2010

SHADOWS OF YOG-SOTHOTH

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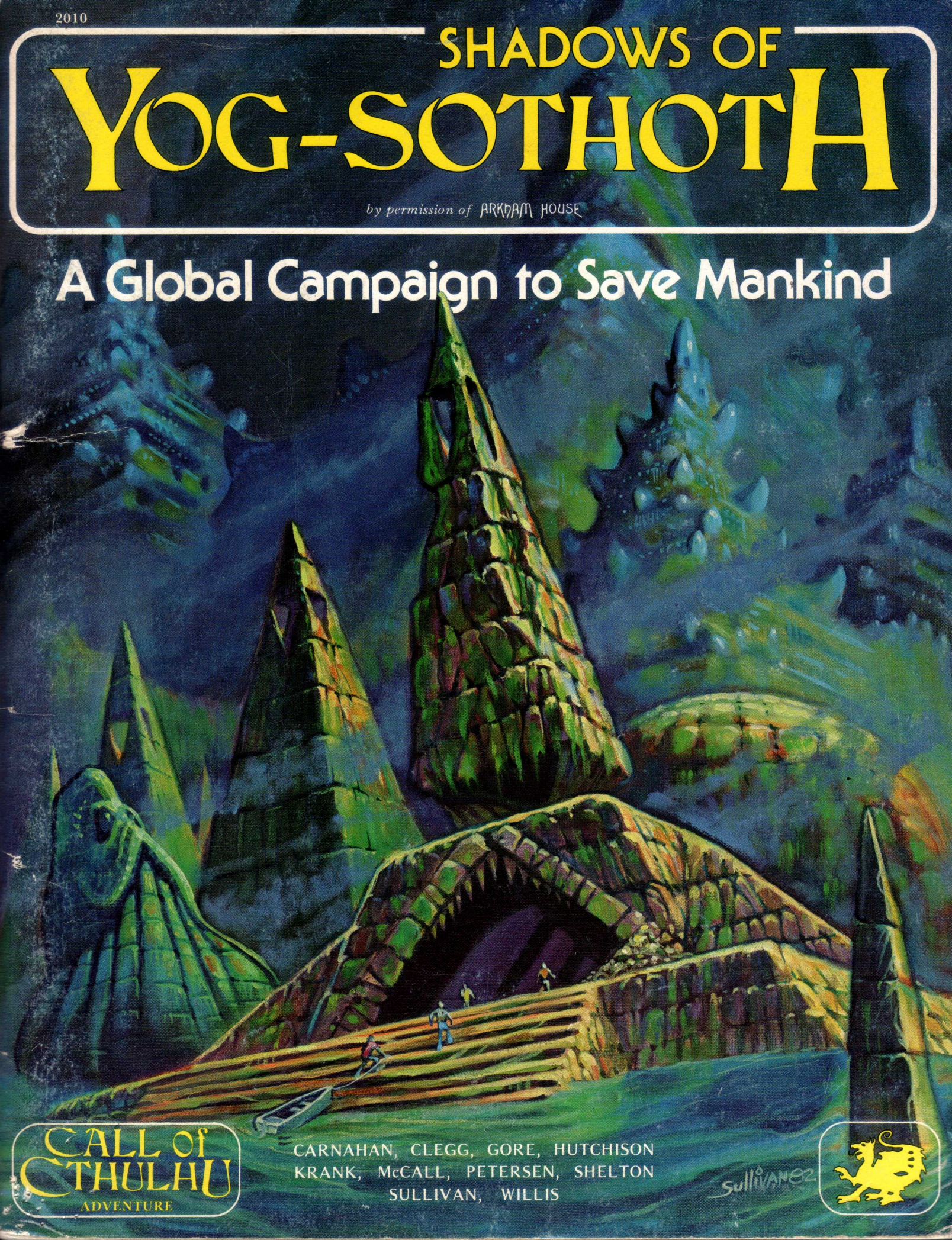
A Global Campaign to Save Mankind



CALL of CTHULHU
ADVENTURE

CARNAHAN, CLEGG, GORE, HUTCHISON
KRANK, McCALL, PETERSEN, SHELTON
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Howard Phillips Lovecraft
(1890-1937)

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A Global Campaign to Save Mankind

We dedicate this work to:
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A CHAOSIUM PUBLICATION

Introduction

HOW TO USE THIS BOOK

Shadows of Yog Sothoth is divided into two main sections. The first part is a lengthy campaign of seven scenarios, from which the entire book takes its name. The second part is much shorter, and is a pair of bonus scenarios; unrelated to the first part, or to each other.

The first part of the book is meant to be played as a full campaign, and those scenarios should be followed in the order that they are laid out in the book, that is to say:

(1) The Hermetic Order of the Silver Twilight
(2) Look to the Future
(3) The Coven of Cannich
(4) Devil's Canyon
(5) The Worm That Walks
(6) The Watchers of Easter Island
(7) The Rise of R'lyeh

In the course of these scenarios, the players will penetrate the outer layers of a sinister occult secret organization, led by the evil Lords of the Silver Twilight. The Lords, who range from living wizards to undead horrors and alien monsters, plan to raise dread R'lyeh, the city of great Cthulhu from the sea bottom and unleash the Elder Ones upon a terrified world. If the players' investigators do well, they will prevent this horrible event from occurring. If they do poorly, well ....

If your particular mode of play is not suited to a series of linked adventures, such as this book consists of, the individual scenarios may certainly be played by themselves. The keeper will need to make a few minor changes in the scenarios in order to take out references to previous adventures, so it can stand alone. Of course, the final two bonus scenarios, "People of the Monolith" and "The Warren," stand by themselves anyway, and have no connection to the rest.

To use this book to the fullest extent, you (if you are the keeper), should read it through, from the first to the last scenario. Then, reread the first scenario that your characters will be embarking upon, prepare any play-aids that you like using, and go to it!

In the center of the book, on either side of the picture of the sea-monster attacking the yacht, are some pages of player handouts. You are invited to either tear out these pages, or to copy them. They are meant to be handed to the players when their investigators have reached certain points in the adventures. They mainly consist of letters sent to the investigators, but also include a crude map or two, and some other items. The players are meant to use and abuse these handouts as they see fit. Copies of everything given to the players is included in the appropriate scenarios, so the keeper will know everything they know, and more. If you are a player, then you should not be reading this book – it may well decrease your enjoyment of the scenarios to know what dread horrors lurk ahead for your investigator!

Shadows of Yog Sothoth is meant for groups of fairly experienced investigators, with a few inexperienced ones, who should be no more than half the party. The players should be prepared to lose some of their party members, – this, even more than most ***Call of Cthulhu*** adventures, is deadly. If the investigators' group becomes radically reduced in number, then new investigators should be created and join up with the old-timers. If this is not done, then by the time the last few scenarios are reached, there will not be enough investigators to have a hope of survival. This is especially true for the fifth scenario, "The Worm That Walks," which is intended to kill a few investigators.

A copy of the errata for the first edition of ***Call of Cthulhu*** is given in this scenario pack for the use of the players and keeper alike. The most notable change in the rules is the new system for figuring hit points. In original ***Call of Cthulhu***, hit points were equal to the amount of CON a character had. Now, hit points are equal to the average of SIZ and CON. For example, an investigator with a SIZ of 15 and a CON of 11 will have 15+11 divided by 2 equals 13. A monster with a SIZ of 70 and a CON of 10 will have 70+10 divided by 2 equals 40 hit points (abbreviated as "HP"), round up any fraction.

Have fun!

Sandy Petersen

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A

CALL of CTHULHU

ADVENTURE

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This adventure pack must be used with the role-playing game CALL OF CTHULHU, available separately. If you are interested in obtaining a free catalog of all our games and game supplements write to:

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1. The Hermetic Order of the Silver Twilight

Where the Investigators join a new, very exclusive lodge in Boston and discover many horrifying secrets.

INTRODUCTION

A new fraternal organization has come to Boston. Called the Hermetic Order of the Silver Twilight, its members are from the city's upper crust, including several respected community leaders. The Order has purchased a fine old building on the outskirts of town for its increasing membership. It has a growing reputation as a place where men can discuss philosophy, politics, and important matters in a congenial atmosphere of brotherhood. The Order is exclusive and accepts only men of high quality as members. There is a female auxiliary, devoted to charitable efforts.

Keeper's Introduction

Encourage the players to have their investigators join the Order if possible – the keeper can point out that the word *hermetic* means, among other things, "relating to or characterized by occultism, alchemy, magic, or whatever is obscure and mysterious." The keeper can also point out that the investigators will need help in the coming scenarios, and that in the Order they can meet powerful and wealthy men who may join them in their struggles. Actually only one might help: Edward Call, the wealthy physician. All the other members are either secretly devoted servants of evil, or simply not interested in stories of monsters and a grand conspiracy.

The investigators will learn of the evil in the Order on their own. If they are curious, they will prowl the third floor or basement of the Order's lodge after everyone else has left; if they are scholarly, their research in the city library or newspaper office will bring the evil to light. If the investigators move too slowly to suit the keeper's taste, he can have them initiated into the higher degrees, or have Dr. Call inform them of his suspicions. This requires the investigators to be members of the Order. For example, they should find it very difficult to break into the building, but once they have reached the degree of Master, they should find it easy to stay after everyone else has left, and then investigate the building. Also, any information they find in the library will be meaningless unless they are members and know other members, especially John Scott and Carl Stanford.

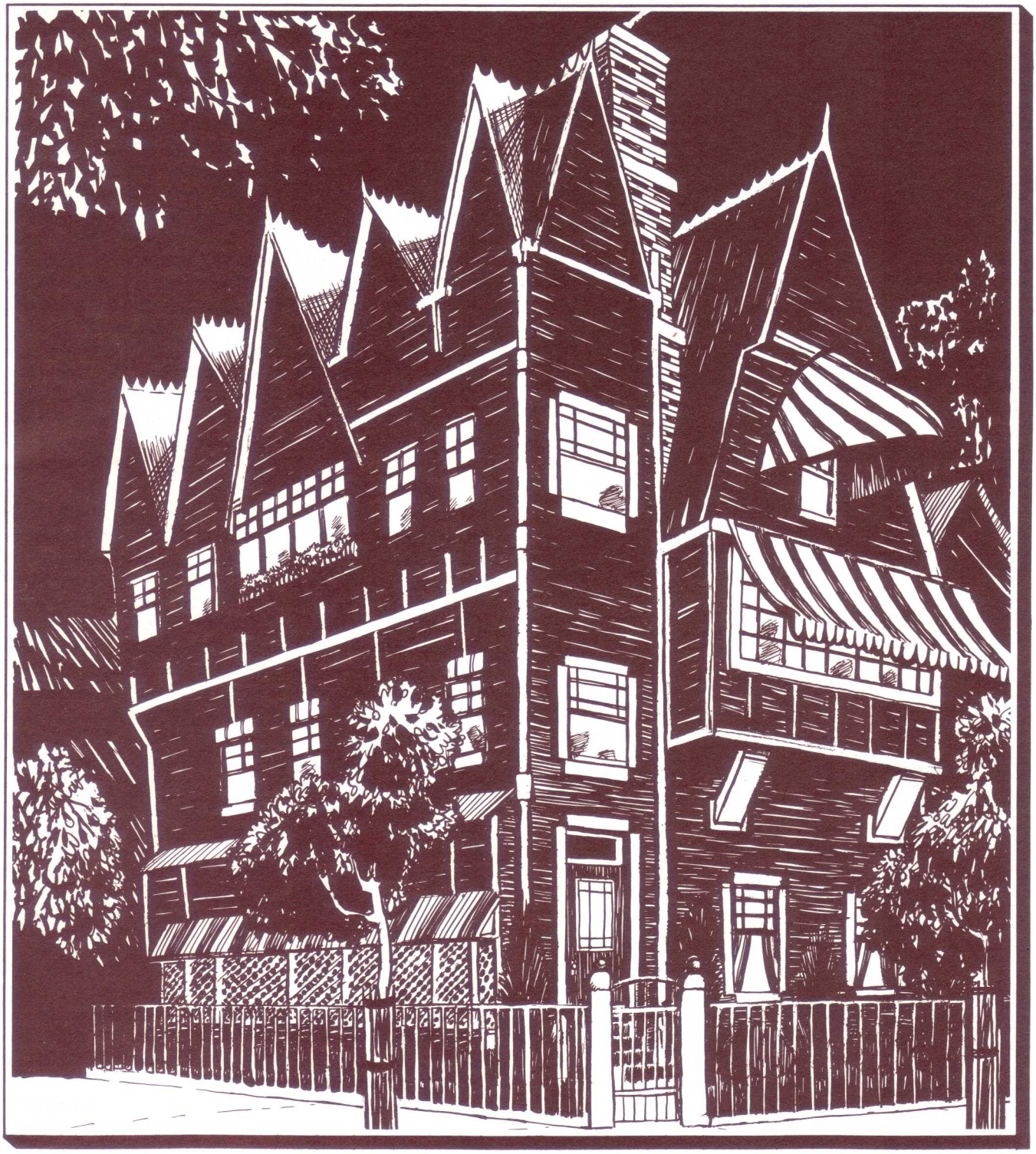
John Scott is the Noble Philosopher (leader) of the lodge, and is known as the Chief Wizard to those initiated into the secret degrees. He appears young, but his skin is coarse and pocked. He tells anyone who asks him about it that he suffers from a rare family disease. In reality, his appearance is due to the fact that he died in 1721 and was resurrected in 1912 by Carl Stanford. The site where the lodge building sits was once his farm, and there he practiced the arcane arts until his life was ended by an angry mob. He found ancient underground caverns and had the lodge built where it is to take advantage of those caverns.

Though John Scott appears to be the most powerful and important man in the Order, this is not so. Carl Stanford is his master. Carl Stanford is a leader of the international Masters of the Silver Twilight. He recovered John Scott's remains and resurrected him. He is an immensely charismatic man, but maintains a low profile by letting John Scott draw attention from him. Although he seems to be in his mid-thirties, he is over 300 years old; and although he seems very kind, he actually maintains his life by sacrificing humans to his obscene gods. Regardless of what happens to the Order and John Scott, Carl Stanford should escape to show up later in another scenario. Statistics and further details for both these men appear in the *Characters* section of this scenario.

The investigators may succeed in this scenario by destroying John Scott and by stealing Carl Stanford's magical box from the library in the caverns beneath the lodge. This will gain the investigators +1D8 points of SAN each. At the end of this scenario, the investigators should be aware of the existence of the Silver Twilight as an organization of monstrous evil, dedicated to the destruction of the world by recalling the alien Great Old Ones. The investigators should also know that the organization's tentacles stretch elsewhere. Since Carl Stanford has escaped, he may well be plotting the investigator's deaths; self-preservation alone should send the investigators after him.

Investigator's Information

Information which can be discovered in the Boston Public Library–each requires a separate successful Library Use



roll. The information will be discovered in the following order:

Information 1. There is no mention of a Hermetic Order of the Silver Twilight on a standard list of fraternal organizations.

Information 2. There is a mention of a group called "Knights of the Silver Twilight" in an obscure and rather weird book on demonology.

Information 3. Stuck in an out-of-the-way place in the library stacks is a slim volume with no title on the spine. It turns out to be an account, written in longhand, of the raid on the farm of John Scott, in 1721, by an armed group of concerned citizens. The writer, Clyde Whipple, was a member of the mob. He describes the reasons for the mob's attack (weird sounds heard at night, chants, strange foreigners in the area, and robbed graves) and what he saw during the raid (which is horrifying). If the investigator can make a roll of INTx4 or less on D100, he will realize that the lodge is located where the farm is.

Using newspaper files requires some skill – each of the following pieces of information requires a successful Library Use roll. They are all from the Boston **Globe**.

> *. . . do you dare imagine things as they can be? As, indeed they will be when the earth is transformed and the illusion of reality is erased from the minds of men by the annihilation of those minds? Do you live in hope to see Great Cthulhu stride the earth? Do you dream of the Throne of Azathoth, of joining the flutists who dance there forever? O, purify yourselves, then, for these and greater things await you who are members of our terrible Order ....*
>
> Speech heard by Clyde Whipple, Recorded in his diary [also includes location of Scott's farm and some monster descriptions].
>
> *[6-A]*

Information 4. The name of Carl Stanford on an announcement of something called "Look to the Future!" It is dated last month.

Information 5. In an article about a missing infant, it says that a "Karl Sanford" was being sought for questioning. The article is 80 years old.

Information 6. A fifty-year-old article on witchcraft in New England, in listing notorious local witches, mentions "John Scott, a reputed warlock, whose farm was destroyed by an angry mob," but nothing more.

Information 7. An article mentions the startling disappearance of James Clark, who apparently left his home in the middle of the night and vanished into thin air. The article mentions in passing that he will be missed by his brethren at the Hermetic Order of the Silver Twilight. The article appears in the morning paper a week after the investigators join the Order.

THE CHARACTER AND RITUALS OF THE HERMETIC ORDER OF THE SILVER TWILIGHT

Common Knowledge

This organization appears to be a fraternal organization concerned with matters occult and philosophical. The members mostly come from the upper classes of society, a few are minor community leaders. The Order has a lavish building and the members eat and drink well at their meetings. This view is held not just by outsiders, but also by most members of the Order. A few members know that there are secret degrees concerned with searching out the mysteries of real magic, and that the whole outfit is a front for the Lords of the Silver Twilight, a fellowship of powerful wizards dedicated to the unleashing of malign forces upon the world.

Cult Rituals

The ritual of the lodge is divided into seven degrees, only the first three of which are known of by the public and general membership, who believe these to be the only degrees offered. The public degrees are: Neophyte, Initiate, and Master. These degrees are similar and share the following features:

The candidate is first taken to the preparation room and given a robe (black for Neophyte, gray for Initiate, and white for Master). Then he is blindfolded and given a lecture on the noble purpose of the Order. He is told that he will learn great and mysterious things and that he will be asked to bind himself with an oath, but he will not be asked to do or commit to do anything immoral or embarrassing. The lecture differs slightly in specifics for each degree, but is essentially the same for Neophyte, Initiate, and Master. The candidate is then led across the hall to the main room, where he is asked by the head of the lodge, the Noble Philosopher, to kneel and repeat an oath. The oaths for the different degrees are basically the same: the candidate promises to keep the secrets of the Order, to seek after knowledge, and to live according to the principles of the Order. The blindfold is then removed, and the candidate is able to see the lodge room for the first time. It is an impressive sight. The room is richly furnished, and the members wear robes representing their office and standing in the lodge. The candidate is then ritually introduced to the officers and instructed in the principles of the Order, which are Science (for the Neophyte degree), Philosophy (for the Initiate degree), and Magic (for the Master degree). Then the candidate is confirmed in his degree by the Noble Philosopher, and the meeting closes. After the meeting the members remove their robes and go downstairs to the lounge and bar. Most members feel that this is the best part of the meeting. After all, most people band together for social reasons, and this Order is no exception. The Order has weekly dinners for its members and does community service.

Unknown to the public and to most of its members, the Order has higher degrees, which confer Cthulhu Mythos knowledge. These degrees are called, in order of attainment, Keeper of the Silver Gate, Knight of the Outer Void, Son of Yog-Sothoth, and Wizard. Candidates for these degrees are carefully selected from the Masters of the Order, who are subtly asked if they would like more knowledge and power. If they seem unreceptive, the questioner (usually the Noble Philosopher) will make it out to have been a test, which the member passed. If, on the other hand, the member is receptive, he is informed of the secret degrees and told when to show up to receive the first. He is also told that he must keep the existence of the higher degrees a secret, or he will be expelled from the Order. Actually, something worse will happen, but he will not be told that—yet. The Knights of the Silver Twilight will not hesitate to use their magic to silence anyone threatening their secrets. These initiations are held at 3 a.m. That way, the candidate can sneak out of his house and go to the lodge hall unobserved. If he should go insane during the ritual, he can be sent to a cell in the caverns below the building—no one will ever know what happened to him.

The degree of Keeper of the Silver Gate reveals the existence of another reality to the candidate—one with insane gods and colossal monsters who roam the vastness of time with no regard for (or awareness of) humans and their affairs. This degree teaches the ultimate meaninglessness of normal human life and activity and points to the later degrees which teach, they say, the true meaning and use of life. The candidate will lose 1D8 points of SAN if a SAN roll is missed, and 2 points even if he makes it. The candidate must make an oath in which he promises to be faithful to the Order, or have his mind stolen from him. As the candidate is pronounced a Keeper of the Silver Gate, he is touched by the Chief Wizard's silver-headed cane, and permanently drained of 3 points of POW by the Power Drain spell. He is told that this is to teach him the futility of life, but actually it is just to help charge the Wizard's POW-storing cane. If the candidate completes the ritual without going mad, he will be taught how to make the Elder Sign. The Keepers of the Silver Gate do most of the dirty work.

There are sixty Keepers of the Silver Gate at the lodge. Scott's bodyguards and all the servants are Keepers of the Silver Gate.

The degree of Knight of the Outer Void teaches the candidate more about the gods and other Great Ones, and introduces him to the messenger and soul of the gods, Nyarlathotep himself! The candidate is invited to a great meeting of all the cultists, and Nyarlathotep will appear in human form to give the candidate his oath and pronounce him a Knight of the Outer Void. If the candidate should break his oath, which requires him to serve the Outer Gods, he will be punished by having a Hunting Horror sent after him. At the meeting the candidate will lose 1D8 points of SAN. After the meeting, the candidate will be taught the spell Contact Nyarlathotep. Knights of the Outer Void are leaders and know much more about magic. Often they tell the Keepers of the Silver Gate what to do, and they are allowed to go to the seasonal meetings where Nyarlathotep comes. There are 24 Knights of the Outer Void at the Lodge.

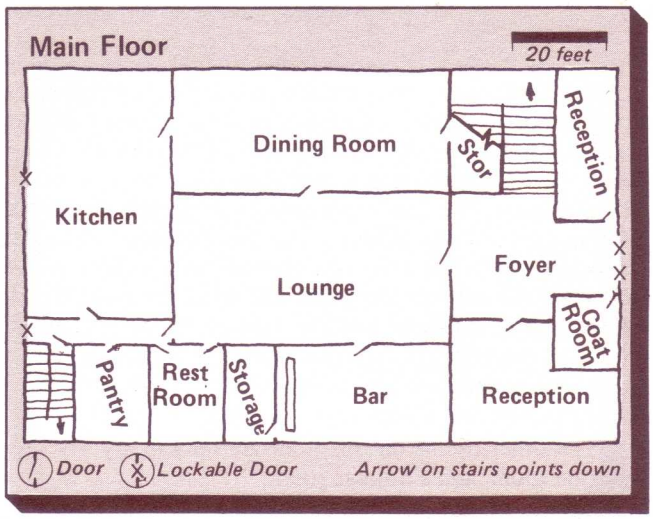
The degree of Son of Yog-Sothoth is the last ritual the investigator must complete. In this degree, the candidate learns that the true purpose of life is to bring the Great Ones (the Outer Gods, Cthulhu, etc.) to their proper position on the earth since, with the Great Ones free, true reality will prevail. To further this end, the candidate is taught the spell to Call Yog-Sothoth. Also, the candidate is shown the upstairs library and given a key, and told that the harder he studies, the sooner he will be able to become a Wizard. The Sons of Yog-Sothoth are the cult leaders (under the secretive Masters). They are powerful sorcerers and know most of the Order's secrets. They are devoted to their cause and most have a SAN of zero. There are five Sons of Yog-Sothoth in the lodge.

Note that in addition to the SAN rolls and losses due to the various rituals, the rolls and losses due to seeing the murals (as described in the next section) also apply.

The degree of Wizard is held by the Masters of the Silver Twilight. Only those Sons of Yog-Sothoth who prove themselves especially diligent in their studies and their service to the cause will be considered for elevation to the last degree. Essentially this means that their SAN will be zero, so no investigators will ever be able to infiltrate the upper organization. The degree is called Wizard instead of Master of the Silver Twilight to keep the true name of the organization secret—even from the Sons of Yog-Sothoth. The reason for this great caution is to protect against the possibility of the police capturing a member of one of the advanced degrees and exposing the parent organization. Only two Masters are at the lodge – John Scott and Carl Stanford.

THE LODGE HALL

The lodge hall is a late Victorian structure on the outskirts of the city in a fashionable neighborhood. The building has a pseudo-gothic style a bit out of fashion now. It has three floors and a basement. The second and third floors lack windows along the back and the sides. The fire escape at the back is reached by doors from the second and third floors and has a counterweighted ladder which will move from its second floor position to the ground when someone steps on it. The local people consider the building handsome and an asset to the neighborhood.



Main Floor

The Foyer is marble-floored and lit by a beautiful electric chandelier. The walls are wood panels and the doors, like all the doors in the lodge, are of heavy oak.

The Coat Room is just that—a place for members and guests to leave their hats and coats. A servant is here from noon to midnight.

The two Reception areas are where the leaders of the lodge entertain guests and prospective members. Both are handsomely furnished with plush chairs and small tables. The walls are paneled and the floors are of polished oak with fine carpets.

The Lounge is the informal meeting place of the members. The walls are wood paneled and the floor carpeted. Scattered around the room are overstuffed chairs and small tables bearing electric lamps, the only sources of light in the room. Four servants are here from noon to midnight, and one servant at all times.

The Dining Room has walls painted an ivory color, with a polished wood floor. The north wall has five large windows with light-colored drapes. Two electric chandeliers hang from the ceiling. The room is filled with round dining tables, each with four chairs.

The Bar is well-stocked. It has paneled walls, polished wood floor, and three windows with heavy purple drapes. Two servants are here from noon to 6 a.m. The liquor here is, of course, illegal. However, the wealthy lodge members are well able to buy off local enforcement officials, who will refuse to investigate the lodge for Prohibition violations.

The Rest Room has the latest in indoor plumbing.

The Kitchen has white walls, a red-tiled floor, and all the equipment necessary to stage banquets. It is lit by two windows in the north wall and by electric lights hanging from the ceiling. The back door is usually barred unless someone is working. Two servants are here from noon to midnight.

The Pantry is for food storage, and will be better stocked just before a lodge banquet. The interior is white painted wood and is lit by a hanging electric light.

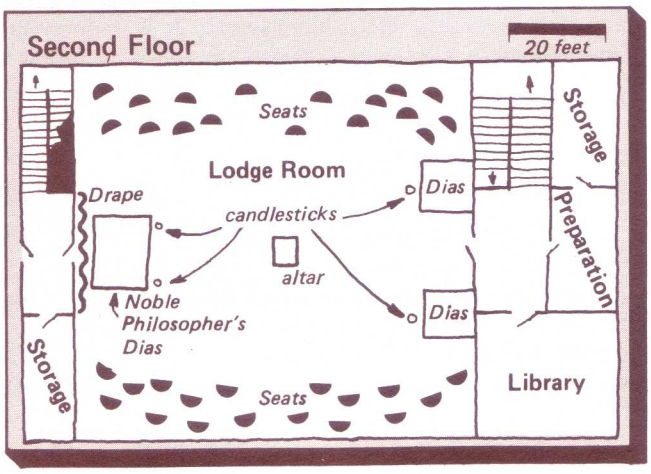
The two Storage areas contain items associated with the rooms to which they connect.

The Hall door leading out is usually barred at night.

Second Floor

The second floor is mostly taken up by the main lodge room, which is where the Order conducts its business and carries out its basic initiations. The seats along the north and south walls are for the members. There are three rows, each raised slightly higher than the next, very much like theater seats. The dais is a succession of slightly raised platforms for the lodge officers. The altar is three feet square, two-and-a-half feet tall, and is made of wood; a padded kneeling rail extends along the bottom of the east side. The floor is polished wood and the walls are paneled. Constellations of tiny electric lights decorate the black-painted ceiling. Two chandeliers also provide light. The floor-to-ceiling drape behind the Master's dais is of deep red velvet.

The other rooms on this floor are the Library, the Preparation room, and a Storage room.



The Library has a collection of scientific, philosophical, and occult books, No Cthulhu Mythos books, since all those are kept in the third floor library, but lots of more ordinary stuff. This library does contain copies of the rituals of initiation for the three public degrees (Neophyte, Initiate, and Master), which may only be read by those who have received the proper initiation. One of the offices of the lodge is librarian, whose job is to take care of this library.

The Preparation area and its associated storage room is where the appropriate lodge officers prepare those who are about to be initiated. The preparation includes a short lecture on what to expect, and dressing the candidate in the proper clothing for the ritual. Ritual robes are stored here.

The Storage area leading from the main lodge is empty.

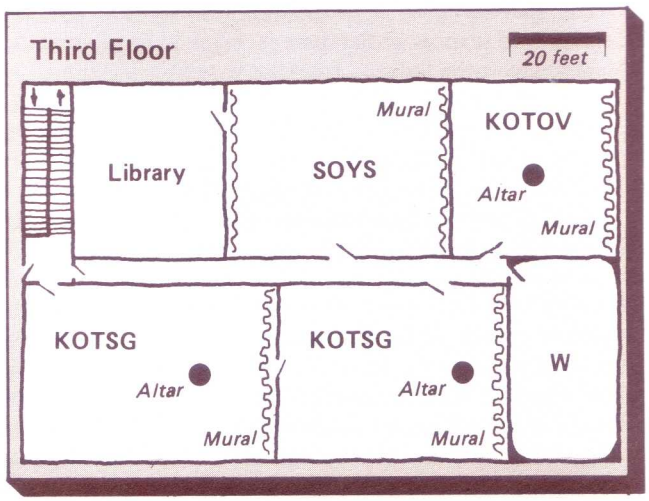
Third Floor

The third floor is where the secret advanced degrees are conferred. It can be reached only by the door behind the scarlet drape in the main lodge room, which gives access to the back stairway. Even though the existence of the third floor is obvious to anyone looking at the building from the outside, higher level members of the lodge keep its purpose secret by saying that the third floor is not finished and cannot be reached, but that eventually, as the lodge grows, the third floor will be finished and used.

KOTSG 1 and 2 are the initiation rooms for the fourth degree, Keeper of the Silver Gate. In the initiation ritual, the candidates move from the first to the second room. Both rooms are paneled, carpeted, and the ceilings are plain, painted wood. Light comes from electric sconces on the walls. Chairs line the walls. The black drapes can be pulled aside by a pulley located on the right. The altar in the first room is about three feet tall and is a five-pointed star in a cross-section. When the drape in the first room is opened, the mural and doorway are exposed. The mural is of night on a barren, dead landscape; the door is framed in silver and seems to be a magic portal on the barren waste. All who see this mural find it very disturbing—it seems very real. If someone looks for the signature of the artist on this mural, as on any of the murals on this floor, they will see the name Pickman. Passing through the portal into the second room, a person finds it much like the first, except the altar is a pentagon in cross-section. The mural behind the drape is also different. This shows an apparently normal landscape (hills, valleys, trees, a small stream, etc.) with a silhouetted human figure in the foreground facing away from the viewer. There is, however, something profoundly alien about the whole thing, and looking at it causes the viewer to become very depressed. If the viewer should fail a SAN roll, he loses 1 point of SAN.

KOTOV indicates the initiation room for the fifth degree, Knights of the Outer Void. The room has a bare wood floor, stark white walls, a black ceiling, and is lit by bare electric bulbs in wall sconces. The altar is a two-and-a-half foot high metal cylinder. Behind the white linen curtain is a mural depicting outer space—stars, nebulae, and in the center, a single, dark planet. This mural is extremely compelling; it seems to draw the viewer into it. The feelings communicated are personal insignificance and a sense of utter desolation. The viewer must lose 1D6 points of SAN if a SAN roll is missed.

SOYS indicates the initiation room for the sixth degree, Sons of Yog-Sothoth. There is no altar, the floor is carpeted, the walls are paneled, and the drapes are scarlet. Behind the drape on the west wall a door leads to the library. Behind the east drape is the most horrible mural in the building. It depicts a hill under a clear night sky with a full moon: at the top of the hill is a circle of stones, and in the center of the circle is a human figure in garish robes, dancing madly. Moving into the sky from that point, like a cloud of smoke, is a gigantic mass of slimy, iridescent spheres. Covering the hill outside the circle of stones are thousands of partly-decayed, still-living humanoid crea-



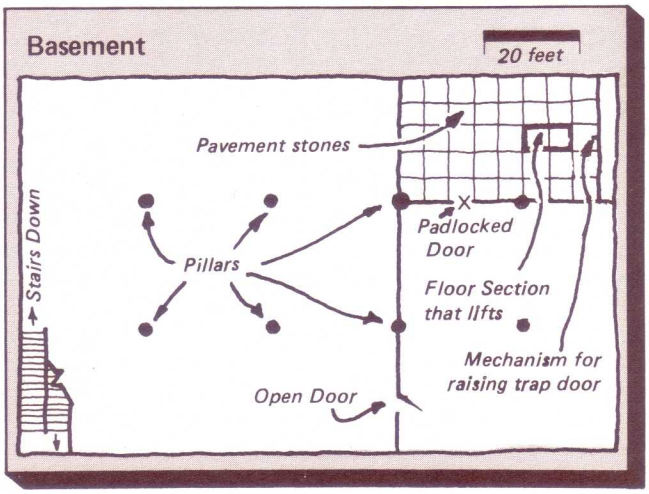
tures. If you listen, you can almost hear them cry with ghoulish glee. This picture is of photographic quality and will produce in any sane person a feeling of utter horror and desolation. A point of SAN is lost automatically or 1D10 points will be lost if the viewer fails a SAN roll.

W. There is no initiation to the degree of Wizard. One is simply accepted into their fellowship after proving his expertise and dedication to the cause. This room, is restricted to those who are Wizards (John Scott and Carl Stanford), and no one else is allowed in. The door bears an Elder Sign inset in gold, which glows blue in the dark. Inside, the most remarkable feature is the lack of sharp corners; all the corners of the room are smoothed out with plaster. The floor is bare wood bearing the smudges of many chalk signs drawn and erased.

The Library contains books describing the rituals of the Order. These books can raise Cthulhu Mythos knowledge and also lower SAN.

Book	*to Cthulhu Mythos*	*Spell Multi.*	*SAN*
KOTSG	+3%	x1	-1D4
KOTOV	+5%	x2	-1D6
SOYS	+7%	x3	-2D4

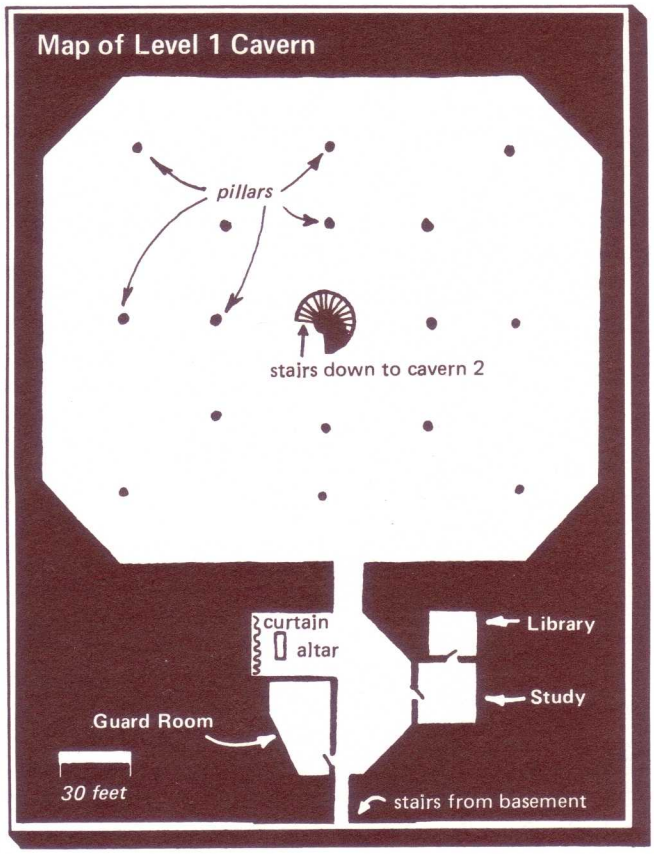
Other magical books are present: *Nameless Cults* (Bridewell), *Revelations of Glaaki, Cultes des Goules,* and *Cthulhu in the Necronomicon*. The other books are of no Cthulhu Mythos significance.



Basement

The basement has three empty room and a mechanism controlling a trap door leading to the caverns below. The basement is reached by a stairway from the back hall of the building's main floor. The floors in the first two rooms are bare earth. All the walls are of heavy stone set in mortar. The door leading to the last room is locked. Inside, this room is like the others except that the floor is of five-foot-square stones set without mortar. If a character makes a Spot Hidden roll while examining the eastern wall, he will find a stone which, when pushed, activates a mechanism raising the false floor section. This is the only way to open the stairs, as the stones are very heavy and cannot be pried up with a prybar.

When the floor is open, the top of a steep stairway can be seen, which winds down several hundred feet into the earth to the caverns below.



Caverns – Level One

The caverns are not natural, but are very ancient, far older than the lodge building above. In fact, they were old when John Scott found them over two hundred years ago. Their original purpose, and how they were carved out of the solid rock remains unkown. There are three general areas.

The first area has had some recent work done on it, mainly the interior walls that divide some of the area into rooms.

The Guard room is empty, except for a couple wooden tables and a large ring of keys hanging from the wall. If the investigators enter the basement a second time at a later date, two Custodes [guards] will be here.

The Study has a desk, a comfortable chair, and an oil lamp. A box of matches is in the desk drawer, and, hidden at the back of the drawer is the key to the next room. A successful Spot Hidden roll is required to find the key. On the desktop is a letter to Carl Stanford from Duncan MacBain (a copy of the letter is given on the next page and there is a copy for the players in the *Player Handouts*).

The Library has a stout oak door with a STR of 16. If the key in the study has not been found, an investigator will have to match his STR vs. STR of the door to break it down. This room contains a desk and chair, along with a large bookcase. The books in the case are mainly mathematical, philosophical, and scientific works. If all the books are removed from the bottom shelf, that shelf can be lifted, revealing a secret compartment in the base of the bookcase. This space contains an ancient copy of the Necronomicon, in Greek. (An investigator should find it on his own. The

keeper should be careful not to lead the character to it by dropping hints or making suggestions. If a character should find it, and remain sane after reading it, he may be sought for by the rightful owners, the Masters of the Silver Twilight. This is too powerful and too important a treasure to be treated lightly.) Finally, there is a wooden box sitting in one corner. This belongs to Carl Stanford and is described at the end of this scenario. Lying on top of it is a notebook containing the spell to Make Box.

The final features of this area are the altar and *bas-relief* on the wall behind it (which is covered by a curtain). The altar, which is of stone and continuous with the floor, is stained with brownish material. The *bas-relief* depicts Great Cthulhu striding across the earth, crushing humans as he goes. Above his head is something which might be mistaken for the sun by the players, but is a depiction in stone of the R'lyeh disk. Any character who misses his SAN roll will lose 1D3 points of SAN.

The next area is a large open space. The roof is held up by columns which look like great stone trees whose branches stretch up and out to form the arching ceiling. On closer examination it is seen that the branches look more like ropy tentacles. In the center of the room, a stone spiral stair winds down to the next area. Someone wandering around without a light could fall in.

Caverns—Level Two

The last and deepest area has three of its four walls lined with cells. Many contain human remains chained to the walls; one contains a living person. He is thin and almost dead—his eyes have an empty look. If touched, the captive will moan slightly. He is identified as James Clark by his wallet. His mind is gone—his SAN is zero. Any characters that go insane during the higher rituals or who are caught prowling in secret areas of the lodge are brought here and chained in a cell. Keys to these cells are kept in the guard room in the first level of the cavern.

There are many pits in the floor of this level, each about four feet in diameter and 15-20 feet deep. The pits are cov-

TEXT OF A LETTER FROM DUNCAN MacBAIN TO CARL STANFORD

Duncan MacBain
MacBain House
Cannich, Scotland
12 January 1924

Dear Mr. Stanford,

Greetings and felicitations. Miss Chantraine has advised me of your recent successes and informed me of the item you require. I fear that it will be some time before I find It as there are two Americans digging at what I believe to be the site of the Temple. Two of my people are working for the Americans and it may be that they will accomplish all for me. I realize that you are most anxious to obtain It, but I feel caution and discretion to be the better course of action.

My studies with the serpent people progress most satisfactorily. Another year should see my studies completed. They recommend that I journey to the Nameless City for further instruction, but I will remain here until we have It. When it is possible, I want much to obtain the further instruction offered at the Nameless City. I will, however, be ready to carry out any further tasks our Order may have for me.

You mentioned in your last letter that Miss Chantraine might join me here when she has converted the leaders of the Thule Bruderschaft. I fear that the Germans are overmuch upset with the French at this time for them to listen to her. Might I suggest that you ask Helmut Grosmann to take over for her? I realize that he has not been to Germany for over two hundred years, but unless you can think of someone else I feel he would be best for the task.

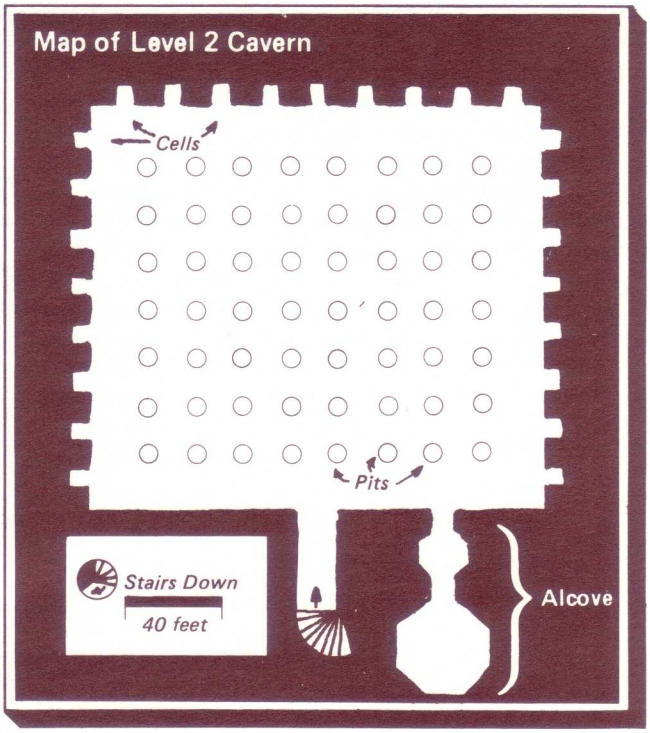
I agree with you that the Order of the Templars of the Orient does not contain the type of individuals we seek. They are not ready for greater truths. You might suggest to our German colleagues that individual members of the Order be carefully approached as potential followers of the true Gods.

I am not familiar with the Hermetic Order of the Golden Dawn or the Astrum Argentinum and can give no recommendation. I will pass the word on to our London group and have them send you word. I spoke with a Mr. William Seabrook who said that a Mr. Aleister Crowley, who is associated with both groups or had been at one time, may have occult powers. We should perhaps attempt to contact this man.

I understand that Mr. Scott is in charge of the project in your area. Please extend my greetings to him. I have not seen him since before the Great War. Perhaps we can meet next year.

Most sincerely,
Duncan MacBain

[10-A]



ered with perforated metal lids resembling manhole covers. Several long wooden ladders lay along the walls of the cavern. About half of the pits have monstrous half-human things living in them. At the slightest sound, these things will begin crying and gibbering (lose 1 point of SAN if SAN roll is missed). A few of the pits are uncovered (keeper's choice), creating a hazard for anyone moving in the dark.

The first of the two connected rooms in the alcove has wooden racks on either side full of lead bottles sealed with metal stoppers. A sign above the rack to the left reads "Custodes," and the one above the right, "Materia." Each bottle contains a bluish-gray powder, the essence of a once-living being. The next room has a table with an oil lamp, medieval torture instruments along one wall, and some yellow robes hanging from hooks along another. There is a pentagram chiseled into the floor, and chiseled into the walls across from the entrance is the Resurrection spell. Reciting the spell forwards will bring a being back to life from the bluish-gray "essential saltes," while reciting it backwards returns the being to dust.

If the investigators should try to resurrect someone from the "Materia," the first one they pick will be a half-formed thing like those in the pits outside (which means that not all the remains were found, or perhaps they were processed imperfectly). If the investigators insist on trying another bottle from the "Materia" section, the keeper should make up some historical personage who will be utterly worthless to the group. The best use for the Resurrection spell is to return John Scott to dust. To this end, the keeper should point out that the skin of whatever they resurrect reminds them of the skin of John Scott. If they do not try the spell, they will not make the connection, so they should be encouraged to try it.

A percentage roll of INTx3 will allow a viewer of the wall carvings to learn the Resurrection spell, but will not allow them to know how to create the "essential saltes" to resurrect new people. They will only be able to turn "returnees" to dust, and to resurrect individuals from preformed salts.

MAGIC ITEMS AND SPELLS

The Box

This is a plain wooden cubical box, 18 inches high. One side is hinged and forms a lid which, when open reveals an empty interior. The bottom appears solid, but anything touching it will pass through it. The box is big enough for a person to squeeze through head first. Anyone trying this will find himself coming out of a box exactly the same as the first, but in a different location. The two boxes are magically linked. The other box is currently in eastern New York state. This particular box has a SIZ of 13.

The SIZ of the box is the average of the STR and SIZ of the largest person who can squeeze through it. For example, if Clark West's STR is 12 and his SIZ is 16, he will not be able to squeeze through a box of SIZ 13 because his average is 14. (If he tries, he will become stuck. Do not tell the investigators the actual capacity of the box—generalize and give them a chance to get stuck.)

A spell relates to the box; it is the discovery of Carl Stanford, and he is justly proud of it.

Make Box

This spell is used to construct a magical box in the following steps: (1) Construct the boxes of any wood to the SIZ you want (usually your own average STR and SIZ). The bottom is solid. (2) Perform the necessary ritual. This consists of putting your hands on the box and conceiving certain images and angles in your mind, and takes about five hours. (3) From this point on, the box will automatically drain half of your POW (temporary loss) every day until it has absorbed POW equal to its SIZx100. When this is completed, the boxes will work.

Going through a box costs the same amount of POW and SAN as going through a normal magical gate. (See *Call of Cthulhu*, page 67.)

POW-Storing Cane

A black walking-stick with a silver tip and a silver head. Specific details, including the amount of POW stored, will vary with each individual cane. POW stored in such a cane can be used as usual. These magic items are made using the following spell, and will work only for those who make them.

Enchant Cane

This spell is one of the Enchant Item spells described in the *Call of Cthulhu* rules, and has all the elements mentioned there. The cane can contain magic POW for the owner's use. Touching an individual for at least 30 consecutive seconds will cause him to lose a point of POW permanently, and will add one point of POW to the cane. When POW from the cane is used, it is gone for good, and new POW must be provided.

There is no limit to the POW the cane may store. Carl Stanford frequently has the Keepers of the Silver

(continued)

Gate bring him derelicts to drain until they die. The cane currently holds 160 points of POW. He will not hesitate to use it in Shriving spells to protect himself.

New Spells

Mindblast and *Steal Life* are now added to the standard list of **Other Spells** (see *Call of Cthulhu*, p. 66). A non-player character may know one of these spells if the Keeper rolls a 91-00 on D100 when consulting the **Complete Listing of Spells** (see *Call of Cthulhu*, p. 69).

Mindblast

This spell matches the caster's POW against the target's. If the target successfully resists the caster's POW, he will not be affected by the spell. If the caster overcomes the target's POW, then the target loses 1D4 points of SAN and goes insane as though he had suffered a terrible shock (see *Call of Cthulhu*, p. 23). This spell costs the caster 1D3 points of SAN and 10 point of temporarily lost POW. The target will be affected for 20-INT hours and then recover.

Steal Life

This spell is what has allowed Carl Stanford, and some other Lords of the Silver Twilight, to become nearly immortal. The spell causes the target to begin to age and decay while yet alive, and to transfer the vitality innate in the victim to the caster of the spell. The spell must be cast on a target within sight and hearing of the caster, and the caster must overcome the target's POW with his own POW on the resistance table for the spell to be effective. Each melee round after the spell is cast, the target will lose a point off of his STR, CON, DEX, POW, and CHA. For each point drained from the target, the caster of the spell will become a week younger. For example, if the spell was cast on a random drunk, who had a score of 8 in all the aforementioned characteristics, the spell caster would become 40 weeks younger. The target of the spell will gradually start to wither, turn gray, and flake away. At the end of the spell, the target will be just a horribly withered and dry husk. Seeing this 'husk' costs the viewer 1D6 points of SAN unless a SAN roll is successful, in which case no points are lost. The caster of this spell must temporarily expend 30 points of Power, and he will automatically lose 1D20 points of Sanity when the spell is cast. This spell must be cast on the night of the full moon, or the caster of the spell will not gain the benefits of renewed youth, though the victim will still die. If the caster of the spell is slain before the victim dies, then the spell will cancel itself out, and any characteristics lost will go back up to normal.

CHARACTERS

Carl Stanford

Carl Stanford is one of the most powerful Wizards in the world, but the investigators will be more concerned with Carl's colleague, John Scott. This is the way Carl likes it—he maintains a low profile and this is one of the main reasons he has managed to live so long. He will always escape from the first scenario to show up later—if the investigators get him cornered, he will not hesitate to use a Shriving spell, Mindblast spell, or other offensive spell to escape. He has several distinct advantages over the investigators. The first is his cane in which he is currently storing 160 pts of POW for use in offensive spells against his enemies, and which is actually a sword cane—a weapon he is extremely skilled at using. Usually, however, he will leave any fighting to his next "advantage," Max Reed, his chauffeur-bodyguard, who will readily give his life to protect Carl. Another advantage is his new discovery, the box, which he can use to escape to almost anywhere he pleases. His greatest advantage is his great intelligence and experience. Fools, even magically powerful ones, do not live as long as Carl has.

EXCERPTS FROM THE RITUAL BOOKS OF THE ORDER

. . . the wailings of the mad are but the birth-cries of the new man—the old man gone like dust in the desert wind. Cleansed of the lies of mankind, the new man—the man of darkness—is free to absorb the beauty of nothingness, to glory in the stark night of the utter void. As your useless reason dissolves, rejoice in the knowledge that others in as diverse places as Scotland and Louisiana and the South Pacific have walked the same path, have drunk the same blood, have reveled in the same prospect of everlasting night, as you ....

—Keeper of the Silver Gate

. . . you do not yet know the true gods. Everything you know is a lie. The Great Old Ones—these are the rulers of the Universe; these and others you have not yet heard of will be the objects of your adulation, your emulation, your love. You are the fortunate ones—the time may come, if you give your selfless devotion, that you will worship in the flesh in the Temples of R'lyeh, whose glory is beyond your comprehension.

[12-A] *—Catechism of the Knights of the Outer Void*

CARL STANFORD

STR 14	CON 16	SIZ 12	DEX 14	CHA 18
SAN 0	INT 18	POW 40	EDU 30	HP 14

Skills: Read/Write Latin 90%; Read/Write Greek 95%; Read/Write Arabic 80%; Read/Write Chinese 80%; Archaeology 75%; Astronomy 80%; Cthulhu Mythos 100%; History 55%; Library Use 95%; Zoology 90%; Move Quietly 80%; Credit Rating 60%; Debate 90%; Fast Talk 85%; Oratory 90%; Cane-sword 95%.

Spells: All listed in *Call of Cthulhu*; Make Box; Steal Life; Mindblast; Enchant Cane.

John Scott

John Scott lived 200 years ago on a farm located where the lodge presently stands. Scott found the caverns, and began the grisly work of robbing graves and reducing their contents to bluish-gray salts, which he could turn into the original person by means of the Resurrection spell. He would

torture these people to obtain information he wanted, and when finished would return them to powder. If he was not able to obtain all the remains of the person he wanted, but unknowingly went through the resurrection process anyway, the result was a malformed humanoid thing. These failures are now found in the pits of the lowest cavern. Scott's schemes were uncovered and he was visited in the night by a mob who killed him, and destroyed his house. In 1912, Carl Stanford was able to locate the unmarked grave where Scott had been buried, and he resurrected Scott. Now Scott serves the Masters of the Silver Twilight. He carries a silver-headed cane, much like Stanford's, but his currently holds only 80 points of POW. Scott's greatest vulnerability is the Resurrection spell, which, recited backwards, would turn him back into an inert, bluish-gray dust.

JOHN SCOTT

STR 12	CON 11	SIZ 14	DEX 10	CHA 13
SAN 0	INT 16	POW 16	EDU 18	HP 13

Skills: Read/Write Greek 75%; Botany 60%; Chemistry 65%; Cthulhu Mythos 85%; Library Use 50%; Occult 45%; Spot Hidden 45%; Oratory 80%.

Spells: All summoning spells; all binding spells; all contact spells (races); Call Azathoth; Call Yog-Sothoth; Contact Nyarlathotep; Resurrection; Dread Curse of Azathoth; Shriving; Enchant Cane; Elder Sign; Mindblast.

Max Reed

Max is Carl Stanford's bodyguard. He accompanies Carl everywhere, posing as a chauffeur and friend. He carries a snub-nose .38 in a shoulder holster and a seven-inch long fighting knife that he keeps razor-sharp. He is willing to die to defend his boss.

MAX REED

STR 18	CON 16	SIZ 12	DEX 17	CHA 10
SAN 0	INT 12	POW 10	EDU 10	HP 14

Skills: Fist/Punch 95%; Head Butt 95%; Kick 95%; Fighting Knife 85%; .38 Revolver/Automatic 95%; .45 Revolver/Automatic 95%; .30-06 Rifle 80%; 12-gauge Shotgun 75%; Drive Automobile 75%.

Spells: Elder Sign.

Dr. Edward Call

Dr. Call is a wealthy physician and the only possible ally in the Order for the investigators. He originally joined because he felt that he would find others there who shared his eclectic interests. He is beginning to suspect that there may be something wrong with the Order, but he has no concrete evidence. He will tend to keep his suspicions to himself, though, and the investigators may have to approach him—he may not approach them.

DR. EDWARD CALL

STR 12	CON 13	SIZ 11	DEX 14	CHA 10
SAN 90	INT 18	POW 11	EDU 21	HP 12

Skills: Read/Write Latin 70%; Botany 50%; Chemistry 65%; First Aid 75%; Library Use 60%; Pharmacy 70%; Treat Disease 85%; Treat Poison 80%; Diagnose Disease 85%; Psychology 55%; Drive Automobile 55%; Credit Rating 80%.

Custodes

The Custodes (guardians) are strong but simple-minded humanoids who can be resurrected to help Scott or Stanford with a potentially dangerous or otherwise uncooperative resurrectee. The Custodes are all alike, and all fanatically loyal to their masters, Scott and Stanford. They will try to attack anyone else who resurrects them (such as the investigators). They are kept in the bottles simply because it is most convenient.

CUSTODES

STR 18	CON 18	SIZ 18	DEX 12	CHA 3
SAN 0	INT 8	POW 6	EDU 0	HP 18

Skills: Fist/Punch 50%, .45 Pistol 50%

2. Look to the Future

The Investigators travel to New York City and find that a businessman's organization has discovered a unique way to profit from the future today.

Background

The Hermetic Order of the Silver Twilight has been broken up. John Scott has probably been slain and Carl Stanford has escaped. If John Scott survived, the keeper may wish to have him resurface as a bitter foe in a later scenario.

The players should now be certain of the existence of a group of evil cultists working to return the earth into the clutches of the Old Ones.

While players meditate on these matters, a character will receive a letter from a banker friend of his. This is David Lee. David Lee may be either the actual banker of one of the characters, or he may be merely a social contact.

Dear ———:

I feel rather silly writing for help, but I simply must have aid in this matter. It would be useless for me to go to the police, as I have no proof of any criminal activity. I heard of your exploits in Boston with the Silver Twilight, and am hoping that you could advise me. I would be most grateful.

A year or so ago, the organization 'Look to the Future' came to New York City. It billed itself as a cooperative businessman's organization, and promised to inspire and aid materially those who joined. I joined the organization eight months ago, and quit last month.

The apparent head of the organization is a Mr. Lostalus Black. Mr. Black claims to be a gifted psychologist, and says that by subjecting the minds of intelligent and sophisticated men to certain peculiar psychological conditions, their creativity would be released, and they would be able to perform all sorts of wonders. If the businessmen met together, paid a nominal fee to support the order, and regularly attended meetings, they would be able to share in grand discoveries.

The 'psychological aura' created by Mr. Black is certainly most queer. He begins by standing at a podium, while all of us (the attendees) are asked to meditate upon certain specific geometric shapes and designs. A sheet containing diagrams of the aforementioned designs is handed out at the start of the meeting to each member. While we meditate, Mr. Black begins by reciting some sort of invocation in nonsense syllables. Mr. Black says that these syllables have been carefully chosen to elicit the proper subconscious response from us. As he chants, he begins to gesticulate wildly, and then we are all signaled to begin to chant a simple litany of our own, "Ong D'acta Linka, Neblod Zin, Neblod Zin, Ong D'acta Linka, Yog-Sothoth, Yog-Sothoth, Ong D'acta Linka, Yarl M'ten, Yarl M'ten" and we repeat this nonsense chant for forty-five minutes to an hour. Mr. Black continues to energetically gesticulate and emit various strange noises until he seems to reach some sort of finale, when he gestures for us to stop. We then break up for tea and punch. Mr. Black is assisted in his work by several thuggish-looking Arabs, and a Mr. Stanford.

In addition to the monthly special meetings (which proceed as I have outlined above), we have regular inspiration seminars and guest speakers. One thing that brought you to mind is that some of the speakers would urge us to join a lodge to enlarge our circle of friends and to make trustworthy business acquaintances. He specifically recommended the Silver Twilight lodge as an excellent choice.

I must confess that Lostalus Black's methods seem to work. Two months after I started to attend, he came in one day with a perfectly astounding item which he allowed me to purchase for $100. It is well worth it, let me tell you! I will show it to you if you come.

Now for my reasons for distrusting Mr. Black. After each meeting in which we do the chanting, I feel headachey and sick, and this continues for some time. I have noticed that since I joined the group, I have lost some of my former vitality and force, and feel as if my health may be deteriorating. I really could not say as to whether this has any connection to 'Look to the Future' or not, but it seems suspicious to me, especially since I have noticed acquaintances in the group suffer from the same syndrome. Another reason for my distrust of Lostalus Black is the extremely tight security and secretiveness that he keeps about himself and the organization. His Arab soldiers speak no English, and certainly do not inspire confidence.

I would like you and your friends to come and to expose this organization for a fraud, or to prove it to be open and aboveboard. If it is indeed for real, I would like to know so that I can rejoin and continue to receive those fabulous artifacts that it produces.

Hopefully yours,
David Lee

[14-B]

Keeper's Information

The Silver Twilight is now preparing itself for the catastrophic end of the world. To hasten that end, they need money and power. The 'Look to the Future' front organization fulfills both these needs. 'Lostalus Black' is in reality an avatar of Nyarlathotep. The Silver Twilight has been dealing with him, and he has commanded them to carry out this plan.

At the monthly meetings, Nyarlathotep is invoked and summoned an hour or so before the meeting begins. He then walks into the room and begins the ceremony that an observant keeper will have noticed resembles a spell. It is indeed a magic spell, and one of astounding power. It sends a person into the future. At the end of the chanting, each person present (except Nyarlathotep himself) loses a point of permanent POW, which is the cause for the headaches and sickness the next day, and in the loss of energy that some participants feel. The character sent into the future is usually one of the Arab thugs hired by the group's true leader, Bryan Slim. Bryan keeps himself in the background, unnoticed. He is a Knight of the Outer Void, and summons Nyarlathotep each month.

BRYAN SLIM

STR 14	CON 10	SIZ 13	INT 18	POW 12
DEX 8	CHA 11	SAN 0	EDU 15	HP 12

Skills: Speak Arabic 90%, Archaeology 60%, Cthulhu Mythos 70%, First Aid 60%, Occult 90%, Psychology 50%, Drive Automobile 60%, Hide 80%, Move Quietly 60%, Pick Pocket 60%, Fast Talk 80%, Oratory 50%, Credit Rating 40%, .32 Pistol 55%

Spells: Elder Sign, Contact Nyarlathotep, Summon/Bind Servitor of the Outer Gods, Call Hastur

For each point of POW expended in the spell, the Arab travels a year into the future. After 24 hours, the spell collapses, and he rebounds into the past whence he came. This is dangerous. Sometimes the Arab comes back only partially, or he sometimes is catapulted into the distant past, but the Arabs are eager to do the bidding of their master, and, after all, their lives are cheap enough to a god.

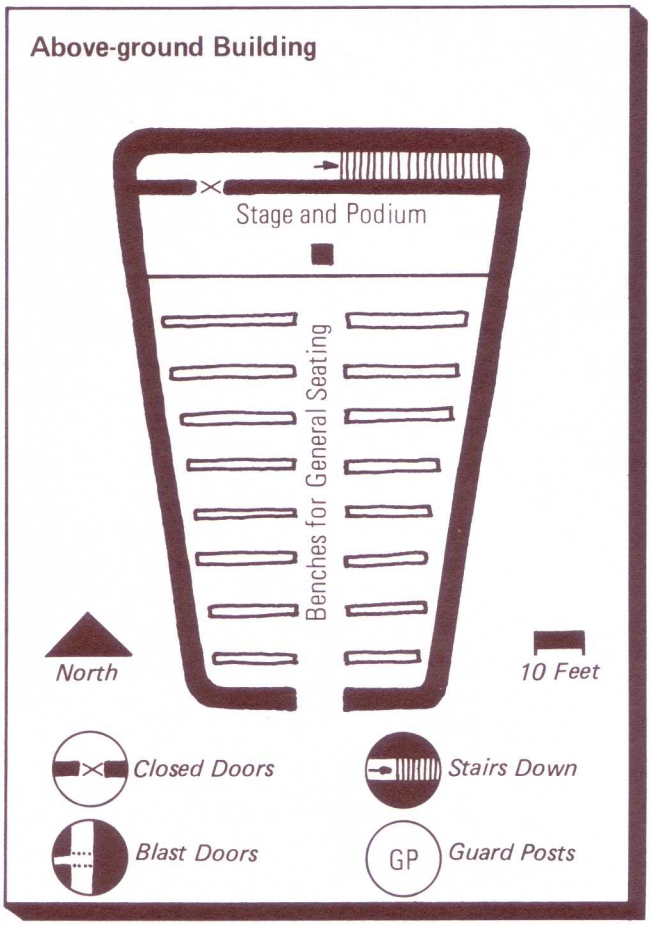
There are usually 50-70 members present at any one meeting, so an Arab is able to go that many years into the future. There he burglarizes stores and universities, and brings back small gewgaws for the businessmen, lending credence to the fiction upon which 'Look to the Future' is based. The gewgaws given away are things like disposable lighters, ballpoint pens, digital watches, antihistamines, and even penicillin tablets. For themselves, the organization has acquired a power plant, a number of weapons, a computer, and some cultures of the bacteria that carry Black Fever.

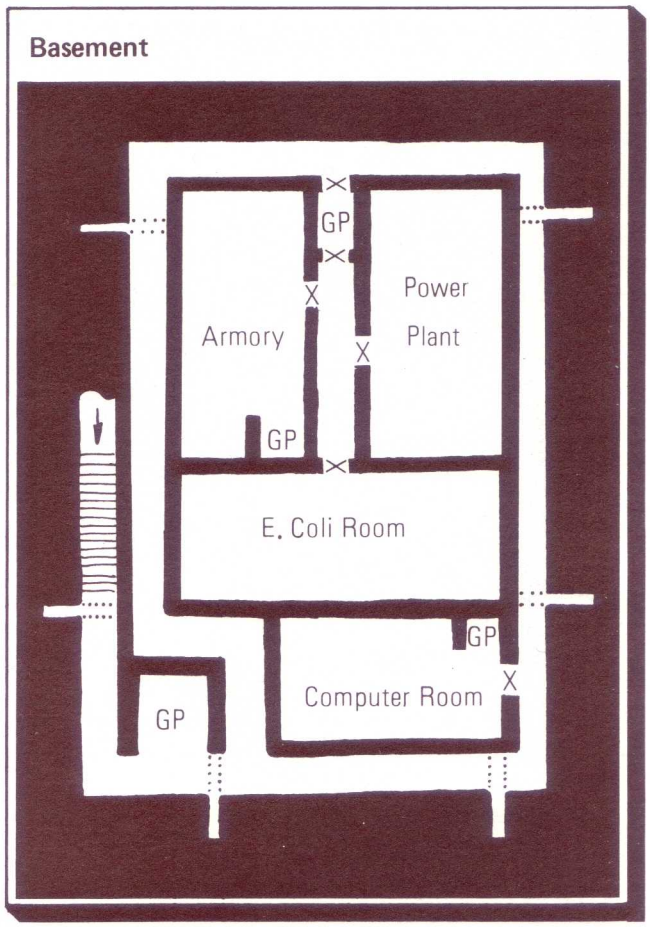
Black Fever is not from the future, but has been provided for the organization by Nyarlathotep's servants. Anyone who has the fever injected into his veins will contract the disease, which resembles other fevers. causing nausea, swelling, and chills near the end. However, Black Fever is not of this earth. Those infected by it will always die within two weeks or so (the patient will linger on for a number of days equal to his CON). On the bright side, Black Fever is completely non-contagious–the only way to catch it is to have it injected.

One of Nyarlathotep's servitors also provides the organization's power plant – a mass of shoggoth tissue kept confined and multiplying in a large vat, from where it pushes pistons to generate electrical power for the entire installation.

The Scenario

There is little information about the 'Look to the Future' group anywhere but in the building itself. Mr. David Lee





has already told the investigators everything he knows in his letter, except for the description of his wonderful item, which is a frying pan lined with Teflon II.

When any member of the organization begins to suspect that something wrong is going on, or to try to publicize the 'magical' implements received from Lostalus Black, he is inoculated with Black Fever, goes to a hospital, and dies in delirium, eliminating all threat to the organization.

The Building

The above ground part of 'Look to the Future' resembles a pillbox. It has but one entrance, and is entirely of poured concrete. The entrance is a large arch, with no door barring entrance. There are no windows. A diagram of this place is provided. The interior benches are of wood, and indeed, the interior looks like a particularly dismal lecture hall or church. There are no seats on the stand, just the bare stone podium. The door behind the stand is kept locked. The door has a STR of 15 and could be forced by matching one's STR against it. It is too small for more than one person at a time to try to open it. Bryan Slim has a key on a key ring which would permit entrance, as do all the Arab guards. If one of them was waylaid and mugged, the key could be obtained. Bryan Lee lives in a large brick house next door to the 'Look to the Future' fortress, with three Arab guards. When the Arabs are not on guard duty inside the building, they carry snub-nosed .38 revolvers in shoulder holsters and daggers in their boots, inside their trousers.

Underground rooms are dug out behind the main building.

Guardposts. At each guardpost there are always two Arab guards armed with futuristic-looking automatic rifles. All the guards have basically the same stats.

ARAB GUARDS

STR 11	CON 12	SIZ 10	INT 9	POW 10
DEX 13	CHA 9	SAN 0	EDU 7	HP 11

Skills: Hide 50%; Spot Hidden 50%; Listen 50%; Rifle 40%; .38 Revolver 30%; Dagger 90%.

Their rifles can fire on full automatic, firing twenty rounds per turn, or they may fire normally. They are usually fired in short bursts of three bullets per burst, but if a guard is disturbed or angered, he will fire a whole clip in a single round. In order to keep from doing this upon confronting armed investigators, he must make a roll of his INTx5%–if he fails, he will fire the entire clip and be forced to reload. Each guard carries five clips of ammo.

All the guards are Keepers of the Silver Gate, and thus subordinate to Bryan Slim.

If shots are heard in the corridors, then the other guards will come running. The guards will always shoot immediately at anyone who is not one of their comrades, including normal members of Look to the Future, none of whom are allowed downstairs. One guard will always stay in each guardpost, no matter what sounds are heard or what else happens, so that only a single guard from each post will come to the aid of companions.

The Computer Room is filled with blinking lights and odd-looking consoles. An investigator making a successful Electrical Repair roll will be able to turn the computer on. An

investigator may then type in questions onto the keyboard, watch them appear on a screen, and have them answered. The computer is not too smart but is, of course, much advanced over the 1920's, when there were none at all. Any question about Bryan Slim or Lostalus Black without the proper code word keyed in first (known only to Slim and Black) will cause the computer to sound an alarm and shut down. A successful roll of half of an investigator's Electrical Repair will start the computer again, and a Mechanical Repair will stop the alarm.

If asked about the Silver Twilight, the computer will print out the following:

> BELPHEGOR REPORTS NO SUCCESS IN FINDING THE DISK IN SCOTLAND. HE AND THE KNIGHTS OF THE OUTER VOID MAY BE FORCED TO SLAY MORE INTRUDERS.
>
> INFORMATION RECEIVED INDICATES THAT ARC OF VLACTOS MAY BE FOUND IN CALIFORNIA.
>
> STILL NO FULL RESULTS FROM CHILEAN ISLAND.
>
> FINISH. *[17-B]*

This is all that can be gotten from the computer room.

The Power Plant has a strange organic smell to it. There is a large steel tank filling the room. Dials and levers surround it.

If an investigator fiddles with the levers, he must make a Luck roll not to open the tank's lid and release the shoggoth matter within, for it will slop over the edge, rapidly fill the entire room, and then expand through the entire underground section, killing all it finds, and thoroughly destroying equipment and records. As soon as the shoggoth is released, klaxon horns will go off, and the blast door in front of the stairs will slam across the corridor. This door has over 200 hit points, and an effective armor of 20, and will contain the shoggoth within the complex. The 'Look to the Future' organization will be ruined, and Bryan Slim will either start all over again, or disappear. Naturally, all the guards and investigators caught within the underground complex will be slain by the shoggoth.

If the investigators happen to have brought along the magic box from the first scenario, they could try to escape in it, but the shoggoth will certainly destroy the box after they have left. The shoggoth has 30 hit points, and can fill an entire corridor from wall to wall. If the players manage somehow to kill the thing, they will still be trapped inside the concrete rooms with no light, and no way out. They will be left there for years before the place is explored again.

The Armory has 20 extra clips of ammo for automatic rifles, which can use no contemporary ammunition. Racks are present for other types of guns, but they have not yet been brought in. All the automatic rifles are in the hands of the guards.

The Black Fever room contains racks and racks of vials containing a grayish-brown liquid—the Black Fever in culture. The room is refrigerated. If an investigator swallows some Black Fever media, he will contract the disease, which is 100% fatal, as described before.

General Notes. The entire underground portion is lit up by electric lights. Of course, as soon as the shoggoth is released, all the power will go off, the computer will shut down, and the lights will go off, leaving the investigators to grope in the dark, with their only light source the phosphorescent monster oozing rapidly down the corridor towards them.

Look to the Future

If the investigators attend a meeting of the 'Look to the Future' group while Lostalus Black presides, and participate in the chant, they too will lose a point of POW permanently, and help send an Arab to the future. If the players confront Bryan Slim, he will attempt to distract them, and may even invite them to dinner (where he will infect their dinners with Black Fever). If they actually attempt violence against Bryan Slim, he will order his Arab guards to kill them, and, if successful in killing one or more investigators, will then go into hiding to escape prosecution. Even though he is likely to be found innocent, the trial would be an extreme inconvenience.

If they shoot or otherwise kill Bryan Slim, he will mutter with his dying breath something about "The podium . . . protect the podium from blasphemers. . ." If he is wounded seriously, he may order one of his Arab guards to "run to the podium and destroy what is there." The investigators should be tipped off at this point that they should go back to the building and look inside the podium for something. What they will find there is a pair of books. If the guards get there first, the investigators may have to shoot it out with them.

The books are: *Old California*, and a copy of the *Catechism of the Knights of the Outer Void* – this latter work was described in the first scenario. In addition, there is a strange drawing in the podium. The drawing is of the R'lyeh disk. If the investigators ever see a portion of the disk, they will recognize it from this drawing. The most interesting passage in *Old California* reads:

> *A missionary named Whateley visited and remained with a small tribe of Indians known as the Hotethk from 1837 to 1843, when he disappeared. Shortly thereafter, the Hotethk tribe itself disbanded, its elders evidently having vanished or died. This tribe was most interesting for its especially savage pagan rites, which the renegade Whateley seems to have encouraged. He either brought to or found with the Indians a peculiar structure which he called the Arc of Vlactos, and which he believed had connections to non-Christian sky demons. The only other known facts about the Hotethk are that they practiced the construction of Kachina dolls to house demons' souls, and that they worshipped gods not found elsewhere in California, such as the serpent-god Yigg, and the horned-god Shoob Niggeratt. They dwelt in Devil's Canyon, in the Mojave desert.* *[17-B]*

3. The Coven of Cannich

A Denver, Colorado, townsman hires the Investigators to travel to the Scottish Highlands. His uncle has mysteriously disappeared after sending three puzzling letters. Travel and living expenses are provided.

[18-D]

H. M. Hancock
Hancock House
Cannich, Scotland
May 12, 1924

Dear Jacob,

My greetings to you Jacob and fondest regards to your father. I hope to join you this fall if They do not find me before I am able to leave Scotland.

I realize that neither you nor your father have ever believed any of the strange legends which I have related to you, but I can turn to no one else. If my life is of any value to you, please look into this matter for me.

I am in desperate need of an artifact which I believe may be found in a museum at Miskatonic University, Arkham, Massachusetts. The object is a small greyish green stone shaped like a five-pointed star. I had hoped to find one at the dig, but I fear that work there is not going fast enough and that They will get their supernatural aid before I find the star-stone.

Please make every effort to obtain the star-stone, but if word should reach you that something has happened to me, obtain the star-stone for yourself, for They will be on your trail soon.

Your Uncle,
Henry Hancock

[Note: Jacob's father died ten years ago. The reference to him is a code between Henry and Jacob indicating authenticity of the message and urgency.]

Copies of the above letter and the letters to the right should be given to the investigators by Jacob Hancock when they are first engaged by him.

Introduction for the Keeper

The investigators have been approached by agents working for Jacob Hancock of Denver, Colo. Jacob is convinced that his uncle, Henry Montague Hancock, is in danger if not already dead. He wishes to learn what is wrong with his uncle. It will take a long time to send him aid, and he fears that it may arrive too late. Should his uncle still be alive, he may need help.

The agents have copies of letters from Henry to Jacob and will give them to the investigators. Jacob Hancock will pay the investigators' passage to Glasgow, Scotland, and give them funds to enable them to take the train to Inverness where they can hire transport to Cannich, where Henry Hancock's house is located. They will be given letters of credit enabling them to withdraw 3£ per day per investigator from the Royal Bank of Scotland. The Hancocks have funds on deposit there and Jacob is transfering additional monies, but that transaction will take several weeks.

The investigators will encounter no difficulties until they reach the village of Cannich. There they must discover what happened to Henry Hancock. These investigations will lead them to a conspiracy involving sinister serpent people, witches, and an artifact with which the Masters of the Silver Twilight plan to raise the city of R'lyeh from the depths of the sea.

The majority of the villagers will do nothing either to aid or hinder the investigators. Those villagers who may interact with the investigators are listed in the *Characters* section of this scenario.

The scenario divides in three sections: (1) the Hancock House, (2) the Hancock Dig Site, and (3) the MacBain

[19-D]

H. M Hancock
Hancock House
Cannich, Scotland
May 14, 1924

Dear Jacob,

I fear that this message will be the last you get from me for some time. Unless I flee this area the Sons of Yog Sothoth will be upon me. Lorne discovered that Belphegor is a leader of the group and he fears that They are aware of our discoveries.

Margaret brought me a star-stone, but try to find more, for I need all I can get.

The first piece was stolen from the dig site last night, but They did not get the second piece. I have it well-hidden now and They will not get it from me. We do not know what they want the pieces for, but we think there are three altogether.

Adam disappeared today. He stopped-by yesterday evening, but this morning Fergus says Adam checked out and left late last night. Adam being afraid of the dark since the African episode last year, would not have left at night and I fear that he has run afoul of Belphegor's people. Lorne does not know about Adam's disappearance yet and I fear that telling him would be too much for the old man.

All of these problems started with the arrival of the French woman. I will confront her in the morning.

Make sure that you obtain a star-stone for yourself as soon as possible and keep it with you always.

Give my greetings to your father.

Your Uncle,
Henry Hancock

[19-D]

Henry Hancock
Hancock House
Cannich, Scotland
16 May 1924

My Dearest Jacob,

All of my fears have proved to be unfounded. If my letters of late have seemed to indicate trouble I hope that you will forgive me. I realize that my imagination had run wild. There never was any danger.

Adam and I are going to head back to Africa in the morning and we will be out of touch for some time, but there is no cause for alarm. We can take care of ourselves. We stumbled across an amazing find, but must re-check our previous work.

Give my greetings to the rest of the family.

With fondest regards,
Henry M. Hancock

[Note: This letter is not really from Henry. Jacob's concern for his uncle's safety is based on the obvious falseness of this letter, for Adam was frightened by something they discovered in Africa and could not be persuaded to return to the continent, let alone to their dig site.]

House. Each location has a piece of the R'lyeh disk hidden there. The investigators must find all three pieces of the disk and keep them from falling into the hands of the Masters. If the Masters of the Silver Twilight have even one of the pieces, they may be able to create a new disk. If the investigators discover the use of the R'lyeh disk and keep it from the serpent men they will receive 1D6 SAN points each. The keeper should not tell them too much about the disk. It is likely that they will not recognize the significance of the disk until later in the campaign when they find the other artifacts being sought by the Masters of the Silver Twilight.

If the characters rescue the MacRae baby, they will gain 1D10 SAN points each. Killing Belphegor, MacBain, or Chantraine will give 1D4 SAN points each. Laying Henry's ghost will gain them 1D6 points of SAN each.

The investigators will not be allowed to take firearms into Britain–all such weapons will be confiscated in Glasgow. They will be able to purchase shotguns if they have written permission from a farmer to hunt on his land. Such weapons may be purchased in Inverness once the investigators have been to Cannich long enough to make friends with a farmer to sign the papers.

This scenario is designed to confuse and misdirect the investigators. The Englishman, Tommy Hayes, really works for Scotland Yard, but the majority of the villagers, including the constable, suspect him of dealing with the witches. The innkeeper, Fergus (secretly a witch), will attempt to make friends with the investigators so that he can give them false or misleading information. If they get too close to the truth, he will betray them and do his best to have them killed. The keeper should not make it easy for the investigators to figure out who they can or cannot trust.

THE SITUATION IN CANNICH

Henry Montague Hancock, an American big-game hunter and archaeologist, moved to the small Scottish village of Cannich for a rest after an interesting dig in Africa. His colleague, Adam Chisholm, went insane in Africa and needed a safe place to recover so they chose the remote Scottish village and moved in.

While in Cannich, Henry made friends with Dr. MacParlan. He read the doctor's manuscript about a Roman expedition to Loch Mullardoch and set out to locate the Temple of Aesathog mentioned in it. Henry suspected that the Aesathog mentioned should have been translated as Azathoth.

Within two months they had discovered a ruin on the shores of the loch and had begun excavation. They sent for Andrew Kennedy, whose specialty was the Picts and he identified many of the items found as of Pictish origin. They also found the remains of Roman soldiers and a number of deformed people. Most importantly, they found one of the pieces of the R'lyeh disk, which Henry hid in the secret room in his basement.

The project had become too large for them and on the recommendation of Fergus MacInnes they hired the MacQuarrie brothers to dig.

About the same time, Belphegor, a Son of Yog-Sothoth and a servant of the Silver Twilight, arrived with orders to find the R'lyeh disk.

The Masters of the Silver Twilight knew that the R'lyeh disk had been lost near Loch Mullardoch, and the time had now come to find it.

Carl Stanford arranged for Belphegor to have the aid of a group of witches led by Duncan MacBain, another Son of Yog-Sothoth. Once the R'lyeh disk is found, Belphegor is to take it to America. Passage has already been booked for him and two companions on a steamship.

Henry Hancock, who realized the nature of the temple, obtained a star-shaped stone with an elder sign carved on it for protection. He also made sure that his two elephant guns were in good working order. The events in Africa taught him to fear the worst, but he was the type of person to make preparations for a fight rather than flee.

When the second piece of the disk was found, the witches became overzealous and murdered Adam Chisholm for it. Before Adam died he told the MacQuarrie brothers that Henry had another similar piece. Adam's body was hidden at the dig site. Henry was killed and his body hidden, but he did not tell them where the other piece was. The witches tore the house apart, but failed to find the hidden room in the basement which held the piece. Then Henry's ghost returned and drove them off.

When Belphegor failed to find the second piece, Alistair MacGillivray and Anne Chantraine came to help him. Duncan MacBain also enlisted the aid of some serpent people.

Anne Chantraine uses a sacrificial ritual to stay alive and young. It will wear off within a few days of the time the investigators arrive. The serpent people have kidnapped the MacRae baby and are keeping it alive in their caverns behind the MacBain House until Anne needs it for the sacrifice.

Under Anne's leadership, the witches are keeping up the work at the dig site. They will keep an eye on anyone who is connected with Henry Hancock, hoping that they will be led to the missing piece of the disk. Anne has given orders that no pains be spared to recover the disk. The witches are afraid to enter the house for fear of Henry's ghost.

THE HANCOCK HOUSE

The Ground Floor

Room 1. This is the entry. There is an umbrella stand near the front door in which Henry Hancock's walking stick stands. If the investigators talk at length with someone familiar with Henry's habits, they will learn that he never went anywhere without his stick.

Room 2. This is a closet, in which are several different styles of coats and sweaters. All have the initials "HMH" sewn into the lining. The front of the hunting jacket holds, in handy loops, 18 shells for a large-calibre elephant gun. There are twenty such loops.

Room 3. This is the parlor. On one wall there is a photograph of Henry Hancock standing next to a slain elephant somewhere in Africa. Everything is quite ordinary.

Room 4. This is the living room. There are a number of cushioned chairs here, a small table, and a lion's head over the fireplace. On the mantle are three small artifacts which Henry picked up in Africa. None of the artifacts appear out

of the ordinary to a trained archaeologist, but would be strange to most people. Over the fireplace is a two-weapon gun rack; one set of mounts holds a large-caliber elephant gun, but the other is empty.

Room 5. This is the library. There is a single large chair and a table in the room. The walls are lined with bookshelves. A successful Library Use roll will allow an investigator to see that someone has rearranged many of the books without bothering to replace them where they belong. The disturbed sections are those dealing with the occult, British archaeological sites, and witchcraft. Reading any of the occult books will cost the reader a point of SAN, and also add 1% to his Cthulhu Mythos. There are five of these books.

Room 6. This is a small linen closet. No secrets here.

Room 7. This is a closet. There is an old trunk here in which old clothes are stored. Someone has carelessly searched through it recently.

Room 8. This is an unmysterious bedroom.

Room 9. The bathroom. The tub and WC look like they were added in the last few years.

Room 10. The kitchen. The original builder intended the owners to cook their food over an open fire in the fireplace, but a coal-burning stove has been added recently. The cupboards are well-stocked with food, most of which is now stale. The cupboards have the appearance of having been searched hurriedly.

Upper Floor

Room 1. A hall. There are paintings on the wood-paneled walls. One of the panels has been pried loose and replaced with some care. A successful Spot Hidden roll is necessary to notice the tampering. Behind the loose panel is a crawl space into which Henry Hancock's mangled body was dumped. He has been dead for some time, and was apparently tortured to death. Henry's ghost now haunts the house attempting to kill his slayers. The ghost cannot tell one human from another, though. He will attack anyone alone in the house at night. He has an INT of 13 and a POW of 16. If a large party is in the house at night, Henry's ghost will wait until one of the party is separated from the others before attacking. If the investigators have brought Jacob Hancock with them, or if they can convince the ghost of Henry that they are not the ones who killed him *and* that they were sent by Jacob Hancock, he will leave them alone. This persuasion will be difficult. If the players discover Henry's body and have it buried, the ghost will still haunt the house until the piece of R'lyeh disk is also removed. Merely removing the R'lyeh disk will not put Henry's ghost to rest. Seeing Henry's ghost costs 1D8 points of SAN unless the player makes his SAN roll, in which case it costs 1D2 points of SAN.

Room 2. This room is being used for storage. There are large boxes, bundles of old clothes and the like stored here. None is of interest.

Room 3. The master bedroom. This room has been torn apart by searches. The carpet and bed have been ripped up. All of the furniture is knocked about. There are two large holes in the door (made by Henry's elephant gun, which is broken and half-buried in the wreckage).

Room 4. An ordinary bedroom, unused for several years. there are dust covers on the bed, a small table, and a chair. There are no ashes in the fireplace.

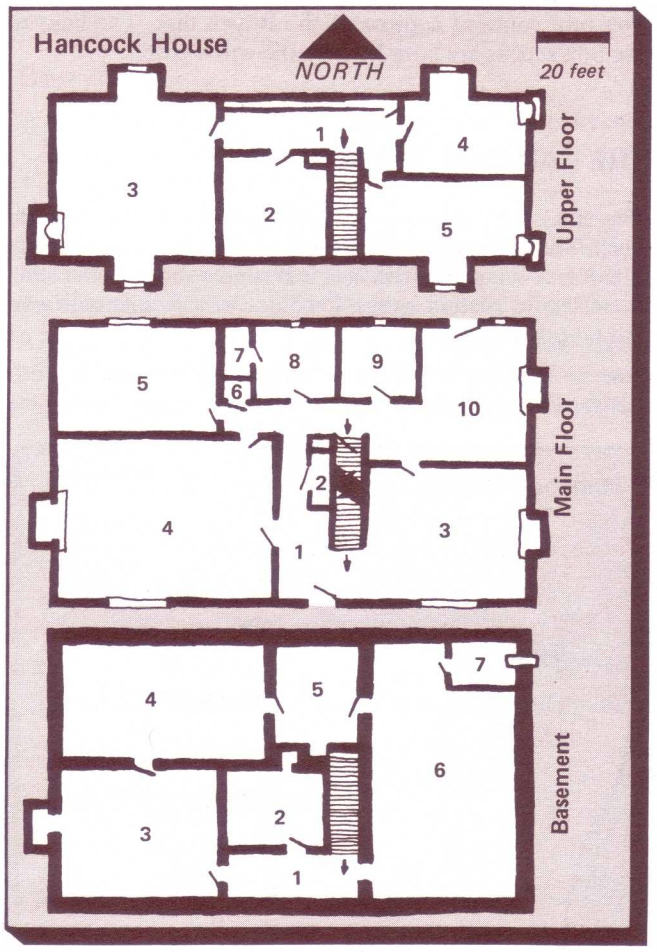
Room 5. Same as room 4.

Basement

Room 1. A short hall. The walls are of stone.

Room 2. The study. This room looks like a tornado hit it. The desk is smashed and the floor is littered with papers, pens, and clippings. A built-in wall safe has been blown open by explosives and is empty. Nothing left in the room is of value for anything but starting a fire.

Room 3. Henry Hancock's trophy room. The walls are lined with the heads of nearly fifty animals. A successful Zoology skill roll indicates that all of the animals are native to Africa. There is a glass display case in the center of the



Power Drain

This spell matches the caster's POW vs. the target's POW on the resistence table. If the caster overcomes the target's POW the target will lose 1D6 points of POW which transfers to the spell's caster. This transferred POW will be regenerated by the spell's target normally. The POW will be available to the caster for a full day only, when it will dissipate. Casting this spell costs 1D8 points of SAN. If the caster fails to overcome the target's POW he must expend 6 points of POW. Otherwise he will lose nothing.

Additional spells are described on page 12.

room containing marksmanship trophies and medals embossed with Henry Hancock's name. The walls of the room are expensive oak paneling. A successful Spot Hidden roll will reveal a secret door leading to room 8.

Room 4. This is a large workroom. Three large tables contain artifacts from Henry Hancock's digs. They are all conventional Pictish items. A work bench with tools and a stool are the only other furnishings.

Room 5. This room is empty. The fireplace is clean, but has the makings of a coal fire laid in it.

Room 6. This room is full of old junk, tools, and several pieces of old furniture, all covered with sheets.

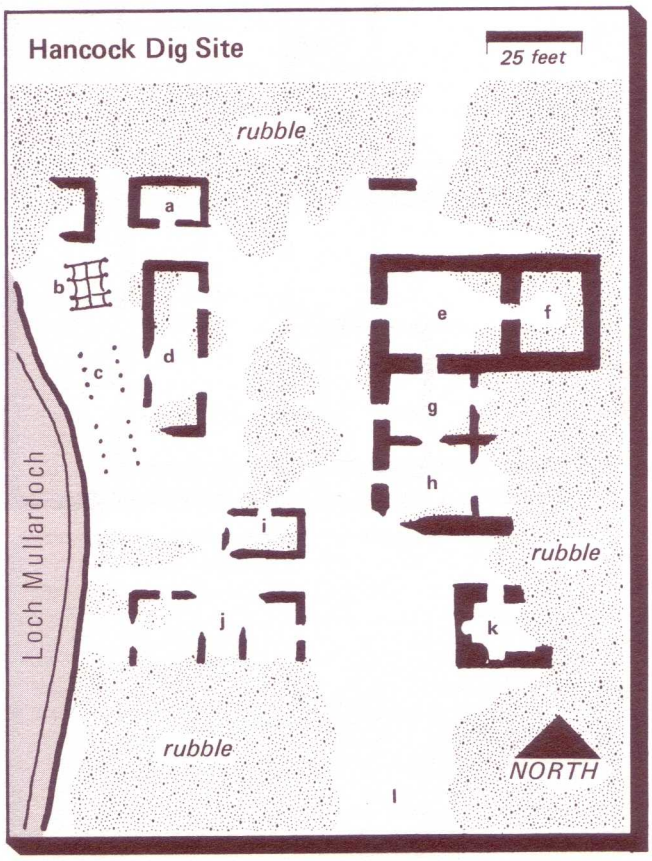
Room 7. The coal cellar. This room is half-full of coal. The three or four rats here will scurry away.

Room 8. This is a secret room. It holds a small table on which an iron box rests. This box has two locks built into it. If both locks are successfully picked, a sharp knife will easily cut the wax seal and enable the box to be opened. The box contains a piece of the R'lyeh disk. The keys to the box's locks are both held by the witch coven.

THE HANCOCK DIG SITE

The site of the dig is on the north shore of Loch Mullardoch. The entire area is now covered with excavated rubble. There is a camp site with one tent on the shore of the loch. A successful History skill roll will identify Roman artifacts, but no others.

Site A. This building was the quarters of the settlement's leader. Henry Hancock used it as the headquarters of the dig. Two wooden tables are piled high with artifacts, some of which includes armor and equipment belonging to Roman legionnaires.



Site B. Henry Hancock's tent. Easily identified by personal papers and belongings. The tent has been thoroughly searched, but little is damaged. There is a five-pointed star stone under the bunk. Among the papers is a copy of a page from *Nameless Cults.*

> "An excellent example of [evil Pictish groups] is that from near Loch Mullardoch, in Scotland. These Picts worshiped the being known elsewhere as the Daemon Sultan, but, as in some other locations, the Picts did not perform this worship unbidden by beings of an older, and more malign species. Indeed, I know for a fact that these remnants from the days of pre-human reptiles even now walk the Earth.
>
> Another place where such beings may lurk is in North America, where the Great Old Ones were worshiped long before the times of Columbus. I am here thinking specifically of those locations now held by the Spanish [Editor's note – this was originally written before the U.S. took over western North America] in California."
>
> *– Nameless Cults*
>
> *[22-D]*

Site C. This area had two tents pitched on it. They are now gone. (Duncan MacBain sank them in the loch to give authenticity to the tale that Adam had packed up and gone to Africa.)

Site D. This building was a stable. Buried in the rubble in the southwest corner is Adam Chisholm's body.

Site E. Temple of Nyarlathotep. This area has been thoroughly gone over by the MacQuarrie brothers and nothing of interest is left, except a large sphinx-like statue with a blank oval for a face. A successful Cthulhu Mythos skill roll will identify the statue as one of the forms of Nyarlathotep.

Site F. The Temple of Azathoth. This area must be excavated if anything is to be learned. A successful Cthulhu Mythos or Archaeology skill roll will identify the temple through displays over the altars. The bones of several humans and two large reptiles (serpent men) can be found by digging. Two of the humans can be identified as Romans because of their equipment. If one of the party knows the Gate spell, he can see that a gate once was a part of the room, but there is no way to tell to where it opened.

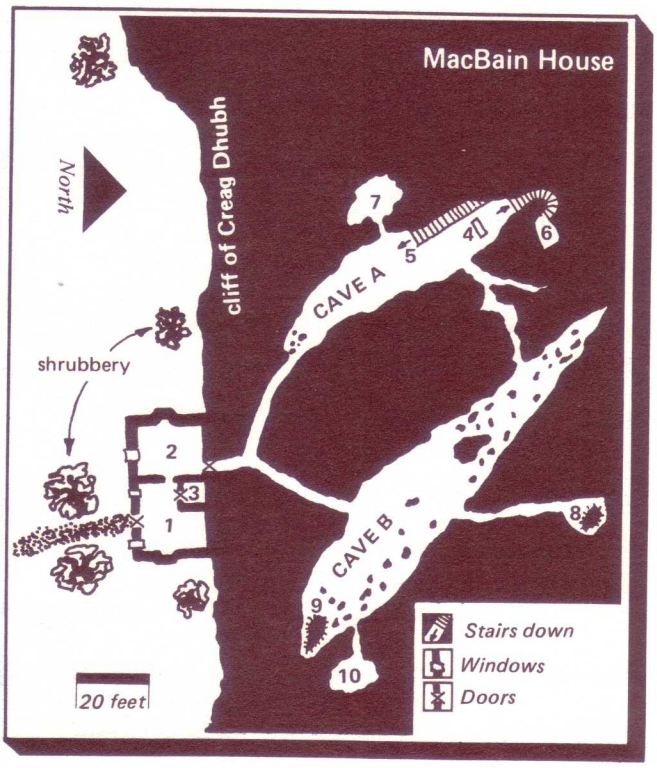
Site G. Priests' quarters. A few old utensils and pot shards can be found in the rubble but nothing of much inportance.

Site H. The eating hall of the temple. This area has been picked clean of artifacts.

Site I. A storehouse. Buried beneath the rubble and the skeleton of a Roman is a third of the R'lyeh disk.

Site J. A barracks building. A number of non-Roman pottery shards and weapons can easily be found.

Site K. A fortified tower. A large number of skeletons are buried in the rubble to the north. Not all of the skeletons are human–some are large reptiles (they are serpent men).



Site L. The trail to Cozae Lodge and the road to Cannich.

THE MacBAIN HOUSE

The Cottage

Duncan MacBain lives in a stone-walled, thatch-roofed cottage beneath a low cliff on the side of Creag Dhubh. A well-kept trail leads from his house to the top of the mountain and another fork of the trail leads to the woods near Cozae Lodge.

Point 1. Main room. A large wooden table takes up most of the space. It is cluttered with papers, old books, and various arcane implements. The papers are in Duncan's own code and of little value to anyone else. There are six old books on magic and the occult. Reading them all will raise the reader's Occult knowledge by 25%. They do not go into anything deep enough to increase anyone's knowledge beyond 50%, however. A seventh book is *True Magick* by Theophilius Wenn (see *Call of Cthulhu*, p. 60).

A single battered chair is the only other item in the room. (Fastened to the bottom of the chair is a list of all members of the witches' coven and a letter from Carl Stanford to Duncan MacBain.)

Point 2. Duncan's bedroom. There is a battered brass bed with dirty sheets and a down comforter. An ancient and battered wardrobe stands against the north wall. (Behind it is the entrance to a tunnel.) The wardrobe contains a few items of Duncan's clothing, several candles, and a box of matches. Beneath the bed is a small box containing junk and a watch with the initials H.M.H. engraved on the back.

Point 3. A small kitchen and storeroom. There is a small wood-burning stove, a few dirty pots, pans and plates, a dozen tins of food, and a half-empty bottle of whiskey.

Cave A

A large natural cavern which has been modified to become a temple. There is a single serpent man guard in the room 25% of the time.

Point 4. An altar covered with brown stains and carvings. It costs 1D3 points of SAN to behold unless a successful SAN roll is made. A successful Cthulhu Mythos roll reveals that the altar is dedicated to Nyarlathotep, the Crawling Chaos.

Point 5. A flight of stone steps worn down by the passage of countless feet. They lead to a secret door near the standing stones on the top of the mountain. Two serpent men

[23-D] **COVEN MEMBERS**

D. MacBain (SOYS)	A. MacGillivray (KOTOV)
F. MacInnes (KOTSG)	I. MacLennan (KOTOV)
W. MacMurdo (KOTSG)	Margaret MacNair (KOTSG)
T. Hayes (KOTSG)	A. MacQuarrie (KOTOV)
J. MacQuarrie (KOTSG)	Willie Wassle (KOTSG)

Text of a letter from Carl Stanford to Duncan MacBain. There is no return address or date.

Dear Mr. MacBain,

This letter will introduce you to Belphegor, a valued member of our order. He is being sent to you to aid you in your search for the R'lyeh disk.

Maintain your surveillance of the Americans. They may stumble on the disk at any time. If they find it, they will have to be taken care of.

I expect that you will have found the disk soon. Your passage and that of Belphegor have been arranged by our people in London. You must both be on that ship when it sails.

Obey Belphegor as you would obey me. Glory to the Gods. Yog Sothoth Neblod Zin.

With confidence in your abilities,
Carl Stanford

[23-D]

NPCs BY LOCATION

Cannich

Potential Allies

Tommy Hayes, King's Head Inn, a member of Scotland Yard investigating Belphegor by infiltrating the witches' coven.
Angus MacNair, a farmer whose sister joined the witches.
Sandy MacNeil, the local constable.
Rab MacRae, Elizabeth's husband, a farmer.

Information

Andrew Kennedy, King's Head Inn, an archaeologist and Pict specialist.
Tammas MacIvar, local postmaster.
Jamie MacNab, owner of the only store in town.
Dr. Lorne MacParlan, the local doctor and a scholar.
Elizabeth MacRae, whose baby was kidnaped.

Coven Members

Anne Chantraine, the true leader of the witches, a Master of the Silver Twilight.
Alistair MacGillivray (KOTOV), King's Head Inn, a teacher.
Fergus MacInnes (KOTSG) owner of the King's Head Inn.
Ian MacLennan (KOTOV), the wealthiest farmer in the area.
Wully MacMurdo (KOTSG), the town bully.
Margaret MacNair (KOTSG) barmaid at the Inn.
Wille Wassle (KOTSG) a farmer but now insane.

Cozae Lodge

Information

Sandy MacBean, a shepherd.
Ian MacDonald, a farmer.

Inverness

Information

Father Andrew MacBride, a Catholic priest.

Liatre

Information

Rabbie MacLaren, a trapper.

Coven Members

Andrew MacQuarrie (KOTOV), a farmer.
Jamie MacQuarrie (KOTSG), Andrew's brother, a farmer.

MacBain House

Coven Members

Belphegor (SOYS), the apparent leader of the witches.
Duncan MacBain (SOYS), the leader of the witches after Anne Chantraine.

guard the upper passage 75% of the time. If they detect intruders they will use their death rays from the head of the stairs until aid arrives.

Point 6. This is a narrow flight of stone steps leading into the bowels of the earth. These steps lead to the living quarters of the serpent people and to a massive tunnel complex that extends for miles. Seven serpent men will be here 75% of the time.

Point 7. This room is littered with countless numbers of human bones, remains of those who have been sacrificed by the serpent people. In the southern end of the room is wooden box lined with blankets. The box contains the living MacRae baby. (If the investigators take more than a few days, the keeper may wish to have them be too late, in which case they will find the baby's body among the litter of bones.) If the investigators do not search the room, the baby will start to cry so they will hear and rescue him.

Cave B

A large natural cavern obscured by many stalactites and stalagmites. Normally this cavern is empty.

Point 8. A slime-covered tunnel leading nearly straight down. If the serpent people discover intruders they will call a cthonian who will come either from this tunnel or from the tunnel marked "9." If the investigators attempt to decend into either of these tunnels, they will be met by the cthonian, whether he has been called or not.

Point 9. A deep pit or tunnel with faint traces of slime along the northwest edge (see point 8).

Point 10. A small chamber which contains a rack of 1D2 death rays, and a pile of dried meat (it is human meat and anyone discovering this by succeeding in a Zoology roll – must make his SAN roll or lose 1D2 points of SAN.) If the witches have any pieces of the R'lyeh disk, they will have placed them here.

Keeper's Notes for the Caves

The serpent people do not expect an invasion of their caverns and will not be alert. However, if any member of the investigator's party fails to make a Move Quietly roll, or deliberately makes any loud noise (such as screaming upon failing a SAN roll), the serpent people will be warned and will try to ambush the party. Serpent man seven will always call the cthonian as soon as he suspects trouble. He will avoid combat and attempt to cast spells. The other nine serpent people will attack regardless of risk to themselves since they count on serpent man seven to use the Resurrection spell on them should they die. They are also somewhat degenerate examples of their race, and have low INT.

INFORMATION

Information 1. The *Daily Mail* has an article on file telling of Henry M. Hancock's arrival from Africa with the intent to settle in the area. Adam Chisholm, Henry's colleague, is to stay with him for a rest after suffering a breakdown in Africa. The article is a copy of one written for the Geographical Society of London.

Information 2. The *Sun*, a tabloid, has an article that claims to be an interview with Adam Chisholm, African explorer. The article relates a tale of an encounter with giant blood-sucking worms.

Information 3. The government clerk has only two recent land purchases listed for the area around Cannich. One is a deed in the name of Henry M. Hancock and the other is in the name of Linda MacArthur. Both pieces of property had formerly belonged to the Crown. A hundred years earlier they had belonged to a family named MacArthur, but had been turned over to the Crown for back taxes.

Information 4. On the wall of the post office is a wanted poster for a man going by the name of Belphegor. He is wanted for murder and kidnaping. There is a reward of 250£ for information leading to his capture.

All of the above information is available only if the investigators look in the correct places. The investigators have access to this data only if they go to Inverness.

Library Information

The following information is available in the Inverness library if the character makes a successful Library Use roll.

Information 1. Under "Witchcraft." There are almost no instances of witchcraft reported in the Western Highlands in the last 400 years. In March of 1620 Anne de Chantraine was arrested and charged with witchcraft in the town of Inverness. She was 17 years old, lively, intelligent, and unusually pretty.

Anne was held in prison for a year before being tortured three times. All three interrogations were made after she made a full confession of her evil acts. She was held in prison for another year and burned at the stake on October 18, 1622. The priest who was present at the execution said that "the prisoner was stupid, and did not understand what she said, though sometimes she seemed quite right in her mind. Such an ugly wicked girl deserved to die. Her pretense of insanity did not fool me for a moment."

Information 2. In Edinburgh in 1745, Anne de Chantraine, a young girl in her late teens, was arrested on charges of witchcraft. She was released later that year upon order of a local justice, a peer.

These two accounts are found in different volumes. The investigators would have to be familiar with Miss Chantraine's name before they would notice this information. The Inverness Library is small and mostly devoted to folklore about nearby Loch Ness; it has little else to offer.

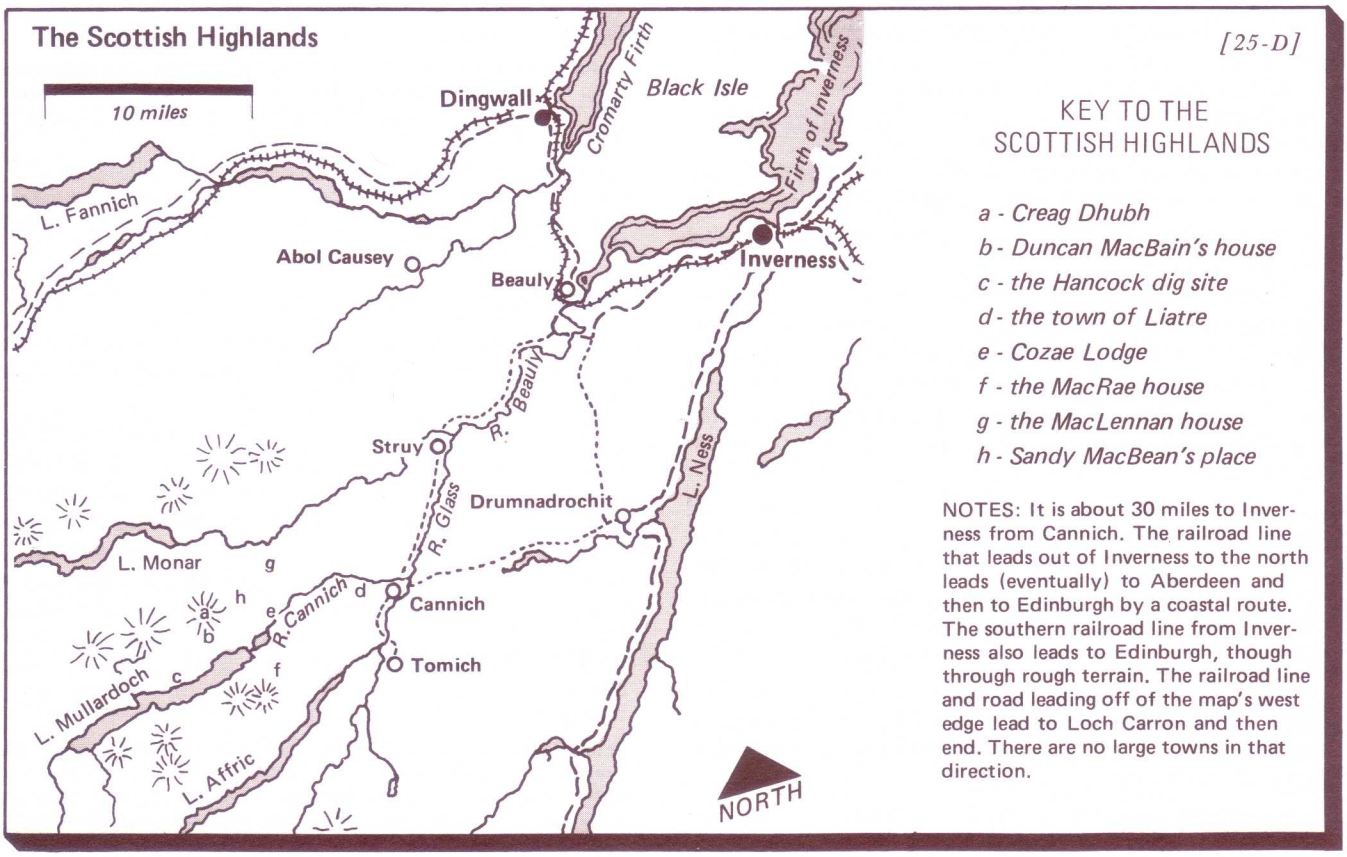
CHARACTERS

The majority of the people who live in the area near Cannich are not concerned with foreigners and will have little if anything to do with them. The recent events involving Henry Hancock are known to few. Those individuals who can either help or harm the investigators are listed. The keeper may add individuals to this list if necessary. Each name will be followed by the place of residence and a brief note on who the individual is. More detailed information follows the lists.

The first listing of these characters is by geographical location, with sub-headings indicating whether the characters are in the class of potential allies, strictly an information source, or a coven member.

The second listing shows an alphabetized roster of non-player characters by class.

The third list is of non-player characters by class, but giving full stats and personality notes.



CHARACTERS

Belphegor

Belphegor is the apparent leader of the witches' coven. He was sent to the area to recover the R'lyeh disk. He is a Son of Yog-Sothoth. He carries a knife in a shoulder sheath under his jacket at all times. Carl Stanford has promised to teach him the spell Steal Life as soon as the R'lyeh disk is recovered. He is 43 years old.

BELPHEGOR

STR 9	CON 11	SIZ 10	INT 14	POW 16
DEX 12	CHA 16	SAN 0	EDU 18	HP 11

Skills: Read/Write English 90%; Read/Write Latin 80%; Read/Write French 50%; Read/Write Italian 100%; Speak English 70%; Speak Latin 60%; Speak French 30%; Speak Italian 90%; Archaeology 75%; Astronomy 70%; Cthulhu Mythos 100%; History 50%; Occult 90%; Listening 80%; Drive Automobile 35%; Hide 45%; Move Quietly 75%; Oratory 95%; Dagger 75%; Throw Dagger 90%

Spells: Mindblast; Summon/Bind Byakhee; Contact Cthonian; Contact Serpent People; Contact Deep Ones; Call Yog Sothoth; Contact Nyarlathotep; Contact Cthulhu; Create Gate; Dread Curse of Azathoth; Shriving; Voorish Sign; Elder Sign.

Anne Chantraine

Anne Chantraine is apparently a young Frenchwoman of great beauty. She has replaced Belphegor as the leader of the witches' coven. Anne lives with Ian MacLennan in Cannich.

Anne was born in Scotland in 1603. She was arrested for practicing witchcraft when she was 17, but escaped with the aid of her associates, who replaced her with a girl of similar size and general appearance. She fled to France where she learned the spell Steal Life. She was a founder of the Masters of the Silver Twilight in 1657. When things became too dangerous for her in France, she went to London where she met Carl Stanford. Anne returned to Scotland in 1730 and was arrested for witchcraft in 1745, but was released when she beguiled a local peer of the realm. She then traveled to the Americas, hoping to see John Scott, only to learn that he had been killed. She had met him years before when she had visited Boston. Anne went into hiding for several decades and studied history and the occult hoping to learn more.

Anne's research and that of other members of the order revealed the location of and method for restoring the lost city of R'lyeh. Since then the Masters of the Silver Twilight have been devoted to doing all in their power to restore Cthulhu and R'lyeh. When Belphegor had trouble finding the R'lyeh disk, Carl Stanford asked her to go to Cannich, Scotland, and take command.

Since Anne is potentially immortal, she is cautious and never does anything to put herself in physical danger. She always carries a .22 automatic concealed on her person, even sleeping with it. She seldom carries extra ammunition since it would be difficult to conceal. She relies on her seeming youth and innocence for protection.

When Carl wanted to establish the Hermetic Order of the Silver Twilight, Anne recommended John Scott's old farm. Carl did better than that: he resurrected John Scott and had him build up the order.

Anne is wanted by the Soviet Union for questioning. She killed two soldiers and escaped during the confusion when Petrograd (St. Petersburg) was taken by the Red Army in 1917. She hopes that the passage of time will cause them to forget about her so that she can reclaim her property there. She is 317 years old but appears to be 17.

ANNE CHANTRAINE

STR 10	CON 10	SIZ 9	INT 17	POW 16
DEX 14	CHA 17	SAN 0	EDU 35	HP 10

Skills: Read/Write English 50%; Read/Write French 100%; Read/Write German 65%; Read/Write Latin 95%; Read/Write Russian 50%; Read/Write Arabic 85%; Read/Write Greek 80%; Speak English 60%; Speak French 100%; Speak German 50%; Speak Russian 70%; Speak Latin 90%; Speak Arabic 70%; Speak Greek 35%; Archaeology 95%; Astronomy 75%; Cthulhu Mythos 100%; First Aid 90%; History 100%; Law 75%; Library Use 100%; Linguist 80%; Make Maps 75%; Move Quietly 90%; .22 Automatic 90% (1D6 damage—enchanted bullets); Knife 80% (not normally carried).

Spells: All spells in *Call of Cthulhu*; Mindblast; Power Drain; Steal Life.

Duncan MacBain

Duncan MacBain is a Son of Yog-Sothoth and a personal friend of Carl Stanford. They regularly correspond. Duncan led the coven until Belphegor arrived.

The villagers think of MacBain as a crazy old man. He lives alone on Creag Dhubh in a small stone house with a slate roof. His house opens to the serpent mens' caves.

MacBain has made friends with the few remaining serpent people in the area and can enlist their aid if necessary.

MacBain often tramps about in the forest with his shotgun. He seldom leaves home without it. He even takes it with him when he goes into Cannich to buy supplies. He is 74 years old.

DUNCAN MacBAIN

STR 13	CON 8	SIZ 9	INT 10	POW 12
DEX 10	CHA 7	SAN 0	EDU 12	HP 9

Skills: Read/Write English 60%; Read/Write Latin 25%; Astronomy 80%; Cthulhu Mythos 100%; History 50%; Occult 75%; Listening 40% (he is hard of hearing); Debate 70%; Oratory 80%; 20g Shotgun 60%.

Spells: Contact Serpent People; Summon Hunting Horror of Nyarlathotep; Bind Hunting Horror; Contact Cthonian; Summon/Bind servitor of Outer Gods; Summon/Bind Byakhee; Brew Space Mead; Voorish Sign; Contact Ghoul.

Alistair MacGillivray

Carl Stanford sent Alistair, a Knight of the Outer Void, to Cannich. Carl felt that Duncan MacBain could use Alistair's skills.

From Galashiles in the south, Alistair lives at the King's Head Inn in Cannich. He is supposed to be a school teacher on an extended holiday, but since he is not a highlander, many of the villagers suspect that he is involved in the mysterious happenings of recent months.

If questioned he will give no useful information. He is 40 years old.

ALISTAIR MacGILLIVRAY

STR 11	CON 15	SIZ 12	INT 15	POW 16
DEX 12	CHA 11	SAN 0	EDU 15	HP 14

Skills: Read/Write English 75%; Read/Write Latin 45%; Read/Write French 40%; Speak French 25%; Archaeology 15%; Cthulhu Mythos 65%; History 60%; Library Use 80%; Make Maps 70%; Drive Automobile 30%; Move Quietly 50%; Bargaining 50%; Credit Rating 50%; Swim 60%; Knife 75%.

Spells: Call Azathoth; Dread Curse of Azathoth; Mindblast.

Fergus MacInnes

Fergus is ambitious and desires power over his fellow villagers. He recently joined the witches' coven thinking that it would aid him in his ambitions. He is the owner of the King's Head Inn in Cannich.

Fergus will not let anything or anyone threaten his ambition. He is cautious and will only attack when the odds are in his favor and when there is little likelihood of his being connected with the crime. He does not want the villagers to suspect him.

Fergus pretends to befriend anyone staying at the inn so that he can keep the coven informed on their activities.

If questioned about Henry Hancock he will say that Mr. Hancock and his friend returned to Africa as far as he knows. He says that any trouble in the area is caused by the few wolves that roam this part of the highlands. He is 37 years old.

FERGUS MacINNES

STR 15	CON 12	SIZ 14	INT 10	POW 10
DEX 10	CHA 9	SAN 0	EDU 5	HP 13

Skills: Read/Write English 25%; Accounting 35%; Chemistry 25%; Cthulhu Mythos 50%; Occult 75%; Taste Analysis 50%; Oratory 75%; Fist 65%; Club 60%.

Ian MacLennan

Ian is the wealthiest farmer in the area. He is a member of the church choir at the local Church of Scotland and is considered to be a model citizen.

Ian shelters the local madman, Willie Wassle, and is considered a fine humanitarian by the community.

He is a Knight of the Outer Void.

The witches are financed by Ian and do all they can to protect his image of respectability.

Anne Chantraine is staying with Ian. Neither Anne nor Ian keep anything that would link them with matters out of the ordinary. He is 41 years old.

IAN MacLENNAN

STR 14	CON 15	SIZ 13	INT 10	POW 10
DEX 11	CHA 7	SAN 0	EDU 10	HP 14

Skills: Read/Write English 50%; Accounting 35%; Botany 75%; Cthulhu Mythos 100%; Listening 55%; Spot Hidden 30%; Drive Automobile 50%; Credit Rating 90%; Oratory 60%; Singing 75%; Climb 75%; Fist 65%; Knife 85%; 20g Shotgun 70%.

Wully MacMurdo

Wully is the strongest of the witches and does all of the heavy work. He lives in Cannich. He makes a club by breaking a piece of furniture or tearing off a tree limb whenever he feels a fight is about to start. He will not go to the village of Craskie. If anyone asks him questions about unusual happenings he will tell a large number of tales about werewolves being responsible. He cannot be tricked into betraying the witches. He is a Keeper of the Silver Gate, aged 28.

WULLY MacMURDO

STR 18	CON 16	SIZ 15	INT 9	POW 8
DEX 10	CHA 6	SAN 0	EDU 3	HP 16

Skills: Read/Write English 15%; Zoology 10%; Listening 80%; Spot Hidden 35%; Tracking 15%; Hide 35%; Move Quietly 50%; Cthulhu Mythos 21%; Club 70%; Fist 80%.

Margaret MacNair

Margaret is the barmaid at the King's Head Inn. She fell in love with Henry Hancock and provided him with a star stone holding the Elder Sign. When he failed to reciprocate her affections, she betrayed him to the coven. His death made her go temporarily insane. She lost all memory of Henry and becomes catatonic if his name is mentioned.

Margaret will not betray the coven consciously. Someone with the ability to Fast Talk her might be able to trick her into revealing something so long as Henry Hancock is not mentioned. She is 23 years old.

MARGARET MacNAIR

STR 12	CON 12	SIZ 10	INT 11	POW 12
DEX 14	CHA 12	SAN 20	EDU 4	HP 11

Skills: Read/Write English 30%; Accounting 25%; First Aid 60% Listening 50%; Spot Hidden 30%; Club 50%.

Spells: Elder Sign.

Andrew MacQuarrie

Andrew lives with his brother Jamie in the small village of Liatrie. The brothers are staunch members of the witches' coven, but they tend to be a bit wild. They are personally responsible for several murders, including Henry Hancock's. Not all were necessary. They will protect the coven by violence. Andrew is a Knight of the Outer Void, and is 30 years old.

ANDREW MacQUARRIE

STR 12	CON 14	SIZ 12	INT 12	POW 14
DEX 11	CHA 12	SAN 0	EDU 4	HP 13

Skills: Read/Write English 20%; Cthulhu Mythos 40%; First Aid 50%; Occult 50%; Listening 55%; Tracking 40%; Knife 60%; Fist 70%; 20g Shotgun 65%.

Spells: Brew Space Mead; Create Gate.

Jamie MacQuarrie

Jamie is Andrew MacQuarrie's younger brother. He is 27 years old and is a Keeper of the Silver Gate.

JAMIE MacQUARRIE

STR 13	CON 13	SIZ 12	INT 11	POW 12
DEX 12	CHA 11	SAN 0	EDU 6	HP 13

Skills: Read/Write English 30%; Cthulhu Mythos 20%; Occult 25%; Zoology 40%; Move Quietly 90%; Archaeology 10%; Knife 65%; Fist 80%; 20g Shotgun 50%.

Willie Wassle

Willie is crazy. He constantly babbles about Azzadod the Great. Anyone listening to him for more than a few seconds will be convinced that he should be locked up.

Willie lives in a lean-to behind Ian MacLennan's barn. Ian thinks that Willie is harmless and takes care of him.

Willie is devoted to Anne Chantraine and has promised her that he will summon Azathoth only if something happens to her. Should Anne be harmed or captured, Willie will call Azathoth as soon as it gets dark.

Willie keeps an enchanted club in his lean-to. Whenever the old man goes out at night he takes it with him. Willie is 62 years old.

WILLIE WASSLE

STR 9	CON 8	SIZ 10	INT 12	POW 7
DEX 12	CHA 5	SAN 0	EDU 6	HP 9

Skills: Read/Write English 30%; Cthulhu Mythos 100%; Occult 90%; Listening 50%; Move Quietly 75%; Club 60%.

Spells: Call Azathoth, Enchant Club, Elder Sign.

Serpent People

All have 1 point scales as armor. The bite attack does 1D8 damage plus poison of potency equal to the CON of serpent man.

It costs 1D6 points of SAN to see a serpent man unless a SAN roll is successful, in which case it costs no SAN.

Serpent man seven is the only one who knows spells, but he knows all of the spells listed in *Call of Cthulhu*. The rest are his degenerate guards. They have contact with other groups of serpent men and given time can bring others of their race to Creag Dhubh.

The leader serpent man (seven) is a sleek, mottled monster, with a long neck and head resembling that of some great viper, and a whip-like tail. He wears a mottled robe at all times, and his hands are smoothly scaled with only hints of claws at the fingertips. His cohorts, by contrast, are stumpy, dwarfed things, warted and rough. They look as though they have crossbred with humans, and have an anthropoid look about them. They are almost quadrupedal and serpent man seven towers over them.

The arcane science of the serpent men has given them a good weapon in their death ray. All the serpent men are armed with death rays. The serpent man death ray is made of bluish crystal, and gleams strangely in any light. There is a twisted handgrip, which does not fit the human hand well. A large blister of purple-veined blue glass surmounts the handgrip, and six thin rods of silvery hue project forward from the weapon, forming a sort of 'barrel.' Inside the blister sloshes a silver liquid, somewhat resembling mercury. When the death ray is fired, flashes and staccato shards of light race out of it to the target. The victim takes damage equal to 30 minus his CON. If the character has any sort of armor, it will help to dissipate the force of the ray. By way of example, if the death ray struck a character with a CON of 18, it would do 30-18 = 12 points of damage to him. The weapon can be fired twenty times before it must be recharged with the silver liquid. If a human wishes to try to use one of these weapons, his basic chance to hit is only 05%. The weapons only have 4 hit points, and so break easily.

SERPENT MEN

	Serpent man number									
	1	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
STR	13	13	8	13	11	12	11	12	16	11
CON	8	10	11	9	10	13	18	13	12	17
SIZ	5	7	6	5	5	4	11	6	7	6
INT	8	9	8	7	9	7	20	7	5	4
POW	9	9	10	9	9	9	18	7	11	13
DEX	14	14	11	10	11	11	16	10	11	12
Hit Points	7	9	9	7	8	9	15	10	10	12
Bite Attack	35%	35%	40%	35%	45%	50%	75%	35%	35%	60%
Damage	1D8	1D8	1D8-1D6	1D8	1D8-1D6	1D8-1D6	1D8	1D8	1D8	1D8
Note that all serpent men also inject a poison with a potency equal to the CON of the serpent man when they bite.										
Ray Attack	40%	45%	40%	35%	45%	35%	95%	35%	25%	20%

Cthonian

Serpent man seven can contact this Cthonian and summon it to his aid. Failure to make SAN roll upon seeing the creature costs 1D20 points of SAN. Success in making the SAN roll still costs 1 point of SAN. It has an ability to regenerate 5 hit points per round. It has 1D8 attacks per round. It has 5 point armor. The Cthonian is a complex monster, and it is recommended that the keeper look up their complete abilities and statistics in *Call of Cthulhu*, page 33.

CTHONIAN

STR 90	CON 41	SIZ 45	INT 26	POW 16
DEX 10	Move 6/1			HP 43

Weapons: Tentacle 75% (2D6+5D6); Crush 80% (5D6).

Henry Hancock

Henry is now a ghost. When he manifests himself, it is always as a semi-transparent form of himself with wounds open (from his torture session with the witches) and dripping spectral blood. His legs are not visible, but the whole lower half of his body trails off into a thin wisp of vapor. Seeing him will cost the viewer 1D8 points of SAN unless they make a SAN roll, in which case they will still lose 1D2 points of SAN. Seeing a ghost is a stomach-wrenching experience. When Henry attacks, he will suddenly swoop forward and appear to be clutching and gnawing at his victim. Each round, Henry will match his POW vs. the POW of the victim on the resistance table. If Henry overcomes the victim's POW, then the victim will lose 1D3 points of POW. If the victim overcomes Henry's POW, then Henry will lose 1D3 points of POW. At the same time, each round that the ghost attacks, the victim will take 1D3 points of damage, appearing magically as wounds on his body in the spots that Henry's ectoplasmic talons strike at him. If Henry's POW is ever reduced to 6 or less, or if he fails to overcome his foe's POW for three turns in a row, Henry will retire, to build his POW back up, before attacking again. Henry has an INT of 16 and a POW of 16.

Andrew Kennedy

Andrew is an archaeologist from Edinburgh and was a friend of Henry Hancock and Adam Chisholm. Andrew is

staying at the King's Head Inn for a few more days. He fears that if he stays he will disappear as did Henry and Adam.

Andrew can tell the investigators about the work that he, Adam, and Henry were working on. The dig site is on the north shore of Loch Mullardoch. The site was discovered by Henry and Adam, who were led to look there by a Latin manuscript Henry found in Inverness. (Andrew has a transcript of part of the Roman Expedition manuscript, but will show it to the investigators with reluctance.) He will direct them to Ian MacDonald who will direct them to the dig site.

Henry believed that the dig site would uncover the Temple of Aesathog mentioned in the manuscript. They found traces of Pictish inhabitants at the site, but did not find anything definite until a few days before Adam and Henry disappeared. That day they unearthed two human skeletons with bits of Roman armor and weapons. They also discovered a number of skeletons of large reptiles with which they were totally unfamiliar. That night they saw a huge creature like a slimy kraken near the shore of the loch. Henry and Adam were troubled by this and Henry sent a letter to America and suspended work on the site. That same day he uncrated his two elephant guns. Henry offered one to Andrew, but he preferred to move into town. A few days later Henry and Adam disappeared.

Andrew is frightened and is leaving for Edinburgh as soon as he finishes documenting their work. He fears that he will forget things if he delays in writing it down.

Sandy MacBean

Sandy tends his sheep on the slopes of Creag Dhubh. He is friendly and anxious to please any company he gets.

Sandy wears a five-pointed star-shaped medallion with an arcane symbol carved on it. The medallion was given to him by his grandfather, who had it from his father. They told him that as long as he wore it he would be safe. So far it has worked. Sandy's medallion contains the Elder Sign.

Sandy will tell tales of a race of serpent folk who are great sorcerers and witches to anyone who listens. These creatures live in caves beneath the mountain, and skulk in the Glenncannich forest. Lately they have been more active than usual, though their numbers have diminished. A few days ago Sandy saw a serpent man talking to old Duncan MacBain and a beautiful young woman.

Sandy knows the location of the Hancock dig site, but never goes there. He can also give directions to the MacBain House and the circle of standing stones on Creag Dhubh.

Sandy has heard that some of the farmers have been losing sheep to wolves or wild dogs, but so far his have been spared. He thought he saw a werewolf once, but could not be certain.

Father Andrew MacBride

Father Andrew MacBride is the Catholic priest for Cannich.

Father MacBride will allow the investigators to read his copy of the Roman expedition manuscript if they ask for it. He will not volunteer it since he has no idea that it could possibly interest them. He will be more interested in saving their souls than in telling them obscure folktales.

Ian MacDonald

Ian owns a farm at Cozae Lodge near Loch Mullardoch. All consider him to be an authority on his area.

Over a friendly cup, Ian will talk at length on any subject his companions desire. He will give directions without the drink.

Ian knows how to find the Hancock dig site, the ring of standing stones on Creag Dhubh, and the MacBain House.

Ian has seen Duncan MacBain talking with a foreign woman and a Sassenach near the shore of the loch. He has often seen Duncan and several local men (the MacQuarrie brothers among others) doing strange things near the standing stones.

He will tell of seeing non-human creatures near the loch and in the forest if the investigators successfully Debate him in a discussion over such things. These non-human creatures "looked like a cross 'tween a Chinaman and a great viper." He fled and saw no more.

Tammas MacIvar

Tammas is the local postmaster and town clerk. He and the constable are the only government presence in Cannich. Tammas is well-educated and not superstitious. If he is convinced that the investigators are the legal representatives of the Hancocks, he will give them the keys to the Hancock House. He declares that Henry Hancock was a great man. Henry planned to settle in Cannich and bought a fine house. Tammas will give them directions for finding the house and warn them that many villagers believe it to be haunted and that they might prefer to stay in the King's Head Inn.

In Tammas's office there is a wanted poster for a man calling himself Belphegor. Belphegor is wanted by Scotland Yard for questioning. There is evidence connecting him with a secret society, the Hermetic Order of the Silver Star. This secret society is thought to be involved in over a hundred kidnapings and at least ten murders.

Though there are rumors that a cult of witches is operating in the area, he finds no cause for alarm. Everyone knows that there are no such things as witches or magic.

There is a suspicious Sassenach (Englishman) in town who calls himself Tommy Hayes. If anything funny is going on in the area, the Sassenach is probably the cause.

If asked about Willie Wassle or Duncan MacBain he will admit that they are not in their right minds, but will insist that they are harmless old fools.

A bonny lass of a French girl is staying with Ian MacLennan, a fine member of the community, at the MacLennan farm. She is supposed to be Ian's cousin, but Tammas thinks that she is no blood relation of the MacLennans. The young woman's name is Anne Chantraine and she has turned the heads of many of the village men. She has befriended many of the local people.

If the investigators ask about people who worked with or know Henry Hancock, Tammas will direct them to Andrew Kennedy who is staying at the King's Head Inn and to Dr. Lorne MacParlan who was Henry's friend. He says that the MacQuarrie brothers also worked for Mr. Hancock. They live in Liatrie, and seldom come into Cannich.

If asked about Adam Chisholm, Tammas will tell them that Adam went back to Africa.

Rabbie MacLaren

Rabbie is a trapper who hunts and traps throughout the West Highlands. He is a loner and the investigators must make a successful Oratory or Fast Talk skill roll to get him to talk to them.

Rabbie saw Duncan MacBain, the MacQuarrie brothers, Fergus MacInnes, and Margaret MacNair at the standing stones, behaving in a most peculiar fashion—dancing and carousing in the nude.

The night that Adam Chisholm supposedly left for Africa, Rabbie saw him at the dig site with the MacQuarrie brothers. They seemed to be quarreling.

Rabbie knows nothing of witches and magic, but admits that such things might be possible. His grandmother told him of such things.

Rabbie knows about the serpent people, but fears them and will not willingly give any information about them. His very fear should be a clue that he knows of them.

Rabbie saw the MacQuarrie brothers skulking about the Hancock House the day before Henry was reported gone. He suspects that they know more about Henry's disappearance than they avowed at the constable's inquiry.

Jamie MacNab

Jamie owns the only store in Cannich. Anyone who will buy him a drink can learn how he saw old Duncan MacBain, who lives alone on Creag Dhubh, chanting pagan rites in the circle of standing stones on the mountain near the MacBain House. Both MacBain and Willie Wassle are crazy old fools and should be ignored as long as they harm no one.

Jamie does not believe in the supernatural and will not help the investigators because he truly believes no organized mischief is going on.

If asked about it, Jamie will tell his listeners that wild dogs have been killing the sheep, not wolves.

Dr. Lorne MacParlan

Dr. MacParlan is the only doctor between Cannich and Inverness, but he no longer practices medicine because his eyesight is nearly gone. He is trusted and revered by everyone.

Dr. MacParlan is an authority on the local folklore and knows all of the local legends and stories. He personally does not believe in the supernatural, but can be a great help to the investigators.

He can tell the investigators of local tales of witchcraft. The exact amount of information the keeper wishes the investigators to learn from Dr. MacParlan is left to him.

Dr. MacParlan has a copy of the Roman Expedition manuscript.

He also knows legends about the serpent people and a temple they once had in the area.

There are legends that the ancient Druids once interbred with the very serpents that they worshiped, and gave rise to a spawn of half-human snakes who raided the area until Sir Gawaine, of the knights of the Round Table, exterminated them. Once in a while some rude shepherd or wayfarer still reports to see one of these beings. Perhaps he has merely seen the ghost of the creature, released for a period from Hell. Somewhere in the region, the great temple of these beings is supposed to be hidden, either underground, or within a lake. This temple is the site where they worshiped the Devil, and is supposedly still guarded by a great dragon, which Gawaine spared, so that the wicked would not be tempted to reenact the evil rituals that created the man-snakes.

Since Dr. MacParlan is nearly ninety years old, he cannot help the investigators with more than his knowledge, though he would help them if he were younger.

POTENTIAL ALLIES

Tommy Hayes

Tom Hayes works for Scotland Yard and is assigned to their Special Branch. He is trying to learn more of Belphegor, a man wanted for questioning by the police of several European countries. Hayes is trying to learn more of Belphegor's foreign contacts and seeking to infiltrate the Masters of the Silver Twilight. He does not realize his danger and will do nothing to alter his present plan unless given very strong proof of its futility. He will only break his cover under extreme duress.

Being English and what the Scots call a "Sassenach," Hayes is distrusted by most of the local people. They will eagerly attribute all manner of evils to him, but successful Psychology rolls will tell the users that this is caused more by the prejudices of the people than any of Hayes' own actions. Hayes stayes at the King's Head Inn. He is nominally a Keeper of the Silver Gate and is aged 32.

TOMMY HAYES

STR 14	CON 13	SIZ 14	INT 14	POW 12
DEX 12	CHA 10	SAN 51	EDU 17	HP 14

Skills: Read/Write English 85%; First Aid 80%; Law 85%; Occult 50%; Listening 80%; Spot Hidden Object 75%; Tracking 50%; Drive Automobile 50%; Hide 50%; Move Quietly 75%; Fist 50%; .38 Revolver 70%.

Spells: Elder Sign.

Angus MacNair

Angus knows that his sister Margaret, who works at the King's Head Inn, is involved in something, but does not know any exact details. He worked for Henry Hancock for several weeks and is trying to find Henry's murderer. He will join the investigators if they can pursuade him with Oratory or Debate.

Angus can tell the investigators tales of werewolves killing sheep, but he believes that ordinary wolves or perhaps wild dogs are responsible.

Angus has heard rumors of strange beings in the forest, but knows little. He will recommend that the investigators ask Rabbie MacLaren or Ian MacDonald.

Angus lives in Cannich with his sister Margaret. He is 26 years old.

ANGUS MacNAIR

STR 11	CON 14	SIZ 13	INT 12	POW 13
DEX 14	CHA 11	SAN 65	EDU 4	HP 14

Skills: First Aid 60%; Zoology 65%; Listening 80%; Spot Hidden 60%; Tracking 80%; Hide 75%; Move Quietly 80%; Climb 75%; 20g Shotgun 45%; Fist 50%.

Sandy MacNeil

Constable MacNeil considers himself a practical man and does not believe in the supernatural. He is devoted to the law and will not willingly break the law even to catch a criminal. If the investigators should happen to do anything illegal, he will hunt them down and turn them over to the police in Inverness.

MacNeil will not discuss anything with anyone who does not have the legal right to know about it. He will discuss the Hancock investigation with the investigators only if they can prove that they are the legal representatives of Jacob Hancock.

MacNeil will join the investigators if they can give him proof of wrong-doing, but will not allow anyone to gun down witches except in self-defense. He will suspect anyone who carries a firearm other than the customary shotgun of the local farmers, and will confiscate such arms when practical to do so.

MacNeil will gladly enlist the aid of the investigators in the search for the MacRae baby.

SANDY MacNEIL

STR 14	CON 12	SIZ 16	INT 14	POW 11
DEX 12	CHA 12	SAN 75	EDU 14	HP 14

Skills: First Aid 80%; Law 90%; Spot Hidden 75%; Tracking 25%; Move Quietly 75%; Climb 60%; Read/Write English 70%; Club 50%.

Rab & Elizabeth MacRae

Rab is a prosperous farmer whose daughter has been kidnaped. Both are very superstitious. Rab believes that "the little people" took his daughter and there is no hope of finding her. He will, anyway, aid anyone in searching for her.

RAB MacRAE

STR 12	CON 16	SIZ 9	INT 10	POW 15
DEX 9	CHA 13	SAN 68	EDU 13	HP 12

Skills: Speak English 50%, Speak Gaelic 50%, Botany 45%, First Aid 70%, History 35%, Treat Disease 25%, Listen 65%, Spot Hidden 55%, Electrical Repair 25%, Mechanical Repair 80%, Operate Tractor 75%, Bargain 40%, Credit Rating 50%, Sing 60%, Climb 85%, Dodge 45%, Jump 70%, Ride 50%, Swim 50%, Throw 60%, 20g Shotgun 60%.

Elizabeth believes that her daughter was kidnaped by witches and that if the constable would only interrogate Anne Chantraine he would learn of her daughter's fate. She will eagerly tell stories of witches to anyone who will listen, and will add that she knows Miss Chantraine is the leader, but that she fears them too much to act against them. She also claims that Duncan MacBain is a warlock and has a sea monster from the loch as his servant or familiar. Elizabeth MacRae will not actively help the investigators, and is sunk into depression and despair at the moment. However, she will support her husband's efforts, and she will give the investigators all the information she knows. She will try to get them to swear an oath that they will do their best to find her child.

Double-Barreled Elephant Gun

Shots/rd	*Damage*	*Base chance*	*Range*	*Points*	*Cost*
2	2D8+4/shot	10%	100 yards	10	$350

These guns must be specially ordered and so must their ammunition. Ammunition costs $10 for a box of 20 shells. Prices are in contemporary U.S. dollars.

R'lyeh Disk

It is a gold disk an inch or so thick and two feet in diameter. The disk is an intricate latticework of a central figure, with swirls and curves carved with runes and set with tiny gems that glow even in daylight. The disk causes humans to feel dizzy and slightly nauseous. If the pattern is studied, it will cause humans to make a SAN roll or lose 1D4 points of SAN. They will feel as though they are falling into it. Pictures of the disk do not give this effect.

The R'lyeh disk is a powerful magical talisman which indicates the position of the lost city of R'lyeh and gives instructions on the raising of the city from the depths. It will not restore the city without other ceremonies and at least two other magical objects, but these additional items are not explained on the disk. They are hinted at.

The disk was broken into three pieces and is useless unless the three pieces are restored to their original positions.

If the purpose and importance of the disk is realized, a SAN roll must be made or the character will lose 1D2 points of SAN.

Each piece of the R'lyeh disk weighs nearly 100 lb. The keeper should not let the party carry the pieces very far without some form of transportation. Belphegor used a cart to move it.

The disk can also cause the city of R'lyeh to sink if it is raised. The investigators should keep it with them rather than destroy it if possible. They should of course destroy it rather than let it fall into the wrong hands. Once the carvints have been melted away, the disk is merely gold, with no magical power. The gold alone will be worth around $95,000 U.S. in London, once commission and assay charges are paid.

Additional Player Information

There are three copies of the following manuscript, entitled *A Summary of the Expedition to Loch Murdoch*, available to the investigators. The manuscripts describe an attempt by the Romans to thwart the minions of the Outer Gods. Each copy differs in the material it contains. The keeper should determine which sections the investigators find and are able to read. The keeper should not volunteer any information about these manuscripts, but instead should wait until the players ask the right questions or look in the right places before revealing their existence.

Copy 1. This is by far the longest of the manuscripts and includes all of the data listed. It is in the possession of Dr. Lorne MacParlan who lives in Cannich, Scotland. It is hand-written in English.

Copy 2. This copy, held by Father MacBride, is a hand-written letter in English to Cardinal Rondal. It details the exploits of Marcus Arturus in Scotland. It contains only the information between markers one and two, and Father MacBride's end-note.

Copy 3. This manuscript is a typewritten copy of the letter from Father MacBride to the Cardinal. It is held by the Archaeologist Andrew Kennedy, currently staying at the King's Head Inn in Cannich. It is in English, but includes only the information given after marker two, and the father's end-note.

[32-D]

A Summary of the Expedition to Loch Mullardoch

Marcus Arturus, an engineer for four years on the great wall named for Emperor Hadrian, was looking forward to returning to his family's villa in Rome when Platorius Nepos, Governor of Britain, arrived at the camp.

Two weeks later, Marcus and a full century of legionaires headed north into Pict territory. The troops were led by a centurian named Namatian, a veteran of many campaigns, who was nominally under Marcus' orders in all save battle.

Platorius Nepos had asked, not ordered, Marcus to pursue a man called Belphegor and return him for trial. Marcus also was to try to find a golden disk with intricate carving and strange runes and destroy it. The governor's presence alone suggested the urgency of the quest, but sending an entire century into the Pictish lands north of the wall at a time when soldiers were all too few astounded all who heard of the mission.

They almost caught Belphegor on the banks of a small stream, whose waters were dark with peat (possibly the area now known as Blackburn, which means black stream). The soldiers had separated to surround Belphegor's camp when they in turn were attacked by a large band of painted Picts. Half the soldiers were slain before Namatian could get them regrouped. Marcus saved the centurian when he went down under a swarm of dagger-wielding savages. Once the soldiers were regrouped, the Picts retreated, but Belphegor was safely away.

They pushed north on Belphegor's trail.

Marcus went alone into the camp of the Picts and, after giving the chief gifts, explained the nature of the expedition. The Picts captured him and tied him in one of their huts. They would have killed him except for the fortuitous arrival of a holy man, John, whom the Picts respected and feared. John asked the Picts to release Marcus and return his belongings, which they reluctantly did.

John and Marcus spoke together at length for several hours and, when they parted, John left a sword with Marcus.

The Picts gave the expedition no further trouble. They even sent guides and trackers with them and sent runners ahead to warn the other villages that these Romans were the friends of the Deathless One and not to be harmed. Yet Belphegor eluded them, for he had the aid of the serpent people who were at the time strong enough to defy the Picts.

Many months of searching and questioning Picts led the expedition deep into the highlands, where they finally confronted Belphegor on the shores of a lake. The serpent people had a temple to their Aesathog the Great, built of stone from the nearby mountain on the shore. Around the temple were other buildings of stone for the use of Belphegor and for the local tribe of Picts who worshipped Asathog also.

(1) Namatian led his troops in an attack from the east while Marcus slipped in from the west. They met inside the temple where the last guards were slain, but Belphegor had fled through a door into another world.

Marcus cut down the serpent priests with his sword and Namatian tried to break the golden disk. All of his efforts failed until Marcus lent him his sword. The sword cut through the disk and with a few strokes the disk was cut into three sections. Namatian was building a fire to melt it down when a great beast came from the mountain and attacked the remaining soldiers. Its wounds healed themselves as fast as they were inflicted. Marcus discovered a serpent priest who had escaped the slaughter of his companions and, when he killed him, the beast went mad. The ground began to shake and the temple collapsed killing all but Marcus who was pushed through the doorway into the other world. The rest of the expedition died in the rubble.

(2) When Marcus found himself in a deep forest rather than the temple his first thoughts were to return and aid his companions, but the collapse of the temple had destroyed the doorway and he was unable to return.

In time Marcus discovered the inhabitants of the forest and made friends with them. He became a member of the clan and wed the daughter of one of the clan members. They had two sons and a daughter. Marcus taught his family to speak his language and tried to use his engineering skills to aid the clan, but the clan lived for the freedom of the forest and had no use for roads and bridges. They only built small cottages to sleep in during wet or cold weather. Several years passed before trouble marred the harmony of the clan.

One night the serpent people came with silver and fire and killed most of the clan. With them they brought monstrous black serpent-like beings with bat-like wings that constantly writhed and seemed to change form. Marcus slew one creature with his sword but one of the serpent people drove a dagger into his back.

As soon as Marcus fell the attackers fled. That night Marcus's wife and sons died, but he lived for several weeks and taught his daughter to use his sword that she might defend the clan should another attack come.

Here ends the account of Marcus Arturus. How it was passed down is known by none.

Appended note to the manuscript

An interesting tale is it not, your Eminence? I have verified several parts of the tale. Platorius Nepos was the governor of Britain during the period. Hadrian's Wall was built between 122 and 126 A.D. Beyond these facts little can be discovered. I hope that you have enjoyed the account, though I fear that I am not much of a storyteller.

My prayers are ever for the continued success of our efforts to bring salvation to our fellow men.

[33-D]

Signed,
Father MacBride

4. Devil's Canyon

A big-money, motion-picture financer hires the Investigators to explore the set of his 500-grand, epic disaster. Something haunts the set location, and has killed his famous director. What happened?

The investigators receive a cryptic letter from an eccentric millionaire, promising a tidy fee and an all-expenses-paid vacation in Hollywood if they exorcise an unnamed haunt. A nice offer, and certainly one that would not be made unless something truly macabre and dangerous is afoot. What terror awaits the fearful investigators in a lonely stretch of desert?

Keeper's Information

Grant Winwood, the aforementioned eccentric millionaire, is an old-timer in the film business. His most notable recent project has been financial and production backing for the late Erich von Varnstien, whose films have won him international acclaim as a master of the new art form called cinema. Winwood put up the money for von Varnstein's latest and most ambitious film, an epic entitled *The Prince of Babylon*. Von Varnstein assembled a hand-picked cast of unknowns and began filming in late 1921, doing everything under his traditional veil of secrecy. He built an elaborate Babylon set at the (for 1920) incredible cost of $500,000, and erected it–along with temporary quarters for cast and crew – on a strip of rented land in a remote area of the Mojave called Devil's Canyon. This proved to be a fatal mistake.

The Indian tribe known as Hotethk had worshiped Yig, Shub-Niggurath, and other diabolic beings for centuries, led by their mad shamans. They dwelt in an inhospitable river valley where they could continue their foul rites without interruption. They built a small, Mesa Verde-like abode town here and lived off their sparse corn crop, with an occasional cannibalistic feast on a wanderer from another tribe. These Indians were found and contacted by a white missionary in 1837. This "missionary," Oliver Whateley, was actually a Master of the Silver Twilight who came to the new world. Whateley was guided to the Indians by one of the hideous supernatural desert beings, and, together, he and the Hotethk were able to work mind-blasting magics. In 1843, Whateley entrusted the Indians with an odd geometric diagram called the Arc of Vlactos, an important ingredient in a master spell to bring about the rising of R'lyeh. Later, Whateley disappeared on a trip to Los Angeles for supplies. Shortly thereafter, the Hotethk tribe vanished forever, or so it seemed.

Unfortunately, such was not the case. In order to guard the Arc until another wizard came to claim it, the Hotethk used one of Whateley's spells to transform six of their shaman elders into immortal monsters known as spectral hunters, while the rest of the tiny tribe moved away and joined white society. These spectral hunters can become invisible and/or immaterial at will, although they are vulnerable to certain forms of radiation, including some falling within the visible spectrum. They have stayed in the same area ever since, killing those who venture there and giving rise to the canyon's current name, Devil's Canyon.

It was here that von Varnstein unwittingly moved with his large production crew. The spectral hunters had never before had their sacred land invaded by so many people at the same time. They could not kill all the intruders because of the great numbers, so the hunters decided to scare von Varnstein and his crew to death. They invisibly mingled with the cast and production staff, causing them to lose SAN by their presence. The aura of chaos left by the obscene rituals that once echoed through the canyon depressed and sickened the people. Members of the cast and

crew resigned by the dozens. The lead actress, Monica Dorman, moved back to her native New York, where she died when she fell (or jumped, or was pushed) from a window. The male lead James Raven lost his marbles completely, and now wanders around Hollywood in a gibbering daze. Von Varnstien thought that some unseen entity or ghost was causing havoc on his set, and became obsessed with creating a lens that could render the monster visible. He eventually developed a strange optical device that made the Hotethk hunters visible and susceptible to physical weapons, but soon after, he succumbed to insanity and shot himself with the gun he had intended for the monsters. Production halted for good.

Now all that remains of *The Prince of Babylon* is a shunned, deserted movie set slowly crumbling into dust deep in the Mojave desert.

Winwood is still deeply troubled by the death of his friend, the director, not to mention the loss of the money he sank into the project. He will take the investigators into his confidence, tell them the story of von Varnstien's death, and pay them to investigate the vacant set which, he sincerely believes, is haunted.

INVESTIGATORS' INFORMATION

Winwood

At the beginning of the scenario, one of the investigators will get an urgent letter in the mail from Winwood. The letter says that Winwood has heard of the investigator's exploits in Scotland, and wishes them to investigate his haunted movie location in Devil's Canyon. He promises free passage to Hollywood, free room and board in the city for two weeks for up to six people, and payment of $700 to each. The investigators may remember that the name Devil's Canyon was mentioned prominently in the book found in the second scenario, which described Whateley's visit to the area and hints that he may have left the Arc of Vlactos there.

Winwood is a well-known, wealthy businessman who inherited a large railroad fortune and used it to branch into oil, stocks, and movies. He is famous for his belief in almost every facet of the occult, and the papers claim that many of his investments are made on the basis of his daily horoscope or from the portents of the *I Ching*. The film Winwood mentions, *The Prince of Babylon*, was being made at great expense by the noted and reclusive director Erich von Varnstien, who recently died in a tragic hunting accident. This same information can be found in the newspaper files of any library.

The investigators will reach Hollywood from Scotland by luxury liner and will find a messenger from Winwood at the dock, asking them to come to his house at 7 o'clock that evening. When the investigators arrive, they will be shown through a large Spanish-style mansion to the millionaire's book-filled office. Winwood has a huge collection of books on magic and the paranormal, which any investigator who makes his Occult roll can identify as consisting of about 50% significant work and 50% trash. The significant works include a valuable first edition of Fraser's *The Golden Bough* and a hand-printed Latin volume titled *Secrets of the Adamites Revealed* by H. Bosch. The latter book is a fake, but it would fetch a high price from an unsuspecting book dealer.

Winwood himself is a pleasant man, although single-minded and superstitious. He is almost immune to Debate and Oratory, while a successful Occult roll will almost always coax information from him. He will tell the players that von Varnstien actually commited suicide and that the other members of the film company left because of a malign presence infesting Devil's Canyon. This presence manifests itself as an intangible but powerful aura of death and foreboding that seems to linger about the set. No *outre*, physical manifestations occurred, though some equipment was destroyed under fairly mysterious circumstances. The only surviving members of the production with whom Winwood maintains contact with are the star, James Raven, and the head cameraman, Pierre Babtiste.

Raven is now quite insane, and lives off a pension given him by a sympathetic studio. He can sometimes be seen around the production offices in Hollywood, where he talks to invisible friends and takes swipes at them with his foil (he was once a champion fencer). Babtiste still lives in Hollywood, where he works as a freelance photographer. Winwood will give the investigators Babtiste's address, and the studio's address, Atlas Films Inc. Winwood insists that the investigators not reveal this information to anyone, especially journalists. He says that no film was actually shot at the site.

Winwood expects the investigators to stay in Hollywood for about a week, collecting information, preparing their equipment, and generally living at his expense. After a week or so, he wants them to go to the set and gather data for another week. He will provide them with a week's worth of supplies for their stay in the desert, a key to the cast's quarters in Devil's Canyon, two stagehands who will drive them to the canyon and accompany them there if they wish (the stagehands work for Atlas, but were not members of the *Babylon* production team and know very little about it), and a set of keys and passes that will get them into Atlas Studios and allow them to inspect the late director's office. At the end of two weeks, Winwood wants an oral presentation from the investigators on what they found in the canyon and what they feel should be done, if anything. If Winwood discovers that the investigators have leaked studio secrets to the press, all terms of the investigators' deal with him will be abrogated.

The Studio

Atlas Films Inc. is a prosperous studio in the heart of Hollywood's burgeoning movie production district. Investigators arriving with passes will be given a guided tour of the studio by security guards, during which they will see several films in progress on the local ersatz sets and may run into some famous 1920's film personality (keeper's option). During this tour, they will encounter a filthy tatterdemalion – a man whom they will recognize as James Raven if they can make their Know roll. Raven will stare at them luridly and mutter something before being shooed away by the guard, who will explain that he is an actor working on an upcoming Atlas release. The tour takes an hour.

The only real area of interest at the studio is von Varnstien's office. The investigators will be allowed into the office by the studio police, but after two hours of searching

they will be asked to leave. The office itself is a 10 x 15 foot barren room containing only a desk, a wastebasket, and a few files in a wooden cabinet. The papers in the cabinet and on the dest are requisition orders for sets, production equipment and the like. An investigator who reads these sheets and makes an Accounting roll will discover that *The Prince of Babylon* was a well-budgeted film (for all its reported expense). Over $400 was spent on a special order of camera lenses late in the course of the production. Anyone making a Spot Hidden roll will see a small sheaf of papers lying under the desk. These pages, written in von Varnstein's own hand, are in meandering, incoherent German. They are a set of disconnected personal and professional notes. An investigator will need to make a Read German roll to understand them. All the investigator will be able to deduce from reading them is that the director felt that some strange entity was somehow affecting his film, and that he experimented with a variety of chemical and optical techniques to define and resolve this inexplicable presence.

If the investigators bother to search the trashcan, they will find a charred and melted reel of film labeled "Outtakes *Prince of Babylon*, reel 2." The film is badly burnt and in no condition to be shown, but its existence disproves Winwood's statement that no film was shot.

If Winwood is confronted with the film, Winwood will admit that a number of outtake reels were made, and in fact he has one in his mansion. If investigators convince him that they need to see the film, with a successful Oratory roll, he will reluctantly invite them to a private screening at his house, but only after warning them that the film contains certain scenes hideous to human eyes, which is why he has destroyed or suppressed every remaining copy. Should the investigators see the film, see the section titled *The Film.*

Pierre Babtiste

Pierre Babtiste will talk to the investigators about his experience on the set of *The Prince of Babylon* if they happen to visit his house. He will describe von Varnstien as a brilliant, driven man, versed in every aspect of film-making. He was certain that the same evil presence troubling the production company manifested itself somehow in the completed takes of the movie. He spent hundreds of hours on the set trying different combinations of lenses and filters in an effort to capture whatever strange force was invading the film. In the last few days of his life, Varnstien seemed to have hit upon the right system, and spent hours wandering through the desert night with a camera, a flashlight, and a weird optical device. A week later, he was found dead in the canteen. He had shot himself in the eyes.

Babtiste will hesitate to recall his own impressions of the location. He will only say that something seemed to follow, watch, and torment the cast and crew of *The Prince of Babylon*; and that this thing was impossible to perceive through the normal senses, but was nonetheless very real. If an investigator makes a successful Oratory roll, he will confess that he is still tormented by awful dreams about *The Prince of Babylon*. During these dreams, Babtiste sees nothing but the walls and rooms of the Babylon set, and yet this sight fills him with unbearable fear. After relating this, Babtiste will be visibly shaken and should be left alone.

Roseanna Barlett

Sometime during their stay in Hollywood, one or more of the investigators will be approached by a fast-talking, overly made-up woman with a New York accent and a huge expense account. This is Roseanna Barlett, gossip columnist for the Los Angeles *Chronicle*. She keeps a close watch on Grant Winwood, and has learned that he has hired a crew of "psychic investigators." Roseanna wants to know everything the investigators know, and she will pay up to $800 to hear about it. However, she will only do this in small increments, coaxing some information from the investigators for a little money, then a little more information for a little more money, and so on. She is reluctant to spend any more than she must. Any information the investigators give her will appear in her column within the next day. Immediately thereafter, the characters will be discharged by Winwood. If she finds out that they are going to Devil's Canyon, she will ask to go along. Winwood does not want her to go, and if he discovers that the investigators brought her, he will withhold their money.

James Raven

If any of the investigators investigating in or near Atlas Studios find themselves alone, they will be confronted by James Raven, the lunatic. He will sneak up on lone investigators as quietly as possible, and then suddenly leap out of the shadows and point his foil at them, yelling madly, "You are trying to hurt my friends! They told me so!" His target will probably be impressed by the fact that his foil has been sharpened, making it a formidable weapon. He will use it on the investigators with intent to kill, but he will flee if he takes more than three points of damage from his foes. If one of the investigators tells Raven that he also knows of those "friends," Raven will cease attack, as he will in the event of a successful Debate or Oratory roll.

Should the investigators report Raven's behavior to Winwood, the police, or studio security, they will be promised that he will be taken care of and/or punished. Unless one of the investigators is seriously hurt, however, nothing will be done.

Local Resources

The San Bernadino County Land Office has papers showing that Devil's Canyon is being rented to Atlas by a rancher named Dennis Smith. Mr. Smith owns thousands of acres of desert land that he is happy to loan out to anyone who wants it, including oil companies. Mr. Smith is currently vacationing in Rio.

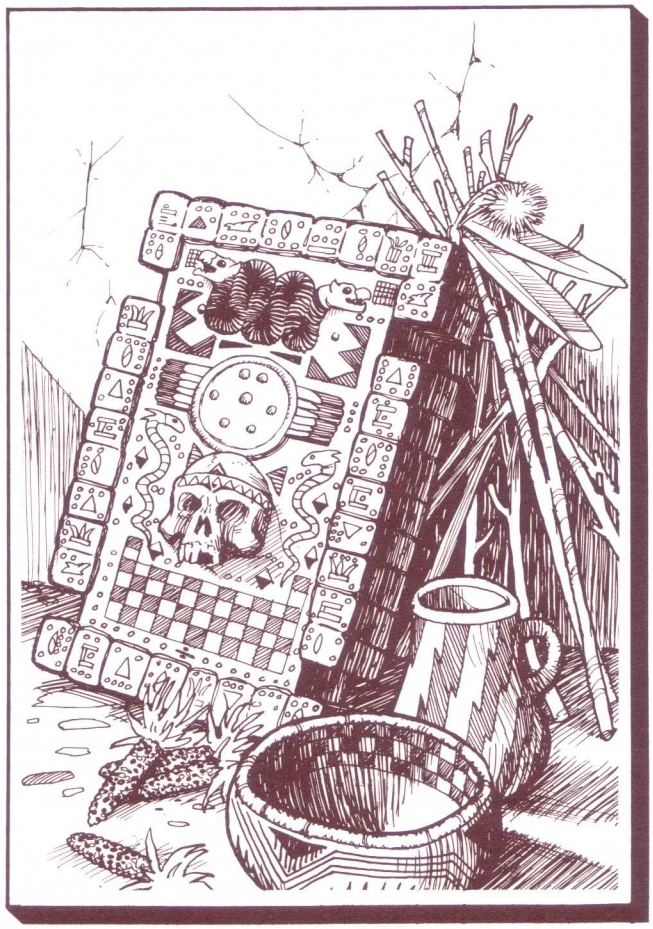
At the city library, investigators can find little on Devil's Canyon. A journal written by a Spanish missionary from the area mentions the Hotethk tribe, describing them as "... blasphemous, unconvertable savages; hated even by their fellow-heathens." A story in the Los Angeles *Globe-Republican* of June 7, 1899, says that four men were killed in Devil's Canyon by a "mountain lion." A lion-hunt ensued, but was abandoned after two dogs disappeared and a man was killed in a rockslide. Both of these sources mention the small deserted adobe Hotethk village hidden a quarter of a mile from the main canyon. It takes a Library Use roll to find this information.

A second Library Use roll will expose an anthropological report done on the Indians of that area—including the Ho-

tethk–in 1919. The report is on file at the University of California in Berkeley. It can be ordered from the University and will arrive in four days. The report is highly technical, and takes Read English and an Anthropology roll to understand the detail. The report states that the Hotethk were an outcast group of Hopis, who were disliked by other Indians because of their worship of Yig, Father of Serpents and a "corn/fertility god" called "The Black Beast." They had extensive contact with a man named Oliver Whateley, who belonged to a missionary organization known as the Order of the Silver Twilight. Instead of turning them from their strange religion, Whateley encouraged them and provided them with artifacts from his church. The Hotethk vanished in 1843–the author conjectures that they died of smallpox–but their neighbors believe that they lived on in ghostly form, and that they can be destroyed only by burning their souls while saying an ancient Hopi chant. The report gives a short English version of the chant but does not elaborate on how it would be used or what is meant by "their souls." Anyone with a History or Anthropology skill over 20% can tell that the paper's information comes from ethnological sources–recorded conversations with living Indians, ranchers, and the like. If the investigators investigate further, they will find that the author of this report recently took a trip to Central America. He has not been heard from since.

The Film

Grant Winwood has a large wooden chest containing the personal effects of the late von Varnstien, which he will show to players if they insist. The most interesting objects in the chest are a reel of outtakes from *The Prince of Babylon* and a set of unusual-looking camera lenses.



There are two of these lenses, each one about two feet long and six inches in diameter. One end is clearly designed to fit on the end of an ordinary movie camera. If an investigator looks through this end, he will see everything in a very dark shade of blue, making most objects invisible unless they are well-lit. A beam of light shone through the attachment end will leave the other aperture as a cone of blue light, which can be increased or decreased in size by the lenses' focusing knob. Should investigators look through the opposite end of the lens, they will see nothing but an eye-straining swirl of incomprehensible shapes and colors. If they open one of the lens casings, they will probably break the delicate glasswork inside (the chance of not doing so is equal to the investigator's INT+DEX as a percentage). An investigator who makes a successful Physics roll will realize that the arrangement of lenses and prisms inside von Varnstein's devices do not conform with established laws of optics.

The film, *The Prince of Babylon*, is a desert action-romance melodrama in the style of *Beau Geste* and *The Four Feathers*. Winwoods outtake reel lasts about 30 minutes and consists mostly of scenes shot over or intended to be edited out of the four-hour finished product (which was never made). Nothing in the film is visibly horrible or out of the ordinary. However, some of the scenes have a subliminal nature that can disturb viewers and cause them to lose SAN.

The first dangerous scene is an unremarkable shot of several scimitar-wielding dervishes charging across the desert at a gang of rival warriors. While the investigators' eyes assure them that there is nothing unusual presented in this scene, the depths of their psyche (a "sixth sense," if you will) tells them that awful and malign forces were present in the area this footage was filmed. Viewers must make a SAN roll or lose 1 point of SAN when watching this scene for the first time.

The second disturbing stretch of film occurs about seven minutes later. It shows star James Raven in Arabian garb standing in front of a wall on the set and mouthing lines to someone offstage (the captions have not been spliced into this reel). The same terrible, unseen presence discernable in the first scene is also present here, although this time it is even more disquieting. Investigators must make a SAN roll or their characters will lose 1D3 points of SAN.

Five minutes later, the last terrible scene will begin. In this brief sequence, the female lead, Monica Dorman, is seen in an opulent interior set, stretched across a Roman-style couch and peeling grapes, perhaps awaiting her lovers. If an investigator looks closely at Monica's face during this scene and makes a Psychology roll, he will be able to tell that she is trying hard to conceal feelings of fear and disgust. Anyone who declares that he is inspecting the screen carefully and makes a Spot Hidden roll will see faint ripples or impressions on Monica's dress. The cause of these moving impressions is not apparent. This is the final and most disturbing of the "haunted" outtake sections, and watching it will cost the investigators 1D6 points of SAN unless they make a SAN roll.

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PULL-OUT THESE PAGES

EXCERPTS FROM THE RITUAL BOOKS OF THE ORDER

. . . the wailings of the mad are but the birth-cries of the new man - the old man gone like dust in the desert wind. Cleansed of the lies of mankind, the new man - the man of darkness - is free to absorb the beauty of nothingness, to glory in the stark might of utter void. As your useless reason dissolves, rejoice in the knowledge that others in as diverse places as Scotland and Louisiana and the South Pacific have walked the same path, have drunk the same blood, have reveled in the same prospect of everlasting night, as you . . . .

– Keeper of the Silver Gate

. . . you do not yet know of the true gods. Everything you know is a lie. The Great Old Ones - these are the rulers of the Universe; these and other you have not yet heard of will be the objects of your adulation, your emulation, your love. You are yet fortunate ones - the time may come, if you give your selfless devotion, that you will worship in the flesh in the Temples of R'lyeh, whose glory is beyond your comprehension.

– Catechism of the Knights of the Outer Void

[12-A]

...do you dare imagine things as they can be? As, indeed they will be when the earth is transformed and the illusion of reality is erased from the minds of men by the annihilation of those minds? Do you live in hope to see Great Cthulhu stride the earth? Do you dream of the Throne of Azathoth, of joining the flutists who dance there forever? O, purify yourselves, then, for these and greater things await you who are members of our terrible order . . . .

Speech heard by Clyde Whipple, recorded in his diary [also includes location if Scott's farm and some monster descriptions].

[6-A]

How to use these pages:

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TEXT OF A LETTER FROM DUNCAN MacBAIN TO CARL STANFORD
(may be found by the investigators in chapter 1)

Duncan MacBain
MacBain House
Cannich, Scotland
12 January 1924

Dear Mr. Stanford,

Greetings and felicitations. Miss Chantraine has advised me of your recent successes and informed me of the item you require. I fear that it will be some time before I find It as there are two Americans digging at what I believe to be the site of the Temple. Two of my people are working for the Americans and it may be that they will accomplish all for me. I realize that you are most anxious to obtain It, but I feel caution and discretion to be the better course of action.

My studies with the serpent people progress most satisfactorily. Another year should see my studies completed. They recommend that I journey to the Nameless City for further instruction, but I will remain here until we have It. When it is possible, I want much to obtain the further instruction offered at the Nameless City. I will, however, be ready to carry out any further tasks our Order may have for me.

You mentioned in your last letter that Miss Chantraine might join me here when she has converted the leaders of the Thule Bruderschaft. I fear that the Germans are overmuch upset with the French at this time for them to listen to her. Might I suggest that you ask Helmut Grosmann to take over for her? I realize that he has not been to Germany for over two hundred years, but unless you can think of someone else I feel he would be best for the task.

I agree with you that the Order of the Templars of the Orient does not contain the type of individuals we seek. They are not ready for greater truths. You might suggest to our German colleagues that individual members of the Order be carefully approached as potential followers of the true Gods.

I am not familiar with the Hermetic Order of the Golden Dawn or the Astrum Argentinum and can give no recommendation. I will pass the word on to our London group and have them send you word. I spoke with a Mr. William Seabrook who said that a Mr. Aleister Crowley, who is associated with both groups or had been at one time, may have occult powers. We should perhaps attempt to contact this man.

I understand that Mr. Scott is in charge of the project in your area. Please extend my greetings to him. I have not seen him since before the Great War. Perhaps we can meet next year.

Most sincerely,
Duncan MacBain

[10-A]

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The address on the outside of the unopened envelope reads: Christopher Edwin, General Delivery, Salk Harbor, Maine.

Y'tthkapg-Nyarlathotep;

Your words are true. We must seek the destruction of these meddlers who kept the R'lyeh Diske from us, and who may have discovered the Arc of Vlactos. Their deaths are foreordained by the Old Ones of space and time. Praise Shub-Niggurath! Yet, we, Their instruments, must act for Them. Your plan, to befriend and then slay, is good. You are the strongest one of our group remaining in America, now that we must all go to Easter Island and with the Watchers await the great day of Our Lord's rising. It cannot be long off now. Even without the magical Diske and the Arc, we have amassed enough power and wizards to aid the release of Great Cthulhu. Cthulhu fhtagn! Only keep the fools who seek to keep us from our destiny away from the South Pacific: it is doubtful that they will be able to stop our grand design, yet we can take no chances. On the island the Chilean soldiery are more likely to aid them than us, and many of us in the Silver Twilight are yet vulnerable to bullets and steel. Do as we have designed afore.

Cthulhu fhtagn!
Carl Stanford

[46-A]

Dear Sirs:

I have read of your exploits and wish intently to see you. I have some slight occult knowledge myself, and am aware of the danger that you and your comrades may be in from the Silver Twilight. Please accept the enclosed train tickets to come and meet me immediately in Salk Harbour, Maine. I am a rather wealthy man, and I would only be too glad to help others perform feats to help defend the world against the monstrous evil of the Elder Ones. I expect you shortly.

Sincerely,
Christopher Edwin

[40-A]

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Dear ------:

I feel rather silly writing for help, but I simply must have aid in this matter. It would be useless for me to go to the police, as I have no proof of any criminal activity. I heard of your exploits in Boston with the Silver Twilight, and am hoping that you could advise me. I would be most grateful.

A year or so ago, the organization 'Look to the Future' came to New York City. It billed itself as a cooperative businessman's organization, and promised to inspire and aid materially those who joined. I joined the organization eight months ago, and quit last month.

The apparent head of the organization is a Mr. Lostalus Black. Mr. Black claims to be a gifted psychologist, and says that by subjecting the minds of intelligent and sophisticated men to certain peculiar psychological conditions, their creativity would be released, and they would be able to perform all sorts of wonders. If the businessmen met together, paid a nominal fee to support the order, and regularly attended meetings, they would be able to share in grand discoveries.

The 'psychological aura' created by Mr. Black is certainly most queer. He begins by standing at a podium, while all of us (the attendees) are asked to meditate upon certain specific geometric shapes and designs. A sheet containing diagrams of the aforementioned designs is handed out at the start of the meeting to each member. While we meditate, Mr. Black begins by reciting some sort of invocation in nonsense syllables. Mr. Black says that these syllables have been carefully chosen to elicit the proper subconscious response from us. As he chants, he begins to gesticulate wildly, and then we are all signaled to begin to chant a simple litany of our own, "Ong D'acta Linka, Neblod Zin, Neblod Zin, Ong D'acta Linka, Yog-Sothoth, Yog-Sothoth, Ong D'acta Linka, Yarl M'ten, Yarl M'ten" and we repeat this nonsense chant for forty-five minutes to an hour. Mr. Black continues to energetically gesticulate and emit various strange noises until he seems to reach some sort of finale, when he gestures for us to stop. We then break up for tea and punch. Mr. Black is assisted in his work by several thuggish-looking Arabs, and a Mr. Stanford.

In addition to the monthly special meetings (which proceed as I have outlined above), we have regular inspiration seminars and guest speakers. One thing that brought you to mind is that some of the speakers would urge us to join a lodge to enlarge our circle of friends and to make trustworthy business acquaintances. He specifically recommended the Silver Twilight Lodge as an excellent choice.

I must confess that Lostalus Black's methods seem to work. Two months after I started to attend, he came in one day with a perfectly astounding item which he allowed me to purchase for $100. It is well worth it, let me tell you! I will show it to you if you come.

Now for my reasons for distrusting Mr. Black. After each meeting in which we do the chanting, I feel headachey and sick, and this continues for some time. I have noticed that since I joined the group, I have lost some of my former vitality and force, and feel as if my health may be deteriorating. I really could not say as to whether this has any connection to 'Look to the Future' or not, but it seems suspicious to me, especially since I have noticed acquaintances in the group suffer from the same syndrome. Another reason for my distrust of Lostalus Black is the extremely tight security and secretiveness that he keeps about himself and the organization. His Arab soldiers speak no English, and certainly do not inspire confidence.

I would like you and your friends to come and to expose this organization for a fraud, or to prove it to be open and aboveboard. If it is indeed for real, I would like to know so that I can rejoin and continue to receive those fabulous artifacts that it produces.

Hopefully yours,
David Lee

[14-B]

"Otto Dostmann's theory that the monolith is a remnant of the hunnish invasion and had been erected to commemorate a victory of Attila over the goths is as logical as assuming that William the Conquoror reared Stonehenge."

– From **Inaussprechlichen Kulten (Nameless Cults)** *[63-B]*

December 21, 1899

Today I heard a strange chanting noise from the other side of the house. I could not understand a single word of the language, but it contained too many consonants for my liking. As the noise grew louder, so did the storm outside. When at last the chant reached its frenzied conclusion, a thunderous bolt of lightning struck the house. I rushed to the door and found it stuck. I am sitting now waiting for rescue. It has been eight hours.

Philius A. Eckard

[68-B]

A missionary named Whateley visited and remained with a small tribe of Indians known as the Hotethk from 1837 to 1843, when he disappeared. Shortly thereafter, the Hotethk tribe itself disbanded, tis elders evidently having vanished or died. This tribe was most interesting for its especially savage pagan rites, which the renegade Whateley seems to have encouraged. He either brought to or found with the Indians a peculiar structure which he called the Arc of Vlactos, and which he believed had connections to non-Christian sky demons. The only other known facts about the Hotethk are that they practiced the construction of Kachina dolls to house demon's souls, and that they worshipped gods not found elsewhere in California, such as the serpent-god Yigg, and the horned god Shoob Niggeratt. They dwelt in Devil's Canyon, in the Mojave desert.

– from **Old California**

[17-B]

BELPHEGOR REPORTS NO SUCCESS IN FINDING THE DISK IN SCOTLAND. HE AND THE KNIGHTS OF THE OUTER VOID MAY BE FORCED TO SLAY MORE INTRUDERS.
INFORMATION RECEIVED INDICATES THAT ARC OF VLACTOS MAY BE FOUND IN CALIFORNIA.
STILL NO FULL RESULTS FROM CHILEAN ISLAND FINISH

[17-B]

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"The nethermost caverns are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town whose wizards are all ashes. For it is of old rumor that the soul of the devil-bought hastes not from his charnal clay, but fats in instructs the very worm that gnaws; *till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and sewll monstrous to plague it. Great holes secretly are digged where earth's pores ought suffice, and things have learnt to walk that ought to crawl."*

– From **The Festival**
By H.P. Lovecraft

[56-B]

They pushed north on Belphegor's trail.

Marcus went alone into the camp of the Picts and, after giving the chief gifts, explained the nature of the expedition. The Picts captured him and tied him in one of their huts. They would have killed him except for the fortuitous arrival of a holy man, John, whom the Picts respected and feared. John asked the Picts to release Marcus and return his belongings, which they reluctantly did.

John and Marcus spoke together at length for several hours and, when they parted, John left a sword with Marcus.

The Picts gave the expedition no further trouble. They even sent guides and trackers with them and sent runners ahead to warn the other villages that these Romans were the friends of the Deathless One and not to be harmed. Yet Belphegor eluded them, for he had the aid of the serpent people who were at the time strong enough to defy the Picts.

Many months of searching and questioning Picts led the expedition deep into the highlands, where they finally confronted Belphegor on the shores of a lake. The serpent people had a temple to their Aesathog the Great, built of stone from the nearby mountain on the shore. Around the temple were other buildings of stone for the use of Belphegor and for the local tribe of Picts who worshipped Aesathog also.

(1)

Namatian led his troops in an attack from the east while Marcus slipped in from the west. They met inside the temple where the last guards were slain, but Belphegor had fled through a door to another world.

Marcus cut down the serpent priests with his sword and Namatian tried to break the golden disk. All of his efforts failed until Marcus lent him his sword. The sword cut through the disk and with a few strokes the disk was cut into three sections. Namatian was building a fire to melt it down when a great beast came from the mountain and attacked the remaining soldiers. Its wounds healed themselves as fast as they were inflicted. Marcus discovered a serpent priest who had escaped the slaughter of his companions and, when he killed him, the beast went mad. The ground began to shake and the temple collapsed killing all but Marcus who was pushed through the doorway into the other world. The rest of the expedition died in the rubble.

(2)

When Marcus found himself in a deep forest rather than the temple his first thoughts were to return and aid his companions, but the collapse of the temple had destroyed the doorway and he was unable to return.

In time Marcus discovered the inhabitants of the forest and made friends with them. He became a member of the cl. and wed the daughter of one of the clan members. They had two sons and a daughter. Marcus taught his family to speak his language and tried to use his engineering skills to aid the clan, but the clan lived for the freedom of the forest and had no use for roads and bridges. They only build small cottages to sleep in during wet or cold weather. Several years passed before trouble marred the harmony of the clan.

One night the serpent people came with silver and fire and killed most of the clan. With them they brought monstrous black serpent-like beings with bat-like wings that constantly writhed and seemed to change form. Marcus slew one creature with his sword but one of the serpent people drove a dagger into his back.

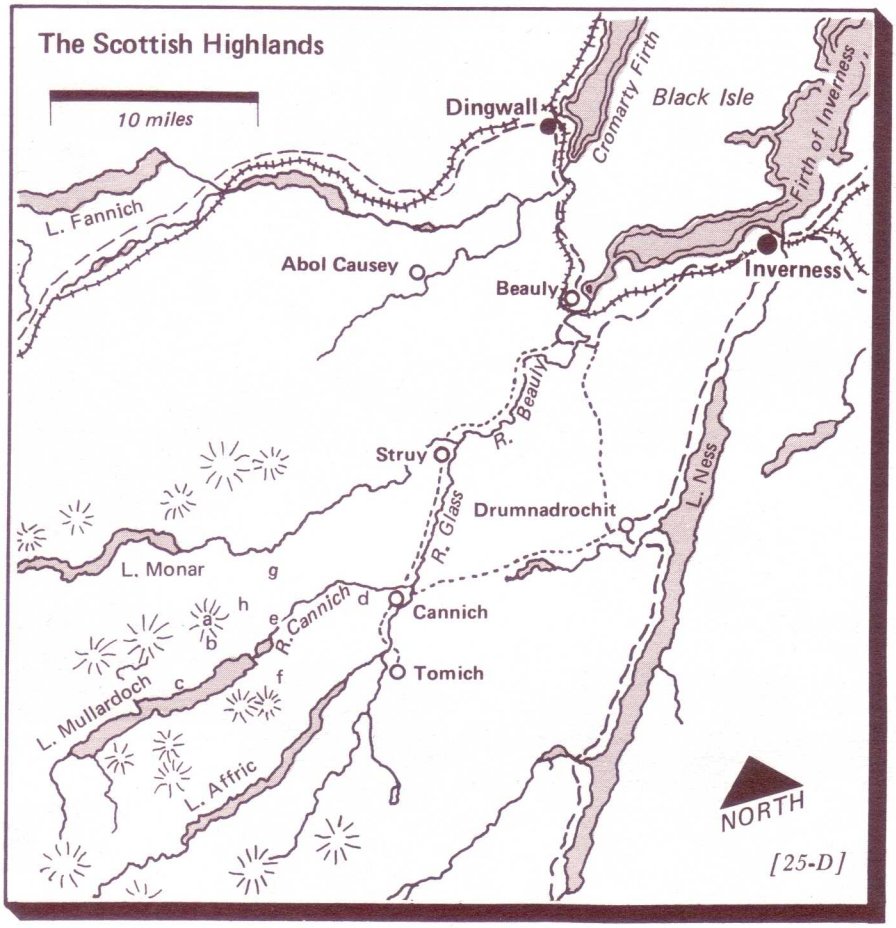
As soon as Marcus fell the attackers fled. That Marcus's wife and sons died, but he lived for several weeks and taught his daughter to use his sword that she might defend the clan should another attack come.

Here ends the account of Marcus Arturus. How it was passed down is known by none.

An interesting tale is it not, your Eminence? I have verified several parts of the tale. Platorius Nepos was the governor of Briton during the period. Hadrian's Wall was built between 122 and 126 A.D. Beyond these facts little can be discovered. I hope that you have enjoyed the account, though I fear that I am not much of a storyteller.

My prayers are ever for the continued success of our efforts to bring salvation to our fellow men.

Signed,
Father MacBride



Text of a letter from Carl Stanford to Duncan MacBain. There is no return address or date.

Dear Mr. MacBain,

This letter will introduce you to Belphegor, a valued member of our order. He is being sent to you to aid you in your search for the R'lyeh disk.

Maintain your surveillance of the Americans. They may stumble on the disk at any time. If they find it, they will have to be taken care of.

I expect that you will have found the disk soon. Your passage and that of Belphegor have been arranged by our people in London. You must both be on that ship when it sails.

Obey Belphegor as you would obey me. Glory to the Gods. Yog Sothoth Neblod Zin.

With confidence in your abilities,
Carl Stanford

[23-D]

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The C

Catch

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[18-D]

H. M. Hancock
Hancock House
Cannich, Scotland
May 12, 1924

Dear Jacob,

My greetings to you Jacob and fondest regards to your father. I hope to join you this fall if They do not find me before I am able to leave Scotland.

I realize that neither you nor your father have ever believed any of the strange legends which I have related to you, but I can turn to no one else. If my life is of any value to you, please look into this matter for me.

I am in desperate need of an artifact which I believe may be found in a museum at Miskatonic University, Arkham, Massachusetts. The object is a small greyish green stone shaped like a five-pointed star. I had hoped to find one at the dig, but I fear that work there is not going fast enough and that They will get their supernatural aid before I find the star-stone.

Please make every effort to obtain the star-stone, but if word should reach you that something has happened to me, obtain the star-stone for yourself, for They will be on your trail soon.

Your Uncle,
Henry Hancock

[Note: Jacob's father died ten years ago. The reference to him is a code between Henry and Jacob indicating authenticity of the message and urgency.]

[19-D]

H. M Hancock
Hancock House
Cannich, Scotland
May 14, 1924

Dear Jacob,

I fear that this message will be the last you get from me for some time. Unless I flee this area the Sons of Yog Sothoth will be upon me. Lorne discovered that Belphegor is a leader of the group and he fears that They are aware of our discoveries.

Margaret brought me a star-stone, but try to find more, for I need all I can get.

The first piece was stolen from the dig site last night, but They did not get the second piece. I have it well-hidden now and They will not get it from me. We do not know what they want the pieces for, but we think there are three altogether.

Adam disappeared today. He stopped-by yesterday evening, but this morning Fergus says Adam checked out and left late last night. Adam being afraid of the dark since the African episode last year, would not have left at night and I fear that he has run afoul of Belphegor's people. Lorne does not know about Adam's disappearance yet and I fear that telling him would be too much for the old man.

All of these problems started with the arrival of the French woman. I will confront her in the morning.

Make sure that you obtain a star-stone for yourself as soon as possible and keep it with you always.

Give my greetings to your father.

Your Uncle,
Henry Hancock

[19-D]

Henry Hancock
Hancock House
Cannich, Scotland
16 May 1924

My Dearest Jacob,

All of my fears have proved to be unfounded. If my letters of late have seemed to indicate trouble I hope that you will forgive me. I realize that my imagination had run wild. There never was any danger.

Adam and I are going to head back to Africa in the morning and we will be out of touch for some time, but there is no cause for alarm. We can take care of ourselves. We stumbled across an amazing find, but must re-check our previous work.

Give my greetings to the rest of the family.

With fondest regards,
Henry M. Hancock

SUMMARY OF THE EXPEDITION TO LOCH MULLARDOCH *[32-D]*

Marcus Arturus, an engineer for four years on the great wall named for Emperor Hadrian, was looking forward to returning to his family's villa in Rome when Platorius Nepos, Governor of Britain, arrived at the camp.

Two weeks later, Marcus and a full century of legionnaires headed north into Pictish territory. The troops were led by a centurian named Namatian, a veteran of many campaigns, who was nominally under Marcus' orders in all save battle.

Platorius Nepos had asked, not ordered, Marcus to pursue a man called Belphegor and return him for trial. Marcus also was to try to find a golden disk with intricate carving and strange runes and destroy it. The governor's presence alone suggested the urgency of the quest, but sending an entire century into the Pictish lands north of the wall at a time when soldiers were all too few astounded all who heard of the mission.

They almost caught Belphegor on the banks of a small stream, whose waters were dark with peat (possibly the area now known as Blackburn, which means black stream). The soldiers had separated to surround Belphegor's camp when they in turn were attacked by a large band of painted Picts. Half the soldiers were slain before Namatian could get them regrouped. Marcus saved the centurion when he went down under a swarm of dagger-wielding savages. Once the soldiers were regrouped, the savages retreated, but Belphegor was safely away.

COVEN MEMBERS

D. MacBain (SOYS)
A. MacGillivray (KOTOV)
F. MacInnes (KOTSG)
I. MacLennan (KOTOV)
W. MacMurdo (KOTSG)
Margaret MacNair (KOTSG)
T. Hayes (KOTSG)
A. MacQuarrie (KOTOV)
J. MacQuarrie (KOTSG)
Willie Wassle (KOTSG)

[23-D]

An excellent example of [evil Pictish groups] is that from near Loch Mullardoch, in Scotland. These Picts worshipped the being known elsewhere as the Daemon Sultan, but, as in some other locations, the Picts did not perform this worship unbidden by beings of an older, and more malign, species. Indeed, I know for a fact that these remnants from the days of pre-human reptiles even now walk the Earth....

...Another place where such beings may lurk is in North America, where the Great Old Ones were worshipped long before the times of Columbus. I am here thinking specifically of those locations now held by the Spanish [Editor's note: this was originally written before the U.S. took over western North America] in California.

– from **Nameless Cults**

[22-D]

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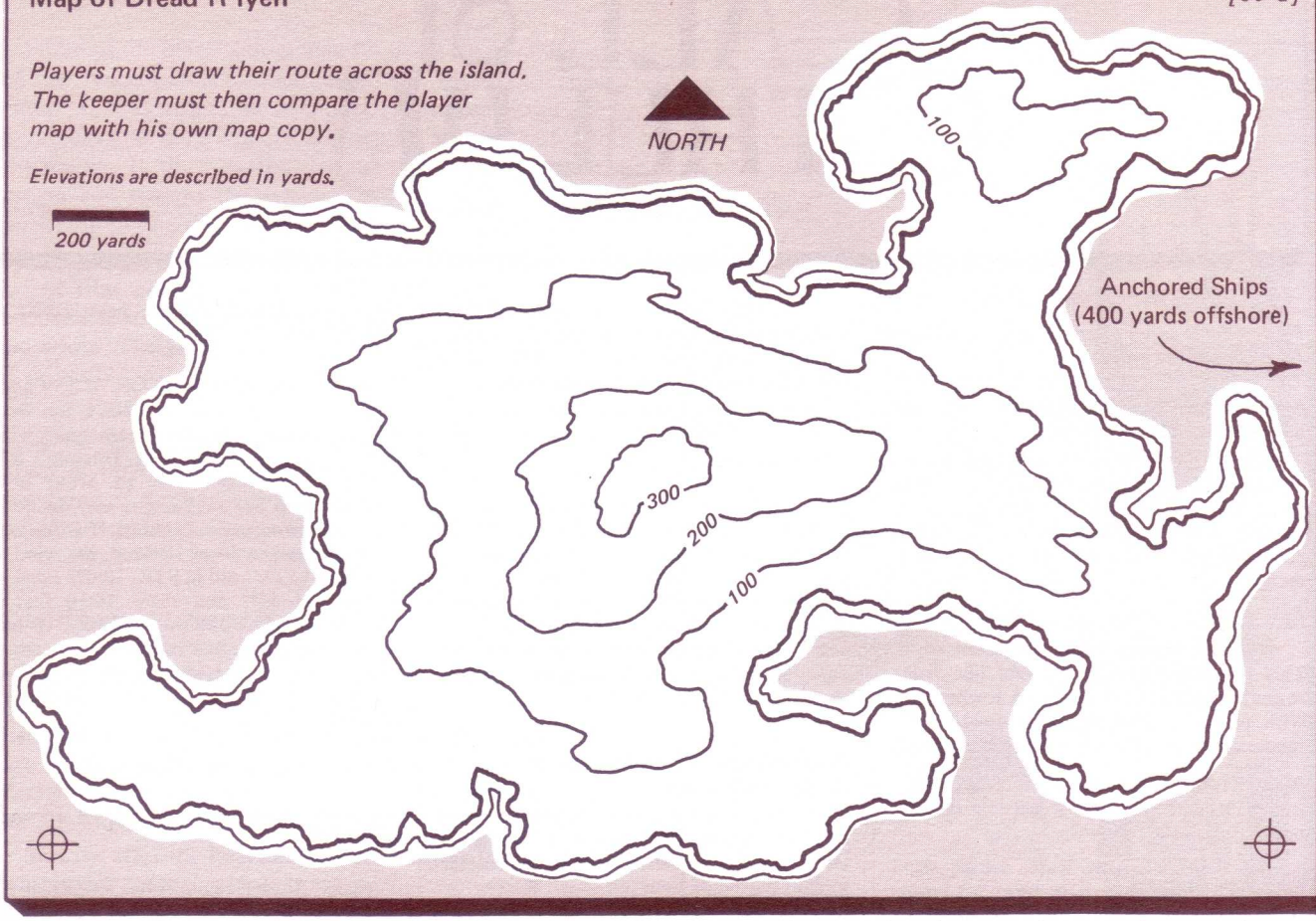
Map of Dread R'lyeh

[59-C]

Players must draw their route across the island. The keeper must then compare the player map with his own map copy.

Elevations are described in yards.



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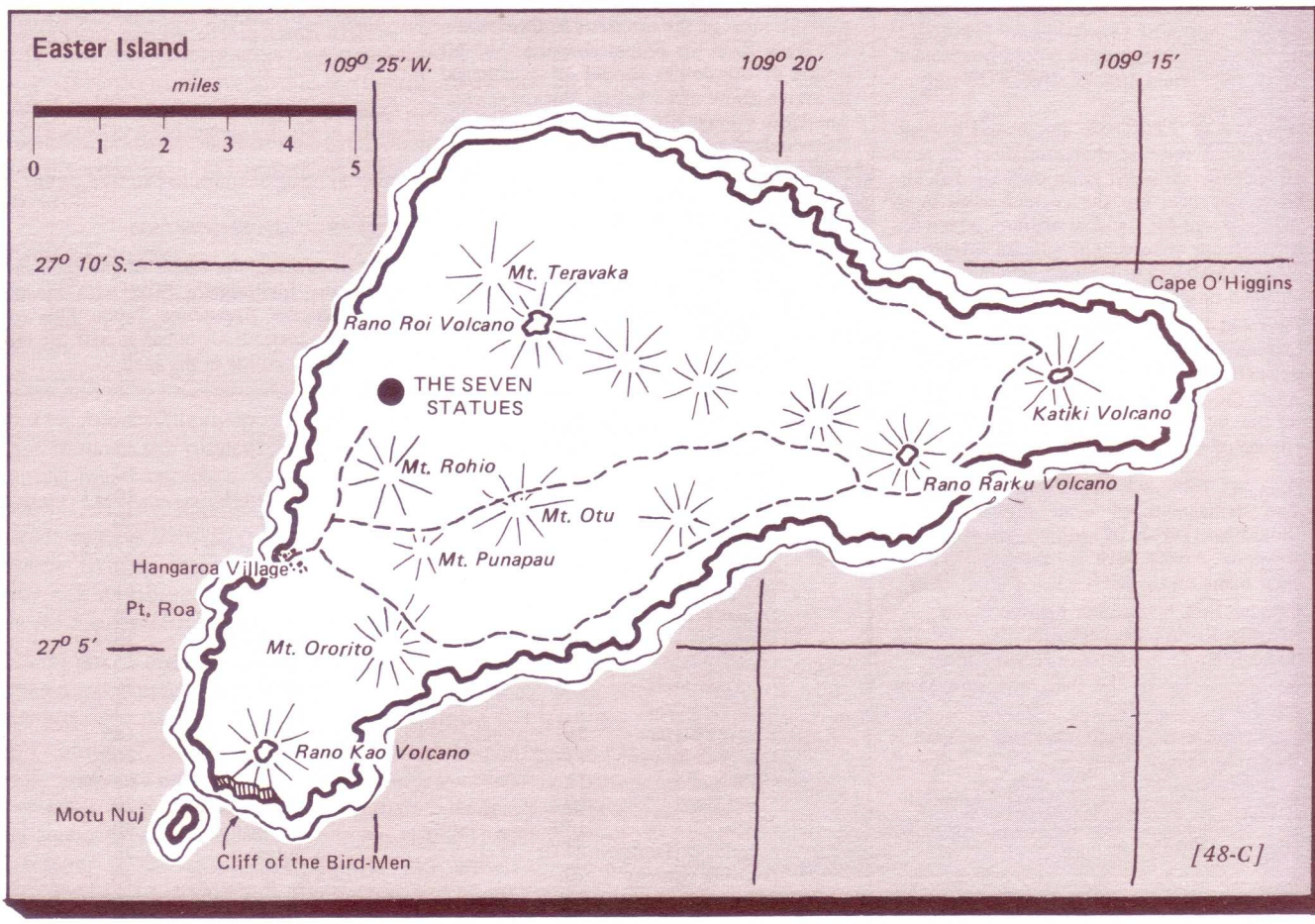
Easter Island



[48-C]

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CALL of CTHULHU

ERRATA AND ADDITIONS

Effective October 1982

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Page 6: Under **Characteristic Rolls**, the first sentence should read –

Basic Role-Playing **introduces the characteristic rolls of an** *idea roll* **based on five times the character's INT, a** *luck roll* **based on five times the character's POW, and a** *persuasion roll* **based on five times the character's CHA.**

Page 7: Insert in front of **Skill Categories**:

Humans have a base movement of 8. This represents moving 80 feet per melee round, in a combat situation. A Keeper may wish to set up a playing area divided into squares or hexagons to determine movement.

Page 8: Immediately after the table correlating STR and SIZ with a possible damage bonus, insert the following –

Hit Points New Rule: Larger sized beings should usually have more hit points than smaller ones. To figure the hit points of any character or monster, simply take the average of CON and SIZ. Round fractions up. For example, a character with a SIZ of 12 and a CON of 15 would have (12+15)/2 or 13½ hit points, which would be rounded up to 14. Certain attacks affect CON only.

Pages 10 & 13: There are several discrepancies between the character sheet on page 10 and the skills list given on page 13. The character sheet has the correct score in all cases, except for the skill of *Hide*, which has a 05% base chance. The precise categories, along with the corrections, which must be changed on page 13, follow –

First Aid 45%	**Move Quietly 25%**
Listening 45%	**Climb 55%**
Spot Hidden 25%	

Also, the skill of 'Throw' should be added to the list of Agility Skills. It has a base chance of 45%.

Page 14: Table 3.B needs some corrections. The damage listed after *Fighting Knife* should be 1D4+2. In addition, the following weapons should have an asterisk (*) after their name on the list –

Fencing Foil	**Smaller Knife**
Fighting Knife	**Pocketknife**
Butcher Knife	**Rapier or Heavy Epee**

At the bottom of the chart, this note must be added:

***An asterisk means that this weapon is able to impale.**

Page 18: Under **Law**, it actually takes 30 - INT in weeks to learn a foreign nation's laws, not 30 - INT in months.

Page 23: Under **General**, the last two sentences of this section should be changed to read –

Characters automatically recover from temporary insanity; 'permanent' insanity may be cured. Reduction of SAN to or below zero results in incurable insanity.

Also in the **Shock and Temporary Loss** section the third line should read –

...He must make a D6 roll...

Page 25: Under **Regaining and Increasing SAN**, the section headed **Skills**, delete the last part of the first sentence. The deleted portion reads **"...and to increase his maximum SAN by an equal amount, up to 99."** Under the section **Defeating Monsters**, delete the entire second sentence in the first paragraph. This sentence starts out **"He may also increase his..."**

Page 29: In the section **DEITIES, RACES AND MONSTERS** add one more sentence to the **Introduction.**

When a deity (Outer God, Elder God, or Old One) has its CON reduced to 0, it is not slain, but merely driven off for an indeterminant period of time (up to the Keeper).

Page 32: Just before the section headed **BEINGS AND MYTHOS**, insert –

With the new change in hit points, (see page 8), most of the monsters in this section will have their hit points changed. The hit points of the deities should all be changed to match those given below. For other creatures, the average hit points figured by using the standard formula are given. Flame Vampires' hit points are always equal to their CON. As non-material beings, their resistance to damage is not dependent upon sheer mass.

Pages 33-54: Right after **Armor** in the monster descriptions should be an additional category entitled **Average Hit Points**. This is given below for all creatures. –

Page 41: Flying Polyps have DEXs of 3D6+6 rather than 2D6+6.

Page 45: Ithaqua has a CON of 150 and a SIZ of 100. His attack as given is too weak. **If a character is attacked by Ithaqua's wind, he must match his STR vs. Ithaqua's STR on the resistance table to avoid being whisked into the air. Ithaqua may divide his STR up among several victims. If a character is at a distance from Ithaqua, the wind attack will be reduced in STR.** Under *Damage*, instead of **Lift and drop 1D10 feet**, it should read **Lift and drop 1D10 x 10 feet.** Ithaqua also has a claw attack he can use on those that he is quite near to. It has a 150% chance to hit, does 6D6 damage, and ignores all armor.

Page 48: Nodens has a CON of 45.

Page 49: Nyogtha has a CON of 40 and a POW of 28.

Page 53: Shub-Niggurath has a CON of 170 and a SIZ of 120. On this same page, Shudde M'ell has a CON of 80 and a SIZ of 120.

Page 54: The Spawn of Cthulhu have CONs of 3D6 *times* 5. The average CON given is correct.

Page 55: Tsathogghua has a CON of 120 and a SIZ of 60. Y'golonac has a CON of 125.

Page 57: Yog-Sothoth has an INT of 40.

Page 68: Under *Shriving*, add –

For success, the caster of the spell must overcome his target's POW with his own POW on the Resistance Table. This spell costs the caster SAN equal to half the number of POW points in the spell.

Monster	*Average Hit Points*
Azathoth	**300**
Byakhee	**14**
Cthonian, Adult	**43-51**
Cthugha	**130**
Cthulhu	**158**
Dark Young	**30-31**
Deep Ones	**12-13**
Dagon & Hydra	**58**
Dholes	**About 350**
Dimensional Shamblers	**18**
Fire Vampires	**7**
Flying Polyps	**38**
Formless Spawn	**13-22**
Ghouls	**12**
Great Race	**20**
Hastur	**150**
Hounds of Tindalos	**24**
Hunting Horrors	**20**
Ithaqua	**125**
Lesser Gods	**About 85**
Mi-Go	**10**
Nightgaunts	**10-11**
Nodens	**30**
Nyarlathotep	**12/69**
Nyogtha	**60**
Old Ones	**14**
Sand Dwellers	**14**
Serpent People	**10-11**
Servitors of Gods	**15-16**
Shantaks	**26**
Shoggoths	**23+**
Shub-Niggurath	**145**
Shudde M'ell	**100**
Spawn of Cthulhu	**68-90**
Star Vampires	**20**
Tsathogghua	**90**
Y'golonac	**75**
Yig	**70**
Yog-Sothoth	**400**

Some of the investigators may hit upon the idea of showing the outtake reels through one of von Varnstien's special lenses. If they attach the lens to the projector by the screw-on camera end they will see nothing by a jumble of colors and shapes. If they rig the lens to the projector with the camera end toward the screen they will receive a psychic shock, strengthening Winwood's resolve if he sees the results.

The film will look the same as it did before, except that it carries a strong bluish cast where it was normally black and white. The three SAN-loss scenes are different: instead of no visible malign presence, a malign presence will be horribly obvious.

In the initial scene, the investigators will not notice a group of three or four large humanoid beings weaving and shambling in the background. They are not close enough to be identified or to disrupt SAN, but it will be clear to the investigators that the dark shapes on the screen are not human.

In the second disturbing scene, a large, ugly Cthulhuoid monster stands in full light behind James Raven. The creature is a spectral hunter, as described in the section at the back of this scenario. If investigators who view it make their Cthulhu Mythos throw, they will recognize the creature as a minor monster—the hunters are not common enough for the investigators to easily identify them. Seeing the filmed hunter will cost 1D4 points of SAN.

Shortly after the beginning of the last terrible scene, two hunters are seen to climb through the window of the set Dorman is lying in. They will shamble toward her and begin to rub their loathsome rubbery claws over the actress' body in a revoltingly suggestive manner. Finally, they leer directly into the camera before the scene ends. Investigators will note that the hunters cause almost no effect by their presence—they do not leave visible footprints, rustle curtains, or act on anything else in the physical universe save for the slight impressions on Monica's dress. Seeing all this will cost the investigators 1D3 points of SAN unless they make a SAN roll.

Devil's Canyon

The following location descriptions are keyed to letters on the keeper's map of Devil's Canyon. The investigators will be able to purchase a USGS survey map that shows land formations but not buildings.

A. The Road. This steep, winding dirt path connects Devil's Canyon with the rest of the world. It is 25 miles from the nearest highway, which in turn is about 40 miles from Los Angeles. If investigators choose to travel on this road at speeds greater than 20 mph, they will need to make a Automobile Driving throw every turn they do so. If they fail, they risk anything from being stuck for a few hours to rolling off a steep cliff, depending on the immediate terrain.

B. The Set. Von Varnstien's *The Prince of Babylon* set has fallen into considerable decay in the four months since it was last used. Most of the valuable decorations left with the film company, leaving only several hundred square yards of walls and bare interior rooms. The largest complete structure (that is, a full building rather than false-front walls) is the tower in which the last scene was filmed. Also in good condition is the cavernous banquet hall, which served as both a set and a dining hall for the cast and crew.

Illustration of the Hotethk Village

Near the set stand the barracks-type buildings used to shelter the production company. Investigators will find that these buildings can easily house at least fifty people, and can thus provide plenty of room for their small party. Investigators who search the adjacent equipment storage building will find a crate containing three of von Varnstien's lenses, an unloaded .22 rifle, and two functioning flashlights.

C. The Hotethk Village. The ancient village of the Hotethk is situated in a narrow canyon about a quarter of a mile from the Babylon set. It consists of a jumbled set of adobe rooms stacked in a small cleft in the side of the wash. Investigators can easily see that the ruin could not have held more than thirty people in its heyday. All rooms are entered from the roof.

The most interesting feature in the ruin is a large central chamber. The chamber contains a firepit, a series of pictographs on the walls, and a Child of Yig (a large tom rattlesnake; it has 5 hit points, a 40% bite attack with a poison that always kills; add 1 to SAN if it is killed; all firearms except shotguns have ½ chance to hit the snake). The pictographs show humans dancing about a fire with with large, black creatures resembling the spectral hunters. Anyone making an Anthropology roll can tell that the pictures show a transformation or coming-of-age ceremony. At the bottom of the firepit lies a small, leatherbound box. If the box is moved any investigator making a Spot Hidden roll will see part of a carved, stone slab buried in the ashes.

The box holds a crumbling book which Whately left behind for the Hotethk. It contains a spell which will transform a human into a spectral hunter. The spell requires 2 permanent points of POW, the blood of several animals, and the loss of all SAN by the recipient of the spell. The stone slab is actually the Arc of Vlactos and measures 3 x 4 feet.

Buried beneath the Arc are six ugly Kachinas (Hopi-like magical/ceremonial figures or dolls) that correspond to the six spectral hunters currently infesting Devil's Canyon. If any given doll is destroyed or damaged, the appropriate hunter will be dispelled until he can magically form a new Kachina–taking about a week. If someone destroys the Kachinas while repeating the Indian chant found later in this scenario, the hunters will die forever.

It is not in the interest of the hunters to have the investigators mucking around their ruin. If a group of humans approach the area, the hunters will try to kill at least one member of the party by causing a rockslide in the arroyo (make a Dodge roll or take 3D6 damage) and then use their appearing and disappearing footprints to scare the others away (see below).

D. The Zone of Fear. This zone is a one-mile radius circle centered on the Hotethk ruins. It is the wandering ground of the hunters and concentrates the magical forces associated with them. It has the following properties:

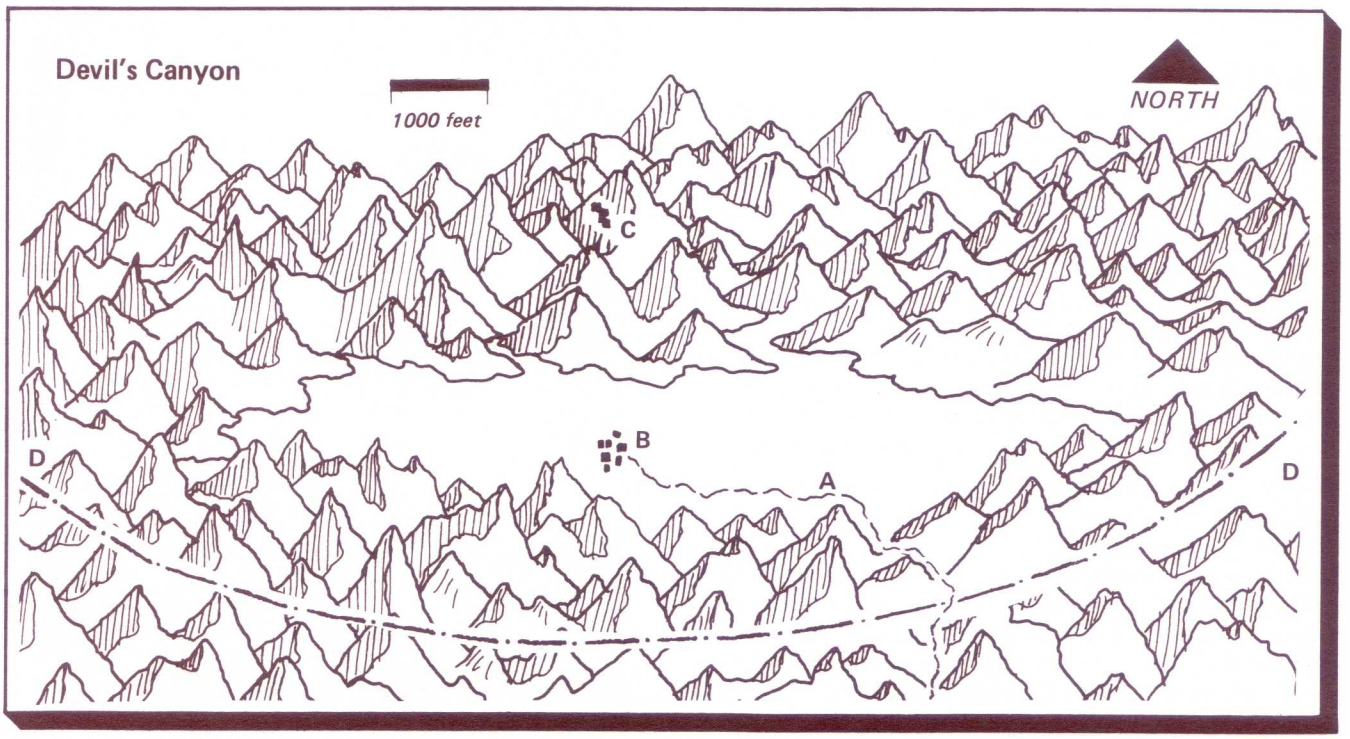
(1) The Hotethk will not and cannot leave the zone.

(2) Almost no animal life is found anywhere in the area ... even many birds flying overhead avoid it. This will be obvious and disturbing to anyone staying more than a day in the zone and making his/her Zoology throw.

(3) Every eight hours, all humans staying in the zone, whether awake or asleep, must make a SAN roll. If they fail, they will take 1 point of SAN loss. This will continue as long as the investigators stay here, unless the hunters are destroyed. SAN taken in the zone is cumulative for purposes of determining insanity. If an investigator stays in the zone of fear long enough to lose 9 points of SAN, it counts as if he had lost all nine at once for purposes of indefinite SAN loss, though not temporary.

The Attack

The hunters are at once sadistic and cowardly. They know that human weapons can kill them if they are spotted, and thus they will keep a healthy distance from the investigators until they see a chance to steal or destroy the special



lenses. They are aware that the lenses make them visible. Their attempt to kill the investigators will be slow and subtle rather than all-out. The hunters will try to drive the investigators insane before they finish them off.

The hunters' first move will be to cut-off escape from the canyon. As soon as the investigators leave their car(s) unwatched for more than 90 minutes, such as at night, the hunters will move in, rip out the engines, and lay them in the cars' front seats. If the investigators attempt to leave on foot, the hunters will separate and kill them before they leave the one-mile zone of fear described earlier.

While the investigators stay in Devil's Canyon, the hunters will try to kill one of them each day. If possible, they will try to lead individual humans away from their fellows and slay them secretly, though they are not adverse to killing somebody in plain sight if they must. Remember that they can become visible and immaterial at will. The hunters will often lead humans astray with banging windows, creaking floorboards, or footprints in the sand that appear and disappear for no obvious reason. When they do kill a person, they will often return the body to his comrades after it has been defiled or mutilated in some disgusting, mind-blasting way. They will never miss a chance to cause distrust or strife among the investigators. Keep in mind that the hunters can only be seen and heard if they want to be seen and heard, and can watch unobserved almost every action the investigators take.

If the hunters' Kachinas are in danger of destruction, they will do everything in their power to defend themselves.

CHARACTERS AND CREATURES

Spectral Hunters (Lesser Servitor Race)

Spectral hunters are large, hideous humanoids about 6-7 feet in height. Rubbery, jet-black skin covers their bodies. Their eyes are large and red, and their mouth is wide and filled with rows of shark-like teeth. A long, tapering nose matches their general appearance—horribly thin and reedy with the exception of a distended abdoman. Their limbs terminate in gross appendages. While their feet resemble those of a man, their hands are only huge, crab-like pincers. Because they are slightly immaterial at all times, they often seem to float or hover over the ground like big, ugly balloons. Spectral hunters have no known language.

The spectral hunters are formidable foes, but are easily destroyed by those who know how. They can become invisible, when they lower their enemy's chances to hit by their (the hunters) POWx5%. When in immaterial form, the hunters take damage only from enchanted weapons or spells. Their major disadvantage is that certain forms of light make them visible. Lenses such as the ones described will reveal the hunters, assuming that they are directly in front of the person using it. A second weakness is that they are always tied to some kind of artifact or ceremonial device which holds their soul. They can never leave the one-mile area around this object, and if the artifact is destroyed properly, they will die.

Spectral hunters are a created race, made from the bodies of those who knowingly volunteer to become monsters. They are often left behind to guard some important site.

Seeing a spectral hunter will cause a loss of 1D6+2 points of SAN unless a saving throw is made. If made, the unfortunate viewer will still lose 1 point of SAN.

A hunter can attack only once per round, with either bite or pincer. Hunters are able to parry with their pincers and can do this every round in addition to attacking. They usually attack when invisible, which gives them a +20% chance to hit.

SPECTRAL HUNTERS

Characteristics		*Average*
STR	3D6x2	22-24
CON	2D6+1	7-8
SIZ	3D6+8	19-22
INT	3D6+3	14-15
POW	5D6	17-18
DEX	3D6	10-11

Weapons: Pincer 50% (2D6); Bite 30% (3D6).
Armor: 1 point hide.
Spells: Contact Yig
Move: 8.

There are six spectral hunters in this scenario. At the keeper's option, more or less could be included, depending on the strength of the party.

SPECTRAL HUNTERS

	Spectral Hunter number					
	1	*2*	*3*	*4*	*5*	*6*
STR	34	22	24	16	24	12
CON	6	8	8	12	7	12
SIZ	18	20	14	18	23	26
INT	8	13	16	12	12	16
POW	26	21	15	15	18	12
DEX	13	8	5	15	12	6
Hit Points	12	14	11	15	15	19
Pincer Attk	55%	60%	45%	60%	50%	60%
Damage	3D6	3D6	2D6	2D6	3D6	2D6
Bite Attack	35%	55%	45%	45%	45%	20%
Damage	4D6	4D6	3D6	3D6	4D6	3D6

People

JAMES RAVEN

STR 13	CON 12	SIZ 14	INT 13	POW 9
DEX 13	CHA 16	SAN 25	EDU 13	HP 13

Skills: Foil attack 80%/parry 85%; Speak French 35%; Listening 60%; Track 25%; Drive Automobile 25%; Oratory 75%; Sing 65%; Ride 65%.

ROSEANNA BARLETT

STR 10	CON 9	SIZ 10	INT 14	POW 15
DEX 8	CHA 12	SAN 75	EDU 16	HP 10

Skills: Accounting 30%; Hollywood Mythos 90%; Law 50%; Listening 85%; Psychology 65%; Move Quietly 40%; Bargain 60%; Credit Rating 55%; Debate 60%; Fast Talk 85%; Oratory 70%; Psychoanalyze 20%.

STAGEHAND ONE

STR 11	CON 13	SIZ 14	INT 14	POW 9
DEX 14	CHA 12	SAN 45	EDU 12	HP 14

Skills: Drive Automobile 45%; Operate Heavy Machinery 50%; Mechanical Repair 55%; Electrical Repair 40%; Fast Talk 30%; Stagecraft 45%.

STAGEHAND TWO

STR 15	CON 16	SIZ 16	INT 11	POW 12
DEX 15	CHA 12	SAN 60	EDU 10	HP 16

Skills: Pistol 50%; Fist 60%; Drive 50%; Stagecraft 65%.

5. The Worm that Walks

A fellow-occultist invites the Investigators to Maine where, he hopes, they can compare notes. Together they may be able to rid the world of the Silver Twilight forever.

Introduction

Now that the investigators have managed to defeat the Hotethk monsters, have at least one piece of the R'lyeh disk, and have found the Arc of Vlactos, they are ready for this scenario. Actually, even if they have not performed any of those feats, this scenario is all right for them to run. However, by the start of the last scenario, the investigators will need to have both a piece of the R'lyeh disk, and at least a drawing of the Arc of Vlactos. If they have not managed to obtain these in the past scenarios, the keeper will wish to provide these objects for the investigators somewhere in this scenario. Exactly where this is to be done is up to his discretion.

This particular scenario is intended as a trap, to warn the possibly over-confident investigators of the deadliness of their enemy, and to lead them to Easter Island and thence to R'lyeh in an attempt to finally succeed in destroying their foes.

The Investigators' Information

After their stint in Devil's Canyon, a Mr. Christopher Edwin contacts the investigators by letter, as accompanies these words.

> Dear Sirs:
>
> I have read of your exploits and wish intently to see you. I have some slight occult knowledge myself, and am aware of the danger that you and your comrades may be in from the Silver Twilight. Please accept the enclosed train tickets to come and meet me immediately in Salk Harbour, Maine. I am a rather wealthy man, and I would only be too glad to help others perform feats to help defend the world against the monstrous evil of the Elder Ones. I expect you shortly.
>
> Sincerely,
> Christopher Edwin
>
> *[40-A]*

Enclosed in the letter are, indeed, a number of train tickets (first-class passage, of course). There is one provided for each member of the party, and the tickets will provide passage clear to Portland, from whence the investigators must take a bus to the tiny village of Salk Harbour, a trip of about two hours.

When they arrive at Salk Harbour, they will see that the village numbers no more than 800 or 900 souls, mainly typical Maine fishermen. Just out of town, toward a great hill that stands west of town, sits an imposing mansion. Anyone in town who is asked will be able to tell the investigators that the manse is, indeed, the home of Christopher Edwin, "poor fellow." If the investigators ask why he is called a "poor fellow," the fisherman or townslady will look askance at the investigators for showing such forwardness at short notice, and move along.

At the home of Mr. Christopher, they will be greeted by a door that appears to open to itself. A voice will call for them to enter. When they do, Christopher Edwin will enter from a side hall. He is an elderly, pale man who is confined to a wheelchair. He will invite the investigators to have dinner, where he will explain all.

At dinner, Christopher Edwin will explain that the door has a new electrical opening device so that he can open it from within by merely flipping a switch. He fell sick several months ago, and lost the power to walk. If the investigators watch him closely, they will see that he does look somewhat gaunt and pale, as if what he says is true. His rigid hands are kept crossed on his blanket on his lap except when he gestures, as he does frequently.

After dinner, he will get to the point. He displays a fair knowledge of the Cthulhu Mythos, and will tell the investigators that he knows of the evil of the Silver Twilight. In fact, while investigating them, he had just come to some

amazing discoveries when he was struck down by this suspicious illness. He wonders, sometimes, whether the illness was entirely natural. He gladly shows the investigators all of his notes about the Silver Twilight, but, sadly for them, there is nothing new in any of the notes that they did not already know. It will contain already-known facts, such as that John Scott was a returnee from the dead, that someone named Whateley who was a Silver Twilight contact went to California and contacted Indians there, that the Silver Twilight lodge in Boston was built over the ruins of an old witches' farm, and that a coven of evil and sinister witches in Scotland were tied to the Silver Twilight.

Edwin is obviously now incapable of taking an active part in the hunt for the remaining parts of the Silver Twilight, but he is willing to do his part for life and sanity by bankrolling the investigators' investigations. At this point, he will pull out a check book and write each person in the party (except for any obvious servants) a check for $150. He will then tell them that they will need to go to Portland to cash their checks, but there is no need to do that tomorrow. (If the party ever does cash their checks, they will be found to be genuine.) In fact, Christopher Edwin has a hot investigation ready for them to explore.

"Fifty years ago," he says, in his wet and whispery voice, which almost hums with the mucus and phlegm that his diseased and weakened lungs and throat produce, "there was a man who lived north of town, called Clarence Woodie. He had a reputation for being an evil and vengeful man, who would kick dogs to death for biting at him, and who would poison a neighbor's sheep if they stepped onto his land. He never married, but adopted three boys from the county orphanage. He raised them in his evil ways, and they were as wicked as he, I dare say, when he suddenly died. The boys found a whole tin of money under his bed after his death, and claimed that they had come upon it by accident. The townsfolk did not believe this story, and neither did the police, who arrested the lads on a charge of smothering their foster father for his money. They were all three hanged – they were in their early twenties at the time – and buried in unmarked graves. Then, a strange thing happened. The person who bought the old Woodie house was found dead with a rope burn about his throat, as if he had been hung! Only he was found laying in his bed, with no rope available.

"Well, suffice it to say that several other people, including two tramps, also died in that house from such mysterious stranglings. I think, and I feel you may agree with me, that the damned spirits of Woodie's boys were still lingering about that house, and trying to kill anyone who stayed there too long.

"Naturally, the house fell into wreckage, and is now avoided. Thus it remained for over forty years. But last year a person came to town who had once belonged to the Silver Twilight and he bought the land on which the old house stayed. He did not sleep in the house, but the villagers whispered that he performed strange acts there, trying to invoke or tame the foul ghosts that lived there. He gave his name as Malcolm Smith–a pseudonym, I believe. In any case, before I fell sick, I went and spied on him trying to converse with the house's ghosts, and I saw the wraiths themselves speak with him! I fainted dead away.

"I am now contacting you because I fear that I know what 'Malcolm Smith' was trying to do. He realized that the ghosts had a powerful psychic and magical aura, and he was trying to tap it for some magical act. He was actually weakening the ghosts in a black parody of exorcism–not to destroy them, but to steal their energy to perform black magic. Malcolm disappeared just before I fell ill. I now think that the weakened spectres yet managed to destroy the man who was vampirizing their evil life. When I listened to their conversation, this is what I heard:

" 'Ye fiends of night! Ye ghosts of the damned dead! Ye spirits of evil and sin! Come! Come! Come and yield up your criminal power to me! Free your weakening resolve from this place of your crimes, and release your energy! Reinforce me with the magic and power of your being! I must wax and you must wane! Strengthen me at your despair!' is what 'Malcolm Smith' chanted. Then, the faint ghost of a man, its head lolling at one side as though the neck was cracked, appeared.

" 'Depart from us . . .' said the ghost, 'Leave us be . . . cease your tormenting of our pains and anguish . . . leave us or drop your defenses that we may feast upon your emotions, as we has done on others . . . sacrifice yourself to our hunger or depart from our horror . . .'

"At this point," says Christopher Edwin, "Malcolm turned suddenly away, the ghost gave a mournful wail, and I fainted. Would you please take up where I left off? The ghosts are weaker now; not even the villagers at their most superstitious feel they are active anymore. They still may be able to harm you, so take care. If 'Malcolm Smith' did indeed die in that haunted house, he may have left interesting manuscripts or incriminating data about the organization he had devoted his life to–the Silver Twilight.

"I found out about his membership in the Twilight when I recognized a Carl Stanford, who has been mentioned as an important principal in the Silver Twilight, speaking with him three weeks before Smith disappeared. I did not find out who Carl Stanford was until a month ago.

"Will you help me? I am wealthy, and wish for my last acts to be good ones–perhaps I can be instrumental in destroying the Silver Twilight and thus saving the world from the evil that will surely descend upon it if they take over!"

The investigators should now be given their chance to accept Christopher Edwin's hospitality while they stay in the village, and they should be encouraged to explore the old house up the road in the woods to find evidence about Malcolm.

Keeper's Information

Christopher Edwin died five months ago from the lung disease he had caught. He was inoculated with the disease from the poison needle of a member of the Silver Twilight. He has been replaced by a fungus from Yuggoth, who is now masquerading as Christopher Edwin, and who is an ally of the Lords of the Silver Twilight.

His goal is to lead the investigators, who have severely annoyed and injured the Silver Twilight, into deathtraps. The story about the Woodie house and Malcolm Smith is largely fabrication. If the investigators look up information on it, they will find that a Clarence Woodie who had adopted three boys did indeed die in that house fifty years ago, and that the boys were hanged for his murder. The villagers once thought that the house was haunted, but no longer. Malcolm Smith bought the land and vanished.

The Woodie House

Twenty years ago, a grim family moved into the one-story Woodie house: Jonas, the father, Zeke and Isaiah, the two sons. Jonas, Zeke, and Isaiah were degenerate vagrants, who had become homicidal and who are now completely mad. They live by slaying animals that pass by, and by killing and eating people as well. The Fungi from Yuggoth that sometimes pass through the woods know of them, and thus the false Christopher Edwin intends to send the investigators into their clutches. The Fungi from Yuggoth occasionally leave messages on the doorstep of the house, and though the cannibals have never seen one of the Fungi, they have long since learned the wisdom of obeying their messages. The Fungi sometimes lead them to where vulnerable people can be found, so that they can kill and eat without being caught.

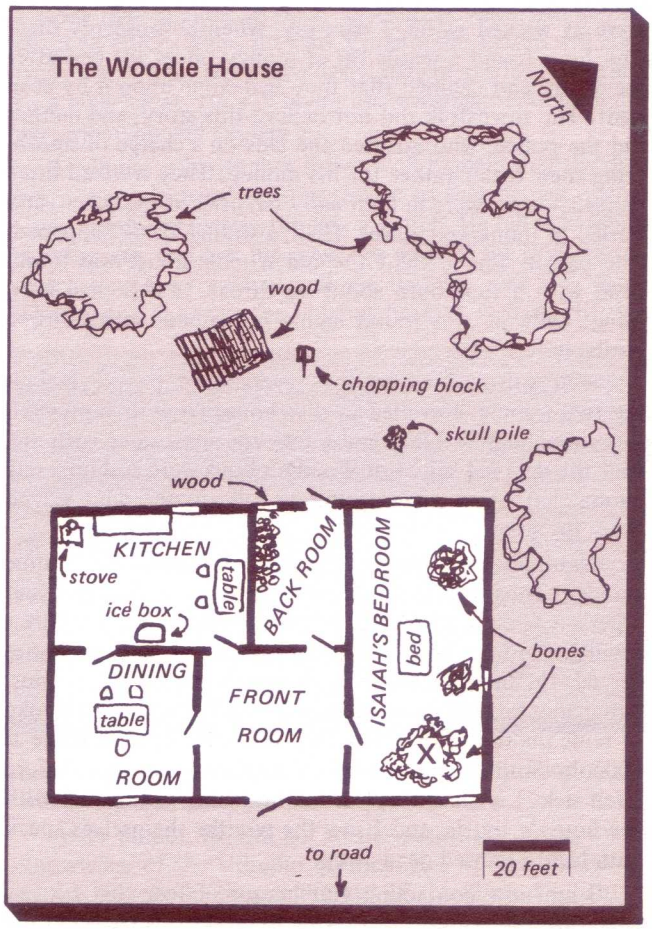
Jonas, Zeke, and Isaiah have been notified of the coming of the investigators by the false Edwin. They are armed and ready.

The Front Room is the room that the house's front door opens into. It is small and box-like, claustrophobic, with four doors leading from it.

Isaiah's Bedroom is the haunt of the insane Isaiah, the worst of the three killers. His bed is only a crude mattress on the floor, but his room has been highly decorated. Bones from all sorts of wild animals are piled around the room. They are cleaned as well as he could manage, but a rank and foul stench still rises from the room. If the investigator opening the door makes a Spot Hidden roll, he will notice a human skull sitting half-hidden near a pile of antlers. When the investigators enter the room, they are due for a bad surprise. Isaiah has buried himself within one of the large bone piles–the one marked "X." He is completely hidden, and cannot be detected at all, though naturally he cannot see the investigators. Of course, he can hear them, and when they step on the squeaky board he knows so well right by the bone pile, he will suddenly shoot up from the pile of bones like an avenging demon, axe in hand, and try to cut down the nearest investigator. All within the room will be so startled that they must make a SAN roll or lose 1D6 points of SAN as the wild-eyed madman lunges upwards clutching his axe, and looking more like monster than man, draped in rotted bones and with matted hair and drool.

Isaiah will automatically get the first blow at the closest target, and the investigators will not be able to react or dodge. In fact, he will get to add 20% to his chances to hit because of the effect of total surprise. After the first round, all the investigators will be able to try to make an Idea roll. Those who succeed will recover from their shock and react by fleeing, pulling out their weapons, or whatever. Those failing their Idea roll must stand there dumfounded: though Isaiah no longer gets a 20% add to his attack, they still cannot dodge. On the third round, everyone will be able to act normally.

Isaiah will swing every round, and will hit a single opponent without changing targets until his chosen target falls, when he will attack another. The room is of small size, and Isaiah will be right in among the milling investigators. If shots are fired, there is a chance they will hit a friend. If



an investigator fires a shot and misses Isaiah, he must roll again to see if he has struck a friend. There is a 5% chance of hitting a friend for every other person in the room. If there are five investigators in the room, and one shoots and misses Isaiah, he has a cumulative 20% chance to hit a random friend. If he does hit a friend, it will not be an impaling wound – just a normal hit.

As soon as the other inhabitants of the house hear Isaiah's warcry, unless they are currently engaged in battles of their own, they will come to aid him. They will rush to his door and try to gun down those investigators which Isaiah is not currently striking at with his axe. If they miss a given investigator, they also have a 5% chance of hitting any other random person in the room, including Isaiah. If an investigator within the room decides to shoot at the two at the door, he will have no danger of hitting a comrade. If the investigators try to defeat Isaiah by slugging him or by using daggers or other melee weapons, they will not hit anyone but their target.

The Dining Room is dominated by a great slab of wood which serves as a tabletop, supported by two uprooted stumps. The glowing lamp hanging above the table is especially horrible in the near-darkness of the house–it is obviously formed from the stretched globular skin of a human head. As it swings slowly around in the gust of air produced by the door's opening, the investigators can clearly see the stitched up eye- and mouth-holes. This sight will cost all those watching 1D4 points of SAN if they fail a SAN roll, and a single point even if they succeed.

There are three chairs around the table. They are crudely made. There is one door in this room.

In the Kitchen you can probably guess what sort of horrible sights are to be found–the butcher shop of a den of cannibals. Anyone coming in here will need to make a SAN roll immediately. He will see a kitchen, fairly well-equipped in a slightly archaic style, with the gruesome remnants of an earlier meal spread by the stove and on the counter-top–hands, feet, and even more grisly bits of human debris. If the SAN roll is failed, the character must take 1D6 points of SAN loss, and a single point even if he succeeds. The investigators should know well enough by now not to open the icebox. If one does open the icebox, a worse horror will strike. Jonas, the father, has wired a sawed-off shotgun to the handle of the icebox, and whoever opens it will take a double charge of buckshot right to the chest–a total of 8D6 points of damage!

Just when the character is on the verge of opening the door, if he can make a Spot Hidden roll, he will notice a little piece of wire coming form the inside of the icebox and wound around the handle. A successful Mechanical Repair roll will unravel this wire without any untoward event, but a failed roll will result in setting off one of the barrels of the gun, striking the would-be disarmer. He will take a total of 3D6 points of damage, as the icebox door will subtract somewhat from the damage. If the Mechanical Repair roll succeeds, and the door is opened, the shotgun will be visible, and anyone with an INT of 9 or better will instantly be able to see the diabolical trap that has been created here. There are no human parts in the icebox–after all, the iceman does not come by these parts of the woods too often. The trap was here merely for the inquisitive, suiting the malignant mind of Jonas.

The Back Room is full of chopped wood, more bones (no human ones here) and tools. There is a supply of kerosene for the lamps, two flashlights, and two rusted shotguns with some ammo. The shotguns are so rusty, that if fired, they will explode in the firer's face, doing 1D6 points of damage, and having a chance of blinding him. Have him roll his Luck twice–each roll failed means that one eye has been blinded. If both are failed, of course he is blind for life, and must retire from active life as an investigator. In any case, his ability to Spot Hidden and to Read any Language drops immediately to 0% (unless he takes up braille). If he is blinded in one eye only, his Spot Hidden will be cut in half with fractions rounded down. It may not henceforwards increase past a level of 60%. The people of the house know that the guns are treacherous and keep them solely as trophies of those they have before they found out that the guns had corroded to the extent that they would explode, one blew up in Zeke's face (his eyes were saved). Any investigator with any rifle or shotgun skill at 50% or more, or any investigator with a Mechanical Repair of 30% or more, can tell that the guns are dangerous to fire.

There is a back door here, which leads to the backyard.

In the Backyard is a pile of cut wood, a chopping block, and a little pile of skulls in one corner of the yard. Grim and dark trees seem to close tightly around the yard. Hiding on the roof of the house is Jonas, who crouches behind the chimney on the roof where he can't be seen from the ground. When he hears voices in the backyard, he will roll to the edge of the house and begin to fire at those he sees. Since only his head and arms will show, those shooting at him have a one-third normal chance of success. When firing starts, he probably will open fire more than 20 feet from the investigators, so no one will be at point-blank range. If Jonas is wounded badly (more than half-damaged) or he runs out of ammunition, he will roll behind the chimney, reloading if his gun is empty. If seriously wounded, he will just lay hidden, firing at any heads peeping over the edge of the building.

In the Front Yard Zeke lies hidden in the underbrush. He will wait and do nothing until the investigators contact his father or brother. His face is horribly scarred (remember the shotgun accident?) and anyone seeing him under the tense conditions here at the house must make a SAN roll or lose 1D4 points of SAN. If he hears his brother shout in his room, he will run for Isaiah's door and help. If he hears his father start to shoot from the roof, he will run around the side of the building and fire at the investigators from the building's corner.

The Family's Tactics

Isaiah will wait quietly in his pile of stinking bones until someone comes into his room, even if he hears the sound of shots and struggling. He is the maddest of the three and is quite satisfied to stay where he is. He spends hours in his bones everyday anyway, so it is easy for him. He will never surrender. If the investigators flee, he will chase after them. He can outrun anyone with a lower STR and CON. As previously described, if he attacks, Zeke will come running from the woods, and Jonas will drop down from the roof and come in as well.

If Jonas starts to fire from the roof, Zeke will come to help and hide around the edge of the house, firing away. While partially concealed around the house's corner, the investigators will have only half their normal chance of hitting him, unless they come running around the house's corner to get a better shot. If they are moving like that, they must cut their chances to hit in half again, and naturally Zeke will preferentially aim at anyone trying to get around his cover.

None of this grim family will surrender. If one of them is taken alive, he will not speak even under torture, except to curse the investigators and swear vengeance from beyond the grave if killed. Any such vengeance is up to the keeper.

Surviving investigators who manage to eliminate this despicable trio will gain 1D3 points of SAN; those who did not go to the Woodie house will not rise in SAN.

JONAS

STR 10	CON 15	SIZ 12	INT 8	POW 7
DEX 12	CHA 7	SAN 0	EDU 3	HP 14

Skills: .45 Revolver 50%; Hide 50%.

ZEKE

STR 8	CON 13	SIZ 13	INT 7	POW 9
DEX 11	CHA 7	SAN 0	EDU 5	HP 13

Skills: .45 Revolver 50%.

ISAIAH

STR 14	CON 16	SIZ 16	INT 4	POW 10
DEX 14	CHA 4	SAN 0	EDU 1	HP 16

Skills: Axe attack 75%/parry 50%; Fist 80%; Hide 80%; Jump 50%.

The Return

After the investigators have returned from the Woodie house, probably with some wounded, Christopher Edwin will be quite perturbed and solicitous. He will pay for all medical expenses, and hire a private room for anyone wounded (it is likely that at least one investigator was wounded at the house). If nobody was wounded, or if all those wounded were killed, then Christopher will treat the survivors to a grand meal. Sadly, after the meal, all those present will exhibit the signs of ptomaine poisoning, including Christopher Edwin, who will pretend to hire a private nurse for himself. He will, again, hire private hospital rooms for the investigators.

The Sailing Trip

Waiting for their friends in the Portland hospital to heal may be somewhat tedious for the unwounded investigators. The keeper has an excellent suggestion to make. Christopher Edwin has a small yacht that the investigators could take out to sea for a little jaunt. He cannot go to sea anymore (sigh!) but he would be glad to let the investigators do so. Encourage the investigators to take advantage of the offer. This will give the investigators a chance to relax freely. The keeper, if he is of a diabolical turn of mind, may even promise the players that he may restore a few points of SAN to the investigators if they return successfully from such a wholesome activity as going out to sea.

On the Water

The investigators on the yacht will soon envy their comrades safe in the hospital. When some distance from shore, the water around the boat will begin to bubble and turn black. Then, a monstrous shoggoth will shoot up from the water, and plunge itself onto the boat. Enough warning should be given about the water bubbling, etc., for the investigators to get on the deck, and maybe even prepare the small life boat for escape.

When the shoggoth hits the boat, its enormous weight will rapidly sink it. The investigators may fire their guns, hit the shoggoth with enchanted weapons, or do anything they please, but the shoggoth's mass will sink the boat in five rounds (dead or alive, if the investigators manage the incredible feat of killing a shoggoth). The investigators have that long to lauch the small boat to escape from the yacht before it sinks. Anyone who was below decks when the shoggoth arrives is doomed–the mass of the shoggoth will fill the only door and all the portholes, and they cannot escape unless they happen to have the magic box here from the first scenario. If they do, naturally after they escape through it, leaving it behind in the shoggoth's grip, they will probably not want to go back through it, and in fact will not be able to, for the box will be destroyed by the shoggoth or its masters on the sea bottom, rendering the investigator's box useless.

Every turn the investigators waste by running around, thinking of spells, or attacking the shoggoth, brings them that much closer to a horrible death by drowning in water haunted by at least one shoggoth. Launching the boat requires a successful Mechanical Repair roll, and only two people may try per turn. The successful rolls need not be on the same, nor even on consecutive, turns. Once investigators are in the small boat, the shoggoth will not chase them, happy to sink the large yacht and eat whatever is there. Do not forget the SAN loss entailed by seeing the shoggoth. Since there is no likely way to defeat this particular shoggoth, there is no way to gain any SAN by 'defeating' it, even given the slim chance of killing it. If the investigators escape the boat by means of the magic box, naturally it is left behind and destroyed. If the investigators fail to launch the boat, they are dumped into the water. If the shoggoth is still alive when the yacht sinks, any investigators treading water will soon die, as the shoggoth grabs them one by one from below. If the shoggoth has been somehow killed, then the investigators can try to swim to shore. It will take a successful Swim roll to make it. The investigators may try as often as they like, but two consecutive failures to make their Swim roll means drowning.

The Hospital

This is not a safe situation either. Christopher Edwin has sent a peculiarly horrible messenger here–the Worm That Walks.

The Worm That Walks is an loathesome being, looking like a human corpse decayed into tones of green, black, and blue, with dripping pieces of flesh hanging from it. Prodigious claws or talons dangle from this apparition's fingers, and from the undead monster's eyesockets stare lidless, bare eyeballs. The secrets of its origin or creation are unknown, but surely gods of madness and fear have to do with it.

The Worm That Walks is able to cloak its body with the appearance of a normal person for brief periods of time. This blood-lusting thing wishes to slay all it can. However,

it must have a psychic link to the one it slays. The monstrosity can gain this psychic link, and thus succeed in manifesting itself fully upon this material plane, by overcoming the POW of its target with its own POW. Until it has succeeded in this, it cannot appear in its true form; it cannot harm a victim save in that true form. When it does overcome its victim's POW, it will immediately drain 6 points of POW from him to fully manifest itself. This POW can be recovered normally (within eight hours or so) if the investigator survives the encounter. The Worm That Walks can visit its target several nights in a row, hoping eventually to overcome the victim's POW. It will not attack until its victim is alone in the hospital room.

Each night at midnight, the hospitalized investigator (choose the most appropriate investigator for the keeper's purpose) will be awakened by a cold and clammy hand being placed on his face. When he awakes, the hand is withdrawn, and he will see the face of one of his non-hospitalized companion investigators grinning mirthlessly, then the false investigator will turn and walk out of the room without saying a word. This will continue until the monster manages to overcome the investigator's POW. Then, upon awakening, the investigator will see his friend's face melt away into the monster's true form, and it will attack.

It attacks with its great claws, and rends the victim to bits. Its horrible appearance requires a SAN roll which must be made or 1D10 points of SAN are lost–if it is made, none are lost. The Worm That Walks cannot be harmed by material weapons except when in its true form. In that form, firearms are useless–they will do no damage, though all other types of weapons do normal damage. In the false forms it can wear, any bullets or weapons pass through its immaterial manifestations.

The investigators may well plan an ambush for the monster. If there is more than one person in the hospital room of its intended victim, it will go elsewhere in the hospital and kill someone else. The investigators will hear of this, and will probably eventually plan to stop the monster. However, it will only appear when one of them is alone, when it will materialize and try to overcome its victim's POW.

Of course, a band of prudent investigators may well station guards right outside the door of the Worm's target, and rush in upon hearing their friend scream. This would give the Worm a melee round's worth of attacks upon their helpless friend, but he may survive. Good luck. If the Worm is destroyed by their physical attacks, its body will remain behind but will appear to be no more than the horribly decayed corpse of a human being. After death, the long claws will wither to be long fingernails–monstrously long, to be sure, but still fingernails. Police and staff may have some trouble explaining a rotted corpse in a hospital.

The Worm will not flee or try to escape if it is attacked after it manages to overcome its victim's POW. It will instead fight and slay as many as it can; only after killing all within sight will it vanish. Remember that firearms are useless against it. It can attack with both claws in a single melee round.

WORM THAT WALKS

STR 16	CON 15	SIZ 11	INT 6	POW 8
DEX 15	Move 8			HP 13

Skills: Claws 50% (1D6 damage) – may attack twice per round.

Christopher Edwin and Victory

By now, the investigators almost surely have lost a few of their number. If they are intelligent, they should be suspecting that something is wrong, with reasoning along these lines:

(1) Christopher Edwin strongly urged us to go and visit the Woodie house, where we expected to meet ghosts at worst, or maybe a sorcerous Malcolm Smith. Instead, we met three stout and hardy men evidently prepared for us, and we were ambushed.

(2) Christopher Edwin sympathized with us (and maybe prepared the ptomaine poisoned dinner we ate) and was nice enough to hire a private room for each of our incapacitated companions. In one such room some sort of terrifying monster attacked an injured friend.

(3) Christopher Edwin allowed us the privilege of using his yacht to ease our minds, and off we sailed blithely on the sea. Then, a horror beyond imagining rose from the deeps and nearly killed us all.

(4) Therefore, maybe Christopher Edwin is not on our side.

If the investigators fail to figure out by this time that Christopher Edwin is not on the up and up, then the keeper has two choices. He can drop some hints to the investigators, such as:

> "Gee, that sure was an odd coincidence, those three guys waiting in ambush for you. Just like they were expecting you. I wonder if someone could have warned them. Naw, of course not. Only Christopher Edwin knew that you were going, and he couldn't have told them."

> "Chris Edwin was surely nice to let you guys take the yacht. It's a pity that the shoggoth just happened to come by while you guys were out there. I wonder what the chances were of a shoggoth choosing that exact part of the sea to wander about in? Must be slim."

Or the keeper can sigh at his investigators' obtuseness, and create more and similar traps for them to blunder into. The style of such traps should be obvious from what has happened before. Christopher Edwin should get the investigators to do something apparently safe (like lie in a hospital bed or go boating) and then, presumably when they are not prepared, hit them with some formidable threat. Chris Edwin has the resources of the Silver Twilight to draw upon for his attacks, but the leaders of the Twilight are all out of town (they have taken a boat to Easter Island), so only flunkies, and few of them, can come to help. He can call upon grisly monsters galore, but only one or two at a time. He certainly does not have anything else of the caliber of a shoggoth available to him.

Victory

If the investigators figure out that something is wrong and go to confront Christopher Edwin, he will try to flee from them by dropping his mask and gloves and flying out the window as a fungus of Yuggoth. Once he has escaped, he will not bother the investigators again. If they manage to kill him before he escapes, he will melt in a few hours. In either case, exposing him will gain each surviving investigator 1D10 points of SAN. Also, among his effects, they will find the following letter:

The address on the outside of the unopened envelope reads: Christopher Edwin, General Delivery, Salk Harbor, Maine.

Y'tthkapg-Nyarlathotep; *[46-A]*

Your words are true. We must seek the destruction of these meddlers who kept the R'lyeh Diske from us, and who may have discovered the Arc of Vlactos. Their deaths are foreordained by the Old Ones of space and time. Praise Shub-Niggurath! Yet, we, Their instruments, must act for Them. Your plan, to befriend and then slay, is good. You are the strongest one of our group remaining in America, now that we must all go to Easter Island and with the Watchers await the great day of Our Lord's rising. It cannot be long off now. Even without the magical Diske and the Arc, we have amassed enough power and wizards to aid the release of Great Cthulhu. Cthulhu fhtagn! Only keep the fools who seek to keep us from our destiny away from the South Pacific: it is doubtful that they will be able to stop our grand design, yet we can take no chances. On the island the Chilean soldiery are more likely to aid them than us, and many of us in the Silver Twilight are yet vulnerable to bullets and steel. Do as we have designed afore.

Cthulhu fhtagn! Carl Stanford

6. The Watchers of Easter Island

Some supreme, unimaginable evil lurks in the South Pacific, awaiting the conclusion of the Silver Twilight's monstrous efforts. Easter Island seems to hold a key to the organization's defeat.

Investigators' Information

Members of an archaeological group and some local people have disappeared a week after the team made an unusual discovery on Easter Island.

The disappearances include six members of the university team, three native islanders, two shepherds, and two sailors from the Chilean military garrison. They disappeared the night after the discovery of several statues and clay vases at a structure where the inhabitants once held funeral rites. All the finds were based on a "fish-man" theme, a cult unknown to Easter Island before.

Keeper's Information

An undead servant of the Old Ones has captured the missing people and is sacrificing them, one every three nights, and placing their POW into some magical statues on the slopes of one of the island's volcanoes.

Ancient History of Easter Island

After the stars had swung round in their orbits and reached the point at where none of the Great Old Ones could remain alive on the Earth, Great Cthulhu lay in his city of R'lyeh "dead but dreaming." And he knew that some time in the future he and the other Old Ones would be free again to wander the world in glory and power. Against that day he dreamed his dreams, which were heard by his minions, and told them to go to an island and erect statues on the slopes of the volcanoes.

Each statue was charged by a spell which would allow it to watch for the rising of R'lyeh from the deeps. A shaft was tunneled down through the heart of the mountain and an underground sanctuary was made in which was placed a grey stone monolith upon which sat an image of Cthulhu.

The nature of the watching statues was that when they saw the rising of R'lyeh, they would cast their remaining power down through the mountain to the statue of Cthulhu, so that the Mighty Messenger of the Old Ones could at once begin to spread the word that the Time had come to awake and to reclaim what was once Theirs.

After the building of the statues and the sanctuary, the Deep Ones kept watch over the island and built tunnels for homes and storage. Millenia passed, leaving the Deep Ones at peace, practicing their blasphemous rites and sacrifices.

Several thousand years ago, the first humans arrived on the island. Most were killed. The survivors joined with the Deep Ones in their worship of the Old Ones and in the task of caring for the island.

Centuries passed, and as the number of part-and-whole human cultists increased, the Deep Ones and those most like them slipped back to the ocean, until the island belonged solely to full humans, and only a few Deep Ones remained in tunnels beneath the island.

The human cultists continued their task for hundreds of years and built many statues in imitation of the stone

watchers for Cthulhu. Then a second migration of humans arrived on the island. They were shocked and disgusted by the cultists and their rituals.

Outnumbered by the cultists, one wise men among the newcomers understood their evil. He had learned spells which would aid them and gave his folk the Crystal of Noa. With the aid of these, the cultists were destroyed in a great battle.

Without the regular ceremonies and sacrifices, the power of the statues gradually decreased. As their power ran out, some of the statues decayed, as rock will do under the abrasion of the elements, until they appeared like the other statues of the island.

An undead worshipper of Cthulhu, through magic and study has divined the purpose of the statues and knows the time is near for the Old Ones to awake. Armed with this information he has come to Easter Island in an effort to awaken all the Watchers before R'lyeh rises from the sea. He is using the missing people he captured as sacrifices to achieve this. He is a Lord of the Silver Twilight.

Geography and Climate of Easter Island

Easter Island is a small volcanic island at about 27 degrees South latitude by 109 degrees West longitude. It is some 45 square miles in area and is shaped like a triangle. The sides measure 15, 11, and 10 miles long.

The island is made entirely of volcanic lava, and considerable magnetic variations have been noticed in the area. Compasses have a 10% chance to give incorrect readings at any given time.

There is no harbor on the island. No port facilities have ever been built and all anchorages are dangerous. There is a 20% chance per day that any ship at anchor near shore will be swept onto a coral or lava reef. To be safe, all ships must anchor in deep water well off the coast of the island, transferring personnel and equipment to shore by small boat.

The island's climate is temperate, with temperatures falling between 40 and 60 degrees Fahrenheit in the cold, wet months (June through November). During the rest of the year temperatures run from 70 to 90 degrees. In the cold months there is a 30% chance per day of rain and a 5% chance of heavy thunderstorms which may endanger ships at sea. In the summer there is a 15% chance of rain per day, with a 1% chance of heavy storm conditions.

Easter Island's nearest neighbors are the Galapagos Islands 2000 miles to the northeast; the port of Valparaiso, Chile, 2600 miles to the east; and Tahiti, 2650 miles to the west.

Government and Population of Easter Island

There is only one village, Hangaroa, on the island. The local military government is located there. The island has been a Chilean protectorate under the control of the Chilean Navy since late in the last century.

The island population consists of some 1100 natives (all of whom live, by military order, in the village of Hangaroa), about 100 garrisoning Chilean troops and officers, and some 30 civilians. The civilians are mainly foreigners who have obtained the right to raise herds of sheep on the scrub of the island.

The main language of the island is Spanish. Some of the officers and all of the foreign civilians, most of whom are from the U.S., speak English.

As natives in the past would sometimes acquire sheep without permission, they are now confined to the village and the nearby farms. They are not allowed outside their homes past a 9 p.m. curfew unless they have a pass from the military government.

EASTER ISLAND

Travel Arrangement

Getting to the island involves going to San Francisco, sailing to Valparaiso, Chile, and taking the supply ship connecting Valparaiso with Easter Island. The journey to Valparaiso takes 12 days by regular freighter or 24 days by tramp freighter; the biweekly supply ship to Easter Island takes slightly less than eight days. The cheapest fare is $116.10 per person for the entire trip—one way.

There are alternate methods of getting to Easter Island.

To get there by their own boat the players must either buy a seaworthy vessel at a cost of between $10,000 to $15,000, or they may charter a vessel. Chartering will cost between $250 to $400 per week or fraction thereof, but will get them a ship which will carry all of them, plus crew of three, each of whom will have Shiphandling and Sailing scores of 70%. One of the crew will Speak Spanish at 80%. A normal vessel of this type would be about 60 feet long, have a steel hull, an auxiliary diesel engine, and sails. Travel time from San Francisco to Easter Island would be 14+1D6 days. Such a craft may also be handy in the next scenario.

A zeppelin would have no problem getting to the island, but an airplane would only have a 30% chance per large city of finding proper fuel between Mexico City and Valparaiso. There is no airstrip on the island, so only seaplanes can land there—exposing them to reefs and waves for the rest of the adventure.

If the investigators arrive by magical transport they may have problems explaining to the authorities how they got there.

Arriving at Easter Island

If the investigators are using normal transportation and come to shore at the village of Hangaroa (arriving elsewhere will get them arrested as smugglers), they will be met on the beach by the leader of the university team, Professor Winthrop Methridge, and by a squad of Chilean sailors. These troops have orders from the governor to bring them to him as soon as the investigators land. The professor will offer to accompany them and can fill them in on what has been happening during the past few weeks and can also answer general questions about the island.

He will give them the following information: the team arrived on the island three months ago, after gaining permission to conduct digs on the island. The first thing they did was to survey the island, a large job which took about six weeks. After that, several digs were started in likely spots, which included an old funeral monument and an abandoned village.

He says, "At two locations we made our most inter-

esting finds. At the site of the village, east of the Katiki volcano, we found a layer of burned material two feet under the surface, evidence of a large fire there several thousand years ago, noteworthy because there is little vegetation on the island, and possibly eliminating a forest or brush fire as a cause.

"The greater find took place at the funeral structures, about three miles north of Hangaroa. The structures are each a ramp made of stone, with a platform at the high end of the ramp holding three of the strange stone statues for which this island is famous. The natives call the structures Ahu-moai. The particular Ahu-moai we were working on was in total 150 feet long, 130 feet wide, and 20 feet high. Each of the individual statues of the Ahu-moai was 20 feet tall.

"Measuring the site, one of our graduate students stumbled upon a hidden crack, which led to a hollow interior. The interior of the structure is a sort of catacomb, with about 16 mummified bodies standing in niches. The vases and statues were discovered here. A week after this discovery the disappearances took place."

All artifacts are now held by Captain Manuel Pereira, the military governor of the island.

That is all the professor can tell the investigators at this time. If the investigators arrived at the island by magical means, then the above scenario will not take place. Instead they must wander through town trying to find someone to guide them to the professor, with a chance that someone might recognize that they should not be on the island and turn them in to the authorities. If they avoid the town there is a 30% chance per day that they will be spotted by a patrol, who will always attempt to place them under arrest. Resisting arrest on the part of the investigators, or causing the death or injury of one of the soldiers will result in criminal charges, with the investigator in question being shipped back to Chile for trial.

Captain Manuel Pereira—The Military Governor

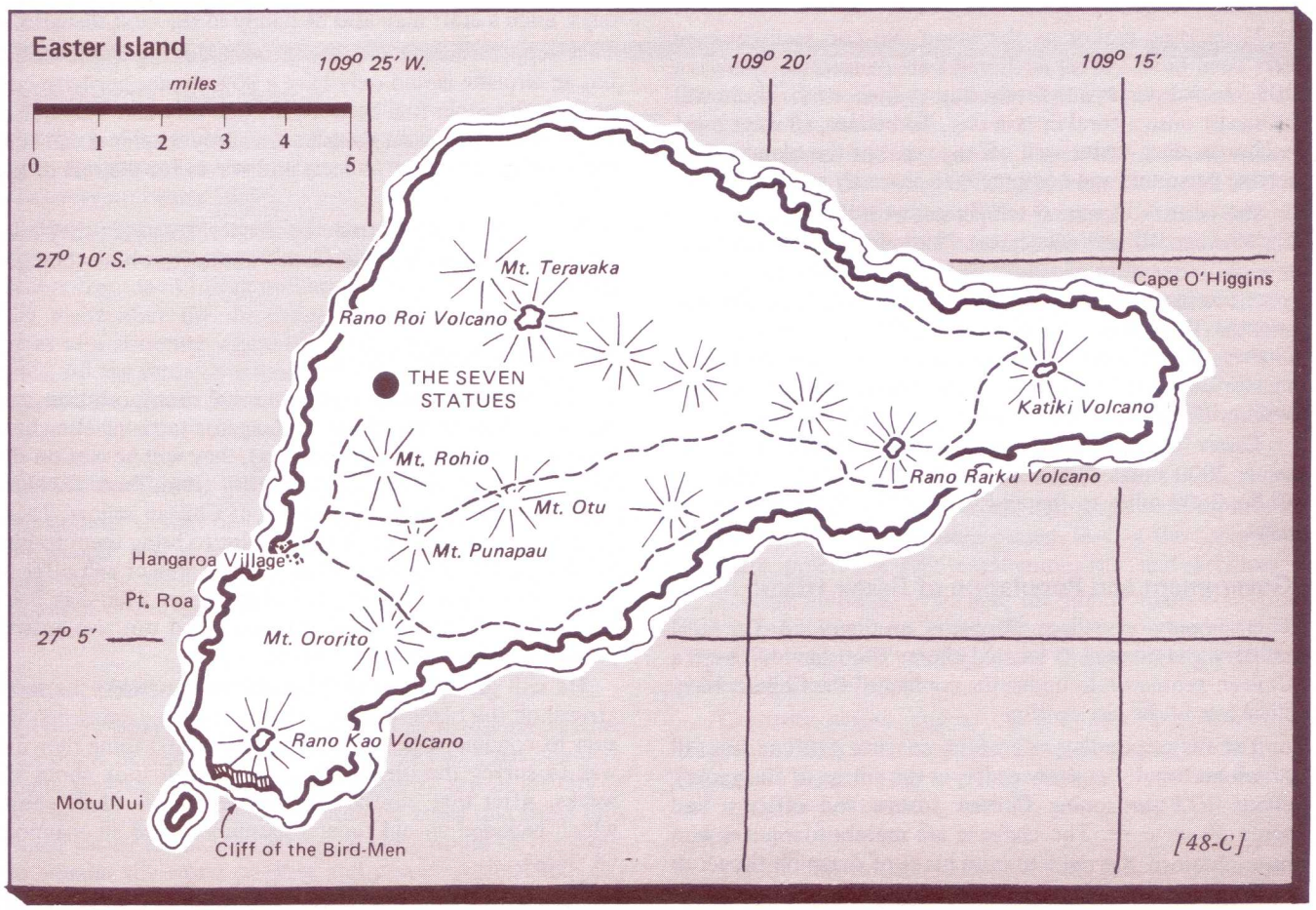
The military governor of Easter Island is Captain Manuel Pereira of the Chilean navy. He is 42 years old and has been posted on the island for 12 years. He is slightly pompous in his actions and makes a great show of doing things efficiently. A successful Psychology roll will show him to be a little paranoid and frustrated, for he believes he should have been promoted to a better post years ago. He is correct in thinking this.

When the investigators are brought to him, Captain Pereira will be barely civil to them. He believes having investigators brought in from another country insults his efficiency as an officer and his intelligence as a gentleman. If one of the investigators speaks good Spanish, the captain will be somewhat mollified.

In any case, While on the island he will insist the investigators follow six rules:

Rule 1. While in town, they must abide by the 9 p.m. curfew.

Rule 2. No firearms are allowed on the island; all such weapons will be confiscated and returned upon departure. Weapons upon a ship may remain there, however.



Rule 3. All members of the garrison are essential to the national duty. No men will be available at any time to accompany the investigators. In the interest of efficiency, no member of the garrison will answer questions from the investigators.

Rule 4. They may hire natives as guides or workers, but Pereira will tell the investigators that he considers the natives to be liars and thieves and that they are extremely untrustworthy. He will tell the investigators that they will be held responsible for any sheep stolen by hired natives while they are outside the village.

Rule 5. Due to the continuing investigations of the disappearances by the military authorities, all pertinent information uncovered must be reported to him. Failure to do so is a criminal offense.

Rule 6. They must keep the captain informed as to their whereabouts and plans. They must not attempt to make arrests or take action of such nature, but leave that up to the authorities.

If the investigators ask about the artifacts found by the university archaeology team, and can make a successful Debate or Fast Talk roll, Pereira will allow them to examine the artifacts. The artifacts are kept in his office safe.

The Artifacts

The artifacts are three statues and one clay pot. The statues are identical. Each is about 12 inches high, and depicts an anthropomorphic figure. There is webbing between the fingers and toes, while the face and head are vaguely human. The eyes and mouth of the figures are extremely large and froglike in shape and the ears have extremely long lobes. A successful Cthulhu Mythos roll here will reveal that the statues are distorted likenesses of Deep Ones.

The vase is decorated with the picture of a crouching man facing a crouching figure with the same physical characteristics as the statues. Between them is a strange design. This design is recognizable as part of the Arc of Vlactos, found in the third scenario (Devil's Canyon).

The interior of the pot is covered by a thin, dried film of a resinous substance. A successful Occult or Chemistry roll identifies the substance as the essence of the Black Lotus flower, a rare hallucinogen. In this concentrated form it is poisonous, with a poison potency of 15. Anyone who tastes it must make a Luck roll. Success means only a small amount was ingested, doing 5 points of damage and placing the investigator in a comatose state for 1D12 hours ten minutes after swallowing the drug. While in the comatose state, the hallucinations will reveal to the investigator visions of great cities of the Deep Ones far below the surface of the sea, without adding to his Cthulhu Mythos.

If the Luck roll does not succeed, then the investigator is exposed to the full effects of the poison, which takes effect within 2 minutes. If he lives, he still has the hallucinations.

The resin can be heated until it becomes soft and sticky, when it can be used to coat daggers. The resin will not evaporate and can so penetrate a wound only once before it must be reapplied. There is enough resin in the pot to coat four blades.

Illustration of the Watchers of Easter Island

Village of Hangaroa—Government Section

This section of the village houses some 200 Chileans and foreigners, and their families. Most buildings belong to the government—they are barracks for the garrison, administration offices, and so on. The remainder house families of the officers and the civilian sheep ranchers.

Many of the ranchers are remaining within the village area until the mystery is solved, but there are five who conduct their business as usual. These ranchers are normally out of town, each carrying a .22 pistol and 12 rounds, caring for their flocks. Each of these five ranchers has a 10% chance per day of not coming back, due to capture by Deep Ones. A group of investigators in the hills of the island have a 20% chance per day of meeting one of these men guarding his flock.

Any sheep rancher can tell the investigators about strange lights seen on the slopes of Rano Raraku volcano during the last two weeks, twice a week, and always around midnight. If the investigators contact any of the ranchers in the hills, they will tell the investigators that when the lights flashed on the hillsides, they could see figures standing around the stones and could hear a group chanting. If the investigators can make a successful Oratory roll the ranchers will try to repeat what they heard, which went "Ehyayaya N'gaiaiai vultgn mingualf Cthulhu pharmgmn." The ranchers fear the volcano and will not go near it.

Besides the living quarters there are three large warehouses in the government sector on the east side of town. There is also a small church and a government-run general store, which has a 60% chance of having any common item an investigator looks for, with the exception of firearms, explosives, and ammunition.

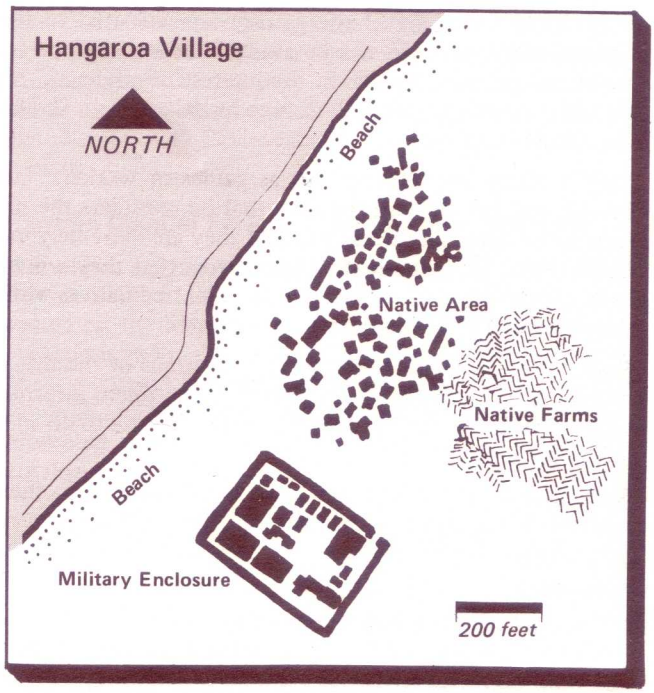
Five sailors stand watch in the government section day and night. All the sailors of the garrison are armed with bolt-action 30-06 rifles and bayonets. Officers carry .38 caliber revolvers.

Village of Hangaroa—Native Section

About 1100 Easter Islanders live here in small huts, each with a vegetable garden in front. On the east side of the native section is a large farm area where these quiet people grow their staple—sweet potatoes. Part of the village fronts on the beach and the villagers have small fishing boats—another important source of food.

These people live in near-poverty, with little proper clothing, though many natives wear clothing cast-off by the government section. If the investigators hire some natives as bearers or guides, they will find them jovial, kind, and helpful, unlike the Chilean description of them. If any of the investigators talk to them about what is happening on the island or about Mythos things or ideas, they will become silent and mumble something about Hanau-Eepe. If an investigator buttonholes an Easter Islander and can successfully make a Debate or Oratory roll, he will explain that the Hanau-Eepe were evil men who lived on the island many years ago. There have not been any of these people for hundreds of years, but the natives think that somehow they have something to do with the disappearances.

The investigators will have no trouble hiring as many as six islanders but the Chileans will not allow hiring more. The islanders do not desire money for payment, but will request food, clothing, shoes and similar goods.



There is a three foot wooden fence all the way around the village area. Natives are not allowed beyond it after the 9 p.m. curfew without a pass.

Professor Methridge and the Archaeological Team

Only the professor and three other members of the original team are left. All are staying with the families of the missing sheep ranchers. All are citizens of the U.S. Any one of them can tell the investigators that the disappearances took place about a month ago. All those who are missing were camping in the hills on the night in question. They vanished without a clue. Searchers found their tents and cold fires in the camp set up by the six university team members who were at the Ahu-moai site. The natives who disappeared were working as bearers with them. The sheep ranchers were tending their flocks; the sailors had been returning from investigating a sheep kill.

At the camp site the tents had been knocked down and there was a strange odor on them. There were signs of a struggle, but no tracks led away, although one of the officers conjectured that the kidnappers might have brushed away any sign of footprints. Since then both sailors and sheep ranchers have reported seeing strange lights on the slope of Rano Raraku.

If the investigators express an interest in the islanders, Methridge will direct them to Father Jorge Haedo, the island's Catholic priest, who has lived on the island for many years and knows much about the natives and their society.

The Priest

Father Jorge Haedo has been the Catholic priest for Easter Island for 20 years. He lives alone in a small house next to the church.

He is 50 years old, is obese, and is a devout man. He has two hobbies. One is food—Father Haedo is somewhat of an epicure. He will invite the investigators to a magnificent dinner at his home once he hears of their arrival.

His other hobby is anthropology, especially South Sea island cultures. He both speaks and reads all major Pacific

languages at 70%. His home is filled with books on these subjects and a successful Library Use roll will allow investigators to find any information they are looking for on Easter Island native culture.

If the investigators bring up the topic of the natives of Easter Island, Father Haedo will give them the following information if the investigators ask for it:

Information 1. The islanders, until the coming of the Church, worshipped Make-Make, a pagan god of creation.

Information 2. They also had a different cult which died out many years ago. It involved some form of bird man, carvings of which can be seen on rocks all over the island. It was called the Tangata-Manu, the Cult of the Birdman.

Information 3. When the Tangata-Manu wished to elect a new priest, they would have all the aspirants line up on the Cliff of the Birdman at the base of Rano Kao, dive into the water at a signal and swim for the small island of Motu-Nui, which had religious significance to them. The first man to reach the island became the new priest.

Information 4. According to the islanders they were not the first people on the island, but were preceded by a people they call the "Long Ears," the people who raised the statues covering the island.

Information 5. The statues are called "moai." They are supposed to have inherent magical power, which is how the natives explain the fact that some of the statues on the island are worn away by the effects of the weather, while others remain almost untouched. The most perfect statues are those on the slopes of Rano Raraku.

Information 6. The present islanders say their fathers killed all the Long Ears in a great battle many years ago because of an evil done against them, but their history does not say what the evil was.

Father Haedo is a practical man. He studies legends and histories because he wishes to understand the people better. He is not superstitious and if the investigators bring up Cthulhu Mythos information he will listen with great interest, but will not believe it until he sees it. He will not help the investigators explore the island.

If the investigators do bring up legends or stories concerning magic or the Cthulhu Mythos, Father Haedo will comment on the general superstitiousness of mankind, giving as an example the statement that several sailors reported seeing strange flying things around both Rano Raraku and Rano Kao. He will dismiss what they saw by explaining that all it really could have been was a low, fast moving cloud combined with active imaginations of illiterate men. He is confident that there is a logical, though possibly criminal, reason for the disappearance of the people.

Garrisoned Soldiers

At this point the investigators may wish to talk to one or more of the Chilean sailors to gather more information. All the sailors have an education of 2D6 and speak only Spanish.

If the investigators approach a group of soldiers and ask questions, they will get no answers and will be reported to Pereira: each member of the group is afraid the others will report him.

If they can find a man alone, while on guard duty or otherwise alone and make a Debate roll, they will be told of several creatures seen flying across the night skies of the island especially around Rano Raraku and Rano Kao.

These things, which none have seen clearly, were always spotted by a squad on night patrol. The sightings started shortly before the disappearances took place.

The objects vary in size. Some are man-sized, others the size of a horse and cart. All had wings. Many of the troops have seen these things but have not reported them for fear of being laughed at by Pereira. Father Haedo has heard of them from the confessions of the troops. All the sailors believe that these creatures are sendings of the Devil and want nothing to do with them.

The sailors will also mention strange glowing lights on the slopes of Rano Raraku. They believe this to be the center of Satan's workings on the island. No sailor has ever gone near the lights, but will know they occur every three nights about midnight.

Native Singsong

The following information can be given to the investigators by anyone if they are in town at night and make a Listen roll, or if they inquire as to what the natives do at night or what sort of entertainment is to be had.

Every night the Easter Islanders hold a singsong somewhere in their part of Hangaroa, which is supposed to be very pleasant to hear The Father will recommend it if the investigators wish to learn about the natives.

It always starts shortly before dark falls, and continues until about 10 p.m. Many songs are sung but, if any listening investigators can make a Listening roll and an Idea roll, they will notice that the natives break off whichever song they were singing and break into a new, very rhythmical song just as the sky in the west becomes totally dark and all the stars become visible. A successful Mythos or Occult roll will tell the investigators that the song is some form of incantation, but that its exact purpose cannot be defined.

If they ask any of the natives what the song is, they will be told that it is customary that the song be sung just as all the stars come out, and has been so done for hundreds of years.

At the singsong, an old and revered man is presently leading the songs. If the investigators impress him by making an Oratory roll, and ask about disappearances on the island, he will say he knows that a great evil is loose, but that he does not know what it is. The other islanders will also then befriend the investigators. They will tell them that the last priest of the Birdman still lives and that he dwells in a secret cave in the side of Rano Kao. If he wishes he could help the investigators. The islanders will provide a guide they may hire to take them to the Tangata-Manu (the priest).

The Tangata-Manu

The cave of the Tangata-Manu is high up the side of Rano Kao. The cave is difficult to find and a guide will always be needed. It is above the cliff of the Birdmen. Investigators must make a Climb roll and a Jump roll to reach the cave. If either is failed, the investigator must make a Luck roll or take 3D6 points of damage from falling.

At the mouth of the cave they will be met by a very old man, looking at least 90 (actually he is 175), who will speak to them in English. He is 4' 10" tall and has no teeth. He wears a feather loincloth and cape.

He will tell them he is the Tangata-Manu, the priest of the Birdmen. If they ask where he learned English he will reply that he has learned all the languages of the world from the birds of the air, who fly everywhere. He can speak any common, living language at 60%.

The native guide will explain how the investigators know of the cave and why they are on the island. The priest will invite them into his cave. Before he lights a torch they will hear scuffling noises. The walls are covered with many strange signs. They may recognize many Elder Signs mixed into the patterns.

The priest will ask what the investigators are doing on the island. If they give him the truth (he will know if they are not) and make a successful Oratory, he will give them the following information:

Information 1. The present natives were not the first people on Easter Island.

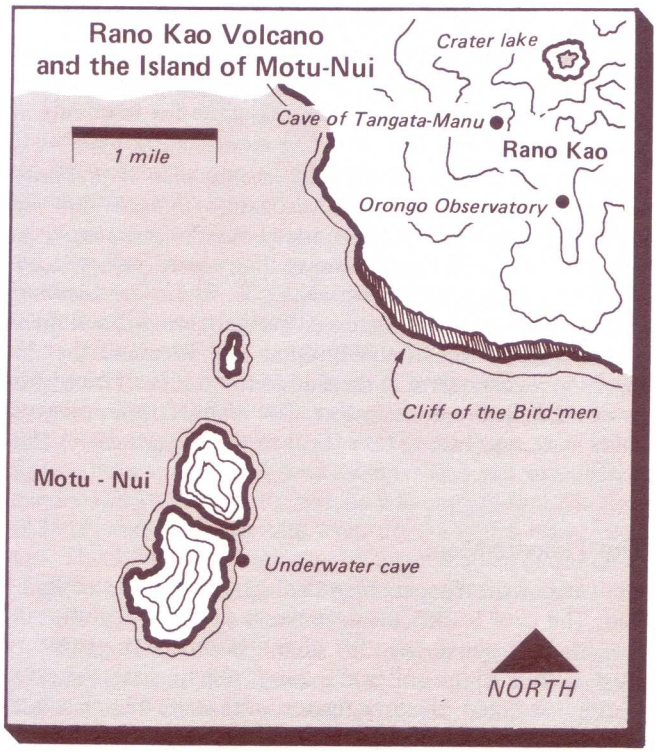
Information 2. The Hanau-Eepe, the Long Ears were here first.

Information 3. They, according to the legends, changed from fish to men in ten generations. They were not like us.

Information 4. They built the moai and the place of "star watching" which is on this mountain.

Information 5. They told the first of our people who came to the island that the island was sacred to their priest, who lives below the water.

Information 6. When our people first came they welcomed us, but then they killed some of us most horribly, as food for the moai.



Information 7. The moai are somehow alive, but this is not really understood.

Information 8. The first Tangata-Manu prayed to the old gods of the sky for aid and was answered by the god Noa.

Information 9. With the knowledge given to him and the Crystal of Noa we destroyed the Hanau-Eepe in a great war and burned their bodies. (This corresponds to the area of burned matter found by the archaeologists.)

He may then offer to let them use the Gifts of Noa to destroy the evil.

He has three magic items. The first is a mask (the mask of Moa) carved of wood which, when worn, allows the wearer to breath underwater. This costs a point of POW each five minutes and 1D6 points of SAN when first used.

The second gift is a set of directions to the Crystal of Noa, and an explanation of its use. The crystal is the size of a man's hand and glows softly. When the words "Noa Noa nafl' ftaghn" are spoken while held, it emits a bright flash and a thin beam of light doing 1D3 points of damage each melee round to whoever it is aimed at. It has a range of 100 yards and never misses. Each firing of the crystal costs the user 1 point of POW. The crystal was put in a very safe place after the defeat of the Hanau-Eepe. The mask which allows breathing underwater was used to dig a tunnel under the island of Motu-Nui, and there the crystal was placed. The priest also has a magic spear, but will not lend it unless the investigators purchase enough clothing and footgear to clothe and shoe all the natives in Hangaroa.

The magic spear is the Spear of Noa, which automatically hits for 1D10 damage when thrown. It cannot be dodged. The spear may be thrust, but a normal roll to hit must be made – the spear automatically hits only when thrown. This counts as a magic weapon against various monsters.

The Tangata-Manu will tell the investigators that there is an entrance to the place of the evil god in the side of Rano Raraku. To find it they must go to the "place of star watching," a circle of low stones. There they must find the mark of the frog on one stone and sight from it across the keystone. Then they will see the entrance to the place of evil.

To find the cave of the crystal, they must go to the Cliff of the Birdmen and look for the sacred island. Fifty feet below the surface is the cave. It was to this outcropping of rock the aspirants to priesthood would swim when choosing a new priest.

TANGATA-MANU

STR 8	CON 15	SIZ 5	INT 15	POW 15
DEX 10	CHA 17	SAN 52	EDU 3	HP 10

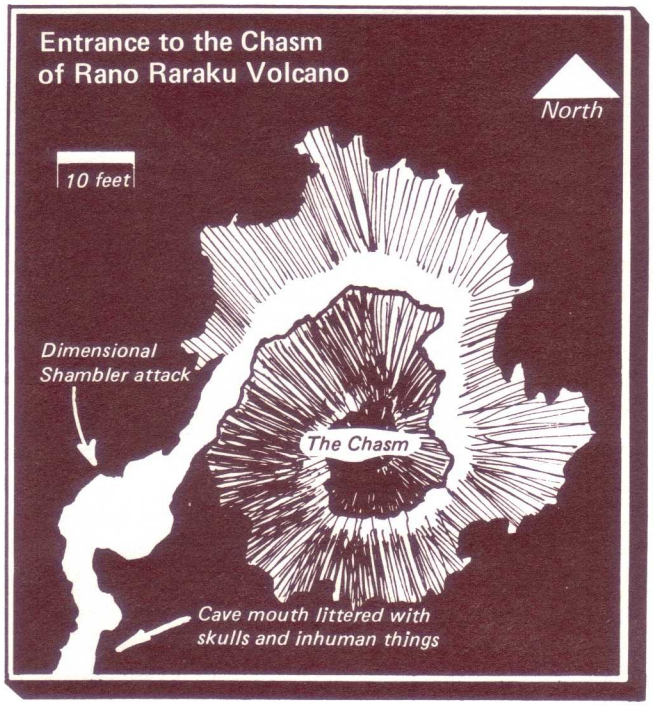
Skills: Speak with Birds 80%.

Spells: Call Bird, Command Bird, Enchant Spear.

GIANT EAGLE

STR 26	CON 11	SIZ 16	POW 15	DEX 18
	Move 3/20			HP 14

Skills: Claw 50% (3D6 damage), Beak 75% (1D10+2D6 damage) – the eagle may attack three times each melee round, twice with claws and once with its beak. If it is attacking by swooping down from a height, it may not bite, but the claws will do double damage if they hit the target. The eagle is able to carry a human with a SIZ of 11 or less for short distances.



The cave of the Tangata-Manu is a straight tunnel, with only a sleeping pallet and the described items. There is always a giant eagle acting as guard for the priest. It was this creature which made the scuffling noise as they entered. It will defend the priest to the death. The priest has three spells and a skill which he will teach if one of the investigators decides to follow him and become a priest of the cult.

Orongo – The Place of Star Watching

This is simply a collection of stones and holes dug into the side of Rano Kao. A Spot Hidden will allow investigators to find the entrance to the evil cave, as long as they have already met the Tangata-Manu and have been told about it. If they are simply exploring, finding the entrance will require a successful Luck, Archaeology, and Spot Hidden roll, all by the same investigator.

Motu-Nui – The Isle of the Crystal

If an investigator has donned the mask, or has diving equipment, and is looking for the entrance to the underwater cave, a Luck roll and a Spot Hidden roll, both of which must be successful, will allow the cave to be found. Each attempt to find the entrance takes 15 minutes. The entrance to the cave is always guarded by 1D3 Deep Ones, who will not enter the cave. An investigator with a Swim skill of 80% or more may swim down to find the cave entrance without artificial or magical aids.

Inside the tunnel is a softly glowing crystal about the size of a man's hand lying in the sand in the center of an Elder Sign. Anyone who removes the crystal from its resting place will take 1D6 points of magical damage, as if electrocuted. This will only happen once–to whomever removes the stone from the sign. The stone can be stored again in the center of any Elder Sign, and no creature, henchman, or sorcerer of the Great Old Ones can disturb it until a human of decent intent moves it first and takes 1D6 magical damage. The crystal's other powers have been described earlier.

Rano Raraku

On the slopes of Rano Raraku are 53 moai, the original statues built by the Deep Ones to serve as watchers for the rising of R'lyeh.

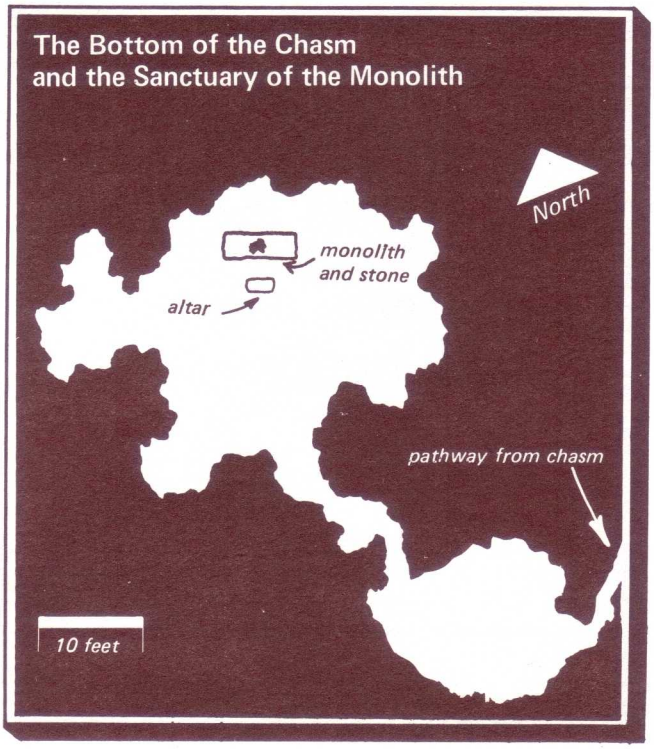
The statues stand about 300 feet up the side of the mountain. They variously face parts of the entire ocean, though none face towards North or South America.

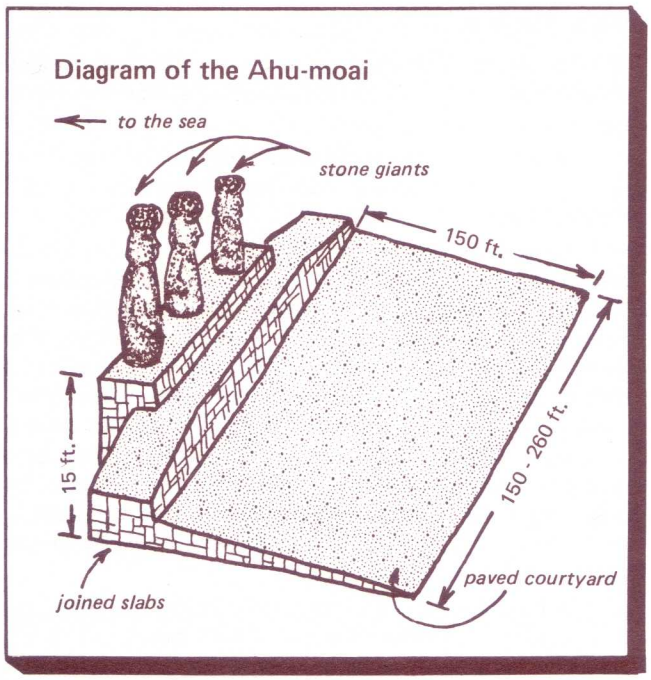
Four hundred feet up on the southeast side of the mountain is a hidden entrance leading to the buried monolith. Jutting cliffs and boulders conceal the entrance so that it cannot be seen from above or below. Discovering the entrance accidentally requires the investigators to be at the required height, including needed Climb rolls to get there, a Luck roll, and a halved Spot Hidden roll. Only two attempts to find the entrance may be made per day. If the characters have seen the entrance from the place of Star Watching, only an Idea roll is needed to find it. There is a 40% chance of encountering a party of five Deep Ones patrolling the mountain at night.

The cave mouth is 15 feet across; its lips are carved with images of human skulls interspaced with monstrous things–tentacles hanging from their faces. A Mythos roll identifies them as related to Cthulhu or his Spawn. A dank, rancid smell comes from the dark interior.

When the investigators pass the carvings, a Dimensional Shambler will be summoned to attack. The Shambler will appear at the widening of the passage indicated on the diagram to the left. He will not leave this area, though he will maneuver all about the cave. When three-quarters of his hit-points are gone he will attempt to grab one of the characters and return to his rightful dimension. If guns are fired those in the sanctuary of the monolith (below) will hear and either prepare themselves for an attack or they will come up to investigate.

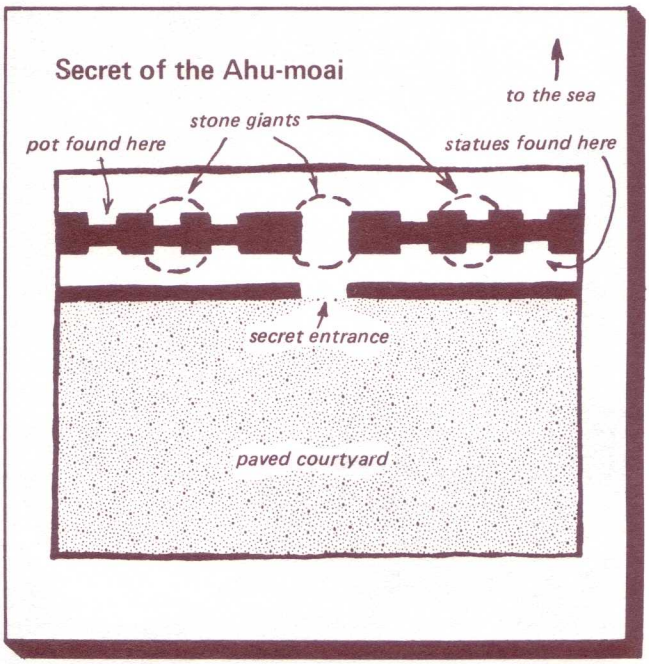
The cave of the Shambler battle opens onto a chasm about 60 feet across. The smell of decayed flesh wafts up





from the bowls of the volcano. Around the interior of the chasm the trail spirals downward, cut from the lava of the island. It varies from one to three feet wide with no handholds and requires five consecutive Climbing rolls to reach bottom. The chasm is 100 feet deep. Every 20 feet there is a 20% chance that the lava will crumble under the weight of a character. A luck roll is then needed to keep from falling. Falling characters will receive 1D6 points of damage for every 10 feet that they fell.

At the bottom of the chasm is a second gallery, with an opening leading to the north. At this point, a faint light can be seen coming from the opening, which leads into a tunnel. The stench has now increased enough that humans will be nauseated and must subtract 6 from their DEX until they get fresh air. If a character's DEX is reduced to zero or less, he faints until carried from the caves.



Sanctuary of the Monolith

The winding trail leads to another cave at the bottom of the chasm; through a small, 20' passage; and into a larger, natural cavern 80' across and 20' high. In the center is a carven stone monolith, covered with blasphemous carvings, the sight of which automatically costs 1 point of SAN. Set on top of the monolith is a small statue of Cthulhu, as anyone with a Mythos knowledge of 5% or more can tell. Though the statue is made of the green stone of Mnar, there are tendriles of sickening grey smoke eminating from the monolith itself. The smoke drifts up to the ceiling of the cavern, which cannot be seen due to the smoke. The horrible stench may be coming from the smoke.

Before the monolith is a natural stone podium or altar. Upon this is a large 2'x1'x3" book, bound in black material.

This is a copy of the R'lyeh Text which has been translated into English. It has lost nothing in the translation.

It belongs to the Crawling One, who uses this sanctuary as a lair when not sacrificing or with the Deep Ones. If the characters touch the book or the monolith, or if a Deep One or the Crawling One orders it to, the monolith will attack.

If the Monolith attacks, the grey smoke coming from the statue will separate into 1D8 strands, each almost like a tentacle. At the same time a quiet chanting will start, "Eyahyahayhaaahaaahaaa nguluiiiii yagagaga Cthulhu nafltaghn," and slowly increase in volume until in five melee rounds it will be loud enough to deliver 1 point of damage per round by its intensity. This damage is done to all within the chamber, except the Crawling One.

Each tentacle of smoke has a STR of 5 and will attempt to throw rocks, hit, trip, and otherwise slow investigators. Each tentacle has a 30% chance to hit. If it hits, it will wrap around the target and try to lift him into the air, by matching its STR vs. his SIZ on the resistance table. If it fails to lift him, it will hang on until other tentacles also hit him and then they will combine their STR to try to lift him. This will continue until they succeed, when they will lift him to the cavern roof and smash him against the floor, doing 2D6 damage. The tentacles will keep this up, smashing their target on every second round, until he is dead or until the monolith is destroyed.

Once a tentacle has grasped an investigator, he cannot break free except by forcing his way to the room's entrance and leaving. In order to leave, he must match his STR vs. the STR of the tentacles. An investigator who has been lifted by the tentacles cannot break loose.

In addition, each tentacle or smoke has the power to drain blood through the skin of the victim, draining 1 point of STR per tentacle per melee round. The investigators will see red streaks suddenly shoot up the grey smoke tentacles. The monolith can continue these attacks indefinitely.

Seeing the monolith feeding on blood costs 1D4 SAN if a SAN roll is not made. Seeing the tentacles attack costs 2D6 points of SAN if a SAN roll is failed, and 1 point if the SAN roll is made.

The monolith can be destroyed or prevented from working in a number of ways. If the statue is destroyed, the monolith will cease action. The statue can only take 30

points of damage from a magical weapon before shattering. Non-magical weapons will not affect it and bullets will simply bounce off. Explosives in sufficient quantity would damage the monolith, but not the all-important statue. This would also cause the roof to cave in, and all investigators must make Dodge rolls or take 2D10 points of damage from falling rocks. There is a 40% chance that an explosion will seal the exit, trapping the investigators.

No weapons can harm the smoke tentacles.

If an investigator carves an Elder sign into the monolith it will effectively seal it off from Cthulhu and all attacks will cease.

There is one way in which the monolith and statue can be completely destroyed. The Crystal of Noa must be smashed against the side of the monolith. If it is thrown, a Throw roll must be made by an investigator with a STR of 16 or more. If the crystal is smashed against the monolith by hand, it will automatically break, but the investigator doing the smashing will take 3D6 points of damage from the shock.

When the crystal is broken a blinding light will engulf the monolith. Anyone watching who does not make a Luck roll will go blind for 1D6 days. In addition, the chanting will rise to a violent shriek for 1 melee round, causing everyone in the room to take 1D2 points of damage. Then both light and noise will die away, and only a blackened pile of molten rock will remain. All the moai on the slopes of Rano Raraku will crumble.

The Ahu-moai

There are several Ahu-moai scattered over the island. They were used as burial chambers for priests of the Old Ones after the majority of the Deep Ones left. A successful Archaeology or Chemistry roll will tell the investigators that the bodies are at least a thousand years old. If the bodies are examined closely they will be seen to exhibit the taint of the Deep Ones. This can be detected by either a Cthulhu Mythos roll or an Anthropology roll. If this is known, 1D3 points of SAN will be lost unless a SAN roll is made.

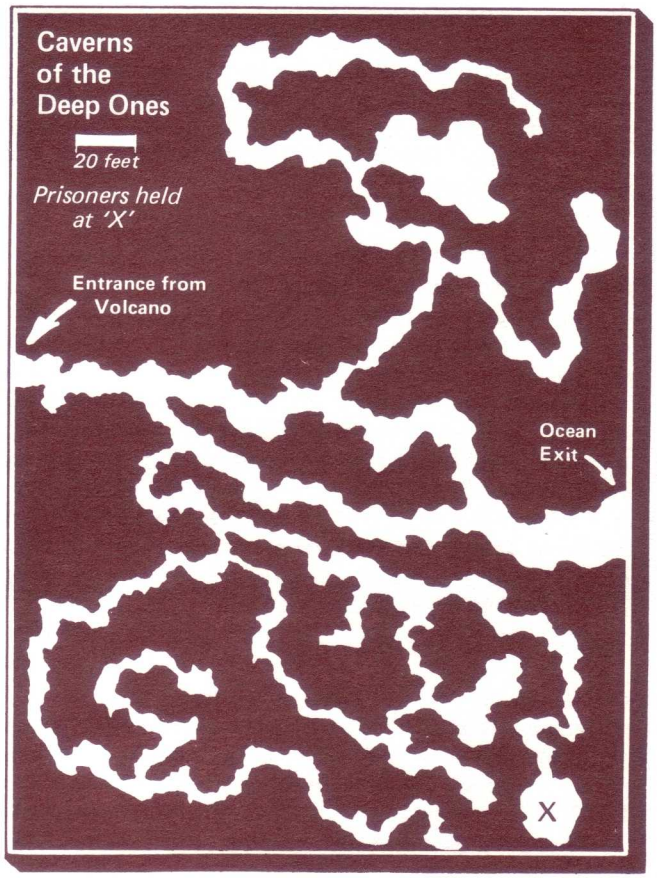
Caverns of the Deep Ones

These are the tunnels which the Deep Ones built when they dwelt in force on the island. Lava rock decays fairly rapidly, so most of these tunnels have collapsed. There is only one entrance: in the side of Rano Roi, and one exit; to the ocean. There are some side tunnels still open and it is in one of these that the Deep Ones hold their human captives.

There are 15 Deep Ones in the tunnel complex. Five stay with the humans at all times. Every night, the remaining ten break up into two groups, one of which guards Rano Raraku while the other searches the hills for animal or human prey. There is a 10% chance they will come upon a lone shepherd or soldier, or any investigators who happen to be out.

The tunnel system's entrance can only be found by tracking the Deep Ones back to their lair. The Deep Ones have a 30% chance to realize that they are being followed and consequently setting an ambush. A character following the Deep Ones must make a Track roll.

Every third night, one of the captives is sacrificed. He is brought by ten of the Deep Ones to the line of moai on



DEEP ONES

	Deep One number			
	1	*2*	*3*	*4*
STR	14	13	19	20
CON	7	9	8	11
SIZ	19	14	21	16
INT	11	15	8	7
POW	8	11	10	8
DEX	8	10	9	11
Hit Points	13	13	15	14
Claw Attack	30%	55%	30%	25%
Damage	2D6	2D6	2D6	2D6

	5	*6*	*7*	*8*	*9*	*10*	*11*	*12*	*13*
STR	16	15	20	11	9	14	16	18	15
CON	12	9	8	9	11	8	13	14	13
SIZ	21	14	12	12	19	11	15	18	12
INT	7	12	11	11	12	10	11	10	8
POW	11	7	12	11	16	8	8	10	13
DEX	10	8	8	10	12	13	10	10	6
Hit Points	17	12	10	11	15	10	14	16	13
Claw Attack	30%	25%	40%	35%	45%	25%	30%	55%	35%
Damage	2D6	2D6	2D6	1D6	2D6	2D6	2D6	2D6	2D6

Rano Raraku. Five Deep Ones stay in the tunnels to guard the rest of the prisoners.

If attacked, the Deep Ones will defend themselves, but if they lose more than a third of their group, they will flee to the sea.

The Deep Ones each have a single point of skin armor and cost 1D6 points of SAN to behold unless the viewer makes a SAN roll. They may attack twice per round, using each of their claws against their target.

All these Deep Ones know the spells of Enchant Moai, Contact Spawn of Cthulhu, and Contact Cthulh·

If the Crawling One is still alive and the Deep Ones are driven from the island, they will summon a Spawn of Cthulhu, who will attempt to kill all the investigators, even leveling the village of Hangaroa if necessary. If the investigators manage to kill all the Deep Ones, but not the Crawling One, a Spawn of Cthulhu will be summoned by other Deep Ones in a month's time. If the Crawling One is destroyed, the Deep Ones will not bother with summoning the Spawn.

None of the Deep One's prisoners are sane. All have undergone a terrible shock. If a player-character successfully Psychoanalyzes a prisoner, he will tell of how they were attacked by the fish-frogs and also by a hooded thing on the back of a great winged horror. If the prisoner is asked for more detail on the hooded rider, all he does is repeat, "... the worms! The Worms! THE WORMS!!" and then lapse into catatonia.

"The nethermost caverns are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnal clay, but fats and instructs the very worm that gnaws; *till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."*

[56-B] – *from* **The Festival** by H. P. Lovecraft

This quote is available to anyone possessing a copy of the Necronomicon, and successfully studying it. This involves rolling his edition's knowledge bonus x 5 or less on D100. For example, John Dee's English version adds +16% to Mythos knowledge, so it would give a 16x5 = 80% chance for the reader to chance upon this passage.

The Crawling One is composed of thousands of worms and maggots. Each worm is individually alive and constantly moves, though they generally hold the shape of a human body. Due to the soft and resilient quality of the thing's body, normal weapons do minimum damage. Bullets will only do a single point of damage upon hitting the Crawling One, except for shotgun pellets, which will do minimum damage for the type of gun firing. Fire and magic, including magic weapons, do full damage.

Crawling Ones cannot speak, but can write messages. It is unnecessary for them to use words in performing spells or when communicating with their monstrous wards and gods.

If a Crawling One is seen close up, the viewer will lose 2D10 points of SAN unless he makes his SAN roll, and 1D3 points of SAN even if he makes it.

This particular Crawling One is a servant of Cthulhu, and is one of the Lords of the Silver Twilight. He came to the island on his mount, a shantak, and contacted the Deep Ones a little over a month ago. He arranged to have the Deep Ones now living in the tunnels below Rano Roi to aid him and to help capture the humans.

He helped to capture the humans on the back of his shantak. The mighty wings of the beast beat out any trail that rescuers might have followed.

Since three weeks before the investigators arrived on the island, the Crawling One has been following the ritual of sacrifice for restoring Power to the moai. Every third night at midnight, he has the Deep Ones bring one of the captives before some of the moai of Rano Raraku. The ritual chant is performed by the Deep Ones present, and takes ten minutes, after which a dagger is plunged into the victim. All the victim's Power flows into the dagger, which then begins to glow, as if white-hot.

The Crawling One then points the dagger at three statues in turn, and a lightning-like bolt of power arcs from the dagger point to each moai. The Power divides equally among the three statues. This is the flashing light which the soldiers and shepherds have seen over the last few weeks.

If anyone is watching the ritual and observes the statue closely at this time, they will see the statue twitch, and its eyes open. The statue's eyes look just as if alive, wet, and glistening. After the first pulse of energy, the statue will settle back into immobility in a minute or so. Anyone seeing the statue's eyes or seeing them move will lose 1D6 points of SAN unless a successful SAN roll is made, and 1 point even if the roll succeeds.

Different statues are charged by the ritual each time, so the area of sacrifice also changes. After the sacrifice, the Deep Ones take the body back to the tunnels and consume it, leaving fragments for the Crawling One.

Between sacrifices, the Crawling One remains either in the sanctuary of the Monolith, or flies the shantak to Rano Kao, where he uses Orongo, the place of star watching, to determine how close R'lyeh is to rising.

The Crawling One usually is at the place of star watching from midnight to 2 a.m., except on the nights of sacrifice, when he is away from the sanctuary all night. The Crawling One cannot sleep.

CRAWLING ONE

STR 6	CON 14	SIZ 10	INT 14	POW 20
DEX 8				HP 12

SPELLS: Contact Deep One, Contact Cthulhu, Contact Spawn of Cthulhu, Summon/Bind Dimensional Shambler, Dread Curse of Azathoth, Voorish Sign, Enchant Moai.

WEAPONS:

Pitch	80%	Special damage

Pitch: The Crawling One always carries a small leather bag with it. This bag contains its main weapon, a supply of black, tarry pitch, which the Crawling One can throw up to 12 yards. If the pitch hits a target, it will adhere and begin to pulse and swell, sucking

out the mind of the victim. Each round that the pitch remains attached, it will drain 1D6 points of INT from its target. The pitch may not be removed by any normal means, but will continue to drain INT for three rounds, when it will harden and drop off, having drained 3D6 points of INT. If the victim's INT is reduced to less than 0, he will die. If his INT is exactly 0 he will survive as a vegetable. An INT of 1 to 4 indicates various degrees of mental retardation. There is no earthly method to reverse the effects of this awful stuff. The pitch will only work on humans. If the investigators manage to slay the Crawling One and get his bag, they may want to try to use the pitch. Because it is such a ghastly weapon, using the pitch will cost 1D3 points of SAN for the investigator doing so. If the pitch is touched with bare or gloved hands, it will adhere and drain the INT of the toucher. It may only be safely thrown by a non-human or by using a metal scoop or some similar implement. There is enough stuff in the pouch for ten throws, but this is reduced by the number of throws that the Crawling One made before being destroyed.

THE CAPTIVES

When the scenario opens there are still nine humans alive in the tunnels at Rano Roi. One will be sacrificed the night the investigators arrive and another will be sacrificed every third night thereafter. The investigators have until the last sacrifice is made to stop the Deep Ones and the Crawling One, giving them 25 days.

If the players fail to stop the moai from being charged, they can still prevent effective use of the moai by destroying the monolith. If a Spawn of Cthulhu attacks the town, the military governor will allow players full use of all supplies and ammunition.

When all the moai are charged, they become indestructible, and when R'lyeh rises, the Messenger of the Old Ones will be called to the island. This will give the players difficulties in the last scenario.

For each captive of the Deep Ones that the investigators manage to rescue, each member of the rescuing party will gain 1D3 points of Sanity. If the monolith is destroyed, another 1D8 points of Sanity will be gained.

7. The Rise of R'lyeh

The stunning climax of the adventure, where the Investigators pit their feeble resources against the combined might of the Lords of the Silver Twilight and the monsters of the Mythos.

INTRODUCTION

Keeper Information

By this time, the players should be aware that the ultimate goal of the sinister Lords of the Silver Twilight is to raise the corpse-city of R'lyeh – "Earth's supreme horror." The investigators have just finished operations on Easter Island. They know that the Lords have made many preparations and that the day of horror is at hand. To help the investigators understand the necessity for the next step in the campaign, the keeper may need to give them some more information. This is included below.

Spelling Out the Situation

The investigators should still be on Easter Island. If by some mischance they are elsewhere, adjust the following information to fit wherever they are. For example, a Chilean navy commander plays a role in the following information – if the players have their investigators located in San Franciso, an American navy officer would be indicated instead.

The investigators have (probably) found out the secret of the watchers, and they have almost certainly done away with the monstrous Crawling One. More importantly, the information that they have received indicates that Carl Stanford and his cronies are involved in a scheme which will soon come to fruition. The Crawling One was sent to Easter Island to prepare the Watchers; the coven in Scotland desperately tried to gain the R'lyeh Disk; in Maine, the Silver Twilight recently and persistently tried to kill all the investigators. Some monstrous goal is being attempted, and the coordination is world-wide.

While the investigators prepare their next step (whatever they imagine it to be), some rather appalling news comes in by way of the Chilean navy. Seismographs have indicated a great deal of underwater activity south of Easter Island. The commander of the Chilean navy feels that it would be inappropriate for naval vessels to go and investigate the matter just now, for tensions are running high with Chile's

neighbors (especially Bolivia), and the High Command wishes to keep all ships close at hand. However, he recognizes the potential importance of the seaquakes reported by the geologists, and wants somebody to investigate it. Some of the professors from the university at Santiago speculate that the activity heralds the rising of a new island, and the officer naturally wants Chile's territorial rights to be asserted over any new land, whether or not it is ripe for colonization.

The investigators will need to have the R'lyeh Disk, the Arc of Vlactos, and the spell information contained in the preceding episodes. While poring over this stuff, they may each attempt a Cthulhu Mythos roll. If any succeed, then they will be able to figure out a potential use for their materials. If all of them fail, then the keeper will need to give the information to them some other way. A convenient source for this information would be a short interim scenario, in which the investigators' reward is a letter from Carl Stanford to one of his cronies, relating the same use for the Cthulhoid materials.

THE PROBLEM

However the investigators find their information, they will learn or deduce that together, the R'lyeh Disk, the Arc of Vlactos, and the spell information give the necessary data to raise R'lyeh, the city of Great Cthulhu, once again. Sensible players will guess that the powerful Silver Twilight also has such information, and that the island reported to be rising may well be the dread land of R'lyeh itself, summoned into activity by the Lords of the Silver Twilight.

Careful examination of the materials and of the spell description reveals that the time may not be right for Cthulhu's return. If the players peruse their magical books, they will discover that Cthulhu may only return when the stars are right. The stars actually are not quite right yet, though they are close. Use of the magic power contained in the R'lyeh Disk, the information in the Arc of Vlactos, and the spell's description would allow the raise of R'lyeh a few years before the due date. Without the R'lyeh Disk, the Lords of the Silver Twilight will be forced to muster every resource to raise R'lyeh before the propitious hour. Naturally, this will not deter them.

If the players have any magic books at all, a successful D100 roll of 5 times or less of the book's Cthulhu Mythos knowledge bonus will confirm for the investigators all of the above information, as well as determining the fact that Cthulhu's personal tomb will be difficult to open, and this process may require more than a day to complete. The tomb would naturally be easy to open on the planned day for Cthulhu's release (which, strangely enough, does not seem to be found anywhere in the investigators' notes – it is still at least a year or two in the future), but a potent spell and concerted effort will be necessary for success in such a premature effort. Of course, once Cthulhu is out and ravening once again, he will not care that he has been freed a few years ahead of the optimum time, and he will immediately subjugate and destroy all human civilization.

A Solution

There is still some hope. Opening Cthulhu's tomb ahead of the appointed astronomical time requires a spell related to the spell for raising the isle from the sea bottom. In fact, it is similar enough that using it might interfere with the tomb opening. If performed right, this interference would reverse the island's rise, and cause it to sink again. The investigators must land upon R'lyeh itself, and then throw the reverse of the last part of the Raise-R'lyeh spell while the cultists are still chanting their own spell to open Cthulhu's tomb. The two spells will magically combine, and their combined energies will cause the isle to sink once again. To be effective, the reversed spell must be cast from the top of the 'Blue Monolith,' whatever that is.

The investigators are now faced with a choice. They can ignore their destiny and refuse to seek out the halls of Cthulhu, or they can forge ahead and try to sink the isle of R'lyeh. If they refuse to try to stymie the Silver Twilight, the keeper has a few options left. He could go ahead and destroy the world with Cthulhu's release, thereby ending his campaign, and start a new campaign. He could decide that the Silver Twilight's spells did not work as well as expected, and that they failed to release Cthulhu. This second choice would leave Carl Stanford and the rest of his crew as villains to plague the investigators through later adventures. Or, the keeper could assume that some other band of NPC investigators had come to the same conclusions as the players, and had gone on to take the place of the players' investigators and solve the problem. The keeper will probably wish to have these noble, self-sacrificing, effective characters all perish in the sinking of R'lyeh, to keep them from cluttering up future scenarios. In this third case, the keeper may or may not wish to have Carl Stanford and company get away, having failed to release Cthulhu.

In any case, if the investigators refuse to fulfill their responsibility to save the world from Cthulhu and the terrible Old Ones, leaving open the very real possibility of having the world destroyed and ruled by the foul starspawn of the Elder Races, it is reasonable to force the characters to lose SAN – because of their guilt in not trying to stop the greatest horror conceivable, and because of their nightmares of what might happen if the Great Old One isn't stopped without their help. The keeper may decide for himself how much SAN the investigators should lose, but 3D6 should be fair.

The Voyage

The investigators from here on in will be assumed to be going to what they believe to be R'lyeh, and will also be assumed to have some idea as to what to do once they get there. The Chilean naval commander on Easter Island will provide the investigators (as the most qualified people around – if the investigators are at all typical, they include college professors – good choices for the expedition) with a small ship and crew sufficient to take them to the island. Of course, the investigators may have their own ship, in which case the officer will wish them well and provide them with navigational maps of the area – a large "X" is marked where the new island is supposed to be located.

Just before they leave, the officer will tell the investigators that he has just received a transmission from Valparaiso: several tramp ships, manned by lower-caste types, left from that city a day ago, evidently in an attempt to reach the same area as the investigators. These ships have a bad reputation, and the Chilean naval officer fears that they may be going in an attempt to claim the island for a foreign power, to loot it, or to perform some other illegal act of

sinister nature. Some of these ships have been accused of piracy, though no charges were ever pressed.

The Chilean naval commander will consent to provide the investigators with Chilean equipment (against the wishes of the Easter Island governor). He will provide a .38 revolver for each member of the party, as well as bolt-action rifles (.303). He will also arm two of the party members with Thompson sub-machineguns and plenty of ammunition.

He will not give them explosives or more potent arms, and may become suspicious of the investigators if they press him for more. He can hardly afford to outfit a powerful military force without taking responsibility.

The trip will pass uneventfully, unless the investigators failed to disarm the watchers of Easter Island in the previous scenario, in which case go to the end of this scenario, and look under "The Messenger of the Old Ones" to see what will happen to the hapless investigators.

The Island

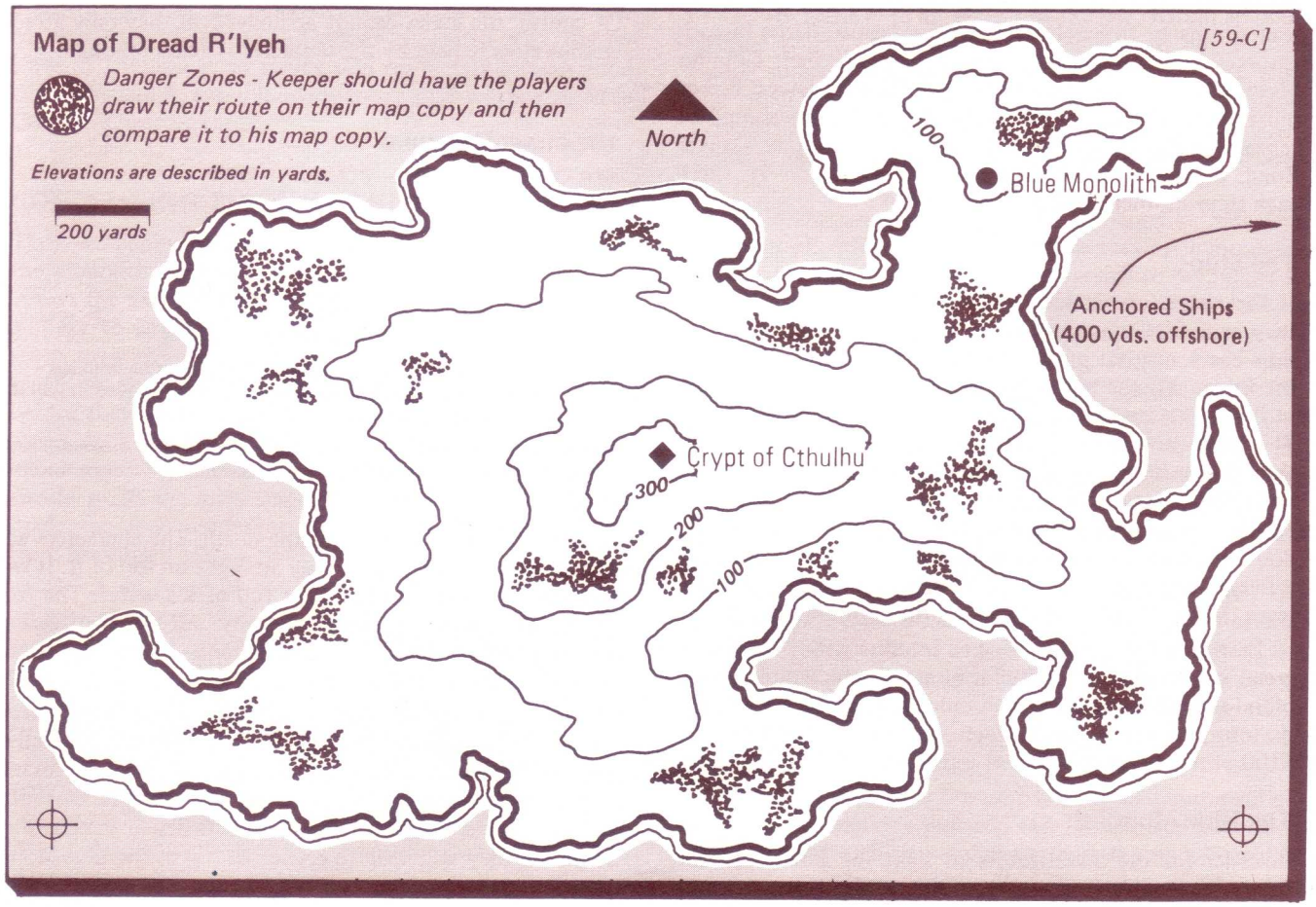
The island is a horrible black and slimy mountaintop thrusting up from the ocean. Bloated sea creatures gasp their lives out on the muck; dripping seaweed is everywhere. It is evident that the island has been raised for a few hours. There are thousands of huge stone buildings and monuments in black or green stone. All these enormous, cyclopean buildings are built to an unearthly geometry. Seeing the terrible corpse-city for the first time forces all watching to successfully make a SAN roll or to lose 1D8 points of SAN. Even if the SAN roll succeeds, those seeing the horrible place must lose 1D3 points of SAN. After glimpsing the city of dread, none of the ship's crewmen will consent to go ashore. The investigators will be on their own. Even under threat of bodily harm, the sailors will remain on their boat. Several other ships, none over 500-1000 tons displacement, can be seen anchored off the shore. There does not seem to be anyone aboard. The investigators will need to take one of their ship's boats to go ashore.

More giant monuments are visible underwater, and the tops of some of them project above the surface. The ship does not dare to approach to less than four hundred yards from the island, for fear of wrecking on one of the jagged tops of the immense buildings. Because of the non-Euclidean nature of the geometry, it is not even possible to be sure to just what direction a given monument rises – clearly a navigation hazard.

TOWARD CTHULHU

A map of the island is included for the keeper. The players should be provided with an outline of the whole island and asked where they wish to land. It is obvious that there is much, much more of the city still beneath the sea. Only the tip of the city's highest mountain presently soars above the silent, oily sea.

The entire island is covered with stone structures, mostly black or grey-green, but with a few other colors present. At the island's peak a great black building can be easily seen. If a successful Listen roll is made, the characters hear hoarse voices raised in a horrid chant from the direction of that peak. It should be obvious to the investigators from the



number of anchored ships and the loud sound of the voices that there are well over forty cultists around. Even the most aggressive investigators should recognize the fact that they will not be able to prevail against five to ten times their number of well-armed cultists on this island of ultimate evil.

Danger Zones

Certain parts of the map, shaded darker than the rest, are labeled "Danger Zones." These are places where the island's architecture and magical power is stronger. These places look like the rest of the island (that is to say, terrifying) but the angles and auras there are more powerful. When a party first enters one of these zones, the character with the lowest Power will disappear somewhere en route. He will step behind a rock and never come back, or be swallowed up by an angle of masonry, or be erased by something equally mysterious. Vanishing, he may or may not leave behind a despairing wail. He has been transported to some mystic place between the planes, or to another world, state of being, or has simply been annihilated – body and soul. In any case, it is entirely up to the keeper's discretion as to whether or not he will ever reappear somewhere. If he does, he should suffer a massive Sanity loss – perhaps as great as 100%!

The second time a party enters a Danger Zone, they have a chance equal to their highest Spot Hidden to notice that the angles and geometry resemble the last Danger Zone they encountered. All the characters may try a Cthulhu Mythos roll if they have noticed that they are once again in a Danger Zone. If one of the characters succeeds, he will be able to partially comprehend the nearby angles, and he can lead the party to safely traverse the region. If the investigators fail to Spot Hidden or if they fail their Cthulhu Mythos rolls, then the character with the now-lowest Power must make a Luck roll or vanish. This procedure should be repeated every time the characters enter another Danger Zone. Increase the chance for the Spot Hidden by +20% each time another Zone is entered.

The Ships

If the characters decide to investigate the anchored ships, they will find that they are unmanned, except that each ship has a magical guardian; a Flame Vampire lurking on the bridge. (If the players enter a ship, they may see a flash of light, like a will o' wisp, out of the corner of their eye.) The flame vampire will try to lure them into places where they can be separated and killed individually. If it must, it will attack groups of player-characters. It will not enter engine rooms, since arcane signs have been painted on the door and walls to keep it out – even the cultists don't want a fiery being near fuel and oil! The flame vampires will not leave their individual ships, fearing the surrounding sea.

Each ship has a small shrine to Cthulhu with a little grey-green statue of Great Cthulhu himself in it. Beholding the blood-stained shrine forces all onlookers to roll SAN or less or lose a point of SAN. Each statuette would be worth $100 or more to a museum or university.

The Blue Monolith

In order for the investigators to sight the Blue Monolith, they will need to pass within 200 yards of it – from a greater distance it is obscured by huge blocks of stone. Within 200 yards, a successful Spot Hidden will sight it. Within 100 yards, everyone will see it: a tall and perfectly cylindrical pillar of bluish-grey stone angling into the sky. There are no visible openings or windows in the Blue Monolith. Because of the skewed angle of the surrounding buildings, the investigators cannot tell whether the monolith is upright or teetering to one side. In fact, they cannot tell even whether or not the horizon is level or whether sea and sky still meet at the same spot. R'lyeh is like a different, more ancient and malign planet.

At the Blue Monolith itself is a guardian creature – a Thing akin to the Deep Ones. It resembles a gigantic hybrid of octopus and toad. It radiates a strong feel of evil. The creature is vaguely toad-shaped, but with long tentacles sprouting from its body in apparently random spots, as though the creature were diseased, and these cancer-like growths were symptoms of its pain.

It can attack with up to four tentacles at once. If a target is hit with a tentacle, he is drawn to the creature's body and held tightly. From then on, he is attacked by the monster's claws instead of the tentacle. The Thing has two claws, and can use them both each round, but only against a victim already held by a tentacle.

In addition to its tentacles and claws, the monster can attack with a long frog-like tongue each round. If the tongue hits, the target takes damage and must roll his STRx4 or less on D100 to keep from being yanked into the Thing's mouth and instantly killed in the corroding alien acid of the creature's interior. It is possible to attempt a Dodge roll to avoid the tongue's attack, but the sweeping, swift attacks of the tentacles cannot be dodged. Of course, the claws cannot be dodged, as they only attack victims already held by the tentacles – held immobile.

THE GUARDIAN THING

STR 30	CON 20	SIZ 60	INT 4
POW 20	DEX 10		

Hit Points: 40

WEAPONS:

Tentacle (4)	20%	1D6 damage + grabs
Claw (2)	45%	5D6 damage
Tongue	75%	2D6 damage + adheres

Armor: This creature has no armor, but it cannot be impaled – impaling hits are treated as normal damage. When it is killed, it will dissolve slowly into blue jelly, which then evaporates.

Sanity Loss: All those seeing the Thing must make a successful SAN roll or lose 2D6 points of SAN. A successful roll still costs the character 1D2 points of SAN.

This monster will fight to the death. The characters will not be able to see it until they are right on top of it. It will rise out of a mucky black hole full of sea water. The first round of combat will begin normally. All the investigators will be within range of the Thing's tentacles, and the Thing will be at close range.

Because of the peculiar perspective of this island, an investigator's chances to hit with a firearm are *not* doubled at point-blank range unless the character is currently insane. (This latter category includes all the cultists currently present on the island.) If the characters defeat the guardian monster, they will need to get to the top of the Blue Monolith.

The Blue Monolith is too sheer to climb by any means, even though it may be slightly tilted – as previously mentioned, it is hard to tell. It is about 100 feet in diameter. As the characters ponder the problem, they might consider somehow hurling the magical box of Carl Stanford to the top of the monolith, or summoning some flying monster to carry them there. Another route to the monolith's top is a large panel of blackish green stone, placed askew on the side of the monolith just two yards up from the base. If the investigators push on this strange piece of rock, it will slide inward, a cloud of darkness will visibly leave, and an opening will be revealed. Anyone stepping inside will find himself in a small blue room with glowing walls. If they fight to escape (there will be no visible exit once within) a wall will collapse, and they will find themselves on top of the monolith with another panel of the black-green stone behind them, set into the roof. If they go back through this top panel, they will once again be within the blue glowing room, and firmly striking any wall will once again deposit them at the monolith's base.

At the top of the monolith, the characters will be able to clearly see the hillock atop which Cthulhu's terrible tomb lies. Dozens of cultists leap naked around that site. As the characters intone their spell, they will feel the island start to rumble under their feet. The cultists will falter in their wild leaping and singing, but will not cease. When the characters finish their spell, they will see the black panel of Cthulhu's tomb open wide, and Great Cthulhu himself leave his grave. He will immediately wade through the mass of his worshippers, crushing and knocking them aside, and stride straight for the monolith upon which sit the investigators. All atop the monolith will be forced to look at Cthulhu and lose the appropriate amount of Sanity. The psychic aura of horror and doom associated with the release of Cthulhu is so strong that no merely human mind can withstand it, and the investigators' eyes will be riveted to Cthulhu's horrific form.

CONCLUDING THE SCENARIO

Those remaining sane will be able to escape from the top of the monolith and run for their boat. At all times, Cthulhu knows the exact spot at which the investigators are and he will try to stop them or to cut them off before they can reach their ship. Assume that he moves at about the same speed as the frenzied investigators. If he reaches them before they get to the boat, he will stop for a round and scoop up a handful of his foes in his claws, giving the remaining investigators a slight head start. If the investigators finally reach the main ship they will easily be able to persuade the few non-insane crew members to steam away from the cursed place as swiftly as possible.

About an hour or so after the finishing of the ritual intoned from the Blue Monolith, the island of R'lyeh will sink and all the cultists still on shore (including the majority of the Silver Twilight, and especially Carl Stanford) will sink with it. The cultists' ships will be sucked down by the pull of the island, and anyone aboard them will also die. Cthulhu will feel the island quiver and retreat to his black cavern to await a more propitious time for release.

If the characters try to fight it out with Cthulhu, the keeper should wipe them out. Even the lauded Elder Sign is relatively impotent against such a being. For example, if a character were to hold up the Sign before Cthulhu, hoping that he will not be grabbed by Cthulhu's claws, the keeper is well-justified in permitting a small, star-shaped piece of the character's body to escape total destruction (the part of the body covered with the Elder Sign), but of course, the rest of the victim is mangled.

If the characters decide to climb up Cthulhu's mount and fight the cultists there, let them. There are approximately 70 cultists there, including Carl Stanford himself, and about eight Lords of the Silver Twilight, each of status approximating Stanford's, though a little less magically powerful. All the other cultists are armed with old carbines. Each has a 25% chance to hit, can fire once per round, and will do 2D6 points of damage upon hitting. Remember, because of the weird perspective of the island, sane individuals cannot double their chances to hit at point-blank range.

The Messenger of the Old Ones

It is possible that the investigators have come upon this scenario without first disarming the Watchers on Easter Island. If this is the case, then the Messenger of the Old Ones will overtake their ship before the investigators can reach R'lyeh.

While the investigators steam along, the sun will seem to darken, and the sky will seem to become leaden. The ocean surface will become oily and still, and all clouds will flee away. Then, an enormous black shadow will fall across the ship. A gigantic writhing mass is clawing its way across the sky, coming from the south and heading straight for R'lyeh. As the investigators watch, it suddenly pulses green and a pale, corpse-white, then breaks up and small twisting masses fly from it to all sectors of the sky. Within an hour, nothing remains visible of the original mass but a single chunk moving steadily towards the investigator's ship. The other pieces have all vanished beyond the horizon. Viewing this will cost all viewers 1D6 points of SAN. There is no chance to reduce the loss by making a SAN roll.

The thing moving towards the investigators will soon resolve itself into a large and terrible mass. It continually throws out glutinous streamers and seems to be pulling itself through the air. In form, it is best described as looking like a mass of eight or ten black horses all fused together and galloping in different directions at the same time. When it nears the ship, longer, knotted tendrils and strings will begin to drop from its lower portion and it will become obvious that an attack is imminent. This Messenger is immune to all mortal weapons of any nature. It is translucent, and half-immaterial. Only magic weapons can harm it. It will continue to attack the investigators until it is slain. It moves at a good pace, upwards of 30 knots.

In its attack, it moves over its proposed target, then suddenly whips a cluster of strands around the hapless person. It will then pull him up and eat him. Each round that the individual is held in the strands, he will take 1D3 points of damage to his hit points, and 1D4 points of damage to his CHA, as well as 1D6 points of damage to his Sanity, as he feels his flesh and face eaten away by caustic enzymes.

The CHA loss comes from the terrible acid burns sloughing away the victim's skin and face. If the character takes over one-third of his total damage from the acid, he will be rendered completely blind. Each 2 points of CHA lost

will reduce the character's ability in all of his Communication skills by 05%. The CHA loss is always permanent, though the hit point damage can be healed.

In the fight against this monster, the sailors will be trying to keep the ship underway, and are mostly belowdecks. The monster will be attacking only the investigators.

THE MESSENGER OF THE OLD ONES

STR 25	CON 20	SIZ 50	INT 12
POW 16	DEX 14		

Hit Points: 35

WEAPON:

Tendrils	80%	Special damage (see above)

Armor: No armor, but immune to all non-magical weapons.

Sanity Loss: Seeing this messenger will cost those who fail a SAN roll 1D10 points of SAN. Those making their roll will lose a single point of SAN anyway.

The monster will depart after killing three of the investigators, whether or not it has been harmed. Killing this monster will not gain the investigators any SAN – it has appeared because of their failure to destroy the Watchers of Easter Island, and merely slaying one of these beings has not helped much. Remind the players that they saw hundreds of these things fly across the ocean from the original mass!

If the investigators succeed in sinking R'lyeh, these Messengers will still be active and around. The keeper may wish to use them in future scenarios, either by themselves, or with whatever Elder Horror they have managed to awaken from its eon-long slumber.

* * * *

This is the last scenario in the campaign. If your players have played well, they have destroyed one of the most powerful secret organizations in the world, as well as narrowly averting the ultimate peril to life and sanity. There should be enough unused ideas and left-over non-player characters for the keeper to form a few additional scenarios if need be. If the players have played the whole campaign through, and sunk Cthulhu and the cultists once again beneath the waves, each of their investigators will realize that they have defeated Cthulhu Himself, and they may add +1D100 points of SAN to their current scores, up to their maximum of 99 minus their Cthulhu Mythos knowledge. Unless something went wrong, or unless the keeper became too soft-hearted, the survivors of this scenario will well-deserve this reward.

This has been a tough series of battles. Your investigators deserve congratulations.

BONUS SCENARIO 1

People of the Monolith

A beginning adventure! A book publisher wants details of the life of an obscure but promising young poet who wrote one memorable, and disturbing, poem. He was last known to be travelling in Hungary.

In memoriam:
Robert E. Howard

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

– *Justin Geoffrey, People of the Monolith*

This scenario is an introduction into the mysteries of the Cthulhu Mythos. There is no way that a character can hurt himself except by going insane. The purpose of this scenario is to open doors to further scenarios and to interest characters in pursuing further creatures of the Cthulhu Mythos. I haven't detailed the trip to Hungary, which is the location of this scenario, but if a keeper can get the investigators to Briscke, this scenario tells how to take it from there.

GETTING STARTED

There are many ways in which to introduce this scenario to your players. Listed below are a few.

(1) The easiest way is to have a book publisher approach one or more of the investigators and offer them some cash to help research a part of Justin Geoffrey's life. Justin Geoffrey was a promising young poet who died in a madhouse some years ago. The publishers would like the investigators to deal with the reasons Justin had for writing his strangest poem, *People of the Monolith*. Some say that this poem was the eventual cause of Geoffrey's death. The publisher knows that Geoffrey was traveling somewhere in

Hungary, but the only clue they have as to his destination is the word "Xuthltan," which is mentioned in one of his letters. They have not been able to locate this place-name on any map of Hungary. They would like the investigators to write some text concerning the area Geoffrey traveled in, as well as drawings or photographs of the countryside, and information about or photographs of any particulars that may have prompted Geoffrey to write his poem.

(2) A story is circulating (the players could hear it in a scientific circle, or in a tavern) that here is a mysterious black stone in Hungary which drives normal men mad to behold, but if a piece of the stone is chipped off on Midsummer's Night (the eve of June 23rd), a demon will grant the holder of the chip a wish.

(3) A passage from the book *Nameless Cults*, by a Von Junzt, might interest the investigators in searching out the Black Stone:

> "Otto Dostmann's theory that the monolith is a remnant of the hunnish invasion and had been erected to commemorate a victory of Attila over the Goths is as logical as assuming that William the Conqueror reared Stonehenge." *[63-B]*

This passage can only be found in the German version of *Nameless Cults – Inaussprechlichen Kulten.*

From these introductions, the investigators can go to a university or library to do further research before embarking on any trip.

RESEARCH

This section is organized in the following manner; first the book title, author's name, the place, and lastly date of publication, then pertinent information found in the book concerning the subject being researched.

Finding any given book requires a successful Library Use roll. Some of the books are especially hard to get ahold of, and the chances for success are reduced.

Dostmann, Remnants of Lost Empires, Berlin, 1809.

This book is rare – the chances to find this book via Library Use is half normal. It is in German. Dostmann dismisses the Black Stone as comparatively modern. He admits his inability to make out the defaced characters on the monolith itself, but states that they are definitely Mongolian in origin. Dostmann also states that the nearest village to the stone is called Stregoicaver – which means "Witch-town."

Dornly, Magyar Folklore, New York, 1901

In the chapter on Hungarian Dream Myths, Dornly mentions the Black Obelisk and says that it is believed that anyone sleeping in the vicinity of the Obelisk will have monstrous nightmares for the rest of his life. He also gives some peasant tales of people who visited the Obelisk on Midsummer's Night and died raving due to the horrors then present. He says that the ancient name of the area was Xuthltan, which is an odd, non-Magyar name.

Rachismoff, Back Roads of Hungary, London, 1892

Rachismoff mentions the "beautiful and fertile" valley of Stregoicvar high up in the Carpathians. He says that the lower valley of Stregoicvar is the location of the battle of Schomvaal, where, in 1526, Count Boris Vladinoff made a stand against the Muhammedan forces of Suleiman the Magnificent. "The town can be reached," Rachismoff says, "by a pleasant 3 day coach ride from Biscke, during which many ruins of the war with the Turks is visible from either side of the buggy."

Larson, Turkish Wars, London, 1890

This six-volume set contains a chapter on the battle of Schomvaal. Larson says that, during a lull in the fighting, "an aide brought to [the Count] a small lacquered case which had been taken from the famed Turkish scribe and historian, Selim Bahadur, who had fallen in the fight. The Count took therefrom a roll of parchment and began to read, but he had not read far before he turned pale and, without saying a word, replaced the parchment in the case and thrust the case into his cloak. At that very instant, a hidden Turkish battery opened fire, and ... the walls crash[ed] down in ruin, completely covering the Count."

The Count's army went on to be defeated by Suleiman's armies, and his corpse was never recovered. The last lines of the chapter state, "Today the natives point out a huge and moldering ruin near Schomvaal beneath which, they say, still rests what the centuries have left of Count Boris Vladinoff."

Schuman, Myths and Magic, New York, 1912

Schuman's book is uncommon, and only half the normal chance for a Library Use roll is given for an attempt to find this book. He mentions the ancient town of Xuthltan and the evil practices of the locals. He states that they once kidnapped young ladies to use in the villager's unholy worship services. Their organization was broken up by a Turkish invasion in which all the villagers were slain. Lower valley dwellers from Schomvaal rebuilt the village and renamed it Stregoicvar.

STREGOICVAR

Stregoicvar is on no map of Hungary, but Biscke can be. It is 18 miles west of Budapest, roughly toward Bakony Forest. Stregoicvar is reached from Biscke by a three-day coach ride.

On the uncomfortable ride from Biscke, the driver points out a mossy ruin to one side and explains that it is the tomb of Count Boris Vladinoff, who was killed by the Turks centuries ago. This is all that he knows of the incident. He just brings the mail to Stregoicvar from Biscke. He lives in Biscke, and will not stop the coach between inns, for fear of losing his job for tardiness. Stregoicvar proves to be a drowsy little town, a postcard from the 18th century.

The Innkeeper

The owner of the only tavern in Stregoicvar is a talkative fellow and he will mention the last foreigner to have visited here (some years back), an Englishman. This was Justin Geoffrey. If the investigators notice this mention of an Englishman and ask about him, the Innkeeper will try to recall more. He remembers that the man was young, and that he was a poet. Also, that the Englishman died soon after leaving the village, "But that was surely due to his looking too long at the Stone."

If the Innkeeper is pressed for more information (and his memory warmed with extra coin) he will tell what he knows. He will surely tell of overly-curious lower-valley

dwellers, and one in particular: "he scoffed at our tales of the stone and went up to see it on Midsummer's Night. [Here the innkeeper crosses himself.] When he returned, he was incapable of intelligible speech, but could only gibber and moan until the day he died."

If the investigators can make a successful Oratory roll, he will give them two more tales of horror and some information about the Stone: [Pointing out the stone on a nearby hill.] "There, beyond the face of that bluff, stands the cursed rock. Once men tried to destroy it, but each man who laid hammer or maul against it came to an evil end. So now folk shun it."

He will then tell of his nephew. "When my nephew, Laszlo, was very small, he was lost in the woods and slept near the Stone. To this day, under the full moon, he is tormented by foul dreams, and wakes nights in a cold sweat."

After telling these things, he will abruptly say, "It is not pleasant nor proper to think on such things." and change the subject.

Other Information in the Village

The characters can easily learn that the current inhabitants have no ties to the former dwellers, who were massacred by the Turks. The average villager believes that the former inhabitants were some sort of Devil-worshipers, and are doubtless better off dead.

The innkeeper's nephew, Laszlo, is vague about his dreams. Though the dreams are vivid and sharp when they are occurring, they leave no lasting impression on his waking mind, at least none that he would be willing to share with others.

The only other villager who is willing to talk about the Black Stone is the schoolmaster, Istvan Szabo. Istvan believes that a witches' coven once existed in the region, and that possibly many of the former villagers were members of a fertility cult of some sort. He says that the town was not always known as Stregoicvar, but that it was originally called Xuthltan, "which may have had something to do with the villager's religion." A successful Linguist roll will indicate that the name "Xuthltan" is not derivable from any language spoken historically in Hungary. Istvan does not believe that the ancient villagers erected the monolith, but he does think that it was used as a center for their activities.

THE BLACK STONE

A narrow trail winds up the mountainside to the summit where the Black Stone soars. The stone is octagonal in shape, about sixteen feet in height, and about 18 inches thick. It had once evidently been highly polished, but the sides are abraded, as if savage efforts had been made to deface it. Little more has been accomplished than flaking off bits of stone and mutilating the characters which once marched up in a spiraling line around the shaft to the top. A successful Linguist roll determines that the characters are of no commonly known language. A geologist can tell that the monolith is made of no familiar stone, but is evidently volcanic in nature, though excessively hard. An archaeologist successfully making his skill roll as well as a Luck roll will be able to say that the markings seem reminiscent of some similar markings found on a gigantic, strangely symmetrical rock from Yucatan. The marks are not identical, but they suggest the other set. But, the Yucatan markings have been dismissed as the idle scratchings of a bored Indian.

If the monolith is visited at night, a sort of breathless intensity is felt. Glimpses of the cliffs create the illusion that the investigator is in the center of a vast city, with cyclopean towers rising about one. Anyone out here at night must successfully make a Sanity roll or lose a point of Sanity.

If the monolith is visited on Midsummer's Night (June 23rd), a ghostly and sadistic ceremony will become visible, culminating in the sacrifice of a young girl and child. The summoning brings forth the spectre of a huge, green toad who squats upon the top of the monolith, and dominates the ghostly followers below. Throughout the ceremony, all watching must make Sanity rolls. The ceremony will begin at midnight. At 12:30, a Sanity roll must succeed or the viewer will lose 1D3 points of Sanity. From midnight to 12:30 the ghostly congregation will form and move towards the monolith – all in absolute silence. From 12:30 to 1:00 a carnal dance begins, in which a young female cultist dances about the monolith while being lashed by the group's depraved shaman. The rest of the congregation tie their victims to a wooden log before the monolith. At 1:00 a second successful Sanity roll must be made or the viewers will lose 1D6 points of Sanity. From 1:00 to 1:30, the final sacrifices are prepared and performed. At this time the victims are slain, and the toad-god appears. A last Sanity roll must be made at 1:30. Failure indicates the loss of 1D20 points of Sanity. Even a successful Sanity roll will cost the viewers 1D6 points of Sanity.

This horrific spectacle is merely a ghostly memory of a ceremony which occurred hundreds of years ago.

Photographs and Pictures

Photographs or drawings made of the monolith may well convey a feeling of dread and fear to the beholder. Anyone creating such an image must automatically lose 1D6 points of Sanity for working so closely with the Stone's likeness, and anyone actually seeing the picture must make a successful Sanity roll or lose a point of Sanity. The picture is fearful enough that it may be useful in attracting others to aid one in investigating the Cthulhu Mythos.

If a photo or drawing is made of the monolith on Midsummer's, the creator will always lose 1D10 points of Sanity, and those seeing the picture will lose 1D3 points of Sanity unless they successfully make a Sanity roll. The ghostly ceremony and toad god do not show up on photographs. If a character wishes to make a painting or drawing of the monolith, the keeper may wish to give him an Artist skill equal to his DEX + INT + CHA.

The Count

Boris Vladinoff is buried where everyone says he is. With his bones is a sealed lacquered box. Within is a yellowed parchment written in Turkish by Selim Bahadur which tells of what he and his raiders found in the valley of Xuthltan. There was a grim cavern high in the hills where the Turks hemmed in a monstrous bloated Thing, slaying it with fire, weapons blessed by Mohammed himself, and ancient incantations from Arabic sorcery. It mentions that seven of

the Turks were killed – how, Selim does not say. Reading these notes will add +4% to one's knowledge of the Cthulhu Mythos, and cost the reader 1D4 points of Sanity. There is a chance of gaining a magical spell from these notes. If the reader can roll his INTx3 or less on D100, he will be able to learn one of the Arabic incantations – The Dust of Suleiman. This spell is explained below.

Getting Paid

For the characters to receive the promised $500 from the publishing company, plus any reimbursement for traveling expenses, they must present the company with text and drawings or photographs of the valley of Stregoicvar. A description and picture of the monolith itself would be useful in convincing them that the material is accurate. They will have no use for, nor belief in, demented stories about toad gods or pagan ceremonies, and will have little use for pictures attempting to depict the ceremony.

Dust of Suleiman – This spell teaches one how to create a magical, greyish-green powder with the ability to harm unnatural beings from other planes. When this powder is sprinkled over the body of a being from Elsewhere, that being will suffer 1D20 points of damage. This powder will only work on beings that a Summon or Call spell is effective for, but it will work on such deities as well. Thus, of the monsters listed in the *Call of Cthulhu* rulebook, the powder will harm a Nightgaunt, Byakhee, or Azathoth, but is ineffective vs. Cthulhu, a Deep One, or a Sand-Dweller. The powder requires the dust of an Egyptian mummy at least 2,000 years old, and each such mummy will provide but three doses of the magic dust. The dust also requires a dose of frankincense, which would cost at least $20.00 to purchse, and mixing with sulfur and saltpetre, which would be only 50 cents or so in cost. The dust is not effective by itself, but an incantation must be said over it while it is cast. This incantation is included in the spell description, and anyone who knows how to create the dust will be able to recite the incantation.

BONUS SCENARIO 2

The Warren

An associate of the Investigators has disappeared. Is he linked to an unexplained explosion at a deserted house?

PLAYER'S INFORMATION

In a **Boston Globe** for late 1921, the investigators see a report of a loud explosion on the outskirts of Westwood, a small community southwest of Boston. Initial reports places the noise at the Boucher estate, a long-deserted house and grounds. A later edition retracts that speculation. Two days later, another article, on page nine, states that Jerry Maklin, a demolitions expert and friend of the investigators, has been missing for three days. He left no word of his whereabouts with friends or family. Police have been notified and hope to solve the case swiftly and without incident.

KEEPER'S INFORMATION

The Boucher estate is infested with degenerate descendants of the Boucher family. The family had been in-breeding for many years before moving to the New World in 1712, and the continuance of this, coupled with their foul worship of Y'Golonac, has led to a despicable existence.

Jerry Maklin was hired by Jason Porter to demolish the house and a large garden building. He blew up the outbuilding, then he decided to level the manse with a large explosive charge in the basement. In the basement he saw a tunnel (it led to the warren) but he ignored it and set to work. Besides, he was being paid especially not to inspect anything, and that had been made very clear. Frightened by the first explosion, and disturbed by Jerry's new preparations, the Bouchers under the house attacked him. His remains lie in the cellar, next to four dynamite charges of six sticks each.

In addition to the Bouchers living beneath the house, there is another and more dangerous inhabitant. This is Philip Boucher, the only current Boucher to appear human. He was first possessed by Y'Golonac 22 years ago and has aged very little since. He is afflicted with delusions of grandeur, and believes that he will someday lead an army of his kin out of the house, and gather about him others who desire to release the Old Ones. Despite these desires, he knows on some level that he is evil, and sometimes acts in an almost rational and sympathetic manner, which is how the characters will find him when they arrive.

THE CLUES

The clues are intended to help the players unravel part of the mystery before actually going to the house. To use the clues, simply have the characters state where they are going to look that day. Allow them to inspect no more than three

locations per day. When the characters arrive, role-play the situation, taking on the different personalities of the likely information sources – searching for clues can be one of the most enjoyable parts of the game!

At some point during play, the characters must make the rolls listed at the end of each clue to gain the appropriate information. Success indicates that the player has gotten into the building, found the necessary book, or whatever. Failure indicates that the players did not succeed.

Of course, the investigator must be looking for the right sort of thing: someone looking for books on the occult will not stumble upon an obituary. They must also look in the proper sequence, and the keeper should strive to keep them on the proper trail for at least part of the way through the clues list.

A CLUES LIST

(1) At ***the house of Jerry Maklin***, the characters will be given the brush-off. The relatives tending the house say that the police are taking care of everything. No roll of the dice can get any questions answered or gain entrance to the house. And in fact no rolls are needed here.

(2) At ***the office of Jerry Maklin*** the investigators will find papers in his unlocked safe which indicate that he was hired by a Jason Porter to demolish the Boucher house. In pen on one of the margins of a paper are scrawled, "ASAP" and "NQA." There is also a $650 bundle of new bills in the safe, the amount noted to be the Boucher house demolition fee.

The roll needed here will depend upon whether the investigators approach the office at night or day. During the day they must each make a successful Luck roll, or be approached by a guard, in which case only a successful Fast Talk will save them from an afternoon at the local precinct house. By night, the investigators must each make a Move Quietly, or it's back to jail when the watchman hears them. The door to the office in the Bolling Building has a STR of 12, and there is no alarm. It could be forced easily. Further search will reveal nothing other than the information in the safe.

(3) At ***the Hall of Records***, the characters will find many things. One is that the deed for the Boucher estate is held by one Jason Porter. The investigators may also find that there is but one birth record for the Boucher family after they moved to Westwood in 1712. The lone record was 22 years ago, when Priscilla Boucher gave birth to Jason Philus Boucher, Dec. 15, 1899. There is also a record of Priscilla's death, three days after Jason's birth. The cause of death is listed as severe lacerations from dog bites.

(4) At the ***offices of the Boston Globe***, the characters may find an article headlined "A Beast in Boston." It tells the tale of two drunks who claim to have seen a monster in the vicinity of Boston Memorial Hospital. The monster is described as a large, vaguely human creature which loped down a side street and ran into one of the drunks, who said that it felt like an overripe tomato and that it smelled like it was a week dead. Its red eyes seemed to glow out of its doggish face. Naturally, the article goes on to make fun of the two men, but any character making a Cthulhu Mythos roll will know that the creature may have been a ghoul. The article appeared in the December 25, 1899 edition, and the ghoul was supposed to have been seen on Dec. 18 – the same day on which Priscilla Boucher died. A successful Library Use roll is needed to find this article.

(5) ***Players' investigators from the area*** may remember reading about the disappearance of several children in the Westwood area over the past few years. The children were never found, and the cases are still open. Any appropriate investigators must make an Idea roll to remember this.

(6) At the ***Boston Memorial Hospital***, the investigators will find that no one is working there who was working when Priscilla died. One nurse on each shift will know of the episode, though, and could tell the characters that the baby was healthy, and that it was put up for adoption. The Chief of Staff can give the players the address of Priscilla's nurse, Susan Newman. It will take a Fast Talk roll to get into the hospital and talk to the nurse. A successful Oratory roll is needed to get the address of Susan Newman.

(7) At the ***nurse's home*** the investigators will meet Susan Newman, an elderly woman who will offer them tea and biscuits. When asked about the death, she will say that she remembers it well. She was just down the hall when she heard the baby begin to cry. She began to run when Priscilla screamed. She opened the door and saw a shadow outside the window. Priscilla was dead. She thinks that the baby was put up for adoption with the Martin Adoption Agency. She remembers Priscilla as a rather repulsive, though strangely naive young woman. It will take a successful Oratory roll to get Susan to talk freely.

(8) At ***the Martin Adoption Agency*** the investigators will find that all the records are confidential, but that paying the clerk a small fee ($20) will allow them to look at the records for an hour. The records state that Jason Boucher was adoped by Bob and Wilma Porter. There is a Providence address listed. A successful Debate or Credit Rating roll is needed to talk the clerk into accepting the bribe, and a successful Library Use roll is needed to find the information.

(9) At the Providence of Bob and Wilma Porter, the investigators will learn that Bob died in the influenza epidemic of 1919 and that Wilma died about six months ago in a car accident. Their son has moved to Boston. This information takes no die rolls to find out – the Porter's neighbor is quite garrulous.

(10) At ***The Library***, they will find a death certificate in the *Globe* dated three days ago (for Jason Porter). Cause of death is unlisted, and no date is given for the funeral. It takes a successful Library Use roll to find this clipping.

(11) At the ***Hall of Records***, a death certificate can be found for Jason Porter. The cause of death listed is heart attack. The paper is a forgery. It requires a Law roll to get into this hall, then a Library Use roll to find the certificate. A successful Know roll is needed to recognize the fact that it is a forgery.

(12) If the players realize that ***Jason Porter is still alive,*** they may wish to interview him. A survey of the Boston area phone or address books will disclose no Jason Porter, but a Jeff Porter is listed in north Boston. If the investigators visit him, he behaves very nervously (a successful Psychology roll will determine that he is nervous because of something besides the investigators). If the investigators behave decently, he will quickly admit that he is Jason Porter and then tell his story.

After the death of his mother, Jason was contacted by

a Boston law firm. They told him his true history, who his real mother was, and what happened to her. (The players should know this already from their previous investigation.) He was then informed that he was the sole heir to the Boucher fortune, almost $50,000 in gold, as well as the family estate. He went to the estate and saw that the house was unlivable, so he decided to have it demolished and to build something else in its place. If the investigators ask if he saw anything unusual at the place, or if they ask him why he is in hiding, he will ask them to leave, and he will say nothing more.

THE BOUCHER ESTATE GROUNDS

The entire yard is overgrown, and has not been cared for in years. An 8-foot stone wall surrounds the grounds. It is impossible to see more than 10 or 15 feet into the thick brush. The trees are covered with ivy and creeping vines. They are full of twitterings and rustlings. If an investigator makes a successful Zoology roll, he will not be able to identify the species of the bird or animal making the noises, but he will know something is wrong.

(1) ***The Gate*** – Hanging onto the rim of the stone wall are the remains of an iron gate, which has suffered at the hands of the elements.

(2) ***A Hole*** – Well-concealed in the undergrowth is a three foot diameter hole, leading into the warren below. A vile stench – a mixture of graverot and sulfur – rises from it. A successful Spot Hidden roll will find the hole, or a Luck roll x ½ will allow a searcher to blunder into it. In either case, the character must be actively searching in the brush. If the investigator makes a successful Listen roll, he will notice that the twittering noises in the leaves get louder around the hole.

(3) ***The Graveyard*** – There are about 18 headstones in this small cemetary, with such phrases as "Arlene Boucher, Mother" engraved on them. There are no religious phrases or symbols, Christian or otherwise, found on any tombstones. The tombstones are overgrown, and many have fall0 en over. If any graves are exhumed, it can be seen that the coffins have been scratched open, and no corpse is present. The ground is loose, as though recent digging had taken place.

The Mausoleum is an imposing structure. It is marble, and engraved with lots of leaf work and the names of many, many Bouchers. If anyone makes a Spot Hidden roll, he will notice ugly little sculptured faces peering from between the stone leaves. Two verdigrised bronze doors open to the interior, which is filled with cobwebs and smells very old and rank. In the center sits a single bronze casket upon a stone slab, the resting place of Jason Boucher, who died in 1734. The walls contain the resting places for dozens more caskets and are carved with the names of those entombed. In one of the coffin-compartments is a hole which leads down to the warren. A fetid stench rises from this hole.

The House

At the end of the cobblestone drive stands the house. Once a sprawling place, weather and time have dulled the fine white paint to a pasty grey. There is a large hole through the roof of the building. Parts of the hole are charred while areas inside the building seem to have been only recently exposed. Boarded-up windows stare down at the characters as if the house was a ravenous beast. An out-building to the rear has apparently been leveled by an explosion.

The house has been added to over the years, but only laterally, as though some unknown law held one floor and one floor only to be desirable. The roofline has many low peaks, but the ceilings of the rooms rise to meet them – there are no attics or crawl spaces. The exterior was regularized in 1895.

(1) ***The Porch*** – A large wooden porch, with a hanging chair-swing and three rockers is before the house. All the appurtenances here are falling apart.

(2) ***The Entry and Parlor*** – This is a large room with three couches, and a number of tables. A large bible sits on the center table, but if inspected, all the pages are found to be blank.

(3) ***The Study*** – The door is locked, and has a STR of 12 to resist breakage (only one character may try to burst through it at a single time). Inside is a desk, a chair, and a bookshelf. Anyone making a Spot Hidden roll will find a secret compartment in the desk. Inside is a piece of parchment – a page from the dread *Revelations of Glaaki*. Reading this page will add 2% to one's Cthulhu Mythos score at a 1-point loss in Sanity. The page is evidently from an ancient, hand-translated copy of the *Revelations* – most modern versions of this horrible book are fairly urbane. The page reads:

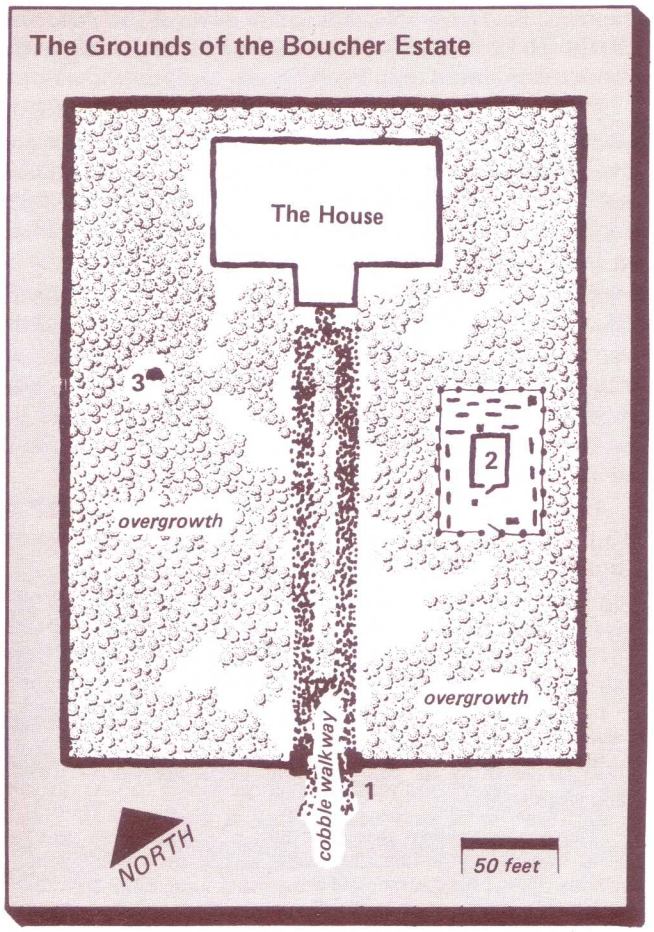
> Those who warshyp thes most holy of gods ar afton alloed to transend mere humanne shape, and to become hys minions. Thys I have seene, and grat is ther glori. They tayk the form of man, yet it is not the form of man. Ther streng is moor then thet of mere man, as is ther quiknesse. They liv afton in cavs and cavvernes benyth the worlde, were onlie Y'GOLONAC, and the others who no of hyme can fynd them.

(4) ***The Library*** – The room is lined with bookshelves, and a table with four chairs sits in the center. In one of the bookshelves is an account of a voyage from Boston to Newburyport, in which the captain claims to have seen mermaids off Innsmouth.

(5) ***The Dining Room*** – A very long table is in the center of this room. There is also an empty china hutch against the north wall. In the northeast corner of the room, hidden by debris, and wrapped in a dirty brown cloth, are six silver spoons, worth $2 each, if the investigators want to loot them. A successful Spot Hidden roll is needed to spot the cloth.

(6) ***The Kitchen*** – There is very little here. All of the non-canned foods look as though the rats have gotten into them. If the characters make a Spot Hidden roll, they will find a small skull, resembling that of a monkey or deformed child. A successful Zoology roll will indicate that the skull is definitely badly malformed, and young or dwarfed human. Nailed boot prints lead downstairs through the dust.

(7) ***Storage*** – This was once a pantry. Much broken glass is on the floor. If anyone trys to search through the glass, they will need to roll their DEX x 2 or less on D100 or injure themselves, taking 1D3 points of damage. If they fail a Luck roll, they will have injured their hands in such a way that they cannot use a firearm effectively until their wounds are healed. A successful Spot Hidden done while searching (and possibly getting one's hands cut to ribbons)



pieces of one side are bright pink; the other side is a bilious green. Examing the board closely reveals vague outlines of planets, stars, and galaxies. Those looking at the chess set for the first time must make a Sanity roll. Those failing the roll will lose 1D6 points of Sanity. If the characters take the chess set, they could either keep it for a curio, or sell it for up to $350. The workmanship is quite good.

(11) ***A watercloset with bath*** – The same as room 9, except that there is also a bath tub. The bath is enclosed by a curtain, and this curtain is closed.

(12) ***Storage*** – Among the garbage and old furniture here is a small box. On the box is a label in French: *pour l'air; deux heures*. Inside the box are five pills. Anyone taking one of the pills will be immune to the effects of the gas in warren rooms six and seven for two hours after taking the pill. The immune effect will start in about fifteen minutes after taking the pill. The box may be found by searching the room and making a spot hidden roll.

(13) ***Bedroom*** – Meant for the use of guests, this room contains nothing that would arouse any suspicion. A thorough search with a successful Spot Hidden roll will uncover another skull like those found in rooms 6 and 7.

(14) ***Bedroom*** – as per room 13 above.

(15) ***Bedroom*** – This room is very difficult to enter. If the characters persist, they will take a half an hour to get in, then they will find that the door was blocked by rubble, piled up from the inside. Within, there is a lot more rubble, and three more of the mysterious skulls.

(16) ***Bedroom*** – It takes almost an hour for the characters to push their way into this room, because of the rubble

December 21, 1899

Today I heard a strange chanting noise from the other side of the house. I could not understand a single word of the language, but it contained too many consonants for my liking. As the noise grew louder, so did the storm outside. When at last the chant reached its frenzied conclusion, a thunderous bolt of lightning struck the house. I rushed to the door and found it stuck. I am sitting now waiting for rescue. It has been eight hours.

Philius A. Eckard *[68-B]*

will expose a small skull, similar to the one in the kitchen (room 6). If the skull was not found in the kitchen, here is another chance.

(8) ***Washroom*** – Two large tubs and a bag of lye soap are here. There are also three boxes of springless clothes pins.

(9) ***The watercloset*** – This holds only a non-functional toilet.

(10) ***The game room*** – A billiards table dominates the room. In the southeast corner of the room is an unusual chess set. All the pieces represent strange and bizarre creatures. Any character with a Cthulhu Mythos knowledge of 10% or more will recognize the king as Cthulhu himself. Anyone with a Cthulhu Mythos knowledge of 15% or more will be able to recognize the rest of the pieces as well. The Queen is a faceless sphinx – an old form of Nyarlathotep. The bishops are fungi from Yuggoth, the knights Deep Ones, and the rooks are strange peaked buildings (R'lyeh? Carcosa?). All the pawns are humans, each one different. If an investigator can make a History roll, he will recognize some of the pawns. One is an English minister, another a German chancellor, an American general, and so on, representing various great leaders from the mid-1800's. The

blockage. Inside, a skeleton sits upright in a chair behind a desk. The unfortunate person seems to have been trapped when the roof collapsed. Any investigator making a Spot Hidden roll will notice that the skeleton is unclothed, and has no toes. The window is boarded up, and the wood and nails look quite old; older than those in other parts of the house. On the desk is a piece of paper. It is the note seen in an adjacent box.

(17), (18), (19), (20), (21) ***Destroyed Rooms*** – All of these rooms are totally ruined. Characters searching them will take an hour per room. A successful spot hidden in room 18 will reveal an entire dwarfed skeleton, capped off with one of the mysterious, malformed skulls found in rooms 6, 7, and 13. A successful Zoology roll will allow the investigator to know that the skeleton is definitely that of a human, though very degenerate and monstrous. The investigator will also be able to tell that the skeleton is of an adult, despite its dwarfed size. He must make a Sanity roll or lose 1D4 points of Sanity. The skeleton may well be of worth to a museum of comparative anatomy.

(22) ***Bedroom*** – In 1899, this was the bedroom of Priscilla Boucher, daughter of Charles Boucher. All that

remains is a rotting bed containing a rats' nest. If anyone disturbs the bed, the rats will stream out, and try to run out the door. They are fearful, for the Bouchers love to catch and eat them. Trying to kill the rats is useless and impossible. Under the bed is a picture of a young man. On the pack of the portrait is an inscription; "To Priscilla. Love, Philius".

(23) ***Bedroom*** – Once this was the room of Charles and Martha Boucher. Now there is only a ruined bed and a rotting desk. In the desk's wreckage is a set of notes describing how to carry out a service to Y'Golonac. Reading this will cost 1D3 points of Sanity and add 3% to Cthulhu Mythos knowledge, as well as imparting the knowledge of how to worship Y'Golonac acceptably.

(24) ***Storage*** – Inside this small, cluttered room is lots of junk. In this mess, a character making a Spot Hidden roll will find a box. In the box is a set of black robes and a gilded knife. These are for use in the worship ceremony for Y'Golonac described in room 23. The robes are otherwise valueless, but the knife is worth about $100, because of the gold and the craftsmanship.

(25) ***The nursery*** – Here, among stuffed toys and fairy-tale books, the investigators will find the horrid sight of a jumble of tiny bones in the crib. These are the bones of an infant, once belonging to Philip Boucher. Some of the bones are cracked open. If the bones are disturbed, they will crumble to dust. A successful Know roll shows that the bones are about twenty years old.

(26) ***Howard Boucher's room*** – There is a diary dealing with strictly mundane affairs on the desk here.

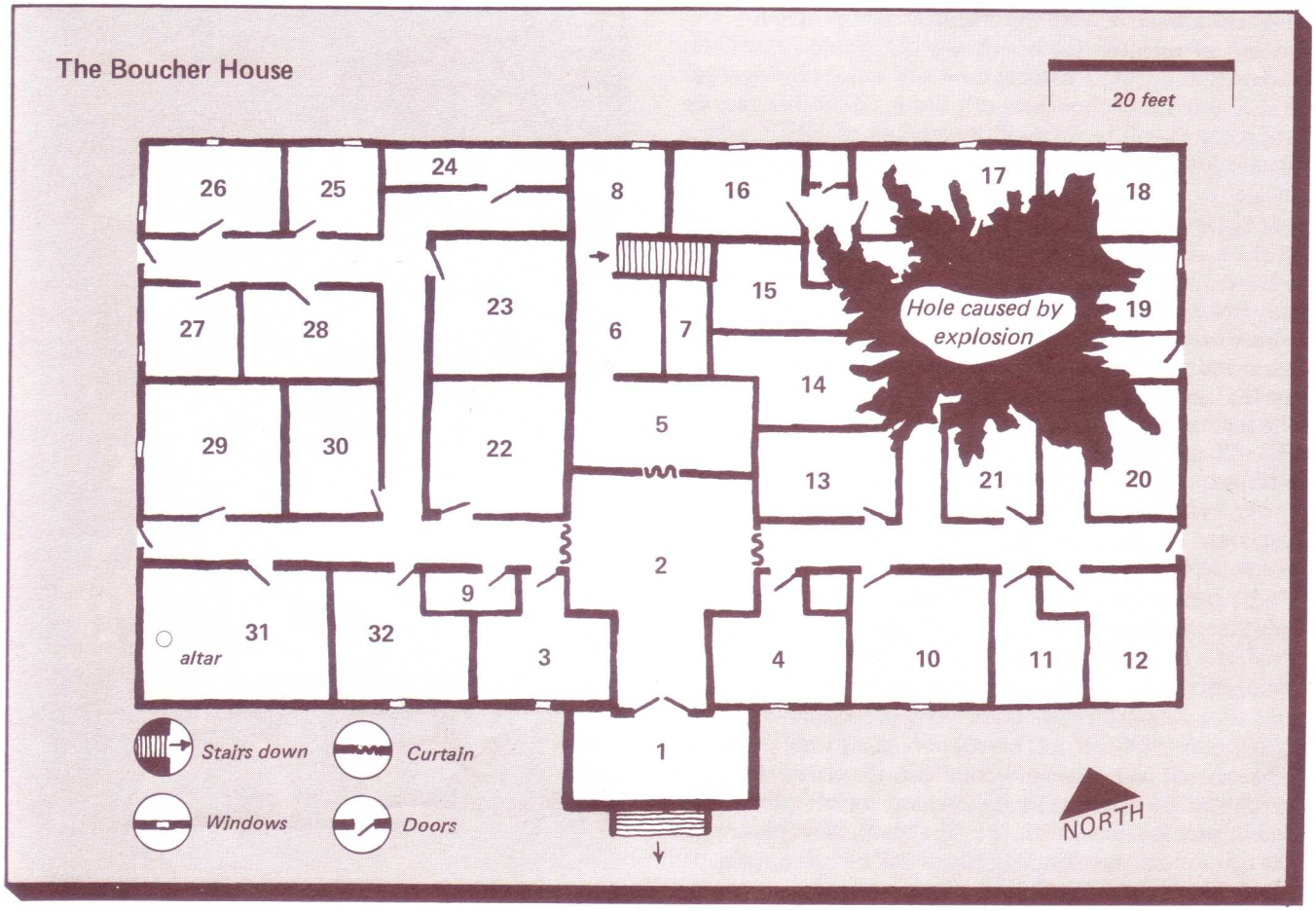
(27) ***Watercloset with bath*** – Whenever the investigators near this room, they will hear the sound of running water. However, if they open the door they will find the tub dry and filled with dust.

(28) ***Bedroom*** – This room belongs to Philip, oldest of the Boucher brothers. The book *Revelations of Glaaki* lies open by the bed. The first spells learned by anyone reading this book are Contact Y'Golonac, Contact Ghoul, and Shriving.

(29) ***Bedroom*** – This room was used by some of the Boucher's cousins. The room contains three beds, a chest of drawers, and a closet. The chest of drawers contains old clothing, and a hand mirror (in the top drawer). If the players want to steal it, the hand mirror, which is gold-inlaid, could be sold for $80 or so at an antique shop.

(30) ***Prison*** – This room holds sacrifices for the temple. Sacrifices were drawn from every level of society, but none were ever traced to the Bouchers. The room contains two empty sets of manacles.

(31) ***The Temple*** – A small altar and bizarre frescoes adorn this room. Those looking at the walls must make a Sanity roll or lose 1D4 points of Sanity. A character making a Cthulhu Mythos roll will know that the frescoes illustrate the Great Old One, Y'Golonac, and minions. The west wall shows an especially interesting tryptich. The first section shows a priest bending over an altar holding a human sacrifice. The second section shows the same altar, but the priest has a shrunken head, and his body is larger. His hands are extended and red lines are on both palms. Rays of yellow are depicted extending from him. In the third scene,



the priest has been replaced by a glowing, headless body, naked and bloated. The palms of the thing's hands are disfigured by red gaping mouths.

The altar in this temple room is bloodstained, and the top will slide off if anyone tries to move it. There are steps below it, leading into darkness.

(32) ***Bedroom*** – This was the room of another Boucher. The bed and chest of drawers in the room are ruined by vermin, and contain nothing of value or interest.

The Warren

This level smells of sulfur, smoke, and rot.

(1) ***The Basement*** – It is quite dark here, and the air is stale. There is a cold furnace and a bin of coal in the northwest corner of the room. Near the middle of the south wall are four bundles of dynamite, each of six sticks, with slightly corroded blasting caps nearby. In the wall by the dynamite is a secret door set into the stones. A successful spot hidden roll will find it.

(2) ***Den One*** – There is a 20% chance that there are 1D4 bouchers here. The room is covered ankle deep in goo, and horribly rotting flesh, mixed with cracked bones. The bones may be examined, in which case a successful Zoology roll will reveal the fact that they are similar to the bones upstairs, but are much fresher. If the bones upstairs were not discovered, all that can be told about these is that they are of some sort of smallish animal – maybe the size of a dog or goat.

(3) ***Den Two*** – There are always 1D6 bouchers in this den. If the investigators are carrying bright lights, the creatures will run for the shadows, and the investigators will only see a flash of grey and high-pitched squeaks from the corners of the den. The bouchers will try to get out of the room. If the exit is barred, they will attack. Firing a gun will frighten these bouchers off, but in 1D20 minutes, the investigators will be attacked by a group of 2D6 bouchers, attracted by the explosion. These will not be frightened by the guns.

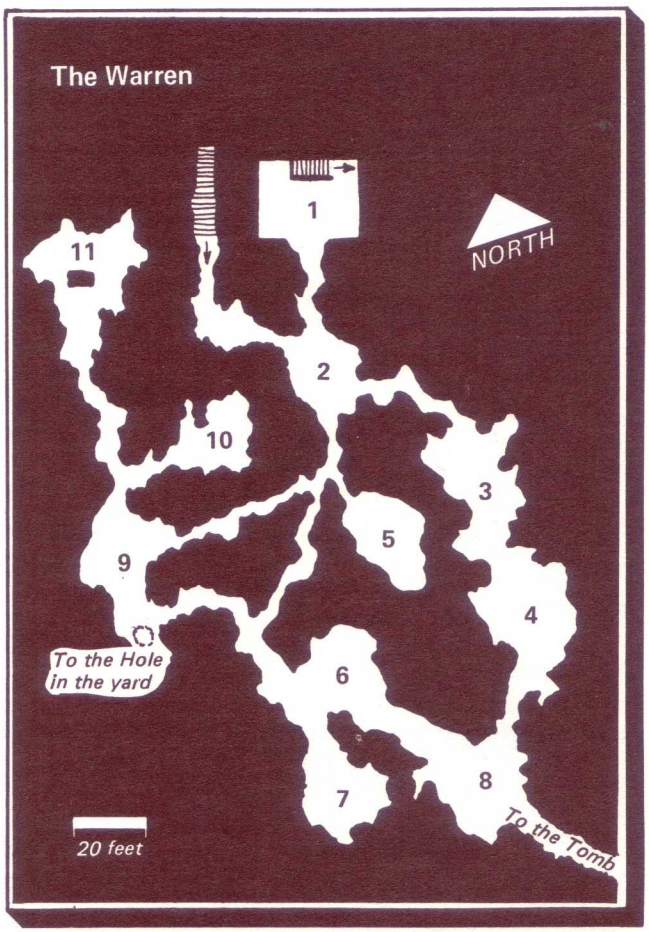
(4) ***The Mud Room*** – There is a good deal of dirty water in the room. Combined with the dirt floor, this has created a treacherous mud bog. If the characters enter this chamber and poke around (there are interesting bubbles and stuff which may attract them) then each turn each investigator must roll his SIZ x 5 or *more* on D100 or become thoroughly stuck. A character who is stuck will be sucked into the mud and will be pulled under the surface in four turns. He will absolutely unable to save himself, or make any worthwhile effort towards that goal. He may be rescued if those trying to pull him out can successfully match their combined STRs against the mud's STR, which is equal to the entrapped character's SIZ plus 20.

(5) ***Den Three*** – There are 1D6 bouchers here, plus any bouchers that escaped from Den One. They will attack intruders. If they are eliminated, three horrific-looking living infant bouchers will be found here.

(6) ***Cave of Gases*** – This room is filled with a noxious greenish gas, which hands from about three feet above the ground to the ceiling. The gas smells of rot and sulfur. Each round that the characters are in the room, they must match the gas's potency of 13 vs. their CON on the resistance table. Those failing will take 1D6 points of damage, and must roll their CON x 5 or less on D100 or faint for 1D6 rounds. If they have taken the pills found in the house room 12, they can breathe the gas without difficulty. Also, if the characters think to crawl under the gas, on their hands and knees, they will be safe. However, crawling characters will be at a definite disadvantage if the bouchers were to attack!

(7) ***The Gas Source*** – In the center of this chamber is a large pit, from which emanates puffs of greenish smoke, the gas which ahangs in both this and the next room (6). Any character entering this room must match the gas's potency of 13 vs. his CON on the resistance table each round, unless he has taken one of the pills from room 12 in the house. Failure to resist the gas's potency indicates that the investigator in question takes 1D6+3 points of damage and that he will faint for 2D6 minutes. A successful First Aid roll will awaken them in half the time.

If the characters decide to investigate the hole, allow them to lower someone down on a rope. He will go into the fog and soon disappear from sight. After going down 75 feet or so, he will scream something about snakes, and the rope will go limp. The rope may be pulled up, but there is nothing at the end of it. If the lowered character had a knife, the rope has been cut – otherwise, it has been untied. This gas has an insidious hallucinogenic effect, which is strong enough to affect even those who have taken the pills from house room 12. The hapless explorer down the hole has been overcome by the gas, and suddenly seen the rope in his hands become a monstrous serpent. Naturally, he released his grip on it, and fell to his death. There is no



good way to explore this chasm without some complex equipment, such as deep-sea diving equipment.

Every character who has been in the room and breathed this gas must roll his CON x 3 or less on D100 or he will succumb to the hallucinogenic effects of the gas. Whenever an affected character enters a new section of the warren, there is a 25% chance that he will have a hallucination. Some rooms have suggestions for appropriate hallucinations, but otherwise the keeper must use his imagination to frighten and harass the characters in question. These characters should not be told what is happening to them. The hallucinatory effects will last for 3 hours.

(8) ***The Ghoul Room*** – This room is almost a foot deep in slime, bones, and other unwholesome, unidentifiable objects. Some bones are obviously those of livestock, while others are dreadfully human.

There are ten bouchers in this room. They have fed on everything imaginable: the mummies in the crypt, the skeletons in the graveyard, livestock, hapless children, pets, rats, each other – you name it, they've tried to devour it. They will definitely wish to sample the investigators as well, and will attack immediately. If more than five of them are killed, they will flee outside, or into the deeper parts of the warren.

(9) ***The Root Room*** – This room contains five bouchers hiding in the thick twisted roots which descend into this room. Anyone suffering from hallucinations (or who is temporarily insane) may well decide that the roots are tentacles or snakes, and begin to attack them. He may well decide to start to shoot at them, or flee in fear. The bouchers in the roots will not attack unless one of the characters bleeds, or they are disturbed. If someone were to attack the roots, the bouchers would certainly be stirred up. Anyone thinking that the roots were tentacles or snakes would not bother with fighting any bouchers until he was sure that the tentacled thing or the serpents were dead.

(10) ***Den Four*** – This room contains eight bouchers. They will attack without hesitation. After two rounds of combat, the bouchers will suddenly stop attacking, and cower back from the investigators. At the same time, the characters will hear the distinct *click!* of a shotgun's hammer setting. A voice behind them will say "Put down your weapons. I won't harm you so long as you cooperate. There now. Follow me! You've no idea how long I've been waiting for someone who could understand me to show up. I've waited so long ..."

This is, of course, Philip Boucher. He appears about 30 years old, and is quite handsome. The keeper should encourage the characters to do as he says. After all, he certainly has the drop on them. If any hot-headed investigator tries to attack, Philip will shoot him (he always hits) and quickly point the gun at the remaining characters. "I really didn't want to do that. I hope that he isn't dead. Please don't try to hurt me any more. I don't want to hurt you, after all." Philip also carries a loaded .45 revolver on his hip. If the characters still try to behave aggressively, he will whistle piercingly, and all remaining bouchers in the warren will cluster around the area's entrance threateningly. In total, there are 51 bouchers in this warren. Philip will, by hook, crook, or force, make the characters precede him to warren room eleven, the altar room.

(11) ***Altar Room*** – There is an altar in the center of the room, similar to the altar in the house's room 31. Here Philip Boucher will sit down and tell his story, holding his weapon before him.

"For years, I don't know how many, I have lived here beneath my former home. It began the day that Father said we were to call the living god. He said it was time, and I was not one to argue. After the bell rang, saying the service would begin in ten minutes, I went to Philius' room – he was a friend staying in the home – and bolted his door. On the way back I realized what my family was trying to do. We planned to bring a thing that should not be into the world. I could not go on, though I was late, and the chant started without me. I knew then that I was wicked. Thunder split the house, and I heard Father roar from nearby. I ran to the temple, and all my family was there, looking different now that they had called upon Y'Golonac. They were hunched over and whimpering, but I blacked out.

"Since that evil day, I watched my family turn into those things out there. (All the players must make a Sanity roll at this point or lose 1D3 points of Sanity.) I have tended them, and fed them, but that is not the worst thing that has happened to me. I, too have changed..."

At this point, Philip will begin to transform into an avatar of Y'Golonac. His body will swell, splitting his shirt, and start to glow. His head will wither, blacken, and shrink into nonexistence, while wet red maws open in his hands. All the characters must make Sanity rolls or lose 1D20 points of Sanity. If the roll is made, a point is lost anyway. Anyone going mad as a result of this sight will run to the dynamite, and then set it off, possibly destroying the

house, and certainly destroying themselves. When Philip begins to transform, all the bouchers will flee. He will take 30 seconds to complete his transformation, so sane characters should have a head start on him to get away.

If characters remain behind, or try to attack Y'Golonac, the god will hit at the character with the highest Cthulhu Mythos skill by casting a Shriving spell with a strength of 10 points of Power. He will then attack at random subjecting those he can grasp to horrific pains as their souls are drained away at the rate of a point of INT and POW each round, once grasped. If Y'golonac takes 75 or more points of damage, then he will collapse and gradually transform into the corpse of Philip Boucher.

BOUCHERS (Lesser Servitor Race — new monster)

Description: Bouchers are small, hairy humanoids. They were once human, but because of their foul practices and inbreeding, they have degenerated to a near-animal state. Matted grey fur, rotted teeth, and a high-pitched twittering voice characterize them. Bouchers look more like a gigantic man-rat hybrid than anything else. Perhaps Y'Golonac somehow melded the human form with that of a slavering, voracious rat to create these creatures, or perhaps the bouchers devolved to a rat-like state because of their preferred haunts — the warrens and cracks beneath their old home.

Characteristics		*Average*
STR	2D6	7
CON	2D6	7
SIZ	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move	10	

Weapon	*Attack*	*Damage*
Bite*	40%	1D3
Claw*	25%	1D3

* A boucher can attack with two claws and a single bite each round. If it hits with its bite, it will hang on to its target and keep on biting, hitting automatically with the bite each round thereafter until it or its target dies. While it is hanging on, it and its victim will have +20% to hit each other, but others trying to hit the boucher must make a DEXx5 roll each time they strike or they will hit their friend instead.

Armor: none

Other Skills: Hide 40%

Spells: none

SAN: Unless a successful Sanity roll is made, it will cost 1D6 points of Sanity to view a boucher. A successful roll indicates that no San loss is taken.

PHILIP BOUCHER

STR 13	CON 15	SIZ 10	DEX 9	CHA 13
SAN 0	INT 13	POW 16	EDU 18	HP 13

Skills: Read/Write Latin 50%, R/W French 70%, Speak French 60%, Accounting 80%, Astronomy 30%, Botany 30%, Cthulhu Mythos 40% Geology 90%, History 75%, Psychology 30%, Hide 50%, Bargain 35%, Credit Rating 00%, Debate 50%, Oratory 50%, Dodge 45%, Swim 55%

Weapon	*Attack*	*Damage*
Shotgun	80%	4D6
.45 revolver	40%	1D10+2
Fist	50%	1D3

Spells: Contact Ghoul, Contact Y'Golonac (he doesn't need to actually cast this spell anymore), and Shriving.

THE BOUCHERS

	1	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*
STR	3	5	6	2	7	7	10	11	5
CON	7	10	7	10	8	8	5	8	11
SIZ	2	4	6	6	7	11	10	7	3
POW	14	15	12	14	4	12	9	13	10
DEX	14	15	11	10	7	15	10	9	8
Hit Points	5	7	7	8	8	10	8	8	7
Bite Attack	40%	45%	40%	35%	30%	45%	40%	40%	35%
Claw Attack	25%	30%	25%	20%	15%	30%	25%	25%	20%

	10	*11*	*12*	*13*	*14*	*15*	*16*	*17*	*18*
STR	8	8	10	6	12	3	7	8	7
CON	7	8	8	6	8	5	7	3	7
SIZ	8	10	11	7	8	8	3	5	10
POW	6	12	9	14	13	7	7	9	8
DEX	11	10	9	11	10	11	13	10	13
Hit Points	8	9	10	7	8	7	6	4	9
Bite Attack	30%	55%	50%	45%	45%	20%	55%	55%	25%
Claw Attack	15%	40%	35%	30%	30%	05%	40%	40%	10%

	19	*20*	*21*	*22*	*23*	*24*	*25*	*26*	*27*
STR	9	10	9	8	6	9	6	6	5
CON	5	5	7	9	5	6	4	5	5
SIZ	9	9	9	12	8	7	2	3	7
POW	8	11	12	8	12	9	10	11	11
DEX	11	11	14	13	6	13	16	10	15
Hit Points	7	7	8	11	7	7	3	4	6
Bite Attack	35%	50%	30%	50%	50%	30%	60%	25%	55%
Claw Attack	20%	35%	15%	35%	35%	15%	45%	10%	40%

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