

A NEW JERUSALEM

A Cthulhu Dark Ages tournament scenario
and Chavigny-sur-Scie sourcebook

Written for HammerCon III, 2011

by Adam Gauntlett



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CREDITS

A New Jerusalem was written for the Cthulhu Cup tournament at HammerCon III, 2011. Best of luck to our investigator teams.

See <http://www.hammercon.ca> for more information.



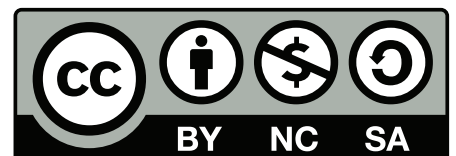
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SYNOPSIS

Murders and Other Mayhem

The Norman town of Chavigny-sur-Scie, founded eighty years prior and designed by the architect Simon the Pious, has requested aid. There have been three murders, and suspicion is growing against the town's Jewish population. The provost, Michel Roatin, is concerned that violence may break out, possibly disrupting the Cloth Fair due to be held in a few weeks time. He wants guidance from his feudal lords: what malign spirit has infected Simon's new Jerusalem?

While investigating the murders, the characters will undoubtedly be side tracked into dealing with other issues plaguing Chavigny-sur-Scie. Some of these are minor diversions, but there are two major plot lines in the scenario which are mostly unrelated to the murders.

The first lies within the Jewish quarter (page 33). The oppressed Hebrews are convinced that they will be attacked, and one of the wisest among them, Rav (rabbi) Levin, has been seduced into dark arts as a result. In his desperation he has begun creating a Golem, and without the protagonists' intervention this will eventually run amok. *Minor victory condition: stop the golem.*

The second lies outside the town's walls, in the camps of the fullers and cloth-makers (page 19). The town was founded on a pagan site devoted to worship of Shub-Niggurath, its ancient groves and dolmen sacred to the Great Mother. When Simon the Pious came he destroyed them both, but the church incorporates remnants of this ancient site. Goblins have gathered outside the walls and are encouraging heresies with a view to eventually destroying the church by fire, thus undoing Simon's ritual magic. *Minor victory condition: stop the goblins.*

The murders are being committed by the provost's son. This youth, also named Simon, has been learning alchemy from his tutor, Corentin de Walle, and thanks to a failed experiment to discover the Philosopher's Stone, Corentin has turned Simon into a Tindalosian Hybrid (see page 42). This creature was initially controllable, but its true nature eventually compelled it to kill, and once Simon got the taste for it he could not stop. At the start of the scenario only Corentin is aware of this, though Simon's father suspects. Simon has been able to limit his killings, but soon he will go on a rampage. *Major victory condition: stop Simon.*

The protagonists are a mixed bunch, with individual goals (page 6). Playing towards those goals will yield roleplaying points for the team, and may also land the team additional Faction Victory Points. The Benedictines, for example, are especially concerned with the fate of the Church and so there are extra points available for them in the Fuller's Field plotline, where the Church and Simon the Pious' grand design is defended against the cultists of Shub-Niggurath. Some protagonists will benefit from exploring different sections of the scenario, even the red herrings. The ultimate goal is to expose and stop the provost's son, and more points are available in that plotline than elsewhere.

Cues



Discovering and making sense of clues should be the players' most prominent activity. Look out for the exclamation mark where it appears in the text. These clues are the scenario's most distinct and crucial of the many clues the players can find – missing them will seriously impact their ability to finish the scenario.



The die is a reference to special rules that apply for this section of the text. In this scenario there are few situations where the players must interface with the system in a pre-ordained way, but this cue will help the Keeper remember cases where the system should be applied.

Keeper Advice and Scoring

This scenario is very open-ended, presented more as a Chavigny-sur-Scie source book with plot hooks than a pre-plotted adventure module. Use that to your benefit. You don't have to feel weighed down by causality; rather, let the plot progress organically and dramatically. If the players are too effective and discover all the clues and draw all the conclusions within the first hour, Simon may go into hiding for the time being and they're instead sidetracked into dealing with the Fuller's Field cult or Rav Levin's golem. If they're floundering until hour 3, perhaps Simon appears and assaults them as they wander down a dark alley.

The guidelines are:

- 💀 If the players are very effective, provide them with secondary and tertiary (page 41) goals which can yield them points before they can face off against Simon. Don't slow them down with lengthy dialogue if they're not focusing on it themselves, give them more things to do instead.
- 💀 If the players are lagging behind, give them roleplay opportunities which can yield them points and have bad things happen to them which could put them on the right track. Don't be afraid to maim, drive insane, or outright kill player characters, especially in hour 3.
- 💀 If the players are keeping good pace, let them drive. Throw in a special event here and there (page 41), maybe a Mob (page 12) if there's a good reason for it, but let the players find and deal with Simon (and/or the golem and goblins) all on their own if they're capable.
- 💀 Never award points for clues or situations you've dumped in the players' laps. When a player figures it out and should receive a point, it should be evident. On that note, never drop clues or situations in the players' laps unless it's absolutely necessary to progress the scenario. Don't rob the players of the points and satisfaction of solving things on their own.

Keeping the Chickens in the Hen-House

The players may resist working as a group, preferring to tackle the problem as individuals or as two-character teams. As a Keeper, don't resist this too hard, but ensure you spend a roughly equal amount of time with each group. If they work together they get one obvious advantage towards the conclusion of the scenario: the Benedictines know how to create magical weapons, the Citizens know how to make the raw materials for the Benedictines (the Keeper can assume that Laban has all the materials at hand), and once created the Knights know how to use them. Without magical weapons the protagonists may find it very difficult to confront Simon, particularly given his regeneration ability. The Keeper may find it beneficial to encourage the Benedictines to reveal their magical weapon creation ability, particularly once it has been demonstrated that Simon is all but immune to mundane attack.

An alternative is to put the protagonists in situations that they can't handle solo. The Knights, for example, aren't particularly good at dispersing Mobs. They can use weapons, but that has a chance of backfiring in such an explosive situation, and they lack persuasion abilities that the Benedictines and the Citizens possess. They will also find it more difficult to get social interaction clues. However, they're really good at Tracking and physical combat, skills that the Benedictines and the Citizens lack. The Benedictines are really good at Occult and Science, and Herleve has the best Insight score, but they can't handle physical confrontation. The Citizens are good at social interaction, and Belle has the best Status score of the group. If the protagonists insist on going it alone, throw them into a situation that would be easy to deal with if they had the other characters' skill sets, but suddenly becomes a lot harder without teamwork. A few of these ought to be enough to encourage cooperation.

Medieval Town Building

A brief historical section intended for the Keeper's benefit.

It is often thought that medieval towns were unplanned and evolving over time. *That isn't true.* When originally founded, the medieval urban landscape tended to be well thought out, their districts and roads planned in advance by trained surveyors. Their strict adherence to geometric design symbolized, to the designer and to the patron who ordered that the town be built, the divine order of things. The layout of the township on earth represented the Celestial form; in each representation of physical beauty there was an echo of the invisible beauty that was God. The ordered geometric layout would have reminded citizens, as they walked the streets, that the presence of God was all-pervading. The title of the scenario points to the literal truth: the urban landscape the characters inhabit is intended as a new Jerusalem, and at the centre of this geometric web is the church.

Towns were founded for economic gain. A patron, often a noble or a religious institution, used townships as a means of developing otherwise useless or low-value land. The grant of a town charter gave the inhabitants of the town certain privileges, the right to hold a market, exemption from some forms of taxation, the right to trial by battle and so on, all of which had either social or economic value. This attracted settlers and artisans, and the fruits of their labour generated revenue for the patron. Over time (a lot of time), it also meant that political power passed from the patron to the townships, effectively replacing the rule of the noble with a municipal educated class, but this was an unintended and unforeseen consequence of the process. To the medieval lords, founding a new township was an investment with no drawbacks.

In the scenario, the town of Chavigny-sur-Scie was founded by the Normans in the late 10th Century, on the banks of the river Scie. It was intended partly as a revenue earner and partly as a means of soaking up excess population. In these times, the Normans have a land problem; they haven't nearly enough of it, and they've far too many belligerent, poverty stricken knights. Exporting fighting men has been a Norman tradition for many years, and is how the Normans ended up owning chunks of Sicily, how Robert Guiscard wound up in Byzantium, and why they invaded England in 1066. Chavigny-sur-Scie was a scheme to provide some Normans a bit of economic freedom without conquering far-off lands. As such it's a scheme doomed to failure, as the Normans aren't ready to beat swords into ploughshares just yet. From the point of view of the protagonists, victory at Chavigny-sur-Scie means they will gain favour in the eyes of those who matter, which means they'll get support for their own schemes, whatever those may be.

Simon the Pious, the town's architect, was a *mensores literati* - a learned measurer - trained in the classic forms by the Benedictines. Chavigny-sur-Scie posed a special challenge for him, in that the spot was already well-known as a pagan holdover. Part of his remit was to make sure that the evil influences were stifled. This is why the church, rather than the market, occupies the exact centre of the geometric grid around which the town is built. By gathering the accumulated energies of the town, focusing it on the church, and using the church as a prison for the pagan site, Simon was burying the old under God's new Jerusalem, making the strongest point of the geometric diagram the tomb for the ancient religion. Simon, the provost's son, will occasionally appear in a form that somewhat resembles the church's stained glass windows. This is by coincidence and does not prove any connection between Simon the Pious and Simon Roatin, though the protagonists may believe otherwise. Simon Roatin has no connection with Simon the Pious' schematic. However, Simon the Pious' design has caused the Shub-Niggurath cultists much grief, as he built over their sacred site. This is the conflict underlying the goblin cult secondary plotline.

INTRODUCTION

Pre-Scenario and Motivations

Each of the protagonists will have heard that Michel Roatin, provost of Chavigny-sur-Scie, has appealed to his feudal lords for help. Each protagonist faction has their own reasons for responding, as follows:

The Knights: want either to lead a land-grabbing raid of their own, or be included in the next great campaign of conquest. They lack the funds and reputation to do either. They will have been recommended to Michel by their feudal lord, a close friend of Richard II the Good, the current Duke of Normandy. As such they have their fighting skill and little else to recommend them, though they are powerfully motivated to succeed.

The Clergy: (including the Religious Sister Herleve) first sponsored Simon the Pious and would like to extend their influence. In the wake of conquest comes civilization, and the clergy can see a time not far off when the Normans will found many more towns, possibly in distant lands. Should that occur, the clergy greatly desire the task of designing those towns, founding more New Jerusalems wherever the Normans next make their homeland. They have knowledge and scholarly skills, but lack physical strength.

The Citizens: (including the Jewish goldsmith Laban ben Salman ha-Kohein) local representatives of the free born people, who are worried that disruption and distrust will cause hardship both for the Jewish population and for the town as a whole. They want to see justice done, but they also want to avoid bloodshed if at all possible. They symbolize something entirely new to medieval thought: people who owe more to the town than to the feudal lord. They have a mix of physical strength and knowledge to guide them.

These groups will have been approached separately by representatives of the provost and asked to attend a meeting at the provost's house. The citizens will have been asked as representatives of the town, while the other groups will have been approached as potential problem solvers.

Each group arrives in town (or is already present) at a time of crisis. Normally Chavigny-sur-Scie is a bustling community, and would be even busier than usual since the Cloth Fair is so close. Instead the town is subdued, and the citizens look worried. None of them greet strangers in the usual friendly manner, and come nightfall each is quick to get home. Everyone who can locks themselves in for the night. The only building that is open day and night is the church. See page 38 for further details on the church.

Chavigny-sur-Scie is not a castle town, and there is no fort, though the Duke is considering building one. There are walls, and three gates in and out of the town. These gates are manned by the Duke of Normandy's men, who are tasked with making sure everyone who enters and exits pays the appropriate fee for doing so. These men are not supposed to get involved in law enforcement; that's the constables' job. See the town description, *The Walls*, for further information (page 14).

The Meeting at the Provost's House

In addition to his duties as provost Michel is also a leading cloth merchant, and his house is well appointed. Tapestries hung over the walls and a roaring log fire ensure that the room is well heated, and his servants are well trained and respectful. Corentin the alchemist is also present, and Michel will introduce him as a learned scholar from Paris, tutor to his son, who he has asked to attend to in the hope that his knowledge may help the protagonists. He will offer some refreshments - watered wine, cold meats and bread - before formally beginning the meeting.



You may wish to subtly encourage the players to take notes during the meeting. Do not go back and review the information verbatim at player request later on; if they did not take notes, too bad. If they ask what their character can actively remember, feel free to relay the information with some remembered details slightly incorrect.

Michel impatiently gets to the point of the meeting as soon as everyone is gathered.

“As at least some of you are aware, our town has suffered greatly of late, but I do not think you know all of the details. I shall tell you what little I know, and then answer your questions.

“There is a wicked killer loose in our beloved town. There have been three victims. The first, a young girl named Beatrix, was brutally slaughtered four weeks ago. She was of a weaver's family, and her body was found not far from the western gate which leads out to the Fullers Fields. It was thought at the time that some traveller from outside the city had killed her and then fled. The body was mutilated beyond description, but there were signs there which linked it, in the minds of all, to the other killings. I will speak of those signs later.

“The second was Nahum, a youth of the Jews. As with the girl, the killing happened after nightfall, and the body was not found until the following day. Unlike the girl, the youth was not desecrated. His body was left intact, though signs left here indicated that the same killer had been at work. This death occurred three weeks ago.

“The third murder may be unknown some of you, as it occurred only four nights ago. This time it was a Christian boy of good family, Julien, and as with the girl the corpse was torn apart after death in a most horrible way, as though the murderer wished to deny him the resurrection.

“It is thought by all that the killer is the same in each case, for these reasons:

“First, the manner of execution. Though the second was not destroyed, the first and third were torn apart, as if by a wild creature. There was a man, an addled beggar, who claimed that he had seen a wolf attack the first victim, though he was not believed and has since disappeared.

“Second, the timing and circumstances of the attacks. Whoever the killer may be, he prefers to attack after nightfall, and has only ever struck at youthful victims. None were older than twelve. Also, he strikes for the chest. The first and third victims were so torn that the heart was exposed, and the second, though not as badly mutilated, was wounded over the heart.

“Third, there is this.” He motions towards Corentin.

Corentin will show the group a knife, on which there are dried scrapings of a blue substance not unlike blood in consistency.

“This was recovered from the third poor soul. It is a thing utterly unfamiliar to us, even to wise Corentin, but this substance was found on each of the bodies. It has the colour of mould, it is liquid when first found, and dries slowly, crusting as you see here. Corentin has tried to test it, but without success; he can neither identify it nor suggest a source.

“My concern, which is also the concern of the Duke, is this: tempers are rising, and the people are becoming ungovernable. There are those who blame the Jews, claiming that the killer is trying to deny Christians the consolation of Heaven by tearing their flesh. Even those who do not believe this are ter-

rified that their own sons and daughters may be next to die, and are demanding protection. So far this has been kept a local matter, known to some but not to all, yet in a few weeks the great Cloth Fair will be held here, and hundreds of people will come to the town. When that happens, if this problem has not been dealt with, what was a private concern will become public knowledge, doing untold harm to Chavigny-sur-Scie, and to our Lord.

“I hope you can help us resolve this before it is too late. If there is anything I can do to help, please ask it.”

Michel Roatin

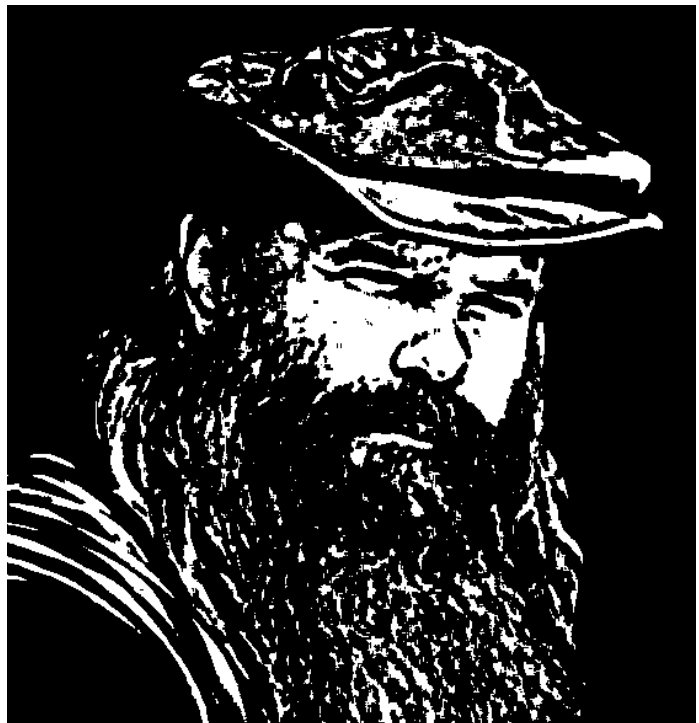
Chavigny-sur-Scie Provost and Guildsman

Michel is feeling the onset of old age, and doesn't like it. He prefers to pretend he's still the rough-and-tumble lad he was twenty years ago, though these days he often walks with the support of a cane, as his joints pain him. He rose up through the Clothiers Guild partly through force of personality but mainly because of his business acumen. He has lived in Chavigny-sur-Scie all his life; his father was the first provost, when the town was founded. He has had five children, but only one still lives: Simon, his youngest, who he hopes will achieve great things.

STR 12 APP 12 IDEA 70
 CON 13 INT 14 LUCK 75
 DEX 13 POW 15 KNOW 70
 SIZ 17 EDU 14

SAN 75 HP 15 DB +1d4

Bargain..... 75%
 Craft (Clothmaking)..... 75%
 Fast Talk..... 75%
 Insight..... 55%
 Ride Horse..... 15%
 Sneak..... 25%
 Spot Hidden..... 40%
 Status..... 55%
 Fist (1d3+DB)..... 70%
 Headbutt (1d4+DB)..... 40%
 Grapple (special)..... 55%



Tall, broad-shouldered, guileless face, broken nose

The Constabulary

As provost, Michel Roatin commands the constables. There are two per ward, eight in all, and each is a free citizen of the town elected by their peers. None of them are particularly combative, nor have they ever needed to be; their function to date has been to silence drunks and settle minor disputes. Murder isn't something they're used to dealing with. While not precisely cowardly, constables won't rush into danger, and the protagonists shouldn't rely on being rescued by them.

The provost isn't a knight and does not have an armed retinue, nor are soldiers posted regularly at Chavigny-sur-Scie apart from the Duke's men tasked with manning the Gates. If the provost has to, he can ask his Lord for armed assistance, but that would be an admission of failure and should be avoided.

HP 13 DB 0

Insight..... 30%
 Spot Hidden..... 35%
 Status..... 35%

Fist (1d3+DB)..... 60%
 Kick (1d6+DB)..... 45%
 Headbutt (1d4+DB)..... 40%
 Grapple (special)..... 45%
 Small Knife (1d4+DB)..... 45%
 Club (1d6+DB)..... 55%



Suitable names:
 Marc, Jean, Robert, William,
 Rufus, Stephen, Rollo, Henry

Soft leather with helm: 2 points damage deflection.

Digging Deeper

The protagonists may wish to inspect the evidence or ask questions.

The evidence: a sharp, thin dagger with a crusted blue substance on the blade, not dissimilar in consistency to dried blood. Corantin has this item and will show it to anyone who asks. The dagger is his; the substance was recovered from the body of the third victim.



Potions, Science: the substance is similar to alchemical concoctions thought to transmute base metals.

Medicine, Science: the substance has pitted the dagger before it crusted, which suggests that the substance is corrosive when wet.

A mediocre *Occult* result will recognize the dagger as an alchemical tool.

A good or excellent *Occult* result will additionally identify the stuff on the dagger to be not unlike the demonic residue sometimes called *aesfotedia*, which is left behind in places that Infernal creatures have visited. If that is what it is, then it may be magical in its own right, usable by dark sorcerers to increase their own power.

Craft or Repair/Devise will notice that the dagger is slim and unusually delicate, unlikely to have been constructed either as a weapon or an eating utensil.



The Provost and Corantin: Use of the *Insight* skill on either man shows that each is very worried, though in different ways. The provost is worried about his town and fellow citizens; Corantin is more concerned that a very dangerous creature may be on the loose. Corantin actively discourages any occult talk, claiming that natural explanations have yet to be exhausted. For more information on Corantin, see page 27.

Below is some information a Keeper can use to construct answers to the players' inquiries. Offer valuable information easily in response to excellent questions and reasoning; call for *Persuasion*, *Fast-Talk*, and/or *Status* rolls to recover more sensitive information if players maneuver more brusquely.

💡 The Jews are recent arrivals in Chavigny-sur-Scie. The town is barely eighty years old, and the first goldsmiths settled here forty years ago. In all that time there has never been a problem; they keep to themselves and have strange foreign ways, but they obey the law and pay their taxes. The goldsmiths have made Chavigny-sur-Scie considerably wealthier than it might otherwise have been. Cloth is a good earner, but their artistry is in high demand.

💡 Before any of this happened, Chavigny-sur-Scie was a quiet, unremarkable community. The area had a bad reputation before the town was founded, and there are legends of pagan wood-worship and strange sacrifices that used to take place by the riverside. All that was put to a halt decades ago, when Simon the Pious designed the town at the behest of the then Duke, William Longsword. In living memory there hasn't been any indication of an occult problem, let alone cult activity.

💡 Before the first death, the provost was worried that the tanning fields outside the West Gate were becoming a problem. Not that the smell was any worse than usual – though it is indescribably awful – but there have been some odd characters gathering out there lately. As people use the West Gate so often coming to and from the fields, and because the fields aren't patrolled regularly, all kinds of disreputable characters were gathering there. It's an easy way for bandits and outlaws to sneak in and out, since the Gate guards can't hope to check everyone.

💡 The bodies have all been buried, even the most recent victim. The provost thinks the last poor lad was put under with indecent haste, but he sympathises with the family who wanted to put their boy in Christian ground as quickly as possible. There has been talk of ghosts, vampires, ghouls and the like, and sanctified ground was the best place for the body. The Church has been quick to denounce all occult rumours, but loose talk is impossible to stop.

💡 The victims seem to have no connection to each other, apart from their killer. Chavigny-sur-Scie is a small place and the three probably knew each other by sight, but there's no indication that they were friends or knew each other in any other way.

Send-Off

The provost provides each of the player characters with a map of the town, marked where the murders took place. He also supplies them with official letters giving the protagonists a degree of authority as the provost's agent. Unless abused and revoked, these letters confer authority over the town's inhabitants with the notable exception of the City Guard, who follow only the word of Duke Richard II.

Potential points to be scored

💡 Should the group discover some really solid leads and have great theories to go on from examining the physical evidence and questioning Michel and Corantin, this will be worth 1 Victory Point. Set the bar high; in most cases no plot points should be awarded during this introductory scene.

💡 This section lets the players ease into their characters in a situation requiring proper etiquette. If they took this opportunity to roleplay in character, do consider their performance, but don't penalize them too much if they opted to mostly receive information during this introductory scene.

Timing

Don't linger too long in this scene - give the details you need and send the characters on their way after they've each had an opportunity to do some digging for clues. If at the conclusion you're between 15 and 30 minutes in, you're on track, otherwise try to cut it short.

CHAVIGNY-SUR-SCIE

The town is divided into four wards, each of which are known by colloquial names: the Pig Quarter, the Cloth Quarter, the Gold Quarter, and the Dye Quarter. Each ward will be described separately, as will the Walls, the Fullers Fields, and certain areas of particular interest.

These descriptions are meant to cover daytime activities. Nighttimes have a separate section.

While each ward has its own personality, some qualities that are common to all, as follows:

💡 The town is relatively young, in the grand scheme of things, and so not all of it has been occupied yet. There are plots of land that have been measured out for houses and businesses, but have yet to be built on. This means there are large sections of open land in between some of the houses, and as nobody's looking after these sections they have become overgrown and quite wild in places. *Sneak* and *Spot Hidden* checks in these open sections can be modified by + or - 5 to 15%, at the Keeper's discretion and depending on player description of their actions.

💡 The same applies to the streets. The main avenues are paved and cobbled, but the other streets of the town have yet to be covered. As a result, although they have been measured out for eventual paving, they are still dirt tracks heavily pitted by passing traffic. In some places nearby hold have dug holes in the road, because they can use the earth to make building materials with. In combat or chase scenes, this could be a potential complication; the Keeper may call for *Jump*, *Spot Hidden* or similar to avoid a fall if appropriate. Falls should inflict no more than 1d4 damage.

💡 Animals are everywhere, and roam freely. Most households keep some livestock penned up in their gardens, and herdsmen bringing their flocks to market are a regular sight. In addition there are wandering pigs, which travel as they please, and are allowed to do so because they will eat anything. Garbage is always a problem, and the pigs do their bit by greedily devouring every scrap, even wandering into people's houses unmolested. These swine can get belligerent if threatened.

STR 9 SIZ 9
CON 12 INT 6
DEX 14 POW 7

HP 11 DB 0

Bite (1d4+DB)..... 30%
Trample (1d3+DB)..... 40%

Thick hide: 3 points damage deflection.

There is no SAN loss for seeing a pig, even one attacking a person, but there is a 0/1d3 SAN loss for seeing a pig eat a human corpse.

The scenario assumes that the protagonists will wander the town looking for clues and asking questions. Each section discusses the possible results of their investigation, including potential victory point rewards. Some clues lead to red herrings, but even then there may be victory point rewards either for roleplay or because the protagonists have successfully identified and dealt with a red herring, e.g. the cultists in the Fullers Fields.



Mobs

There are several situations throughout the scenario where mobs of angry citizens may form, numbering anywhere between 5 and 50-or-so. Instead of rolling dice for each individual member, use these rules to handle such situations.

Mob Points: 1 per every ~5 participants

Rally More People to the Mob (1 MP / 50 effect).....	MP * 25%
Heckle (0/1d2 SAN loss).....	MP * 20%
Assault (1d6+1).....	MP * 10%
Set a House on Fire, or otherwise cause trouble.....	MP * 25%
Flee to the Church for Protection.....	100 / MP%
When Successfully Attacked, Chance to Reduce by 1 MP.....	1-50
else When Successfully Attacked, Chance to Increase by 2 MP. 51+	
Reducing by Persuade, Fast Talk, Law success.....	1 MP per 20%

Causing a disturbance is guaranteed to get people's attention, particularly at night. People in neighbouring houses will cry for the watch, who may in turn shout for the guards on the wall. A small mob of frightened people may gather, and if sufficiently provoked may attack the protagonists or cause other forms of trouble.

Each group of about 5 people counts as 1 Mob Point. Multiply the number of Mob Points by 10 to determine the success chance of an attack. Each success does 1d6+1 damage. Consider this to be caused by any of: bruising from fists, cutting by knives, piercing by pitchfork, burning by torch, trampling by feet, or whatever else suits the mob in question.

Example: a mob of 30 people is 6 MP, and has a 60% chance of successfully hitting a target for 1d6+1.

Mobs don't have HP. If attacked with weapons, each successful hit has a 50% chance of reducing the group by 1 MP. If the protagonist rolls 51 or more, the mob increases by 2 MP. In story terms, the crowd is outraged that one of their own has been killed and become frenzied. Note that this can have wide-reaching consequences throughout the scenario, since the player characters are ostensibly tasked to protect the citizens.

The most effective way to combat a frightened or angry group of townsfolk is by talking them down. Each successful use of *Persuade*, *Fast Talk*, *Law* or similar reduces the group by 1 MP per each 20% effect on the roll. The Keeper may add a discretionary bonus of 5 to 15% to the roll depending on circumstances; the Benedictines, for example, are more likely than the rest to make a successful appeal on religious grounds, and any protagonist might use their letters of authority from the provost to demonstrate their bona fides.

Example: 30 people is a 6 MP mob, but after Brother Jehan convinces them not to dishonour the holy day (yielding a 15% bonus to his *Persuade* of 55%) and gets a 42% effect on a roll of 28, 3 MPs worth decide to call it quits and go home to their families. The mob has now been reduced to only 15 people.

Mobs can rally more people, assuming there are more people available in the area. Each MP provides a 25% chance, and the mob increases by 1 MP per each 50% effect on the roll. If the roll fails, the mob will not attempt to rally more people in this area, unless circumstances drastically change.

Mobs can also cause trouble in other ways, like setting houses ablaze, sacking marketplace stalls, etc.

Mobs will never, under any circumstances, attack a supernatural or Mythos opponent. If they encounter one, they run.



Fleeing from a Mob: Running from a Mob is difficult but not impossible. Some Mobs may focus their attention on someone other than the player characters, such as on property damage or an NPC scapegoat; running away from these Mobs is automatically successful. Otherwise compare the runner's CON vs. (9+MP) on the resistance table to determine the runner's success chance. The runner needs three successes one after the other (not cumulative) to escape. Failure means the runner takes 1d6+1 HP damage, and has to start accumulating successes again.

If several protagonists are working together to escape, the Mob in pursuit will have to split up their numbers for each person they want to catch. The allocation cannot be changed once set, unless the pursuit is cancelled. Mobs in one location cannot split up this way for any other reason.

The following modifiers apply to the runner's success chance:

- ☠ Mounted, use horse's CON and add rider's skill in Ride Horse (no Ride Horse bonus if surrounded)
- ☠ On foot and Wearing Armour -20% (leather or lighter), -40% (heavier than leather), -10% (shield)
- ☠ Dirt Track (or rougher) -10%
- ☠ Cobbled Streets +10%
- ☠ Weather (raining or worse) -10%

Example: Guy de Troyes (mounted), Martin Froissart (on foot, wearing leather armour and a shield), and Belle are trying to escape a 4 MP mob of thieves and other ne'er-do-wells in the Pig Quarter. The streets are cobbled, but it's raining. The Mob is coming up their tails, it's not surrounding them (yet).

Guy de Troyes' horse Celer has a CON of 14, and Guy himself has a skill in Ride Horse of 65%. No Mob members tries to pursue him, as he'd have a minimum chance of well over 100% to escape anyway.

Martin Froissart is pursued by 3 MPs. He has a CON of 14 against the Mob's 12 (9+3), giving him a base chance of 60%. He gets a 30% penalty for his armour and shield, a 10% penalty for the rain, but a 10% bonus for the cobbled streets. His total chance is 30% per roll, of which he will need 3 consecutive successes to get away scot-free.

Belle is pursued by the remaining 1 MP. She has a CON of 12 versus the Mob's 10 (9+1), giving her a total chance of 60% per roll to get away.

Mobs Fleeing: Mobs that feel threatened, e.g. by a supernatural opponent, will attempt to flee to the church. Their ability to do so is restricted by their numbers. An MP 1 Mob has 100% chance to escape, while an MP 2 Mob has $100\% / 2 = 50\%$ chance, an MP 3 Mob has a 33% chance, and so on. For every failed roll, 1 MP worth of people will succumb to whatever it is they're running from.

Mobs may form in any part of the city. Special Mob notes will be given where appropriate in each city section. The Keeper should encourage Mob formation where appropriate, e.g. the Fullers Fields, the Gold Quarter .

There are two clues which can be found anywhere in Chavigny-sur-Scie:



Occult or Science, by studying the map: The architect who planned the town did so very deliberately. The streets and housing plots are laid out in a regular geometric grid. It is as if the town were a massive box, with the church at the centre and all the streets and properties focused upon that centre. Clearly the architect was an educated man who built with a purpose in mind, yet in similar designs the market is the centre of the grid, not the church. Evidently the architect of this town considered the church to be of prime importance.



Listen or Own Kingdom, with a +20% chance to succeed for outsiders: A town is usually alive with song and sound during the day. Apprentices and masters both sing and chant while they work, to relieve the monotony. Street traders hawk their wares. Children would be playing in the streets. Street traffic would be rumbling through from or to the Fullers Fields, and so on. *But Chavigny-sur-Scie isn't like that.* Though there's still plenty of noise, for a town of this size Chavigny-sur-Scie seems oddly mute and subdued, and there are few children outside. The people are frightened, and it only gets more silent as evening wears on into nightfall, when people start clearing the streets.

By the time darkness falls the only people on the street are traders hurrying home and apprentices "on patrol 'cos the constables aren't worth a toss." These lads could easily form a Mob, but if confronted by a supernatural creature they'll flee.

The Walls

The town is surrounded by stone walls about ten feet high, which support wooden walkways and defensive exterior works. Each wall section connects to one of the gates, solidly built stone structures which act as part defensive position and part toll booth. In theory, anyone coming through a gate has to submit to a search and has to pay a toll based on the number of people and cattle in the group. Townsfolk are exempt from tolls, but still have to be searched.

There is also a bell tower on the northern edge of the wall, not far from the North Gate.

Each gate is a solid postern with a wooden door and portcullis. In time of trouble, both are shut. At night, only the wooden door is shut, and it will not open again until the morning bell. This arrangement means that nobody should be getting in and out of the town at night.

The gate guards are soldiers hired by the Duke, and don't take orders from the provost. They are led by Sergeant Fulco, who is based at the North Gate, and this is also where all the toll money collected each day is supposed to be taken. Once a month more of the Duke's retinue arrive to take the toll money away.

The Guard are supposed to be quartered at the North Gate, but conditions there are uncomfortable and many of them choose to rent lodging in town instead.

Guard duty isn't particularly glamorous and certainly doesn't have the same reward as going on campaign, so the kind of people assigned to it (or who volunteer) aren't the best men the Duke has. They tend either to be wounded veterans who can't go raiding any more, or the sort of soldier who isn't much use on the battlefield. Only Fulco is a professional soldier, and he ended up with this job because he upset someone with influence at court.

Sergeant Fulco

STR 15 APP 12 IDEA 70
CON 14 INT 14 LUCK 70
DEX 11 POW 14 KNOW 75
SIZ 16 EDU 15

HP 15 DB +1d4

Bargain..... 55%
Fast Talk..... 65%
Insight..... 45%
Ride Horse..... 65%
Sneak..... 40%
Spot Hidden..... 45%
Status..... 45%

Long Sword (1d8+DB)..... 85%
Lance (1d8+DB of horse).. 55%
Ax (1d6+DB)..... 45%
Shield Parry..... 45%
Shield has 25 HP

Leather and rings plus helm: 5 points damage deflection.



Tall, muscular, grizzled
blonde hair, missing teeth
and sunken right side of face
thanks to an old injury

The Guardsmen

None of these men are here because they want to be. They are slovenly, sour faced, and scarred. Their pay is pitiful compared to the rewards they could earn on campaign. Some are too badly wounded to raid, while others are useless for different reasons such as cowardice or insubordinate behaviour. They talk a good game and are always willing to tell their life story, especially if someone else is buying the drinks. None of them like Fulco, but they're too frightened of him to do anything about it. If a guardsman encounters a supernatural creature, he always runs. If a guardsman joins a Mob (see page 12) they are to be considered separate combatants and do not count for purposes of calculating Mob Points. If a member of the Guard is called out to disperse a Mob, they always use force, never Fast Talk.

Suitable names: Arnoul, Badouin, Gilles, Brun, Otto

HP 14 DB +1d4 Fast Talk..... 65%
Bow (1d8, range 60)..... 65% Natural World..... 30%
Short Sword (1d6+DB)..... 55% Own Kingdom..... 40%
Fist (1d3+DB)..... 70% Ride Horse..... 45%
Kick (1d6+DB)..... 45% Status..... 25%
Grapple (special)..... 45% Spot Hidden..... 45%
Shield Parry (10 HP)..... 20% Track..... 30%

Boiled leather cuirass and helm: 3 points damage deflection.

Potential clues may be found when investigating near the walls or gates, and include:



The walls are tall, and ought to be impossible to scale undetected. However, the guards are lax and don't patrol as often as they should, particularly at night. Large groups couldn't get in without being spotted, but one or two people could get over without being seen if they were careful about it. They'd have to be travelling light, and it would be much easier to do at night than during the day.



Spot Hidden: There are no recent signs that anyone has climbed over the wall, at least not within the last two weeks or so. There is one spot near the West Gate where an odd blue residue still clings to the stone wall. The marks are very faint and best guess would say they've been there for several weeks, possibly even four, which would mean it was stained at about the same time as the first death. [*Keeper's Note:* Simon left this residue behind when using his Time-Space ability four weeks ago.]



Track, Spot Hidden: There are some very odd prints near the West Gate. This is a heavily trafficked area and it's impossible to tell what was done when or by who. However there are one or two marks that resemble claws rather than human feet, almost as if something unnatural had walked there. [*Keeper's Note:* these were left by the Fullers Fields goblins.]

The protagonists may try talking either to guards or people passing through the Gates. Useful skills include Status, Fast Talk, Insight. Potential clues include:



Insight, or some interaction: The Guards talk a good game, but you don't get the impression they're much good. They've gotten slack and are too fond of beer; they're not to be trusted on the battlefield.



Occult: Not all of the citizens coming and going from the Fullers Fields are pleased to see Christian religious folk like the Benedictines. Some of them avert their gaze and make a sign against evil when they see Christian iconography.



Some of the Guards and citizens claim to have seen a large wolf roaming near the West Gate. It's difficult to get first-hand confirmation of this; everyone who tells the story didn't see the wolf themselves, but know someone who did. The story grows in the telling, from 'a gaunt wolf with blood-flecked jaws' to 'a giant blue two-headed wolf with fangs like sword blades!'

Buildings of particular interest include the bell tower and the West Gate.

The Bell Tower

The bell tower is a sturdy stone building near the North Gate, twenty feet tall, with a bell mounted at the top of it. The bell-ringer, Gui, and his family live on the ground floor. The bell-ringer's job is an inherited position, and the provost pays a stipend for their services. Usually the job isn't too bad; they ring the bell in the morning as a signal to open the gates, and again in the opening to signal the shutting of the gates. If there's some other event that might threaten the town, like a fire, the bell-ringer is supposed to sound an alarm, and the bell is also rung on feast days and festivals. Otherwise it's a quiet job. Gui spends most of his days up on the top of the tower, idly looking out over the countryside.

This has given him an excellent view of events in the town, and there are few things Gui doesn't know about his neighbours. He's also seen some very strange things recently, but being a superstitious man he doesn't want to talk about them in case the Devil hears him and turns up to claim him. *Fast Talk* won't work on him as he's terrified, but *Persuade*, *Status* and *Insight* might.

Gui knows:



There is a creature like the one in the bright glass in the church (see page 38) that roams the street at night. Gui has seen this creature three times, each time at least an hour or more after the ringing of the night bell. The first two times Gui only got a glimpse of the thing, and wasn't sure what he saw. The third time it attacked a man – Gui thinks it may have been a beggar – and swallowed him whole! One minute the beggar was there, the next he vanished down the creature's gullet, as though he'd never been!



Hooded figures once snuck through the town at night. Gui saw them make as if for the church, but stop before they get there. They seemed to be halted somehow, as though they had encountered some force that stopped them. Then they went back to the West Gate and vanished from sight.



1/2 Victory Point can be had for each clue the protagonists discover by talking to Gui.

The West Gate

This is a solid stone building manned during the day by half a dozen guardsmen. As this gate leads out to the Fullers Fields, it's the busiest of the three gates, with scores of people coming and going all day. It's also the smelliest, again because it's so close to the Fullers Fields.

In addition to the citizens there are also a number of beggars and drifters gathered outside the West Gate. These destitute folk can't afford the toll to come in and the guards outside the other two gates will disperse them if they gather there. The guards at the West Gate don't mind them, because they know the stink from the Fullers Fields is so awful that better folk will never come through the West Gate and will never encounter the beggars.

Useful skills include Accounting, Bargain, Spot Hidden, Track. Clues include:



Accounting: The guards at the West Gate are corrupt. Their tally sticks have been forged, and show fewer tolls than the guard would actually be collecting if they were doing their jobs. Sometimes the guard also takes bribes, allowing more people to pass through than the tally records. If anyone was trying to get in unobserved, the West Gate is the best way to do it.



Track, Spot Hidden: The odd clawed prints that may have been observed near the wall (see page 16) are also present here, and in greater number. Some of the marks are quite fresh, as if whatever it may be was here a week ago or less. The ground is too well travelled for a tracker to get any idea where the prints lead, but there are more of them (and fresher trails) the further the protagonists get from the town.

If the protagonists talk with the guards, the beggars or the townsfolk, *Insight*, *Fast Talk*, *Persuade* or *Status* will be helpful. Clues include:



Occult, Insight: Many people here are uncomfortable around Christians, particularly Christian religious folk. They actively avoid Christians and make signs against evil when approached.



Insight: The guards are as bad as the people. They mock priests and leer at nuns, and they'll bully anyone they think is weak. They laugh at Christian iconography, but become very nervous if a religious figure (e.g. the Benedictines) directly confronts them.



Spot Hidden, Persuade: One of the beggars outside the gate has a nasty burn on his face, almost as if he'd been hit with quicklime. He's terrified of Ingo, leader of the West Gate guards, and won't talk if he thinks Ingo will find out. If questioned alone, the beggar claims that Ingo has the Evil Eye, and struck him with his Devil-bought magic powers when the beggar tried to sneak inside the town.

The beggars can form a Mob (see page 12) if provoked. The guards may join in. This is particularly likely if they think they can kill a Christian.

The West Gate has been thoroughly infiltrated by the cultists (see the Fullers Fields, page 19), and many of the beggars as well as all of the guard are cult members. Ingo, the guard leader, has been taught special magic by the cult leaders and will use it if threatened. Cult killers (see the Fullers Fields) also hide here, and may attack lone protagonists.

1 Victory Point can be won by protagonists who correctly identify the guards as cultists and deal with the threat they pose.

1 Benedictine Victory Point is available as a roleplay bonus for the Benedictine group if they actively seek out and confront cult members, whether or not they are victorious.

Ingo

Leader of the Guard Cultists

Ingo is a vain, unscrupulous man who has been granted a little power. It has gone to his head. He sees himself taking Fulco's job, after the cult has destroyed the church. He's a bully who's used to getting his own way.

The cultists have given Ingo a clay fetish which grants him 5 temporary MP. Once the MP are used, the fetish crumbles to dust. Occult will identify it as a witch's device, used by servants of Satan.

STR	15	APP	10	IDEA	60	Natural World.....	40%
CON	14	INT	12	LUCK	70	Own Kingdom.....	60%
DEX	12	POW	14	KNOW	70	Occult.....	45%
SIZ	13	EDU	14			Ride Horse.....	60%
						Status.....	35%
						Track.....	50%
HP	13			DB	+1d4	Bow (1d8, range 60).....	70%
						Short Sword (1d6+DB).....	75%
						Fist (1d3+DB).....	65%
						Shield Parry (10 HP).....	45%

Tall, dark haired, broken nose, likes to wear jewelry (gold chains, rings)

Boiled leather cuirass and helm: 3 points damage deflection.

The Fullers Fields

Chavigny-sur-Scie gets most of its money, even now, from cloth making. Its Cloth Fair is a major event, when hundreds of merchants and wealthy clients come to the town to buy its product.

Broadly speaking, cloth making can be broken down into two stages. First the cloth is scoured, to remove all animal fats and other residue. Then it is tented, stretched out on poles to thicken and strengthen the fibres. All this takes a great deal of space; from above, it would have seemed as if a great forest of tented cloth expanded out from the western edge of the city.

The scouring process involves the use of a vast amount of urine. Chavigny-sur-Scie has yet to acquire a watermill or a reliable source of fuller's earth, and urine has been a reliable scouring agent since the days of the Roman Empire. This is why the West Gate and pretty much everything else in the Fullers Fields stinks like an open sewer, and is the main reason why the process takes place outside the city walls. The cloth is beaten by hand in huge vats of urine, which is a very labour intensive job. That's why so many people have to keep coming to and from the town by the West Gate.

Once the cloth has been treated it is then taken back inside the town, to the Dye Quarter where the next stage of the process takes place.

The kind of people most likely to be found out here are fullers, dyers, occasionally guardsmen (not often, as they hate the smell), beggars, and cultists.



Spot Hidden: There are clawed prints in the sodden soil, as seen at the West Gate and near the Walls. Again, the area is so heavily trafficked that it is impossible to tell where these tracks lead. However they seem fresh, possibly no more than a week old.



Track: There are other prints here too: human feet, but shrunken and skeletal. Whatever made those tracks cannot possibly have been living. SAN loss of 0/1 applies.



Occult: Every so often you see small bundles of sticks and clay, tied to the tenterhooks and urine vats with coloured ribbons. Occasionally you see a fuller or a beggar mutter a prayer to one of the fetishes, or appeal to it for luck. These fetishes remind you of pagan worship; clearly the people out here pay obeisance to a pagan deity.

Clues that can be found with judicious use of *Insight*, *Fast Talk*, and/or *Persuade*:



Many fullers and beggars are afraid. The ones who don't worship the fetishes are all terrified of something. If asked, they say they think their fetish-worshipping neighbours have the evil eye, or are in league with the Devil.



If the protagonists are able to get someone to speak in confidence, they claim that goblins and devils are at work in the Fullers Fields. They have a small encampment not far away, where they carry out their satanic rituals.



None of the fullers or beggars like or trust the guards at the West Gate. They say the men there are in league with devil worshippers, and have sold their souls to Hell.



Any Mob (see page 12) that forms in the Fullers Fields is likely to be formed at least in part by cultists, and so will be partly immune to *Fast Talk* or *Persuade*. Any skill checks are made at half chance, or one-quarter chance if the check is being made by a Benedictine. On the other hand, if the cult is routed and the goblins driven off, any future checks are made at double normal chance and if made by a Benedictine, automatically succeed.

The Cult

The cult worships Shub-Niggurath in her Great God Pan aspect. To them, this spot has been sacred for centuries; it is where their sacrificial groves were, and where they poured the blood of their enemies into the river. Even Charlemagne couldn't quite eliminate their influence. When Simon the Pious designed and built Chavigny-sur-Scie atop their sacred site, the cult was thrown into disarray. Simon had accounted for them, as with his design he effectively excluded them from the town, by focusing all the power of Chavigny-sur-Scie on the church where their sacred site had been buried. The town acts as one huge ward, preventing those touched by Pan from entering. Of course, as time passes and the citizens build new structures, interfering with Simon's grand design, the ward weakens, which is how some of them have been able to get past the West Gate. Even then they can't get very close to the church, which means they can't do anything to rescue their sacred site.

Their scheme is to somehow burn the church down. They hope this will break the wards allowing them access to the site. They couldn't reclaim it right away, but in time and working in secret they hope to re-establish their grand sanctum, with the citizens of Chavigny-sur-Scie as their thralls.

They've been able to convert some of the fullers and all of the guards at the West Gate. But they've not been able to persuade any of them to burn the church down, and none of their converts are very reliable. They don't trust Ingo, for example, to get the job done, so they haven't told him all their plans.

On the other hand, they can magically *Mesmerize* people to do their bidding, and follow it up with Cloud Memory so they can't remember who ordered them to do it. The protagonists, being respected men and women with full access to the town, are ideal candidates for this sort of treatment. The cultists' preferred plan would be to get a protagonist on their own, quickly implant the command, and then await developments.

The cultists have three kinds of defence: spells, skeletal minions (only found at their base camp), and cult killers. Cult killers are beggars and other humans who follow the god Pan, and have no useful skills beyond murder. The goblins - the cult leaders touched by Pan - try not to leave their camp if they can avoid it, since the closer they get to the town the more likely it is they will be discovered. They tried getting in once (and Gui saw them, see also *The Bell Tower*, page 16), and when that failed they switched to their current tactics.

The Cultist Encampment

This is right on the outskirts of the Fullers Fields, between several large vats. They have a small flat stone laid out with a fire burning atop it, which they use for their sacrifices. When discovered, a sacrifice could be in the fire; say, a baby stolen from one of the fullers, which incurs a SAN loss of 0/1d3.

They don't keep much out here, as this isn't a permanent base. There is a great horned mask made of the skull of some ancient creature, hanging from a peg nailed to one of the vats. *Natural World* may identify it as similar to an aurochs, or wild cattle, but this creature must have been at least twice as large as large as any aurochs, and the bulls can grow to 5 ft 10 in at the withers. The mask is covered in some kind of hide festooned with leaves and sickly yellow flowers.

The skeletons are hidden inside the vats, and will come out to attack either on command or if the mask is interfered with in any way.

At any time there will be 1d4 human cult killers here, who seek the wisdom of the priests of Pan. The goblin cult leaders will *always* be here, though they may be Spectral at any given point in time.

Defeating the cult is worth 1 Victory Point.

There is an extra 1 Knight Bonus if the Knight faction roleplay entertainingly while defeating the cult, e.g. smashing the mask, smiting the heathens, etc.



Skeletons

There are 10 of these undead monstrosities in the Fullers Fields, hidden within the vats. They are the remains of those fullers and beggars who initially resisted the cult. This is why nobody tries to stand up to them anymore, let alone get the constables or guard involved. Shreds of human flesh still cling to their blackened, burnt bones.

STR 11 SIZ 13 HP n/a
 DEX 11 INT 11 DB 0
 POW 1

Piercing Fingers (1d4+DB).....35%

Resistant to physical damage.

Impaling weapons have half chance to hit. When struck, multiply damage done by 4 to determine % chance the skeleton is immediately destroyed. If not destroyed, the skeleton remains unharmed.

SAN loss: 0/1d6

Cult Killers

Deranged beggars and fullers who worship pagan idols. These people are completely insane and will not listen to reason. If the goblins are killed they will immediately commit violent suicide. When attacking, they kill without regard for their own safety and happily take on superior odds, but that doesn't mean they lack the intelligence to set up an ambush. While they look like normal humans many of them have been marked by their pagan god, and suffer deformities, e.g. withered hand, evil eye, twisted leg.

HP 11 DB +1d4

- Dodge..... 25%
- Listen..... 45%
- Sneak..... 45%
- Spot Hidden..... 55%
- Track..... 45%

- Small Knife (1d4+DB)..... 65%
- Fist (1d3+DB)..... 65%
- Grapple (special)..... 45%
- Headbutt (1d4+DB)..... 45%
- Kick (1d6+DB)..... 45%





Goblins

The leaders of the cult, transformed by Shub-Niggurath; also known as the Thousand Young of the Great Goat. Three reside near Chavigny-sur-Scie: Phobos, Demester, and Argennon. They're similar in ability, except where noted below.

These creatures claim to be older than the Roman Empire. On the command of their god, they first came to this river many centuries ago, and established a shrine here. That shrine was destroyed by Simon the Pious and they were forced to flee. Now they seek their revenge, but they're not suicidal; if it looks as though they might be murdered they'll run away, possibly using Become Spectral to aid their escape.

Phobos has female characteristics but is actually a hermaphrodite, with a bulbous head and staring, pale eyes. Phobos' feet are like bird's claws.

Demester is more or less human from the waist up, but has goatish legs, cloven hoofs for feet and a massive phallic organ. He wears no clothes below the waist.

Argennon is a ball of quivering fat, with a nearly fleshless skull. His red eyes gleam in the firelight. A second face is set in his belly, which is why he does not wear armour or clothes beyond a loincloth.

If they heard the protagonists coming, they will Become Spectral before the protagonists get there. They order the skeletons to attack and any cult killers present will probably attack too. The goblins will then reappear in the second round of combat and use spells. This assumes that the protagonists arrive in force; lone protagonists are attacked with Grapple or similar, with the intent of taking them alive.

The Pan mask is a MP repository, and holds 15 MP which can be accessed by any Goblin that touches it. The mask has 8 HP and can be recharged by blood sacrifice.

STR 14 INT 16 **Spells:** Body Warping, Become Spectral,
 CON 13 POW 16 Contact Pan, Power Drain, Power Source.
 DEX 28 HP 10 **Demester:** Enthral, Fear, Shrivelling.
 SIZ 7 DB 0 **Phobos:** Poison Blood, Enchant Skeleton, Heal.
Argennon: Cloud Memory, Mesmerize.

Fist (1d3+DB).....80%	Cthulhu Mythos. 55%	Phobos
Grapple (special).....65%	Dodge..... 65%	Natural World.. 80%
Kick (1d6+DB).....35%	Listen..... 60%	Potions..... 60%
Small Knife (1d4+DB)..45%	Occult..... 80%	Demester
Phobos	Hide..... 90%	Insight..... 60%
Short Sword (1d6+DB)..60%	Spot Hidden.... 65%	Own Kingdom.... 45%
Demester	Sneak..... 70%	Argennon
Ax (1d6+DB).....80%	Track..... 80%	Write Latin.... 45%
Argennon	Soft leather, no helm:	
Short Spear (1d6+DB)..60%	2 points damage deflection.	
SAN loss: 1/1d6+1	Argennon does not wear any armour.	

The Dyers Quarter

This quarter is on the western edge of the town, and is the closest one to the West Gate.

Dyeing isn't as nasty a process as fulling. Though it doesn't stink, it is a messy business; a dyer can always be identified by the stains grubbed into his fingernails and hands. The dyers live above their businesses. On the ground floor are their workshops and stores, and this is also where any apprentices sleep. The dyers at the lower end of the economic spectrum tend to have homes close to the West Gate, convenient for their business but also close to the stink of the Fullers Fields. Those with more wealth tend to live closer to the centre of town, which means a longer walk to get to supplies but mercifully free of odour. The most common dyes are blue and red, which the dyers either apply to the yarn directly or to the finished cloth. Some of the very best dyers have access to indigo, which can only be had from Italy and which the Italians purchase from un-Christian savages far to the East. Such dyes are fantastically rare, and command a very high price.

These merchants, and the skilled craftsmen of the Cloth Quarter, are the backbone of the town's economy. Without their Cloth Fair Chavigny-sur-Scie would have no future. Some of the best dyers are already talking about moving their businesses elsewhere, and if they start putting their plans into action Chavigny-sur-Scie will soon become a ghost town. It is exactly this disaster that the provost hopes to prevent.

Naturally these craftsmen will want to know what the protagonists are doing to solve the problem and will demand the respect due to them as important members of the community. They may ask for increased protection, particularly at night, or they may threaten to complain to the provost - or even the Duke, as some of them may have friends at court - if they're not treated with proper consideration.

Mobs (see page 12) formed here are likely to be more amenable to persuasion. These are well-off folk who know the value of a denier, and generally obey the law. Any mob is most likely to be made up of apprentices; youngsters, with more energy and less respect for the powers that be.



Persuade and *Fast Talk* are at +20% chance of success here, as long as the protagonists act within the bounds of civilized society and aren't asking for anything outrageous.



Track: The streets here are heavily trafficked at all hours of the day, so getting a trail is nigh on impossible (-30% penalty to follow a given track). However, there are odd claw marks in the dirt that are probably weeks old, and the closer the protagonists get to the West Gate the more frequent these marks are found. [*Keeper's Note*: these marks were made by the Goblins but are not recent; see also *The Bell Tower*, page 19]



Occult: There are odd symbols and clay fetishes hung or daubed on the walls of some of the buildings closest to the West Gate. The symbols are occult, and probably pagan in nature. Worshippers of old gods are likely near. [*Keeper's Note*: the cult based in the Fullers Fields has a few supporters amongst the very poorest dyers and apprentices, the ones who live closest to the Fields. None of them are brave enough to do more than attend ceremonies and cannot be persuaded to burn the church, as they're afraid they'll be struck down by heavenly fire if they try. If interrogated, none of these converts know much about the Goblins and have never been to their camp. They will admit to consorting with Devils and having attended a Witches' Sabbat, but they'll only admit this on threat of death (or possibly Hell, if the threat's being made by a religious figure)]



Spot Hidden, Science: Blue stains similar to those seen on Corantin's dagger can be found on some of the buildings closest to the West Gate. They are very faint and rain has washed most of the residue away. Where these stains occur the walls of the building are pitted and damaged, as though they had been struck by some kind of acidic substance.

Clues that can be had via *Insight*, *Persuade* and possibly just talking to the natives:



About a week before the first killing, several people near the scene of the attack remember hearing a sound “like soft thunder, rumbling from miles off”, yet it seemed as though it was a lot more imminent than something far away. They thought it was the sign of an oncoming storm, but it didn’t rain that night. [*Keeper’s Note*: this was the initial event that sparked everything off, the explosion at Corantin’s house]



Some of the neighbours of the murdered girl say she was over-friendly with many of the good-looking apprentices and quality folk. “Looking out for her best advantage,” some say, “trying to catch a husband with her belly.” [*Keeper’s Note*: she was friendly with Simon Roatin, which led to her becoming his first victim]

There are two places of interest in the Dyers Quarter, the first murder scene and Corantin’s house.

An Empty Lot

The first murder took place in the poorer section of the Dyers Quarter. The West Gate is within sight of the empty lot where she was killed. There are several houses and businesses overlooking the murder site; anyone in those buildings might have seen something.

The lot has been measured out and preliminary works have been carried out to build a dyers’ works there, but apart from some excavation nothing serious has been done. The owner is reluctant to proceed; he’s afraid the spot might be haunted, or tainted by devils.



Track: There’s still some dried blood on the spot where the killing took place. Some clawed footprints can be found nearby. The trail is far too old and the area too well trodden for a tracker to follow the trail. [*Keeper’s Note*: this clue refers to the goblins in the Fullers Field and is a red herring with respect to the murder]



Spot Hidden: There is a torn piece of fabric trodden into the earth. It probably came from a tunic of good quality, judging by the workmanship. Whoever wore it could afford the finest clothing; a noble wouldn’t be ashamed to be seen in it. [*Keeper’s Note*: Simon wore this the night he attacked Beatrix. A noble’s clothes can cost as much as 360 deniers, more than a merchant might see in a month, or a farmer in a lifetime]



Science: There are blue stains in the earth, but so faint as to be useless for testing purposes. Digging in the earth with bare hands makes the diggers’ fingers tingle, which suggests that the stuff - whatever it is - still has some potency weeks after the event.



Occult: There is an odd, metallic feel in the air, and those who stand in the lot for long periods start to smell and taste iron. Occult-minded folk may conclude that these are signs of a supernatural effect, and that the sensation and taste are the work of lingering effluvium, an invisible malignancy left behind by demons.



The neighbours knew full well that the empty lot, before the incident, was a place where young couples went for a bit of privacy. It was overgrown enough that people walking past wouldn’t know what was going on, but anyone in the houses nearby had a good view from the upper floor. Beatrix was seen there more than once, usually with well-to-do young men.



Strange folk have been seen near the West Gate. One night three cloaked figures came from the gate after dark and walked towards the centre of town, but they didn’t get very far before they stopped and turned back. Where they walked, animals grew frantic and howled in fear, and for a moment it seemed as if the moon ran red with blood. They only appeared once, and many weeks ago at that. People claim that they were Devils sent from Hell to claim the souls of the wicked. [*Keeper’s Note*: these were goblins approaching the church]

Corantin's House

Corantin keeps his home in the nicer section of the Dyers Quarter, close to the centre of town. The provost has rented it to him while he is tutoring Simon. It is in a built-up part of town with cobbled streets, and there are several neighbouring houses close by. The church is within walking distance, and its tower can be seen rising above the thatched roofs of the nearby houses.



Spot Hidden: One of the upper windows of the house seems stained, as if there had been a fire and smoke had poured out of it. However the thatch didn't catch light, so whatever the incident was it can't have been a serious blaze.

Clues that might be had with *Persuade*, *Fast Talk* or possibly just talking:



Corantin's neighbours wish his landlord would put a stop to his alchemical experiments. There was a loud bang several weeks ago and everyone thought the house had caught fire. Luckily whatever happened was dealt with quickly; a fire in this street, with all the houses cheek-by-jowl together, could have been disastrous. Keeper's note: this is the source of the soft thunder alluded to above.



Corantin lives with a servant, Isobel, but she hasn't been seen for a while. Corantin says she's ill. Of course, since he's a doctor, he's treating her himself. He isn't letting anyone into his home at present, fearing that might affect her recovery.



Corantin came to town several months ago to tutor the provost's son, Simon. Corantin is a scholar from Paris, a very learned man, and people say that he might start a school. If he does, most of the wealthy citizens would send their children to him.



Simon was seen at Corantin's house many times, but hasn't been there recently. Not for several weeks, in fact, but then the young man is hot-headed and has an eye for pretty women. Perhaps he's chasing a new conquest and not paying enough attention to his studies.

Getting into the house will be difficult. Corantin isn't receiving visitors. He claims his servant, Isobel, has a contagious illness and he can't permit anyone to expose themselves to it. He also says he hasn't seen Simon in several days, but that isn't unusual for Simon.

The doors are usually barred when Corantin is home and none of the ground floor windows are left open. Corantin spends most of his time at home, only coming out for a few hours every other morning to get food at the market.

Break-in options include going over the garden wall at the back and then getting in the back door, or climbing up to an upper floor window. Enlisting the provost's help directly will be difficult, as he won't want to disturb Corantin, who he admires. Only hard evidence will convince him.



Inside, on the ground floor, the place is a mess. It's pretty clear a struggle took place, and by the look of things it didn't last long. It happened several weeks ago, but Corantin didn't clean up afterward. There's enough blood on the floor to suggest someone died.

The victim is Isobel, killed by Simon shortly after his change (see page 42). Her body is in the cellar, buried in a shallow grave and covered in quicklime. There is SAN loss of 1/1d4+1 for all spectators if the corpse is uncovered. The corpse is mutilated, particularly in the chest, where a hole has been drilled through to the heart.



Occult: there's something about the body that seems somehow unnatural. It's as if the thing was completely inert; not a mere corpse, but something utterly drained, as if whatever made it human had somehow been altogether removed. [*Keeper's Note:* this is gruesome side effect of Simon's POW drain. No remnants of Isobel's soul remains on any plane of existence; it has been devoured. Anyone coming to this realization for the first time are subject to a SAN loss of 0/1d3]

On the upper level, Corantin's alchemical laboratory has been destroyed. There are signs of a small conflagration, and most of the glassware and delicate metal instruments have been smashed. Small daubs of the blue ichor are all over: on the lab bench, smeared on the wall, on the floor. Judging by their dried condition they're probably several weeks old, at least. There's a very strong feeling of wrongness in this room, and the metallic taste which may have been noticed at the crime scenes (see also Night Killings, page 42) is very strong here. *Occult* may conclude a strong presence of demonic effluvium.



Anyone who remains in the room for more than a few minutes are subject to a SAN loss of 0/1d4 as they start to suffer physical symptoms, like migraine headaches, vertigo and nausea. The angles of the room seem weird somehow, and they have to struggle to locate the exit. The vertigo disappears once they leave Corantin's house, but the headache may linger for up to an hour.

Corantin has been living in his bedroom, hardly daring to go into the other rooms of the house. When not out getting food, he's been obsessively reading his alchemical texts, trying to find some way to reverse the harm that was done to Simon Roatin.

Books that can be found in Corantin's chambers include the *Kitab al-Kimya by Geber*, an alchemical text which confers +3 Occult when studied, but no spells.



The Kitab discusses the creation of life itself, and includes instructions and recipes for so doing. Many of these recipes suggest that an alchemist's ultimate goal is self-purification, such that they may become as one with the Angels of God. At one dog-eared point in the book, Geber states that 'the Other Angels from Beyond Seeing shall provide the liquid stone which shall aid the Seeker in their quest for purity and knowledge'.

There is evidence that Corantin possessed at least twelve other books, all of them either alchemical or occult works. These books were partially destroyed when Simon ran amok.



Among these was the *Liber Ivonis*, but this book can now only be identified by its cover page and a few other scraps. Among the tattered pages is an illustrated drawing of a lean, hungry creature with a head like a wolf, coloured blue. The caption reads 'those who come from the Lands Beyond Sight'.

If confronted with incriminating evidence, Corantin may break down altogether and reveal everything he knows, but given half a chance he'll run for it, possibly using a *Gate* to do so.

1 Victory Point is awarded for making at least partially correct educated guesses of Corantin's role in this scenario.

1 Victory Point is awarded if connections are made, now or later in the scenario, between the 'Other Angels from Beyond Seeing' and the Tindalosian Hybrid or Hounds.

Corantin de Wallę

Alchemist, teacher and guilt-stricken cause of all the trouble

Corantin has, until now, been the favoured son of fortune. He comes from humble beginnings but was granted a scholarship by a monastic order, who intended him for great things. He broke with them while in Paris, and attached himself to some very influential people who backed his further studies. This was when he became interested in alchemy, and acquired the Liber Ivonis. He came to Chavigny-sur-Scie primarily to read and absorb the wisdom of the Liber Ivonis in quiet surroundings, far from the bustle of Paris. The tutoring position was merely a way of keeping body and soul together while he did so. He found Simon Roatin a congenial - if slightly dim - pupil, and taught him a few things.

The disaster, when it came, was the result of Simon's interference with Corantin's alchemical experiment. Corantin had been working with a very rare and potent substance obtained from a Parisian colleague, described in alchemical texts as 'the liquid stone of knowledge.' Simon became infected and devolved into a Tindalosian Hybrid (see page 42) when his blundering caused a small explosion in the laboratory. At first both Simon and Corantin were terrified and Simon tried to hide in Corantin's house. Then the cravings started, and Simon, after some hesitation, started devouring human souls, starting with Isobel, then Beatrix. After that he hid, guilt-stricken, in Corantin's house again, but by now he was less than human and it wasn't long before his cravings got the better of him. Corantin hasn't seen Simon in days, not since the last murder.



Corantin is frightened to death, on several counts. His immortal soul is at risk, his one-time pupil is murdering innocents, and at any moment he may be imprisoned and executed for his crimes.

STR	7	APP	14	IDEA	85
CON	13	INT	17	LUCK	85
DEX	14	POW	17	KNOW	90
SIZ	11	EDU	18		
Latin, Read.....					80%
Latin, Write.....					40%
Library Use.....					70%
Medicine.....					70%
Own Kingdom.....					50%
Persuade.....					80%
Potions.....					60%
Ride Horse.....					55%
Science.....					60%
Status.....					60%

SAN	65	HP	12	DB	0
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Dark, brooding, handsome, youthful beardless face, startling blue eyes

Fist (1d3+DB).....	50%
Small Knife (1d4+DB).....	25%

Spells:

Create Gate
Create Barrier of Naach-Tith
Voorish Sign

The Cloth Quarter

This is where the wool and flax obtained from the Pig Quarter are made into fine cloth, and either sent to the dyers for further treatment or left plain for everyday use. The finest clothiers create such high-quality goods that even their plain stuff commands a good price, but the very best of it is treated with indigo and embroidered for sale to the nobility. Some clothiers create cloth and nothing else, while others then use the materials to make cloaks, tunics and other goods. When the town was first founded the clothiers were the premier money-makers; the dyers hadn't really settled in and there were no goldsmiths. As a result they are the only merchants with a fully-formed guild. [*Historical Note*: technically, in this time period it wouldn't have been called a guild as that word doesn't appear until the 12th century. To avoid confusion it's called a guild here, as most players will recognize that term]

The very richest clothiers are among the most successful businessmen in town, in part because their families have been in the business for several generations and the profits always get reinvested. As a result this quarter has the best access to services. This is the only part of town with a public bath house, a spice dealer, a pharmacist and doctor, as well as a slightly ostentatious shrine to Saint Blas, patron of wool combers and weavers.

The most recent killing took place here; the boy Julien was a child from one of the wealthiest families.

Like the dyers, these wealthy craftsmen will want to know what the protagonists are doing to solve the problem and will demand the respect due to them as important members of the community. They may ask for increased protection, particularly at night, or they may threaten to complain to the provost - or even the Duke, as some of them may have friends at court - if they're not treated with proper consideration.

Mobs (see page 12) formed here are likely to be more amenable to persuasion. These are well-off folk who know the value of a denier, and generally obey the law. Any mob is most likely to be made up of apprentices; youngsters, with more energy and less respect for the powers that be.



Persuade and *Fast Talk* are at +20% chance of success here, as long as the protagonists act within the bounds of civilized society and aren't asking for anything outrageous.

There is 1 Citizen Bonus Victory Point if the character persuade townsfolk in this Quarter that the Jews are not to blame, or provide evidence of the same.



Spot Hidden: There are traces of that same blue residue seen before in several different places near the crime scene. These stains are relatively fresh, though the weather has washed some of them away. In each instance (five in all, on walls and on the ground) the stains are faint, roughly the size of a man in outline, and left not only the blue residue but also some kind of corrosive compound that has damaged the spot where it occurred.



Occult: The demonic aesfotedia can be found in several places. It's too decayed now to be useful to a sorcerer, but clearly the demon's influence and effluvia remains strong in this quarter.



As the most recent murder took place here, the citizens of this quarter are particularly nervous of strangers. There's a rumour going around about a ghost that haunts the spot where the boy died. People say they've heard the baying of unearthly hounds, as if the devil's horsemen are out hunting lost souls.



The children sing a song about "the Knight in the Window" who comes out after dark "to snatch poor children away." It's in pretty poor Latin, but the lyrics are plain enough. If asked, they say that when the murder took place the church window came alive and stalked through the town, looking for sinners. It finally snatched up Julien, but before doing so it ate Julien's dog "in one gulp!"



Tempers are particularly high against the Jews of the Gold Quarter, who the clothiers blame for all the trouble. Rumour has it that the creature that killed Julien was created by “wicked sorceries! Why, everyone knows that their necromancer Levin gets sent terrible books and instruments of devil worship from Paris and other places. It’s an open scandal!”

There is one place of particular interest: the site of the third murder.

The murder took place on a cobbled street in the heart of the Cloth Quarter, only a few steps from Julien’s home. This is a very wealthy part of town; the spice dealer’s shop is right next door, as are the homes of some of the town’s most prominent citizens, Michel Roatin among them.



Spot Hidden: There are two instances of blue residue, one set in the front door of Julien’s home.

Occult: The demonic effluvia is particularly potent here. There is an oppressive aura that seems to swamp everything around it. Clearly whatever was here was a Hellish minion of some potency.



Listen: If the protagonists stay in this spot long enough they’ll hear what sounds like the baying of dogs, far away. This noise is the cause of the ghost rumours; Julian can leave no shade behind, as his soul was drained away. The noise is in fact the cry of the Hounds of Tindalos, and it sounds like baying because that’s the closest approximation to their din that the human mind can come up with. There is a SAN loss of 0/1d3 for the experience of hearing these “sounds imperceptible to the human ear, and indescribable by human expression”.



People in the neighbouring houses and properties saw nothing the night of the killing. The first they knew of it was when Julien started crying out for help. However they remember the noise of dogs and a feeling as though the gates of Hell had suddenly yawned wide. They all hid in their houses when that happened.



Julien did have a dog, and it hasn’t been seen since the night of the murder. Its body wasn’t found when Julien’s was, so presumably it ran away.

The Pig Quarter

This is the busiest, and most polluted, part of town. Here Chavigny-sur-Scie gets its meat, wool and flax. Craftsmen from other villages and herdsmen of all kinds deliver their goods by the East Gate, and there are butchers and fishmongers by the dozen. There is constant traffic, both to and from the East Gate and from other parts of town to the Pig Quarter. Though it’s a fairly efficient trade, there’s never enough time to do everything that needs to be done. The pigs (acting as unofficial garbage collectors) are particularly common here, but even their bellies can’t fit all the waste the Pig Quarter produces every day.

It’s also the most rough-and-tumble part of town. Constant to-and-fro means the constables and guard can’t hope to keep track of what’s going on in the Quarter. As a result there are plenty of criminals here. Some of them are outlaws and murderers who prey on travellers to and from the town, who hide within Chavigny-sur-Scie and keep a look-out for particularly prosperous visitors. Others are local thugs who rob, swindle, supply prostitutes and otherwise defraud or injure the town’s citizens. And there are sorcerers and frauds, men and women who claim to have medical or healing gifts they can sell to the desperate.

The constables are almost helpless in the face of such institutionalized corruption. They know that if they take direct action they’ll get their throats cut. For the most part they try to avoid trouble and occasionally warn visitors of the potential dangers they face.

During the Festivals it’s a different story. There are too many soldiers about for the outlaws and

murderers to make a decent living, so they either leave town or go quiet for the duration. On the other hand, business is booming for the gamblers, the con-men, and the whores.



Mobs (see page 12) that form in this part of town are exceptionally violent and can be well armed. *Treat any mob formed in the Pig Quarter as if it has +1 Mob Point, and damage output increases to 1d6+2.*

There is 1 Knight Bonus Victory Point if a knight character deliberately seeks out or engages in virtuous open conflict here, especially if it's with an outlaw.

There is 1 Victory Point for tracking Simon Roatin to his lair.



Spot Hidden, Listen: There's little sign either of the clawed prints or the blue residue seen in other places. However, the evidence of wrongdoing is plain to see: dice games, lewdness, disrespect to clergy and those of status, and many of the folk hereabout are very well armed.



Medicine, Science: The Quarter is a festering pit of disease waiting to happen. The terrible wasting disease Flux could strike at any moment. That said, given the number of beggars faking diseases in the Quarter, it could be difficult to spot the genuinely ill, at least at first. [*Keeper's Note:* if explicitly exposed to Flux, a character succeed on a CONx9 check to avoid infection. Flux is a cholera, with initial symptoms: vomitin, diarrhoea; method of death: dehydration]



Occult: Many of the folk and businesses roundabout sport pagan iconography, and oaths to pagan gods are common. The people here are at best lip service Christians; they'll turn to their old ways at the first opportunity.

With some talking to the natives, possibly involving use of *Persuade* and/or *Fast Talk*:



Insight, Own Kingdom: The folk of this Quarter are the least law-abiding, and there are several drinking houses and other places where criminals, prostitutes and gamblers ply their trade. The ale house with the sign of the Butcher's Cleaver is the most disreputable, and its owner, Johan, is rumoured to be the most dangerous man in town.



Very few citizens in this Quarter will give the time of day to anyone official, whether constable, clergy or knight. That said, none of them seem actively devoted to pagan heresies or involved in dark rituals. They'll go to wise men and the like for fortune telling and cures, but they feel the same way about the old gods as they do about all other forms of authority: it's there to be defied.



"I didn't see nuffink" is everyone's excuse, but there are some reports of a hooded man seen in the Butcher's Cleaver, a man who even Johan seem afraid of. This same hooded man walks the streets by night; probably a footpad, or a hired sword.

The Butcher's Cleaver

The one place of interest in this Quarter is the alehouse with the sign of the Butcher's Cleaver, not far from the East Gate. It is a one-storey building made of wattle and daub, with a thatched roof.

This is where Johan, the self-appointed King of the Beggars, plies his trade. He's the most important vagabond in Chavigny-sur-Scie. He claims tribute from many of the bandit gangs who work here, and knows everyone of importance. This included Simon Roatin, when he was a man, but now Simon is something altogether other.

Simon is hiding in the Butcher's Cleaver. This normally wouldn't sit well with Johan, but thanks to a nasty incident in which three of his men were killed outright and a fourth swallowed whole, Johan is in no position to argue. Nominally the King of the Beggars is still in charge, but Simon Roatin is pulling his strings.

Johan

Beggar King and owner of the Butcher's Cleaver

He thought he'd seen everything and could kill anything. Simon Roatin proved him wrong. He thinks he's not long for this world and has no hope of escaping Hell. He'll fight like a rat, if cornered.

STR 16 APP 11 IDEA 85 SAN 35
CON 15 INT 12 LUCK 85 HP 15
DEX 14 POW 14 KNOW 90 DB+1d4
SIZ 16 EDU 12

Fast Talk..... 45%
Natural World..... 40%
Navigate..... 30%
Track..... 45%
Sneak..... 60%
Throw..... 45%

Fist (1d3+DB)..... 75% Soft leather:
Grapple (special)..... 45% 2 points
Headbutt (1d4+DB)..... 60% damage
Kick (1d6+DB)..... 60% deflection
Small Knife (1d4+DB).. 45% *Shield Parry*
Frankish Ax (1d5+1+DB) 65% HP 15 (small, improvised)..... 35%



Tall, broad-shouldered, missing teeth, stinks of cider

Typical Pig Quarter Robber

Found almost anywhere

Some are hired men, while others are independent operators. They'll happily slit a throat and dispose of the body somewhere outside the city. They've done it many times before.

Assume stats are 9 if needed.

Suitable (nick)names: Pinchdice, Hazard, Click, Razor, Cockerel

HP 14 DB +1d4

Cut Purse..... 45% Fist (1d3+DB)..... 65%
Dodge..... 30% Grapple (special)..... 45%
Fast Talk..... 45% Headbutt (1d4+DB)..... 45%
Jump..... 35% Kick (1d6+DB)..... 55%
Listen..... 45% Small Knife (1d4+DB).. 65%
Sneak..... 40% Short Sword (1d6+DB).. 45%
Spot Hidden..... 45% Club (1d6+DB)..... 50%
Ax (1d6+DB)..... 45%

Shield Parry (15 HP, wooden, improvised)..... 35%
(No Armour)

This is also why Simon hasn't visibly attacked anyone in the Pig Quarter. He doesn't want to draw attention to his hiding place, so he won't ever claim victims in the Pig Quarter. Should his hiding place be discovered that will change, and he'll start attacking in all quarters of the city.

The Butcher's Cleaver has a cellar, where cider barrels are stored and where Simon is now hiding, but most of the action takes place up on the ground floor. There's a set of four small, dirty cubbies in the back where the prostitutes do their work, hidden from the rest of the place by a cloth screen. Otherwise it's one large room with benches and beer, and Johan holds court here every day. At any one time there will be at least 1d6+6 robbers as well as Johan himself. People are always coming and going, either to pay Johan tribute or ask his advice. Sometimes actual customers come in, not knowing the place's reputation; people like that get fleeced very quickly.



Spot Hidden: There's a lot of dried blood on the floor. Some attempt was made to cover it up with straw but that really hasn't done anything about the smell or the flies. Several people, maybe even as many as four or five, died a violent death here, and probably recently.



Science: There are scrapings of the blue residue seen before on the straw-covered floor. Unlike the other instances, these seem recent, and were probably left within the last week or so.



Occult: There's a nasty feel in the air; the effluvium noticed in other parts of town is particularly potent here. Devils are at work, and recently at that. The entire place may be an abode of the damned.

With some chatting up the clientele, possibly involving use of *Persuade* and/or *Fast Talk*:



Insight: The people here are very nervous about something. Johan himself is deathly afraid of whatever it might be, and is jumping at shadows even while trying to hide his distress.



Any attempt to *Fast Talk* information is met with immediate violence, or the threat thereof. *Persuade* is met with stony silence. Extreme interrogation seems to be required to get anyone to spill anything of value.

The cellar is lined with stone. It consists of one long room with stair access, piled high with barrels, loot and rubbish. The stuff is so thick on the ground that negotiating the stacks is a challenge; any vigorous activity (such as combat) runs a risk of collapsing the lot.

To work out the risk factor, roll damage for any swung weapon as if it had hit, including damage bonus (if any). Multiply that number by 5 to get the chance of a collapse. If the stacks fall over, those underneath (involved in the melee) take 1d6+1 damage and are pinned; a successful Dodge check will avoid being pinned, but does not negate the damage.

Simon has been busy. There are three mangled corpses here, former members of Johan's robber band. Each of them are daubed with the blue substance found on the other bodies, and each seems oddly drained, as though whatever made them human once has been completely wiped out. SAN loss when encountering the corpses is 1/1d6+1.



Occult: there's something about the bodies that seem somehow unnatural. It's as if they're completely inert; not a mere corpse, but something utterly drained, as if whatever made it human had somehow been altogether removed. [*Keeper's Note:* this is gruesome side effect of Simon's POW drain. No remnants of these unfortunates' souls remains on any plane of existence; they have been devoured. Anyone coming to this realization for the first time are subject to a 0/1d3 SAN loss]

For further information on Simon, see Night Killings (page 42).

The Gold Quarter

In design, the Gold Quarter appears similar enough to the rest of the town. That said, the feel of this quarter is completely different. Jews, in this time period, are persecuted people. During the Roman Empire they were citizens and had rights, but ever since the Crucifixion the gentiles have done everything in their power to divorce Christianity from its Jewish roots. The consequence has been brutal: every right has been stripped methodically away, over the years, even to ownership of property and the right to bear arms. Forced baptisms are common; crusades and organized lynchings led by Christian clergy are common. They are all but property, and yet they carry on, practicing their religion quietly and obeying the law, in the hope that by being good citizens they will be accepted by their neighbours. Each male has to wear the yellow badge - a star-shaped cloth cut-out sewn to an outer garment, a sign of their shame - on pain of persecution. This is a community that is constantly under siege, and as a consequence they've developed what amounts to a polite form of paranoia. They'll always obey the law and they'll try not to cause trouble, but they see anyone who isn't part of the community as a potential threat, particularly members of the ruling and warlike elite like the Knights. They won't want to talk to such outsiders, nor will they be willing to reveal secrets.

They go about their lives as best they can. None of them own the homes they live in; they are rented from other townsfolk. That said, their houses are usually in better condition than those of their neighbours, as they take more pride in them. They have their own butchers, their own shops, their own synagogue; much of their day to day life takes place out of public view.

The Chavigny-sur-Scie Jewish community's skill at goldsmithing, passed down from father to son, is remarkable and they produce jewellery of the most cunning and intricate design. Such items bring a high price at market, and the community is making Chavigny-sur-Scie moderately famous. If the Duke of Normandy ever condescends to visit his town, it will be to visit the goldsmiths.

The Jews are the only inhabitants who actively discourage the pig garbage patrol, beating them off whenever they can. The pig's habit of eating everything, including human remains, has not endeared him to the people of the Gold Quarter.



Skills like *Persuade* and *Fast Talk* are at -20% when conversing with individual Jews in the Gold Quarter, except for Laban ben Salman, who is at normal chance. On the other hand, the Keeper may provide bonuses of up to 20% for reasonable use of *Law*, or if threatening actions when properly authorized (e.g. with a letter from the provost).

Mobs (see page 12) that form here will be of two types. Either they will be Jewish people defending their homes and businesses, or they will be Christians seeking revenge on the Jews for their alleged attacks against Christians.



A Jewish mob is rated at 1 less Mob Power for the size of group, and will not destroy property. They can be *Persuaded* or *Fast Talked* at double chance, even by outsiders, and *Law* may also be used to reduce Mob Power. Their willingness to abide by the rules trumps their distrust of outsiders in this situation.



A Christian mob is rated at 1 more Mob Power for the size of the group, does 1d6+2 damage, and destroying property is their default activity. They can be *Persuaded* or *Fast Talked* only at half chance.



Listen: The people of this Quarter are very reserved. From a few snatches of gossip you overhear, you suspect they're as worried as anyone else about recent events, but they don't let it show. One bit of gossip is repeated again and again: "Rav Levin knows what to do."



Spot Hidden: The blue marks seen elsewhere can also be found here, though attempts have been made to clean them up. Wherever the marks appear the ground or wall is slightly damaged, as if by some noxious compound.



Science: One might spot an animal drover bringing in supplies from outside the town. Judging by his dress and accent he's probably from Paris, and the contents of the cart are intriguing: they look like medical or alchemical equipment. The drover is asking nearby citizens where he can find Rav Levin's house.



Listen, Occult: Several of the townsfolk are worried about their dreams. They're reluctant to discuss them with outsiders, but can be overheard them talking to their neighbours. In their dreams they're seeing galloping red horses, elephants, monkeys, the book of Job, being ridden by oxen, and so on, all of which Occult studies would imply are considered signs of ill omen.



Spot Hidden, Occult: Several citizens sport odd amulets and scrolls worn on a cord around their necks, featuring Kabbalistic marks meant to be ward against evil. Someone learned must have created those.

With some talking to the natives, possibly involving use of *Persuade* and/or *Fast Talk*:



Insight: The people here are terrified, but not just because of the killings. They're fearful their fellow citizens will try to destroy them. The synagogue at the centre of the Quarter is taking on the air of a fortress under siege; people are dropping off food and supplies, making the windows and doors stronger against attack, and in general seem to be preparing against the day when they'll have to retreat there and defend the women and children against the mob.



It's generally understood that anyone who has a spiritual problem should go to Rav Levin, a very learned student of the Torah. The word Rav means teacher as well as Rabbi, and Levin is a community leader who provides both spiritual and practical guidance for his people.

There are three important locations here: the murder site, the synagogue, and Rav Levin's house.

The Murder Site

The killing took place after dark in a respectable neighbourhood. There are houses overlooking the street where the boy was killed; whoever did it obviously wasn't worried about being caught in the act.



Spot Hidden, Science: The blue substance seen at the other murder sites can be found here. Weather and time have removed most of it, but a few scrapings remain on nearby walls, and the buildings and cobblestones seem to have been scored by some kind of caustic substance.



Listen: The air seems odd, almost heavy, as though a storm were brewing though the sky is cloudless. Just once, you hear a sound like dogs baying, very far away.



Occult: Someone has painted an odd symbol on one of the walls that was touched by the blue substance. The symbol is a charm against evil and is meant to keep demonic spirits at bay. Clearly someone with significant occult skill drew this; it isn't the sort of thing a hedge wizard or amateur would have come up with.



On the night of the murder some of the neighbours saw 'a glowing wolf' emerge from nowhere, as though it had been sent by Satan. The creature walked on two legs, not four, and struck the boy so quickly he barely had time to scream.



The people who live near the murder site are convinced the boy was killed by a demon. Most of them have charms against evil displayed on or near their doors and windows, and none of them go outside after dark if they can help it.



If asked where they got the charms or who drew the symbol, the neighbours all sing the praises of Rav Levin, the wisest man in the Quarter.

The Synagogue

On the outside, the synagogue is not dissimilar to the church at the heart of Chavigny-sur-Scie. It's made of stone and the design has Roman influences, particularly its domed roof. Unlike the church it has no stained glass - in fact, the windows are boarded up. The main hall, with the reader's table and ark for the Torah, is brightly decorated, but most of the elaborate wall hangings and valuables have been taken down and are in storage in a safe chamber under the synagogue, accessed by a hatch behind the reader's table.

Food and water is stored in the main chamber, and people are coming and going constantly. The congregation are very suspicious of outsiders, and groups who don't establish their *bona fides* quickly are liable to face a Mob. The two best students of Rav Levin, Tobi and Micha, are in charge of the synagogue while the Rav is away.



Occult: Both Tobi and Micha are wearing charms and carry scrolls which have Kabbalistic markings. Both of them are students of the occult, by the things they carry and the nature of their studies.



Insight: Though the temple is being prepared for a siege, judging by the stockpiling of food and water, no weapons are kept here. A few of the things might be used as makeshift clubs and shields, but there aren't any swords or other killing tools.



Insight: The people are terrified but resigned. They expect the worst and are preparing for it. They place a lot of faith in Rav Levin. The Rav, they say, has a plan: he'll protect them from the evils that beset the community. They won't divulge the details of the plan.



Rav Levin's daughter Miriam is supposed to be coming here any minute now with word from the Rav. Now that the Rav has locked himself away in his house, Miriam is the only point of contact between him and the community.



They claim a devil attacked the boy and killed him so quickly there was no time to intervene. The devil walked on two legs but had a wolfish face, and it disappeared as quickly as it appeared.

Rav Levin's House

This is one of the best kept houses in the neighbourhood, not far from the synagogue. A group of men stand guard around it at all times, and unlike the group at the synagogue these are armed, though only with clubs and staves. Though they can be *Persuaded* to let people in to see the Rav, *Fast Talk* is at half chance of success against them. Their orders are to let no-one in, as the Rav is very busy and cannot be disturbed. Attacking these men is likely to start a Mob, either of outraged Jews, or Christians eager to get to grips with their Jewish neighbours.



Insight: These men are armed, but they don't have any really dangerous weaponry and they don't wear armour. This is a defensive force, not an offensive one, and they probably won't attack unless someone attacks them first.



Occult: Many of them wear the same Kabbalistic charms that Tobi and Micha from the synagogue wear.



Insight: The men are worried but determined: they think what they're doing is right and just, and they've put all their faith in Rav Levin. They won't negotiate with outsiders, but if pressed one of them will fetch Miriam, the Rav's daughter, who can talk on the Rav's behalf.



According to Miriam, the Rav is working on a plan to save the community from the mob. She can't say more than that, and urges everyone to have faith in the Rav's wisdom. He's the most learned man in Chavigny-sur-Scie; clearly he knows what's best.

The guards will be very unwilling to let anyone in to see the Rav, and they certainly won't let armed men pass. Unarmed protagonists who successfully *Persuade* or *Law*, perhaps using the letters of authority the provost gave them as proof of their status, may be allowed in.

The Rav and his daughter have their rooms on the ground floor; the upper is devoted entirely to the Rav's research. This is where he keeps his library, his alchemical and magical apparatus, and where he is creating his Golem.

Rav Levin keeps twenty five volumes in his study, many of them occult or cabbalistic texts. From the protagonists point of view the two most intriguing are the *Cabala of Saboth* and the *Confessions of the Mad Monk Clithamus*.

The Rav's plan is simple enough: build an artificial guardian who can protect the community. His Mythos studies have convinced him he can summon a spirit to animate the golem, and technically this is true. What the Rav doesn't appreciate is, once summoned into the guardian's body there is no way to control it. He believes that the words of creation marked on the golem's forehead will allow him to deactivate the creature if necessary, but this isn't so.

What he will do is put the spirit of an Old One into the body of the golem, and once trapped there the spirit will hunger for release. It will go on a rampage, destroying everything it can get its hands on before finally tearing itself apart in a fit of self-destructive rage. Once the golem is destroyed the spirit of the Old One will leave, but by that time it will probably have caused untold damage, killed Rav Levin and many others, and permanently damaged the town's reputation, which means - among other unfortunate things - that the protagonists will have failed in their mission.

There are two ways of stopping the Rav from summoning the Old One's spirit.

The first is to convince him that his magical calculations are incorrect. This will be a very difficult task, as he knows a great deal about the Mysteries and won't easily believe that some unknown outsider knows more than he does. The protagonist will need to make a contested *Occult* check against the Rav in addition to a *Persuade*, or make a successful *Cthulhu Mythos* check. If the Mythos roll is successful there is no need for a *Persuade* roll, but protagonists going the occult route will need to *Persuade* the Rav that they know what they are talking about.

The second is to deal with Simon Roatin quickly, and make Rav Levin aware that the threat has passed. If Simon is out of the picture then people calm down, the chance of a riot significantly decreases. If there is no need for a golem, the Rav won't make one.

1 Victory Point can be won by stopping the Rav from creating the golem.

The Citizens can get a bonus Victory Point if they can convince the community - in particular either the Rav or his daughter - that they can defuse the situation and stop this from escalating to a riot. This bonus point can also be won if the Citizens actually stop a riot in the Gold Quarter, preferably with *Persuasion*, *Fast Talk*, or *Law*.

Concerned Citizens

Menfolk volunteers defending the Rav's house. There are eight of these at the Rav's house.

These men aren't trained combatants and will probably surrender if one or more of them are killed by an armed man. However, if there's any threat to the Rav they'll fight to the finish to protect him.

Fist (1d3+DB).....	60%	HP	12	DB	0
Kick (1d6+DB).....	35%	Suitable names:			
Grapple (special).....	35%	Chaim, Dosa, Hilai, Machir,			
Club (1d6+DB).....	45%	Natan, Saadiah, Tzemach, Yehudah			
Staff (1d6+DB, 2 handed).	45%				

Miriam

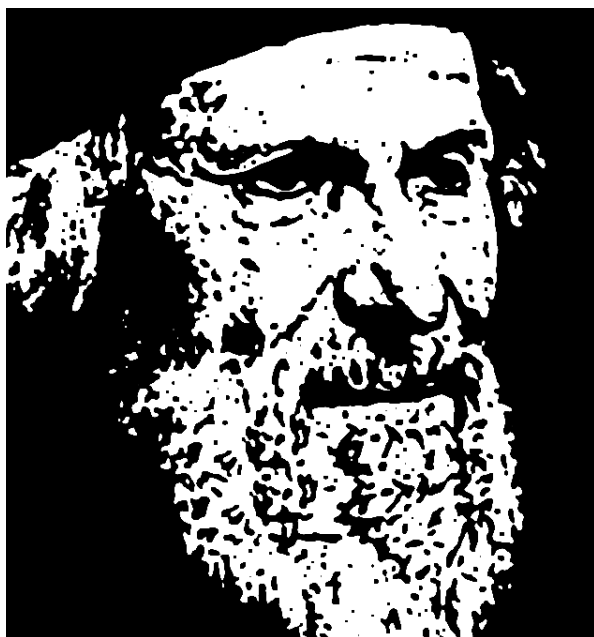
Daughter of the Rav

Miriam is a respectable young woman, well-educated and gently reared. She ought to be married by now, but she says she still has to look after her father. Some of the older women say, behind her back, that she thinks she's too good for local young men. She doesn't really trust people outside the community, but will always treat visitors politely. Unless her father is directly threatened, she will not fight.

STR	10	SIZ	11	POW	14	SAN	70
CON	11	APP	15	EDU	15	HP	11
DEX	15	INT	14			DB	0
Art.....	60%	Medicine.....	45%				
Hebrew.....	95%	Occult.....	60%				
Library Use...	60%	Jewish Script.	60%				
Listen.....	50%						
Fist (1d3+DB).....	50%						
Grapple (special).....	25%						



Long dark hair intricately braided, expensive clothes and linens from Paris, demure smile



Rav Levin

Wisest man and teacher of the community

Rav Levin is one of those people who have been right so often he cannot imagine ever being wrong. It's not so much arrogance as it is an enormous blind spot; everything he has ever tried has worked, everyone agrees he is the wisest, he certainly is the most knowledgeable man outside of Paris. How, then, could he be wrong about anything? As far as the golem is concerned, Rav Levin has done everything according to writ: therefore when the creature is animated it will do his bidding. There can be no other result. He does not like the idea of creating a guardian to protect him against his own neighbours, but his people need defending and he will not shirk the responsibility.

STR	11	SIZ	14	POW	18	SAN	90
CON	13	APP	14	EDU	17	HP	13
DEX	13	INT	16			DB	+1d4

Tall, long white beard, bright flashing eyes, persuasive smile, sure-footed

Cthulhu Mythos	10%	Persuade.....	60%		
Hebrew.....	95%	Science.....	60%		
Latin.....	60%	Status.....	60%		
Library Use...	80%	Jewish Script.	60%		
Occult.....	60%	Fist (1d3+DB).	50%		
Own Kingdom...	60%	Small Knife...	35%		

Spells:
Enthrall, Exaltation, Elder Sign, Heal, Voorish Sign

The Golem

An Old One trapped in a clay shell

This creature is an Old One summoned into the clay body of a golem and kept there by means of an Elder Sign carved into its forehead. It cannot be controlled. In theory someone using Voorish Sign could order it not to attack its chosen victim, but this injunction won't prevent it from attacking someone else or doing other harm.

If the Elder Sign is destroyed (assume HP 12, no armour, needs half chance weapon score to hit) then the Golem self-destructs - otherwise the Golem will keep going until it's hacked apart or it destroys itself. When destroyed, the violence of the Old One's spirit explosively leaving the body does 2d6 damage do anyone within 10ft, and incurs a separate 1/1d8 SAN penalty.

No victory points are awarded for destroying the golem once it's animated; only for preventing it from being created.

STR	35	SIZ	18	POW	18	SAN	0
CON	20	APP	7	EDU	NA	HP	19
DEX	18	INT	NA			DB	+2d6
Dodge		60%	Spot	Hidden	 45%
Hide		95%	Throw		60%
Jump		60%				
Fist (1d6+DB)		80%				
Grapple (special)		55%				
Thrown Item (1d4+1+DB)		60%				



SAN loss.....1/1d10

A rough approximation of a man, with an occult symbol carved into its forehead

The Church

This Romanesque stone building is at the centre of town, and marks the strongest point of the mystic pattern that Simon the Pious created to block off the pagan influences that previously had tainted the site.

In design, it is remarkably similar to the basilicas of the ancients. It lacks the majestic spire that later cathedrals will sport, and has a more conventional pitched roof. The exterior is brightly painted in deep red and gold, and the statues are rendered in lifelike tones. It has ornate patterned glass windows, the most elaborate of which depicts an armoured figure, presumably a saint, crushing a venom-spitting serpent under foot. Were it not for these windows the interior would seem very dim and cavernous; with them, the church is a blaze of light during the day, and slightly eerie at night.

A lot of money and effort was spent on this church, which may strike some of the protagonists as confusing since Chavigny-sur-Scie is not a cathedral town. Many other townships of similar size make do with wooden churches, elaborately carved but still less expensive than this effort. The money and materials, together with much of the skilled labour needed, was donated by William Longsword two generations ago, and few now remember why he did it. Technically the town doesn't even warrant a Bishop, though the citizens have been asking that one be appointed. For the moment the spiritual

needs of the town are administered by an auxiliary bishop, Martin, and his two assistants, Raoul and Jehan. Martin lives next to the church, while his assistants have their rooms within walking distance. The church's collection of books, including Simon the Pious' design books, is kept inside the church, locked away in a library reserved for members of the clergy.

Beneath the church in the catacombs, accessed by a set of stone stairs, is the burial place for the priests and also their greatest secret: the entrance to the old pagan caverns, hidden beneath a stone slab sealed with occult wards. Under that slab lie the burnt remains of the pagan worshippers who used this site, as well as the sacred place of the god Pan.

The church is often occupied during the day, even when there are no services. People are troubled and seek guidance, keeping Martin and his assistants busy.



Insight, Occult: The geometric grid that is replicated in the pattern of the town's streets is focused here. All that energy is going towards maintaining something at the heart of the church.



The church has an air of peace about it, as though nothing evil could set foot in it. You feel comforted and protected while inside the church.



Art: The building is very well designed and must have been built by someone with knowledge of the ancient designs and techniques. Rome itself sports few examples as perfect as this.



Insight: People speak well of Martin, and it's easy to see why. The man is personable and resolute, with a soldier's bearing: a true warrior of the Lord. That said, there's something not quite right about him. You can't put your finger on it, but he doesn't seem quite as spiritually strong as you'd think he'd be.



The priest and his assistants know little more than the protagonists about the killings. Though they do their best for their flock, you can't help but get the impression that they're out of their depth when it comes to this kind of outrage.

Simon the Pious

The secret of the town's design can be uncovered by diligent study of Simon's design books. This three volume set include all his plans, sketches and notes, including a detailed description of the occult wards designed within the town's structure, intended to keep the devilish pagans at bay.

The books confer no spells, +4% Cthulhu Mythos, and cost 1d3 (skim) or 1d8 (study) SAN to read. Though they contain no spells as such, anyone who studies these notes can replicate Simon's design and create other such wards. Of course, it takes a huge amount of resources to design a town from the ground up, but the Benedictines in particular will be interested in these books .

Martin keeps these in a locked library at the church, and will need to be *Persuaded* or similar before he'll let anyone read them.

There is 1 Benedictine bonus Victory Point for discovering and reading Simon's notes.

Martin de Troyes

Troubled priest

Martin de Troyes has been to the wars more than once, and is the veteran of several nasty and difficult castle sieges, which is where he picked up the scars. On his last campaign he and several knights managed to infiltrate an enemy castle and surprise the occupants, but as luck would have it they were in the act of summoning up what Martin believes was a demon hot from Hell. The ensuing struggle and events immediately subsequent, as the group explored the ghoulish tunnels beneath the castle, took a heavy toll on Martin's mental health. This is the nature of his personal weakness: he'll be brave enough when faced by physical danger, but the moment he has to deal with a supernatural or Mythos entity, he'll crumble. He knows very little about the town or Simon's design, but he does at least know that Simon did have a design and the secret of it is kept in his notebooks.



STR 15	SIZ 14	POW 14	SAN 30	Tall, commanding presence,
CON 15	APP 16	EDU 15	HP 14	fierce blue eyes, thick
DEX 16	INT 14		DB+1d4	blonde hair, scarred hands
Latin..... 60%	Ride..... 60%	Fist (1d3+DB)..... 70%		
Library Use... 45%	Status..... 55%	Grapple (special)..... 45%		
Persuade..... 60%	Write Latin... 70%	Mace (1d6+DB)..... 60%		
Own Kingdom... 60%				

ENCOUNTERS IN THE TOWN

The Keeper may wish to use some of these options as random events that can take place at any time during the adventure. Some are just intended as roleplay opportunities, but some may also give the protagonists potential weapons to use against Simon and the Hounds.

Each encounter is worth 1/2 Victory Point for successful completion. Success is ultimately defined by the Keeper; there may be more than one kind of success. Roleplaying in character and arriving at an unquestionably positive conclusion to the event should be the decider.

Argument at the Watering Hole

A group of Christians have cornered a Jewish girl at a well on the corner of the street, and are screaming insults at her. Tempers are high, and while a mob hasn't formed yet, it will in a round or two unless the protagonists intervene. Saving the girl and taking her back to her parents will give the rescuer +15% to all interpersonal rolls in the Gold Quarter.

Traffic Jam

A drover, his herd of cattle and a carter with bolts of cloth are having a serious argument at the junction. Both want right of way; neither will give it. The neighbours hanging out the window are shouting the odds, and any minute there's likely to be a brawl. If the protagonists settle the argument so no blood is spilt, they'll get +15% to all interpersonal rolls in the Quarter where the encounter takes place.

The Unhappy Discovery

Simon's latest victim is discovered by the victim's family. The entire street is in an uproar, and a mob will form within 2 rounds intent on attacking whoever they blame for the killing. That could be the Jews, the Christians, the protagonists, the provost or perhaps a combination of more than one target. The mob will be accompanied by 3 cutthroats (see Typical Pig Quarter Robber, page 31) who'll latch onto the screaming crowd, hoping to smash-and-grab a few valuables along the way.

Ill Met by Moonlight (night)

A pagan creeps through the streets after dark, intent on performing a blood sacrifice (a black cat in a sack) to summon up a ghost, which he then intends to enslave and use for his own purposes. He carries enough on him (the cat, magical charms, a silvered dagger) that an Occult check will be able to guess what he's up to. The pagan will flee if challenged (Hide 35, Sneak 40, Dodge 30, HP 9, POW 14), and if caught he will bargain for his freedom by saying he'll teach his rescuer a powerful curse: the Shrivelling spell. He can actually do it (he's been taught by the goblins out in the Fullers Fields) but ought a good Christian make such a bargain?

Predator Instincts (night)

The protagonists aren't the only ones wandering around after dark. A gang of cutthroats (see Typical Pig Quarter Robber, page 31) are out looking for victims, and the protagonists look like easy meat. They'll try to lure them down a dark alley with cries for help, then ambush them. If more than one of their gang is wounded they'll make a run for it. Assume there are at least 1 more cutthroats than there are protagonists present.

Down Among the Dead (night)

A lean hound is seen from a distance, apparently gobbling up a dead pig. Closer inspection shows that the victim is actually a dead boy, and the dog is a Hound of Tindalos. The creature has been tracking Simon and turned up just moments after Simon left his latest victim. The Hound won't be interested in conflict, but it will give the protagonists a good fright before leaving.

THE NIGHT KILLINGS

This section describes Simon Roatin, his motivations and future plans.

Simon has become a Mythos entity, a Tindalosian Hybrid, as a result of ingesting a small portion of ichor left behind by a Hound of Tindalos (see page 42). He initially resisted the change, which is the reason for the long delay between the first few deaths. Since then he has surrendered to his true nature, and will show no mercy to human opponents.

Now, he exists simultaneously in more than one plane of existence. He appears as a shifting collection of angles and brightly coloured curves, which is how some may come to mistake him for a stained glass window come to life - he bears a superficial resemblance to the armed knight at the centre of the church's magnificent centrepiece. Human eyes can't see the rest of his body, which exists in a parallel dimension, but Simon's eyes have adapted to this existence and he can see not only his own body, but through walls and other obstacles, and even through small pockets of time. As a result his reactions and tactics are utterly alien. He may vanish through a wall, to attack someone on the other side. He may slip into nothingness and suddenly emerge behind his victim. In fact, Simon is vanishing into angles and then stepping back through other angles, effectively travelling crookedly through time and space.

At the moment his sole motivation is to kill as many people as possible and drink their souls. He has an insatiable appetite for them, and will seek out and devour as many as two or three a night at the height of his lust. He knows very little of his Tindalosian heritage, and couldn't care less. He doesn't understand how he became this monster and at this point he no longer cares.

A pity, really, since the beings of Tindalos are paying him much attention. When he sprang into being and started killing left and right, his activity alerted the dread Hounds of Tindalos. This is the source of the strange baying noise that the protagonists may have heard. They are coming for Simon, and when they catch up with him there will be the devil to pay.

Hounds of Tindalos

These lean, malignant hounds are pursuing Simon, to drag him back to their hyperdimensional domain. They won't be denied, though Simon may be strong enough to destroy one of them in combat. Even so, the fight may be enough of a distraction to allow protagonists to flee if they so choose. After Simon has begun his rampage, at a time of the Keeper's choosing, between 1 and 3 Hounds will appear.

STR 17 SIZ 17 POW 25 **SAN loss:** 1d3/1d20
CON 31 APP NA HP 24 Paw (1d6+DB+ichor, below)..... 60%
DEX 11 INT 18 DB +1d6 Tongue (1d3 POW drain, below).. 80%

Armour: 2 point hide, regenerates 4 HP/round. Mundane weapons have no effect. Magical weapons and spells always have full effect.

Ichor: When struck by a paw, the victim is coated in bluish ichor which affects the target like a strong acid. This does 2d6 damage per round until washed or wiped away. DEXx5 to successfully remove ichor while in combat, no roll necessary if the target is not in combat.

POW drain: Each tongue attack causes a small, painless wound which penetrates deeply and will not heal normally. This drains 1d3 POW (no recover).

Time/Space: A Hound can see through walls and other obstacles, for a distance of 1 mile. At will, the Hound can step through any sharp angle, appearing as if by magic within 1 round.

Charnel Odour: All within hand to hand combat range must make CONx5 rolls or be incapacitated for 1d6 rounds by the Hound's awful graveyard stench.

Simon Roatin

Touched by Tindalos

STR	24	APP	NA	SAN	30
CON	22	INT	15	HP	18
DEX	18	POW	19	MP	19
SIZ	14	EDU	12	DB	+2d6
Dodge				75%
Hide				75%
Jump				70%
Listen				70%
Latin				40%
Own Kingdom				45%
Science				25%
Sneak				80%
Spot Hidden				75%
Track				85%
Write Latin				35%
Claw (1d3+DB)				45%
Bite (1d6+DB+special below)				48%
Tongue (1d2 POW 1d6 CON drain below)				25%



A collection of brightly coloured angles and shapes, vaguely wolfish and predatorial. Claws extend from his arms like knives. It does not have a face as such, but a swirl of blackness and flashes of light, with sharp crystalline teeth.

SAN loss:

seen, 1d2/1d12
if cloaked, none

Armour: 2 point skin, regenerates 3 HP/round. Mundane weapons do minimum damage. If Simon spends 4 magic points, he moves his physical essence further into hyperdimensional space, making him immune to mundane weapons. Magical weapons and spells always have full effect.

Bite: On a critical success (i.e. 09 or lower) he swallows his target whole. His mouth extends far beyond its apparent capacity and the target seems to shrink to fit. He is capable of devouring something SIZ 28 or lower in one bite, and once devoured the target is destroyed.

Tongue: This is how Simon drains souls. Once attack is initiated, he won't do anything else until the target is dead. Each round he drains 1d2 POW and 1d6 CON, and he gains 1 magic point for each POW drained. Attack continues unless the target beats Simon in a STR versus STR test. No armour applies.

Space/Time: Simon can see through walls and other physical obstacles as though they weren't there, at a range of 190 ft, for 1 MP. For 4 MP, he can step through any angle (e.g. the corner of a building, a door frame) within 380 ft. He typically uses this ability either to escape or ambush prey. For 5 MP he can twist time and space around a target within 19ft. The target can no longer comprehend space or time normally, but sees into multiple dimensions, everything twisted, elongated and wrong. This incapacitates the target for 2d6 rounds, causing SAN loss of 1/1d4, and can be resisted with a successful POWx1 or CONx1 check, whichever is higher.

Charnel Odour: All within hand to hand combat range must make CONx5 rolls or be incapacitated for 1d6 rounds by Simon's awful graveyard stench.

The Keeper should be frugal with Simon's appearances. He is in hiding, and typically active only at night. Simon doesn't understand a great deal about his condition, but he does know that he can sneak about more easily after dark, particularly if he wears a cloak large enough to conceal his twisted body. The first night or two he may only kill one person. As time passes, and he becomes more confident, Simon will claim two or three victims each night, and may seek out the protagonists to challenge them to a fight. His presence should be felt strongly towards the end of the scenario, but only by proxy in the beginning.

💀 Simon is an alien entity, but he retains some of his human characteristics, including his memories. This will shape his behaviour in ways which (falsely) hints at some remnants of humanity. It may cause him to attack people from his human past before going after strangers. It may also lead him to avoid some people (like his father), places (like the church), and objects (like holy symbols) out of irrational fear or superstition. Should he discover that these pose him no actual threat, they will no longer be safe.

💀 He is well protected against physical attack, but he doesn't necessarily appreciate the full extent of his power. He'll avoid direct confrontation at first, but as soon as he gets the better of an armed opponent, hubris will take over and he'll think he can tackle anything.

💀 He likes younger victims because they have a better taste, but that doesn't mean he won't attack anyone older than twelve. Particularly after the blood-lust takes over, he'll go after whole families in their homes if need be. Once he has a victim and is draining them, he pays no attention to anything else. Locked doors and charms are no protection against him, though an Elder Sign might bar his entrance.

💀 He won't attack anyone in the Pig Quarter. That's because his lair is there, and he doesn't want to draw attention to it. If the protagonists catch on that the Pig Quarter is somehow immune, then they might investigate that area more in-depth. Simon isn't cunning enough to work that out for himself.

The Keeper may want to use some or all of the following as ideas for Simon's appearances:

💀 A young girl is killed in the Gold Quarter, only a few steps from her father's house. The killer is spotted by a neighbour and a mob forms, but their reluctance to give chase means they won't catch him quickly. The noise they make may be enough to alert protagonists.

💀 Michel Roatin and his entire household are slain. Their bodies are torn to shreds, and Michel is hung naked from the roof beam, his belly ripped open. SAN loss for the spectacle is 1/1d6+1.

💀 Two young men in the Dyers Quarter are patrolling the streets with clubs, and carry bells to warn people if they encounter something dangerous. Frantic ringing is the first sign of trouble, but when protagonists arrive at the scene, all that is left is a severed hand clutching a bell.

💀 Frightened citizens claim they saw a blue man, like a stained glass window come to life, wandering near the church. It hesitated at the door, but did not go in.

💀 The constables of the Cloth Quarter corner a man they claim is the killer. In fact he's just a beggar who happens to have an oddly coloured birthmark on his face, but a mob will swiftly form and drag the poor fool off to the church where they intend to lynch him. Simon will appear in the mob formed outside the church and attack indiscriminately before suddenly vanishing.

💀 The guards at the East Gate are attacked, and two of them are killed. The survivors claim that their weapons had no effect on the devil, and that he appeared from the wall somehow to attack them.

Defeating Simon triggers the scenario's dénouement and is worth 2 Victory Points.

GRIMOIRE

For Keepers without access to the Cthulhu Dark Ages system, this page offers simplified or modified versions of the various spells referenced, what they're capable of, and their casting cost. All spells cast on a player character must additionally overcome target's POW on the resistance table to take effect.

Augur: Grants the caster portents of the future, delivered as vague visions, murmuring on the wind, powerful emotions or sudden convictions. Costs 4MP and inflicts 1d2 SAN loss.

Become Spectral: Shifts the caster, or a creature the caster touches, into Limbo. The affected creature is hidden from view from those without magical sight. Costs 1MP / round and inflicts 1d4 SAN loss for affected creatures not familiar with the plane.

Bless Blade: Allows a weapon made of elemental metal (silver, iron) to injure opponents immune to normal attack. Permanent; costs 1 POW and 1d6 SAN. Requires blood sacrifice of a sheep or larger.

Body Warping: Changes the physical form of the caster or a creature the caster touches without altering attributes (other than SIZ). Permanent, costs 6MP, and inflicts 1d6 SAN loss on the target.

Cloud Memory: Blocks the target's ability to consciously remember a particular event. Costs 1d6 MP and inflicts 1d2 SAN loss. Target must be within earshot and the caster must make a verbal command.

Contact Pan: Costs 30 MP, which can be collected from ritual participants. Summons Pan.

Create Barrier of Naach-Tith: Ritual spell; creates a spherical barrier, about 100 yards in diameter, providing physical and magical defense. Each MP expended provides 1d6 points of barrier STR. Any damage attempting to penetrate the barrier must compare HP damage to barrier STR on the resistance table. If the barrier is pierced, it is destroyed; otherwise the barrier lasts for 1d4 + 4 hours.

Create Gate: Erects a Gate which connects to a location no more than 10 miles away. Permanent; costs 1 POW. Travelling through a Gate requires an *Occult* check and expending 1MP; additionally, a SAN loss of 1 is inflicted upon the traveller.

Elder Sign: Activates an Elder Sign previously drawn. Permanent, until dismissed; costs 2 POW. Portals (doorways, Gates, cave openings, etc) featuring an active Elder Sign are rendered impassable by Mythos creatures, while enclosures (coffins, prison cells, etc) featuring it traps or binds them.

Enchant Skeleton: Animates a corpse's skeleton. Permanent, costs 1 POW and causes 1d4 SAN loss.

Enthrall: Enthralls a target by touch. Costs 2MP. Target is incapacitated until released or attacked.

Exaltation: Causes a state of euphoria in a target within earshot. Increases SAN in the target by 1d6 per 6MP spent. Can undo a temporary insanity. Can be used on a sleeping target.

Fear: Grips the target within earshot with dread. Causes 1d6 SAN loss per 6MP spent.

Heal: Magically heals a target for 1HP. Costs 3MP to cast. Wounds healed will reappear after 1 week.

Mesmerize: "Hypnotizes" the target into following the caster's commands for a number of turns equal to caster's INTx5. Target must be human or half-human, and must be able to see the caster's eyes at the time of casting. Takes 2 rounds to cast. Costs 1MP / round it's active.

Poison Blood: Inflicts blood poisoning in a target by touch. Costs 2MP per day of poisoning wanted. After a 12-hour incubation period, the target will lose 1d3 HP per day.

Power Drain: Drains magic points from a target (creature or magical effect) by touch. If resistance roll is successful, 1d6 MP is transferred from target to caster. If unsuccessful, caster loses 1d6 MP.

Power Source: As Power Drain in reverse; lets caster transfer magic points to a target or effect.

Shrivelling: Injures a target by touch, 1 HP lost per MP spent. SAN loss of 1 / ½ of the HP lost.

Voorish Sign: Hand gestures assisting in casting Mythos spells. Making the Voorish Sign costs 1MP and 1 SAN. Increases chance to cast a Mythos spell by +5%. Can also reveal invisible objects.

Plot points and Faction Points

- Solid leads from the initial meeting with Michel and Corantin (page 10)
- Eyewitness accounts from Gui (2 clues, 1/2 point each) (page 17)
- Dealing with the guard cultists (page 18)
- Defeating the cult in Fullers Fields (page 20)
- Identifying Corantin's role in the events (page 26)
- Identifying the 'Other Angels' as Tindalosian (page 26)
- Tracking Simon Roatin to his lair (page 30)
- Stopping the Rav from creating the golem (page 36)
- Random Events (6 events, 1/2 point each) (page 41)
- Defeating Simon (2 points) (page 44)

- Dealing with cult in Fullers Fields (p. 20)
- Engaging in virtuous open conflict in the Pig Quarter (p. 30)
- Dealing with Guard cultists (p. 18)
- Discovering and reading Simon the Pious' notes (p. 39)
- Resolve conflict between Cloth Quarter and Jews (p. 28)
- Convincing Gold Quarter Jews to lay down arms (p. 36)

Knights

Benedictines

Citizens

Roleplaying Points

1. How well did the players stay in-character?

1 2 3 4 5 6 7

2. How period-appropriate were the players in speech and mannerism?

1 2 3 4 5 6 7

3. How much did players ensure everyone had an opportunity to contribute?

1 2 3 4 5 6 7

4. How entertaining were the players' performances to you and to each other?

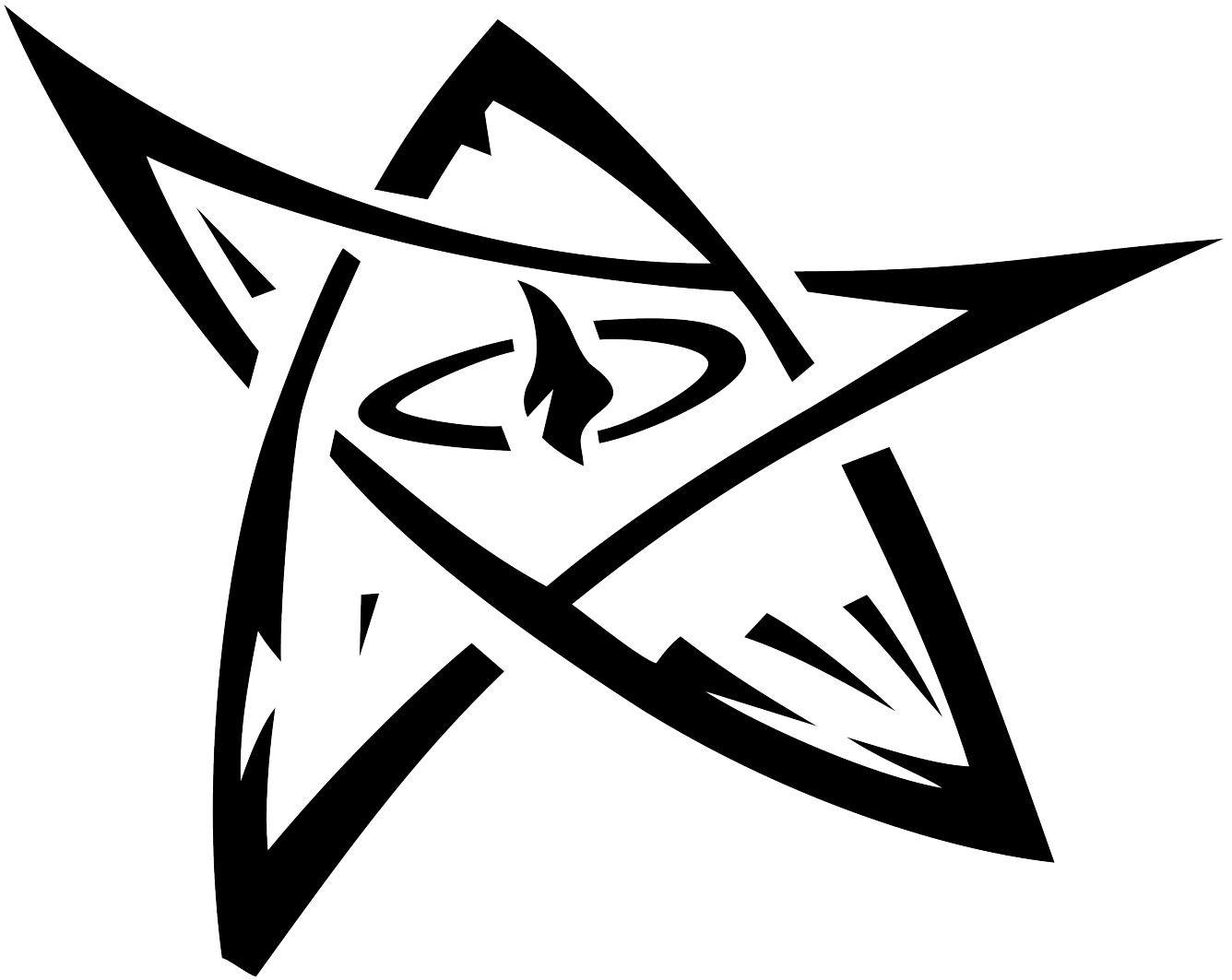
1 2 3 4 5 6 7

5. How well did the players work as a team, in and out of character?

1 2 3 4 5 6 7

Total points scored (3/2/1 for 1st/2nd/last)

1. 2. 3. 4. 5.



Its decoration... was, rather, in the rough shape of a star, in the center of which there appeared to be a caricature of a single giant eye; but it was not an eye, rather a broken lozenge in shape with certain lines suggestive of flames or perhaps a solitary pillar of flame... (*The Lurker at the Threshold*)

