By-Day Events" section.

If followed by the investigators, the trackers attempt to lose them in their cab; with a successful Drive Carriage roll the investigators maintain pursuit, otherwise Rutherford and company escape for the time being. Alternately, the Coach Chase Rules appearing in "The Eyes of a Stranger," elsewhere in this book, can be used to create this pursuit.

If cornered by superior forces the trackers innocently claim to be looking for a friend. Facing a smaller group, the hunters rob and/or beat their pursuers. Alternately, they may try running down the investigators with the cab (Dodge rolls to avoid taking 4D6 damage).

If the investigators seem to know too much about Joan Bayldon, or appear to be close to apprehending her, Dr. Vandorff orders Rutherford and his accomplices to abduct one or more of the party; more details appear below in the event entitled "Locked Away!"

Rutherford and the trackers eventually come to regard Malbray's young Dr. Blessing as a meddler as well. He may also be the target of any of these attacks, perhaps witnessed by the investigators.

### Tracing the Killer

The murder of Tom Vernon finally leaves the police with a vital clue: the spool of thread found near his body. The wooden spool is clearly burn-stamped with the name "F. Francis, Haberdashers." A check in city records (or with Inspector Spaulding or any H Division constable) learns that this is a small shop in Finch Street, a few blocks northeast of Aldgate Station in Whitechapel.

F. Francis' tiny, dingy shop is cluttered with bolts of cloth, racks of thread and lace, bins of buttons, and other sewing supplies. The wizened, half-deaf Francis has already told the police all he knows. He recognized the spool as being from his shop, but says he doesn't recall to whom it was sold, as he sells dozens of such spools every day. If asked to elaborate, he states that the sweat-shops in Wentworth Street and Osborn Place frequently buy his wares for the use of the hundreds of women who do piece-work there. Hence, he can't specify who might have bought the spool in question.

Travelling to Wentworth Street or Osborn Place, scarcely a block from Francis', the investigators find perhaps a half-dozen tailoring shops in each street. Here dozens of women (some mere girls) huddle over tables and sewing machines, making men's shorts, babies' hoods, sacks, and so forth, for a few pennies per completed garment. The police have made the rounds here too, and learned nearly nothing. The proprietors of these rundown shops generally run off prying eyes, but a shilling or two does get one surly gent to lay odds that if they're looking for a girl who works in one of the sweatshops they'll likely find her in one of the dosses (doss-houses) in Thrawl or Flower and Dean Streets, not far from here.

The search is thus narrowed to these two streets, and the half-dozen or so doss-houses in each. Here the investigation becomes perilous, for the folk staying in these places — men and women alike — are among the most desperate in the East End. Well-dressed investigators risk having their pockets picked, or more overt (and violent) methods of robbery. One or more desperate women — young and old alike — may proposition an investigator for sex in return for four-pence for a bed for the night.

Other than these sordid events, the doss-houses seem to be a dead-end. If the investigators make a successful halved Luck roll while asking about women with bloody clothes, or mid-wives, or women who are often seen with new/different clothes, an older woman in a Thrawl Street doss-house does recall such a pretty young girl staying here sometimes. The haggard woman believes the girl is a mid-wife named Annie, but a younger girl nearby offers that "that's Crazy Annie, an' she ain't no mid-woife. She's a whore, does sewin' on the soide." The two argue, each holding to their story. With another halved Luck roll, "Annie" (Joan Bayldon) comes back to the doss-house while the investigators are present, and either of the women can point her out to them.

### Confronting "Annie"

Confronted by the investigators, or by Dr. Blessing, Annie/Joan denies that she is the East End murderer. She claims her name is Annie Bayldon, but a Psychology roll detects a flicker of uncertainty as she fleetingly recollects who she really is. A Persuade roll convinces her to come with the party for help. Stirring her up (by asking too many questions and failing the Persuade roll) puts her on the defensive; pushed this far Annie attempts to flee to the streets, shouting at her fellow dossers that her questioners are police here to raid the place for prostitutes. While Annie makes her escape the investigators must deal with a dozen or more surly East End men and women. Finding the alerted Joan/Annie again in the doss-houses won't be easy.

But if convinced that she needs help, and that the investigators mean her no harm, Annie goes with them. She recalls very little of what has happened to her. She knows nothing of Joan's past, only Annie's. She remembers having nightmares about the dog-thing, and the angles it flies through, but not why she dreams of it. If she thinks she can trust them, she admits she has been killing the men and leaving their bodies as sacrifices for the dog-thing, as she knows it is coming for her. A Psychology roll notes that she is genuinely afraid, and believes what she says is true.

Little more can be learned from Annie, whom the investigators must now somehow care for. If Dr. Blessing is aiding the investigators, he offers to hypnotize the girl to see if they can bring back Joan's memory; alternately, a player-character physician may think of this tactic with an Idea roll. Hypnotized, Annie can be questioned about her experiences. A Psychoanalysis roll gains access to Joan Bayldon's memories, the first step in her recovery. Under hypnosis, Joan tells of the Liao drug experiments performed with Dr. Vandorff at Malbray Asylum; she can also describe the skeletal hound in more detail, and identify a certain symbol (the Tyndalon, see Figure 5) as being significant to it; she is also aware that the dog-thing is somehow confined to angles, that it is repelled or restricted by curves. From these clues, Cthulhu Mythos rolls identify the dog-thing as one of the dreaded hounds of Tindalos.

Released from hypnosis, Annie's personality returns; obviously, more therapy is required before Joan can be cured.

If Dr. Blessing was witness to Joan's hypnotic testimony, he is shocked at Dr. Vandorff's cruelty, and throws his lot in with the investigators in hopes of saving Joan and bringing his employer to justice.

Even in custody, Annie still has nightmares about the hound on the nights that she otherwise would have murdered in the East End. (See the "Day-By-Day Events.") Annie becomes violent on these nights, seeking to escape her surroundings and/or leave a sacrifice marked for the dog-thing. Investigators and their family or servants may thus be in peril if Annie is staying with them on one of these nights. If she escapes, she heads back to the East End.

If the police learn that the investigators are harboring the murderess, they are charged as accessories, and their reputations are ruined.

If the police find Annie/Joan first, she is held until trial in Newgate jail near the Old Bailey and St. Paul's Cathedral. Unless the investigators can somehow convince Inspector Cleveland or Sergeant Craig of the danger Joan is in, she never makes it to trial: the hound comes for her in her cell, slaughtering her and several other prisoners and police.

If Dr. Blessing finds Joan first, he unwittingly delivers her back to Malbray hoping to help cure her — little knowing that the alienist in charge there is the very reason for her madness. Later in the scenario, Blessing himself may come under attack from his employer's men, at which time he probably throws his lot in with the investigators or the police.

If Vandorff's men find Joan before the police or the investigators, they take her back to Malbray for "treatment:" incarceration, further experiments, and perhaps murder. As with police custody, however, the hound soon comes for Joan at Malbray, killing her, Dr. Vandorff, and most of the other inhabitants of the asylum before returning to the mists and angles of time.

### Dr. Blessing Offers a Cure

If the investigators are unable to track Joan Bayldon or figure out the symbolic clues she leaves behind, this event points them in the right direction.

At Malbray Asylum, young Dr. Blessing overhears Dr. Vandorff talking with the villainous Rutherford, and learns that "something" is being kept in the attic room. While Vandorff is elsewhere, Blessing sneaks up to the attic and finds the patient records for Billy Ashworth and the experimental notes on Miss Bayldon. Horrified by what he reads there, and by the shapeless thing he sees in the attic cell, Blessing steals the records. Reading them, he comes across references to Prinn's *Mysteries of the Worm*, a book he recalls seeing in Vandorff's laboratory. Knowing that Vandorff was responsible for Joan's breakdown, Blessing flees Malbray Asylum with these patient records and the priceless Prinn book.

Blessing is now on his own. Like Joan, he takes a room in the East End, constantly searching for her and hoping to find some solution to her predicament in the stolen documents. He too now becomes the hunted, for Vandorff sends his orderlies out with orders to find him, retrieve him if possible — or kill him if necessary. The investigators may come across Blessing and the trackers in any of the violent situations described in "The Trackers Deal With Meddlers," above. Rescuing him, the investigators gain a useful ally with vital information.

### Locked Away!

By seeking out the East End killer, the investigators are certain to come to the attention of the trackers from Malbray Asylum. Once the trackers report this to Dr. Vandorff, the investigators are in danger. If they follow the trackers back to Malbray, their peril increases. For if in either case it appears that the investigators know too much, or are too close to finding Joan Bayldon, Dr. Vandorff arranges for one or more of the investigators to be abducted and held at Malbray.

If, during an interview at Malbray, the investigators let on that they know who the killer is and why she kills, Vandorff has them drugged: Greta Mansche slips a Potency 16 narcotic drug into their tea. The drug begins to take effect in 20+CON rounds. Those overcome by the narcotic fall into a deep sleep lasting 1D4 hours; those who resist have all skills halved for 1D4 hours. Greta meanwhile alerts any orderlies present at the asylum, who subdue the captives, put them in strait-jackets, and haul them off to cells.

If there are only one or two captives, Vandorff has them placed in the attic cell with Billy Ashworth. Any other new "inmates" are placed in cells throughout the asylum. Troublesome captives are put in with the dangerous inmates in Malbray's north wing. The new inmates are treated as such by the nursing staff, so their pleas probably fall on deaf ears. Investigator-inmates are kept in restraints, frequently sedated, forced to deal with their gibbering fellow inmates, and perhaps tortured and beaten by their captors. These experiences cost captive investigators 1/1D3 points of Sanity per day at Malbray. Worse, Vandorff may continue his Liao drug experiments on them.

The investigators' attempts to escape are left to the individual keeper to judge. With a halved Persuade roll and a good story (perhaps mentioning Joan Bayldon's disappearance and the behavior of the rest of the staff) they may be able to convince Ewa Morley or Agnes Thurlson that they are wrongly imprisoned. Desperate investigators may opt to fight or sneak their way out, or some combination of the two. Their drugged condition (halving all skills) and their restraints are the least of their problems: numerous locked doors and barred windows stand between them and freedom. Breaking out of a madhouse wasn't meant to be easy, but the keeper shouldn't rule out the success of a particularly clever plan.

If inquiries are made at Malbray by other investigators regarding their missing colleagues, Vandorff and staff may claim the earlier group conducted their interview and left. Alternately, a second drugging and capture may result.

If the police are brought to Malbray to search for imprisoned friends, Vandorff stalls the meddlers while he has his staff heavily sedate, disguise, and hide the wrongly imprisoned "inmates;" the attic cell may also be used to hold problem patients. A medical emergency or other diversion may be used to help hide those being sought; violence is used only as a last resort. With such pressure applied to the asylum, Vandorff thereafter arranges for all the wrongly incarcerated inmates to be drugged and drowned in the nearby marshes. The doctor also looks into contingencies for flight from London.

This event may also occur if one or two investigators — or Dr. Blessing, later in the scenario — are confronted by the trackers in the East End. In this case Rutherford and his cohorts beat and subdue their meddling targets and haul them back to Malbray.

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## The Coming of the Beast

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At about 9 o'clock on the night of November 3rd, the hound of Tindalos pursuing Joan Bayldon arrives in London. Though primarily drawn to Miss Bayldon, the beast is also attracted to the mind of Dr. Vandorff, as his hypnotic influence over the girl was also sensed by the hound. Since the psychic contact originated at Malbray Asylum, this is where the hound arrives.

The horror materializes in Dr. Vandorff's lab, viciously slaying the crippled doctor there and subsequently destroying much of the lab. As the nurses and orderlies investigate the commotion, they too are slain: Rolf and Greta Mansche and Agnes Thurlson are among those ravaged by the hound. Rutherford and Niewicki are assumed to be in the East End searching for Joan Bayldon.

If Joan Bayldon has been returned to Malbray, she too is slaughtered by the hound. Its work thus done, it returns to the angles of time.

The inmates are miraculously ignored by the Tindalos hound, their very helplessness sparing them from its ravages. In its passing, however, the thing breaks down several cell doors, releasing the lunatics amid the carnage.

The Billy Ashworth thing is also unmolested, and in the confusion it now escapes the asylum.

With further prey to seek, the hound heads into the Hackney Marsh, making for London's East End...

The police are summoned to the asylum at 4 o'clock the morning of the 4th, after Hackney authorities receive reports of lunatics roaming the marsh. Finding the place a shambles, Scotland Yard is brought in.

If the investigators have kept good relations with the police, Inspector Cleveland sends for them, having found references in Vandorff's personal journal indicating he knew who the East End murderess was. The investigators are called in to see what they can make of the carnage. Making their way through constables and wandering lunatics, the investigators are invited to view the bodies and pore through the clues in the asylum.

The bodies have been covered with sheets, and each one viewed by the investigators costs 0/1D4 points of Sanity. Bloodless holes and patches of corrosive bluish slime mar each corpse. Dr. Vandorff is especially riddled with these wounds. Puddles of the acidic bluish slime are found throughout the asylum.

Cthulhu Mythos rolls identify the wounds and slime as indicative of a hound of Tindalos. If they didn't realize it earlier, they now learn from Vandorff's journals that Joan Bayldon, a nurse at Malbray, is the East End killer. If Joan wasn't at Malbray when the hound arrived, there is little more that can be learned here in time to prevent the carnage that is yet to come...

## Toward the East End

In Victoria Park the hound comes across a drunken vagrant asleep near a campfire. This poor wretch is slain by the hound, a look of horror left on his dead features. When his body is found at daybreak, the police — and perhaps the investigators — are summoned. Sanity loss for viewing the remains is 0/1D3, and Cthulhu Mythos rolls again indicate a Tindalos hound is responsible.

The investigators should by now realize that the hound is making for the East End, presumably to seek out Joan Bayldon. Their choices seem to be following the hound's path of destruction, or preemptively finding Joan Bayldon.

## Hackey, Stepney, and Whitechapel

As the day wears on, there are continual sightings of a horrible mutilated dog of prodigious size making its way through the East End. The thing is usually seen in back alleys and side streets, but there are dozens of witnesses at each sighting. The thing is huge, pale, yellowish, and appears badly burned and torn up. It leaves countless puddles of steaming poisonous bluish-black slime in its wake.

As the reports accumulate, an Idea roll realizes that many of the "mad dog" sightings occur at the recent murder sites. The investigators may be called to visit these as with Malbray, though perhaps they realize they are probably far behind the thing.

## A Whitechapel Doss-House

In mid-afternoon the hound bursts into the Thrawl Street doss-house mentioned in "Tracing the Killer," where "Annie" had been staying. When two foolhardy men attempt to drive off the thing, it slaughters them before a

roomful of horrified witnesses. Again, the investigators may be called in to view and/or explain the carnage here.

### The Blind Horse Tavern

An hour after the Thrawl Street massacre, a far worse one occurs at the Blind Horse pub near the London Docks — the site of Charles Pettit's murder. The Tindalos hound pads into the pub, and when six surly patrons attack it, it responds by killing them all and scattering the other patrons into the streets. Whitechapel is now in a panic, and local constables are hard-pressed to restore order. Cab travel in the East End becomes nearly impossible because of the milling and fleeing crowds.

### Joan Bayldon

At 5 o'clock this afternoon, the hound finds Joan Bayldon, wherever she may be. There are a number of circumstances in which this may transpire, and each is discussed below. In any case, once Dr. Vandorff and Miss Bayldon are dead, the thing's business here is finished: it promptly bounds into the nearest angle and vanishes.

If Joan is still at large in the East End, the dripping, smoking hound kills her and anyone who tries to help her. Sated, the hound then returns to the angles of time.

If Joan Bayldon is in police custody when the beast comes for her, she is as doomed as if she were still at large. The Tindalos hound materializes in her cell at Newgate jail and kills her — along with the handful of police officers who come to her defense.

If the investigators have found and harbored Joan, then they must face the hound when it comes for her. If they are in the same room with her, or attack the hound or otherwise attract its attention, it attacks them ruthlessly. The same is true if Dr. Blessing has found and harbored the girl in his room in Whitechapel.

### Dealing with the Hound

A handful of clues and methods of driving off the hound exist in the scenario. The angular symbols left on Joan Bayldon's victims (especially the Tyndalon left on the later ones) should alert the investigators to their deadly opponent. Cthulhu Mythos rolls, Joan's hypnotic testimony, or the passage in *The Mysteries of the Worm* may then inform them that the hound can only manifest through angles — thus the "confining" circles Joan carved around the angular symbols on her victims. A circle (even a magical one) drawn around Joan works only if there are no angles whatsoever within its confines, be it above (ceiling-beams), below (floorboards), or on the person of someone in the circle (a shirt collar, the pages of a book, etc.). A sphere is more effective, but harder to come by: mortaring in the corners of a room is the most obvious ploy, but ingenious players may devise something else. If done properly, the hound appears outside the circle or sphere, but is

unable to sense Joan; its hunt thus frustrated, it returns to the angles of time from whence it came.

Prinn's Crux Ansata and the Baneful Dust of Hermes Trismegistus, discussed elsewhere in the text, are two magical countermeasures that might also prove useful against the hound.

A particularly dangerous tactic might be to use the Contact Hound of Tindalos spell (if known) to lure the creature into an ambush or a trap. Unfortunately, the hound arrives in London as scheduled and deals with Vandorff and Bayldon before answering the summons. If the Tyndalon is used in conjunction with the spell, however, the hound arrives at the summoning site within 15 minutes. After dealing with its summoner(s), it then proceeds to deal with Vandorff and Bayldon. (If the keeper wishes, a second, more distant Tindalos hound may respond to such summons a few weeks later.)

The hound attempts to slay Joan Bayldon before turning to other victims, unless others nearby actually harm it (remember that the thing is invulnerable to non-magical forms of attack) — in which case it turns on the injuring party. Note that if the hound is ever suffering 14 or more Hit Points of damage, it flees and doesn't return.

The hound of Tindalos is a skeletal canine shape about three feet tall at the shoulder, lean, ragged, and dripping steaming bluish ichor as it pads toward its victims. All its bones and muscles are visible, as what little skin it has hangs in ragged patches. Its eyes are black and fathomless, its sharp, bone-like tongue darting between its prodigious fangs.

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## Final Considerations

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If the investigators find Joan Bayldon and save her from Dr. Vandorff and the hound of Tindalos, each gains 1D4 points of Sanity. If they know the truth behind her plight, and Joan is killed by the hound, Vandorff or his men, the vigilantes, or even the investigators themselves, each loses 1D3 points of Sanity. If the investigators help see to it that Joan is given the proper treatment to regain her memory, each gains an additional 1D3 Sanity.

Dr. Vandorff's fate may also affect the investigators' Sanity. If he is killed by the hound, each loses 1 Sanity. If the cruel doctor is captured by the police or the investigators, each investigator gains 1D4 Sanity (1D6 if they knew of von Draffen's past indiscretions). If Vandorff escapes the police, the investigators, and (somehow) the hound, each investigator loses 1D3 points of Sanity.

If the investigators kill Rolf Mansche, each loses 1 point of Sanity, as the giant orderly is innocent of the crimes of his associates. 1D3 or more points of Sanity are lost for killing the equally innocent nurses Ewa Morley



and Agnes Thurlson. 1 point of Sanity is lost if Greta Mansche is killed by the investigators, but 1 Sanity is rewarded if she is captured by the police or investigators. 1 Sanity is also gained for killing the vicious thugs Rutherford and Niewicki; if captured, each gains the investigators 1D3 Sanity. 1 point of Sanity is lost for each of this pair who escapes.

Dr. Blessing's survival nets the party 1D3 Sanity if they worked with him to rescue Joan Bayldon. His death costs 1D3 points of Sanity under the same conditions.

If the Billy Ashworth thing escapes from Malbray Asylum, the investigators eventually lose 1D3 Sanity from reading reports of the subsequent furtive attacks the thing makes on travellers in the vicinity of the Hackney marshes. If "Billy" is slain, each investigator nets 1D4+1 Sanity.

Finally, if the investigators manage to drive off the hound of Tindalos by whatever means, each gains 2D8 points of Sanity; if the hound is actually slain, this reward increases to 3D6+2. These rewards should only be given if the hound was prevented from slaying Joan Bayldon. If the hound comes to an imprisoned Joan Bayldon, the resultant slaughter at Newgate jail costs the investigators 2D3 Sanity, plus any lost for viewing the carnage. 2D3 Sanity are also lost if the hound is allowed to ravage Malbray Asylum.

The investigators' Credit Ratings are also subject to change as a result of their actions in this scenario. If they cooperate with the police at every opportunity, sharing their knowledge and aiding the investigation, each receives a 1D6 Credit Rating bonus. If at any time the investigators withheld information from the authorities, or actively impeded an official investigation, there is a 1D4 Credit Rating penalty. An additional 1D6 points are lost if it is discovered that the investigators have harbored the murderer.

If the investigators aid the police in tracking down the murderess — meaning that she is held in police custody — each gains 2D4 Credit Rating points and the attention of a grateful city.

Exposing the cruelties at Malbray Asylum merit another 1D6 point Credit Rating reward. The capture and exposure of Dr. Vandorff is worth still another 1D4 points. Rutherford and Niewicki net 1 point apiece if captured.

Investigator criminal activity should be dealt with harshly. While minor obstructions of justice may go unpunished, actual crimes should result in arrest, trial, and possible imprisonment. Assess Credit Rating penalties of 1D4 or 1D6 for minor charges (assaulting an officer or commoner, shoplifting, breaking and entering), 1D10 or more for more serious offenses (assaulting a member of the upper classes, armed robbery or assault) and 2D10 or more for murder, treason, and similar capital crimes.

### INSPECTOR MARTIN CLEVELAND, Scotland Yard, age 49

STR 12    CON 10    SIZ 16    INT 16    POW 14  
DEX 10    APP 11    EDU 16    SAN 62    HP 13

**Damage Bonus +1D4**

**Weapons:** .38 Revolver 55%, damage 1D10; Nightstick 45%, damage 1D8+db; Fist 60%, damage 1D3+db.

**Skills:** Accounting 30%, Credit Rating 35%, Dodge 25%, English 80%, Fast Talk 35%, First Aid 40%, French 40%, Law 85%, Listen 50%, Persuade 65%, Psychology 60%, Spot Hidden 65%.

### DETECTIVE SERGEANT JOHN CRAIG, Scotland Yard, age 38

STR 12    CON 13    SIZ 13    INT 14    POW 13  
DEX 15    APP 15    EDU 15    SAN 66    HP 13

**Damage Bonus +1D4**

**Weapons:** .455 Revolver 40%, damage 1D10+2; Nightstick 55%, damage 1D8+db; Fist 65%, damage 1D3+db; Grapple 50%, damage special.

**Skills:** Credit Rating 25%, Dodge 45%. Drive Carriage 55%, English 75%, Fast Talk 50%, First Aid 40%, Hide 50%, Jump 45%, Law 65%, Listen 45%, Polish 20%, Psychology 35%, Sneak 45%, Spot Hidden 45%.

### INSPECTOR WILLIAM SPAULDING, Metropolitan Police, H Division (Whitechapel), age 49

STR 13    CON 13    SIZ 14    INT 13    POW 12  
DEX 11    APP 11    EDU 14    SAN 58    HP 14

**Damage Bonus +1D4**

**Weapons:** .455 Revolver 40%, damage 1D10+2; Nightstick 65%, damage 1D8+db; Fist 70%, damage 1D3+db; Grapple 60%, damage special.

**Skills:** Dodge 40%, Drive Carriage 45%, English 65%, Fast Talk 45%, First Aid 35%, Hide 35%, Law 55%, Listen 50%, Sneak 30%, Spot Hidden 35%.

### STEPHEN PARTINGTON-WHITE, barrister, coroner, age 54

STR 10    CON 9    SIZ 14    INT 15    POW 12  
DEX 12    APP 12    EDU 19    SAN 57    HP 12

**Damage Bonus 0**

**Weapons:** None carried; all at base percentages.

**Skills:** Biology 15%, Chemistry 20%, Credit Rating 65%, English 95%, First Aid 35%, Forensics 30%, History 60%, Latin 55%, Law 85%, Library Use 60%, Medicine 25%, Persuade 70%, Psychology 60%, Spot Hidden 40%.

### DR. LUCIUS RAFFIN, police surgeon, pathologist, age 43

STR 12    CON 10    SIZ 16    INT 16    POW 14  
DEX 14    APP 9    EDU 18    SAN 56    HP 13

**Damage Bonus +1D4**

**Weapons:** Swordcane 40%, damage 1D6+db; Scalpel 55%, 1D3+db (twice normal chance to impale).

**Skills:** Biology 50%, Chemistry 40%, Credit Rating 50%, English 90%, First Aid 70%, Forensics 75%, History 35%, Latin 45%, Law 40%, Library Use 35%, Medicine 60%, Persuade 30%, Pharmacy 45%, Psychoanalysis 20%, Psychology 55%, Spot Hidden 45%.

### EAST END TOUGHS, THIEVES & THUGS, ages 15-45

	#1	#2	#3	#4	#5	#6	#7	#8
STR	10	13	12	16	13	11	12	12
CON	9	10	11	13	14	10	9	12
SIZ	13	14	13	15	14	12	14	15
POW	10	9	11	12	10	8	11	10
DEX	14	12	11	10	12	15	11	12
HP	11	12	12	14	14	11	12	14

# Sacraments of Evil

## Damage Bonus +1D4

**Weapons:** Fist 65%, damage 1D3+db; Kick 40%, damage 1D6+db; Grapple 40%, damage special; Large Pocketknife or Straight-razor 45%, damage 1D4+db; Small Club 55%, damage 1D6+db.

**Skills:** Climb 65%, Dodge 45%, Drive Carriage 35%, Fast Talk 45%, Hide 35%, Pick Pocket 55%, Sneak 30%, Spot Hidden 35%.

## EAST END PROSTITUTES, ages 15-45

	#1	#2	#3	#4	#5	#6	#7	#8
STR	9	10	11	13	9	8	11	8
CON	9	12	10	13	10	7	10	9
SIZ	9	10	12	14	13	12	11	12
POW	10	11	9	12	10	10	11	8
DEX	11	14	11	10	12	9	15	11
APP	13	11	10	8	9	12	11	9
HP	9	11	11	14	12	10	11	11

## Damage Bonus 0

**Weapons:** Claw (x2) or Fist (x1) 55%, damage 1D3; Kick 65%, damage 1D6.

**Skills:** Art (Singing) 30%, Bargain 60%, Fast Talk 45%, Hide 35%, Listen 35%, Pick Pocket 40%, Psychology 20%, Sneak 305, Spot Hidden 35%.

## TYPICAL METROPOLITAN POLICE CONSTABLES ("BOBBIES")

	#1	#2	#3	#4	#5	#6	#7	#8
STR	12	10	14	13	14	17	12	13
CON	10	12	13	14	12	14	9	12
SIZ	13	12	14	14	14	15	14	13
POW	9	11	14	12	10	12	10	12
DEX	16	12	10	13	11	14	10	13
HP	12	12	14	14	13	15	12	13

## Damage Bonus +1D4

**Weapons:** Nightstick 50%, damage 1D6+db; Fist 60%, damage 1D3+db; Grapple 45%, damage special.

**Skills:** Dodge 30%, Drive Carriage 35%, First Aid 35%, Hide 25%, Law 45%, Listen 35%, Persuade 25%, Psychology 25%, Sneak 25%, Spot Hidden 35%.

## ESTES HACKETT, age 38

STR 15	CON 9	SIZ 14	INT 12	POW 12
DEX 12	APP 9	EDU 8	SAN 60	HP 12

## Damage Bonus +1D4

**Weapons:** Fist 80%, damage 1D3+db; Grapple 45%, damage special; Kick 45%, damage 1D6+db; Club 50%, damage 1D6+db or 1D8+db; Large Knife 35%, damage 1D6+db.

**Skills:** Bargain 20%, Dodge 25%, Drive Carriage 35%, English 50%, Fast Talk 40%, Hide 20%, Law 15%, Listen 30%, Mechanical Repair 60%, Persuade 45%, Pick Pocket 25%, Psychology 25%, Ride 20%, Spot Hidden 35%.

## TYPICAL VIGILANTES, ages 15-55

	#1	#2	#3	#4	#5	#6	#7	#8
STR	13	15	13	12	11	14	10	12
CON	14	14	12	12	10	15	10	10
SIZ	14	12	16	13	15	15	12	14
POW	11	9	10	10	12	9	9	12
DEX	15	12	14	10	12	10	11	12
HP	14	13	14	13	13	15	11	12

## Damage Bonus +1D4

**Weapons:** Fist 70%, damage 1D3+db; Grapple 45%, damage special; Kick 40%, damage 1D6+db; Club 45%, damage 1D6+db or 1D8+db; Large Knife 45%, damage 1D6+db.

**Skills:** Dodge 35%, Drive Carriage 30%, Hide 35%, Listen 35%, Pick Pocket 35%, Sneak 25%, Spot Hidden 35%.

## JOHN "JACK" RUTHERFORD, age 38

STR 12	CON 9	SIZ 14	INT 12	POW 14
DEX 14	APP 10	EDU 7	SAN 48	HP 12

## Damage Bonus +1D4

**Weapons:** Fist 70%, damage 1D3+db; Grapple 45%, damage special; Bowie Knife 45%, damage 1D4+2+db; Club 50%, damage 1D8+db; .38 Revolver 30%, damage 1D10; Double-barrelled 12-gauge Shotgun 405, damage 4D6/2D6/1D6.

**Skills:** Dodge 35%, Drive Carriage 55%, Fast Talk 45%, Hide 30%, Law 10%, Listen 35%, Mechanical Repair 45%, Pick Pocket 70%, Sneak 35%, Spot Hidden 45%.

## JOSEPH NIEWICKI, age 41

STR 14	CON 12	SIZ 14	INT 10	POW 7
DEX 10	APP 9	EDU 6	SAN 23	HP 13

## Damage Bonus +1D4

**Weapons:** Fist 65%, damage 1D3+db; Grapple 50%, damage special; Large Pocketknife 45%, damage 1D4+db; Axe-handle (club) 50%, damage 1D8+db; Double-barrelled 12-gauge Shotgun 35%, damage 4d6/2D6/1D6.

**Skills:** Dodge 20%, Drive Carriage 45%, English 35%, Hide 25%, Pick Pocket 25%, Polish 45%, Ride 25%, Sneak 20%, Spot Hidden 30%.

## ROLF "WOLF" MANSCHE, age 31

STR 18	CON 15	SIZ 18	INT 11	POW 10
DEX 10	APP 11	EDU 6	SAN 48	HP 17

## Damage Bonus +1D6

**Weapons:** Fist 65%, damage 1D3+db; Grapple 75%, damage special; Large Knife 35%, damage 1D6+db; Double-barrelled 12-gauge Shotgun 50%, damage 4D6/2D6/1D6.

**Skills:** Dodge 25%, English 35%, Drive Carriage 40%, German 50%, Listen 30%, Mechanical Repair 65%, Spot Hidden 30%, Track 35%.

## DR. CHRISTOPHER BLESSING, age 27

STR 10	CON 11	SIZ 13	INT 15	POW 11
DEX 13	APP 12	EDU 16	SAN 49	HP 12

## Damage Bonus 0

**Weapons:** None carried; all at base percentages.

**Skills:** Biology 25%, Chemistry 35%, Credit Rating 10%, Dodge 30%, English 75%, First Aid 50%, History 35%, Hypnosis 40%, Latin 45%, Listen 30%, Medicine 55%, Pharmacy 35%, Psychoanalysis 20%, Psychology 50%, Spot Hidden 35%.

## JOAN BAYLDON, age 20

STR 9	CON 11	SIZ 11	INT 12	POW 10
DEX 14	APP 16	EDU 8	SAN 17	HP 11

## Damage Bonus 0

**Weapons:** Claw (x2) 40%, damage 1D3 each; Large Knife or Straight-razor 70%, damage 1D6 or 1d4; Kick 55%, damage 1D6.

**Skills:** Art (Singing) 45%, English 50%, First Aid 40%, French 25%, Hide 45%, Listen 35%, Medicine 15%, Pharmacy 10%, Sneak 40%, Spot Hidden 30%.

## DR. ALEXANDER VANDORFF, age 62

STR 7	CON 7	SIZ 10	INT 17	POW 14
DEX 8*	APP 9	EDU 21	SAN 17	HP 9

## Damage Bonus 0

**Weapons:** .38 Revolver 20%, damage 1D10.

**Spells:** Create Liao Drug.

**Skills:** Anthropology 20%, Biology 55%, Chemistry 85%, Credit Rating 30%, Cthulhu Mythos 25%, First Aid 65%, German 100%, History 50%, Hypnosis 80%, Latin 55%, Library Use 60%, Medicine 80%, Occult 65%, Persuade 50%, Pharmacy 70%, Psychoanalysis 60%, Psychology 75%.

**GRETA MANSCHE, age 34**

STR 12    CON 14    SIZ 13    INT 11    POW 9  
DEX 13    APP 11    EDU 9    SAN 45    HP 14

**Damage Bonus** +1D4

**Weapons:** Grapple 40%, damage special; Fist/Slap 60%, damage 1D3+db; Club 35%, damage 1D6+db; Butcher Knife 35%, damage 1D6+db.

**Skills:** Art (Cooking) 55%, Dodge 35%, English 25%, First Aid 35%, German 55%, Listen 30%, Spot Hidden 35%.

**AGNES THURLSON, age 44**

STR 11    CON 12    SIZ 11    INT 14    POW 12  
DEX 11    APP 8    EDU 11    SAN 60    HP 12

**Damage Bonus** 0

**Weapons:** Grapple 35%, damage special; Fist/Slap 55%, damage 1D3; Kick 30%, damage 1D6.

**Skills:** Dodge 25%, First Aid 40%, Listen 40%, Medicine 20%, Pharmacy 15%, Psychology 25%, Spot Hidden 30%.

**EWA MORLEY, age 52**

STR 9    CON 9    SIZ 10    INT 13    POW 11  
DEX 10    APP 11    EDU 14    SAN 58    HP 10

**Damage Bonus** 0

**Weapons:** None carried; all at base percentages.

**Skills:** Art (Cooking) 75%, First Aid 45%, Medicine 30%, Pharmacy 10%, Psychology 30%.

**BILLY ASHWORTH (Stage One), de-evolving human youth, age 16**

STR 10    CON 10    SIZ 12    INT 8    POW 10  
DEX 5    APP 5    EDU 6    SAN 0    HP 11

**Damage Bonus** 0    MOVE 4

**Weapons:** Slap 20%, damage 1D3.

**Skills:** Drool and Mumble 100%.

**Sanity Loss:** 0/1D4.

**"BILLY ASHWORTH" (Stage Two), Spawn of Ubbo-Sathla**

STR 13    CON 15    SIZ 12    INT 4    POW 10  
DEX 6    HP 14    MOVE 6

**Damage Bonus** +1D4

**Weapons:** Slap 45%, damage 1D3+db; OR Constrict (downed foes only) 65%, damage 2D4 (dbx2).

**Armor:** None, but impaling/cutting weapons do absolute minimum damage, as do all firearms.

**Skills:** Hide 45%, Sneak 65%.

**Sanity Loss:** 1/1D6.

**THE HOUND OF TINDALOS**

STR 16    CON 26    SIZ 15    INT 14    POW 28  
DEX 11    HP 21    MOVE 6/40 flying

**Damage Bonus** +1D4

**Weapons:** Paw 55%, damage 1D6+db+ichor\*; Tongue 45%, damage 1D3 POW loss.

**Armor:** 2 point hide, and regenerates 4 HP per round. Affected only by spells or enchanted weapons.

**Spells:** Call Azathoth, Send Dreams.

**Sanity Loss:** 1D3/1D20.

\* The hound's corrosive ichor affects the target like a poison of 2D6 potency, doing damage each round until wiped off with rag on a DEXx5 roll, or rinsed off with water, ale, etc.

*"...as I (and I fear you, too, dear reader) have had enough of Whitechapel for one while; let us jump into this last omnibus bound westwards, reflecting that if we have not discovered the North West Passage, or the source of the Niger, we have beheld a strange country, and some strange phases of life."*

— *"Down Whitechapel Way," from Charles Dickens' Household Words magazine, 1 November 1851, author uncredited*

# 1890s Investigators: A Guide

*Wherewith one may create the wealthy and sophisticated investigators of the period upon which the adventures herein are predicated.*

**T**HIS SUMMARY allows speedy creation of British investigators with little recourse to the rulesbook. If at all possible, photocopy these notes and provide a copy for each player.

Existing Lower and Middle Class investigators are at a disadvantage in this book. Minor changes in the skills lists have been made. Most skills are self-explanatory; some are not. The rulesbook defines all but Biology; for it, use any dictionary definition. Keepers: if modifying existing 1890s investigators, accept all reasonable proposals.

## Procedure

- Take a fresh investigator sheet and write your name in the space provided on the left side. Many entries on the sheet will gradually change; use pencil.
- Higher characteristics mean more investigator Intelligence, Strength, Constitution, Power, etc. Roll three six-sided dice (abbreviated 3D6) for the characteristics STR, CON, POW, DEX, APP. Write in the results. Now roll 2D6+6 (two six-sided dice and add six to the result) each for SIZ and for INT; enter each total. Next roll 3D6+3 for EDU; enter the result. Finally, multiply POW x5 to derive SAN, the ninth characteristic; enter the result.

If the sum of the first eight characteristics is less than 100 and if your keeper agrees, distribute 3 more points among them. SAN may not increase. With the exceptions of SAN (99) and EDU (21), no characteristic exceeds 18.

In the magic points section, circle the number identical to the value for POW. In the Sanity points section, circle the number equal to the value for SAN.

- Choose the investigator's age, or roll 2D10+20 for it. As an option for an investigator older than 30, remove 1 point from a characteristic other than Sanity, and add 1 point to EDU, to a maximum of EDU 21.
- Multiply the value of INT by 5 to determine Idea; multiply POW by 5 to determine Luck; multiply EDU by 5 to determine Know. Write in those values.
- To determine damage bonus or penalty, total STR and SIZ, and consult below. Append the modifier to attack and melee weapons damages in the weapons section.

<i>STR+SIZ</i>	=	<i>modifier</i>
13-16	=	-1D4
17-24	=	none
25-32	=	+1D4
3-40	=	+1D6

- For hit points, add SIZ to CON, divide by two, and round up any fraction. Circle the result in the hit points section.
- Keeping in mind the characteristics you just rolled, choose whether your investigator is male or female.
- Now decide whether or not he or she owes allegiance to the British Empire; a subject of the Empire gets more servants, contacts, property, and identity than do Americans, Italians, and other foreigners. A Crown subject may be British-born or a colonial from South Africa, India, etc., as you choose.
- Roll 1D10 to determine income level in pounds sterling: a result of 1 = £1000, a result of 2 = 2000, and so on. The investigator's income for this year is in his or her pocket or purse. (A pound sterling in the 1890s equaled \$5 U.S., and bought approximately 25 times more than today.) In the 1890s, even £1000 is an excellent income, approaching Upper Class; in com-

parison, the average yearly Middle Class income is about £170. A casual laborer makes less than £100 per year.

- Now multiply that 1D10 income result times 10, and enter the number beside Credit Rating, in the investigator skills section, adding the parenthesized 15 to the total. Credit Rating cannot exceed 99; points above that amount are lost.
- If you rolled a 10 for income and your investigator is a Crown subject, he or she inherits the title of Baronet, written as "Sir , Baronet / Bart. / Bt." or "Dame " etc. (for game purposes, allow females complete equality of inheritance). Create the story of how and when (May, 1611 or later) an ancestor obtained the title. If not a subject of the Crown, the investigator gets the money but not the title.
- Name your investigator.
- Choose an investigator occupation from the following; Lovecraft's work often included men of such professions. Other occupations are possible, but your keeper must create or locate a new skills list for each new occupation; to save work and time, select one already prepared.

**AUTHOR:** English, History, Library Use, Oratory, Other Language, Psychology, 2 other skills.

**DILETTANTE:** any 5 skills.

**DOCTOR of MEDICINE:** Biology, Credit Rating, Diagnose Disease, First Aid, Latin, Pharmacy, Psychoanalysis, Psychology, Treat Disease, Treat Poison.

**HISTORIAN / ANTIQUARIAN:** Bargain, History, Law, Library Use, Make Maps, 2 Other Languages, 1 other skill.

**JOURNALIST:** Debate, English, Fast Talk, Oratory, one Other Language, Psychology, 2 other skills.

**LAWYER / SOLICITOR.:** Accounting, Credit Rating, Debate, Fast Talk, Latin, Law, Library Use, Oratory, Psychology.

**PARAPSYCHOLOGIST / ALIENIST:** Anthropology, Archaeology, Biology, First Aid, Library Use, Occult, one Other Language, Psychoanalysis, Psychology, Treat Disease.

**INVESTIGATOR / CONSULTING DETECTIVE:** Accounting, Camouflage, Credit Rating, Fast Talk, First Aid, Hide, Law, Listen, Psychology, Sneak, Spot Hidden, 1 Handgun.

**PROFESSOR / ACADEMICIAN:** Anthropology, Archaeology, Astronomy, Biology, Botany, Chemistry, Debate, French, Geology, German, History, Latin, Library Use, Law, Linguist, Occult, Physics, Zoology.

*Language skills assume facility in reading and writing as well as in speaking, if the language has a written form.*

- Allocate a total of EDU x15 points only among those skills listed for the chosen occupation; of them, choose only skills you want. On the investigator sheet, skills show appended parenthetical amounts, zero or better; for instance, all investigators start with at least 25 points of Throw, and hence have at least a 25% chance to Throw successfully, while no one begins with any skill in Archaeology. These skills amounts represent abilities common to everyone add to them the points you allot, and write the totals in the blanks to the right. Since no one knows everything, no skill is ever higher than 99. Cthulhu Mythos excepted, a higher skill value always is better. Note that the initial amounts of two skills, Dodge and English, are functions of the value for DEX and EDU, respectively.

The parenthesized amounts on the investigator sheet are exactly the same as the percentage amounts on the selected weapons table. Both represent skills points, treatable as percentiles. A D100 roll equal to or less than the skill amount means that the investigator successfully used the skill. Only the keeper decides when a skill roll is necessary.

- Now multiply INT x5; these points reflect personal interests. Except for Cthulhu Mythos, allot these points among the skills, including weapons and attacks. Together, the investigator sheet and weapons table list all skills available to investigators.
- An investigator has personal property in an amount of ten times yearly income. One-tenth of that total is already banked, as cash. Another tenth is in stocks, bonds, and personal notes, convertible to cash in no less than thirty days or as the keeper disposes. The remaining eight-tenths is in land, property, a fine residence, jewelry, old books, etc., heirlooms and symbols of family pride and achievement not to be turned into cash lightly, and not without loss of considerable Credit Rating.
- Is the investigator in love? Betrothed? Married? Are there children? Lost loves? Have tragedies occurred?
- This entry pertains only to investigators who are British subjects, though the ideas can be applied to investigators of other nationalities. As decisions concerning this material occur in the days or weeks to come, write them down on the back of the investigator sheet.

A sumptuous flat, luxurious town-home, spacious villa, or glittering mansion needs servants one per £1000 of income. Positions might include manservant or lady's maid, butler, housekeeper, chauffeur, downstairs maid, gardener, cook or chef, personal secretary, stable boy, upstairs maid, scullery maid, and paid companion (a post useful to female investigators who wish to travel respectably; this last position often devolves on a poor relation who is all the more reliable because she is fam-

ily). As servants acquire names, personalities, and functions, write them down.

A Paid Companion skills list might look like this: Accounting, Bargain, English, Library Use, one Other Language, Psychology, one other skill.

For Manservant, try Bargain, Fast Talk, Fist/Punch, Mechanical Repair, Psychology, Spot Hidden, one other skill.

*What schools did the investigator attend, and for how long? Were degrees taken? Were tutors influential?*

*The investigator has four good friends important in United Kingdom government, finance, the arts, the courts, the Church of England, the military, or academia. Over time choose their names, positions, and personalities*

*Did the investigator have combat or military intelligence experience? Did he or she serve in a war? What rank or position? Were there wounds? Mentions in dispatches?*

*Who are the investigator's family? What is their origin? Gradually write down fathers, mothers, brothers, and sisters, living or dead. A baronet is likely the oldest survivor in the line. Friends and relatives offer convenient personalities if investigators must be retired.*

*What is the investigator's religion? Baronets generally will be Church of England, since that is the faith of the aristocracy, though several proud families of Catholic*

tradition exist. Given such high incomes, Dissenters will be rare. From time to time, keepers may modify Credit Rating for faith; in this era, only Church of England predictably retains full Credit Rating in dealing with British authorities.

- A visiting foreign investigator brings income, a letter of credit in the amount of his or her savings, a single servant, and an inability to speak proper English. Each such investigator has one well-connected friend in the United Kingdom; figure out who. The investigator stays in a hotel appropriate to his or her Credit Rating; name it.
- What is the investigator like? Examine the characteristics and skills for hints. Is she or he quiet, rowdy, lusty, stuffy, respectable, brilliant, erratic, mystical, charitable, money-grubbing, short, dark, tall, pale, good-looking, ugly, plain, dowdy, elegant, punctilious, frenzied, chivalric, nervous, intellectual, brawny, vigorous, mousy, courteous, impulsive, excitable, foolish, bald, bearded, thin, crippled, hairy, sleek?

*CTHULHU BY GASLIGHT* includes price lists, occupational skills lists for many diverse sorts of people, London locations, maps, and much more. Take specific questions first to it. The 1910-11 *Britannica* reflects the mind-set of the times; though since superseded especially in the sciences, the 11th edition is superbly written and remains the finest encyclopedia ever published in English.



## SKILLS: Personal Attacks &amp; Selected Weapons

	starting skill points	hit points destroyed per successful attack	base range of attack	attacks per round	bullets in gun	HPs resisting attack	£ cost of weapon	MF
<b>HAND-TO-HAND (Melee)</b>								
Fist/Punch	50	1D3+db	touch	1	—	—	—	—
Head Butt	10	1D4+db	touch	1	—	—	—	—
Kick	25	1D6+db	touch	1	—	—	—	—
Grapple	25	special	touch	1	—	—	—	—
Fencing Foil*, sharpened	20	1D6+1+db	touch	—	—	10	15s.	—
Sword Cane*	20	1D6+db	touch	1	—	10	£2	—
Rapier / Heavy Epee*	10	1D6+1+db	touch	1	—	15	£1 2s.	—
Cavalier Sabre	15	1D8+1+db	touch	1	—	20	£3	—
Cavalry Lance*	10	1D8+1+1D6**	touch	1	—	15	£3	—
Wood Axe	20	1D8+2+db	touch	1	—	15	3/2	—
Hatchet / Sickle	20	1D6+1+db	touch	1	—	12	1/6	—
Fighting Knife* (dirk, etc.)	20	1D4+2+db	touch	1	—	15	6s.	—
Butcher Knife*	25	1D6+db	touch	1	—	12	1s.	—
Small Knife* (switchblade, etc.)	25	1D4+db	touch	1	—	9	12d.	—
Pocketknife*	25	1D3+db	touch	1	—	6	10d.	—
Cosh (life-preserver, blackjack)	40	1D8+db	touch	1	—	4	4d.	—
Cricket Bat / Poker	25	1D8+db	touch	1	—	20	6s.	—
Nightstick / Small Club	25	1D6+db	touch	1	—	15	10s.	—
Garrote	15	strangle***	touch	1	—	1	1s.	—
Quoit	25	1D8+1	Throw%	2	—	15	1s.	—
<b>HANDGUNS*</b>								
.22 Revolver	20	1D6	10 yards	3	6	10	£2	00
.25 Derringer (1B)	20	1D6	5 yards	1	1	5	£1 6s.	00
.32 Revolver	20	1D8	15 yards	3	6	10	£2 6s.	00
.38 Revolver	20	1D10	15 yards	2	6	10	£3	00
.41 Revolver	20	1D10	15 yards	1	6	10	£4	00
.45 Revolver	20	1D10+2	15 yards	1	6	10	£4 6s.	00
<b>RIFLES*</b>								
.22 Bolt-Action Rifle	10	1D6+2	30 yards	1	6	9	£3	99
.30 Lever-Action Carbine	10	2D6	50 yards	1	6	8	£5	98
Moran's Air Rifle †	10	2D6+1	20 yards	1/3	1	7	£22	88
.30-06 Bolt-Action Rifle	10	2D6+3	100 yards	1/2	5	12	£6	00
Elephant Gun (2B)	10	3D6+3	100 yards	1 or 2	2	12	£20	00
<b>SHOTGUNS☆</b>								
20-gauge Shotgun (2B)	30	2D6/1D6/1D3	10/20/50 yards	1 or 2	2	8	£3	00
12-gauge Shotgun (2B)	30	4D6/2D6/1D6	10/20/50 yards	1 or 2	2	10	£6	00

+db.....plus damage bonus, which varies by investigator; some have zero, or even a minus rating.

special ....see grapple rules in rulesbook.

\* .....this weapon or class of weapon can impale, doing double damage on a skill roll result of one-fifth or less than the investigator's current level. Shotguns do not impale.

\*\*.....the listed damage bonus assumes use from horseback.

\*\*\* .....use rulesbook drowning procedure to determine hit point loss or death.

† .....uses compressed air rather than explosive propellant, achieving relatively silent operation.

1B, 2B.....one barrel, two barrels.

1/2, 1/3....can be accurately fired every second/third round.

1 or 2 .....one or both barrels can be fired in the same round.

MF.....Malfunction Number with any attack die roll result equal to or higher than the firing weapon's malfunction number, the shooter does not merely miss: his or her weapon does not fire. If the weapon is a revolver, break-open gun, or bolt-action rifle, the problem is merely a dud round. If the weapon is lever-action, the malfunction is a jam. [ ] Fixing a jam takes 1D6 combat rounds plus a successful Mechanical Repair roll or appropriate firearm skill roll (e.g., one's Rifle skill could fix a jammed rifle). The user can keep trying until succeeding destroying the mechanism on a Mechanical Repair result of 96-00.

☆ .....in Britain, gauge is spoken of as *bore*.

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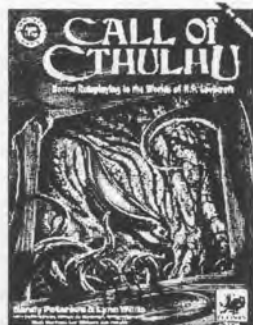
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1890s



Investigator Name \_\_\_\_\_  
 Occupation \_\_\_\_\_ Sex \_\_\_\_\_ Age \_\_\_\_\_  
 Colleges, Degrees \_\_\_\_\_  
 Birthplace \_\_\_\_\_  
 Mental Disorders \_\_\_\_\_

Characteristics & Rolls

STR \_\_\_\_\_ DEX \_\_\_\_\_ INT \_\_\_\_\_ Idea \_\_\_\_\_  
 CON \_\_\_\_\_ APP \_\_\_\_\_ POW \_\_\_\_\_ Luck \_\_\_\_\_  
 SIZ \_\_\_\_\_ SAN \_\_\_\_\_ EDU \_\_\_\_\_ Know \_\_\_\_\_  
 99-Cthulhu Mythos \_\_\_\_\_ Damage Bonus \_\_\_\_\_

Investigator Sheet

Player's Name



CALL OF CTHULHU



Sanity Points

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	0	1	2				
	3	4	5	6	7	8	9
	10	11	12	13	14	15	16
	17	18	19	20	21	22	23
	24	25	26	27	28	29	30
	31	32	33	34	35	36	37

Hit Points

UNCONSCIOUS							
Dead	-2	-1	0	+1	+2		
	3	4	5	6	7	8	9
	10	11	12	13	14	15	16
	17	18	19	20	21	22	23
	24	25	26	27	28	29	30
	31	32	33	34	35	36	37

Investigator Skills

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> Accounting (10%) _____        | <input type="checkbox"/> Martial Arts (00) _____         | <div style="border: 2px solid black; width: 100%; height: 100%;"></div> |
| <input type="checkbox"/> Anthropology (00) _____       | <input type="checkbox"/> Mechanical Repair (20%) _____   |   |
| <input type="checkbox"/> Archaeology (00) _____        | <input type="checkbox"/> Medicine (05%) _____            |   |
| Art (05%):   | <input type="checkbox"/> Natural History (10%) _____     |   |
| <input type="checkbox"/> _____                         | <input type="checkbox"/> Navigate (10%) _____            |   |
| <input type="checkbox"/> _____                         | <input type="checkbox"/> Occult (05%) _____              |   |
| <input type="checkbox"/> Astronomy (00) _____          | <input type="checkbox"/> Operate Hvy. Machine (00) _____ |   |
| <input type="checkbox"/> Bargain (05%) _____           | Other Language (00):                                     |   |
| <input type="checkbox"/> Biology (00) _____            | <input type="checkbox"/> _____                           |   |
| <input type="checkbox"/> Chemistry (00) _____          | <input type="checkbox"/> _____                           |   |
| <input type="checkbox"/> Climb (40%) _____             | <input type="checkbox"/> _____                           |   |
| <input type="checkbox"/> Conceal (15%) _____           | Own Language (EDU x5%):                                  |   |
| <input type="checkbox"/> Credit Rating (15%) _____     | <input type="checkbox"/> _____                           |   |
| <input type="checkbox"/> Cthulhu Mythos (00) _____     | <input type="checkbox"/> Persuade (15%) _____            |   |
| <input type="checkbox"/> Dodge (DEX x2) _____          | <input type="checkbox"/> Pharmacy (00) _____             |   |
| <input type="checkbox"/> Drive Carriage (20%) _____    | <input type="checkbox"/> Photography (10%) _____         |   |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> Physics (00) _____              |   |
| <input type="checkbox"/> Fast Talk (05%) _____         | <input type="checkbox"/> Pilot Balloon (00) _____        |   |
| <input type="checkbox"/> First Aid (30%) _____         | <input type="checkbox"/> Pilot Boat (00) _____           |   |
| <input type="checkbox"/> Geology (00) _____            | <input type="checkbox"/> Psychology (05%) _____          |   |
| <input type="checkbox"/> Hide (10%) _____              | <input type="checkbox"/> Ride (05%) _____                |   |
| <input type="checkbox"/> History (20%) _____           | <input type="checkbox"/> Sneak (10%) _____               |   |
| <input type="checkbox"/> Jump (25%) _____              | <input type="checkbox"/> Spot Hidden (25%) _____         |   |
| <input type="checkbox"/> Law (05%) _____               | <input type="checkbox"/> Swim (25%) _____                |   |
| <input type="checkbox"/> Library Use (25%) _____       | <input type="checkbox"/> Throw (25%) _____               |   |
| <input type="checkbox"/> Listen (25%) _____            | <input type="checkbox"/> Track (10%) _____               |   |
| <input type="checkbox"/> Locksmith (00) _____          | <input type="checkbox"/> _____                           |   |

Firearms

- |  |
|--|
| <input type="checkbox"/> Handgun (20%) _____     |
| <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Rifle (25%) _____       |
| <input type="checkbox"/> Shotgun (30%) _____     |

Hand-To-Hand Weapons

Attack or Weapon	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots Per Round	Shots In Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

### Personal Data

Investigator Name \_\_\_\_\_

Residence \_\_\_\_\_

Personal Description \_\_\_\_\_

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Family & Friends \_\_\_\_\_

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Episodes of Insanity \_\_\_\_\_

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Wounds & Injuries \_\_\_\_\_

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\_\_\_\_\_

Marks & Scars \_\_\_\_\_

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### Investigator History

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### Income & Savings

Income \_\_\_\_\_ Cash on Hand \_\_\_\_\_

Savings \_\_\_\_\_

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Personal Property \_\_\_\_\_

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Real Estate \_\_\_\_\_

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### Adventuring Gear & Other Possessions

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### Mythos Tomes Read

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### Entities Encountered



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### Magical Artifacts / Spells Known

Artifacts \_\_\_\_\_ Spells \_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_









# SACRAMENTS OF EVIL

Six Independent  
Victorian Horror  
Adventures



*"There are sacraments of evil as well as of good about us, and we live and move to my belief in an unknown world, a place where there are caves and shadows and dwellers in twilight. It is possible that man may sometimes return on the track of evolution, and it is my belief that an awful lore is not yet dead."*

— Arthur Machen  
"The Red Hand,"  
1895

CALL OF CTHULHU and its supplements have won dozens of awards from the game industry. Editions include French, Finnish, German, Italian, Japanese, and Spanish.

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**SACRAMENTS OF EVIL** is a supplement for the CALL OF CTHULHU roleplaying game, containing six adventures set in 1890's England. Some of these are suitable for beginning players and investigators, while others assume some experience with the Cthulhu Mythos. **SACRAMENTS OF EVIL** integrates background information from Chaosium's CTHULHU BY GASLIGHT supplement, but that book is not needed for play.



**CALL OF CTHULHU** is a roleplaying game based on the novels and short stories of H. P. Lovecraft, the founder of modern horror. In this game, ordinary people are confronted by the terrifying beings and forces of the Cthulhu Mythos. Players portray investigators of things unknown and unspeakable, working to save humankind and the world from a dismal future.

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