

A Welcome in the Hills.

A Cthulhu Modern Game by Gary Cooper.

Introduction:

This game is a modern day CoC adventure aimed at a small group of investigators. It is written as a one shot adventure that can be played in single session, but with a little work it can be easily slotted into a campaign game, or altered to fit any period or place.

The players are senior members of Cardiff Universities archaeological Department. They have been called in to support, and investigate, a troubled dig deep in the Black Mountains of Wales. The locals are hostile to the dig, a student has gone missing and the head of the dig, Professor Graham Stuart, has begun to act strangely. The university wants the player to assess the continued viability of the dig, and find out if Professor Stuart is competent in running the dig site.

Keepers Info 1: Bryn Derwydd. (Druids Hill in English.)

The village of Derwydd (*Pron: Der-oi-th*) sits in the crook of valley deep in the black mountains of Wales; 20 miles north of Llandeilo. It has a peculiar local tradition that has been going on as far back as anyone can remember. At Halloween, the locals head up to the top of the Bryn Derwydd hill. There they build a bonfire in the centre of an ancient circle of stones. With great festivity and humour the villager's burn a scarecrow nicknamed Mordred. Songs are sung, games are played and beer is drunk. People come from miles around to enjoy the food stalls, the beer tent and the general good spirits of the night.

However; for the first time for as long as anyone can remember, the festival will not be held this year. The hilltop is owned by a conservation society called Cadw. This is the Welsh section of the National Trust, a large charity that preserves and maintains ancient monuments/buildings in the UK. Prior to 2007 they had no issue with the locals continuing their traditional festival, but this year is different as a discovery was made by an amateur metal detectorist called Dewi Evans. He uncovered a small collection of medieval jewellery, some bones and coins on the outskirts of the circle. Cadw, intrigued by this odd discovery, had authorised Cardiff University Archaeological Department to dig on the site. To preserve the site from damage they have prohibited the festival from taking place on its traditional location. The village protested to Cadw, the national assembly of Wales and even Westminster. Unfortunately for the village the historical, tourist and health and safety issues were clear. The dig went ahead.

As the dig progressed it became clear the locals were willing to cause as much trouble for the University team as possible. Equipment has been sabotaged, it is impossible to rent digging equipment locally, there have been fights in the village pub, and now, two days before the players arrive, a student has gone missing. To add to the tension, an American TV crew has turned up to film for a series called, "Ancient Places of Britain." Cadw have given them permission to film in the locality. Their large trucks seems to block the small roads of the village, their camera crews are getting in everyone's way and they are not interested in listening to the protest of the locals. Tensions are running high and local resentment is growing.

Keeper's info 2: The Secret of Bryn Derwydd

There has been a community in the Derwydd valley for thousands of years. Through its long, slow history the village has held a secret. Trapped by the ancient circle of stones on the hill top of Bryn Derwydd is an ancient, and alien, evil that fell out of the stars nearly six thousand years ago. Long ago the creature was imprisoned in a meteorite like cell by an alien race and blasted into deep space. Its body was consumed by time and now only its degenerate intellect remained, trapped in its prison floating through the stars. The meteorite was eventually pulled into earth's atmosphere, and was not destroyed in the atmosphere exploded on the hill that is now called Bryn Derwydd. The raw organic elements of the craft, elements that had kept the creature imprisoned, was fused into the local stones. The creature was still trapped within the bonds of

the hill, but it was now able to possess and dominate the leaders of the local Celtic tribes. It began a brutal reign of terror as its influence expanded out across the Black Mountains.

Eventually, with the help of Druids, the tribes that resisted the darkness defeated the creature and retook the hill. They buried those possessed by it and laid the stones of the ship on top of the creature; and surrounded the mound with larger stones from the crash to form a rough stone circle. The druids chose some among their number to stay in the area to insure the stones and the mound remained intact. They established the new village of Bryn Derwydd and began their long vigil. The ritual they perform once a year is to insure that the stones are still intact, and that the village remembers its duty.

In 1235 the creature was nearly freed again. A cultist of Nyogtha, called Mordain, came to the village of Derwydd with a small band of hired thugs. He had discovered, through his unnatural studies, that some secret power lay sleeping in the mound. A power he sought to harness. Through lies, force and mythos magic Mordain sought to free the creature, and one night his armed men disrupted the festival. They managed to pull down some of the stones. The creature was freed and a battle of arms and magic raged on the hilltop. During the battle the castle walls, built by a Welsh lord a century before, was destroyed and broken. Finally the creature, still weak, was forced back, and the cultist Mordain slain. His body, and those of his soldiers, were thrown into a pit in the centre of the mound and covered over. Mordain's necklace was dropped during the battle, and lay undisturbed on the outskirts of the circle: until Dewi Evans discovered it.

However Mordain's cult have lived on from their founder's death, and have a part to play in this game. The symbol on the necklace, that of a gold raven in a bronze circle, is the sacred symbol of the cult called The Chosen. The find made a brief appearance in the media and was soon spotted by a member of the cult. The cult leaders, now American based, believed they had found the sacred resting place of their "saint" Mordain. They sent agents to explore the Valley of Bryn Derwydd, and quickly uncovered that something lay hidden in the mound. They found a way to speak with the alien intelligence. It convinced them it was Mordain and that it was trapped by the locals. The Chosen have hatched an elaborate plan to free their "saint" and to seek revenge on the village.

Keeper's info 4: Rough timeline of events:

8 Months Ago: Dewi Evans finds the necklace. The fact that he was acting without the landholder's permission is glossed over by the media. The necklace is seen briefly on TV and is recognised for what it is by The Chosen

7 Months Ago: Cadw asks Cardiff University to begin a test dig, preliminary discoveries are promising, and with Cadw/National Assembly funding, Professor Stuart is asked by the university to begin a full dig. Any public events are cancelled to protect the site from damage. The local protests.

Over the next few months the university find the locals uncooperative, local hire companies won't hire equipment and no help from the locals.

2 months ago: Cadw give Pegasus film crew permission to film the dig and the locality.

1: month ago: Professor Stuart begins to act oddly; he is caught by Sarah Hardcastle sleepwalking amongst the stones and muttering to himself.

6 days ago: The film company arrives and makes contact with the creature.

2 Days ago: Student goes missing: The cult are weakening the perimeter of the prison with the sacrifice of the student.

1 Day ago: The university has a meeting with the players and they are sent to investigate.

Day One: Players arrive: In the evening the Chosen attempt to free the beast with the second sacrifice. After this sacrifice the beast will become stronger. The creature will try command the American cult to kill anyone that may prevent this from happening. The cult believes the creature's lies and will obey their "Saint" unquestioningly.

Keeper's info 5: The groups involved.

1: The Film Company: Pegasus Films. (The Chosen)

On initial inspection the company will appear to be the real deal, cameras, recording equipment etc. However; on closer inspection players may spot a few mistakes (especially if they have experience of the film industry.). If the players get curious and break into the large truck parked in the village centre they will find, amongst film equipment, a locked metal cabinet. If they smash the lock they will find pistols, smgs, body armour and explosives. (See stats section for details.)

The company has never existed, any player character attempting to find out about the company, and past production, will come up a blank. Their website is equally as vague. Asking the production crew directly will result in some vague answers. If they phone, or email, the details they are given then they will get nothing, only an answer phone message/out of office reply. The cult is called The Chosen and they worship Nyogtha. The creature in the mound has done its best to convince them it is Mordain. It wants them to bring down the stones to help free it. Under the creature's instruction, the cult has begun the process of freeing it by killing one of the students. (Adam O'Leary) The blood and death energy gave the creature more power to extend its influence. (The strange mists and manifestations of the black dog are part of this process.) Those cult members present in the village are the militant arm of the cult and are well trained, brutal and efficient. They will seem to be outwardly friendly to the players, and well even offer general help and assistance. Yet, they will have no compunction about killing everyone in the village if they had to.

The Village: The Inner Council.

The inner council of the village are members of an ancient order that has sought to protect the village from the terror that lies beneath the mound. All in the small village are complicit in the council and they will watch the player characters with interest and some suspicion. They understand that something has gone wrong, and that some agency is seeking to free the creature. They suspect the Americans, but also fear what the archeologist may do from ignorance. They will not be directly hostile to the players, but players may become aware that they appear to be watched. The locals worship a pagan faith that they have kept hidden for a long time. Mistrust of strangers has become an ingrained habit. Their faith is earth based and symbolized by the green man/King and his wife the earth.

The leaders of the council:

Idris Evans: A grey bearded, spry man in his seventies but can pass for late 60s. He is the senior druid of the inner council and also the most magically powerful. He is a farmer by trade and lives in a farm with his loyal collie Jackie and drives around town in his battered old green Landover. He is gregarious, intelligent and quite willing to use prejudices the players may have about the Welsh or rural communities. If they uncover that he is a druid he will be quiet open and scathing about modern druids as a "Victorianised fantasy." He will be friendly and helpful to the players as long as it suits his need.

Idris believes that the players have a part to play, for good or bad, so they are being closely watched. The villagers are given instructions to insure that nothing happens to the players, yet, and that they also don't get too close to the truth.

Colin Thomas: He is the local owner/runner of the local shop. A portly man in his 40s. Ex royal marine commando and Falkland's vet. If things get difficult then he will get his shotgun, and a sawn-off shotgun, which he will hide under a long trench coat.

James and Lizzie Jones: This couple runs The Black Dog Inn. (see the section on the pub for more details.)

The Beast in the Mound:

The creature is originally a powerful and ancient alien intelligence imprisoned for its monstrous crimes by a now extinct alien race. It was locked in its stone prison and fired into space where it drifted for millennia. Eventually the prison was pulled into the earth's gravitational field and crashed into the planet's surface. Its engine slowed its descent, but it was mostly destroyed in the crash. The components of the craft were scattered across the valley. The technology that bonds the creature into the meteorite became bonded in the stones of the hills. These stones were used by the druids to trap the beast. The impact crater was filled in by the Celts when they built the stone circle to trap it.

The creature is, of course, obsessed with its escape; its alien mind driven darker by its entrapment is prepared to do anything to achieve it. It has made contact with The Chosen and is using them to get free. As a result of The Chosen's efforts: It can now control simple animals and project a non corporeal form of an evil looking dog like creature. Once the second sacrifice has been committed by The Chosen; the creature will be able to influence the minds of the weak and animate the dead. It will also be able to possess the body of the one who performed the sacrifice. (and warp that body to the doglike beast at will.) Even if it possess the performer of the ritual it will still need the stones damaged, or dislodged, to leave its prison.

It is clever and manipulative, and will attempt to use The Chosen to blow up some of the stones and provide the necessary sacrifices to give it the energy to possess someone. Once the second sacrifice is performed it will animate the dead mercenaries in the mound, the village graveyard and any recently dead in the area to assault the village to wreak its revenge. However, it is no Great Old One and is vulnerable to attack if the players are smart and brave.

THE GAME:

The game begins...

The players start the game in a meeting with the senior lecturer of archaeology, Mitchell Davies, in his office at the University of Cardiff. He is a middle aged man with a pleasant face; who sits enthroned in state in his bookish and wood paneled court. After he has offered them refreshments he precedes.

To be read out to the players.

As you may have heard, the university has been commissioned to perform a dig in a stone circle up on the Black Mountains. The dig was started after a local found a piece of medieval jewellery in the centre of the circle. Since then we have uncovered some coins, a few weapons and a few bodies from the mediaeval period. Naturally this is a curious thing to find in the centre of an ancient stone circle, and CADW are interested in any opportunities to raise the profile of the area. They have their eyes on tourist money, I think.

The dig, run by Professor Stuart, has caused some controversy in the local area. The stones on the Bryn Derwydd mountain have been used by the locals to hold a festival every Halloween. For a small valleys village, the local are an argumentative lot. Their unhappy that Cadw, which owns the site and sponsors our dig, have refused the village permission to hold the event this year. Since then we have equipment damaged, hiring local labour and tools has been impossible, and the press coverage less than helpful to our universities image.

Also, more disturbingly, one of our- students has gone missing. His name is Adam O'Leary and he was last seen two nights ago. The police are investigating it, and the consensus is he got lost up on the hills. His family are distraught and some of the students appear to blame the villagers.

To be blunt We are sending you to the village: Our relationship with the locals is at its lowest. I want you to build bridges with the locals and find some common ground between the university and the village. I want to end us being portrayed as the villains of the saga. The village has an old windbag, by the name of Idris Evans as their spokesperson. Perhaps he's the best man to talk to first.

At this point Mitchell shifts uneasily in his seat.

I've also had reports that Professor Stuart is starting to show signs of stress. He has been under a terrible strain. We would like you to take the opportunity to evaluate Professor Stuart's handling of the situation. After all, if the stress is getting to him, we need to provide him with the necessary support.

Mitchell will then give the players details of their accommodation. They are staying at the Black Dog Pub in the village of Derwydd. (A mere mile and a half from the dig site.) They will be expected to go in a day or so, so they have time to do a little research if they want, though there is little to find out. Otherwise the next few days will pass uneventfully as they go about their normal work.

Player's info: Researching the history of the village:

Perhaps unremarkably for such a small village, it has very little recorded history. History seems to have passed the village by. It even remained largely rural, when the rest of the valleys were becoming industrial. It's almost as if it is gone out of the way not to be noticed.

Note: Before the players leave: Find out if they are sharing a car, and if so, which one is driving.

Bryn Derwydd is approximately 80 miles west of Cardiff. It is a two hour drive for the players from the busy urban sprawl of Cardiff to the quiet rural world of the Black Mountains. Down the M4, past Bridgend and the dark towers of the steel works of Port Talbot. Past Swansea until the motorway runs out near the market town of Llandeilo. The roads soon become rural and take them through the isolated towns and farms of the Mountains. The terrain gradual becomes higher until they arrive at the turning for Bryn Derwydd. As they climb and leave the A roads behind them on the granite grey and mossy Black Mountains, traces of the landscapes industrial heritage can be seen by the scarring of some valleys and the once prosperous mining villages now winding down into oblivion.

Incident on the Road.

As the players get within 3 miles of Bryn Derwydd. The road to the village breaks off suddenly to the left and they leave the single track road they are on. The narrow road to the village takes them over some pasture land for a mile or so, and then it suddenly drops into the Derwydd Valley. As the car(s) takes the steep and winding road into the valley they hit a sudden wall of fog, sullen grey and swirling. As they drive something fast, doglike, black and large flashes across the road mere meters from the car.

The PC Driving should make a driving roll:

If the player passes: Then car swerves, but is still on the road. As suddenly as it came, the swirling mist lifts. The doglike creature is nowhere to be seen. If the players stop to investigate then they will have the encounter (See Below.) with Idris Phillips who is only a few minutes behind them in his battered old 4x4. (He will stop to ask them if they are alright.) There will be no trace of the dog.

If the players don't stop then the rest of the drive into the small village will be uneventful.

If the players fail: Then the car will swerve off the road, crashing through some gorse on the down side of the hill road. Luckily the side of the hill, at this point, is a gradual downgrade and the car will only travel a few metres before the car bogs down in the soft earth. *Luck roll to avoid minor injuries. (1d2)* As the players are beginning to react to what just happened to them the mist seems to thicken around the car and begins to swirl as if alive. Have the players make a *listen roll*. If successful, then they hear a faint growling outside of the car. Animal sniffing and scraping sounds can also be heard. The atmosphere goes cold and a sense of impending evil washes over the player(s)

Then as quickly as it came the mist lifts. Above them, on the road they came off, an old battered green Landover pulls up. Idris Evans sticks his bearded wiry grey head out off the window and shouts "*oh du! Are you all right, bach? (gal) That's what happens when you race 'round these roads like a lunatic*" Thoughtful pause. "*You from Cardiff are you?*"

Idris is by nature a friendly, helpful man who will go out of his way to assist the players in their moment of need. He will offer to drop them down in the village, then go back and get his tractor to get the car back on the road and down to the village. (The car is dented but okay) . If they accept he will cheerfully refuse to

help them load their bags into his Landover. The land rover stinks of sheep, turpentine and wet dog. The players will have to get in the back, as a scruffy collie sits in the front passenger seat. *“Jackie sits in the front with me. She’s been doing it for ten years, now. She wouldn’t understand if I let one of you set in the front. Can’t hurt the old’ girl’s feeling, see.”*

Idris is a canny man and quite capable of using any prejudices the players may have about rural welsh people to his advantage. If the players mention anything about the black dog or the mist he will look thoughtful for a moment and then comment. *“There’s often mist up on these hills.”* He will play dumb about the dog. Though a good psychology roll may indicate he seems troubled by the player’s revelation. As they drive down to the village, he will ask them why they are coming to the village and generally try to find out what he can about them. If asked he will be quite open that he doesn’t approve of the festival being cancelled this year, and that he doesn’t like the University *“Messing about with the old stones.”* He also doesn’t like the Americans poking their nose into everything.

If they ask him about the missing student he will say. *“I don’t know. Hopefully he just got fed up and went home. If he’d got lost up in the hills, then there no telling where he would end up.”*

Arriving at the village:

The village sits in a natural crook near the site of the dig. (1.5 miles) From the town square can be seen the ridge of the Derwydd hill and the outline of the stones. On the hill close to the stones can be seen the ruins of an old medieval castle. (The round towers indicate the castle was built by the welsh, rather than Norman.) The town itself appears to consist of one main road, with a post office/shop. A derelict looking chapel house and grave yard. There is a much better cared for old fashioned stone built pub called *The Black Dog*. A few streets go off from the main road where a handful of low built house can be found. The village has a quiet and sleepy air.

When the players arrive the weather is fair, if a little frosty, and the locals are bundled up against the cold. Incongruously parked in the square is a large artic truck and 2 large modern 4x4 On the side of the truck is the logo. PEGASUS FILM COMPANY.

If the players arrive with Idris he will drop them off by the pub, and he will suggest that they come down to the pub tonight to meet the locals. As the players get out of the car, they may notice that some of the locals are watching them with interest, but will ignore the players if spoken to. If the players arrive without meeting Idris, then he will make the point of “bumping” into the players at some point to find out who and what they are about.

The players will have a day to explore/investigate the village before events catch up with them. Perhaps if the players go back up to the hills they may be harassed by locals or even have another encounter with the black dog. If the players uncover the truth of either the village or the cult that will force either side to accelerate any plans they have. The Chosen are prepared to take on the local police authorities if necessary.

Places of Note:

1: Local Shop/Post Office. Part post office, part corner shop and off licence. Run by Dafydd and Eiluned Phillips. Hidden away in the post office safe is the Inner Councils “Secondary” weapons cache. Two rifles, (30.30’s) and four twelve gauges.

2: The Presbyterian Church. This church is empty and hasn’t been used in years. There is talk of getting it renovated and turned into a community centre. If players break in, via the flimsy boards covering the door, to take a look; they will find the inside derelict, and unused, for what seems to be decades. It is rat and pigeon infested. On one wall they will find a crude painting of a green man like figure with a large phallus and a mocking expression.

3: The Pub: The Black Dog.

There has been a pub of one version, or another, on this spot for hundreds of years. It is a focal point for the local community and the local area. It is also the HQ of the inner council and they hold many of their most sacred rituals in the hidden temple under the pub. The interior is still old fashioned but has a good selection of ales, whiskeys, and serves good food.

The landlord is Colin Thomas and his wife Lizzie. They have a seventeen year old daughter called Bethan who dreams of bright lights and getting away. She is the weak link in the chain and the players may be able to use her to get information She thinks that the Americans are romantic and her father's warnings to "keep away from them" has only increased her desire to get to know one.

Structurally the pub is an old stone building with thick walls and old wooden shutters still on the inside of the pub. It is a suitable place to make a last stand, or gather a defense, if the players get the villagers on their side.

(See map Two.)

Most of the Pub does not need much explaining; only areas of interest are commented on below.

The Hidden Temple:

An old locked cupboard is nestled in a corner near the ground floor ladies toilets. If unlocked. (Or broken into.) The players will find the back has been cut out and a small door can be seen cut into the wall. This wooden door is also locked. If they get through this they will find a stone stair case that leads down into the inner council's hidden temple.

The temple is sealed by an old steel door and a sturdy lock. Inside the room they will find a small but well cared for room. There is a beautifully carved wooden alter covered in pagan spirals, green men figures and other pagan symbology. Behind the alter is a tapestry with a horned man, and his wife in white. The carvings of the green man and his wife can be found all over the beams of the room.

Note: Behind the Alter area can be found a waist high metal box: It is locked, but can be easily broken into. Inside the box is the village's main stash of weapons. (Several rifles, handguns, explosives, and shotguns.) (However, many of the locals are farmers and carry their shotguns with them, or keep them at home.)

However painted on three walls (only the wall covered in the huge tapestry has no painting) is an ancient looking piece of art. History roll will identify as painting techniques of the 11th to 13th centuries. They depict a sequence of events.

The Mural on the Walls.

Event One: A star falls from the night skies and crashes into a hilltop.

Event Two: A fire wreathed creature resembling a strangely shaped black dog issues forth and destroys a nearby village. Sometimes it is depicted as a running dog, sometimes as walking on two legs like a man. On the hill can still be seen the broken shell of the falling star.

Event Three: Evil looking soldiers harass wretched slaves to build a strange temple like building on the hill. While the work progresses the creature watches the stars. The warriors and slaves appear to be dressed in ancient garb. (*History roll:* they are depicted in a manner consistent with medieval beliefs of how those of ancient antiquity dressed.)

Event Four. A great battle between the tribes and what may be druids cast incantations at the beast. The evil soldiers are killed and the battle ends with the soldiers raising the shell of the falling star around the creature as it is held back by the magicians. The picture clearly shows parts of the falling stars shell as forming the circle.

Event Five: Now the dress is medieval. This time it shows a castle being built next to the stone circle to keep a watch.

Event Six: Armed men are attacking the castle, a pile of dead, presumably villagers, lay at their feet. An evil looking man, wearing a necklace (its symbol can be clearly seen.) that looks a lot like the one found by Dewi Evans, is raising his arms up to summon forth the fiery creature from the circle. Mist issues from the circle, and the fiery beast can be seen again rising from the centre of stones. Around it dance skeletons and demons.

Event Seven: The next sequenced event is a group of men in armour with what looks like an old man with a white beard in front. They drive the thing back and slay the dark warriors.

The story ends with a pile of the dead mercenaries buried in the stone circle, and the circle repaired.

The dig area and Hill top of Bryn Derwydd.

As soon as the players arrive at the dig site they will be met by Sarah Hardcastle who will nervously greet the players and take them to the work tent to see Professor Stuart. In this tent the finds are cleaned and recorded. The finds are then stored in the metal container in the site compound. (Which has been surrounded by fencing to prevent vandalism.) Professor Stuart also keeps his office here in a curtained off section. The dig is busy at most times of day and there is always someone present on the site during the night. The accommodation caravans are on the other side of the hill, and can't be seen from the circle as they are lower down the slope of the hill. The dig site itself has several test pits scattered throughout the area, the busiest of which is the central area of the stones.

The castle ruins overlook the site, but in that empty broken shell, there is nothing of interest for the players and the dig has yet to move to that area.

Meeting Professor Stuart:

Professor Stuart is nervous and looks like he hasn't shaved for a few days. The players will remember him as cheerful and caring of his students. But in the tent amongst the bones of the dead he looks haunted, afraid and tired. He will be awkward and uncomfortable with the players, but will show them the finds so far. Including the newly uncovered "grave pit" of medieval skeletons in the center of the circle. They have uncovered four bodies so far, but believe there is more. He will show them the bones in the work tent and point out the fracture marks and liaisons that indicate violent death. He thinks that the bodies may have been: *"local bandit trouble, but no idea why they weren't buried in consecrated ground. Very strange."* If the players ask to see the necklace that was found, he will do so. (Incidentally: the necklace is just a necklace and has no magical properties.)

Player's info:

Investigating the missing student:

If the players are curious about the missing student, Adam O' Leary, they may wish to investigate; with the right rolls, or just good role-playing, they may uncover these basic facts.

Facts: From the students and tutors:

Asking the students or the tutors will illicit the response below.

- 1: Adam was a hard working and knowledgeable student.
- 2: He had a temper and got into trouble a few nights before with the son of the landlord of the Black Dog. His name is Gareth. They fought about the dig.
- 3: After the fight he seemed to be more withdrawn and uncommunicative. One of his friends Paul caught him late one night just standing staring at the stones. He was stroking the stone gently and asked Paul "Where do you think it cam from?"
- 4: His parents have contacted the police and he is classed as missing person.

5: local search and rescue went out across the mountains looking for him, but found nothing. His posse ions were already sent up to his parents in Doncaster. The Llandeilo police went through them but found nothing of interest.

6: Some of the students think the locals were involved in his disappearance.

Facts from the villager:

- 1: He was “one of them” student and kept to himself.
- 2: He caused a fight with Gareth.
- 3: He seemed to be sober when he left the pub on the night he vanished.

Asking Gareth: If the players track down Gareth, either in the pub or working on Idris farm, then he will angrily deny any knowledge of what happened to the student. He will tell them that the student was making jokes about “backward Valley People and was asking for a smacking.”

Asking the film crew: They will say simply make sympathetic noises about the missing student, but claim to know nothing.

Day One: Evening: The Chosen make their move.

As the first day draws to a close the players will be invited to the pub by Hardcastle and Stuart. It should be fairly apparent to the players that they are trying to charm them.

(If the players don't go the pub, they will certainly hear the gunfire starting around 10.o'clock, and if they are in the village they will still have to contend with the undead.)

The Chosen plan to make their move at around 10 o'clock in the night. While one team is rounding up the students at the dig, the other is positioning itself in the Black Dog to capture the inner councils HQ.

As the evening wears on some of the Americans arrive. Jones, Kroft and 4 others. They begin to drink and talk loudly, filling the room with noise. The villagers mutter darkly at this intrusive behavior.

Spot Hidden: The film crew has brought some large bags with them. Why when their rooms are just upstairs?
Spot hidden: While the beer is in front of them they aren't actually drinking a lot.
Spot Hidden: Despite the growing heat they are wearing heavy bomber jacket. (To hide body armour and pistols.)

At 10 o'clock one of the chosen will push into Gareth (or even one of the players.) And a fight will start, an observing player may make a spot hidden role/or psychology role to get the impression that the Americans seem to want to provoke a fight.

Spot Hidden: In the confusion and chaos, the director and Kroft slip out of the pub. *If the players fail the rolls:* then they will have to deal with the The Chosen in the pub as they draw guns and attempt to secure the site. What happens next is up to the players and the actions of the villagers.

If the players choose to follow the two men on foot, they may notice that they are heading towards the stone circles. As they climb up the steep hill path mist rolls from the direction of the hilltop engulfing the players. They will need to make spot hidden/sneak rolls to avoid getting lost and keep following the two gentlemen without detection. Once the players get to the top they will notice that one of the students is standing near the stones surrounded by four armed and armoured Chosen. The student is called James Ellington and was pulled out of his caravan. Three other students are also on their knees with one of the Chosen guarding them. They are all trussed up.

If the players watch they will observe the Director, pulling a knife out of his coat pocket and drag the student to the centre of the stones. The Director/priest will begin chanting in a low susurraton then slowly

raise his voice, speaking in a weird language. As he chants the damp grass begins to ripple and undulate like water. (SAN 1/1d3) As the ritual progresses, many arms, long and skeletal, begin to morph out of the shifting earth. They seem to shift and dance, then faces and limbs appear to strain out of the ground. If the players do nothing then, the arms grab the student's legs and he is drawn under the earth, unable to scream as he is gagged, his eyes bulge in terror as he is pulled under the earth. (San 1/1d4)

What Happens Next?

If the players have not somehow disturbed the ceremony the dead will walk and the creature, wreathed in flame, rises out of the circle. All the cult need do then is knock over a few stones using one of the earth movers they have stolen from the compound. They have hot wired it so no key is needed to drive it.

If the players are spotted by the Chosen they will be fired on. If things appear hopeless and the keeper feels kind, then perhaps Idris can show up in his Landover, with, some locals to get them back to the pub, where all hell has broken loose as the Chosen try to take over the pub and the local's armoury. The players will not have long to warn the rest village. The Chosen have cut the telephone lines and the strange mist is blocking radio/mobile communications in the valley. (Including the Chosen's Comms.)

If the players are successful in stopping the ritual, then the team in the village will react by attempting to destroy the pub, while the team at the circle (if still alive.) will continue trying to destroy some of the stones. They will happily sacrifice one of their own to rescue their "saint." If the creature is freed it will try to kill every living human in the valley for revenge.

It's going to be a rough night in the village of Bryn Derwydd.

Rewards

If the players survive the night:

SAN REWARDS:

Stopping the Chosen: 1d3

Defeating the beast: 1d6

Defeating the agents of the beast: 1d3:

Saving the village: 1d6

If the players fail, and somehow manage to escape the valley then who knows what the future brings as the creature attempts to spread its influence out of the valley?

Stats:

Pegasus Film company/ The Chosen.

Leader Adam Jones:

STR: 10	DEX: 10	INT: 16	Dmg Bonus: + 0
CON:10	APP:09	EDU:17	Hit Points: 10
SIZ:11	SAN 0	POW: 16	

Skills:

Spot Hidden: 56% Listen: 65% Drive: 40% Bargain: 55% Fast Talk: 50% Hide: 43%

Combat Skills:

Fist: 35%/45% Dodge: 45%

Spells: Bless Blade. Cause Blindness. Curse of the stone. Enthrall victim. Skin of Sedefkar.

Personality; Dark, Satanic, arrogant and aloof. He is a short, thin geeky looking man in his late thirties that hides his growing baldness with a baseball cap. He prefers to manipulate rather than to directly confront. He hates violence, but is capable of using violent men. He also wears a necklace; concealed under his t-shirt identical to the one Mordain wore

The Cultists: Daniel Kroft. (Second in command) + 8 cultists.

STR: 12 DEX: 13 INT: 12 Dmg Bonus: + 1d4
CON:14 APP:13 EDU:12 Hit Points: 13
SIZ:12 SAN: 0 POW: 11

Skills:

Explosive: 40% Dodge: 55% Stealth: 50%
Track: 40% Camouflage:40% Tactics: 40%
Listen: 50% Drive: 50%

Combat Skills:

Fist: 50%/40% Throw: 50% Rifle: 55%
HGun: 55% SmG: 40% Knife: 55%/50%
Shotgun: 50%

Note: The cult leaders have sent the militant arm of its organisation to insure that the mission to free what they think of as their prophet is a success. They are well trained, brutal and efficient in the performance of their duties. However they are arrogant and are prone to underestimating the villager's capacity for defending themselves. During the main operation to free the creature they will have one team (of 4) in the village, and another setting up in the stone circle.

Weapons: 9mm pistols: 1d10 Rof: 3
 H&K MP5: 1d10 Rof: 3 or burst
 Combat Knife 1d4 +2
 2 to 3 Frag grenades:

Equipment:

Vehicles: 2 4x4s. Landrover's. Hired for the job. Both black in colour.
They have an assortment of military equipment such as night sights, radios body armour etc, most of which they will keep stashed in their trucks. For game purposes it's best to assume that they have a reasonable selection of equipment/ammo at hand to perform their task.

Names: Ben Tooley, Arnold Edwards, Steven Walsh, David Anderson, Claire Williams, Lee Chen, Zac and Danny Roberts.

Archaeology Team:

Professor Graham Stuart 47

STR: 11 DEX: 12 INT: 14 Dmg Bonus:+ 0
CON:14 APP:11 EDU:19 Hit Points: 13
SIZ:12 SAN 45 POW: 12

The events of the last few weeks have obviously put him under a great deal of strain. He is aware that the university is unhappy about the dig. Unbeknownst to the players and The Chosen, the alien intelligence is attempting to influence the head of the dig in case its first plan doesn't work. The professor has been having strange dreams and hearing voices. He also keeps hearing the begging screams of the missing student. He is afraid the stress is getting to him and the visit by the players has not helped to relieve his anxiety. He will be unfriendly and uncooperative, and he believes the locals are out to get him.

Sarah Hardcastle: 37

Tall, thin with long dark hair. Sarah is a competent, strong-minded and forthright woman who is genuinely worried about the mental health of Doctor Wallington and the fate of the missing student. She has a room in the Black Dog. For Stats see the section on the students.

Students:

There are 14 students in all. 8 live in the four caravans at night while the others travel 30 miles south to the nearest large town (Llandeilo) and stay in accommodation there. As a group they are suspicious and resentful of the attitude of the village and will only go to the pub in groups. They have noticed the odd behavior of the professor; and some have seen the strange mists, and have also seen/or heard the dog.

Villagers: Approximately a 60 individuals.

Idris Evans:

STR: 12 DEX: 11 INT: 17 Dmg Bonus: + 0
CON:10 APP:13 EDU:10 Hit Points: 10
SIZ:11 SAN 67 POW: 18

Personality: Clever, cunning and powerful druid. He will do whatever is necessary to keep the creature locked up in the stones.

Spells: Most of the magic Idris knows is pagan in nature rather than summoning of powerful mythos creatures, but he has studied a long time and has had access to ancient magic's so keeper should give him any spell that helps along game play or just good storytelling.

Combat Skills: As the other villagers. But -10% due to his age.

Average Villager:

STR: 12 DEX: 12 INT: 12 Dmg Bonus: + 1d4
CON:11 APP:13 EDU:12 Hit Points: 11
SIZ:11 SAN 50 POW: 12

Skills:

Dodge: 50% Stealth: 50% Drive: 50%
Track: 45% Camouflage:45% Tactics: 60%
Listen: : 47% Spot Hidden: 45%

Combat Skills:

Fist: 55% Rifle: 55%
Shotgun: 60% Knife: 40%/35%
Throw: 40%%

(And any other skills the keeper thinks are appropriate, or useful for game play.)

Spells: There is a 05% chance that some of the villager will know 1d 4 spells.

Note: The villagers are determined, brave and bloody minded. While they do not possess the firepower or the training of the cult members they do possess local knowledge and have more to lose than the cultist. They will not hesitate to sacrifice themselves to prevent the creature from being realised.

The Beast:

STR: 20 DEX: 19 INT: 18 Dmg Bonus: + 1d6
CON:28 SIZ:20 POW: 25 Hit Points: 24

Weapons: Bite: 67% 1d4 + Dmg bonus.
Claws: 75% 1d6+ dmg Bonus.

Armour: 5 AP against all normal weapons due to thick hide. The flames around it may cause damage to those attacking it in hand to hand combat. Luck rolls each time or lose 1d3 hit points.

The beast is non corporeal for much of the game: however if it is freed it will manifest a physical shape wreathed in flame and look like a powerful and hellish werewolf like creature, whose howl contains all the misery and suffering in the world.

The stats above are for the physical creature. When its non physical then only the POW and INT stat apply.

Spells: Control weather. Control beasts, Animate the dead. Send dreams, Enthral.

SAN: 1/1d8

The Undead:

STR: 15 DEX: 7 Dmg Bonus: + 1d4
CON:15 POW: 11 Hit Points: 14
SIZ:13

Appearance: Varies: some will be mere animated skeletons with rotting clothing and equipment. (Mordain's dead mercenaries.) Others will be fresher like the dead students/villagers etc. There is no set number. Basically its as many as you need.

Weapons: Bite: 40% 1d3 dmg + dmg Bonus.
Claw: 40% 1d4+1 + dmg bonus.

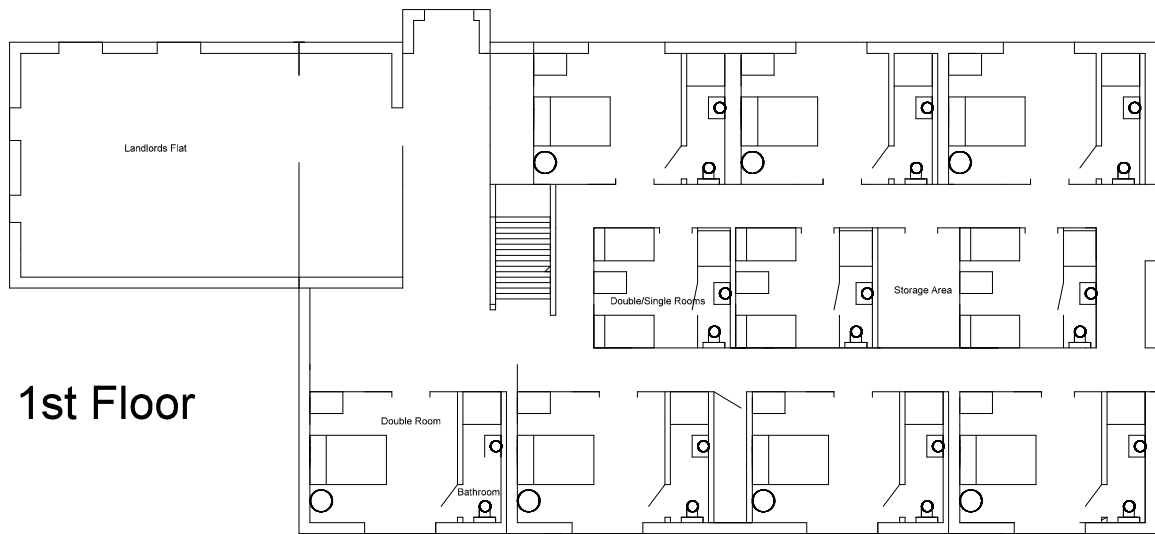
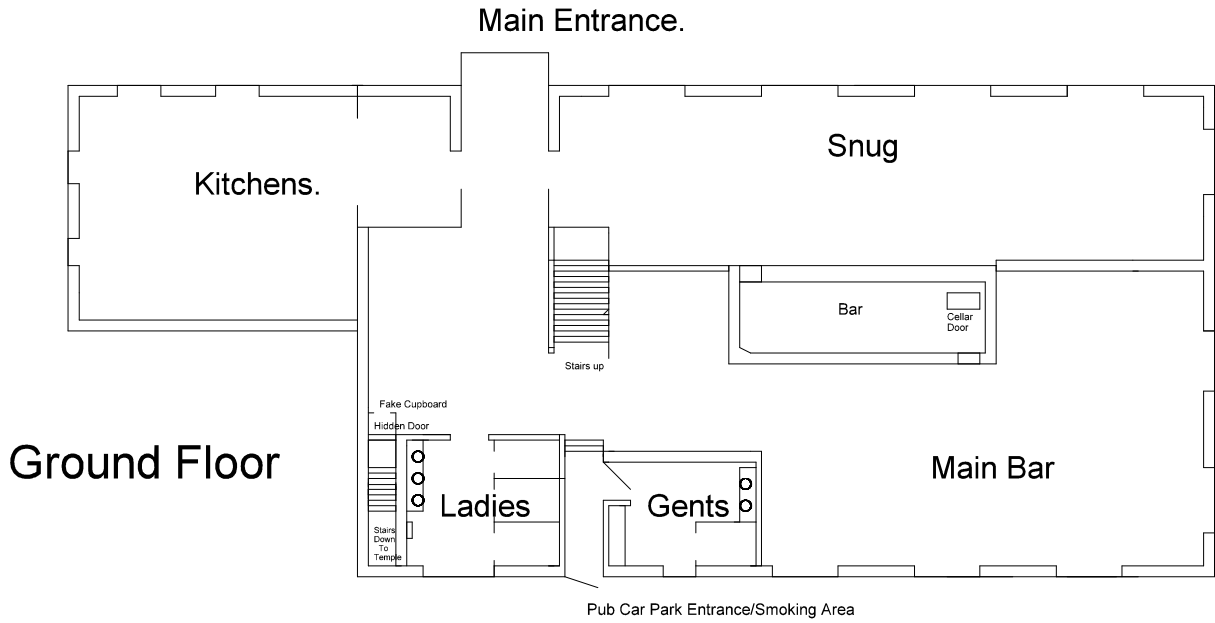
Note: Some of the undead may be commanded by the beast to use weapons. (Such as the dead Chosen or armed Villager.) They will use their weapons at half skill value. (Zombies with Guns!!)

SAN: 1/1d6

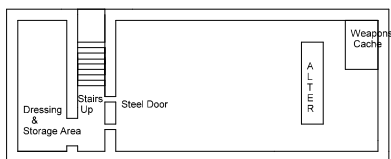
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- 2: I'd also like to thank those that contributed to the Cthulhu Rising thread: A welcome in the hills, where I first offered this adventure idea up for consideration. Thanks

The Black Dog Pub

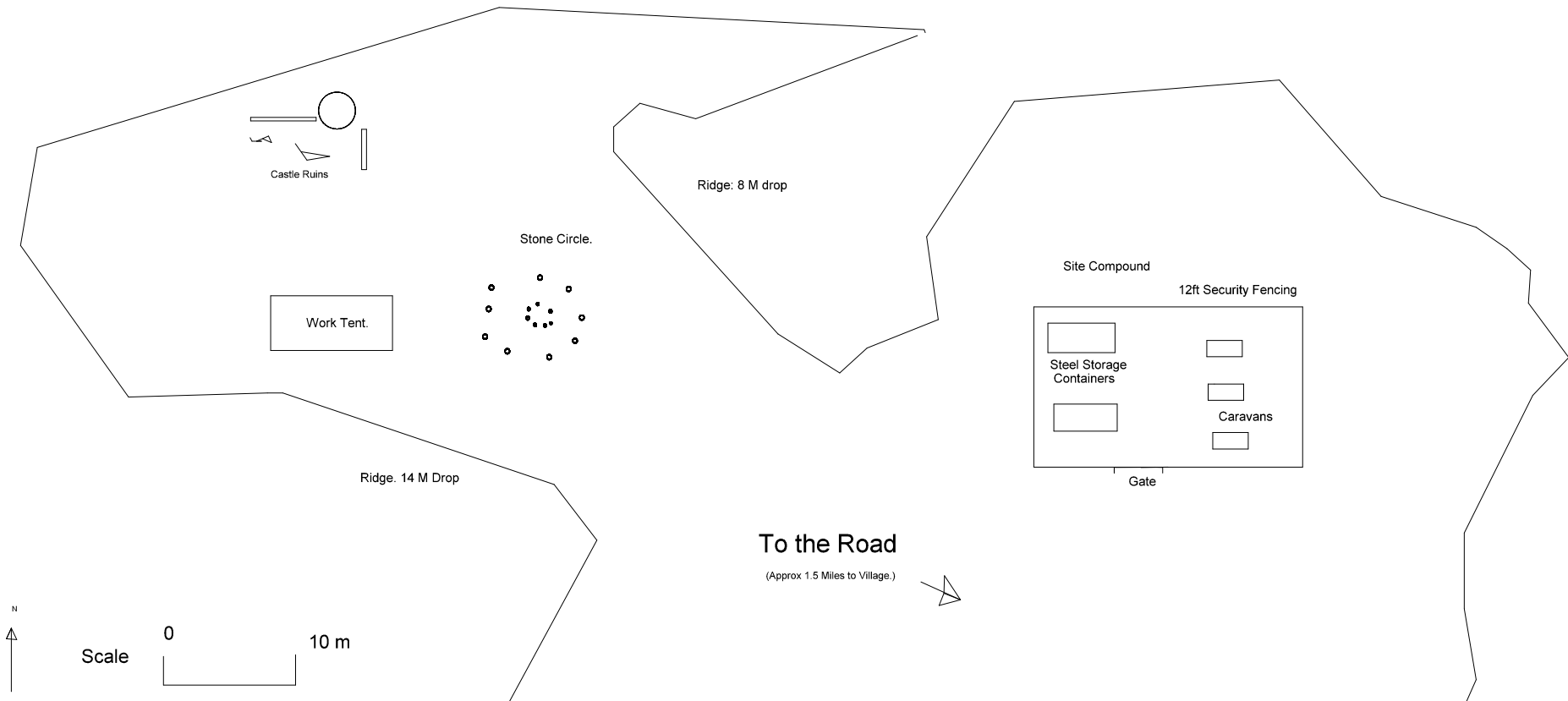


The Temple Map



Scale. 0 1m

Map 1: The Hill Top and Dig Site of Bryn Derwydd



NOTE: This map only shows the hilltop, not the full extent of the hill.