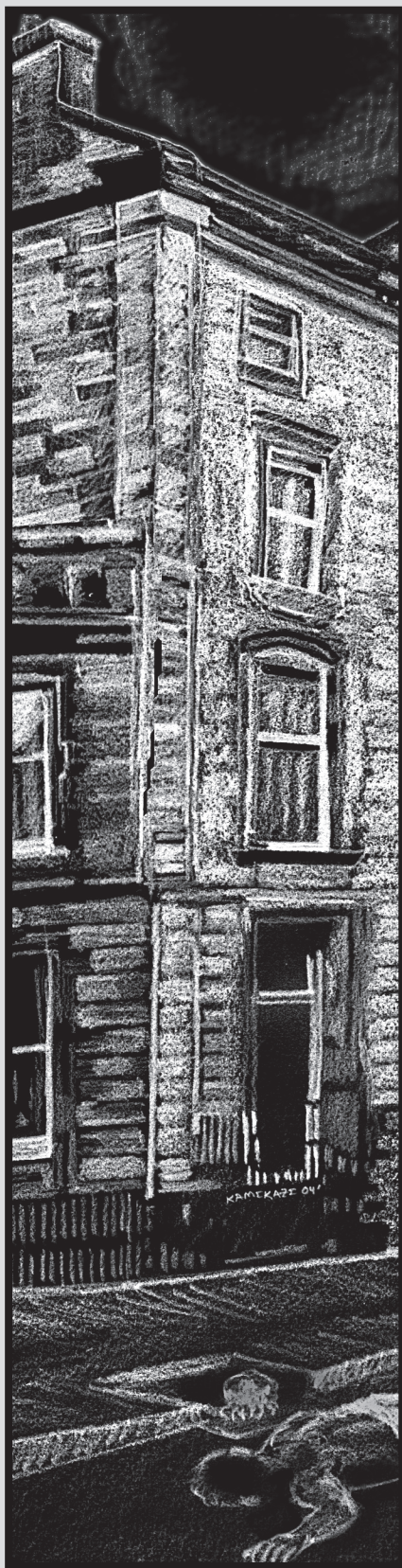


# FLESH FOR EIHORT

A MODERN DAY CALL OF CTHULHU ADVENTURE BY  
LINDEN DUNHAM



## INTRODUCTION

Flesh for Eihort is a Call of Cthulhu adventure for 3-6 experienced investigators. A chance encounter leads the investigators into a hunt for a serial killer with links to the cult of Eihort. The setting is Ramsey Campbell's fictional Gloucestershire town of Brichester where the Great Old One has its lair. I've followed the common convention of expressing SAN losses as two numbers separated by a "/". The first number is the loss following a successful SAN roll, the second number is the loss for a failed roll.

## ON THE STREET AT NIGHT

An investigator (Keeper's choice) is walking along Bristol Road, a main arterial road through Lower Brichester, at half past eleven on a Monday evening in November. The reason for this will have to be determined by the Keeper but it could be related to the investigator's normal job e.g. a police officer could be on patrol in the area, a reporter following up a lead, a doctor making a late night house call. The reason might even be something as banal as the investigator going home from the pub or walking his or her dog. As they make their way down the road someone stumbles out of a terraced side street. The figure cries "Help me" in a weak voice and then falls to the ground. As the investigator approaches the prone body they see a fat white spider like creature detach itself from the fallen man's back and scuttle into a nearby drain. The investigator loses 0/1 points of SAN for this viewing this disturbing sight. If the investigator inspects the drain they find no sign of the spider or any clue as to where it might have gone.

The man on the ground has been stripped to the waist. He is bleeding from a head wound and also from several long cuts made crisscross fashion in his chest to form a star like design.

The chest wounds are not immediately life threatening and the man is in far more danger from his head injury. If the investigator succeeds in a First Aid roll he/she manages to stop the bleeding and the man revives briefly, long enough to mutter "... in the tunnels", before lapsing back into unconsciousness.

## KEEPER'S INFORMATION

The dead man was named Gerald Cornwell. He was a victim of Henry Chubb, a serial killer and worshipper of Eihort. Chubb has been preying on the transient and homeless population of Brichester for the past decade. His usual modus operandi is to befriend poor young men and invite them back to his house where he gives them a hot meal, offers them a bed for the night and plies them with drink. Once a victim is safely asleep Chubb batters them to death and buries the body in his cellar after removing "souvenirs". Chubb enjoys the company of his victims and likes to have something to remember them by. Six months ago Chubb came into contact with the mythos that has led to a change in his methods.

While burying the body of his latest victim Chubb broke through his cellar floor into a tunnel. Almost immediately he was set upon by a pack of ghouls, which had been alerted by the sound of digging. The ghouls were worshippers of Eihort and intended to kill and eat Chubb and take portions of his body to offer to their master. However, on seeing the corpse and the remains of Chubb's other victims the pack leader realised that it had found someone who could be extremely useful to its master. Chubb was given a simple choice: Join the cult of Eihort or be killed.

## Det Insp Neil Barrett

Male Age: 35

STR:12 DEX:16 INT:15 CON:15  
APP:13 POW:14 SIZ:13 SAN:00  
EDU:14

Idea:75 Luck:70 Know:70  
Dam Bonus: +1D4 Hit Points: 14

Skills: Cthulhu Mythos 06%, Drive Auto 60%, Fast Talk 50%, First Aid 40%, Fist/Punch 60%, Headbutt 30%, Hide 50%, Kick 40%, Knife 40%, Law 40%, Listen 30%, Martial Arts 30%, Spot Hidden 30%, Sneak 40%, Club (Truncheon/Baton) 50%.

Spells: Contact Ghoul

Notes: Barrett is just one of the outwardly respectable Brichester residents who are members of the Eihort cult. Other members include teachers, lawyers and other police officers. Barrett was recruited by a more senior colleague who recognised that the younger man could be an asset to the cult being intelligent, corruptible and not afraid of using violence when necessary. Barrett joined the cult believing it to be a quasi-masonic organisation membership of which would help his career. Barrett discovered the truth at his initiation, a face to face meeting with Eihort which sent him insane.

Barrett is now a devoted worshipper of Eihort. He still nurses the delusion that membership of the cult will lead to greater things: Barrett believes that he will be given a position of power by Eihort when the Great Old Ones return. It's more likely that he will end up as brood fodder, a fate that awaits most of Eihort's worshippers. For the moment though, Barrett is the cult's chief trouble-shooter dealing with threats to the group by whatever means he feels are appropriate.

Unsurprisingly Chubb opted for the former. The ghouls took Chubb to Eihort's cavern and inducted him into the Great Old One's cult. Chubb was spared impregnation with Eihort's young on the condition that he provided the monster with a regular supply of human flesh. This means that Chubb has to kill at least once a month, sometimes more if Eihort and the ghouls require it. Before his "conversion" intervals of up to a year would pass before Chubb felt the need to go trawling for another victim. When at last he had to obey his urges the subsequent murders were always meticulously planned and carried out. Being extremely careful has allowed Chubb to go undetected for the last ten years. Coming into contact with Eihort has made Chubb sloppy: He no longer has the time to plan things properly and his sanity has become so eroded that he doesn't care about leaving a trail anyway.

With the sudden spate of disappearances Brichester's transients have become aware that someone or something is preying on them. Many have left town or found ways to get off the street, even if only temporarily, leaving Chubb with a shrinking pool of derelicts to prey on. In selecting his last victim Chubb resorted to killing someone he knew through his job at the Brichester Housing Association. He encountered Gerald Cornwell through the course of his day at work and ended up getting him drunk and taking him home. He bludgeoned Cornwell as he lay semi comatose on the sofa. Half drunk himself Chubb made a botched job of the killing. Cornwell was still alive when the ghouls came and carried his body to their lair where they began to prepare if for offering to Eihort, The pain of having a ritual mark cut into his chest caused Cornwell to revive and he fled from the surprised ghouls into the surrounding tunnels ploughing through a swarm of Eihort's children as he ran. The ghouls gave chase, pursuing him for some time before he managed to find an exit leading into the basement of an abandoned house in Lower Brichester. Unwilling to risk being seen on the streets by humans the ghouls broke off pursuit. Cornwell staggered into the street where he encountered the investigator before dying in hospital.

In addition to not killing him outright Chubb has made several potentially fatal mistakes with Cornwell: Firstly, he neglected to remove the man's personal effects after bludgeoning him thus leaving a number of clues for investigators to follow. Secondly, he was seen in several public places with Cornwell and eyewitnesses will recall seeing them together if they are questioned. Thirdly, selecting Cornwell himself was a mistake. Gerald Cornwell's brother John is a highly successful, and violent, London gangster. When he hears of Gerald's death John travels up to Brichester determined to take revenge on his brother's killer. Gerald might have been a broken down old alkier whom he hadn't seen in years but as far as John's concerned it's a commandment in stone that you don't let people take liberties with family.

## INVESTIGATING A DEAD MAN

By this time a couple of other people have arrived on the scene. One of them will call an ambulance and the police if the investigator doesn't think to do so. The injured man is carted off to hospital while the investigator is taken to the police station to make a statement. The investigator is kept waiting for an hour at the station before being led into an interview room by a Detective Inspector Neil Barrett to make their statement. Before they start the interview Barrett tells the investigator that "We've just heard that the man you found has died in hospital. This looks like being a murder enquiry now."

Barrett initially asks the investigator to describe how they came across the victim and what they did to help him. He then proceeds to ask numerous questions in an apparent effort to find out if the investigator saw anything that might provide a clue as to who attacked the victim. Barrett is a worshipper of Eihort and believes that the incident in which the investigator was involved might compromise the Great Old One's cult. He is trying to find out just how much the investigator saw and whether it could be damaging.

The investigator probably won't want to mention the spider like creature they saw vanish into the drain. If they do, Barrett appears sceptical and asks the investigator if they have been drinking. Once Barrett is satisfied that he has obtained all the information he can from the investigator they are finally allowed to go home.



After leaving the police station the investigator is at last free to contact his/her colleagues so that they can begin their own enquiry into the obviously myths related murder in Lower Brichester.

## INVESTIGATIONS

The investigators have two days before they are contacted by John Cornwell, the brother of the murdered man (see *The Enforcer* below). There are a number of sources they can consult in that time.

### THE POLICE

The day after the murder the police identify the dead man from his fingerprints. He is Gerald Cornwell, aged 47. Cornwell was a well-known street drinker around Brichester. He had been arrested numerous times for drunkenness and minor public order offences.

On the second day the police have the results of the post mortem: Barrett will be unwilling to release the pathologist's report to the investigators. If they persist he will warn them off the case saying he doesn't want a bunch of civilians mucking up his case. If the he investigators still want the report they will have to resort to asking a favour of an existing police or hospital contact, or bribing or fast talking someone in the pathology department at Mercy Hill.

The report states that the cause of death was due to a fractured skull and internal bleeding. Cornwell had been beaten about the head but survived for some time after the attack. The pathologist notes that the cuts on the chest did not cause Cornwell's death and speculates that these might have had some ritual significance to the killer. The final point of interest is that soil traces were found on Cornwell's body suggesting that he might have been underground at some time prior to death.

### THE PAPERS

The day after the murder the "Brichester Herald" runs the following story:

## MUGGING VICTIM DIES

*Police confirmed today that a man found lying in Bristol Road yesterday evening had died in hospital. The man, who has been identified as 47-year-old Gerald Cornwell, of Lower Brichester, had been beaten severely about the head. Detective Inspector Neil Barrett who is leading the police enquiry into the attack said: "At the moment it appears to have been a mugging that went wrong but we are treating Mr Cornwell's death as murder and we will be bringing every resource to bear in catching his assailant."*

*Inspector Barrett declined to say whether the police were pursuing any particular leads although he did appeal to anyone who witnessed the attack to come forward.*

### CRIME SCENE

If the investigators return to Bristol Road they will find the spot where Cornwell died cordoned off with yellow tape. A couple of police notices fixed to lampposts repeat Barrett's call for witnesses. Any investigator who makes a Spot Hidden roll will notice a large bloodstain on the pavement at the junction of Bristol Road and Goatswood Terrace, a side street. The investigator who originally encountered Cornwell will remember that the dying man staggered out of Goatswood Terrace onto the main road. A successful Track roll enables the investigators to follow a trail of smaller bloodstains down the terrace. The last stain is on the doorstep of number 23, a derelict house at the end of the street. The property's windows have been smashed and the interior stripped bare. Anyone trying the front door will find that it swings open quite easily. Inside the house another bloodstain on the front room floorboards strongly suggest that Cornwell must have been inside just prior to his death.

Mischievous Keepers may want to have their investigators waste their time exploring the house encountering such hazards as creaky floor boards, rotten stair cases and aggressive rats. Eventually though the investigators should find a flight of blood



## Flesh for Eihort

plotted brick steps leading down into pitch darkness. Assuming the investigators have sufficient illumination and follow the steps down they find themselves in a small stone flagged cellar. One of the corner flagstones has been pushed aside revealing a hole in the floor just wide enough for a man to crawl through. Anyone exploring the hole finds themselves in a narrow tunnel which leads downwards at a shallow angle. The tunnel extends for around ten metres and is then blocked by a fall of earth. An investigator who makes Know roll will realise that the tunnel's roof had been deliberately collapsed.

Digging though the earth will be a lengthy and hazardous process. As well as restricted room and the risk of cave in the investigators can also expect to be harassed by local residents, officials from the city council (which owns the house), and the police (especially Inspector Barrett). In the unlikely event that the investigators do manage to reopen the tunnel they will find that it leads to a larger tunnel which forms part of Eihort's maze (see *The Labyrinth* below).

### ***STREET PEOPLE***

With Cornwell being a well known street drinker the investigators might decide to interview some of his peers. Like all British cities Brichester has a hardcore contingent of outdoor alcoholics who can be found drinking al fresco in all but the worst weather. Despite this the investigators find it difficult to track any down. The alley ways and benches of the town centre seem strangely bereft of drinkers. If the investigators check with any local drug/alcohol abuse or homeless charities they will be told that there has been a decline in the numbers of people seeking help. This will be attributed to Brichester police adopting a zero tolerance policy towards beggars and drinkers which has encouraged many of them to leave town. Investigators who make a Law roll will realise that this is incorrect. Brichester police do have such a policy but it isn't rigorously enforced by officers on the beat. There must be some other reason for the decline in Brichester's transient population.

### ***WITNESSES***

If the investigators decide to canvass the area where Cornwell died they find the residents of Goatswood Terrace generally uncooperative. Most will say that they've already talked to the police and then shut their door. Those who actually deign to speak with the investigators will claim not to have heard anything the night Cornwell died or that they thought his cries for help were just kids messing about. The only helpful person is Wayne Baker an unemployed man who rents an upstairs room at the front of the house opposite number 23. On the night that Cornwell died he says he heard screaming and the sound of a struggle coming from across the road. When he looked out of the window he saw a man come running out of the doorway of no. 23. A few seconds later something else appeared in the doorway

*"I could see it in the light from the street lamps. It was man sized but it wasn't human... it had claws and a face that reminded me of a mad dog: All bulging eyes and teeth. It was chasing after that poor bloke who was killed, but it stopped for a second, looked up and saw me and then went back in the house. I tell you I was that shocked by the sight of it I just stood there frozen for must have been at least quarter of an hour. I only came to when the police and ambulance arrived."*

The only other thing that Baker remembers about the creature is that it was "all naked and muscled." Baker also advises the investigators that he told the same story to Detective Insp Barrett but he didn't seem very interested.

Investigators who listen to Baker's account and make a subsequent Cthulhu Mythos roll will guess that the creature he saw was a ghoul.

### ***CTHULHU MYTHOS KNOWLEDGE***

Investigators who make a Mythos roll will realise that the mark found on Cthulhu's chest is connected with Eihort. The criss cross lines are a stylised representation of the Great Old One's spider like appearance.

This information may also be available, at the Keeper's discretion, from a suitable mythos tome (see *Cthulhoid Books* below).



## CTHULHOID BOOKS

The following passage can be found in *Cultes des Ghouls*, *The Revelations of Glaaki* or *We Pass from View* (other books are at the Keeper's discretion but they should have some connection with the Severn Valley, or at least the UK):

*"Many are the ghouls who worship the God of the Labryinth. They bear his mark and travel his tunnels at will. They are spared the bearing of his young because they bring him that which he craves from the cemeteries in the surrounding country. These children of the night are greatly welcome at the feast of Eihort."*

## THE ENFORCER

On late Wednesday afternoon the investigator who originally encountered Gerald Cornwell receives a telephone call. The caller introduces himself as John Cornwell, the brother of the dead man. He has a London accent although a successful Linguist roll will enable the investigator to detect faint traces of an underlying Gloucestershire burr. John Cornwell asks to see the investigator regarding his brother's death as soon as possible. He will agree to any reasonable time and venue suggested by the investigator and will have no objection to the investigator having colleagues present.

When they eventually meet Cornwell tells the investigators that he wants to ask some questions about his brother's death. These follow much the same pattern as those asked by the police. When he has finished Cornwell pauses for a moment and then says that he would like to hire the investigators to find his brothers killer: "I've been checking up on you lot. You like to get involved when there's something creepy going on. I reckon whoever killed Gerald was a Satanist or something, the way they cut that funny symbol into his chest. I don't know anything about the occult so I need some people who do know what to look for."

Cornwell offers to the investigators £50.00 per day each plus expenses if they take the job on (he can be bargained up to £80.00 per day) plus a bonus of £1000 each if they eventually find whoever killed his brother.

Once terms have been agreed Cornwell produces a carrier bag containing his brothers effects: "Just got these back from the Old Bill. Thought they'd want to keep them as evidence but they didn't seem interested. Anyway, you might find something useful in this lot."

Cornwell leaves the investigators his mobile phone number and tells them that he will be staying in town until the inquest and funeral "although there doesn't seem much chance of either happening in the near future."

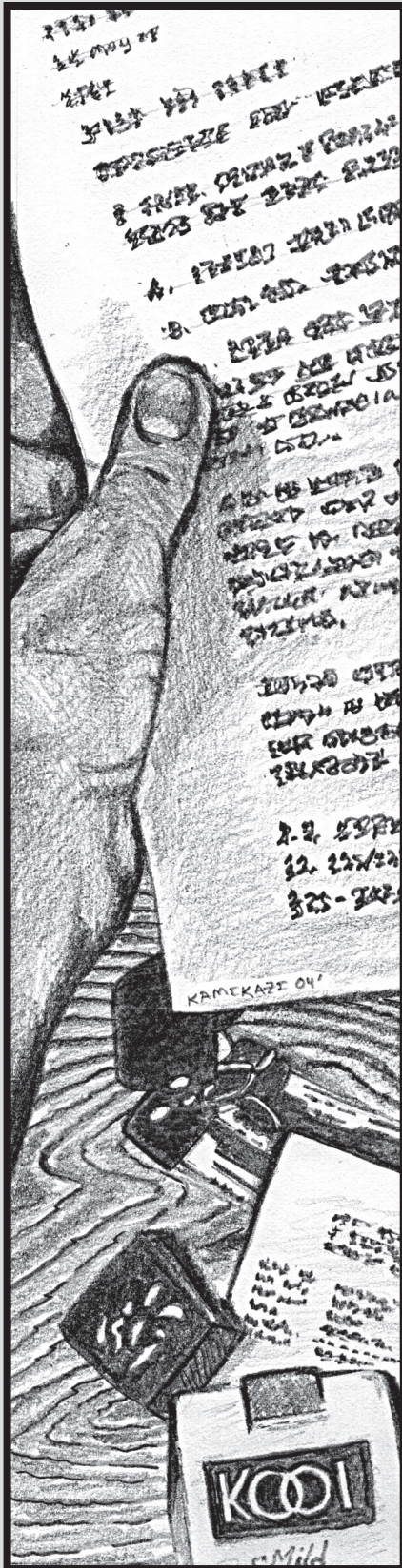
Gerald Cornwell's belongings consist of the following:

- A letter from **Brichester Housing Association** asking Gerald to call into their Lower Brichester Office on the previous Monday at 11.00 a.m. The letter is signed by Henry Chubb, Housing Officer.
- A bunch of keys.
- A book of matches with the "Royal Oak Public House, Bristol Road, Brichester" embossed on the cover.
- A screwed up receipt for a chicken and fries meal from the Corner Garage, Bristol Road, Brichester. The receipt was produced by a computerised till and in addition to much extraneous information lists the name of the cashier as Sarah.
- A packet of cigarettes only two of which appear to have been smoked.

## ENQUIRIES

### GERALD CORNWELL'S FLAT

The flat is located on the first floor of four storey 1960's built block in Lower Brichester (see Map 1 - Flats). The investigators can obtain the address from the Housing Association's letter. The keys found with Cornwell's effects will open the front door. The interior of the flat is filthy with empty beer cans and bottles strewn



## JOHN CORNWELL

Male Age 49

STR:14 DEX:15 INT:15 CON:15 APP:13  
POW:16 SIZ:15 SAN:68\* EDU:13

Idea:75 Luck:80 Know:65  
Dam Bonus:1D4 Hit Points:15

Skills: Accounting 30%, Bargain 40%,  
Credit Rating 40%, Dodge 40%, Drive  
Auto 50%, Persuade 50%, Fist/Punch  
70%, Handgun 50%, Knife 40%, Law  
30%, Headbutt 30%, Kick 40%, Martial  
Arts 40%, Shotgun 40%

Notes: Cornwell left Brichester for London in the 1970's. Being naturally tough and aggressive he soon found work for as an enforcer for a London "firm" run by the notorious Roy and Dave Dixon. The Dixon brothers specialised primarily in porn and prostitution with occasional forays into armed robbery to improve cash flow. Possessing brains as well as brawn Cornwell worked his way up to become the firm's chief enforcer and fixer. The Dixons disappeared in 1978, killed by Cornwell with the connivance of Roy's wife, Kate. Cornwell and Kate took over the brothers' organisation and have remained in charge ever since. Unlike the Dixons neither has any interest in high risk capers like bank or security van robberies preferring instead to diversify into legitimate enterprises like haulage and construction. Although the much of the firm's core business remains illegal Cornwell likes to present himself as a respectable business person. His outward respectability is also bolstered by his being a family man. He and Kate married in 1980 and they have two daughters at university.

Cornwell isn't as fearsome as he was in his early days but he can still be ruthless when the situation demands: He is determined to find and kill his brother's murderer and nothing is going to stand in his way. Cornwell has little regard for the police which is why he hired the investigators. He realises that the circumstances of Gerald's death require specialist inquiry. Being from Brichester Cornwell finds it easy to accept that the murder has an occult aspect although he does not actually in the supernatural. He regards the various strange tales about the town as proof of its essential backwardness. Cornwell is none too pleased to be back home amongst people he regards as superstitious bumpkins.

For his trip to Brichester Cornwell has armed himself with some brass knuckles and a flick knife both of which he carries at all times. He also has a Browning Hi-power pistol which he only carries when expecting serious trouble. The rest of the time it is concealed in his suitcase back at his hotel.

\*Lowered SAN is due to participating in several gruesome gangland killings as a young man.

all over the place. The investigators will not find any clues in the flat. The only item of interest is a framed photo of Gerald and John Cornwell on the bedside table. The photo was obviously taken some time ago as both men appear to be in their early twenties and are dressed in lurid 1970's fashions. They are both smiling.

Questioning Cornwell's neighbours reveal that he was regarded as a nuisance by the other residents of the block. Mrs O'Grady, the downstairs neighbour is fairly typical: "They say you shouldn't speak ill of the dead but he was a horrible man. Always getting drunk and banging and crashing and shouting all hours of the night. I complained about him several times to the Association but they never did anything about it. I hate to say it but I'm glad he's dead. Maybe I'll get some peace and quiet now."

More importantly, Mrs O'Grady remembers seeing Cornwell leaving his flat at about 5.15 pm on the night he died: "I was just coming back from the shops. He got in a car with someone and they drove off." Mrs O'Grady recalls that the person with Cornwell was Mr Chubb the local housing officer. She thinks the car was a Metro but isn't completely sure.

If the investigators think to ask Mrs O'Grady will tell them she was interviewed by that "nice Inspector Barrett from the police. I told him exactly what I've just told you"

### LOCAL HOUSING OFFICE

This is located in a parade of shops near the flats (see Map 1 - Shops). The address is at the top of Cornwell's letter. If the investigators visit here on a week day Chubb will be out doing his rounds. The PCs are told by Karen Walters, Chubb's manager, that they are welcome to wait if they want although she does add that "*Your guess is as good as mine as to when he'll be back.*"

If the investigators follow up on this remark they will need to make a Persuade roll before Ms Walters tells them that Chubb's performance at work has deteriorated over the last few weeks. His time keeping is erratic and he disappears from the office for long periods. When he is in the office he appears distracted and his paperwork is a mess. The manager has overlooked all of this because of Chubb's previously excellent record. She had hoped that if he was left alone he would pull himself together. Unfortunately he seems to have got worse.

After 1D3 hours a blue Metro pulls into the small car park outside the outside the offices and a nondescript man with thinning hair gets out. A couple of minutes later the investigators are introduced to Henry Chubb.

Chubb will pretend that he has been badly shocked by Cornwell's death and will appear eager to co-operate with the investigators' enquiry. He will readily admit that Cornwell was a far from ideal tenant and the Association was seriously considering evicting him because of the numerous complaints from his neighbours. The appointment on Monday was to advise Cornwell that he had one last chance to clean up his act. If there were any more complaints against him proceedings would be taken to evict him from his property. Cornwell reacted angrily to this ultimatum and stormed out of the office.

If pressed Chubb will also admit visiting Cornwell on the evening of the same day to see if he could be reasoned with having had some time calm down. Chubb found that Cornwell had cooled off enough to accept a lift into town. "It's against guidelines but he said he needed to get into town to have prescription filled at the late night chemist. I thought we could discuss things in the car." This is a lie. Investigator's succeeding in a Psychology roll will realise this as Chubb's body language is all wrong. Confronting Chubb with the lie will be counterproductive as he will call for the office's two security guards to remove the investigators from the premises. Chubb will subsequently also contact his ghoul allies with a view to having the investigators dealt with on a more permanent basis (see *Stopping Chubb* below).

### LATE NIGHT CHEMIST

Investigators lacking the psychology skills to detect Chubb's lies can take the



more laborious route of checking community information listings in back issues of the local papers and making a Library roll. The only chemist open late in town on Monday was Morrison's in the town centre. A Persuade roll is then required to persuade the pharmacist to check his records. There will be no record of a Gerald Cornwell having had a prescription filled on Monday (or indeed ever).

### ***THE ROYAL OAK***

A large Victorian pub located on one of the main roads in and out of Brichester (see Map 1). Kevin Powers, the landlord, is unaware of the murder. He is too busy most days to read the papers. He certainly hasn't been interviewed by the police about any murder.

If the investigators describe Cornwell to him Powers will quickly remember 'a tramp' coming in on Monday night. Powers says his first instinct was to throw Cornwell out but he held back seeing that he was accompanied by someone who was respectably dressed. If asked to describe the other man Powers will say that find it difficult to recall any detail other than *"he was going a bit bald...Definitely wearing a suit though."*

Powers ended up asking both men to leave when it became evident that Cornwell had had too much to drink: *"He was shouting and swearing at the top of his voice, upsetting all the other customers."*

### ***THE CORNER GARAGE***

Situated at a junction of Bristol Road and the Inner Ring Road this is a combination of petrol station/second hand car lot/video shop/super market/off licence/fast food outlet (see Map 1).

If the investigators interview Carl Greenwood, the manager, he will tell them that he wasn't on duty at the time that the receipt was issued. The Investigators will need to talk to the night staff. However, the manager does remember Cornwell quite well. He was a regular customer at the garage, often stopping to buy bottles of cider or strong wine in the late morning on his way into town.

When the investigators return in the evening they will find that the night staff is composed exclusively of Brichester University students. The Sarah listed in the receipt is Sarah Davis. She recalls serving Cornwell with chicken and fries.

*"He didn't have enough money and he got stropky when I said he had to pay up or he wasn't getting anything. In the end he went and got some money from his mate in the car outside."*

Sarah is unable to say what sort of car Cornwell's friend was driving but as she talks to the investigators it occurs to her that the car might have been caught on the forecourt security camera. A Persuade roll is required before she will allow the investigators to view that night's tape. Alternatively, she can be persuaded with a voluntary donation to her "education fund". She will ask for £50.00 but can be Bargained as low as £20.00.

The tapes and video recorder are kept in a back office. The cassettes are cycled on a weekly basis so that Monday evening's tape won't be recorded over until the following Monday (if the investigators are slow in following up this lead then that's tough luck). If the investigators find the tape for Monday evening they will have to endure sitting through three hours of monotonous footage of cars pulling in and out of the garage. Eventually they come to the section that clearly shows Cornwell get out of a blue Metro which parks on the garage forecourt. Cornwell goes into the garage shop and comes out a few minutes later looking angry. He goes over to the car and speaks with the shadowy figure. Money changes hands and Cornwell goes back into the shop re-emerging shortly afterwards clutching a couple of cardboard cartons. He gets in the car and it drives off. As it pulls out of the exit the rear number plate can clearly be seen.

If the investigators think to ask neither Sarah Davis or Carl Greenwood have been interviewed by the police about Cornwell's death.

## CAR REGISTRATION

There are a number of ways the investigators can follow up this lead:

- Any investigator who has already visited the Housing Office and makes a Luck roll followed by a Know roll at INT x 2 will remember that the number plate is the same as the one on Chubb's car.
- The investigators can take the registration to the police although this will have to be over John Cornwell's objections. The investigators will be assured by Barrett that he will put the number through the computer as soon as possible and will get in touch as soon as he has something. Barrett will of course do no such thing. If the investigators persist in bothering him about it he will start making arrangements for having them dealt with (see *Stopping Chubb* below).
- As an alternative to using the police any investigator who makes a Law (or Idea roll at Keeper's discretion) will realise that vehicle ownership details can be checked with the DVLA for a small fee. As the investigators are trying to discover the name and address of the keeper they will have to apply in writing to the DVLA and will also have to show good cause as to why they require this information. (Write English and Law rolls required). Assuming that the investigators' letter is sufficiently persuasive obtaining the details takes 1D4+2 days: The car seen on the video belongs to Henry Thomas Chubb of 37 Coleford Road, Lower Brichester, Brichester, Glos.



## HOUSE ON COLEFORD ROAD

37 Coleford Road is a Victorian terraced house in an area of Lower Brichester which escaped redevelopment in the 1960's. The local residents tend to mind their own business but if investigators blatantly force an entry of no.37 the neighbours *will* call the police. If questioned Chubb's neighbours will say that he is a quiet man who keeps very much to himself. One of them, Dave Pearce will describe Chubb disparagingly as "that poof who works for the Council or something." He will say that he has seen Chubb bringing men back to the house late at night although he will not recall ever seeing anyone leave.

## ENTERING THE HOUSE

1. **Front Room.** Entered directly via the front door from the small front garden. Contains a TV, video, stereo and a three-piece suite. There is a large, dark stain on the sofa (blood).
2. **Dining Room.** The main feature here is a dining table and four chairs. There is also a drinks cabinet containing a good supply of bottled spirits. A door in one corner leads to the main staircase which goes up to the first and second floor and down to the cellar.
3. **Kitchen.** This is in a state of complete chaos with dirty utensils and crockery scattered all over the place, evidence of the growing disorder in Chubb's mind. The bottom of the sink is encrusted with a red - brown deposit (KNOW roll required to recognise it as blood). There is similar coloured staining on the floor by the door of the fridge. The only items in the fridge are a pint of milk, some cans of strong lager and the battered, severed head of one of Chubb's previous victims (1/1D6 SAN loss to view).
4. **Bathroom/Toilet.** Like the kitchen this is also in a filthy state with both the bath and toilet heavily stained with dried blood. An iron bar and a couple of large knives have been thrown carelessly into the bath. There are a large amount of painkillers in the bathroom cabinet.
5. **Study.** A converted bedroom lined with shelves full of books, mostly sci-fi and horror paperbacks. There is also a high quality digital camera with timer device and desktop PC. Logging on to the PC requires entry of a password ("Thomas" - Chubb's middle name) or a Computer Use roll at half the usual percentage. The PC's hard drive is chock full of pictures of Chubb's victims taken with a digital camera. All of the subjects are dead and have horrific head injuries. They are posed in normal attitudes, sitting propped up in armchairs or at the dining room table. Some have had glasses or cutlery placed in their hands as if they



## HENRY THOMAS CHUBB

Male Age: 37

STR:12 DEX:10 INT:16 CON:13 APP:12  
POW:12 SIZ:13 SAN:00 EDU:15

Idea:80 Luck:60 Know:75

Dam Bonus: 1D4 Hit Points: 13

Skills: Accounting 30%, Bargain 40%,  
Computer Use 50%, Club 50%, Drive  
Auto 40%, Fast Talk 30%, Knife 40%, Law  
30%, Oratory 50%, Photography 60%

Notes: Chubb was the weedy kid at school whom all the other children laughed at. Being a sensitive child he was unable to shrug off the insults and became introverted. Things got worse for him in adulthood when his parents were both killed in a car crash and the few friends had made at high school left Brichester to for more prosperous parts of the country. Getting a job first with the local council and then a housing association enabled him to develop his social skills. It also brought him into contact with the poorer sections of society, particularly the homeless. At first Chubb was desperate to help the indigent, especially young single men who were always lowest priority for any available housing. Partly out of this desire to help, and partly from loneliness, Chubb began inviting some of these men back to stay at his house. None of them stayed long though. Something in Chubb's manner disturbed them and they left usually disappearing from the house while their host was at work often helping themselves to his belongings before they went. One day Chubb returned home early from work to catch one of his guests leaving with his video recorder. Enraged by this latest act of betrayal Chubb snapped and beat the man to death with a table ornament. As he looked at his victim's corpse Chubb had an epiphany: He realised that the dead can't leave. Since then he has killed several other men, usually keeping their bodies around the house until the decomposition becomes so bad that they have to be disposed of in the cellar. Chubb found that killing eased his overwhelming feelings of loneliness although the respite was only temporary. He has killed many times over the last ten years but he has always been very careful to select only those who won't be missed.

Since meeting the ghouls Chubb no longer murders for company. Now has to kill to stay alive: He knows the ghouls will tear him to pieces if he fails to provide them and their master with the fresh meat they crave. Chubb is a reluctant cult member and could be persuaded to turn against Eihort. His precarious mental state makes him a dangerous ally though, even if Cornwell was prepared to allow it.

are having a drink or eating a meal. Chubb appears in a number of the pictures smiling broadly, obviously enjoying the corpse's company. The overall impression given by the pictures is of an obscene parody of someone entertaining a particularly welcome guest. Despite the lack of mythos related material amongst the pictures viewing Chubb's photo collection costs 1/1D3 SAN.

6. **Spare Bedroom.** This is where Chubb kills his victims. In contrast to the carpeting in the rest of the house the floor is surfaced in lino. If investigators think to strip the linen off the bed they find the mattress underneath heavily stained with blood.
7. **Second Floor Bedroom.** Chubb sleeps in this room. It contains a bed, wardrobe and a chest of drawers. There is dank smell in the room that can be traced to a metal box stowed in the bottom of the wardrobe. The box contains Chubb's "souvenirs" - various body parts removed from his victims post mortem. Most are fairly rotten, hence the smell. It costs 1/1D4 SAN to view this collection of grisly mementoes.
8. **Cellar.** The cellar has a brick floor, which is very uneven. Anyone who makes an Idea roll will realise that it has been dug up. If the investigators prise up a few bricks there is a 50% chance of finding human remains under a thin layer of soil (0/1D3 SAN loss). There is a large hole in one corner of the cellar where the floor has collapsed into a space underneath. Earth and bricks have been piled up on one side of the hole to form a ramp leading into the darkness below. Investigators descending the ramp find themselves in a stone flagged tunnel. Human bones are scattered around for a radius of several metres. Many bones show distinct signs of having been gnawed. If the investigators proceed any further the Keeper should refer to *The Labyrinth* below.

## THE LABYRINTH

1. **Goatswood Terrace Entrance.** As noted previously this has been blocked by the ghouls following Gerald Cornwell's escape. It's not impossible for Investigators to clear the blockage but it's unlikely that they'll manage it.
2. **Coleford Road Entrance.** The hole in Chubb's cellar.
3. **Ghoul's Chamber.** The Ghouls live in an old disused sewer cistern left over from the nineteenth century. This vault is squalid and horrible beyond belief with human bones, pieces of rotting flesh and other trash covering the floor. All of the ghouls can usually be found in here during the day, resting until night time or sleeping off a particularly heavy meal. At night they are active in the tunnels visiting Chubb, ransacking the Mercy Hill Cemetery or attending cult ceremonies in Eihort's cavern. Two tunnels lead from the Ghouls' chamber: One goes to Mercy Hill Cemetery, the other to a cult robing room.
4. **Mercy Hill Cemetery.** The main passage leads to a network of earth tunnels some of which are only just wide enough for a person to crawl through. All of the tunnels terminate in graves or vaults containing broken open empty coffins. It is obvious that the ghouls have been systematically plundering the cemetery for some time. Discovering this disturbing fact costs the investigators 0/1D4 SAN.
5. **Robing Room.** A small chamber containing grey robes hanging on racks Eihort's human minions use this room to dress themselves prior to attending cult ceremonies.
6. **Bristol Road Entrance.** This is the main entry point into the labyrinth for Eihort's human worshippers. The door is set into a wall in a side alley off the main road. It is disguised to blend in with the surrounding brickwork and requires a Spot Hidden roll to detect.
7. **Minor Tunnels.** There are numerous narrower passages branching off from the main tunnels. Investigators who insist on must make an Idea roll or become completely lost in a network of stone corridors, disused sewers and earthen passageways. After 1D6 hours they should be allowed another Idea roll in order to find their way back to the surface. Failure means an encounter from the list below followed by another 1D6 hours wandering

before they can attempt another Idea roll.

## LABYRINTH ENCOUNTERS

These encounters are primarily meant for the Keeper's use if the investigators become lost. They are listed in escalating order of danger and I would suggest that the Keeper applies them in sequence, each time an Idea roll is failed. Alternatively, the Keeper might like to use encounters 1 to 3 anyway as the investigators explore the tunnels, even if they do manage to stay on track. Encounter 4 should only be used if the investigators have been exceptionally stupid.

1. **Eihort's Brood.** The investigators encounter a swarm of Eihort's young. Although horrible to look at these spider like creatures are more of a nuisance than a threat (see CoC rulebook for details).
2. **The Blessed of Eihort.** The investigators find a trio of human bodies standing upright in an alcove. They are swathed in what appears to be thick spider's web and appear to be dead. As the investigators approach one of the figures opens its eyes and begins to babble incoherently. These wretches are cult members who have been infected with Eihort's young and all are beyond help. If the investigators remain with them for more than five minutes the semi-conscious cultist gives birth. His skin splits open and dozens of fat wide spiders disgorge themselves onto the floor and scurry away in all directions. It costs 1/1D8 SAN to witness the birth of Eihort's children.
3. **Eihort's Cult.** The investigators' blundering around has attracted the attention of the Great Old One's worshippers. They are now on the intruders' trail and are intent on eliminating them. There will be one ghoul per investigator with the Keeper determining which particular individuals (see *The Ghouls* below) are involved in the hunt. If the investigators outnumber the ghouls then their numbers will be filled out by human cultists armed with ceremonial knives.
4. **Eihort's Lair.** After hours of wandering the investigators stumble into a large chamber with passageways leading off in all directions as the investigators consider their next move they hear the sound of something massive stirring in the well at the centre of the room. Seconds later Eihort itself lurches into view from the well mouth. Meeting the Great Old One should almost certainly be fatal to the investigators. Kindly Keepers can allow those who make a Dodge roll to run from the sight of the horror. They flee blindly down a side passage emerging in daylight many hours later. Their experiences in the tunnels will have driven them insane but at least they are alive. Where the investigators end up is for the Keeper to determine but it should be far away from where they first entered the Labyrinth.

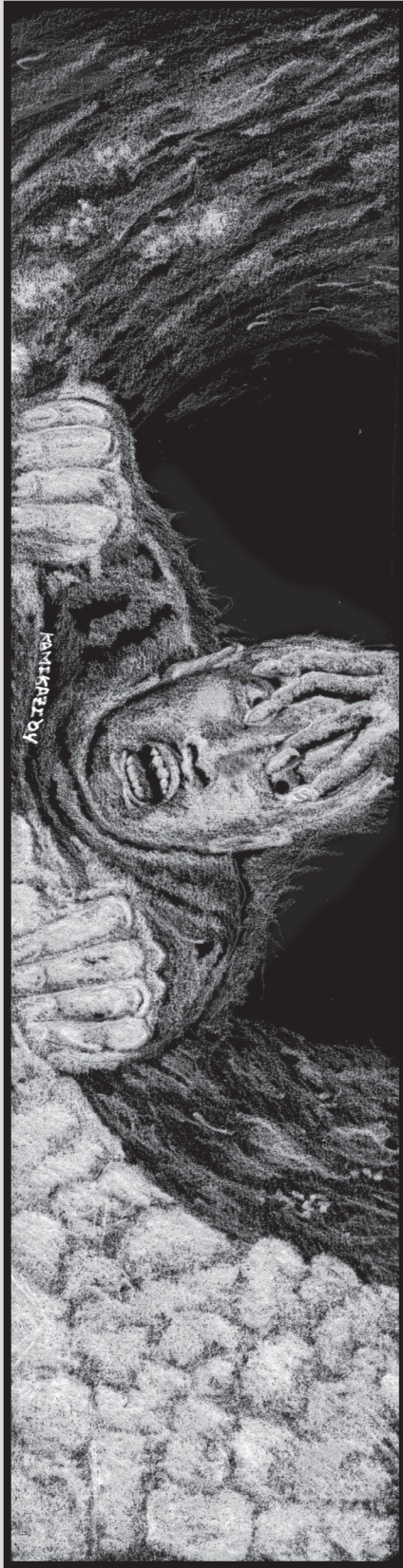
## STOPPING CHUBB

Chubb is completely insane but not oblivious; if the investigators make it too obvious that they suspect him he will take action against them. If the investigators persistently harass him he may well lash out against them e.g. by launching a frenzied knife attack at anyone shadowing him. If he succeeds in an Idea roll he will make a more measured response. He will wait until he can contact the ghouls and request their assistance in disposing of the investigators. Any subsequent attack will take place at night and may involve the ghouls breaking into the investigators' homes or ambushing them in narrow side streets.

Barrett will also do all he can to impede the investigators. His obstructiveness will vary from refusing to share information to planting evidence in order to frame the investigators and get them out of the way.

If the investigators become a serious nuisance to the Eihort cult a combined effort by Barrett and the ghouls should not be ruled out e.g. Barrett suggests that the investigators meet him away from the station for an unofficial evidence sharing session. When they arrive at the rendezvous the investigators are bushwhacked by ghouls.

It should also be remembered that John Cornwell has his own agenda: He wants to





## THE GHOULS

### PRIEST

STR:15 SIZ:13 POW:17 CON:13 INT:15  
DEX:12

Hit Points: 13 Move: 9

Armour: Firearms only do half damage

Attacks: Claws 30% (1D6+1D4), Bite 30% (1D6+1D4+worry), Knife 40% (1D6+1D4 - can impale)

Skills: Hide 60%, Listen 70%, Spot Hidden 50%, Climb 85%, Jump 75%, Sneak 80%

Spells: Contact Eihort, Contact Ghoul, Enchant Item (ceremonial knife)

### SQUADDIE

STR:18 SIZ:13 POW:12 CON:15 INT:13  
DEX:14

Hit Points: 14 Move: 9

Armour: Firearms only do half damage

Attacks: Claws 30% (1D6+1D4), Bite 30% (1D6+1D4+worry), Knife 40% (1D6+1D4 - can impale)

Skills: Camouflage 60%, Hide 80%, Listen 80%, Spot Hidden 60%, Climb 85%, Jump 75%, Martial Arts 50%, Sneak 90%

### JUNIOR

STR:14 SIZ:10 POW:12 CON:14 INT:14  
DEX:10

Hit Points: 12 Move: 9

Armour: Firearms only do half damage

Attacks: Claws 30% (1D6+1D4), Bite 30% (1D6+1D4+worry)

Skills: Hide 60%, Listen 70%, Spot Hidden 50%, Climb 85%, Jump 75%, Sneak 80%

### STICK

STR:13 SIZ:11 POW:11 CON:9  
INT:12 DEX:11

Hit Points: 10 Move: 9

Armour: Firearms only do half damage

Attacks: Claws 30% (1D6+1D4), Bite 30% (1D6+1D4+worry)

Skills: Hide 60%, Listen 70%, Spot Hidden 50%, Climb 85%, Jump 75%, Sneak 80%

find his brother's murderer and kill him. Once the murderer has been identified he is unlikely to want to hold off while the investigators make painstaking enquiries into Chubb's cult activities. Of course the investigators may also have some moral qualms about assisting Cornwell once they know his intentions. A confrontation between the London hard man and the investigators could then be a real possibility.

## RESOLUTION

The investigators can congratulate themselves if they manage to stop Chubb and his ghoul cohorts. If they managed to neutralise Barrett as well this is a bonus. If the investigators fail to deal with Chubb he will be caught shortly afterwards but not before he has killed twice more. An undefeated Barrett may continue to be a thorn in the investigators' side especially if they have inflicted significant damage on Eihort's cult. SAN awards are as follows:

Defeating Chubb	+1D6
Defeating the Ghouls	+1D6
Defeating Barrett	+1D6
Chubb still at large	-1D6
More than 50% of ghoul pack still alive	-1D3

Moralistic Keepers could impose SAN losses on investigators who allow, or actively help, Cornwell to execute Chubb.

## THE GHOULS

There are currently four ghouls in the service of Eihort. These are:

- **Priest** is the ghouls' leader. He isn't really a priest, or even a sorcerer. He only knows a few spells. However, this rudimentary magical ability combined with his age and high POW make Priest a wise man figure in the eyes of the other ghouls. He carries an ornate ceremonial knife which he uses in cult ceremonies for preparing meat for Eihort. The knife is a magic weapon but has no other special properties.
- **Squaddie** is a former soldier who developed a taste for human flesh while working abroad as a mercenary. Trapped behind enemy lines, he ate portions of his dead comrades to stay alive. After returning from overseas he found he still had the taste for human flesh. Transformation into a ghoul soon followed. Despite his degeneration Squaddie has retained his military training which makes him very dangerous. Squaddie still possesses a commando knife from his previous existence. In combat he will prefer the knife to his teeth and claws.
- **Junior** is the youngest of the ghouls. A teenage death metal fan who took the music a bit too seriously and started doing things bands only sing about. A penchant for vandalising graveyards brought him into contact with the ghouls. He cheerfully joined up with them figuring a bunch of cannibals who lived underground had to be cool. Junior still wears the tattered remnants of his favourite band T-shirt.
- The tall, emaciated looking ghoul is **Stick**. He is a voracious eater but always stays painfully thin regardless of how much meat he puts away. Being all too aware of his fragility he will generally shy away from combat.

## SOURCES AND ACKNOWLEDGEMENTS

The primary inspiration for this scenario was Ted Lewis's trilogy of Jack Carter novels, particularly **Get Carter** (aka Jack's Return Home) and the film adaptation directed by Mike Hodges and starring Michael Caine. A US remake with Sylvester Stallone in the title role may well be in the cinemas as you read this.

The short stories **Before the Storm**, **The Franklyn Paragraphs** and **The Interloper** by Ramsey Campbell. These provided hints and suggestions about the Eihort cult although from a scenario writer's perspective they don't provide much in the way of the necessary specifics. I've tried to extrapolate from the details that are given: The Franklyn Paragraphs suggests that Eihort has a propensity for eating human

flesh. Thus it would seem an ideal deity for ghouls to worship. That said, it's still something of a mystery why anyone or thing would want to worship what is a deeply unpleasant creature (even by mythos standards) in the first place.

**Thin Jack** by Michael C LaBossiere. CoC scenario from Challenge magazine #74. It features a rather contrived monster but it's also a model of brevity and logical structuring which I've tried to emulate in this scenario.

The **DVLA** website at [www.dvla.co.uk](http://www.dvla.co.uk) for details on obtaining vehicle registration details

The area of Lower Brichester shown on Map 2 is very loosely based on the London Road area of Gloucester where I lived from April 1998 to August 1999.

### ABOUT THIS EDITION OF FLESH FOR EIHORT

This Edition of Flesh for Eihort was published as one of the Unbound Book's goals in supporting the Call of Cthulhu roleplaying game, namely identifying and ondeveloping worthwhile adventures from various authors on the internet, which might otherwise never be made available to the public.

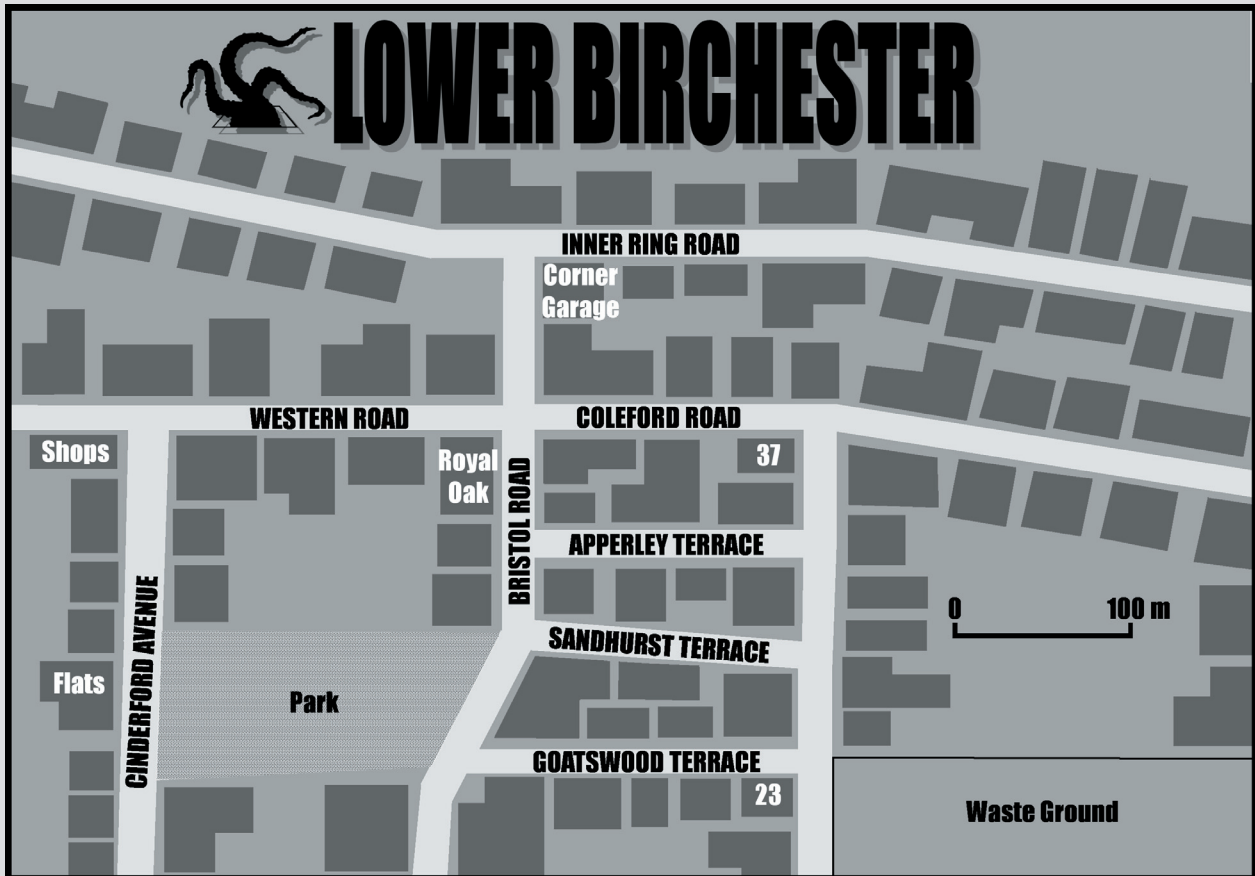
A number of people were invaluable in the development of this edition of the adventure:

- **Linden Dunham**, without who this adventure would never have existed.
- **Don Fougere** (Kamikaze), whose fantastic and ever improving art graces these pages.
- **David Conyers**, who once again came to the rescue with the excellent high quality maps.
- **Marcus Bone**, editor of The Unbound Book who laid out this edition.

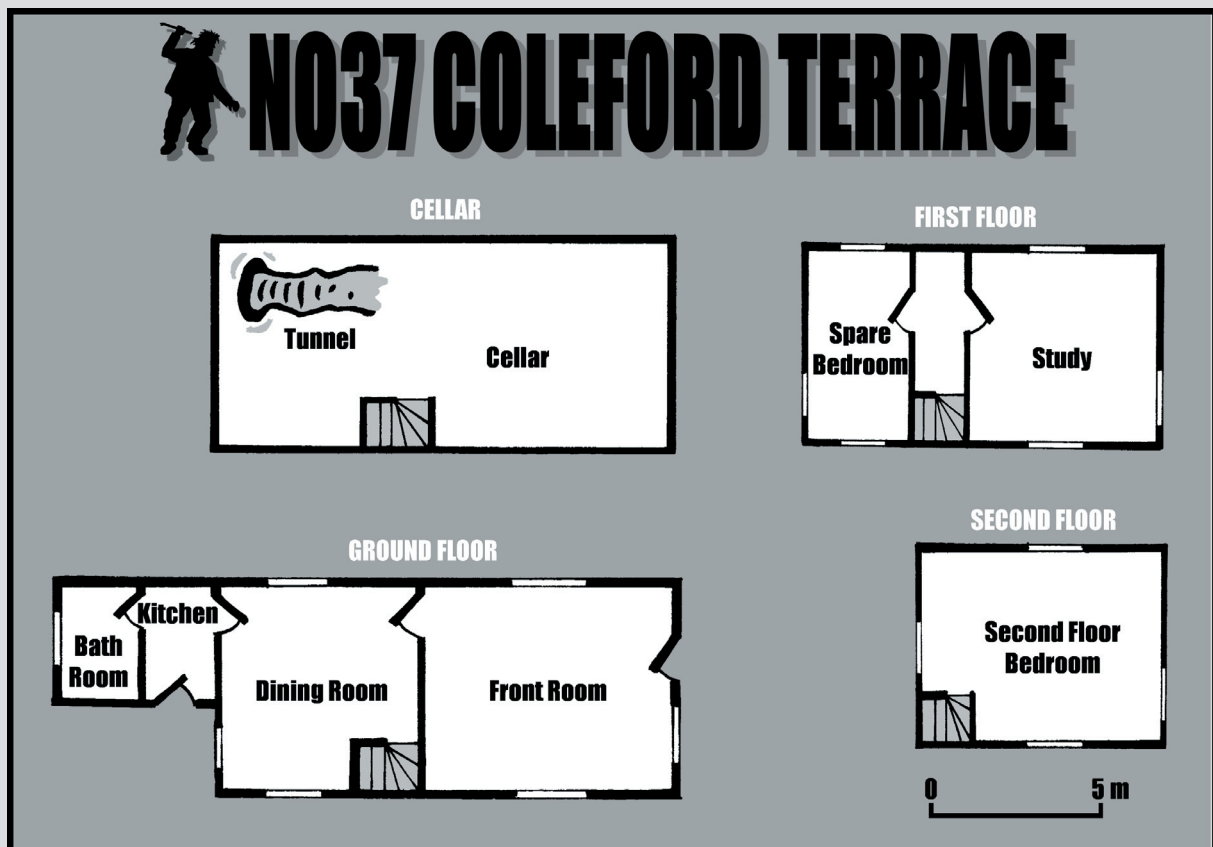


# REFERENCE MAPS - FLESH FOR EIHORT

MAP 1 - LOWER BRICHESTER



MAP 2 - NO 37 COLEFORD TERRACE



REFERENCE MAPS CONTINUED - FLESH FOR EIHORT

MAP 3 - THE LABYRINTH

