

# **Return to the Monolith©1998**

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Call of Cthulhu

*They say foul beings of Old Times still lurk,  
In dark forgotten corners of the world,  
And gates still gape to loose,  
On certain nights,  
Shapes pent in Hell.*

- Justin Geoffrey, People of the Monolith

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This adventure is based on "People of the Monolith" which appeared as a bonus scenario in *Shadows of Yog-Sothoth*, published in 1982 by Chaosium. This scenario was in turn based on "The People of the Monolith" from Robert E. Howard's *Tales from the Cthulhu Mythos*, which was published by Arkam House.

## **Introduction**

This adventure is set in the 1990s and is intended to be a follow-up on the events that took place in 1920s Hungary, as detailed in Chaosium's "People of the Monolith."

In this adventure, the investigators will be part of a team creating a documentary on ancient occult sites. More specifically, the investigators will be traveling to Hungary in search of a monolith with a dark and troubling past. They will find the monolith, but they will also find more than they bargained for.

## **Getting the Investigators Involved**

The investigators will be contacted by a man name Bruce Baston who is representing Steiger Incorporated. Baston will inform the investigators that Steiger Incorporated, is producing a show for television. The show is to feature several site around the world that have occult significance. Since many shows have already covered the best known areas (such as Stonehenge), this show is going to cover more obscure, but still interesting locations and features. Because of their reputation in such matters, Baston will say, Steiger Incorporated wants to hire them to work on one of the segments.

If the investigators are interested, Baston will arrange to meet with them, at a

restaurant, to discuss matters. Baston will tell the investigators that he wishes to hire them as special consultants for a segment on a curious black stone in Hungary. If they ask for more details, Baston will say that he has been informed that the stone has a dark and curious history, but that part of the investigators' job will be to learn more about the monolith and its history.

If the investigators agree to take the job, Baston will assign them appropriate responsibilities and prepare contracts which specify appropriate payments for the completion of the tasks. For example, investigators with high Library Use will be hired to do research.

Some alternative means of getting the investigators involved are given below.

## **Keeper's Background**

Untold years ago, people who worshipped a foul, toad-like being came to an area in what is now known as Hungary. These people raised up a monument to their god and performed terrible rites around the stone, the vilest rites taking place on Midsummer's Night (June 23). The presence of a minion of their god, which took on the appearance of a green, toad-thing and their wicked rites imbued the stone with a great and evil power: shadows of the very beings who worshipped and presided there became part of the stone itself.

The area festered with evil until Turkish soldiers encountered the toad-thing and destroyed it using blessed weapons, ancient magic and fire. Unfortunately, the death of the toad-thing did not entirely dispel the horror. As mentioned above, the stone itself had become tainted with evil and madness. Because of this, shades from the past appear around the stone on Midsummer's Night, bringing madness and horror to any foolish enough to visit the stone.

The stone's existence was only known to the local people and a few odd scholars, until an English poet named Justin Geoffrey visited the stone, wrote a poem about it, and then went mad. Shortly after Geoffrey died in an asylum, a few brave souls were hired by his publisher to investigate the monolith. They visited the stone on Midsummer's Night and witnessed the horror and madness. Returning home, they took up the battle against the Mythos.

The stone was largely ignored by outsiders until 1995 when Dave Bunson, David Metz (now known as Christopher Russell) and Sarah Killeans went to the monolith for an occult magazine. Metz, who was into the occult, suggested that they visit the stone on Midsummer's Night and the others agreed. This fateful decision would result in Metz (who was never very stable) going insane. In his madness, Metz killed his friends as "sacrifices." After hiding the bodies in a nearby cave (ironically, the same place the Turks killed the toad-thing) Metz wandered the world, hoping to find a way to serve his new god.

Metz dyed his hair, had some minor cosmetic surgery, changed his name to Christopher Russell and established his new identity. After that, he spent the next few years researching books better left unread and meeting with people and things who possessed knowledge better not known. Russell learned a spell to contact beings, the Lesser Toades, which serve the god associated with the black stone. Summoning one of the Toades, he was told he would be rewarded with power if he were to revive the ancient sacrifices at the stone. Completely and irrevocably insane,

Russell eagerly agreed.

Through his connections (Russell had rapidly built a reputation as a weird but strangely gifted photographer) Russell learned about the Steiger documentary and arranged to get on the team. Russell does not know that Steiger has some knowledge of the Mythos and is, in part, sending the investigators to see if anything is going on with the black stone.

## **Investigation**

The investigators will, of course, want to acquire some information before leaping into things. The following sections detail some of the information the investigators can turn up.

## **Books and Articles**

There are several books that the investigators might find, through Library Use or other means, in the course of their search for information.

### ***The Monolith***

If the investigators seek for a reference to a monolith in what is now Hungary, they might find Dostmann's *Remnants of Lost Empires*, which was published in 1809 in Berlin. This book is rather difficult to find and the full edition is available only in German. There is a partial translation in English, which was written by an American graduate student in 1973. There are only a few copies of the English partial translation, which was done by Hilary Stanton. Stanton died of a drug overdose before she completed the work.

Dostmann claims that the monolith is a relatively recent construction, probably erected to commemorate a Mongolian victory. Dostmann bases this on his claim that the defaced characters on the monolith are Mongolian in origin. Dostmann does admit that he was never actually able to clearly make out the characters on the monolith, yet he does not let this count against his claim about the origin of the stone. Dostman does note that the village near the stone is known as "Stregocaver", which translates as "witch town."

If the investigators find the partial translation by Stanton, they might decide to follow up on that lead. If they do, they might find an article, written in a rather dry anthropology journal, will be of interest. In her article, "Cult Artifacts in Eastern Europe", published in 1972, she cites Von Junzt's *Inaussprechlichen Kulten*. (*Nameless Cults*): "Otto Dostmann's theory that the monolith is a remnant of the hunnish invasion and had been erected to commemorate a victory of Attila over the Goths is as logical as assuming that William the Conqueror reared Stonehenge." (from page 63 of *Shadows of Yog Sothoth*).

Stanton's article refers to several books which will prove useful to the investigators. These books can also be found by independent research if the investigators do not find the Stanton article.

In 1901 *Magyar Folklore*, by Dornly, was published. In his chapter on Hungarian Dream Myths, he mentions a stone known as the "Black Obelisk." According to Dornly, this obelisk has strange and terrible powers. If someone sleeps near the obelisk, he will be plagued with terrifying nightmares for as long as he shall live.

Dornly also mentions various folk tales that speak of people visiting the obelisk on Midsummer's Night. Such visits, the tales claim, end in madness and death. Dornly also notes that the area in which the obelisk was located was called "Xuthltan." Dornly points out that "Xuthltan" is not a Magyar name and is, in fact, a rather odd name.

The investigators might wish to investigate the word "Xuthltan" further. A book by Schuman called *Myths and Magic* was published in New York City in 1912. This book is rare and will take some effort to find. The book explicitly mentions Xuthltan as a town with an evil reputation. According to ancient tales, the inhabitants were prone to capturing young women as sacrifices in their evil rites. Schuman writes that the inhabitants of the village were slain by the Turks. Later people from Schomvaal, a nearby village, moved into the ruins and, after rebuilding, called the place "Stregoicavar."

### **Stregoicaver**

The investigators might also wish to investigate more into the place known as Stregoicaver, Schomvaal and the Turkish invasion.

In his 1892 work, *Back Roads of Hungary*, Rachismoff writes about Stregoicavar. In his book he asserts that Stegoicavar is a "beautiful and fertile" valley in the Carpathians. As a point of historical note, he mentions that a battle took place in 1526 at Schomvall. In this battle, Count Boris Viadinoff fought against the forces of Suleiman the Magnificent. The town, according to Rachismoff, is a three day coach ride from Bische. Rachismoff suggests that the traveler watch for various ruins from the Turkish war along the road sides.

If the investigators pursue their investigations, they can find Larson's 1890 book, *Turkish Wars*. This massive six volume series mentions, in a chapter, the battle of Schomvaal. According to Larson,

An aide brought to [the Count] a small lacquered case which had been taken from the famed Turkish scribe and historian, Selim Bahadur, who had fallen in the fight. The Count took therefrom a roll of parchment and began to read, but he had not read far before he turned pale and, without saying a word, replaced the parchment in the case and thrust the case into his cloak. At that very instant, a hidden Turkish battery opened fire, and ... the walls crash[ed] down in ruin, completely covering the Count. (from page 63 of *Shadows of Yog Sothoth*).

Without the leadership of the Count, his army was crushed by Suleiman's forces.

The chapter closes with the lines: "Today the natives point out a huge and moldering ruin near Schomvaal beneath which, they say, still rests what the centuries have left of Count Boris Viadinoff." (from page 63 of *Shadows of Yog Sothoth*).

### **Justin Geoffrey**

The only recent book mentioned in Stanton's article, David Dormley's *Men, Myth, and Madness* (1970) mentions Xuthltan as well as Justin Geoffrey. Geoffrey is said to have been a brilliant young poet whose career was cut short by his commitment to

an asylum and his untimely death in the early 1900s. Dormley asserts that Geoffrey's strangest poem, "People of the Monolith," was written as the result of his journey to a place called "Xuthltan." Dormley also asserts that Geoffrey was driven mad by what he saw and experienced in Xuthltan.

If the investigators seek out further information on Geoffrey, they will be able to find a collection of his poems. The work, *Complete Works of Justin Geoffrey*, is still being printed by a small press. "People of the Monolith" is his last and strangest poems. The other poems are of high quality, but are quite different from "People of the Monolith."

In the 1920s Justin Geoffrey went to Hungary in search of the monolith. If the investigators found the *Complete Works of Justin Geoffrey* they will learn from the introduction that Geoffrey went to Hungary and then went mad. If the investigators contact the editor of the book, Diane Hutton, she will be able to tell them a great deal about Geoffrey's poetic style and early history. If she is asked about "People of the Monolith" she will say that it is his most unusual poem. If asked about his fate, she will tell the investigators that he went to a village called Stregoicaver. There, the story has it, he found a black stone that drove him mad. Hutton is mainly concerned with poetry and she has little information about the black stone.

If the Keeper wishes an alternative way to get the investigators involved, they could be hired by the small press to research the "black stone." The small press has very limited resources, so the investigators would have to provide their own transportation.

### **The Missing People**

If the investigators are thorough, they will learn that they are not the first people to go in search of the monolith. Justin Geoffrey visited the stone in the early part of the twentieth century and went mad. There are also some rumors and stories about other people who visited the stone, some of whom never returned. The most recent story, which is also the only one backed with hard evidence, is about two free lance journalists who went missing in 1995. According to the story, which made some newspapers in 1995, Dave Bunson and Sarah Killeans were doing a story on a "black stone" located in some obscure part of Hungary. According to the story, the two journalists never returned from Hungary. The local authorities investigated the disappearance, but found nothing. Some journalists privately speculate that the journalists, who were on assignment for *Secrets of the Occult Magazine*, stumbled across some local criminal activity and were killed. It is also speculated that the local authorities were paid to "find nothing." The two reporters are missing and presumed dead. Their families are still holding out hope and have made several efforts to find them.

Another alternative way for the investigators to become involved in the adventure is to have them contacted by the families of the two missing people. The families have limited resources, so the investigators would have to provide their own transportation.

## **Places**

The following section details the places the investigators will visit during the course of the adventure.

### **Hungary**

The team will fly to an airport in Austria and they will be provided with suitable transportation (vans) at the airport. From Austria they will drive into Hungary. Steiger Inc. Will have made all arrangements so their trip will go smoothly.

### **Stregoiavar**

Stregoiavar is not a real place, but Biske is eighteen miles west of Budapest. The trip to Stregoiavar will take the team past the ruins were Count Boris Viadinoff who was killed long ago by the Turks. In the 1900s, Stregoiavar was a quiet little town, still living in the 18th century. World War II, the following Cold War, and more recent events have all but emptied the village. Most of the structures are still standing, but the young people have mostly left in search of better opportunities. Those who remain are mostly older people.

### *The Inn*

The inn in Stregoiavar is still standing, although it has seen better days. However, it is still well kept and the team has reservations (they will be the only guests).

Laszlo Yukarskin owns and runs the inn and he knows a fair amount of the local history. If he is treated well, and asked about Justin Geoffrey, he will tell them that “local legend has it that some English poet by that name went and looked at the stone. According to old superstitions, the stone is said to cause madness. In the case of the poet, it did its job. It is said he was found gibbering, drooling and moaning.”

If he is asked about the black stone, he will tell the team where to find it. If asked what he thinks about it, he will say “Well, they say that the stone is...unnatural. I don't place much stock in ghost tales and the like. Then again, I've no desire to visit the stone, especially at night.”

If he is asked about the people who went missing, he will say that all three of them stayed at the inn and that he sent the belongings of two of them home. If asked about the third person, he will say he did not send his belongings because he was told that he had no relatives. If asked about the third person, the innkeeper will check his records and tell them that his name was Metz. If asked what he thinks happened, he will say that he doesn't know. He is willing to speculate about the mafia, but he will say they seemed like nice people.

### *Talking to the Villagers*

Provided the investigators are polite (and speak their language) the villagers will be willing to talk about the stone.

In general, the investigators will learn that the stone still has a bad reputation and that people stay away from it. Local legend has it that the stone was reared by some devil-worshippers who were killed by the Turks. Local legend also has it that there have been attempts over the years to destroy the stone. According to these tales,

those who harm the stone suffer from “fits, madness, and terrible dreams.”

The best source of information in the village is Geoff Stakuski. Stakuski served in a German SS armored unit (under a different name) and retired (anonymously) to this small village. Stakuski, who married a local woman, was fascinated by the history of the area and learned a fair amount about it. He knows that the village was originally called Xuthltan. He believes that the monolith was reared by people who worshipped a “god not well known to men.” His wife’s mother befriended an American who came to the village in the 1900s. According to Stakuski, the American was part of a small group of men who came to see the stone. The men stayed in the village for some time and the American, named Sam Lorenzo, later returned for a short while, leaving some books and other items. If Stakuski is asked about the books, he will say that they were lost when the roof sprung a leak. He will say that they still have a notebook and a beaker of odd powder.

The notebook is in English and is tattered and worn. The following passages are the most interesting and relevant:

We have seen the horror that plagues this place on Midsummer’s Night. It is something that is not to be spoken or written of. Dr. Harveld thinks that it is just an image from the past, somehow electrically trapped in the stone itself. I think it is something far worse.

I have returned again to the village to visit Mary again. She is a fine woman, but the things I have seen and experienced prevent me from asking for her hand. After all, how can I promise to protect her, when there is no protection from Them? However, I can do some small thing for her. I finally learned the secret in the Arab scroll and found that the dust is as acid to the horrors. I have created a beaker of the dust, sufficient for two uses, and I have left Mary with instructions on how to use it. She seems skeptical, but she has seen the stone.

I leave tomorrow in search of the island. I hope to someday return to Mary.

If the investigators are persuasive, he will be willing to allow them to read the notebook. If they are very persuasive, he might be willing to allow them to take the powder. The powder is the Dust of Suleiman, which does 1D20 worth of damage when thrown on a Mythos creature, such as the Toade. Stakuski has two applications of the powder.

Stakuski spoke extensively with Russell (then Metz) and his two friends when they came to the village. Stakuski thinks that they might have been killed by the mafia or that they had some sort of falling out. Stakuski will say that Metz “had a look in his eyes...” and that he might have done something. Because he knows that Stakuski might recognize him, Russell will avoid him.

### **The Black Stone**

The Black Stone stands on the summit of a mountain near the village. The monolith is roughly octagonal in shape. It stands about sixteen feet high and is about one and a half feet thick. The stone appears to have been highly polished a

marked with strange symbols. The stone has been defaced and the symbols have been badly damaged.

The symbols on the stone do not appear to belong to any known language and they have been so damaged that it is unlikely that anyone would be able to even attempt a translation. An investigator who makes a successful Archeology roll will note that the symbols seem vaguely like those found on a large, apparently man-worked stone found in the Yucatan. Most archaeologists have dismissed the Yucatan markings as being idle scratches or perhaps some type of art. If an investigator with Geology skill examines the stone and makes her skill roll, she will be able to tell that the rock appears to be volcanic in origin, but it definitely seems out of place in this area.

The stone is surprisingly resistant to damage, although the use of modern equipment (powered drills) and explosives could break the stone into fragments. Unfortunately, physically damaging the stone will cause the stone to “yield” fragments and pieces of the horrible things that happened on or near it. The effect is that as the stone takes damage, people within 50 meters will have horrible images, feelings and sensations invade their minds. In game terms, for every ten points of damage done to the stone, anyone within 50 meters must make a Sanity roll. If the roll fails, the person loses 1 Sanity Point. If the roll succeeds, there is no loss. If the whole stone is blasted at once, there will be a massive “shockwave” that will cause a 1D6/1D20 Sanity loss to everyone within 50 meters, 1D3/1D10 Sanity loss to all within 100 yards, 1/1D6 Sanity loss to all within 150 yards, and 0/1D3 Sanity loss to all within 200 yards. The “shockwave” will cause bad dreams in people within 100 kilometers of the stone itself. If the stone is blasted to pieces, it will lose all its power and will simply be normal stone.

#### *Visiting the Stone During the Day*

If the monolith is visited during the day, it will seem odd, out of place and spooky. However, nothing will happen.

#### *Visiting the Stone at Night*

Visiting the stone at night is not a very good idea. Those in the presence of the stone will feel a faint chill, as if something cold is brushing their spines. The shadows falling in the area create a very convincing illusion that the stone is at the center of a vast, alien city of forbidding towers and dark, unnatural spires. Bringing artificial lights makes the illusion even stronger, as the bright lights will make the shadows seem somehow more solid. Spending time in this area at night will cost one Sanity Point, unless the investigator makes a Sanity Roll.

#### *Visiting the Stone on Midsummer's Night*

Visiting the stone on Midsummer's Night (June 23rd) is an exceptionally bad idea. As mentioned above, the stone has been imbued with the horror and madness that has occurred in its vicinity. This horror and madness is partially released every June 23rd. Anyone in the vicinity of the stone at this time will hear a faint moaning noise, which sounds almost like the wind through the trees.

A scene from the past will be re-enacted near the stone by phantoms of the past. At



midnight faint images of people will begin to form, growing more solid appearing as they move towards the stone. As they grow more solid looking, a priest will begin to lead them in an obscene ceremony. If a person watches the events that happen from 12:00 to 12:30, he will lose one Sanity point unless he makes a Sanity Check. At 12:30 the ceremony picks up, with young women dancing about the stone while the priest lashes at their bodies with a leather whip. While the dancing is going on, the other cultists begin to lash some terrified looking people to a wooden log, obviously in preparation for a blood sacrifice. At 1:00, those still present must make a Sanity Check or lose 1D3 Sanity Points. From 1:00 to 1:30, the cultists continue their rituals, culminating in a bloody sacrifice at 1:30. When the blood spills to the ground, the image of a horrid toad-thing will appear over the stone. Those seeing this phantom will need to make a Sanity Check or lose 1D6 Sanity Points. A successful roll still results in a loss of one Sanity Point.

The bloody sacrifice is, as mentioned above, merely a horrid phantom from the past. While it can cost Sanity, the images are merely reenacting a scene from the past and can cause no other harm. While the images appear solid, they can be walked through. Moving through the images will have no effect on the ceremony, but will cause the person to feel the horror with even greater intensity. In game terms, the person will need to make an extra Sanity Check each time she moves through one of the images. A failed roll costs one Sanity Point.

### **The Ruins**

The ruins where Boris Vladinoff died are still present, although they have been covered with years of debris and plant growth. If the investigators decide to muck about in the ruins, they will be able to find some bones, but they will also be able to tell that the ruins have been well picked over.

### **Action**

The main action will center around Russell. Russell's general plan is to get the team to the monolith, summon the Lesser Toade and kill them all in a blood sacrifice.

Russell is very cunning and will try to determine which of the investigators might be dangerous or armed before taking action. If possible, he will try to damage any guns the investigators might have brought with them.

If the adventure is not taking place near June 23rd, Russell will have a plan to deal with the investigators. His specific plan is this. First, he will talk the team into having a team picture taken at night. When they agree, he will summon the Lesser Toade and have it wait in a nearby cave. That night, he will say that he is going ahead to set up the lighting. He will do this, but he will also visit the Toade and tell it to attack when it sees the flash. Russell will rig up the lighting equipment to create a powerful, blinding flash of light. If the team members make a Luck roll, they will be only partly blinded for 15 seconds (half all visual based skill rolls, such as combat skills). If they fail their Luck rolls, they will be blinded by the flash for 15 seconds (all visual based skills at 25% of normal) and partly blinded for another 15 seconds.

After the flash goes off, the Lesser Toade will tear into the nearest person, ripping and biting. Meanwhile, Russell will pull out his 9mm and start blazing away. The

Toade and Russell will do their best to kill everyone. If things go against them, Russell and the Toade will try to flee.

If the investigators are visiting the stone in June, Russell will do his best to get them to visit the stone on the night of June 23rd. Russell will hope the events will cause some of the team to go mad, thus increasing his chances of defeating them. In this case, he will summon the lesser Toade, which will act as if it is merely another image from the past. The Toade will then watch the team, waiting for the events and its presence (seeing the Toade will require a separate Sanity Check) to take their toll on the team members. If some team members go insane, the Toade and Russell will take advantage of this to attack the team. The Lesser Toade will tear into the nearest person, ripping and biting. Meanwhile, Russell will pull out his 9mm and start blazing away. The Toade and Russell will do their best to kill everyone. If things go against them, Russell and the Toade will try to flee.

## **Conclusion**

The adventure ends when the investigators defeat Russell and the Toade, they flee, or they are killed (or go insane).

If the investigators defeat Russell and the Toade, they should receive a 1D8 Sanity point award. If the investigators are able to destroy the monolith, they should receive an extra 1D10 Sanity point reward.

If the investigators were working for Steiger Incorporated, they will be paid if they are able to complete their jobs. Steiger Incorporated will be very interested in hiring the investigators again in this case. If the investigators are unable to complete their jobs or events go badly (team members are killed, for example), then the Keeper will have to decide what happens.

If the investigators flee without defeating Russell and the Toade, they will lose 1D3 Sanity Points. Russell will acquire sacrifices to bring back the "old religion" and he will soon gather a following of cultists and expand his operations. The investigators may return to face the greatly expanded evil at some point in the future.

## NPCs

### **David Rolfe, Director**

STR: 14 CON: 15 SIZ: 14 INT: 13 POW: 14 DEX: 13 APP: 13 EDU:19 SAN: 70 HP: 15  
DB: +1D4

Important Skills: Bargain 55%, Credit Rating 45%, Direct 65%, Fast Talk 60%, Jump 45%, Law 15%, Mechanical Repair 40%, Occult 35%, German 25%, Russian 15%, Persuade 35%, Photography 27%, Psychology 37%, Spot Hidden 41%, Swim 55%, Handgun 40%

Weapons: None

Description: Rolfe is a tall, middle-aged man. He has tanned, weather-beaten skin, black hair, and a neatly trimmed beard and moustache. He generally wears "outdoor" style clothing when in the field. Rolfe is an experienced director and made his reputation covering various wars and disasters. Because of this, Rolfe is very good under pressure. He does not really believe in the supernatural, but will aid the investigators should he become convinced of its reality.

### **Brent Travis, Vocal Talent**

STR: 11 CON:12 SIZ: 13 INT: 11 POW: 11 DEX: 10 APP: 15 EDU: 15 SAN: 55 HP: 13  
DB: None

Important Skills: Bargain 25%, Fast Talk 32%, German 45%, French 55%, Japanese 45%, Russian 11%, Persuade 55%, Psychology 25%

Weapons: None

Description: Travis is a handsome young man, with perfect hair, a perfect face, and a perfect voice. He dresses stylishly and favors expensive clothes. Travis is rather empty-headed and does not believe in the supernatural. If he encounters anything dangerous or frightening, he will attempt to run away.

### **Christopher Russell, Insane Photographer**

STR: 12 CON:13 SIZ:13 INT:14 POW: 12 DEX:14 APP:13 EDU:18 SAN:00 HP: 14  
DB: +1D4

Important Skills: Bargain 21%, Fast Talk 35%, Hide 25%, Law 16%, Library Use 45%, Listen 35%, Mechanical Repair 37%, Occult 45%, Spanish 35%, French 25%, Persuade 24%, Pharmacy 15%, Photography 83%, Sneak 25%, Handgun 35%

Weapons: 9mm Pistol 35% Damage 1D10 Range 20 yards Attacks 3 Shots 15 HP 8  
Malfunction 99, Combat Knife 45% 1D4+2+1D4 HP 15, BlackJack 53%, Damage 1D8+1D4 HP 4.

Spells: Contact Lesser Toade, Summon Lesser Toade

Description: Russell (once known as Metz) is a thin, nervous looking man. He has brown hair, which is thinning badly. He is clearly well on his way to going bald. He smokes constantly and dresses in out of date clothing, mostly army surplus. He always has at least two camera bags with him (one of which holds his 9mm). Russell is a very good photographer and clearly knows his job.

Russell is completely insane and is the loyal servant of his new master. Despite his madness, Russell is extremely clever and is very adept at tricking people into getting

what he wants. Russell prefers to deal with problems indirectly, through deception, tricks, ambushes and such. He always desires to have an advantage in any situation and will carefully plan his actions. Russell is very careful to maintain his image as an eccentric photographer and is careful to never have anything incriminating on his person or in his gear.

### **Sam Gussett, Camera**

STR: 15 CON: 14 SIZ:17 INT: 13 POW:12 DEX:9 APP:11 EDU: 14 SAN:60 HP: 16  
DB: +1D4

Important Skills: Fast Talk 22%, Electrical Repair 55%, Electronics 15%, Drive Motorcycle 45%, Hide 25%, Law 15%, Mechanical Repair 60%, Operate Heavy Machinery 50%,Photography 65%

Weapons: Knife 35% Damage 1D4+1D4 HP 9

Description: Sam is a very large, overweight man. He has dark brown hair, a thick beard, and blue eyes. He generally wears biker style clothing (leather jacket, T-shirts, jeans, and heavy boots), a left over from his days in a motorcycle gang. Sam is a skilled cameraman and able to lug around a lot of equipment. Sam has been in some nasty bar fights and is not afraid to have it out with people.

### **Diane Gussett, Camera and Sound**

STR: 12 CON:13 SIZ: 11 INT:14 POW:12 DEX:14 APP:12 EDU: 15 SAN: 60 HP: 12  
DB: None

Important Skills:Fast Talk 25%, Electrical Repair 35%, Electronics 25%, Drive Motorcycle 35%, Hide 20%, Listen 55%, Mechanical Repair 35%,Photography 60%, Sound Recording 60%

Weapons: None

Description: Diane is a thin, wiry women, with sharp and harsh features. She dresses like her husband, Sam. She has dirty blonde hair and blue eyes. She found God a few years ago and made Sam leave the gang and take up an honest life. Because of her religious beliefs, Diane does believe in the supernatural.

### **Geoff Stakuski, Old Man**

STR: 9 CON:10 SIZ: 12 INT:14 POW:12 DEX:14 APP:12 EDU: 15 SAN: 60 HP: 12  
DB: None

Important Skills: Bargain 45%, Electrical Repair 32%, First Aid 55%, Hide 55%, History 48%, Mechanical Repair 75%, Natural History 35%, Operate Heavy Machinery 56%, German 55%, English 24%, Handgun 28%, Machine Gun 55%, Rifle 45%

Weapons: 12-gauge Double Barrelled Shotgun 60% Damage 4D6/2D6/1D6 Shots 2  
Range 10/20/50 yards HP 12

Description: Stakuski is an extremely old man, with white hair. He keeps his hair very short and does not have a beard. Stakuski was in the SS during WWII, but he has long since put the war behind him. As mentioned above, Stakuski has useful information for the investigators.

## Creatures

### Lesser Toade

**Description:** The Lesser Toades are hideous, toad-like beings. These horrid creatures are servants of Tsathoggua and are related, in some odd way, to the Formless Spawn.

The Toades are intelligent, speak many human languages and often serve as emissaries for Tsathoggua when that horrid deity has business in the world. They look like very large toads with oddly gelatinous bodies. Unlike typical toads, the Toades are huge, have jagged black fangs, and sharp claws. In battle, Toades attack with both claws and bite at their foes with their crooked and jagged teeth. Because of their odd, gelatinous composition, Toades sustain only half damage from kinetic energy weapons, such as guns and knives.

All Toades know two spells, Contact Tsathoggua, Contact Formless Spawn.

Characteristics	Rolls	Average	Stats
STR	3D6+6	16-17	18
CON	2D6+6	13	16
SIZ	3D6+8	18-19	21
POW	3D6+3	13-14	15
DEX	3D6	10-11	12
HP		15-16	19
Damage Bonus		+1D6	+1D6

Move: 7

Weapons: Two claws, 55% 1D6+db, Bite, 55%, 1D10

Armor: None, but a Toade sustains half damage from all kinetic energy weapons.

Spells: Contact Tsathoggua, Contact Formless Spawn

Sanity Loss: 1/1D8

## Handouts

### Handout #1

An aide brought to [the Count] a small lacquered case which had been taken from the famed Turkish scribe and historian, Selim Bahadur, who had fallen in the fight. The Count took therefrom a roll of parchment and began to read, but he had not read far before he turned pale and, without saying a word, replaced the parchment in the case and thrust the case into his cloak. At that very instant, a hidden Turkish battery opened fire, and ... the walls crash[ed] down in ruin, completely covering the

Count.

**Handout #2**

We have seen the horror that plagues this place on Midsummer's Night. It is something that is not to be spoken or written of. Dr. Harveld thinks that it is just an image from the past, somehow electrically trapped in the stone itself. I think it is something far worse.

I have returned again to the village to visit Mary again. She is a fine woman, but the things I have seen and experienced prevent me from asking for her hand. After all, how can I promise to protect her, when there is no protection from Them? However, I can do some small thing for her. I finally learned the secret in the Arab scroll and found that the dust is as acid to the horrors. I have created a beaker of the dust, sufficient for two uses, and I have left Mary with instructions on how to use it. She seems skeptical, but she has seen the stone.

I leave tomorrow in search of the island. I hope to someday return to Mary.