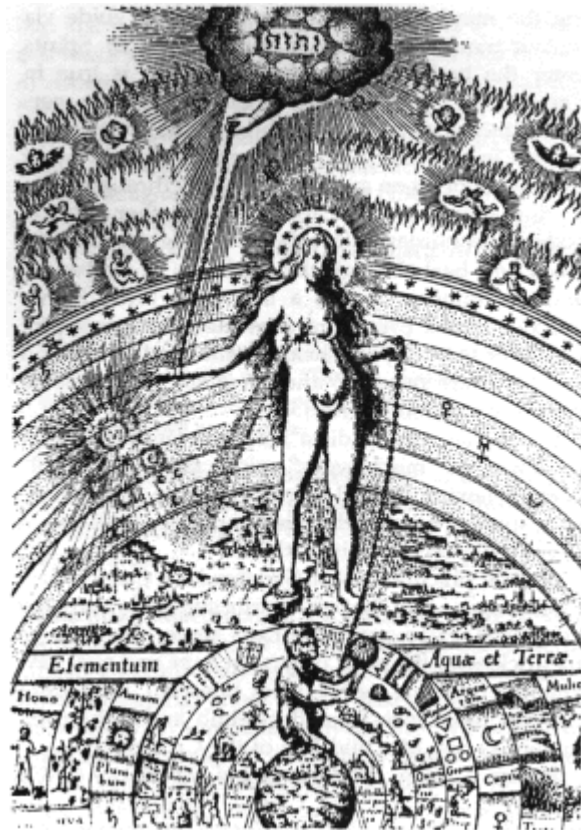


The Dark Planet



A modern-day Call of Cthulhu® scenario by

DAVE S. MOORE

Round Two

18 For Mature Players and Keepers Only

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Preface

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Front Cover Illustration, "The Soul of the World" by Robert Fludd, *Ulriusque Cosmi Historia* (1617)

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Introduction

This is the second part of *The Dark Planet*, a modern-day Call of Cthulhu® two-round convention scenario for six Investigators set in the near future (October 2003) in England. Investigators need not be experienced Call of Cthulhu® players, although this is of benefit. Both parts of this scenario are designed to be run with the pregenerated characters included – which although the same people as those in part one, are subtly different. As with part one, in any circumstance other than a tournament, the Keeper may wish to allow the players to generate and run their own characters, albeit with the limitation that the new characters should have *broadly* similar skills to the pregenerated characters, and are all police officers of various sorts. Again, this part of the scenario is rather handout-heavy, there is a lot of information for the Investigators to peruse and (hopefully) extract relevant data from. It is recommended that the Keeper has access to the Call of Cthulhu® Core Rulebook when running this scenario.

Although this is Part Two, all handouts from Part One are contained at the back of this document – these should be handed out at the start. There are also player and keeper summaries of Part One, which should be read as well. There is more than one copy of some handouts – these should all be handed out at the same time. This is to facilitate increased player participation and to avoid the situation where only one player at a time is reading important handouts and holding the rest of the group up.

As with most Call of Cthulhu® scenarios, this scenario is intended for a mature audience. A suggested age limit for Investigators is 18 years or older, due to the graphic nature of some of the information and the occult references contained herein. It is recommended that the Keeper has access to the Call of Cthulhu® Core Rulebook when running this scenario

For the Keeper

(The Scenario background from Part One is repeated here in its entirety as an aid to the Keeper).

Throughout the entire history of the human race, from the primitive *Homo erectus* over a million years ago to the present day *Homo Sapiens*, the Outer Gods (Nyarlathotep, Azathoth and others) have always been worshipped, in many ways.

Not all worshippers of the Outer Gods actually knew who they were worshipping. Over the centuries, the rituals, practices and deities of some cults became so distorted that for all intents and purposes they believed that they no longer followed the Outer Gods, and were open to other influences.

One such cult, who had departed from the "true" faith of the Outer Gods, arose in ancient Sumer, in the middle of the 4th millennium BC. This cult, called the *Shem-Hazzai* ("Children of the Dark"), worshipped a pantheon of Elder Gods collectively known as the *Kabbaku* which lived on a planet called *Nibiru* in the outer solar system, beyond Pluto. This planet had a highly elliptical orbit and approached the Inner Solar System only once every 3,600 years (it last appeared in 1400 BC, and is due to reappear in the Inner Solar System once again in 2200 AD). The *Shem-Hazzai* taught that Elder Gods were the original inhabitants of the Earth, and humanity was their slave race, and that tens of thousands of years before, the *Kabbaku* were defeated and exiled from the Earth by a race of beings known as the *Mulmul*, who themselves were all but wiped out as a result.

It is immediately obvious that the worship of the *Shem-Hazzai* had diverged so much from the true faith (as it were) of the Outer Gods, that it could easily be mistaken for a cult of the Great Old Ones (Cthulhu and so on) – the parallels are quite obvious. Indeed, it would be a reasonable assumption that over the long centuries, aspects of the worship of the Great Old Ones influenced the *Shem-Hazzai*.

For centuries, the *Shem-Hazzai* survived and even prospered. However, in 2339 BC, when Sargon I unified the Mesopotamian kingdoms of Sumer and Akkad, the *Shem-Hazzai* left Sumer (there is some evidence that they were forced out because of their beliefs) and settled on the plains of western Syria. Over the next thousand years, the numbers of the *Shem-Hazzai* slowly dwindled, and they passed out of most of the history of the region.

But not all histories. The last known reference to the *Shem-Hazzai* was in 1402 BC, when the Egyptian Pharaoh Amenhotep II massacred a large number of cultists in Syria just as they were preparing a magical ritual, the *Sa-Akkianuki*, to try and free the *Kabbaku* from their imprisonment. This is

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thought to be the end of the *Shem-Hazzai* as an organised grouping.

But the *Shem-Hazzai* did not die in 1402 BC – at least several groups of cultists survived, the largest group fleeing to Iberia (modern-day Spain). For centuries, they worshipped in secret and nursed dreams of restoring their Elder Gods to (what they thought to be) their rightful places as rulers of the Earth.

When the Moors invaded Spain in the 7th and 8th centuries AD, the *Shem-Hazzai* were forced to flee, and one hundred cultists and their families arrived in England, and settled mainly in the West Country.

Over the centuries, the numbers of the *Shem-Hazzai* in England fell, until at the beginning of this century the cult only numbered just over a dozen active members, mostly members of the Kilfoyle family of Falmouth, Cornwall.

It would have died out at the turn of the century if it weren't for the elder son of the Kilfoyle family, a vigorous and clever man called Peter Kilfoyle. Kilfoyle collected and noted down all the remaining lore of the *Shem-Hazzai*, including the rites and practices, and discovered that they were predicting the return of the planet *Nibiru* at the beginning of the 23rd Century. Deciding that he could profit from this information, he decided to write a book

Kilfoyle's book, *The Secrets of the Shem-Hazzai*, was never completed. Kilfoyle died in a mysterious boating accident in 1903 and the unfinished manuscript ended up in an attic in the Kilfoyle family cottage.

And there it lay until 1996, when Kilfoyle's great-granddaughter, Joanna Kilfoyle, a 34-year old history teacher, discovered the book when she inherited the cottage. By this time the cult had died out in England, the last active worshipper being Joanna's uncle who died in 1989.

Kilfoyle immediately recognized the book for what it was (having been told similar stories by her uncle in her childhood). Kilfoyle, who at the time was in a frail emotional state due to an impending divorce, read the book and started practicing the rituals in the book.

By the next year, she had become a fully-fledged member of the *Shem-Hazzai*. Eager for more information on the cult, she broke into the British Museum in London in August 1997 and attempted to steal some stone tablets containing the Babylonian creation epic, the *Enuma Elish*, which she had discovered mentioned *Nibiru*. She was arrested and given a two-month suspended prison sentence, and the judge recommended that she receive psychiatric counseling.

Kilfoyle refused the counseling. She was by this time a fanatical worshipper of the *Kabbaku*. When she was convicted she lost her job as a teacher. In

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December 1998, she flew to Syria in search of more information on the *Shem-Hazzai*.

Whilst in Syria, she discovered that the *Shem-Hazzai* had not died out there either. She eventually tracked down and made contact with a small group of Cultists in Damascus, led by an ex-major in the Syrian Army called Mabar el-Ammad. There she hatched a plan to try and free the *Kabbaku* from their exile on *Nibiru* by means of repeating the *Sa-Akkianuki*

Through further research whilst out in Syria, Kilfoyle also learned a number of additional mythos spells from old tomes picked up in the Bazaars and Souks of Damascus.

After two years in Syria and having adopted the title of High Priestess of the *Shem-Hazzai*, Kilfoyle returned to England in December 1998 with the intention of performing the ritual of *Sa-Akkianuki*. Six Syrian members of the *Shem-Hazzai* accompanied her.

For the last two and a half-years, Kilfoyle and the Syrians have been preparing for the *Sa-Akkianuki*. They know that *Nibiru* is approaching the solar system again, and it is only a matter of time before it is discovered, and wish to complete the ritual before then.

Thus on the evening of October 23rd 2003, five days before this adventure opens, the *Shem-Hazzai*, in the opening act of the *Sa-Akkianuki*, led by Kilfoyle, murder their first victim, a former prostitute called Kathleen O'Grady in the suburb of Littlemore in Oxford, by knocking her unconscious and cutting out her heart. Just over three days later, on the morning of the 27th, the residents of the suburb of Birmingham called Hall Green wake up to another murder in the midst, that of a part-time prostitute called Jane McCready. Once again, the body is mutilated and defiled, and the heart removed.

The next day, the chief detective investigating the McCready murder hears about the grisly details of the O'Grady murder, and cottons on to the fact that the two murders are related, and the work of the same person or persons.

As a result of this, the next morning, the 29th October 2003, the Homicide Squad of the NCIS is called in. The NCIS send a number of officers to investigate. These investigators are the PCs.

As required by the ritual, Kilfoyle intends to murder another prostitute and kidnap the fourth. She intends to use a large stone menhir on the moors near her home in Falmouth, as a focal point for the ritual, which she hopes will free the *Kabbaku* from their imprisonment on *Nibiru*.

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Of course, if this happens, the *Shem-Hazzai* will be in for a shock. For it won't be the *Kabbaku* that they've set free upon the Earth, but the full power of the Outer Gods themselves...

Will she be stopped? It all depends on the Investigators.

Order of Prior Events

Again, the information below, which can be found in Part One, is repeated here in its entirety as an aid to the Keeper.

- c 100,000 BC:** According to the *Shem-Hazzai*, the *Kabbaku* are defeated by the *Mulmul* and are imprisoned on *Nibiru*.
- c 3500 BC:** First emergence of the *Shem-Hazzai*.
- c 2339 BC:** Following the ascension of King Sargon I, the *Shem-Hazzai* move *en masse* from Mesopotamia to Syria.
- 1402 BC:** Amenhotep II massacres the *Shem-Hazzai*. Some escape to Iberia.
- c 800 AD:** The *Shem-Hazzai* flee Iberia to escape the Moors and settle in the West Country of England.
- 1900:** Peter Kilfoyle decides to write his book on the *Shem-Hazzai*.
- 1903:** Peter Kilfoyle dies in a mysterious boating accident.
- 1989:** Marcus Kilfoyle, last active member of the *Shem-Hazzai*, dies.
- 1996:** Joanna Kilfoyle discovers Peter Kilfoyle's unfinished book *The Secrets of the Shem-Hazzai*.
- August 1997:** Kilfoyle breaks into the British Museum and attempts to steal stone tablets containing the *Enuma Elish*.
- December 1998:** Kilfoyle flies to Damascus and makes contact with a cell of the *Shem-Hazzai* in Damascus.
- December 2000:** Kilfoyle and several other members of the *Shem-Hazzai* return to England and start preparing for the ritual of the *Sa-Akkianuki*.
- October 23 2005:** The first prostitute, Kathleen O'Grady is ritually murdered by the *Shem-Hazzai*, and her heart is removed.
- October 26 2005:** The second prostitute, Jane McCready is murdered by the *Shem-Hazzai*. Her heart is also removed.
- October 29 2005:** NCIS investigators are called in to investigate the two murders.

Keeper Scenario Summary

(The summary of Part One is repeated here as an aid to the Keeper)

Chapter One:

In which the Investigators were summoned to the New Scotland Yard Headquarters of the NCIS and given their brief – to investigate two seemingly-linked ritual murders.

Chapter Two:

In which the Investigators travelled to Oxford and Birmingham and examined the crime-scenes and the bodies, and found clues (left there deliberately by the *Shem-Hazzai*) that pointed them to the involvement of the occult organisation, the Supreme Order of the Golden Dawn, which was based in Dublin.

Chapter Three:

In which the Investigators travelled to Dublin, met Josias McGuinness, head of the Supreme Order of the Golden Dawn, and found out that someone was falsely trying to pin the blame on the Golden Dawn.

Chapter Four:

In which the Investigators were alerted to another murder having taken place. This time the Investigators found some forensic evidence that pointed them to the murderer, a Joanna Kilfoyle of Falmouth, who had a minor, but rather strange criminal record.

Chapter Five:

In which the Investigators investigated Joanna Kilfoyle, and found out that she had fled her house, but had an encounter with some cultists of the *Shem-Hazzai*. This marked the end of Part One.

Part Two

Chapter Six:

In which the Investigators investigate the house of Joanna Kilfoyle, and finding that she has fled, leaving nothing behind except a rather strange shrine in her room, and a rather strange recording. They also find some clues that lead them to the British Museum in London.

Chapter Seven:

In which the Investigators uncover stories of the *Shem-Hazzai* and how they were supposedly wiped out by the Pharaoh Amenhotep thousands of years ago, and also investigate the mysterious "Order of the Sword of St. Jerome".

Chapter Eight:

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In which the Investigators find out the location of the ritual being attempted by the *Shem-Hazzai* and attempt to stop it, only to find that something has gone badly wrong.

Important NPCs

Stats are given here for all NPCs, from both parts. All Spells referred to are from the Call of Cthulhu® rulebook (v5.5) pages 191-218.

Joanna Kilfoyle

High Priestess of the *Shem-Hazzai*. Age 41, History Teacher.

STR	12	CON	12	SIZ	11	INT	16	POW	18
DEX	15	APP	12	EDU	15	SAN	00	HP	12

Damage Bonus: +0

Magic Points: 18

Weapons: Black-Hilted double-edged Knife with a 6-inch blade, damage 1D4+3 (65%), Fist/Punch (50%), Grapple (25%), Head Butt (10%), Kick (30%)

Spells: Bless Blade, Candle Communication, Contact Ghoul, Create Gate, Dominate, Enchant Knife, Enchant Whistle, Summon/Bind Byakhee, View Gate, Warding, and Wrack.

Skills: Ancient Sumerian (40%), Arabic (20%), Archaeology (40%), Cthulhu Mythos (15%), English (75%), History (75%), Occult (80%), Persuade (50%), Sneak (40%).

Typical Shem Hazzai Member

Acolyte of the *Shem-Hazzai*. Typical Age 40.

STR	13	CON	12	SIZ	12	INT	12	POW	06
DEX	12	APP	07	EDU	09	SAN	00	HP	12

Damage Bonus: 0

Magic Points: 6

Weapons: .38 Revolver with an extra clip of Ammo, damage 1D10, 2 attacks per round, base range 15 yards, 6 bullets in gun (45%), Fist/Punch (60%), Grapple (45%), Head Butt (20%), Kick (20%)

Spells: Candle Communication

Skills: Ancient Sumerian (5%), Arabic (60%), Climb (40%), Cthulhu Mythos (02%), Drive Auto (30%), English (25%), First Aid (20%), Occult (10%)

Josias McGuinness

Head of the Supreme Order of the Golden Dawn. Age 64, Occultist and Philosopher.

STR	09	CON	10	SIZ	10	INT	12	POW	16
DEX	12	APP	07	EDU	16	SAN	70	HP	10

Damage Bonus: 0

Magic Points: 16

Weapons: Letter Opener, damage 1D4+1 (45%), Fist/Punch (50%), Grapple (40%), Head Butt (20%), Kick (20%)

Spells: Augur, Baneful Dust of Hermes Trismegistus, Bind Enemy, Deflect Harm, Prinn's Crux Ansata, Seal of Isis, Voice of Ra.

Skills: Anthropology (50%), Cthulhu Mythos (05%), English (60%), History (40%), Gaelic (20%), Philosophy (55%), Occult (80%)

Chapter Six: The Sumerian Connection

Notes to the Keeper: There are several important clues in two locations in the house – the first the books and pamphlets located beneath the shrine, and the second, the tape and brochures in the bin liner in the kitchen. It is imperative that the Players find these clues! However, if they don't, the police will find them the next day, and ask the PCs to have a look in-situ at them.

This chapter begins as soon as the two *Shem-Hazzai* acolytes are killed. It is obvious to the Investigators that both men are of middle-eastern origin; both are dressed in black jeans and leather jackets, but carry no identification. Subsequent DNA/Fingerprint analysis doesn't identify them, but if their fingerprints are forwarded to Interpol, it is revealed that the two men are Syrian nationals, Mabar El-Ammad (formerly of the Syrian Army) and Hassan Zaadah, both wanted for alleged drug-smuggling into continental Europe from the Middle-East. There is no known link to Al-Queda or any other Islamic fundamentalist groups.

The contents of the house are unimportant, except where mentioned below, thus the keeper should ad-lib where necessary.

The Hallway

The front hallway of the house is largely empty, except for a mahogany table with a touch-tone telephone resting upon it. There are many other wooden doors leading off into other rooms of the house.

The telephone is working, and dialing **1471** to bring up the last number dialed to it reveals the number wasn't recorded. Dialing **1571** reveals there to be no messages. However, if the Investigators contact the Phone Company, after a day or so they get information back that over the last year or so a number of calls (more than 100) were made to a number in Damascus, Syria (the number is 963 454 509271). If the Investigators dial this number there is no answer. At the Keeper's Discretion, getting in touch with the Syrian State Phone Company produces a dead end as the Investigators' inquiries are blocked by the Syrian Government.

The Kitchen

The kitchen is decorated in a rustic wooden style. Pots and pans line the walls, a large hob-style oven dominates one side of the room, and a large black polythene bag of what appears to be household refuse lies by the side of the sink unit, hanging open. Beside it is a large man-high fridge.

The bag contains decaying food, and if searched, a stench of decaying meat

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(from the food – although the Investigators will not know this unless they search the bag) will assault the Investigators concerned (a failed **Constitution** x5 Roll means the Investigators concerned feel nauseous for 1D10 minutes). Inside the bag, amongst the general household waste, are the following items:

- An audio cassette tape, with the majority of the magnetic tape trailing out behind it. A successful **Mechanical Repair** or **Luck** at a quarter will retrieve the complete contents of the tape, otherwise only a brief portion (about 2 minutes worth) of the tape is recovered. The tape is an unlabelled TDK 90 Minute Audio Cassette Tape. If played, the tape contains the single phrase "*Shemhemforash-Ag-Nihilio-Em-Akballath-Pesante-Kabbaku*" chanted in a rather dull monotone over and over again, by a female voice. A successful **Listen** roll reveals that the voice has an English accent. If it is listened to for more than 30 seconds, it gives any listeners a rather strangle trembling sensation down the backs of their skulls and necks, giving a Sanity Loss of 1/1D2. Any relative of Kilfoyle or any neighbour can confirm that that is Kilfoyle's voice.
- A brochure for the British Museum in London, advertising an upcoming exhibit of Ancient Sumerian artifacts. This brochure has been scribbled upon, in the form of rather untidy and hard-to-read handwriting, with a black ballpoint pen. The handwriting can be deciphered (upon a successful **Intelligence x 3** roll) and reads "Budge – does he know?". The handwriting can be identified as belonging to Joanna Kilfoyle. If the Investigators contact the British Museum, they can find out quite easily that a Professor E. Wallis Budge is the Head of the Department of Ancient Middle- and Near-Eastern Studies there.
- Two promotional leaflets (designed for tourists), advertising Jodrell Bank Observatory and Radio Telescope in Cheshire, and one for Stonehenge in Wiltshire.

The fridge contains a surprise: 4 medicinal bags of blood. A successful **Medicine** or **First Aid** roll reveals that the blood is human. The bags are unmarked, although DNA testing reveals that none of the blood belongs to Joanna Kilfoyle, but that it contains traces of a stimulant called *Qat*, which comes from a weed smoked widely in the Middle-Eastern countries such as Yemen and Syria – and that some of the blood belongs to el-Ammad and Zaadah.

The Shrine

The door to the shrine is a very sturdy plain wooden door (STR 35) and is locked with a combination lock. Either brute force or a successful **Locksmith** roll at a –20% penalty can open the door. The room inside has no windows and is totally dark. Once an appropriate light source is bought to bear, the innards of the room can be examined.

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The room is small, about 6' square, and windowless. The walls are decorated with rich tapestries that depict horrible scenes of mutilation, murder, human sacrifice and bestiality. Investigators viewing these for the first time should roll for a Sanity Loss of 1/1D3. A successful **History** or **Anthropology** roll indicates that these tapestries are Ancient Sumerian or Babylonian in origin, and are quite valuable.

The floor of the room is wooden (oak). Various Runes are carved into the floor, seemingly at random intervals. A successful **Occult** or **Library Use** roll indicates that these runes are for Magical Warding purposes.

On the floor at the back of the room is a 3' square marble plinth with a height of about 2'. Lying before the plinth is a 12" diameter stainless steel bowl, filled with a black sticky liquid (a successful **First Aid** or **Medicine** roll reveals that this is coagulated blood – if the blood is DNA tested by the Investigators it turns out to be Kilfoyle's blood).

On the plinth itself is a 3' high statue made out of obsidian. The statue itself is a larger version of the one on Josias McGuinness's desk in Dublin. Viewing this statue carries a Sanity Loss of 1/1D3 (again, successful **Cthulhu Mythos** roll reveals the statue is of Great Cthulhu, if the Investigators didn't already know this). The statue is extremely heavy (STR 40 to move it aside/STR 80 to lift it) but if moved (Keepers may allow either a **Spot Hidden** or a **Luck** roll to allow Investigators to notice that the statue is positioned slightly askew on the plinth), a small hollowed out recess about 15" square and 9" deep is revealed. It contains the following three books and one pamphlet:

- Hardback Book, **THE KEY OF SOLOMON**, supposedly from King Solomon, actually written c. 14th century. This book is a modern edition printed by a small publishing house, Pagan Fire Publishing, based in New York. It is composed of two parts – the first of which indicates how to avoid drastic mistakes when dealing with spirits, and the second discussing the magical arts. The ritual magics revealed are astonishingly complex, supplying plenty of excuses as to why a spell didn't succeed. *Sanity Loss: 1/1D3; Occult +5%; Cthulhu Mythos +2%; Time to Read: 3 Weeks.* Spells: Chant of Thoth, Prinn's Crux Ansata (See the Call of Cthulhu® Rulebook (v5.5) pages 197 & 212).
- Paperback Book, **DIE GEHEIMNISSE DES ANCIENTS**, subtitled 'The Secrets of the Ancients' an English translation of a German book written by a Karl Heigerfield in the mid 1970's dealing with the field of study popularly known as "Ancient Astronauts" and made popular by Erich Von Daiken in the late 1960's. Hand the Investigators **Player Handout 14** at this point. *Sanity Loss: None; Occult +1%; Time to Read: 1 Week.* Spells: None.
- Hardback Book, **ANCIENT MIDDLE-EASTERN RELIGIONS**, published by Oxford University Press, and written by one Ted Amaluichi. This book

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contains a collection of various academic treatises on various religions of the ancient Middle-East. *Sanity Loss: None; Occult +1%; Time to Read: 2 Weeks.* Spells: None.

- Pamphlet, **ANTIQUITIES OF CORNWALL AND DEVON**, published by the Cornwall and Devon Historical Society. This is a fold-out pamphlet in the form of a map with the locations of dozens of ancient monuments (castles, standing stones, dolmens and so on) marked on it. In one corner of the pamphlet is written, in black ballpoint pen, "**two-high?**"

Any Investigator who touches the statue suffers from strange dreams each night for the next four days. These dreams are all similar – disturbing sequences of flying over ancient Egyptian temples interspersed with scenes of mass human sacrifice and torture (carried out by masked men upon altars on top of flat-topped pyramids), ending with a vision of a heavily clouded planet in outer space enshrouded in darkness, lit only by a distant and faint star. Each dream costs the Investigator concerned 1D2 Sanity Points, but does not affect that particular Investigator in any other mental manner, apart from depriving that Investigator of 1D6 hours of sleep that night. A successful **Psychoanalysis** roll on the affected person by someone else stops any further Sanity loss from the dreams but not the dreams themselves. After two days of disrupted sleep, the Keeper may wish to consider some sleep deprivation penalties – suggestions include –2 penalties to **Dexterity (DEX)**, **Strength (STR)** and **Power (POW)**, and 10% penalties to any Skill Check that involves the use of any substantial mental or physical effort.

Should the Investigators try and track down the author of DIE GEHEIMNISSE DES ANCIENTS, with a successful **Library Use** roll it is revealed that he died in a mysterious plane crash in 1979 in Iraq. (*Keeper's Note:* This is a **RED HERRING** – the crash was actually due to a bird being sucked into one of the engines of the airplane, although this was never discovered by crash investigators). Ned Amaluichi cannot be tracked down – there is no record of anyone of that description either in the phone book or in police records. If the Investigators search for Edward Amaluichi or Robert Amaluichi they do not find any names either.

The Attic

The attic contains a few old cardboard boxes of clothing from the 1970's judging by the style, and two wooden crates, which if opened, reveals a moderately-sized telescope (a 6" Newtonian Reflector). This shows no signs of ever being used.

Chapter Seven: A Trip to the Museum

Notes to the Keeper: The key clue here is the Tape from Kilfoyle's house. Once they have visited Budge, McGuinness is able to give them details of Amaluichi, who can give them details of the *Shem-Hazzai*.

The next stop for the Investigators will most likely be the British Museum in London. The best point of contact will be Professor E. Wallis Budge, Head of the Department of Ancient Middle- and Near-Eastern Studies. The Investigators will have to show some Identification (or else a successful **Persuade** roll) to receive an appointment with him. Professor Budge will come and meet the Investigators and show them into his office.

Professor Budge, who is an elderly, yet upright, gentleman with kind features, shows you into his office, which seems crammed to the rafters with piles of paperwork and cardboard boxes. He sits down upon a leather chair at a small desk, upon which sits a computer, and a small Japanese cassette-radio player. "Now. What can I do for you?"

If the Investigators play their cards right, Professor Budge is a mine of useful (and not so useful information). He knows the following relevant information:

- He remembers Kilfoyle - she was arrested fleeing the museum after attempting to steal two 5000-year old Babylonian Stone Tablets containing part of the *Enuma Elish* in 1997. When she was arrested there was a strange, almost maniacal look in her eyes. At her trial she refused to say why she attempted to steal the tablets except to proclaim repeatedly to the court "*They will come again and then you're all finished!*".
- Indeed, the words "*Enuma elish la nabu shamamu*", are the first five words of the *Enuma Elish*.
- The Babylonians were the heirs to many of the traditions and cultures of the Ancient Sumerians.
- If shown a photograph of the strange statue and tapestries from Kilfoyle's house, Budge will confirm that they appear to be genuine. At the sight of the statue, a successful **Psychology** roll reveals that Budge is discomforted by the statue, but he will not say anything about this to the Investigators or admit anything. He will say that he has not seen anything like the statue before, although a further **Psychology** roll reveals that the Professor could be lying on this. A successful **Persuade** roll means that the Professor will reluctantly tell the Investigators that he once saw a similar statue in a grave dating from the Badarian culture in pre-Dynastic Egypt (about 4,500 BC) in the Valley of the Kings in Egypt back in the 1960s. He doesn't know who or what the statue actually represents.
- There is a forthcoming (next January) major display on Sumerian and Babylonian antiquities in the British Museum.

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If the Investigators play the tape found at the Kilfoyle residence to the Professor, he appears slightly shocked, but very interested. If asked about the contents of the tape, the Professor will not say anything, but stand up, beckon the Investigators to follow him, and leave the office.

Professor Budge leads you through a murky and not-very-well lit corridor and down a flight of stairs into what seems like the dusty, stuffy heart of the museum. He stops before a cast-iron door and produces a strange looking key and unlocks the door.

A successful **Anthropology or Archaeology** roll reveals that the key is shaped in the form of an Egyptian Ankh.

The Professor opens the door. He reaches inside and you hear a click as a light goes on inside the room. He leads you through into a small, cramped and rather claustrophobic storage room filled to the brim with shelves full of wooden storage cases and lit by a single electric bulb. He then proceeds to remove one of the storage boxes from the shelves. You see that it is padlocked. The Professor produces another strange-shaped key and opens the padlock. Before opening the lid, he turns to you.
"Do you realise that this box has been lying here unopened since the time of my grandfather, over 130 years ago?"

The professor opens the box and from it produces a dusty tome with blank covers (**an English translation of the Annals of the Egyptian Pharaoh Amenhotep II**). He hands it to the Investigators (***Player's Handout 17***), with an admonishment to be careful.

The Professor will relay the following relevant information to the Investigators:

- The chant is a sacred chant of an ancient Sumerian cult, long thought dead, called the *Shem-Hazzai*
- The *Shem-Hazzai* were thought to have been wiped out by the Egyptian Pharaoh Amenhotep II in about 1400 BC somewhere in Syria (an excerpt is given in ***Player's Handout 17***)
- What is known is that the followers of the *Shem-Hazzai* worshipped "Elder Gods" or *Kabbaku* who lived on an outer planet "Nibiru" at the very edge of the Solar System
- By all accounts they were a very nasty bunch, indulging in things like live human sacrifice and the like

The Professor will not allow the original tome to leave the museum, but will offer to make photocopies for the Investigators.

If asked why the information on the *Shem-Hazzai* is kept locked away or asked about his reaction, then he will reply conspiratorially that "some things

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are best left out of the public knowledge”, and will not furnish further information (*Keeper’s Note*: This note about “the public knowledge” is a **RED HERRING** – this is only an atmospheric touch – Professor Budge genuinely only knows what he’s told the Investigators).

Matters Astronomical

If the Investigators consult an astronomer for further information on Nibiru/The Tenth Planet they will find that he/she dismisses much of what is contained in the *Die Geheimnisse des Ancients* as pseudo-scientific garbage written by crackpots. However, he/she will mention that recently astronomers have found another potential planet at the outer edges of the Solar System, although this has yet to be confirmed (*Player’s Handout 15*) – this information can also be obtained if the Investigators go to a Library or search the Internet. *Player’s Handout 16* is a starmap showing the vicinity of the sky where the planet was detected.

The Order of the Sword of St. Jerome

If the Investigators consult Josias McGuinness about the *Shem-Hazzai*, whether in person or via telephone, the only knowledge he has of the *Shem-Hazzai* is that he saw them mentioned in an old book he once read years ago on the mysterious Catholic organisation “The Order of the Sword of St. Jerome” written by someone called Ted Amaluichi. All McGuinness can tell the Investigators about this organisation is that they were a secretive Catholic monastic order which investigated the occult hundreds of years ago.

A successful **Library Use** roll means that the Investigators can locate further information on St. Jerome (*Player’s Handout 20*). A further successful **Library Use** roll is needed to find any information on the Order carrying his name (*Player’s Handout 21*). This is in the form of a brief entry in the *Encyclopedia Britannica*. The author of the article is a **Monsignor Edward Amaluichi**, who is based at the Imperial Catholic Seminary College, also located in London. **The Keeper may wish to allow access to these handouts without successful rolls if he or she deems fit, as they are crucial to the advancement of the plot.**

Monsignor Edward Amaluichi

The Imperial Catholic Seminary College is a large, imposing Edwardian-style building on the banks of the Thames River upstream from the Tate Gallery of Modern Art in Battersea. Phoning up the Seminary, the Investigators can be put through to Amaluichi himself.

If the Investigators phone up Amaluichi, he requests that they meet him in person at the Seminary. His office is on the second floor. Amaluichi’s office is a large spacious office akin to a psychiatrist’s, except that the bookshelves are

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filled with various religious tomes. There is a large desk at one side of the room.

Amaluichi is a jovial Anglo-Italian, about 50 and rather heavy-set, and is a Jesuit. He is wearing a conventional suit as opposed to standard priestly garb. He will answer their questions freely, but is rather puzzled by what he can offer a police investigation.

He admits he did write the book 'Ancient Middle-Eastern Religions' a decade ago, and used to be called Ned before he became a Jesuit. He also wrote the article on the Order of the Sword of St. Jerome for the Encyclopedia Britannica. Amaluichi knows no more about the Order of the Sword of St. Jerome than is contained in the Encyclopedia article he wrote, but if asked about the *Shem-Hazzai*, he tells the Investigators that the *Shem-Hazzai* were an ancient Sumerian cult who worshipped a race of extra-terrestrial beings. He came across a mention of them whilst researching into the Order of the Sword of St. Jerome. One of their rituals is mentioned in a book by the 17th century monk Klaus Bertschinger (and member of the Order of the Sword of St. Jerome).

If asked about the book, he gets up from his desk, walks across the room and pulls a large and dusty book from one of the bookcases. The tome is 300 years old and translated from the original German Tome "*Eine versteckte Geschichte des geheimnisvollen Cult des verlorenen Planeten*", meaning "The Secret History of the Cult of the Dark Planet". An excerpt of this book is given in **Player's Handout 18**. Amaluichi knows nothing more about the *Shem-Hazzai* than is contained in the book. If the Investigators want a map of the area mentioned in the excerpt, in **Player's Handout 13** is provided (which shows a map of Syria and Lebanon).

Chapter Eight: Endgame

Notes to the Keeper: If the Players figured out the location of the ritual very quickly, and sent ahead other police officers, then have these reinforcements mysteriously disappear or be uncontactable.

By now, the Investigators should be well on their way to realising that the *Shem-Hazzai* are attempting the ritual of the *Sa-Akkianuki*. The only question which may remain in their minds is the location. If not, then the Keeper should provide them with a little prod. One of them receives a phone call from McSwail. McSwail will tell them that some strange lights have been seen in the sky near Falmouth, and a strange thick fog is creeping inland and he wonders if these events have any relevance to the investigation. He doesn't know any more than that. If the Investigators contact the police in Falmouth, they confirm McSwail's story, but are unable to offer any more information.

Investigators can easily find out by using the Internet or going to a Library (no rolls required) that there are only five stone structures in the British Isles which meet the requirements set up in the ritual of the *Sa-Akkianuki* – one is Cleopatra's Needle on the banks of the Thames in London (***Player's Handout 22***) and four other large standing stones scattered throughout the British Isles (***Player's Handout 23***) – Ballycrovane Standing Stone in Cork in the Republic of Ireland, the Watch Stone on the Orkney Islands in Scotland, the Comet Stone, also in the Orkney Islands, and the Maen Llia Monolith near Falmouth in Cornwall (it is at this latter one that the ritual will take place). Again, by judicious research, the Investigators can locate a large-scale map of Cornwall (***Player's Handout 24***), and a smaller-scale map of the area surrounding Maen Llia Monolith (***Player's Handout 25***).

The Ritual

The Investigators may either travel to Cornwall via helicopter or car. If they take the former route, as they approach the vicinity of Falmouth, their helicopter starts to suffer from mysterious engine difficulties – the engines start cutting out, and it is all the pilot can do to barely keep from crashing. Their pilot refuses to take them any further and lands just outside of Falmouth, on some school playing fields. The Keeper may wish to make a scene of this.

One the Investigators leave Falmouth, and travel towards the monolith, the descriptions are different depending on upon whether or not it is day or night. Apart from this, the main events and plot-line are the same. As soon as the Investigators reach the area near the monolith, read the appropriate section of boxed text:

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Day:

As you navigate the narrow tree-lined lanes leading towards Treverva and the location of the Maen Llia Stone, you notice that a thick fog has raised up and is obscuring the weak, wintry sun. The fog is so thick that you can see the surface of the sun itself through it – a sun whose surface is dominated by a large number of dark sunspots.

A successful **Astronomy** roll reveals that the number of sunspots is very unusual – there are much, much more than usual.

Night:

As you navigate the narrow tree-lined lanes leading towards Treverva and the location of the Maen Llia Stone, you notice that a thick fog has raised up and is obscuring the stars above. The fog is so thick that you have to slow down and switch on the fog lights of the cars just to see where you are going. In the skies above through the fog you can make out several large and bright shooting stars heading at great speed towards the west before flaring and disappearing.

No matter what time of day the Investigators reach the hamlet of Treverva, they find it is deserted. If it is daytime, all the windows are curtained and doors locked. At night, there are no lights on. (*Keeper's Note:* This is a **RED HERRING** – this is nothing more than an atmospheric touch).

If the Investigators try and use mobile phones or radios here they get no reception or static. This effect surrounds the monolith for a radius of approximately one mile.

The monolith itself is set in an area of moorland about a square mile in size, surrounded by high-hedged roads on three sides. As soon as the Investigators reach area 1 on the accompanying map (*Keeper's Resource 2*), they see two black BMWs parked on the side of the road. Both are empty, although both sets of keys remain in the ignition. On the far side of the BMWs is a fire gate leading into the moorland itself.

If the Investigators sent reinforcements ahead of them, several (depending on how many were sent) empty police cars are parked at the side of the road, behind the BMWs. The police officers concerned have been uncontactable since they entered the area of the static.

Once the Investigators step onto the moorland itself, read the following boxed text:

Day:

You can hardly see 10 yards in front of you, the fog is that thick here. From up ahead in what you guess is the direction to the monolith, you see a soft

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diffuse purple glow.

Night:

The fog is extremely thick here, and if it weren't for a strange diffuse purple glow in front of you in what you guess to be the direction of the monolith, you would be totally lost.

At this point, the Keeper should call for **Constitution x3** rolls from each of the Investigators. Failure means that the Investigator concerned starts to feel a slight buzzing in their heads, and their noses start to bleed slightly.

All the Investigators should hear muffled voices coming from up ahead – if they take time to listen they can make out faint chanting.

After another couple of minutes of blundering about in the fog, guided only by the diffuse purple glow, the Investigators will reach the vicinity of the monolith:

Day:

Suddenly darkness envelops you, as if the day has turned to night. Before you can look up, the fog clears. The ground itself is softly glowing with a purple glow.

Night:

Suddenly the fog clears. You can see that the ground itself is glowing with a faint purple glow.

The Investigators should roll Sanity Checks for 0/1 Sanity Loss - it is obvious that the ground should not be glowing purple in any normal circumstances!

From here on in until the conclusion, the descriptions are the same for day and night:

In front of you is a disturbing scene. The monolith, which appears blood-red in colour, is surrounded by a column of glowing light reaching up into the dark sky. Within the column of light you can see, standing in front of the monolith, five robed and cowled figures, one of which is holding a gleaming curved knife. Lying on the ground at the figure's feet is a naked woman, bound securely with ropes. Surrounding the robed figures are several black boxes, which you identify as being loudspeakers - these appear to be the source of the sounds you heard earlier, although the sounds are strangely muffled.

At this point, any Investigator not already suffering from the buzzing noise and bleeding noses becomes afflicted.

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The column of light totally surrounds the monolith at a distance of about 20 ft – there is a further 100 ft clear space between the light and the surrounding fog.

A successful **Idea** roll reveals that the monolith is red because it has been daubed in human blood.

The robed figure stands and chants until the Investigators make their presence known, most probably by trying to enter the column of light. If they do, any Investigator who touches the light column sees a vision of whatever part of his or her anatomy had touched the column go up in flames and disintegrate before being thrown forcibly back out of the column (Sanity Loss: 1/1D4). Other Investigators watching this see nothing other than their comrade being thrown back out of the light column. After being thrown out, the vision disappears.

If any Investigator is so forthright as to fire a bullet into the column, or throw a stone or stick, they see the offending projectile cause ripples as it enters the column (similar to the effect a stone causes when it is thrown into water) before slowing right down in an effect similar to slow-motion footage. After about 5 yards, they slowly drop to the ground.

As soon as the robed figures are aware of the presence of the Investigators, one of them removes the cowl and a female face (about 40, with black hair) is revealed. The Investigators may recognise the woman as Joanna Kilfoyle, alternatively an **Idea** roll may be required to recognise her.

She smiles, and gestures. At this point, the earth moves in a wave effect heading outward from the monolith at speed towards the Investigators. Successful **Dexterity X2** rolls means the investigators manage to stay on their feet. Otherwise they are thrown onto the ground.

Take any Investigators that have fallen onto the ground aside and read or paraphrase the following boxed text to them:

<p>Something above you catches your eye. As you look up, you see the stars themselves shifting. The whole sky seems to violently heave for a moment, and then stop. Suddenly it dawns on you – you can no longer recognise the constellations. Strange patterns of stars stand out – many of them brighter than any star you have seen in the night sky before now.</p>

A successful **Astronomy** roll (or a **Knowledge** roll at a quarter) reveals that the sky appears to be consistent with that if the Earth was in another galaxy. This revelation carries a Sanity Loss of 1D2/1D4.

At this point, the Investigators hear a female voice in their heads (it belongs

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to Kilfoyle):

“The final hour is at hand. You will witness the breaking of the ancient seal which kept the rightful masters of the Earth imprisoned. Behold, the final sacrifice - this damned harlot will allow the gate to be opened”

Kilfoyle then reaches down with the knife and carves open the chest of the woman, and after momentarily further hacking, cuts and pulls out the still-beating heart (1/1D4 Sanity Loss for witnessing this scene). All the other robed figures remove their hoods (all appear to be middle-eastern in complexion) and start chanting at this point – the muffled sounds from the column of light grow louder and Investigators at this point can definitely recognise the chant as the same one as on the tape in Kilfoyle’s house.

Kilfoyle raises the heart and looks towards the sky. You hear the voice in your heads again. “Behold! The ancient seal is broken. The Kabbaku are restored to...” The voice breaks off suddenly, and you see a look of horror dawning on her face. “No. It cannot be! It is impossible! They wouldn’t...”

The Column of Light flickers for a moment, and the other acolytes stop chanting and look up – looks of absolute horror crossing their faces. A series of motes of fiery light start spiraling down from the sky. A beam of soft pinkish light from above illuminates the whole area.

A successful **Occult** roll determines that something has gone wrong with the ritual.

At this point the column of light flickers one more time and dies - at which point the area is drowned in the noise of the chanting coming from the speakers. At this point the Investigators are free to approach the monolith and the *Shem-Hazzai*.

As they do (or after about 30 seconds if they don’t, and stand and watch), the motes of fiery light reach the ground. There are four of them, and each one goes for a robed acolyte (but not Kilfoyle) . As each mote of light engulfs the cultist, the robes the cultist wears burst into flames – as a result, the cultist is totally incinerated in short order, leaving nothing but a pile of ashes. Each mote of light disappears after immolating a cultist. Witnessing immolation in such a fashion causes a Sanity loss of 1/1D3 (only apply this loss once per Investigator)

As the acolytes of the *Shem-Hazzai* are being immolated, something strange is happening to Kilfoyle. Her body is being held aloft in the air, and her eyes are closed, but her hair is waving about, like it would in a wind - as there is no wind present, a small Sanity Loss of 1/1D2 is called for here. Even if the Investigators riddled her with bullets the moment the column of light disappeared, this still happens:

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The body of Kilfoyle hangs in the air, her hair waving about disconcertingly. Suddenly her eyes literally pop open, revealing two featureless glowing cyan orbs. A strange hollow voice issues from her lips, repeating the phrase "Azathoth mwbarin akballath eru" over and over again. At this point, the sounds of chanting suddenly stop as the speakers disintegrate simultaneously in a shower of sparks into puddles of molten plastic.

A successful **Cthulhu Mythos** roll recognises Azathoth as an Outer God, and the chant as a summoning spell.

As soon as the Investigators approach her, the blue glow fades and the chanting stops, and a curious silence descends over the area. Kilfoyle closes her eyelids for a moment, then opens them, to reveal normal human eyes (if the Investigators previously killed her, a Sanity check for 1/1D6 is in order here).

Kilfoyle stares at you and starts mumbling in a low voice: "...seal the conduit...you must seal the conduit...don't let them through...we couldn't have known...how could we have known?..." Her eyes snap shut then open to reveal the blue glowing orbs again. A spasm passes through her entire body, and she screams out in pain – a horrid, piercing scream which shakes you to your very bones.

Any Investigator hearing the scream must make a **Constitution x5** roll or be deafened and stunned for 1D6 rounds, unable to do anything except roll on the ground holding their heads.

Immediately after the scream, Kilfoyle starts a frightening transformation:

Kilfoyle's body, whilst still hanging in the air, starts spasming violently. You are aghast as her clothes disintegrate as her skin grows, bulges and splits to reveal a dozen barbed long, black tentacles writhing violently about her. The rest of her body metamorphoses into an obsidian, amorphous writhing mass, some 8' high. A pair of baleful, glowing white eyes glares out at you from the centre of the monstrosity as it soundlessly advances towards you, tentacles writing in a hypnotic dance of death. A set of deep, rasping voices, all speaking together, yet each one slightly out of tune, fill your heads, yet you cannot see where it is originating.

"Behold, we are Zaltais the Destroyer, an Angel of the Seventh Circle, and we have come to reclaim what is rightfully ours for the Daemon Sultan. Your time upon this world is finished, ape-things. Prepare for your final annihilation!"

Witnessing this transformation costs 1D2/1D6 points of Sanity. A successful **Cthulhu Mythos** roll reveals that the "Daemon Sultan" is none other than Azathoth. As soon as the transformation is finished, more motes of light start

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spiraling down from the sky, and Zaltais advances upon any Investigator nearby.

Zaltais the Destroyer – Tentacled Abomination

STR 20 **CON** 40 **SIZ** 18 **INT** 10 **POW** 40 **DEX** 12

Movement: 6

Hit Points: 29

Damage Bonus: +1D6

Weapons: Barbed Tentacles 70%, damage 1D6 + db.

Armour: 3 points vs non-magical weapons (i.e. bullets)/none vs magical weapons (e.g. Athame)

Spells: Create Mist of Releh, Dominate, Wrack (See Call of Cthulhu® Rulebook (v5.5) pages 202, 204 & 218).

Skills: None

Sanity Loss: 1D4/1D8

At this point, as well as dealing with Zaltais (when finally killed, its body will melt into a puddle of fine white goo, leaving only a few human-like bones), it should be obvious to the Investigators that the only way to stop further mayhem and chaos is to topple and destroy the monolith. This can be done in various ways – either by pulling it out of the ground with heavy steel cables attached to a helicopter or a pickup truck, or by ramming it repeatedly with a car – this is the most likely course of action. In game terms, the monolith is STR 150 and CON 200, and it extends over 6' into the ground.

Conclusion

Destroying the conduit by toppling/destroying the monolith finishes the scenario. Once the monolith is toppled, the scene swiftly returns to normal - if Zaltais is still present, it disintegrates into a messy puddle of goo, the fog and the column of pink light disappears, the motes of light in the sky flare and wink out, and the stars right themselves. A silence descends upon the landscape, broken only by the rumble of distant thunder as storm-clouds approach from the south.

As the dust settles, you are sure that you have prevented something very bad from happening. You are not sure what exactly happened here, and chances are you'll never find out, but nevertheless, it feels like you have won a great victory for humanity against its foes. The Human Race is safe, at least for the time being.

Outside of tournament play, at this point the Investigators can be awarded Sanity Bonuses for Victory. A suggested award is 1d8+4 SAN points each.

Appendix: Scenario Handouts and Resources

The following handouts were provided in Part One, and one copy of each of them should be handed out at the start of Part Two:

- The NCIS Investigator Briefing on the first two murders (*handout 1*).
- The Scene of the Crime Report on the first two murders (*handouts 2 & 3*).
- The Pathology Reports on the first two victims (*handouts 4 & 5*).
- The strange scrawl written on the wall at the first two murder scenes (*handout 6*).
- Letter from the Order of the Golden Dawn to Kathleen O'Grady (*handout 7*).
- Excerpt from Chapter 3 of the *Book of the Law*, by the famous English Occultist, Aleister Crowley (*handout 8*).
- The strange statue on Josias McGuinness's desk (*handout 9*).
- Excerpt from the *Enuma Elish*, the ancient Sumerian creation epic (*handout 10*).
- The glyph on the cover of the Mythos Tome *The King In Yellow* (*handout 11*).
- Investigator's Map of the Home of Joanna Kilfoyle (*handout 12*).

Here are the details of the handouts to be handed out in this section. Also, one copy of ***The Dark Planet Part One Player Summary*** should be handed out as well at the start of the scenario – this summaries what the Players learned in Part One.

- Large-Scale Map of Syria and Lebanon (*handout 13*).
- Excerpt from the English translation of the book *Die Geheimnisse des Ancients* (*handout 14 – two copies*).
- NASA Press Release on discovering the 10th Planet, a.k.a. *Nibiru* (*handout 15*).
- Starmap of the constellation of Orion (*handout 16*).
- Excerpt from the Egyptian scrolls *The Annals of Amenhotep II* (*handout 17 – two copies*).
- Relevant Excerpts from the 16th Century Occult Tome *Eine versteckte Geschichte des geheimnisvollen Cult des verlorenen Planeten* (*handout 18 – two copies*).
- Large-Scale Map of England and Wales (*handout 19*).
- Brief Biography of St. Jerome (*handout 20*).
- Information on the Order of the Sword of St. Jerome (*handout 21 – two copies*).
- Information on Cleopatra's Needle (*handout 22*).
- Information on other large standing stones of the British Isles (*handout 23*).
- Large-Scale Map of Cornwall (*handout 24*).

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- Small-Scale Map of the area surrounding the Maen Llia Monolith (*handout 25*).

Resources for the Keeper's Eyes only are as follows:

- Map of 5 High Howe Court, the home of Joanna Kilfoyle (*resource 1*).
- Annotated Map of the area surrounding the Maen Llia Monolith, in Cornwall, location of the *Shem-Hazzai* ritual (*resource 2*).
- The Ritual of the Sa-Akkianuki (*resource 3*)

All Queries to be addressed to:

Chief Superintendent Jock McSwail,
Deputy Director, NCIS,
Room 495A,
Level B,
New Scotland Yard
London



National Criminal Intelligence Service

Ladies and Gentlemen:

As of the 28th October (yesterday), the NCIS has been approached by two police forces, West Midlands Police and Thames Valley Police, to investigate two murders that have occurred in the last week, which may be linked, and which both have ritualistic overtones.

The first murder, that of a Ms Kathleen O'Grady (Age 34, Caucasian Female) of 22 Cowley Road, Littlemore, Oxford, was reported on the evening (8.00pm) of the 23rd October by her next door neighbour, who heard screaming coming from the victim's house. The victim, who was known to local police in the capacity of a prostitute in Oxford, was found by Thames Valley Police to have been brutally murdered, and the body mutilated. Occult inscriptions were daubed in the victim's blood at the murder scene. Thames Valley Police removed the victim's body for further investigation, and preliminary results from the Pathology Lab indicate that the victim was not sexually assaulted. Thames Valley Police sealed the crime scene, a prohibition they have maintained given our interest in the case.

The second murder, that of a Ms Jane McCready (Age 20, Caucasian Female) of 14C Lakey Lane, Hall Green, Birmingham was reported in the early hours (12.45am) of the 27th October, once again by a next-door neighbour who reporting screaming coming from the victim's flat. When Officers arrived it was discovered that the victim had been brutally murdered and the body mutilated. Again, occult inscriptions were carved in the victim's blood on the walls at the crime scene. The victim was also known to be a part-time prostitute.

Yesterday morning, Chief Inspector Smith of Thames Valley Police heard about the details of the Hall Green murder and on consulting with the West Midlands Police, concluded that there were enough similarities between the two cases to warrant NCIS involvement. Yesterday evening, at 6.00pm, both forces put in an official request for NCIS Involvement.

Our colleagues in Birmingham and Oxford are expecting your presence as soon as possible. The two points of contact are Detective Constable Carver at Littlemore Police Station and Detective Constable Brownlowe in Hall Green.

The NCIS has authorised pool cars for the duration of the investigation, and an expenses account has been set up (please book all accommodation to Ref. 456/B and all other expenses to Ref. 512/A). Please contact me direct if there are any jurisdictional matters which may arise from your investigations and which need to be sorted out. I expect a report of preliminary findings within a week.

Once again, I remind you that discretion is important here - please refer any press enquiries to the NCIS Press Office here in New Scotland Yard.

SCENE OF CRIME REPORT FOR CASE NO: 231001-6B

PRIMARY INVESTIGATING OFFICER: DC J CARVER/10341210

1. Circumstances of Crime

At 8.00pm on the evening of the 23rd October 2005, Mrs Joan Briggs, of 24 Cowley Road, Littlemore, Oxford (see attached map), reported screaming from her next door neighbour's house (22 Cowley Road, belonging to a Ms Kathleen O'Grady). A mobile unit was sent to the scene and arrived at 8.19pm. The back door of 22 Cowley Road was ajar. The investigating officers (PCs Shannon and Collins) entered the property at 8.20pm and located a body in the downstairs front living-room, and called for reinforcements. Shannon and Collins quickly ascertained that a crime had been committed, but could not find any trace of the assailants.

2. Scene of the Crime

The front living room of 22 Cowley Road is approximately 12' by 13' with a large three-panelled bay-style window. Entry is by means of a wooden door leading into the front hall. Inside the room are two medium-sized sofas, a standard lamp, a floor-to-ceiling sized bookcase and a TV/Hi-Fi/Video stand containing associated electrical equipment.

There were no signs of forced entry via the front door, however, the back door had been forced open via a crowbar or similar means.

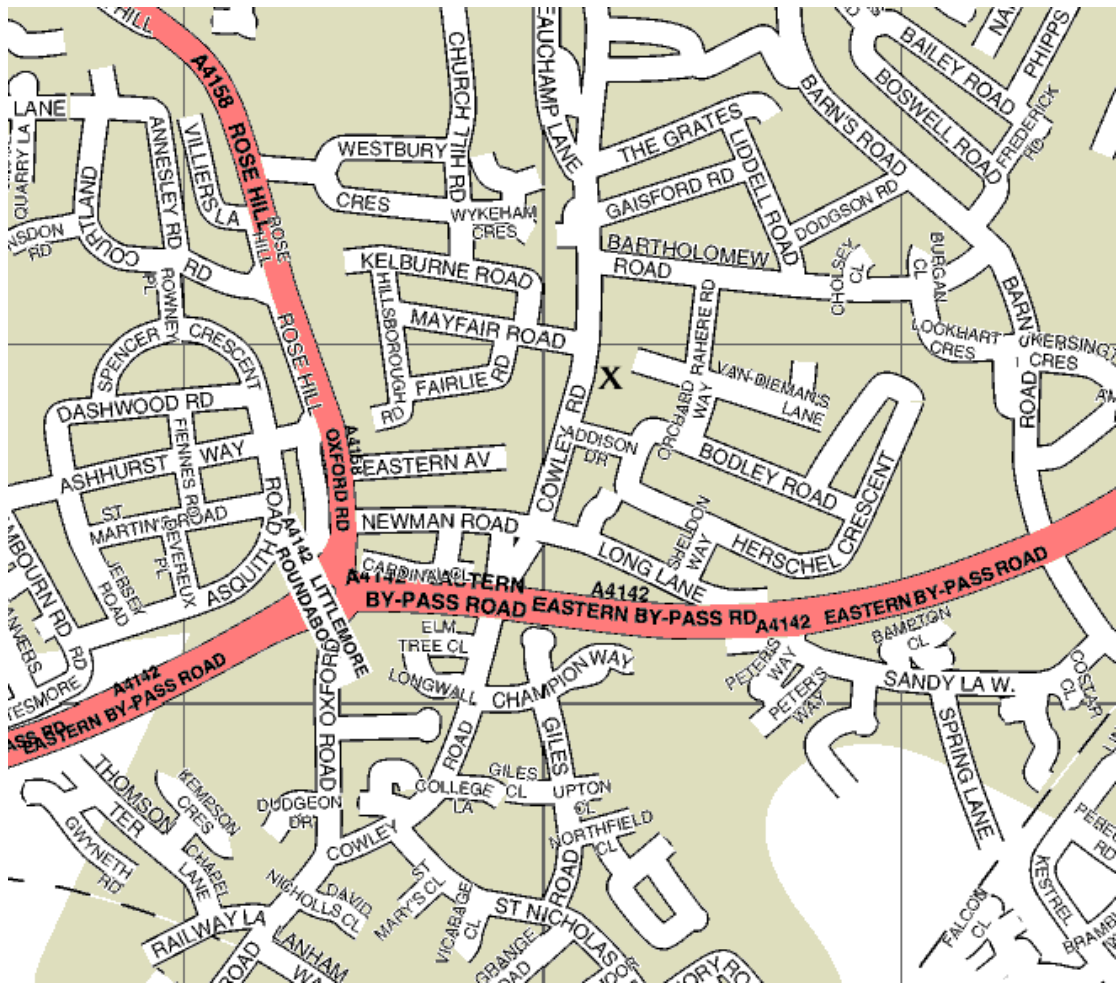
Officers Shannon and Collins, upon entering the front room, found the victim lying on the floor of the living room, in the middle of the room. The front (heavy velvet) curtains were drawn, thus obscuring any view of the room from outside.

The victim was laid out with her arms at a 90° angle to the body, palms facing upwards. Officers Shannon and Collins quickly ascertained that there was extensive bruising to the left-hand side of the victim's temple, that the palms of the hands were nailed to the floor by means of one heavy iron nail in each, and that the heart of the victim had been removed. The victim was surrounded by a pool of her own blood.

Daubed on the wall opposite the window, in what appeared (and was subsequently confirmed) to be the victim's blood was the word "SHAMAMU" and the phrase "LET MARY INVIOLEATE BE TORN UPON WHEELS FOR HER SAKE LET ALL CHASTE WOMEN BE UTTERLY DESPISED AMONG YOU"

A preliminary investigation of the crime scene by Forensics indicated no extraneous fingerprints, however, man-made fibres, which have been subsequently identified as belonging to a common brand of paintbrush, were found on the floor, beneath the wall containing the scrawling. No other extraneous material was found.

There was no indication of any property being stolen from the house.



Vicinity of Cowley Road, Littlemore, Oxford

SCENE OF CRIME REPORT FOR CASE NO: 271001-4F

PRIMARY INVESTIGATING OFFICER: DC T BROWNLOWE/10367622

1. Circumstances of Crime

At 12.45am on the morning of the 27th October 2005, Ms Kim Hutton, of 14B Station Rd, Hall Green, Birmingham (see attached map), reported screaming coming from the flat above her (belonging to a Ms Jane McCready). A mobile unit was sent to the scene and arrived at 12.59am.

The investigating officers (PCs Huxley and Adimeju) upon finding the front door closed, forcibly entered the property at 1.00am and immediately located a body in the living-room, and called for reinforcements. Huxley and Adimeju quickly ascertained that a crime had been committed, but could not find any trace of the assailants.

3. Scene of the Crime

The living room of 14C Lakey Lane is approximately 10' by 10' with a small window. Entry is by means of a wooden door leading into the front hall. Inside the room are one medium-sized sofa, two decorative wall lamps, a small aquarium filled with tropical fish and a TV/Hi-Fi stand containing associated electrical equipment. A handheld camcorder was found on the floor, it has been ascertained that this belonged to the victim, but was not switched on at the time of the attack.

There were no signs of forced entry via the front door, however, the back door leading to the fire escape (which leads to an alleyway at the back of the property) had been forced open from the outside via a crowbar or similar means.

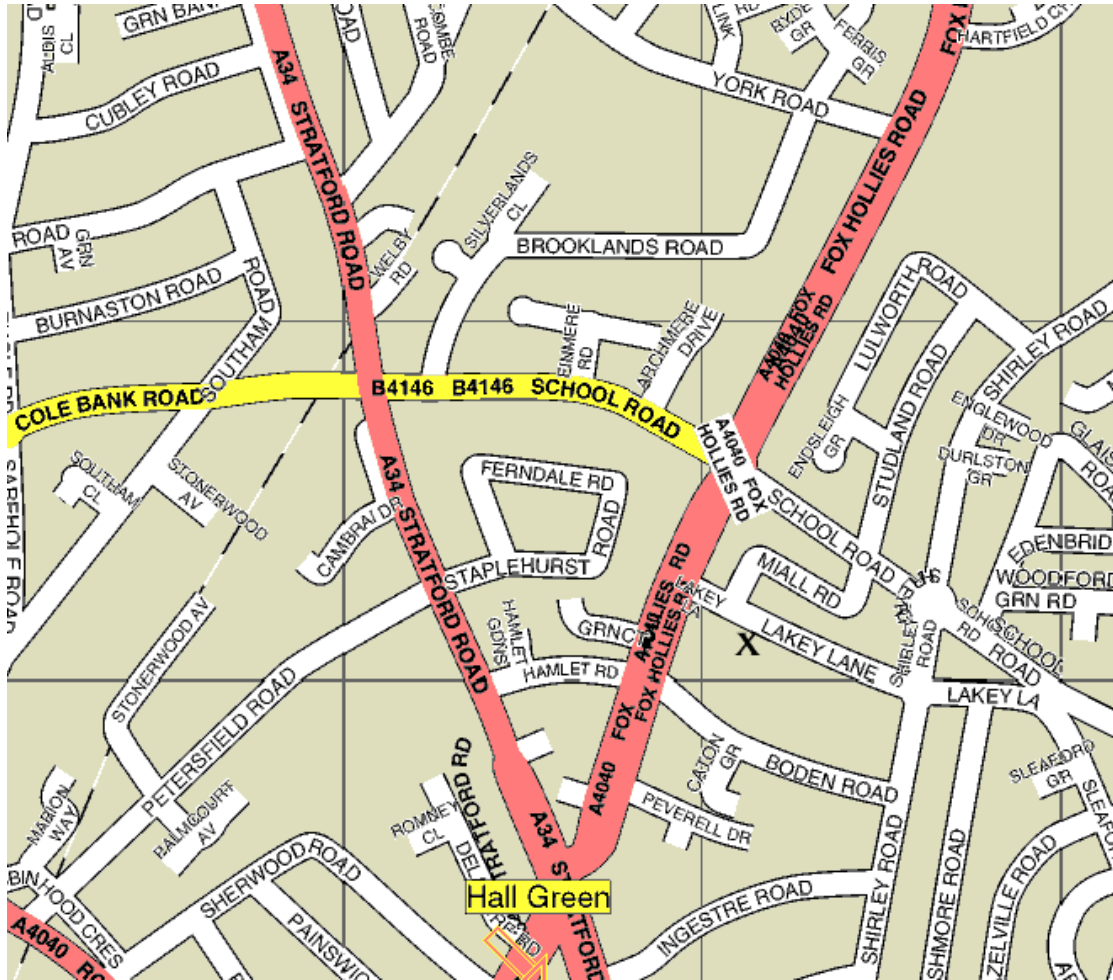
Officers Huxley and Adimeju, upon entering the front room, found the victim lying on the floor of the living room, in the middle of the room. The front (linen) curtains were drawn, thus obscuring any view of the room from outside.

The victim was laid out with her arms at a 90° angle to the body, palms facing upwards. Officers Huxley and Adimeju quickly ascertained that the palms of the hands were nailed to the floor by means of one heavy iron nail in each, and that the heart of the victim had been removed. The victim was surrounded by a pool of her own blood.

Daubed on the wall opposite the window, in what appeared (and was subsequently confirmed) to be the victim's blood was the word "LA NABU" and the phrase "LET MARY INVIOLATE BE TORN UPON WHEELS FOR HER SAKE LET ALL CHASTE WOMEN BE UTTERLY DESPISED AMONG YOU"

A preliminary investigation of the crime scene by Forensics indicated no extraneous fingerprints or other material, although a small quantity of man-made fibres were found on the living room floor, which have been subsequently identified as belonging to a common brand of paintbrush. A small (5.3g) quantity of street-quality cocaine was found hidden in a kitchen drawer.

There was no indications of any property being stolen from the house.



Vicinity of Lakey Lane, Hall Green, Birmingham

POST MORTEM REPORT for Kathleen Janine O'Grady, Case 231001-6B

1. Demographic Details

Hospital number:

Oxford General, N10B

Mortuary sequential number:

OG450

Name, forenames, title:

Kathleen Janine, Ms

Family or maiden name:

O'Grady

Home address:

22 Cowley Road, Littlemore, Oxford, Oxfordshire

Name of GP and/or hospital consultant:

Dr Leonard Pryce, Fransham Surgery, High Street, Littlemore, Oxford

Sex, age/date of birth:

Female, 34, June 14 1971

Place of birth:

Ballymun, Dublin, Republic of Ireland

Next of kin, person giving permission for post mortem:

Mavis O'Grady (mother), 14A Edmonds Towers, Ballymun, Dublin, Republic of Ireland

Source of the patient, or hospital and ward details:

Thames Valley Police

Details of those individuals to whom the report should be sent:

Justice B.E. Swann, Crown Courts, Highland Way, Oxford
Dr L. Pryce, Fransham Surgery, High Street, Littlemore, Oxford
DC J. Carver, Oxford Central Police Station, Oxford

Persons present at post mortem:

Dr A. Kildare (Pathologist)
Nurse G. Anderson (Medical Assistant)
DC J. Carver (Police Observer)

Dates, times and place:

Date and time and place of death: Approximately 7.30pm, 23/10/05
Date and time and place of post mortem: 2.30pm, 25/10/05, Oxford General Hospital
Date of preliminary report: 26/10/05
Date of final report: 29/10/05

Authority for post mortem:

Hospital

Identification of body:

Mavis O'Grady (mother)

Type of post mortem:

Complete

2. History

Present Illnesses: Victim shows signs of advanced gonorrhoea, and of early stages of lung cancer. Consultation with GP reveals victim smoked heavily and was treated regularly for sexually-related diseases. The Septum and Vibrissae show irritation and degeneration consistent with regular usage of cocaine, although a blood test proved negative for traces of illegal substances.

Circumstances of Death: Massive Blood Loss and Trauma to Upper Chest Region, caused by removal of Heart whilst victim still living.

3. External description

Weight in kilograms: 70kg.
Height in centimetres: 170cm.
External appearances: Blond Hair, Green Eyes, Fair Skin.
Sex: Female.
Age: 34.
Build: Mesomorphic.
Nutrition: Good.
Racial pigmentation: Caucasian.
Lividity: Some.
Rigour: Significant.

Heavy bruising to left side of Temple, as a result of being struck by a heavy implement, probably causing Unconsciousness.

22cm long incision by long, sharp, bladed object, through the breastbone and into the pericardial cavity. Examination of the pericardial cavity reveals that the incision was widened, resulting in three broken ribs, and the victim's heart removed. There is evidence of tearing of the dorsal aorta, the pulmonary artery and the superior vena cava and the inferior vena cava, and significant bruising to the diaphragm.

The centres of both palms were punctured all the way through, caused by forced insertion of heavy iron nails (found at the scene).

4. Internal examination

Cardio-vascular system: Removal of Heart via incision in Chest.
Pulmonary system and pleural cavity: Evidence of early stages of Lung Cancer.
Gastro-intestinal system (including liver and peritoneum): Signs of past Stomach Ulcers.
Genito-urinary system: Symptoms of Gonorrhoea present.
Endocrine system: No anomalies.
Locomotor system: No anomalies.
Bone marrow, spleen and lymph nodes: No anomalies.
Brain: No anomalies.
Central Nervous System: No anomalies.
Internal Organs: All present apart from Heart, all weights normal.

5. Histology report and other investigations

No material has been taken for histology.
No material has been taken for toxicology or microbiology.
No extraneous fibres or samples were found on the body.

Record tissues sent to any third party for further investigation: DNA samples sent to NCIS.

6. Summary of findings

Removal of Heart resulted in almost immediate death.

7. Commentary/Conclusions

Due to the massive trauma of the temple, it is likely that the victim was unconscious at the point at which her heart was removed. Death will have followed instantly.

8. Cause of death

Victim killed by removal of heart.

POST MORTEM REPORT for Jane Eleanor McCready, Case 271001-4F

1. Demographic Details

Hospital number:

Royal Birmingham, B17C

Mortuary sequential number:

OH501

Name, forenames, title:

Jane Eleanor, Ms

Family or maiden name:

McCready

Home address:

14C Lakey Lane, Hall Green, Birmingham

Name of GP and/or hospital consultant:

Dr Muhammad Sen, The Surgery, Western Place, Hall Green, Birmingham

Sex, age/date of birth:

Female, 20, July 14 1985

Place of birth:

Bell's Hill, Glasgow, Scotland

Next of kin, person giving permission for post mortem:

Eleanor McCready (mother), 144C The Rosses, Bell's Hill, Glasgow, Scotland

Source of the patient, or hospital and ward details:

West Midlands Police

Details of those individuals to whom the report should be sent:

Justice J.A. Graham, Crown Courts, Ross Way, Yardley, Birmingham
Dr Muhammad Sen, The Surgery, Western Place, Hall Green, Birmingham
DC T. Brownlowe, Hall Green Police Station, Hall Green, Birmingham

Persons present at post mortem:

Dr G. Smith (Pathologist)
Nurse D. Scullion (Medical Assistant)
DC T. Brownlowe (Police Observer)

Dates, times and place:

Date and time and place of death: Approximately 12.30am, 27/10/05
Date and time and place of post mortem: 5.30pm, 28/10/05, Royal Birmingham Hospital
Date of preliminary report: 28/10/05
Date of final report: 29/10/05

Authority for post mortem:

Hospital

Identification of body:

Eleanor McCready (mother)

Type of post mortem:

Complete

2. History

Present Illnesses: Blood Tests reveal presence of HIV. Consultation with GP confirms this.

Circumstances of Death: Massive Blood Loss and Trauma to Upper Chest Region, caused by removal of Heart whilst victim still living.

3. External description

Weight in kilograms: 65kg.
Height in centimetres: 162cm.
External appearances: Black Hair, Blue Eyes, Fair Skin.
Sex: Female.
Age: 20.
Build: Endomorphic.
Nutrition: Fair.
Racial pigmentation: Caucasian.
Lividity: Some.
Rigour: Significant.

24cm long incision by long, sharp, bladed object, through the breastbone and into the pericardial cavity. Examination of the pericardial cavity reveals that the incision was widened, resulting in three broken ribs, and the victim's heart removed. There is evidence of tearing of the dorsal aorta, the pulmonary artery and the superior vena cava and the inferior vena cava, and significant bruising to the diaphragm.

The centres of both palms were punctured all the way through, caused by forced insertion of heavy iron nails (found at the scene).

4. Internal examination

Cardio-vascular system: Removal of Heart via incision in Chest.
Pulmonary system and pleural cavity: No anomalies
Gastro-intestinal system (including liver and peritoneum): No anomalies
Genito-urinary system: Symptoms of Gonorrhoea present.
Endocrine system: No anomalies.
Locomotor system: No anomalies.
Bone marrow, spleen and lymph nodes: No anomalies.
Brain: No anomalies.
Central Nervous System: No anomalies.
Internal Organs: All present apart from Heart, all weights normal.

5. Histology report and other investigations

No material has been taken for histology.
No material has been taken for toxicology or microbiology.
Extraneous textile fibres under fingernails were found on the body, sent to Manchester Police Forensics Laboratory for further examination.

Record tissues sent to any third party for further investigation: DNA samples sent to NCIS.

6. Summary of findings

Removal of Heart resulted in almost immediate death.

7. Commentary/Conclusions

It is likely that the victim was conscious at the point at which her heart was removed. Death will have followed instantly.

8. Cause of death

Victim killed by removal of heart.

LET MARY INVIOATE BE TORN
UPON WHEELS FOR HER SAKE
LET ALL CHASTE WOMEN BE
UTTERLY DESPISED AMONG YOU



The Supreme Order of the Golden Dawn
14C Parnell Street
Dublin
Republic of Ireland
Director: Josias B McGuinness

20th August 2005

Kathleen O'Grady
22 Cowley Road
Littlemore
Oxford
England

Dear Kathleen,

Thank you for your recent application to join our society. It is with regret that I write to tell you that your application has been turned down. In the committee's judgement, although you have demonstrated sufficient theoretical knowledge of the Abra-Merlin aspect of our rites, and sound practical knowledge of our rituals, your scores on the part of the entrance test dealing with the Key of Solomon and Enochian magic were not sufficient.

We are holding a residential workshop in December here in Dublin which will largely concentrate on fields of knowledge referred to above - you are cordially invited to come along and participate in these. I am sure that after this workshop, you will have gained sufficient theoretical knowledge and experienced enough of the practical side of our art that you will pass the test with flying colours. If you wish to book a place on this workshop then please write for details.

In the meantime, if you have any queries, then please do not hesitate to contact me at the address above.

Until the New Aeon of Horus,

Josias McGuinness

Chapter III

43. Let the Scarlet Woman beware! If pity and compassion and tenderness visit her heart; if she leave my work to toy with old sweetnesses; then shall my vengeance be known. I will slay me her child: I will alienate her heart: I will cast her out from men: as a shrinking and despised harlot shall she crawl through dusk wet streets, and die cold and an-hungered.
44. But let her raise herself in pride! Let her follow me in my way! Let her work the work of wickedness! Let her kill her heart! Let her be loud and adulterous! Let her be covered with jewels, and rich garments, and let her be shameless before all men!
45. Then will I lift her to pinnacles of power: then will I breed from her a child mightier than all the kings of the earth. I will fill her with joy: with my force shall she see & strike at the worship of Nu: she shall achieve Hadit.
46. I am the warrior Lord of the Forties: the Eighties cower before me, & are abased. I will bring you to victory & joy: I will be at your arms in battle & ye shall delight to slay. Success is your proof; courage is your armour; go on, go on, in my strength; & ye shall turn not back for any!
47. This book shall be translated into all tongues: but always with the original in the writing of the Beast; for in the chance shape of the letters and their position to one another: in these are mysteries that no Beast shall divine. Let him not seek to try: but one cometh after him, whence I say not, who shall discover the Key of it all. Then this line drawn is a key: then this circle squared in its failure is a key also. And Abrahadabra. It shall be his child & that strangely. Let him not seek after this; for thereby alone can he fall from it.
48. Now this mystery of the letters is done, and I want to go on to the holier place.
49. I am in a secret fourfold word, the blasphemy against all gods of men.
50. Curse them! Curse them! Curse them!
51. With my Hawk's head I peck at the eyes of Jesus as he hangs upon the cross.
52. I flap my wings in the face of Mohammed & blind him.
53. With my claws I tear out the flesh of the Indian and the Buddhist, Mongol and Din.
54. Bahlasti! Ompehda! I spit on your crapulous creeds.
55. Let Mary inviolate be torn upon wheels: for her sake let all chaste women be utterly despised among you!
56. Also for beauty's sake and love's!
57. Despise also all cowards; professional soldiers who dare not fight, but play; all fools despise!
58. But the keen and the proud, the royal and the lofty; ye are brothers!
59. As brothers fight ye!
60. There is no law beyond Do what thou wilt.
61. There is an end of the word of the God enthroned in Ra's seat, lightening the girders of the soul.
62. To Me do ye reverence! to me come ye through tribulation of ordeal, which is bliss.
63. The fool readeth this Book of the Law, and its comment; & he understandeth it not.
64. Let him come through the first ordeal, & it will be to him as silver.
65. Through the second, gold.
66. Through the third, stones of precious water.
67. Through the fourth, ultimate sparks of the intimate fire.
68. Yet to all it shall seem beautiful. Its enemies who say not so, are mere liars.
69. There is success.
70. I am the Hawk-Headed Lord of Silence & of Strength; my nemyss shrouds the night-blue sky.
71. Hail! ye twin warriors about the pillars of the world! for your time is nigh at hand.
72. I am the Lord of the Double Wand of Power; the wand of the Force of Coph Nia—but my left hand is empty, for I have crushed an Universe; & nought remains.
73. Paste the sheets from right to left and from top to bottom: then behold!
74. There is a splendour in my name hidden and glorious, as the sun of midnight is ever the son.
75. The ending of the words is the Word Abrahadabra.

Aleister Crowley - The Book of the Law: Liber AL vel Legis - sub figura CCXX, as delivered by XCIII = 418 to DCLXVI



Enuma Elish - translator. E. A. Speiser , 1969

When on high the heaven had not been named, Firm ground below had not been called by name,
Naught but primordial Apsu, their begetter, (And) Mummu-Tiamat, she who bore them all, Their
waters [the sea] commingling as a single body; Then it was that the gods were formed within them
[the waters of Apsu and Tiamat].... The divine brothers banded together, They disturbed Tiamat as
they surged back and forth, Yea, they troubled the mood of Tiamat by their hilarity in the Abode
of Heaven.

Apsu could not lessen their clamor and Tiamat was speechless at their [ways]. Their doings were
loathsome [...]. Unsavory were their ways; they were overbearing. Then Apsu, the begetter of the
great gods, Cried out, addressing Mummu, his vizier: "O Mummu, my vizier, who rejoicest my
spirit, Come hither and let us go to Tiamat!" They went and sat down before Tiamat, Exchanging
counsel about the gods, their first-born. Apsu, opening his mouth, Said unto resplendent Tiamat:
"Their ways are verily loathsome unto me by day I find no relief, nor repose by night. I will
destroy, I will wreck their ways, That quiet may be restored. Let us have rest!"

(Now) whatever they had plotted between them, Was repeated unto the gods, their first-born.
When the gods heard (this), they were astir, (Then) lapsed into silence and remained speechless.
Surpassing in wisdom, accomplished, resourceful, Ea, the all-wise, saw through their scheme. A
master design against it he devised and set up, Made artful his spell against it, surpassing and
holy. He recited it and made it subsist in the deep.

As he poured sleep upon him. Sound asleep he lay. When Apsu he had made prone, drenched with
sleep, Mummu, the adviser, was powerless to stir He loosened his band, tore off his tiara,
Removed his halo (and) put it on himself. Having fettered Apsu, he slew him. Mummu he bound
and left behind lock. Having thus upon Apsu established his dwelling, he laid hold on Mummu,
holding him by the nose-rope.

In the chamber of fates, the abode of destinies, A god was engendered, most able and wisest of
gods. In the heart of Apsu was Marduk created.

He who begot him was Ea, his father; She who bore him was Damkina, his mother. The breast of
goddesses he did suck. The nurse that nursed him filled him with awesomeness. Alluring was his
figure, sparkling the lift of his eyes. Lordly was his gait, commanding from of old. When Ea saw
him, the father who begot him, He exulted and glowed, his heart filled with gladness. He rendered
him perfect and endowed him with a double godhead. Greatly exalted was he above them,
exceeding throughout Perfect were his members beyond comprehension, Unsited for
understanding, difficult to perceive.

Four were his eyes, four were his ears; When he moved his lips, fire blazed forth. Large were all
four hearing organs, And the eyes, in like number, scanned all things. He was the loftiest of the
gods, surpassing was his stature; His members were enormous, he was exceedingly tall. "My little
son, my little son! My son, the Sun! Sun of the heavens!"

Clothed with the halo of ten gods, he was strong to the utmost, As their awesome flashes were
heaped upon him. Anu brought forth and begot the fourfold wind consigning to its power the
leader of the host. He fashioned station[ed] the whirlwind, He produced streams to disturb
Tiamat. The gods, given no rest, suffer in the storm. Their heart(s) having plotted evil, To Tiamat,
their mother, said: "When they slew Apsu, thy consort, Thou didst not aid him but remainedst
still. When the dread fourfold wind he created, Thy vitals were diluted and so we can have no rest.

Enuma Elish - translator. E. A. Speiser , 1969

Let Apsu, thy consort, be in thy mind And Mummu, who has been vanquished! Thou art left alone!..." [When] Tiamat [heard] (these) words, she was pleased.

They thronged and marched at the side of Tiamat. Enraged, they plot without cease night and day. They are set for combat, growling, raging. They form a council to prepare for the fight....

Lord Anshar, father of the gods, [rose up] in grandeur, And having pondered in his heart, he [said to the gods] "He whose [strength] is potent shall be [our] avenger. He who is keen in battle, Marduk, the hero!" Ea called [Marduk] to his place of seclusion.

He approached and stood up facing Anshar. When Anshar saw him, his heart filled with joy. He kissed his lips, his (own) gloom dispelled. "[Anshar], be not muted; open wide thy lips. I will go and attain thy heart's desire. What male is it who has pressed his fight against thee? [It is but] Tiamat, a woman, that flies at thee with weapons! [O my father-] creator, be glad and rejoice; The neck of Tiamat thou shalt soon tread upon! ... If I indeed, as your avenger, Am to vanquish Tiamat and save your lives, Set up the Assembly, proclaim supreme my destiny! When jointly in Ubshukinna [the Assembly Hall] you have sat down rejoicing, Let my word, instead of you, determine the fates. Unalterable shall be what I may bring into being; Neither recalled nor changed shall be the command of my lips."

They erected for him a princely throne. Facing his fathers, he sat down, presiding. "Thou art the most honored of the great gods, Thy decree is unrivaled, thy command is Anu. Thou, Marduk, art the most honored of the great gods, Thy decree is unrivaled, thy word is Anu. From this day unchangeable shall be thy Pronouncement. To raise or bring low - these shall be (in) thy hand. Thy utterance shall be true, thy command shall be unimpeachable. No one among the gods shall transgress thy bounds! Adornment being wanted for the seats of the gods, Let the place of their shrines ever be in thy place. O Marduk, thou art indeed our avenger. We have granted thee kingship over the universe entire. When in Assembly thou sittest, thy word shall be supreme. Thy weapons shall not fall; they shall smash thy foes! O lord, spare the life of him who trusts thee, But pour out the life of the god who seized evil."

Having placed in their midst the Images, they addressed themselves to Marduk, their first-born: "Lord, truly thy decree is first among gods. Say but to wreck or create; it shall be. Open thy mouth: the Images will vanish! Speak again, and the Images shall be whole!" At the word of his mouth the Images vanished. He spoke again, and the Images were restored. When the gods, his fathers, saw the fruit of his word, joyfully they did homage: "Marduk is king!" They conferred on him scepter, throne, and vestment; They gave him matchless weapons that ward off the foes: "Go and cut off the life of Tiamat. May the winds bear her blood to places undisclosed."

"Stand thou up, that I and thou meet in single combat!" When Tiamat heard this, She was like one possessed; she took leave of her senses. In fury Tiamat cried out aloud. To the roots her legs shook both together. She recites a charm, keeps casting her spell, while the gods of battle sharpen their weapons. Then joined issue Tiamat and Marduk, wisest of gods. They strove in single combat, locked in battle. The lord spread out his net to enfold her, the Evil Wind, which followed behind, he let loose in her face. hen Tiamat opened her mouth to consume him, He drove in the Evil Wind that she close not her lips. As the fierce winds charged her belly, Her body was distended and her mouth was wide open. He released the arrow, it tore her belly, it cut through her insides, splitting the heart. Having thus subdued her, he extinguished her life. He cast down her carcass to stand upon it. After he had slain Tiamat, the leader, Her band was shattered, her

Enuma Elish - translator. E. A. Speiser , 1969

troupe broken up; And the gods, her helpers who marched at her side, trembling with terror, turned their backs about.

In order to save and preserve their lives. Tightly encircled, they could not escape. He made them captives and he smashed their weapons. Thrown into the net, they found themselves ensnared; Placed in cells, they were filled with wailing; Bearing his wrath, they were held imprisoned....

And [he] turned back to Tiamat whom he had bound. The lord trod on the legs of Tiamat. With his unsparing mace he crushed her skull. When the arteries of her blood he had severed, the North Wind bore (it) to places undisclosed. On seeing this, his fathers were joyful and jubilant, they brought gifts of homage, they to him. Then the lord paused to view her dead body, that he might divide the monster and do artful works. He split her like a shellfish into two parts: Half of her he set up and sealed it as sky, pulled down the bar and posted guards. He bade them to allow not her water's to escape. He crossed the heavens and surveyed the regions....

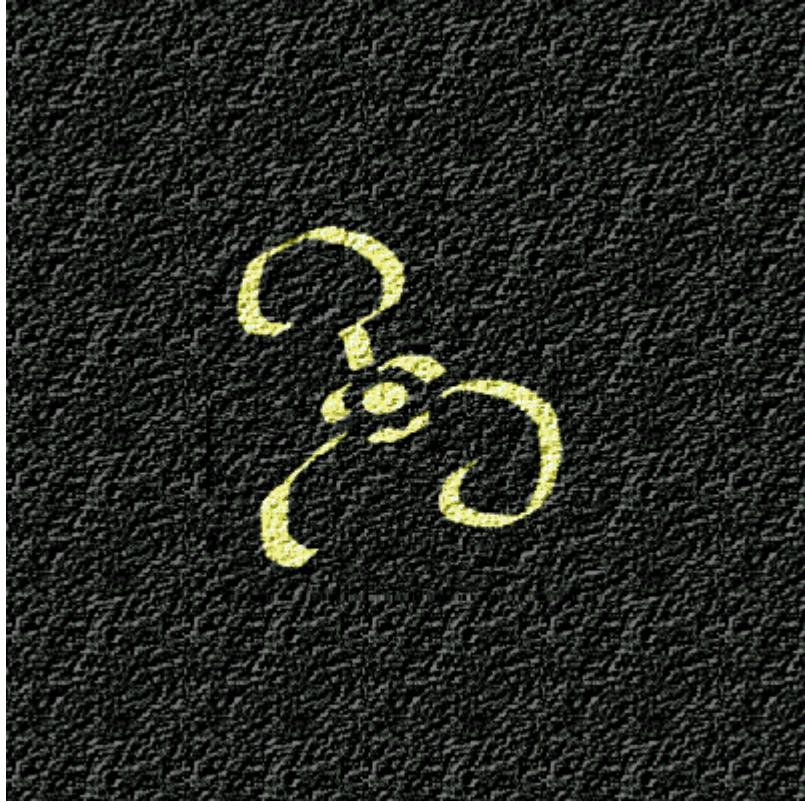
He constructed stations for the great gods, fixing their astral likenesses as the Images. He determined the year by designating the zones: He set up three constellations for each of the twelve months. After defining the days of the year [by means] of (heavenly) figures. He founded the station of Nebiru [Jupiter] to determine their (heavenly) bands, That none might transgress or fall short....

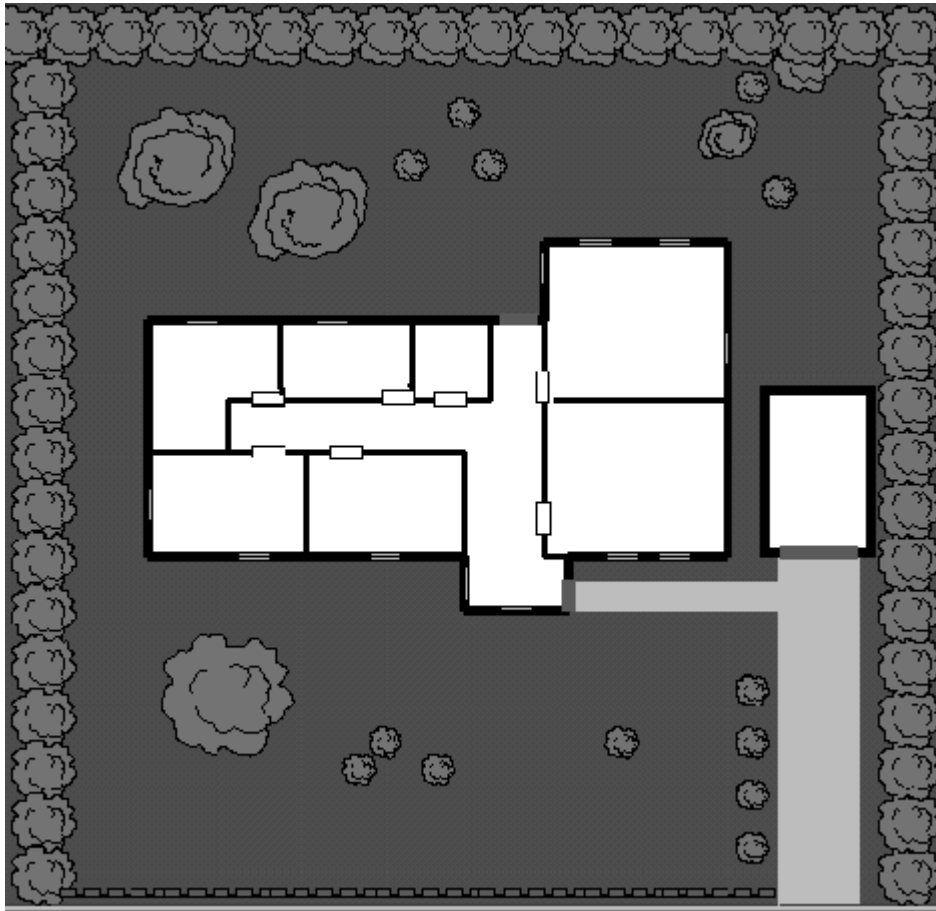
The Moon he caused to shine, the night (to him) entrusting. He appointed him a creature of the night to signify the days: "Monthly, without cease, form designs with a crown. At the month's very start, rising over the land, Thou shalt have luminous horns to signify six days, On the seventh day reaching a [half]-crown...."

When Marduk hears the words of the gods, heart prompts (him) to fashion artful works. Opening his mouth, he addresses Ea To impart the plan he had conceived in his heart: "Blood I will mass and cause bones to be. I'll establish a savage, 'man' shall be his name. Verily, savage-man I will create. He shall be charged with the service of the gods that they might be a tease! ..."

After Ea, the wise, had created mankind, Had imposed upon it the service of the gods. That work was beyond comprehension; As artfully planned by Marduk, did Nudimmud create it Marduk, the king of the gods divided all the Anunnaki above and below.

After he had ordered all the instructions, the Anunnaki opened their mouths and said to Marduk, their lord: "Now, O lord, thou who hast caused our deliverance, what shall be our homage to thee? Let us build a shrine whose name shall be called 'Lo, a chamber for our nightly rest'; let us repose in it! Let us build a throne, a recess for his abode! On the day that we arrive we shall repose in it." When Marduk heard this, brightly glowed his features, like the day: "Construct Babylon, whose building you have requested, Let its brickwork be fashioned. You shall name it 'The Sanctuary.'





5 High Howe Court, Home of Joanna Kilfoyle

Previously, in *The Dark Planet...*

Several days ago, you were all assigned to investigate the strange murders of two prostitutes, one in Oxford and one in Birmingham. Both had had their hearts removed, and occult references were found at the two crime-scenes. Some of these occult references, relating to the (in)famous English occultist, Aleister Crowley, led you to the occult organisation "The Order of the Golden Dawn" in Dublin. Its head, Josias McGuinness, told you that his organisation had nothing to do with the murders, and someone was attempting to shift the blame. He also said that he would be willing to aid you in your investigations. The other occult references at the murder scenes were words from the Sumerian Creation Epic, the *Enuma Elish*. Just as you were coming to a dead end in Dublin, McSwail, your boss, alerted you to another murder, this one in Bristol. There, finally there was a major development in the case – a fingerprint was found at the crime scene. This fingerprint belonged to a school teacher from Falmouth, a Joanna Kilfoyle, who several years previously had broken into the British Museum and attempted to steal heavy stone tablets on which was inscribed the *Enuma Elish*. Travelling down to Falmouth, you found that she had fled her house, but you found that two men of Middle-Eastern origin were hiding in the house, but they tried to flee and in the ensuing shootout, were killed.

You are currently at the Kilfoyle residence, recovering from the events of the last few minutes. What do you do now?

Previously, in *The Dark Planet*...

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You are currently at the Kilfoyle residence, recovering from the events of the last few minutes. What do you do now?

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Map of Eastern Syria and Lebanon

CHAPTER TWO

WHAT ABOUT PLANET X?

The Epic of Creation

Where did the elder gods come from? According to the Sumerians, the gods came to Earth from a planet called Nibiru. Their descriptions of that planet match precisely the specification of the so-called "Planet X", which is currently being sought by modern astronomers within our own Solar System. This planet is believed to have an elliptical orbit that takes it into the depths of space, well beyond the orbit of Pluto, hence it has not been seen in recent times.

I will examine the scientific evidence and ongoing search for Planet X later in this chapter, but first we must review a mass of evidence that traces the history of that planet from the early Solar System right up to the legendary Flood, which I will date to 13,000 years ago.

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Nevertheless, for the last hundred-odd years since its translation, the *Enuma Elish* has been dismissed as an imaginative account of a cosmic battle of good against evil - and the Babylonian New Year ritual (3rd November in our calendar) that had developed around it was similarly regarded as meaningless superstition.

To the uneducated eye, the *Enuma Elish* is a tale of battles between one "god", and another, the hero of which was Marduk, the chief deity of the Babylonians. The Babylonians however, were heirs to the Sumerian culture, and the vast majority of Babylonian myths are but politicised versions of Sumerian originals. Thus if the very un-Sumerian ritual and political aspects are stripped away from the *Enuma Elish*, does the tale indeed represent an earlier Sumerian document with valid scientific credentials?

I propose that the *Enuma Elish* is a cosmological epic, accurately describing the formation of the Solar System 4.6 billion years ago! The references to "gods" are in fact references to "planets", that "winds" can be read as "satellites" and that the role of Marduk parallels that of a planet known to the Sumerians as Nibiru.

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Four were his eyes, four were his ears;*

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*He was the loftiest of the "gods", surpassing was his stature;
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I interpret Marduk as a wandering planet, thrust into the Solar System by an unknown cosmic event, perhaps ejected from a similarly unstable solar-planetary system. Its course, first via Neptune, then Uranus, indicates a clockwise direction, contrary to the counter-clockwise rotation of the other planets around the Sun. This factor will later prove highly significant. The combined gravitational effect of the other planets diverted Marduk into the heart of the newly developing Solar System - towards a collision with a watery planet named Tiamat:

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I identify the upper part (the "skull") of the watery Tiamat as the future Earth, shunted by one of Marduk's satellites into a new orbit, along with its largest satellite Kingu (meaning "Great Emissary"). The final act of creation then occurred on the second return of Marduk to the celestial battle-site. This time Marduk collided with the remaining half of Tiamat:

*The other half of her he set up as a screen for the skies;
locking them together, as watchmen he stationed them...
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Over the course of two orbits, the Planet Marduk/Nibiru had created both the heavens (the Asteroid Belt) and the Earth, in addition to the comets. This is identical to Day One and Day Two of the Biblical Book of Genesis! What's more, the Muslims' holy book, the Koran, also parallels the *Enuma Elish*:

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The best example is literally under our feet - planet Earth herself. For thousands of years, we have taken it for granted that our planet has its land mass concentrated on one side of the globe, with the deep cavity of the Pacific Ocean bed on the other side. Now, as a result of recent space probes, there is a growing realization that the continent-ocean distinction is unique to the Earth among the Solar System planets. When the Viking probes arrive on Mars later this year I expect the results to fully support this distinction.

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And just to confuse things even more, the oceanic crust dates to no more 200 million years old, whereas the continental crust dates to 4 billion years. Why is the oceanic crust relatively fresh and what force caused the continental crust to "dive"? Scientists have produced incredibly contrived theories to explain these mysterious anomalies. For instance, it is thought that the young age of the oceanic crust must be caused by it...

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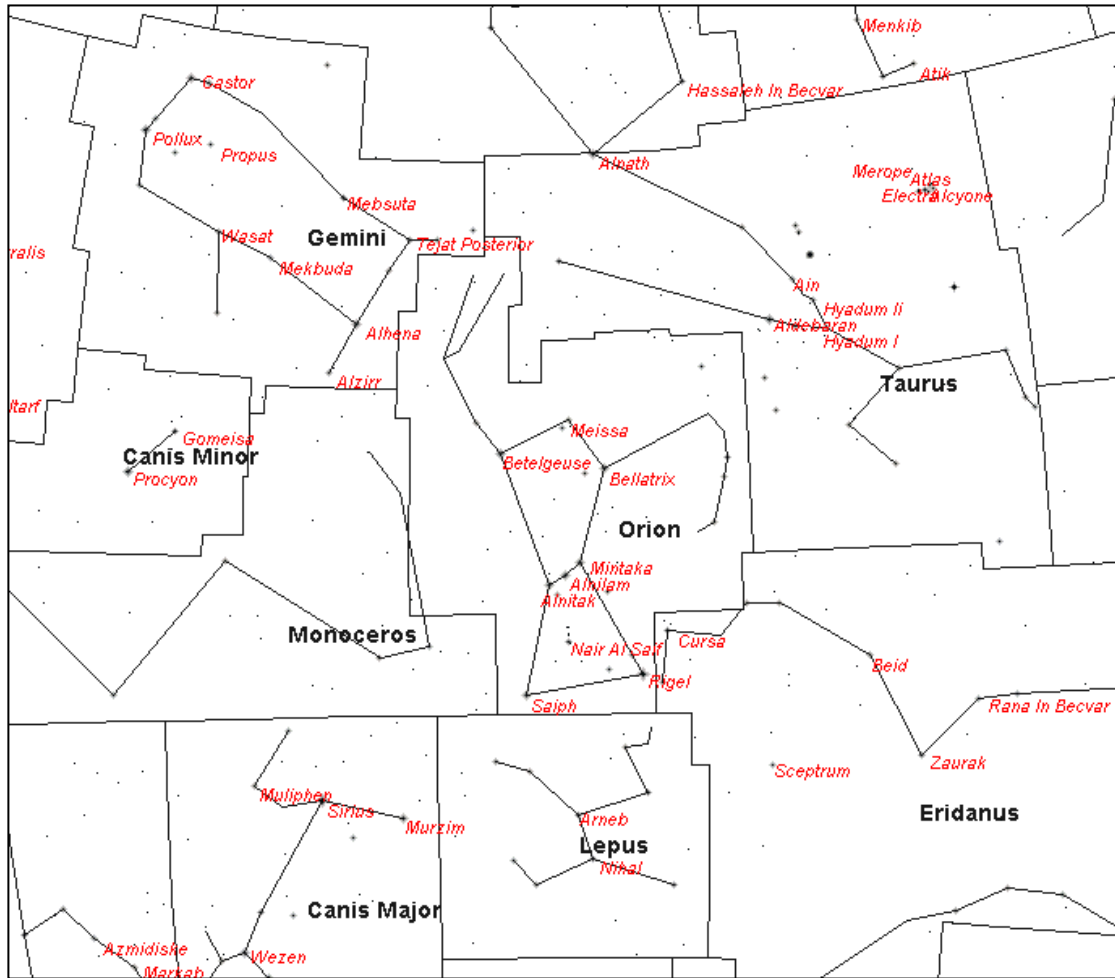
Faint Object discovered on the Outskirts of the Solar System

Pasadena, California: NASA can today announce that a team of astronomers from the University of California, led by Professor Lawrence A Kaufman (Department of Planetary Science), using the Hubble Space Telescope's Wide Field Planetary Camera (WFPC-2) have discovered a large previously unknown object on the outskirts of the Solar System.

Dr Kaufman and his team, alerted by recently discovered deviations in the orbits of several proto-asteroidal objects in the Edgeworth-Kuiper belt, examined photographic plates from Hubble's WFPC-2 stretching back over a period of more than four years. They found a very faint object with an albedo of less than 0.001% and a visual magnitude of only +28.5 moving extremely slowly against the stellar background. The object as seen from Earth lies in the constellation of Orion, just south of the star Alpha Orionis, or Betelgeuse, heading north-west towards Gamma Geminorum (Alhena).

Using Hubble's Faint Object Camera, Dr Kaufman was able to image the object in greater detail. Preliminary calculations by Professor Antonio Saachi of Cornell University indicate that the object is most likely either a large Jovian-style gas-giant at a distance of 300 AU, or a smaller terrestrial-style rocky planet at a distance of 95 AU, twice the distance of Pluto at aphelion. Professor Saachi has not ruled out the possibility of the object being much larger and much further away however. He has commented "Although the gravitational influence of such a body upon the Edgeworth-Kuiper objects normally indicates that it is within at least 500 AU of the Sun, it is possible that the object is much larger and thus much further away. If this were the case then the object would most likely be a Brown Dwarf, orbiting the sun at perhaps as much as 2 light years away. However, on the assumption that the object is not a Brown Dwarf and thus is much closer to us, the orbit of the object has been calculated as being over 3,600 years and extremely eccentric ($e = 0.70$)"

Dr Kaufman's research is sponsored jointly by the NASA "Origins of the Solar System" programme and by the Microsoft Corporation. For more information contact Bob Schweitzer at the NASA Office of Space Science, JPL, Pasadena, California on (708) 456-3000 or e-mail via bob@spacescience.nasa.gov.

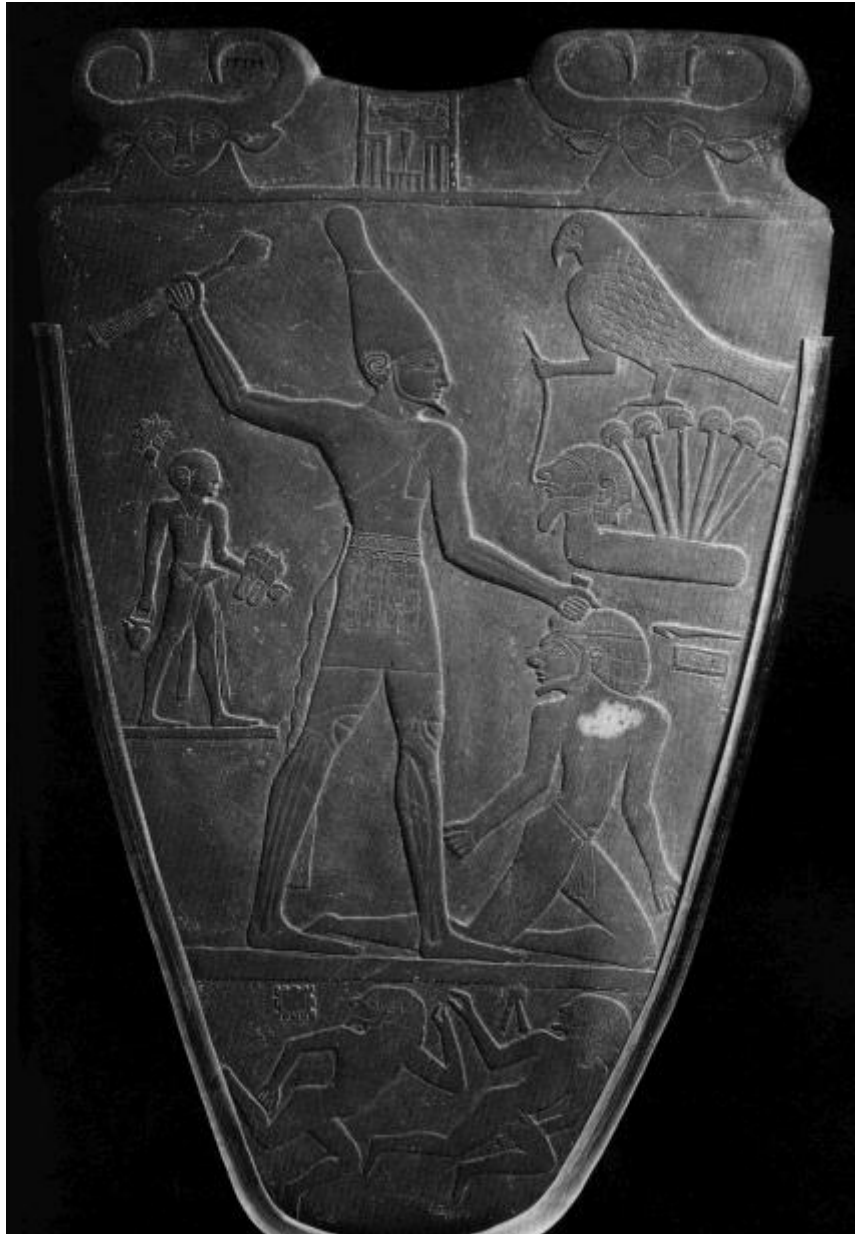


Starmap showing Orion and neighbouring constellations

“And on the 7th day of the 7th month, we beached at Tartu and drove inwards against the cursed ones...with great slaughter they fell in their hundreds. Amenhotep, the most exalted servant of Osiris called us forwards...we reached the plain of Hamah and saw that the cursed ones had constructed a giant obelisk, in a pale imitation of the might of Egypt...surrounding the blasphemous needle were thousands of cursed ones... Amenhotep called out to Osiris crying, “O Lord, may your glory be reflected upon my blade...let thine enemy be disemboweled and the vultures spit upon their bones”

“And thus the mighty host of Egypt did drive forwards into the cursed ones, who quailed before the wrath of the servant of Osiris. He reached the obelisk, and slew the high priest of all the Shem-Hazzai...the cursed ones trembled and fell upon their knees. Amenhotep spared no one...the sky ran red with the blood of the cursed ones...we took their women and children and raped and beheaded them...we burnt their livestock and poisoned their fields”

“The last cursed one called forth a winged abomination from the obelisk, but Amenhotep called to Osiris, who blessed his blade with the power of the Gods, and Amenhotep went forth and personally slew the abomination and defiled the obelisk and cast it down”.

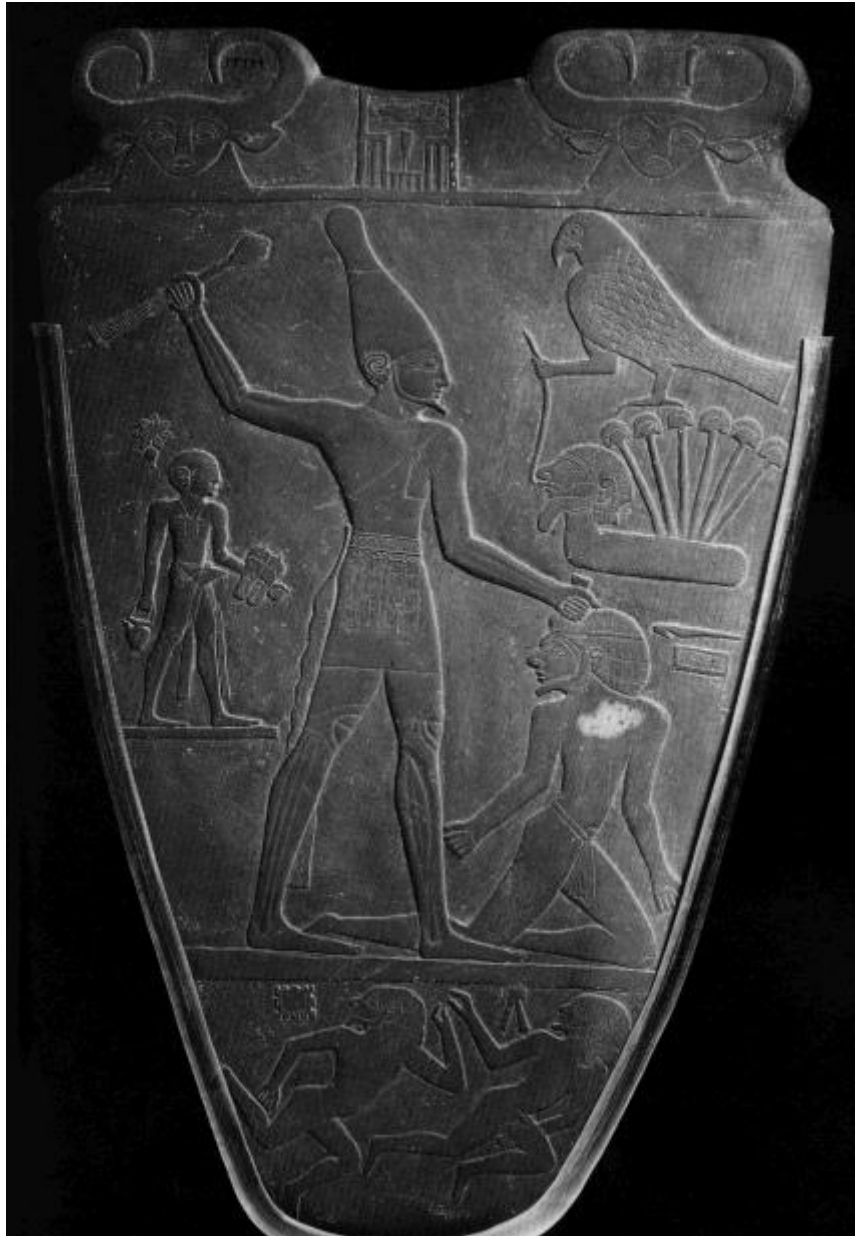


Amenhotep II sacrificing a Shem-Hazzai Prisoner

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Map of England and Wales

St. Jerome (340-420)

Fourth century translator of the Bible into the Latin (the Vulgate). A pioneer in monastic scholarship. He began his career as a hermit in the Syrian desert, but found that he could exorcise his sexual temptations only by occupying his mind with a tough intellectual discipline. He took up the study of Hebrew and found it so effective that he could even venture to return to the world. At Rome, he became a teacher to Bishop Damasus and to a circle of high-born ladies. He eventually withdrew to a monastery at Bethlehem, where his linguistic skills were put to use in translating the Old and the New Testament from the original tongues into Latin.

Typical iconographic elements of the saint are: the dove (symbolizing inspiration), the tame lion, the skull and the hourglass. a classic depiction of the saint is the man himself, naked in the desert, as he beats his breast with a stone in act of repentance in the shadow of the Cross.

St Jerome, Order of the Sword of: Secret Catholic Monastic Order dedicated to the gathering of occult and forbidden knowledge first mentioned in St. Polymus's *Annals of the Dark Children* in 1434, and probably founded in the early 13th century by exiled Knights Templar. It was officially disbanded in 1861 during the Italian Unification, by Pope Pius IX, who had ordered the cancellation of all monastic orders.

The Order had its headquarters at the Monastery of St. Michael on the top of Monte Pirchiriano, in the Susa Valley in the Alps on the border between France and Italy.

According to its contemporaries, the members of the Order, named after the 4th Century St. Jerome, who was responsible for the revision of the Latin translation of the Gospels and for the actual official Latin translation of the Old Testament, searched for and obtained hidden and occult knowledge officially frowned upon by the Church Hierarchy. It is known that members of the Order searched extensively throughout Europe, and Nicolai Venator, the 16th century Venetian merchant, reportedly encountered a member of the Order whilst on a trade mission in Damascus.

The knowledge obtained by the Order was kept in a large library, hidden from the view of everyone except the members of the Order itself. In 1788, a mysterious fire destroyed a large part of the archives. In 1861, most of what remained was transported in secret to the Vatican, although it is suspected that some materials still remain at the Pirchiriano site, buried in a secret chamber beneath the famous "Zodiac" gate.



The Monastery at Monte Pirchiriano



Detail from the Zodiac Gate

During its 500 year lifetime, the Order spawned several other daughter congregations, including the Spanish Hermits of St. Jerome - a Spanish order founded in 1373 in Lupiana (Spain), and disbanded in the 15th century, the Hermits of St. Jerome of the Fiesole Congregation - founded in 1360 in Fiesole (Italy), although this branch was suppressed by Clemente IX in 1668, and the Jeromites of the Observation, of Lombardy - founded in 1424 and died out after 1595.

Some authorities believe that the Order survived until 1933 in Pisa under the moniker The Poor Hermits of St. Jerome. On 18th October 1933, under the direct orders of Mussolini, the headquarters of this religious organisation were raided and all the remaining members disappeared. According to the Italian Partisans who executed Mussolini in 1944, he told them that all the monks and material has been transported the next day to Germany.

The Order itself was an important development in Catholic Mysticism, as it allowed the Vatican a secret channel to knowledge usually hidden away from it. An abortive attempt was made in 1957 to re-launch the Order in Spain but failed due to pressure from the Spanish Authorities.

*Monsignor Edward Amaluichi
Imperial Catholic Seminary College, London*

Travel London



Cleopatra's Needle

First erected in Egypt, by Pharaoh Thothmes III around 1500BC. It was a gift to the British people, in 1819 in recognition of Nelson's Victory over the French fleet, at the Battle of the Nile in 1798. Opposite the Victoria Embankment Gardens, on the river front, Cleopatra's Needle is flanked by magnificent bronze lions. The 68 1/2 ft. monolith sits on a pedestal. The pedestal encloses various momentous objects including: standard foot and pound, a full set of British Empire coins, Bibles in various languages, a railway guide, an almanac, and copies of contemporary newspapers

Cleopatra's Needle is one of two obelisks made of the rose-red granite of Syene. They were originally erected by the Egyptian king Thothmes III in front of the great temple of Heliopolis, where Moses was born. They were taken to Alexandria shortly before the commencement of the Christian era, and after the death of Cleopatra, but possibly in pursuance of a design originated by her. The other obelisk was presented to America by the Rhedive of Egypt, and was set up in Central Park in New York 1881.

Ballycrovane Standing Stone, Cork, Republic of Ireland



Just over 200 yds SE of the coastguard station at Ballycrovane's harbour, on the Beara peninsula, lies this impressive standing stone. This stone, 5.2m (17ft) high, looks almost like a piece of modern sculpture.

The purpose of standing stones is as enigmatic as that of stone circles; some suggest that they may have marked burials, others explain them as markers along prehistoric trackways. The Ballycrovane standing stone was perhaps erected to mark one of the westernmost points of Ireland. An Ogham inscription, added at a much later date, reads MAQI-DECCEDDAS AVI TURANIAS ('Of the son of Deich descendant of Torainn').

The Watch Stone, Mainland, Orkney



To the NW of the Stones of Stenness, at the southern edge of the Bridge of Brodgar, stands the Watch Stone, 5.6 m (18 ft) tall. No-one knows the origins of the unusual name of the Watch Stone.

This standing stone probably had some connection with the nearby Stenness Henge. Some theories say that once this menhir was part of a series of standing stones that linked Ring of Brodgar with the Stones of Stenness.

The Comet Stone, Mainland, Orkney



The Comet Stone is so-called because in the 18th century, the Ring of Brodgar was thought to be the Temple of the Sun and the nearby Stones of Stenness, from its crescent shape, the Temple of the Moon.

This standing stone lies 137 m (449 ft) SE from the Brodgar Circle and it is considered one of the most definite indicators of any pre-planning at Brodgar. It is interesting that the Comet Stone is the only menhir which serves this role, and professor R.J.C. Atkinson has remarked how odd it is that most of the supposed indicators consist of cairns, when in Orkney there is plentiful stone suitable for the construction of very flat menhirs

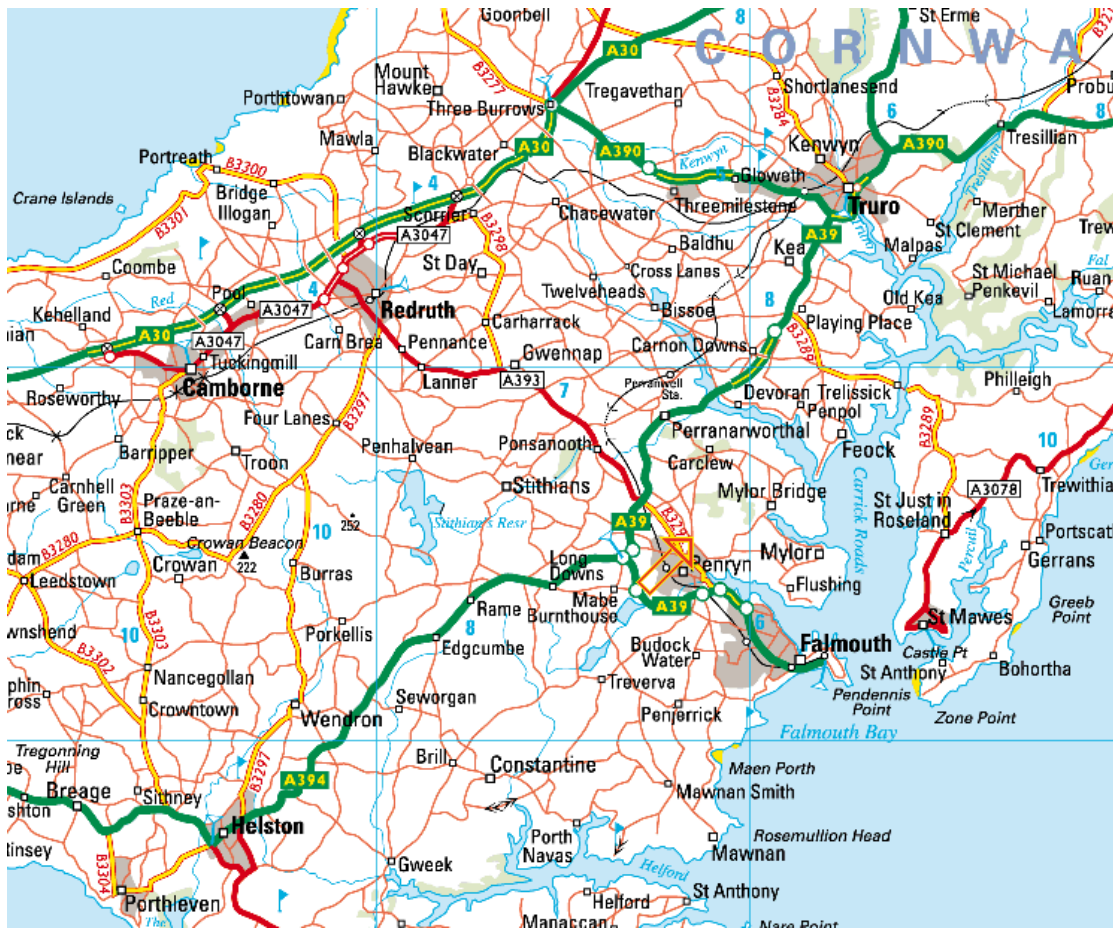
Maen Llia Monolith, Falmouth, Cornwall



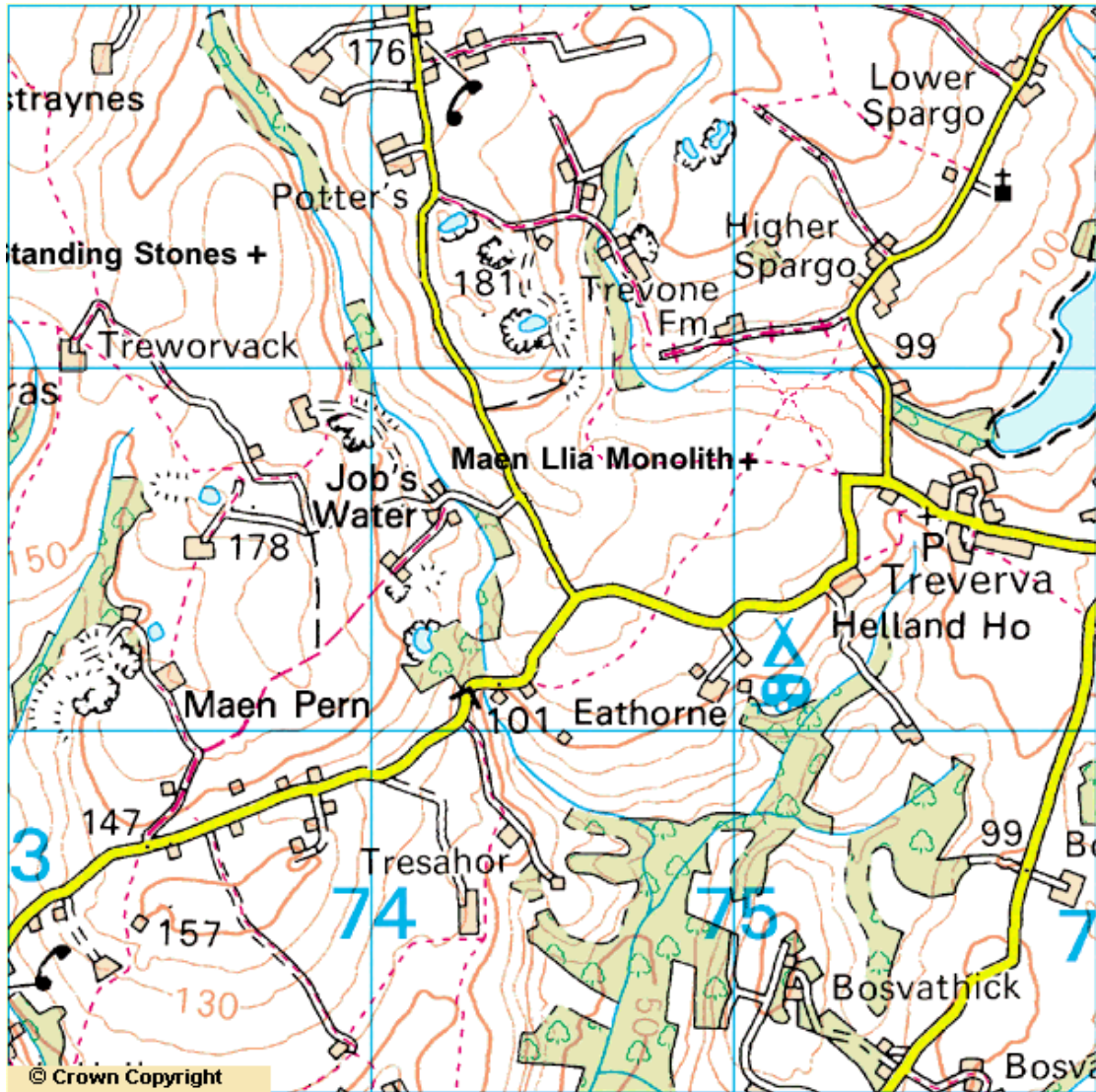
A short distance from the minor road leading up from Falmouth past Treverva, the massive monolith of Maen Llia stands on the moorland in a magnificent spot on the Cornish moors. It is a large diamond-shaped slab of conglomerate, 3.7m (12ft) high and 2.8m (9ft) wide and only 0.6m (2ft) thick. It is likely that a quarter to a third of the stone is below ground, so it has managed to stand up to thousands of years of wild Cornish weather.

It lies at the junction of two small valleys and its visibility from some distance suggests that it could possibly be a territorial marker or it could mark an ancient trackway, guiding travellers across the watershed, in a way similar to the stone north of Maen Mawr circle. In the Forties, some faint Latin and Ogham inscriptions were still visible on the stone's surface.

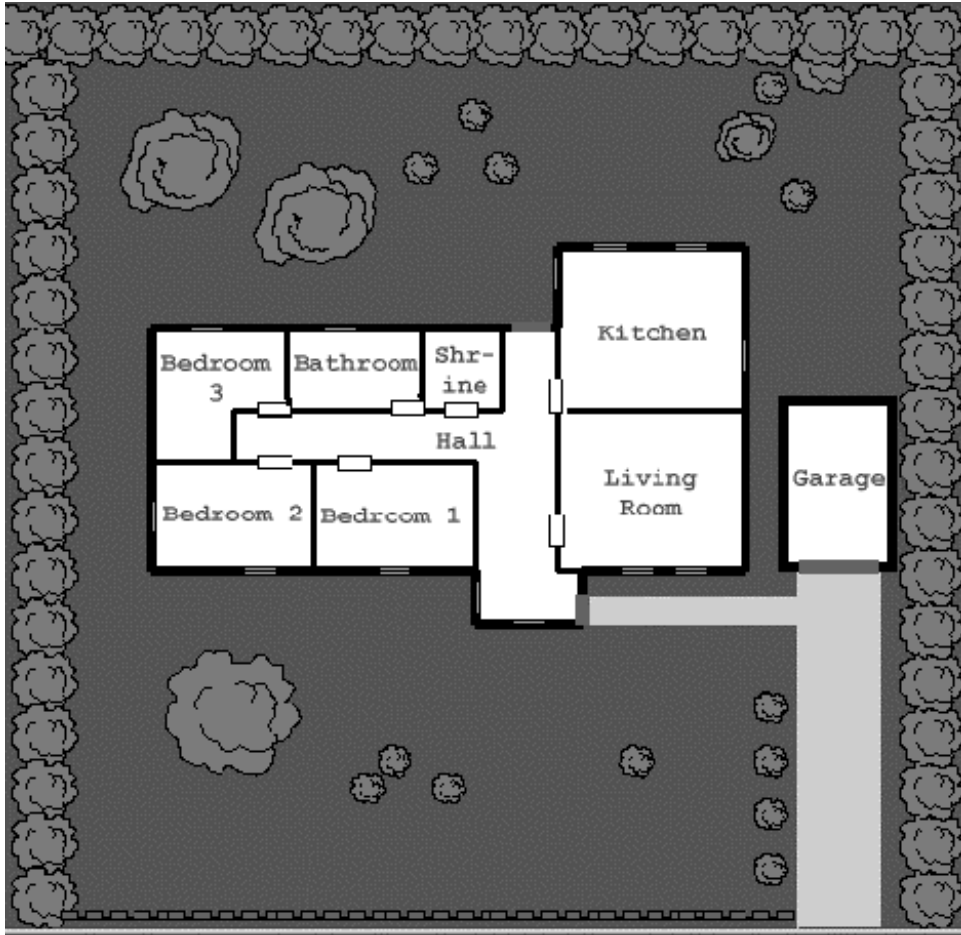
A legend says that whenever a cock crows, the stone moves off to drink in the River Fal. According to another story, the stone visits the River Hayle on Midsummer morning.



Map of the Falmouth-Helston Area



Map of the Area surrounding the Maen Llia Monolith





Keeper's Map of the Area of the Maen Llia Monolith

The Ritual of the Sa Akkianuki

The *Sa-Akkianuki* required the blood sacrifice of three harlots and the removal of their hearts. These hearts were consumed by the high priest of the *Shem-Hazzai* and used to power the ritual. An obelisk or large mirror was set up to amplify the magical power produced by this ritual, which had to be stained with the voluntarily donated blood of members of the *Shem-Hazzai*. At the exact moment a further harlot was sacrificed by the high priest, the other devotees present had to utter repeatedly the sacred chant "*Shemhemforash-Ag-Nihilio-Em-Akballath-Pesante-Kabbaku!*" meaning "[may the] dark powers [of the outer] void give [us the] power to free [the] Elder Gods" in ancient Sumerian. The obelisk would then focus the powers of the ritual to produce a wave of magick that could open a gate to *Nibiru* and allow the *Kabbaku* through onto Earth.