

THE ROLE-PLAYING GAMES MONTHLY



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CALL OF CTHULHU OMNIBUS

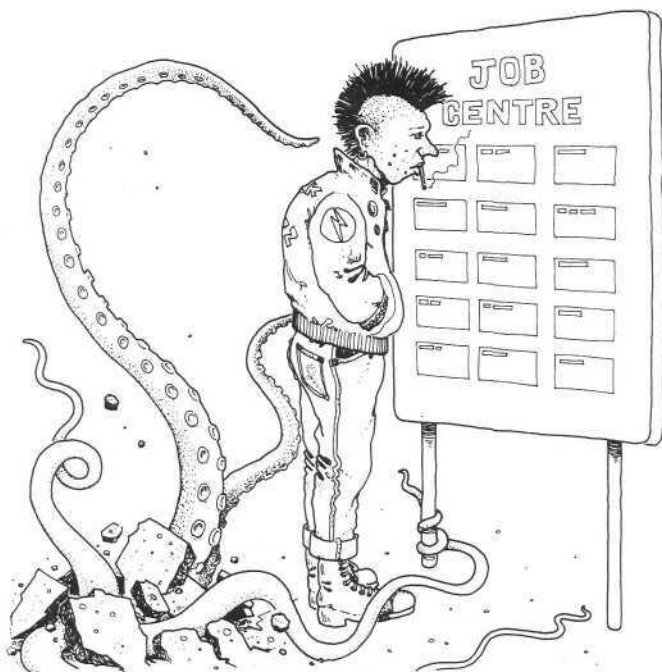
Every Call Of Cthulhu Article & Scenario... Ever!



CTHULHU NOW!

Part 1: Skills and Weapons by Marcus L Rowland

How to play Call of Cthulhu campaigns set in the 1980's, including new skills and weapons.



Call of Cthulhu is set in the cosy world of the 1920's, and much of the game's charm lies in its period setting. However, it is possible to run adventures or campaigns set in the present day, and still produce situations as horrific as any that might arise in the heyday of the Cthulhu mythos. The power of the beings of the Cthulhu mythos may not be a match for the more violent examples of modern weaponry, but it has never been suggested that they would wish to begin any open confrontation. Their evil has always been exerted by carefully concealed routes, traps for the occasionally unwary individual or a slow gathering of strength for a rare and secretive use of power.

One problem of a modern campaign is the possibility that players will not take the games events seriously. Their first exposure to a Cthulhu-inspired mass murderer, or to a cult's random terrorism, should change their minds...

Character Generation

The standard methods used in *Call of Cthulhu* produce a character well-equipped for the 1920's but less suitable for the 1980's. The following additional and modified skills should be made available to players - some are essential, most are useful:

Computer Programming (Knowledge). The player character is familiar with the use of one or more computer languages. Since there are a vast range of languages it is essential that one specific type be selected initially, with further languages added for each 10% skill attained. If a previously unknown language is to be used the attempt is made at 5%. (Example: Eric Potter has 30% computer skill, in the form of *BASIC 30, FORTH 20, COBOL 10*. He wishes to attempt to gain access to a system operating *FORTTRAN*, rolls 02, and succeeds). Obviously, those languages which are either subsets or simplified forms of a parent language can be used as the parent language, less 5%

for lack of familiarity. (Example: Compiler *BASIC* is a subset of *BASIC* and of *Machine Code*, and can be used with 5% less skill proficiency than either - if a character has skills in both these languages their skill in *Compiler Basic* would be 5% less than the better of these skills).

Variants of the same language (Example: *PET Basic* and *APPLE Basic*) are used without skill penalties provided a few minutes are available for familiarisation. Unless otherwise stated, it should be assumed that a character's first proficiency is with *BASIC*.

The ability to extract information from open data bases such as *Ceefax* or *Prestel* is covered by library research skills, and not *Computer Programming* skill unless some programming is required.

Data gathering (Knowledge). The character is able to make effective use of devices such as video cameras, tape recorders, electronic 'bugs', and the like, and knows how to perform routine servicing if they malfunction.

Electronics (Knowledge). The character can identify electronic parts, trace circuitry, etc and use this knowledge to determine the function and probable origin of electronic devices, make repairs, etc.

Nuclear Physics (Knowledge). The character has theoretical and/or practical knowledge of this subject, which can be applied to problems such as decontaminating irradiated Investigators, the defusing (or assembly) of home-made weapons, etc.

Pharmacy (Knowledge). Includes the ability to identify narcotics and hallucinogens.

Treat Poison (Knowledge). Includes the ability to deal with those suffering from drug overdoses, 'bad trips', etc.

Drive Automobile/Motorcycle (Manipulation). Characters may prefer to specialise in *Drive Motorcycle* rather than *Drive Automobile*. Both skills are used in the same way. Possession of one skill does not imply possession of the other. A minimum of 20% skill is required for safe road operation of either vehicle under normal conditions, and is available for one of the two forms of vehicle without point cost in the character generation process. Characters may, of course, choose both skills, but the full point cost must be paid for the second skill.

Parachute (Manipulation). Possession of this skill allows the Investigator to make landings under normal conditions without injury, and gives a roll against injury in difficult or unusual conditions. If characters do not have parachute skill they must make a roll under $2 \times \text{DEX}$ to avoid injury in any use of a parachute. Characters with parachute skill make a skill roll to avoid any chance of injury in adverse conditions, then a *DEX* roll if the skill roll fails (Example: John Castle has 20% parachute skill and 12 *DEX*, and has to make a freefall jump into a mountainous area. The referees rules that these are unusual conditions. Castle rolls 25 for skill, a failure, but then rolls 22, under $\text{DEX} \times 2$, to avoid injury). If skill and *DEX* rolls fail the user takes 3d6 injury. If skill rolls or *DEX* rolls are above 95 a luck roll should also be made to avoid a parachute malfunction for an additional 6d6 injury.

Pilot Aircraft (Manipulation). Normal skill applies only to propeller driven craft. If skill with helicopters or jets is desired a prerequisite is a minimum of 30% normal skill. A minimum of 20% skill is required to use any form of modern aircraft, regardless of type (Example: Joe Meades decides to become a pilot and selects 50% normal aircraft skill, 20% jet aircraft, and

30% helicopter). Wholly unfamiliar forms of aircraft are piloted with 20% of the total of all forms of aircraft skills (Example: Joe Meades is trapped aboard a hovercraft by cultists, and decides to escape by piloting the vessel out to sea. He has a total of 100 points aircraft skill, giving a 20% chance of mastering the controls, but rolls 87 and is still trying to start the engines as the cultists break in. Sorry, Joe...). It should be remembered that it may be physically or technically impossible to perform some aircraft skills single handed - for example, some modern airliners require a ground crews' help to start their engines.

Referees will probably find that players wish to gain other skills (eg Scuba Diving). Such ingenuity should not be discouraged, but the referees should not allow characters extra skill points for the acquisition of other abilities. Some skills may, however, be incorporated into existing skills (Example: Hang-gliding into parachute skill, Truck Driving into Drive Automobile) with some loss of proficiency. If a Prior Experience skill generation procedure is used the referees will need to control the options available to players with great care. While it may seem like a good idea to allow a character to serve with the SAS or Green Berets, in practice Investigators with the skills likely to result would seriously unbalance the game. As a general guideline, the increase in technical training inherent in almost all modern jobs and professions should give an additional 20% skill for each five years in an occupation. (Example: To Enlisted Man add a second skill from the alternatives Drive Auto, Electrical Repair or Operate Heavy Machine, double the level of these skills to 10% and add another 5% to one combat skill). Some new prior careers follow:

Engineer: Chemistry or Geology (10), Computer Programming (15), Electronics or Electrical Repair or Mechanical Repair (15), Operate Heavy Machinery (20), 30% chance of Nuclear Physics or Pilot Aircraft (30), players choice.

Rock Musician (Only available to characters of CHA 11+): Electronics (20), Pharmacy (10), Drive Automobile (10), Credit Rating (10), Bargain (10), Fast Talk (10), Sing (5), 10% chance of Pilot Aircraft (30). It is not usually practical to allow player characters to be active in this profession during a campaign.

Criminal (White Collar): Read/Write English (5), Accounting or Computer Programming (20), Law (15), Listen (5), Psychology (5), Bargain (10), Fast Talk (10). For each period in this occupation a luck roll should be made, if unsuccessful the character spends the next 5 years in prison.

Convict: Any two knowledge skills except Cthulhu mythos (20), Library Use (10), Hide (10), Move Quietly (10), Pick Pockets (10), Credit Rating (-10), 15% chance of any one weapon skill (10) or two hand-to-hand skills (5).

Income

Since income can vary considerably in different countries it is almost impossible to produce a single standard formula for the calculation of Investigators wealth. For British characters in the 1980's a roll of d4+3 multiplied by a thousand pounds should give a useful range, assuming that this is income after taxes and other deductions have been made, with professionals earning £1000 x d6+2 and authors £1000 x d8. These figures should not be considered to be especially close to the true income of these groups - they are simply convenient values for accounting purposes.

Firearms

In order to simplify conversion to modern conditions it is assumed that all types covered by the original rules retain their power, range, etc - in effect, these designs are still made because they are suitable for the uses for which they were originally produced. However, there are also several new designs and types which are not covered by the original rules:

Weapons Table for the 80's						
Weapon	Shots	Damage	Base	Range	Break	Notes
Light SMG ¹	1	1d10+3(x1d3)	12%	30 yards	7	Impales
9mm Machine Pistol ¹	1	1d8+3(x1d3)	10%	15 yards	7	Impales
Heavy SMG ¹	1	2d8(x1d3)	15%	30 yards	10	Impales
Revolver, .357 Magnum	2	2d8	15%	20 yards	12	Impales
Automatic, .357 Magnum	2	2d8	15%	20 yards	10	Impales
Autoloading Rifle, .22 ²	2	2d4	10%	25 yards	8	Impales
Autoloading Shotgun, .22 ²	2	2d4	30%	10 yards	8	
Autoloading Rifle, 9mm ²	2	1d4	30%	20 yards	8	
Light Anti-Tank Rocket ³	2	2d8	10%	75 yards	12	Impales
Heavy Anti-Tank Rocket ³	1	5d6(1 yard radius)	5%	300 yards	5	Impales
Heavy Anti-Tank Rocket ³	1	8d6(3 yards radius)	0%	600 yards	5	Impales

Notes

1. Fired as automatic weapons (see *Sourcebook for the 1920's*).

2. Modified military designs. A competent gunsmith can convert them to full automatic operation.

It should be remembered that it is extremely difficult to buy firearms without various official permits in most modern countries, and that full auto machine guns are illegal almost everywhere. Prices have not been listed since there are a wide variety of weapons in each specification.

3. Disposable launcher, no guidance system. Uses shaped charges for impaling explosive penetration. Weapon is carried in a pack, unfolded, fired, launcher discarded. Wire or laser guided, usable by trained personnel only. Launcher can be reused (after several rounds).

Even the least powerful heavy military weapons of today could probably destroy any creature of the Cthulhu mythos with relative ease. A single anti-tank missile, for example, would probably inflict over a hundred points of damage on any creature it struck at a range of several miles. Since such weapons could seriously upset a campaign's balance it is suggested that they be kept in the background for mopping-up operations after the main action has ended. However, it is possible that some of the events of a campaign may be motivated by factors relating to such weaponry.

The most 'advanced' weapons, such as atomic bombs, cause extreme damage over a large area. The following (simplified) table gives the ranges for various results of their use.

Nuclear Weapons

Power	Total	Radius of damage Blast	Secondary	Fallout
1Kt	100 yards	500 yards	1 mile	5 miles
5Kt	500 yards	1 mile	5 miles	25 miles
10Kt	1000 yards	2 miles	10 miles	40 miles
50Kt	5 miles	10 miles	20 miles	75 miles
100Kt	8 miles	20 miles	35 miles	100 miles
1Mt	12 miles	40 miles	75 miles	200 miles

Kt = Kilotonnes Mt = Megatonnes

Total refers to the radius within which it is impossible to survive regardless of a character's skills or physical characteristics. Objects within this radius will either be vaporised, burnt, or reduced to pulverised rubble.

Blast refers to the radius within which all structures are subjected to severe damage, and all living creatures take 10d100 damage. Any investigator within this radius will almost certainly receive a lethal radiation dose.

Secondary is the radius within which structures and people take significant damage (from shockwaves, falling rubble, flying splinters of glass, etc.) and within which most electronic equipment will become useless, due to magnetic erasure of data (in computers), radiation damage to transistors, etc. Any living creature within this radius will take 5d20 damage, which may be halved by a successful luck roll.

Fallout indicates the radius within which characters will need to take precautions against drifting radioactive dust and gas, for a period of several months after a nuclear explosion.

It should be remembered that some conventional weapons are nearly as powerful as tactical atomic weapons. Under certain circumstances (eg the player characters are a mile underground in a lead-liner bunker) the referee may wish to modify these results.

An additional possibility referees should consider is that the unannounced use of atomic weapons may trigger a worldwide nuclear conflict. This might, of course, be the reason for their use by cultist groups.

Other weapons which might enter a campaign on a similar basis are military gases, toxins, and beam weapons, but there is too little data available to allow a hard and fast description of their effects.

Bibliography

- John Brunner
- Dr Christopher Evans
- James Gunn
- Dave Langford (and others)
- Fritz Leiber
- Eric Frank Russell
- Bob Shaw
- John Sladek
- *The Atlantic Abomination*
- *Cults of Unreason*
- *The Magicians*
- *The Necronomicon*
- *Our Lady of Darkness*
- *Sinister Barrier*
- *An Uncomic Comic Book Story*
- *The New Apocrypha*

Referees may also find episodes of the TV series *The Prisoner* and *The Avengers* helpful in suggesting plot ideas for their own campaigns.□

Next Issue, Part II will be scenario and campaign outlines utilising some of the skill and weaponry mentioned above.

CTHULHU NOW!

Part 2: Mini-scenario Outlines by Marcus L Rowland

Three scenario outlines for *Call of Cthulhu* in the 1980's, using new skills and rules from *WD42*'s article.

DIAL 'H' FOR HORROR

Mini-scenario for 3-5 beginning player characters

*'It's Kildare - he's in shock.'
'I'm not surprised. What on earth was that thing?'*

Players Information

Jim Kildare, a well-known TV personality who presents the weekly programme *Psychic World*, has offered the team jobs as researchers for his show. The team have been invited to his London home one evening in early November, to dine and sign their contracts. When they arrive they find that the house is completely dark and the front door is slightly ajar. Strange crashes and croaking noises can be heard.

Referees Information

A British cult worshipping Nyarlathotep covers its activities by posing as a crank philosophical movement, *The Sons Of The Earth*, who claim to renounce all forms of technology. A few months ago they decided to speed their operations by transferring some of their occult lore to a computer data base. The purchase should not have been noticed, since it was arranged via a third party, but a journalist happened to pass their headquarters while the machine was being delivered and wrote a short article which appeared in several computer magazines, speculating on their reasons for the purchase. The data transfer was successful, and the files created retained the full potency of the original volumes, possibly by Nyarlathotep's direct intervention. Kildare saw one of the articles, and was sufficiently intrigued to try and find out the reason for the purchase, since he thought it might make a good story for his programme. When the cult refused to answer any



questions he called a contact at the computer company, who told him that the machine was a multi-user device which could communicate with home machines by telephone. Kildare had the necessary equipment on his own home computer (used for word processing and research) and managed to discover several unlisted telephone numbers for the offices. He decided to try to interrogate the machine by phone to learn more about the group's activities. To his surprise there were no problems, and he did not even need to use a password to contact the computer. However, as soon as he began to read the books stored by the cult he realised that something was badly wrong (and lost 5 points of SAN). What Kildare did not realise was that the cult had fitted a tracing device to the computer, which gave them his home telephone number and (with a little research) his address. Kildare has spent the last three evenings reading the books stored on the computer, gaining 14 points of *Cthulhu Mythos* knowledge (and incidentally losing more SAN). He does not yet realise that the books represent anything more than a compilation of legends. Meanwhile, the cult have sacrificed two tramps to Nyarlathotep, who has responded by sending one of his Hunting Horrors to Kildare's House. It arrived a few minutes before the team, crashing through the roof and attic floor at the back of the house, and has now cornered Kildare under his steel desk. As the team reach the house it is preparing to

throw the desk aside and kill him. If the team enter immediately and rush to his aid it will be diverted, otherwise he will die, and the creature will leave the way it came. If Kildare survives he will be insane, since his reading and the sight of the creature have drained too many points of SAN. Searching Kildare's house will reveal the wreckage of his computer (formerly in the attic, now on the second floor) and several hundred pages of printed data from the cult's files. Kildare's printer used a modernistic typeface, and although the pages include almost all the *Necronomicon* they will give *Cthulhu Mythos* knowledge (and a corresponding loss of SAN) without any chance of spells. *Spot Hidden Object* will reveal a notepad under the papers, recording the cult's telephone number and address. The contracts have been destroyed. The cult's headquarters is in a house near Regents Park, and holds 5d4 cultists of whom 1-3 carry firearms and 1-4 have spell knowledge. The ground floor is an apparently innocent suite of offices with a receptionist who is a cultist. On the upper floors are the computer room, and a library holding several hundred innocuous books hiding a complete English *Necronomicon* and the books *Nameless Cults* and *True Magick*. The basement is a soundproofed temple of Nyarlathotep and contains gold ornaments worth five hundred pounds. At any time 3d4 more cultists will be away from the temple, and may revenge any action the team takes. □

TRAIL OF THE LOATHSOME SLIME

Miniscenario for 3-5 player characters

Players Information

The British Animal Preservation Society (BAPS) have received reports suggesting that the noise and explosions of a recent war have seriously upset the ecology of the Lesser Barbed Penguin, an endangered species found only on a few Antarctic islands. Accordingly, they have financed an expedition to see if anything can be done to aid the species, hiring various experts and explorers including the team. When the ship sails from Dover all is well, but by the time it reaches the Antarctic two crewmen have died in mysterious accidents and another seems to be permanently insane...

Referees Information

No matter how hard the team try to find a common cause they will learn nothing, since the accidents were caused by carelessness and the intense cold, while the insanity was caused by the crewman, an alcoholic, accidentally drinking methylated spirits



instead of whisky.

There are a total of 14 explorers and scientists including the team on board the ship, which is supplied with a variety of equipment including a hot air balloon for silent aerial observation of the birds, a two-seater helicopter, two four-wheel drive trucks, and several rubber boats and tents. There are no weapons on board apart from those the team possess, a .45 revolver and a 9mm machine pistol in the captain's safe, and a shotgun owned by one of the truck drivers. It is possible to improvise some additional weapons from the equipment on board (helicopter fuel, signal flares, etc) but players should be allowed to deduce this

fact for themselves. Unless players specifically state that they are preparing firearms for Antarctic conditions their weapons will have double the normal chance of malfunctioning. When the ship reaches its destination, a large deserted island, there are no signs of the usual swarms of penguins. Instead a few scattered birds can be seen on the rocky shore. The first landing parties will discover that the rocks are covered with a curious clear slime, amongst which are the pulverised bones of several thousand penguins. All of the penguins seem to be ill, and there are no mating activities.

During the recent war a cruiser fired a missile which went off course and landed on the island, striking a cliff and causing a major landslide. Buried in a cave deep under the island were two hibernating Shoggoths, and the rock fall allowed sufficient air into the tunnel leading to the cave for them to revive and break out. Their first action was to feed on the defenceless penguins, and they emerge from the cave at night to pursue the survivors. If a camp is set up on the island the creatures will attack it the next night, retreating to their cave if they take more than half damage. If the creatures can destroy the entire camp and eat its occupants they will return to the cave to digest their meal. In either case they will leave a trail of fresh slime leading to their cave, a few miles from the landing site, and their shrill whistling cries will be heard by the team but not recognised unless they have prior experience of the creatures, or make a successful *Cthulhu Mythos* roll. Whatever the team's actions, the shore party and ship will be subject to nightly attacks until both Shoggoths are killed or they sail at least ten miles from the island. The cave in which the Shoggoths were imprisoned holds three peculiar stone sculptures, of Old One manufacture, and the corroded remains of a metal machine or sculpture whose function is not apparent. The sculptures are worth several hundred thousand pounds to any interested museum, such as that at Miskatonic University, while the metal structure is part of the Old Ones equivalent of a computer and would be worth an equivalent amount to any research firm. Both the sculptures and machine weigh several hundred kilos and are embedded in the rock.

If an attempt is made to radio for help it will be discovered that the island is in a natural dead area, where it is impossible to transmit for more than a few miles. If the island is searched thoroughly there is a 25% chance that one or more unexploded bombs will be found. □



Cthulhu Now!

Campaign outline for 5-8 experienced characters

There they intend to lower it into a volcanic fissure and trigger an eruption that should bring R'lyeh back to the surface and release Cthulhu to rule the world...

Players Information

Sir Maxwell Lyon, a well-known ecologist and TV Pundit, is also the founder of *Peace Force*, an environmental group which is frequently in opposition to government and EEC policy, and has had several brushes with the law. In recent weeks four senior members of the society have been slain in brutal, almost ritualistic killings, and he has decided to recruit some investigators to find out the reason for the deaths. He hints that the society is about to launch some ambitious but illegal project, but refuses to give any details, and suggests that the murders may have been committed by a government 'Dirty Tricks' department. He is prepared to provide any reasonable quantity of funds, but wants quick results.

Referees Information

Peace Force are about to launch their most ambitious project, an attempt to stop a NATO nuclear test in the Pacific. They plan to fly an old cargo plane into the area and drop eighteen dedicated volunteers onto the test island by parachute. The volunteers will then disperse down to a cave 500 metres below sea level and, equipped with radio transmitters and concentrated iron rations, will hide and transmit

propaganda until the test is cancelled. What *Peace Force* do not know is that a group of Cthulhu worshippers plan to steal the bomb and deliver it to another island, a hundred and fifty miles to the East. There they intend to lower it into a volcanic fissure and trigger an eruption, which will initiate a wave of mountain building that should bring R'lyeh back to the surface and release Cthulhu to rule the world.

One of the Cultists covered his darker activities by membership in the *Peace Force* organisation, and chanced to learn of their plans for the weapon test. When he reported to the cult they decided to disrupt the plan, and thus avert any possibility that the ecologists would get in their way, by killing some of the organisation's leaders. They feel sure that a continued campaign of terrorism will be enough to stop the protest.

For this reason, both Lyon's home and the offices of *Peace Force* are under observation and bugged by cultists. The offices are also being watched by the police, who suspect that *Peace Force* are involved in some sort of illegal activity but know no details. Once it becomes apparent that the team have been hired by Lyon the cultists will attempt to murder them, as well

as members of *Peace Force*, with the majority of the assaults being made by lone assassins armed with daggers and carrying poison capsules so that they cannot be interrogated if caught. They naturally carry no identification. The cultists will typically try to catch their victim in their most vulnerable moments (in bed, alone in lifts, while taking a bath, etc) and do their utmost to disfigure the corpses before fleeing. If this proves impractical they may attempt to cast spells such as *shriving* against their victims, and thus give a clue that cult activity is involved.

Sooner or later they will attempt to kill Lyon and probably succeed, but a private trust fund established before his death will continue to pay the investigators. Lyon's lawyer knows nothing of his plans.

By the time the investigators have learned what *Peace Force* plan (preferably by saving the life of a member who tells them in gratitude) the majority of the cultists will already be on the test island, holed up in a cave near the test site. They are equipped with military equipment including a helicopter, rocket launchers, nerve gas, and machine guns, and will be aided by 8d20 Deep Ones who attack the NATO forces guarding the bomb after it is armed but before it is lowered into the test cavern.

The investigators will have great difficulty in convincing NATO that something is going to happen – the only likely result is that they and all known members of *Peace Force* will be arrested until the test is over. The only practical way to reach the island in the time available is for the investigators to join the *Peace Force* parachute mission and try to do something on the spot.

The bomb itself is a 1-megaton missile warhead. If it explodes in the original test cave the entire island will suffer a severe but survivable earthquake inflicting 3d10 damage on all present. Surface explosions will cause the damage listed on the nuclear weapons table in Part 1 [WD42]. If the bomb is detonated underwater it will produce a vast tidal wave and certainly sink any surface vessel within 25 miles, as well as its normal blast effects.

If the cultists succeed in stealing the bomb they will fly it to their island base, attach their own remote controls, and lower it into the volcano. If it actually detonates in this position they will all be killed, but their plan will succeed and the sunken city of R'lyeh will rise to the surface three weeks later, accompanied by volcanic explosions throughout the Pacific which will make Krakatoa look fairly puny. Subsequent events are left to the discretion of the referee. □

The WATCHERS of WALBERSWICK

A Call of Cthulhu Adventure for Inexperienced to Intermediate Investigators, set in England, 1934
by Jon Sutherland

Investigators' Information

The players are all associates of the Bedford Archaeological Research Society (henceforth BARS). The Society has been in existence for some five years and has had signal successes on the Ivory coast, Mexico and Turkey. The investigators are hoping to become full members and obtain places on the Society's biggest expedition to date: an extended visit to Peru. The players are asked to attend a briefing in the Society lounge by J A D'Arcy BA (Hons).

The Briefing. Professor Oliver Wayland (attached to the Department of Archaeology and Anthropology, London University), a BARS member, was recently looking for a comfortable cottage to slip away to. Whilst staying at the Coach and Horses, Walberswick, he visited a much forgotten local museum in the village. Amongst the impedimenta of the farming community, a small, but impressive collection of rocks and fossils caught his attention. He was particularly intrigued by a bone, which appeared to be from some creature's leg. Baffled and annoyed, he could not readily identify the bone. Staying only over the weekend at the village he had no time to enquire as to the supposed nature of the bone. The curator was something of an abrasive old lady who could not or would not assist him so the Professor would like the bone investigated. D'Arcy believes that it is probably nothing special and in his opinion should not take more than a couple of days to sort out. He gives the group train timetables, and says that rooms have been booked in the Coach and Horses. He reminds the group that they are being judged for their merits in this and that a speedy conclusion will bode well when the selection panel meets to decide the Peruvian trip.

Keepers' Information

The bone itself is the foreleg of a Deep One, found by Reginald Kreigh, now quite mad after two encounters with the aforementioned beasts. Successful detective work will lead the investigators to the discovery of a lair of Deep Ones in the process of abandonment. The death and subsequent property disposal of the owner of Great Dingle Farm, in fact a Deep One, after his mother had been carried away by them for breeding purposes, caused awkward problems for the settlement. Simon Franklin (deceased) had owned land near Walberswick and had left it untouched in order to prevent any building near the Old Town Marshes. Through this route the Deep Ones traditionally gained access to the town and its inhabitants. Some thirty years ago, the Deep Ones home had suffered an unfortunate accident when a fishing trawler ran aground on the sand bank of the coast and ruptured the roof of their caves. The underground system was all but submerged in water. Whilst repairing, Reggie and some friends stumbled upon a boat being used by Franklin and four Deep Ones. Reggie got away with a bone he had used to fight off a Deep One, and finally the bone appeared in the museum, forgotten and now unimportant. An attempt was made to silence Reggie's ravings, but a harmless nut is not really a threat. Then the Franklin's plots were purchased by the County Council, threatening the safety of the group. Hence the decision to abandon.

General Information

Population of Walberswick: 150 approx. All buildings are of typical period design; mostly simple structures, of between 10-80 years old.

1. Stonehouse Museum. Large three story building with courtyard to rear and east. The yard is littered with old rusty ploughs and suchlike, nothing of any note. The museum is locked and always looks closed. By ringing a bell, Miss Caroline Eccles, the curator, will brusquely ask the player's business. She will let them in and disappear into her private rooms telling them to knock when finished. She will say she is too busy to help. A tedious look at the exhibits will lead the players to the second floor where they will find the Fossils and Rocks section, and the bone case with several other items of no interest. A card says it was presented to the Museum by Colonel C H G Swann, dated 9th December 1922. Miss Eccles will allow a closer inspection of the bone if pressed and a successful Palaeontology roll will indicate that this is indeed from no known species. Another successful roll will reveal that the creature was about 5½ feet tall. Closer examination requiring a sample and ½ man day tests with microscope and chemistry skills will conclude that the creature died approximately 40 years ago. If the book department is viewed then a library use roll is required to find:

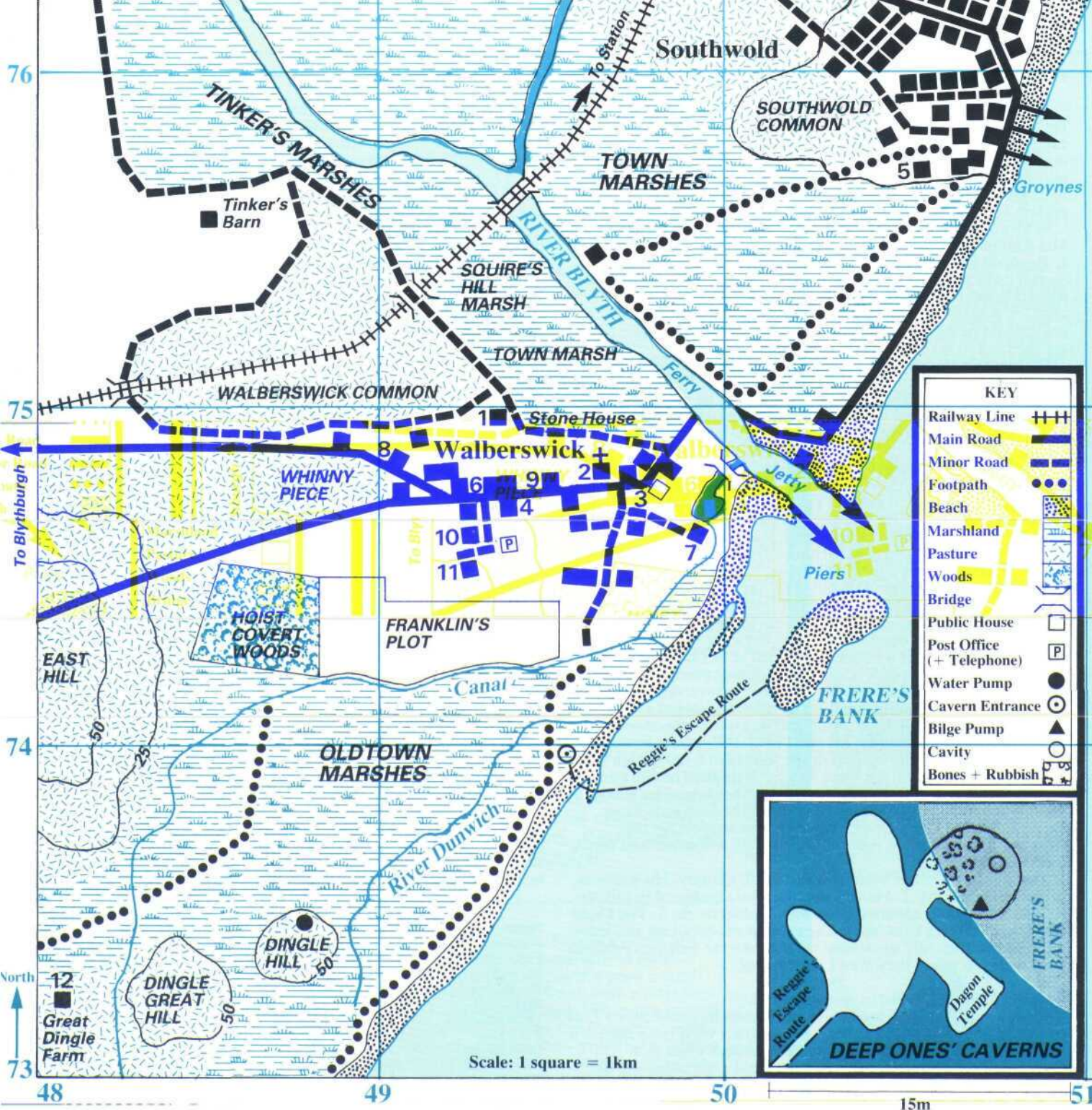
Southwold Gazette. Dated June 5th, 1892. **TRAWLER RUNS AGROUND ON FRERES BANK.** Small fishing vessel stuck on sand bank. Harry Cripps the captain sustained a broken leg. Three ships from Southwold needed to tow her to safety of the River Blyth. One of the crew who was on watch at the time states that his attention was caught by a large fish heading toward land.

Southwold Gazette. Dated July 2nd, 1892. **FISHING TRIPPERS ATTACKED BY UNKNOWN ASSAILANTS.** The *Saucy Lass* a Walberswick registered 18 footer owned by Lows Boat Yard, and chartered by 4 Southwold clients was allegedly attacked by reptiles off Freres Bank yesterday. Three are missing. A survivor, Mr Reginald Kreigh of Southwold, is being questioned by the Police.

2. St Mary's Church and Vicarage. Father Roland is rather fat and pompous but his heart is in the right place. He took up his post after the death of the aged Father Chambers, back in 1922. He can offer no real assistance, save the diary of the late father. An entry for July 4th, 1892 reads: 'Reginald Kreigh, parishoner of St Jude's, Southwold, visited me today in a state of high anxiety. He claimed many incredible things, including the existence of fish like creatures of the sand banks near the river Blythe. He claimed to have had a terrifying encounter with these creatures again 2 days before and was so frightened that he has not spoken to a living soul. I believe the poor man to be quite mad and have encouraged him to seek medical as well as spiritual assistance.'

3. Coach and Horses Public House. The proprietor, Mr McBriar, is friendly enough. The investigator's have comfortable rooms on the 2nd floor which are sparsely furnished but adequate. They can obtain cooked meals and out of hours drink readily. The staff consist of his wife Margaret, a part time bar man and two local women who act as cook and chamber maid.





4. **P C Bertram's House/Police Station.** A typical bicycle-riding village bobby. Known locally as 'Tubby', this portly soul is painfully straightforward and honest. He does every thing by the book. A successful Fast Talk roll will convince him to let you have a look at his files and arrest records.

1. R Kreigh – drunk and disorderly July 8th 1892, August 1894, February 1897.

2. Person missing, 3 residents of Southwold (Southwold police have details). Dated July 5th 1892.

5. **Southwold Times and Print Shop.** Mr Farrell is editor and owner and will be only too pleased to allow you to look at the back issues of his paper (formerly The Southwold Gazette). See Stonehouse Museum library information for details after a successful Library roll.

6. **Doctor Winstanley's House and Surgery.** The Doctor inherited the practice from his father, the late R Winstanley. They were very similar in aspect and appearance. If talked to, the following may be divulged:

Colonel Swann. Death certificate, died natural causes 9th December 1922. The doctor will add that Swann was the owner of Great Dingle Farm and several notable houses and sites in the area.

After his death, having no children, the estate was run by executors for four years until a gentleman named Simon Franklin successfully produced documents to support his claim as a long lost son. The mother had disappeared some thirty years ago after having been spurned by the Colonel.

R Kreigh. Numerous entries for minor ailments. Also contained are details of Kreigh's committal papers to the Bulchamp Asylum. Dated July 10th 1892. Released August 1894. His paranoia had improved to such an extent that the authorities decided he would be little more than a nuisance when released. He has been philanthropically seen to by both the father and son of this practice.

7. **Lows Fishing Tackle and Boat Hire.** Peter Low owns the boatyard situated in the small inlet off the River Blyth. His operation is a ramshackle affair but obviously successful; it is very popular with local anglers. The investigators may hire a vessel from this establishment. A successful bribe and Fast Talk will induce him to show you his records, when the company was run by his father.

The Saucy Lass. Booked out to four Southwold men, one of which was R Kreigh. The vessel went missing, indeed no trace has ever been found, nor of the people onboard except R Kreigh.▷

8. Matthew Steddon House. Matthew Steddon is Reggie's nephew. He thinks his uncle is raving mad, but looks after him as best as he can. Matt is unemployed and he will be at home most of the time making nets to sell to Lows. He will tell the investigators to leave his uncle alone. A Fast Talk and assurance that no harm is meant to Reggie will induce him to tell the players where Reggie lives. He prefers not to believe Reggie's story.

9. Mrs Kebbels Shop. In the midst of boring trivial gossip Mrs Kebbel will tell the following:

1. Reginald Kreigh (Reggie) lives in Walberswick. 2. Colonel Swann's son acquired several acres of land near the village, all of which has been compulsorily purchased by the County Council since. 3. Reggie often sleeps near the beach. 4. Strange creatures are thought to stalk Old Town marshes. 5. Sometimes eerie lights are seen out to sea near Freres Bank.

10. Reggie's House. Small house within easy walking distance of the sea. Reggie will be there 60% of the time during the day, and 20% of the time in the evening or at night. Otherwise he will be aimlessly wandering the beach or the outskirts of the marshes near the sea. The house itself is unremarkable. See *Reggie's Story* and his stats for further details.

11. Steve Franks House. He lives directly opposite Reggie and 80% of the time will be in his front garden. He will tell Reggie's callers whether he is at home or not. He knows nothing and is little but an interfering busybody. He will attempt to follow the investigators should they go anywhere on foot from Reggie's. Stubborn and stupid, he will attempt to conceal himself in the most obvious way. He should be used for annoyance value.

12. Great Dingle Farm. Accessible through a footpath from Hoist Covert or by road leading up East Hill and then by track to the farm. It is deserted and overgrown except for an old and ugly man who will appear from one of the outbuildings. He will approach the investigators. There is a strong fishy smell about him and he will keep his face downwards revealing the scabrous marks on his neck. Anyone getting a view of his face will have to save versus sanity or lose 1d6 SAN. He is suffering from advanced stages of Deep One transition. His name is John Leigh and was one of the members of Reggie's crew from the ill-fated trip of 1892. If Reggie is present he will recognise John and automatically lose 1d20 SAN. Leigh will fight if attacked but will not harm Reggie; if trapped he will attempt to get to Dingle Hill and then into the marshes where he will lose the investigators by swimming away down the Dunwich River. Being almost all Deep One he can outswim anyone but the strongest. If captured, a successful Fast Talk will make him reveal the following:

1. That he is related to Colonel Swann's wife's family. His wife was, in fact, a Deep One. 2. He was the one who attempted to talk to Reggie but is too frightened to go into Walberswick. 3. The Deep Ones below Freres bank are in the process of uprooting and leaving, and if sufficiently convinced he will take the investigators into the caverns to prove they aren't malevolent.

Reggie's Tale (to be read to investigators).

'Johnny Leigh, Bob and Ian Carter and Meself hired the *Saucy Lass* from Lows for a weekend fishing. I remember we'd been out for a whole day and caught nought but a few tiddlers when Bob suggested we try the approaches to the Blyth. We could see the lights on the pier and the jetty alright, but I saw a light further upshore. It was near Freres Bank, where only a month before a trawler had run aground, so we thought we'd have a look and see if anyone was in trouble. As we got closer we could make out a small boat anchored right on the bank with four or five shrouded figures onboard. Johnny shouted but they didn't even look up. As we got closer we could hear a strange murmuring, and when we pulled alongside they looked up at us... it was horrible - one of them was human, the others... well, like fish they were, all scaly with white bellies. Then two of them sprang overboard and disappeared. I was gripped with fear and screamed in terror, lost my footing and fell into the water. I splashed about a bit and then one of the things was swimming real fast towards me. I turned and swam onto the bank, and stood up to run. Then it reared up and I ran but fell through a hole I hadn't seen. I fell about ten feet into a clammy, cold and damp cavern. On the floor was all bones and things scattered about. Above me I could hear scrambling and one of the things jumped down after me. I picked up some bone and swung at it as it was getting up. I bolted down the passage behind me - I didn't dare look to see what it was doing, I just ran and ran. Soon I couldn't run any more and, it fell really silent. I stood up and kept walking along the passage until I could see a light along the passage in front of me and smell fresh air. I came out of a crack in a rock near the beach by the Dunwich river in the marshes. Looking out to sea, I could still see the little boat making for the pier. It looked like only one person

was in it, there was no sign of our boat, nor my friends. Too frightened and exhausted to do anything, I fell asleep. When I woke up I ran into town straight to the police who just didn't believe me. So I went to see Father Chambers but he just humoured me. I felt I was going mad - all that torment and frustration. Why didn't anyone believe me? And that's not all - coming home from the pub some four months later this thing loomed out of the darkness at me... it was Johnny, all scaly. I ran off into the marshes pretty sharpish, I can tell you. I did not go home for several days after that - I just lay near the hole in the rock just waiting. Eventually, a policeman came and took me off to see Old Man Winstanley. Him and his friend from Southwold asked me a lot of questions until they signed this paper saying I was mad. They packed me off to the Bulcham asylum. I got out in '94. I still watch for them, you know, and sometimes I see a light out near the bank, but I'm not sure. Anyway no-one believes me.'

Keepers' Guide

Reggie should be hard to find, at first. There should be a 25% chance that any inhabitants will refer to Reggie. The Deep One's caverns are in the process of being abandoned, since the impending building of houses on the Franklin land. The population has not grown amongst the Deep Ones to any extent. At anytime there may be 2-10 creatures in the caverns. Dagon (the God of the Deep Ones) has decreed that they withdraw from the area; they have been tardy and for each day, after the first two there is a 15% chance it may be deserted for good, rising to a 60% chance after 10 days. They have stolen the pump from the Saucy Lass to keep the caverns relatively dry, the remains of the rest of the ship can be found as timber supports holding up the cave roof in the rickety places.

If the investigators go into the caverns with a view to destroying or defiling the caverns, the Deep Ones will fight back - otherwise the Deep Ones will just try to escape, as they feel outnumbered.

Concluding the Scenario

The investigators should succeed if they can obtain positive proof of the nature of the bone. This could mean the capture, dead or alive, of a Deep One, or perhaps a photograph. If the investigators go too far up a blind alley then a direct mention that R Kreigh and Reggie are one and the same will help. It should be noted that the village is close knit and protective, even extending its hand to the outcast Reggie if he is roughly treated in any way. 1d10 villagers of unremarkable stats should come to his aid if applicable. In any event the policeman would not look kindly on outsiders interfering in his quiet little village.

Name	STATS									
	STR	CON	SIZ	INT	POW	DEX	CHA	SAN	EDU	HP
Caroline Eccles	8	9	9	14	12	8	7	60	15	10
Father Roland	10	9	14	13	9	13	11	55	13	13
Mr McBriar	12	14	12	12	14	11	12	71	10	13
P C Bertram	14	11	15	10	11	6	8	50	9	15
Mr Farrell	9	10	8	11	12	10	10	48	12	9
Dr Winstanley	10	12	11	14	12	14	12	65	16	14
Peter Low	14	11	10	9	10	13	9	52	8	12
Matt Steddon	15	12	12	7	15	9	11	55	7	14
Mrs Kebbel	7	10	11	10	8	7	9	62	10	8
Steve Franks	13	11	10	5	12	9	8	45	8	15
Reggie Kreigh	11	12	13	9	10	12	13	25	9	12

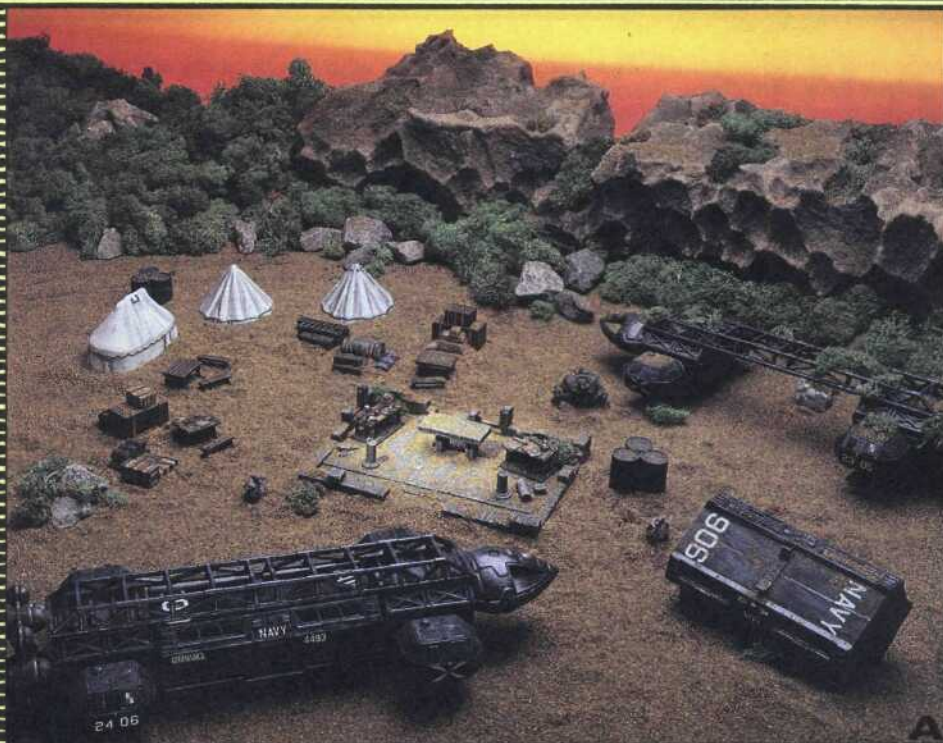
Deep Ones

	STR	CON	SIZ	INT	POW	DEX	HP	CLAW	ATT	DAM
John Leigh	16	12	14	11	8	8	13	30%		2d6
Deep One 1	11	9	12	11	11	11	15	35%		2d6
Deep One 2	15	9	14	12	7	8	12	25%		2d6
Deep One 3	10	11	13	10	9	9	11	30%		2d6
Deep One 4	18	14	18	11	10	10	11	55%		2d6
Deep One 5	20	11	16	8	8	11	14	25%		2d6
Deep One 6	15	9	14	12	7	8	15	40%		2d6
Deep One 7	16	12	21	9	11	11	17	30%		2d6
Deep One 8	14	8	11	10	8	13	10	25%		2d6
Deep One 9	19	8	20	8	9	9	12	30%		2d6
Deep One 10	9	11	12	4	13	11	14	35%		2d6

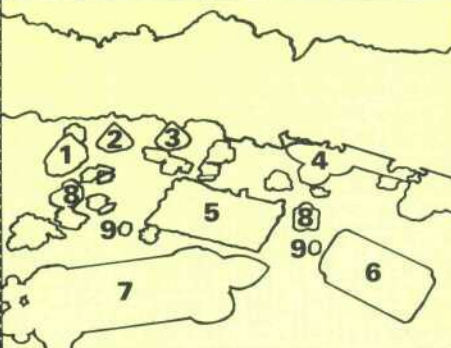
Final Note

The investigators should be urged not to use firearms, if possible not carry them, bearing in mind the operation on which they are engaged is seemingly a peaceful one, and that the availability of guns should be restricted and indeed frowned upon by the authorities.

An alternative for more experienced investigators could be to make nearly all the inhabitants in various stages of becoming Deep Ones, and thus all potentially hostile and unco-operative to any of the investigators endeavours. □.



PLAN OF BASE 1 (see text for details)



A Base 1, showing the temple, Spalding's abandoned ship and SS Thatcher's ship's boat.

B Talos and security guard inspecting Spalding's abandoned ship.

C One of Needham's men hiding behind wrecked service droid whilst security guard covers him.

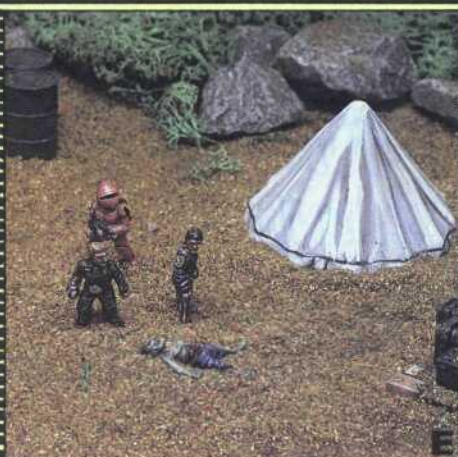
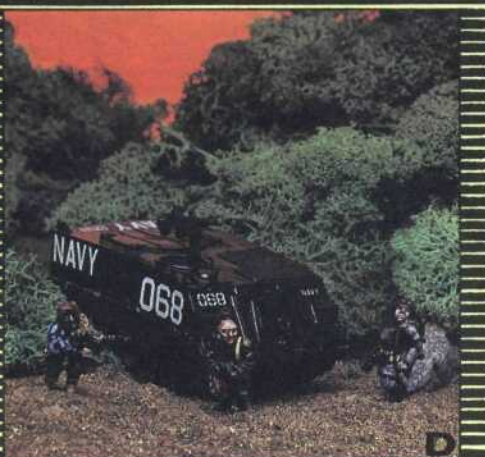
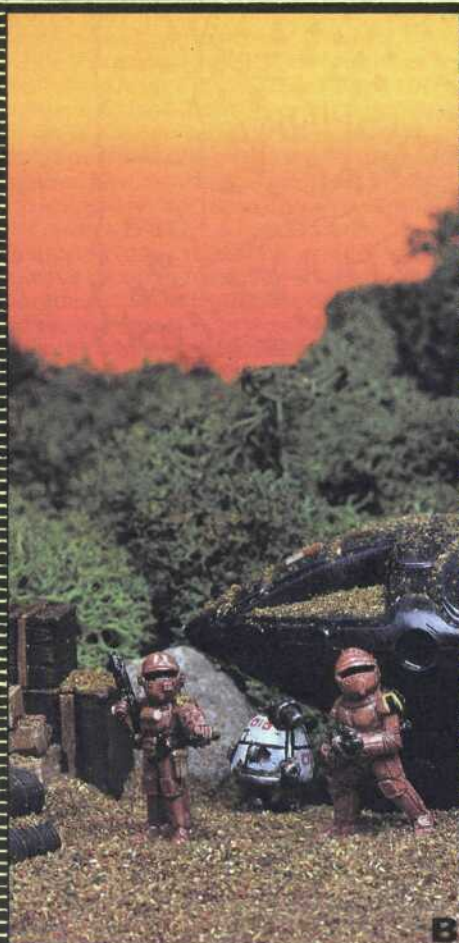
D Zark rebels burst onto the scene.

E Gritton, Talos and Needham examining Brand's corpse.

Photography: Andy Whale and Steve Williams
Figures and Terrain: Tim Hall

THE LAST LOG

**A Call of Cthulhu Scenario Set on a Distant Planet Far in the Future
by Jon Sutherland, Steve Williams and Tim Hall**



GENERAL INTRODUCTION

Although designed for *Call of Cthulhu* this scenario requires little work to adapt to most popular SF RPGs. In our experience, the less the players know about the system or the Lovecraft mythos the more rewarding it is for them. Setting the scenario out of the traditional 20s era shows just how flexible *Call of Cthulhu* can be. This scenario could be used either as an introduction to *CoC* for novice players, or as a basis of a new series for experienced ones. The Keeper should read the entire scenario thoroughly, before starting. The players are the crew on a *Transtec Inc* (an interstellar mining company) freighter (the SS Thatcher), ordered to detour to investigate a nearby planet where a Transtec survey team have lost contact for several months. They travel down to the planet's surface in the Ship's Boat, which also carries an ATP (see Technology).

Time Scale (for Keeper and Players)

2224-Discovery of the planet *Pozalt 7*.
2227-Basic geographical tests carried out. High probability of Manno (an essential ore for ship drive systems) and other deposits suggested.
2230-Interest shown by Transtec Inc and Zark Investments for mining of *Pozalt 7*.
2235-Homeworld rebellion. Zark Investments fund revolutionary organisation, Transtec backs government.
2237-Rebellion crushed, Zark Investments assets seized and Transtec rewarded with mining concerns (including *Pozalt 7*).
2240-Mining interests of *Pozalt* rekindled after deposits of Manno dwindle from existing mines.
2241-Advanced survey team lands and establishes initial base on *Pozalt 7*. Planet declared uninhabited although traces of extinct civilisation remains, planet considered viable mining proposition.
2243-12 machine manned sites established. Base one is manned by a small co-ordinating team led by Cpt Spalding.
2244-After many promising reports a period of 7 months pass without any word from the survey team.
2244-Passing Transtec freighter ordered to detour to send an investigative team to establish reasons for the communications breakdown...

THE PLAYERS

(Crew of the Freighter, SS Thatcher)

Talos Berik

AGE: 44

STR: 13; CON: 16; SIZ: 10; INT: 12; POW: 14; DEX: 15; CHA: 14; EDU: 7; SAN: 40

Hit Points: 13

Skills: First Aid 75%, Listen 80%, Spot Hidden 75%, Track 70%, Mech Repair 55%, Camouflage 70%, Hide 80%; Move Quietly 85%, Fast Talk 50%, Throw 90%.

Weapons: Slug thrower (auto) 2 shots per round, 2d8 damage, 75%, 8BPs; Bowie Knife 90%, 1d6 damage (1 in each boot), 15BPs.

Profile: Security co-ordinator for Transtec Mining Inc, Talos' unique abilities as a scout have been exploited to the full by Transtec. Security is always tight when rival companies compete for new sites. Talos' experience in the field has meant a constant, if unrewarding, supply of security work. During his fifteen years with the company, the ex-marine has become a shrewd judge of character,

having met, arrested or totalised villains from every walk of life. Berik has the reputation of being a perfectionist, standing up to anyone who he feels threatens group safety. His clinical approach to the job has gained him immense respect from his colleagues. The trip to *Pozalt 7* is to be his last before planned retirement at the end of the year. Physically Talos remains capable but the responsibilities of work have aged him prematurely. Years of solitude en route to missions have resulted in a tense, easily excitable individual brooding and withdrawn. The mission to *Pozalt 7* represents the final barrier between him and the luxury of retirement; adventure is the last thing Talos needs...

Keeper Only Notes. Talos Berik is suffering from acute paranoia. Once the events begin to unfold, suspicions towards certain players will heighten... Through careful twisting of the actual plotline the Keeper should do his best to construct a reasonable mistrust between Talos and the rest of the characters. Talos' secret should not even be revealed to the player of the character.

Delia Wasp

AGE: 32

STR: 10; CON: 13; SIZ: 11; INT: 17; POW: 11; DEX: 14; CHA: 10; EDU: 19; SAN: 80

Hit Points: 10

Skills: Chemistry 65%; First Aid 85%; Computer/Library Use 60%; Diagnose Disease 75%; Psychology 55%.

Weapons: None.

Profile: Medic. In many ways Delia represents the complete opposite of Talos; level headed, somewhat overcautious, preferring to maintain a low profile and unwilling to put herself in any physical danger. Although obviously intimidated by security, Delia will speak out against rash attempts to deal with matters medical. A former mortician with the Transtec Cryogenic Division she remains ever calm with the impersonality expected from a professional. The overall impression is that of a rather morbid individual less approachable than the good natured Cpt Gritton.

Keeper Only Notes. She is likely to be the first to detect Talos' basic instability (using her psychology skills).

Cpt Peter Gritton

AGE: 29

STR: 12; CON: 14; SIZ: 17; INT: 13; POW: 13; DEX: 16; CHA: 11; EDU: 11; SAN: 58

Hit Points: 16

Skills: First Aid 50%, Listen 60%, Psychology 25%, Spot Hidden 50%, Hide 35%, Move Quietly 70%, Oratory 45%, Pilot Ship's Boat 55%, Drive ATP 40%.

Weapons: Magnum, 2 shots per round, 1d10+2 damage, 55%, 8BPs.

Profile: Gritton is inexperienced, with little active service to his credit. Having been in Transtec's employ for four years his knowledge is largely theory. His rank has been forced upon him by the lack of experienced personnel aboard the diverted freighter. He makes up for his lack of practical skills with boundless enthusiasm. He is less than decisive and prefers to seek the advice of others. He does, however, display a natural flair for organisation. Gritton appreciates the opportunity given to him and sees it as a chance to prove that he is official material.

He knows Talos' reputation and will not let him undermine his authority.

Roger Needham

STR: 11; CON: 12; SIZ: 11; INT: 10; POW: 12; DEX: 13; CHA: 12; EDU: 10; SAN: 55

Hit Points: 12

Skills: Electrical Repair 45%, Mechanical Repair 50%, Operate Heavy Machinery 40%, Pilot Ship's Boat 90%, Drive ATP 70%, Listen 35%, Spot Hidden 50%.

Weapons: Ships standard rifle, 1 shot per round, 2d6+3, 35%, 10BPs.

Profile: Bored back-up pilot, irritated with the routine of day to day life in space. The one volunteer of the party, he is a lively individual, willing to contribute his ideas even when not asked.

Keeper Only Notes. Needham is the most flexible of the four. His role although not central is crucial, being the only all round technician and pilot.

NON-PLAYER CHARACTERS

Security Personnel

Five individuals, use same stats for each.

DEX: 12; SAN: 50

Hit Points: 16

Weapons: Machine pistols, 1d10+2 damage, 45%, 9BPs.

Skills: Move Quietly 40%, Spot Hidden 60%, Listen 55%.

Notes: Under direct control of Talos, they trust him and will be reluctant to follow anyone else's orders. They should not act particularly independently and rely on clear (and simple) instructions from Talos (via throat mikes). Security operatives have high-tensile plastic body armour that will absorb 1d10-1 damage from any attack.

Ships Crew

Two individuals, use same stats.

DEX: 11; SAN: 40

Hit Points: 12

Weapons: None.

Skills: Ship-handling (general maintenance) 50%.

Notes: Under Needham's command; they are little more than deckhands virtually useless for any non-ship activities.

Zark Rebels

Four individuals, use same stats.

DEX: 16; SAN: 25

Hit Points: 15

Weapons: Machine pistols, 1d10+2 damage, 50%, 9BPs.

Skills: Move Quietly 55%, Listen 60%, Spot Hidden 50%, Drive APC 40%.

Notes: They have a Zark ATV (see Technology) at their disposal. They will be very unwilling to stand and fight. If attacked they will return fire only for as long as it takes to effect escape. They are semi-uniformed with characteristic Zark Investments insignia. The ATV will be recognised by Talos as standard rebel design.

The Star Vampire

STR: 30; CON: 15; SIZ: 30; INT: 12; POW: 15; DEX: 10

Hit Points: 15

Weapons: Talons, 40%, 1d6+2d6.

Bite, 80%, Blood drain.

Note: Read section on Star Vampires in rulebook for attack details. SAN loss for sighting, 1d10. Lose 1 SAN even if successful. This hideous servitor is automatically summoned 1d6 hours after any individual breaks the warding created by

the stone circle. It will attempt to rend all those in the area and will only withdraw when the party has either left or been destroyed. It also possesses the ability to use *shrivelling* spells to its POW limit but prefers to rip-up its victims.

Jem Briggs – The Sniper

STR: 12; **CON:** 15; **SIZ:** 14; **INT:** 7;
POW: 9; **DEX:** 16; **CHA:** 5; **EDU:** 6;
SAN: 0

Hit Points: 15

Weapons: Ships Rifle (6 shots only)
75%, 1 shot per round 2d6+3 damage,
10BPs.

Skills: Listen 70%, Spot Hidden 70%,
Move Quietly 65%, Cthulhu Mythos
25%, Kick 30%.

Notes: Briggs is the last remaining survivor of the first expedition. Constantly on the run from both rebels and tribesmen, he has led the life of a scavenger stealing food from the base whenever he can pluck up the courage to do so. Hidden in the rocks he will open fire on the party if they venture too near the temple. Make sure the players have actually broken the warding around the temple *before* he fires! He knows its danger, and has seen the monsters (his SAN proves this!). If all else fails or he runs out of ammunition Briggs will run directly towards the temple in an attempt to stop the accidental summoning, screaming and gesticulating madly. He is long past caring about being rescued. If he is captured alive, at first he is just a gibbering wreck and is unable to make himself understood in any way. After a while and under sedation, Briggs will quieten down and begin a delirious, but coherent babbling, describing the summoning of the Vampire at Base 10, the nomads of Dan-A-Thos and their outrage at the 'desecration' of Base 1 and the danger of the Temple (see Keepers explanation of the destruction of Spalding's party).

CAMP OVERVIEW (see plan of Base 1)

Landing close to the camp, the party's first impression will be that it appears deserted and overgrown, with no sign of life. The campsite covers an area below a rocky escarpment flanked to one side by a ship's boat and to the other by a ruined structure (see photo). Various chairs, tables and survey equipment lay in ordered piles, three tents and a laboratory pod are the main features. The whole area is shrouded in an eerie silence. The air is still and the site is tinged by green lichen which seems to be growing on all exposed surfaces. As the dust whipped up by the ship settles, the onboard computer registers a breathable if somewhat rarified atmosphere with no significant levels of toxicity.

1. Large Tent

The contents are seemingly untouched – a few empty food cannisters are scattered about the floor. Cooking equipment is set up to the rear with rough communal seating around a collapsable table. Just inside the tent flaps is a desk and chair from the ship's pod on which is strewn various charts, logs, text books, and the medical aid kit.

Information Points: A. Food cannisters. They appear to have been opened recently. Contents analysis will reveal that decomposition is only about 3 weeks old. B. Medical Kit. The box is open and the

contents are in disorder; those with knowledge of first aid will note that the sedative and painkilling drugs are missing as is the drip feed and stand. C. The Duty Rosta. This is on the table just inside the entrance and details group activities, shifts and works schedules. The Team personnel are:

Hannah Ross – Technical Assistant
Steve Cohen – Technical Assistant
Frank Brand – Security Supervisor
Jem Briggs – Security Officer
Marsh Gascoigne – Pilot and Engineer
Briggs' name has been omitted from the last three day entries, and that Brand is noted as sick.

2. Tent

Tent flaps are wide open revealing rough living quarters. Clothes, beer cans and personal effects litter the floor of the tent. There are two camp beds, on one of which lies the wasted body of Frank Brand. An intravenous drip hangs from his right forearm and dangles down to the ground. A broken plasma bottle and stand lie close to the bed. (SAN check, 1d6 loss if failed.)

Information Points: A. The body of Brand is strapped to the bed, both hands and legs are bound to the bed frame. B. The initial cause of death appears to have been blood loss. A closer examination will reveal a large gouge along the right side of the torso with considerable lacerations. The bed has few traces of blood. Neither has the ground. C. Chemical analysis will show that the contents of the bottle was a strong sedative (from the medical kit). D. Tags on the clothing show that this tent housed both Brand and Briggs.

3. Tent

Part of the rigid steel frame is buckled. Slumped against a support bar is a body with its head resting on its knees (SAN check, 1d6 SAN loss if failed). Contents are two portable beds with personal clothing and effects, there are maps, technical equipment, journals and texts of a mining nature.

Information Points: A. The body is Steve Cohen (name tag on his jacket). B. Cohens' jaw bone and shoulder blades are shattered, fractured and displaced. The neck is broken and the clothing is badly torn. C. Some of the vertebrae of the back are shattered – showing that the body was thrown against the metal support pillar, with considerable force. D. A pool of dried blood is around the corpse, and the fabric of the tent around the entrance is splattered with blood. E. The tent appears to have been inhabited by the technicians Cohen and Ross.

4. The Ship's Boat

The ship is of an identical design to the landing partys'. Parked precariously all but 10 yards from the cliff face, an external examination of the ship will reveal that the front right hand landing foot is badly buckled. Vegetation and dirt partially cover the ships surface.

Information Points: A. A successful listening roll will detect that faint humming noises emanate from the ship, suggesting that it is still powered. B. The rear cabin door is shut tight and opens only if the emergency release is activated.

C. Once opened, the rear cabin area is exposed revealing a huddled body (SAN check, 1d6 loss if failed).

D. Closer examination shows that it is the body of Hannah Ross, one of the teams technical assistants.

E. Clutched in the left hand of the corpse is a bottle of capsules. The body is unmarked and the cause of death appears to have been a massive overdose of painkillers.

F. To characters with Pilot abilities it will be obvious that an abortive launch attempt had been made.

G. Primary ignition switches are on and control systems disarray. Warning lights indicate landing gear malfunction.

H. A primitive radar sweep system has been hastily installed and is operational and registering the presence of both landing party and their ship. The hailing tannoy is turned on (much to the alarm of those outside!).

I. The armoury locker has been unsuccessfully forced, upon opening it (can be forced easily by two of the party) one rifle niche is empty.

Overview: The ship is fully operational requiring at least two days work with welding equipment to realign the buckled foot.

5. Temple

Constructed of rough hewed stone and with paved flooring, its low walls have been reduced through the ages. An altar-like structure stands at its centre made of a dense smooth material, cold to the touch. Two tables have been erected on the site, various artifacts lie upon them, some in plastic bags. Hand tools are strewn around.

Information Points: A. A successful spot hidden throw at -20% around the temple will detect a circle of regularly placed black stones. As characters enter the area a breeze (chill) will pick up across the campsite.

B. Artifacts scattered on the table consist of numerous utensils, containers and bone carvings. (The players should be discouraged from too deep an analysis of these artifacts – merely being remnants of an ancient and unknown civilisation.) The books on the table are amateurish drawings of both temple and artifacts. There is a black stone placed on the table which is identical to those surrounding the temple area – they are distinctly alien and of a completely different structure to the temple's material. Closer examination will reveal that the runes carved on the black stone are both crude and recent (a few months old).

C. The altar is about chest height from the floor; it is approximately 8' long, with grooves running down its edges some 2" deep; a collection channel is cut into one corner. There is little vegetation visible around the site.

D. The whole structure is of a solid and sophisticated construction which has borne well the ravages of time.

6. Ship's Pod

Standard Transtec laboratory pod. It is awkwardly balanced upon a rocky outcrop. Despite the pod's legendary sturdiness its bottom right hand corner has been crumpled inwards. Only one of its four doors appears open and it is only accessible by climbing the rocks and lowering oneself down into the entrance.

Information Points: A. Deep impressions in the soft soil surround the pod. They are angular in appearance, starting some 20 yards from the pod's present position.

B. The three closed doors emergency access buttons fail to respond emitting only a hiss, indicating that they are functional.

C. The outer surface of the pod is scarred with score marks. Gouges around both door and underside are of an irregular and indefinable nature. There are traces of carbon in small round indentations peppering the pod's surface.

D. Closer examination of the doors will reveal the fact that they have been welded shut, from the inside...

E. On looking through the pod entrance one can dimly see that the jumbled contents of the lab lie to the far end of the pod.

F. When illuminated, players will see a mass of smashed furniture and equipment; scattered papers and clothing partially cover two legs which protrude from the pile.

G. Exposing the body will reveal the headless corpse of Cpt Spalding (SAN check, 1d8 loss if failed).

H. Items of interest in the pod are some welding gear and cannisters. No weapons of any description are visible.

I. The body's head appears to have been literally torn off, there is no sign of it in the pod.

J. In Spalding's jacket pocket is a black log book. This is the personal mission log of Spalding and details in note form the group's activities since November 25th 2243, dated Day 1. The entries are in the style of a detached professional-brief and emotionless. The notebook is more a scientific log than a personal diary, obviously unofficial.

Day 72. ...malfunction of survey droids at Base 10, running routine checks to establish faults.

Day 77. am-security officers Brand and Briggs sent to establish nature of fault and possible repair.

Day 80. am-after absence of a day without communication Brand returns alone in a state of shock, claiming that Briggs attempted to murder him... Brand sedated and stable. pm-...Brand's continual ravings unnerving the team, I am concerned for Briggs' safety; am considering contacting Transtec for back-up and Brand's evacuation and replacement.

Day 81. I had to rebuke Ross this morning for wasting company time with alien artifacts, (a circle of black stones she hadn't noticed before) and have been forced to put temple out of bounds, team is stretched with two personnel absent from work rota... still no sign of Briggs. I wonder if he'll return.

Day 82. Bases 10, 9, 6 all non-operative. Considering shutting down all subsidiary bases and concentrating efforts here... forced to sedate Brand due to his demoralising effect on the team.

Day 83. am-talked to Brand this morning... no charge (hand writing worsens)... pm-we have been under attack for three hours now... must assume that rest of party dead... no food... no weapons... have taken all precautions I can... can only hope now... (final entry scrawled and unreadable).

7. Player's Ship

See the Technology paragraph below.

8. The piles of equipment are all standard mining survey gear. Drill bits, sampling rods, explosives and detonators, some of which are open.

9. Service Droids.

Stand inactive around the camp; successful electronic analysis will show that the batteries are dead and they are in a considerable state of despair.

Keeper's Guide to Running the Scenario

The Keeper must always bear in mind that the mission has a series of objectives:

1. Contact Spalding's Group.
 2. Establish the nature of the communications breakdown.
 3. If necessary pick up survivors.
 4. Re-establish communications and secure base and Transtec property.
- Within the confines of the mission objectives players should be free to draw their own conclusions as to the base's fate. It should be noted that they should play within the framework given in the player character profiles. Some of the most important aspects of the scenario deal with the deterioration of Talos and the worsening working relationship with the rest of the group. Gritton will have to cope with both the mission and the inevitable clash of personalities.

THE EVENTS

The pace of the scenario will gradually build as clues to the disaster emerge. Once the warding circle around the temple is broken (simply by crossing it) the summoning of the Star Vampire will begin. Briggs' attempt to stop the party from breaking the warding should be flexible and used to speed up the pace if the party have been wasting too much time or are beginning to stray off the track. Soon after the sniper's appearance the Zark rebels ATV will be picked up on the radar making straight for the base camp. They will arrive in 3 minutes time. If the radar is not manned then give the characters 30 seconds to react before the ATV bursts onto the scene without stopping. The rebels will make an attempt to warn the party. If fired on, they will simply drive through the camp and disappear into the distance at high speed. The Star Vampire is following closely; the rebels are simply attempting to put someone else between them and it, consequently they will ignore attempts at further communication, and just try to get 'the hell out'.

When the Star Vampire arrives at the base, its mode of attack will be to attack anyone visible in the open. If beaten back by any firearms it will cast a *shrivelling* spell on the closest victim. Wise players will not stand and fight but will attempt to outwit the creature or try to escape. Note: there are explosives and detonators in the base camp.

THE DESTRUCTION OF SPALDING'S PARTY (Keeper Only)

The initial survey teams had been correct in that an ancient civilisation had once inhabited the planet, but they failed to identify evidence that remnants still roamed the planet. The Dan-A-thos cult fanatically worships strange alien gods and have dedicated their nomadic existence to the preservation of their sacred shrines, patrolling the planet's surface and offering sacrifice at the sites.

Prior to Spalding's arrival some sur-

vivors of the defeated Zark Investments backed rebels had encamped. Unable to eke out an existence on this barren planet their numbers have dwindled. Uncertain of Transtec response to their presence they decided to avoid contact with Spalding's group. The events leading up to Base 1's destruction are much as Spalding described them in his personal log. The reason for Briggs' disappearance and Brand's loss of sanity was the witnessing of the tribe's ritual summoning of its god at Base 10 while they were checking the droid malfunction. Brand found his way back whilst Briggs hid terrified in the highlands. The tribe, in an attempt to track the two men, followed Brand's trail past Bases 9 and 6 destroying them as they went, then followed Brand back to Base 1 and at night placed a warding around the temple. Once broken their guardian was summoned to the site of violation, where it tore through the camp. After butchering Brand in his bed, and slaughtering Cohen as he awoke. The others ran for safety; Ross to the ship, Spalding to the pod and Gascoigne to the open country never to be seen or heard of again.

Spalding, without weaponry, attempted to seal the pod from the inside by welding the doors closed and escape the beast. After a prolonged assault the creature finally broke into the pod and seized Spalding... Ross was the last to die, locked in the ship with no food, or water. Unable to break into the weapons locker, she constructed a makeshift radar to detect the creature's presence. Constantly aware of its proximity she could no longer stand the pressure and, after an abortive attempt to take off, committed suicide.

TECHNOLOGY

On board the player's Ship's Boat is a small vehicle, an ATP. ATP = All Terrain Platform. Capable of hovering up to 15' above the ground, the ATP is a purpose-built military/civilian craft for rough terrain and short distance travel. Capable of carrying up to three persons, usually used for ferrying delicate technical equipment, it has no armament, although military variants carry both ground-to-air and air-to-air missile launchers. Targets in the vehicle should be fired at when moving at -20% chance to hit, when stationary at -10%. Its body is to all intents and purposes invulnerable to small arms fire, although the control panel can be easily smashed.

ATV = All Terrain Vehicle. Many variants of this vehicle are available - the Zark Investments rebels version is of standard civilian type. Used for many tasks from VIP security to heavy duty haulage work. It has room for 4 crew, and has a top speed of 70mph.

On board the players' Ship's Boat: Standard on board computer; weapons locker with 6 ships rifles (as per Jem Briggs), medical kit with emergency drugs etc; basic sick bay (sleeps 6); emergency provisions for 3 weeks for 6 people; water purifier and 1 vacc suit.

The player characters could make a makeshift radar on board their own ship by making 3 electrical/mechanical skill rolls at 30 minute intervals. Pulling out the old radar and transplanting it to their ship, will take 45 minutes but will leave them without radar coverage for that time.□

THE BLEEDING STONE OF IPTHAH

A Call of Cthulhu Scenario

by Steve Williams, with Jon Sutherland

INTRODUCTION

This scenario was used as the basis of the final scenario in the 1984 GamesDay official *Call of Cthulhu* Competition. Although it does not have a set points system or objective goals, it provides plenty of opportunities for individual players to display their 'talents' or 'inadequacies' as rolegamers, as well as providing an interesting one-off session or addition to an existing campaign.

This scenario is designed to work with 3-5 players, all of whom should be familiar with the *Cthulhu* system.

KEEPER'S INFORMATION

This scenario details the Great Race of Yith's attempt to evade the destruction of their race at the hands of the Flying Polyps, some 50 million years ago, and their manipulation, through the Bleeding Stone, of the unfortunate Professor Foster. In their never ending quest for knowledge, they stumbled on the possibility of creating a gate in the time which would allow their physical beings, huge iridescent cone-shaped bodies, to travel through time and reinhabit the planet from which the polyps had once banished them.

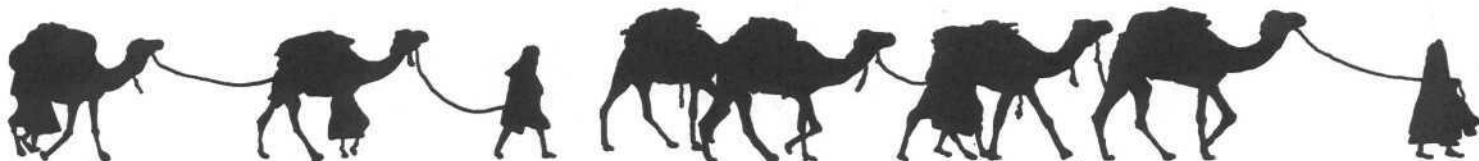
The Scheme Of The Great Race

At various stages in Earth's history the Yith contacted suitable humans to extract from them what they could, to supplement their ever growing knowledge of the universe. As well as this psionic transfer of information, their human 'ambassadors' constructed secret shrines dedicated to the worship of their masters. In exchange the Great Race passed on some of their many secrets of science, technology and magic. This process was intended to sound out a possible 'stress point' in the time continuum through which their physical beings could once more unite with their mental manifestations. Once a suitable site had been found a circle of shrines were constructed which, when activated by the triggering stone, would create their cosmic highway. Disaster befell the race's plans when thieves raided one of the temple sites and stole its precious triggering stone. Years later, Professor Foster purchased the 'relic' from a Constantinople bazaar and unwittingly fell prey to the Great Race. The alien entities contacted Foster and have been using him to construct an immensely detailed picture of Earth in its current time period. His role was to pave the way for his masters and trigger the 'Drawing of the Gate' by replacing each stone from the circle of shrines, in strict sequence, with its cosmically charged partner. The culmination of this ritual is drawing near . . . However, Foster's strong will has enabled him to temporarily thwart his masters' wishes, with the help of strong hallucinogenic drugs (opium) which sufficiently dull his sensitivity enough to prevent total domination of his subconscious. As the professor begins to deteriorate mentally and physically under the strain of his struggle, the greedy Lotto used his addiction to help uncover what he thinks is Foster's great archaeological find. It is at this point that the players enter the scene . . .

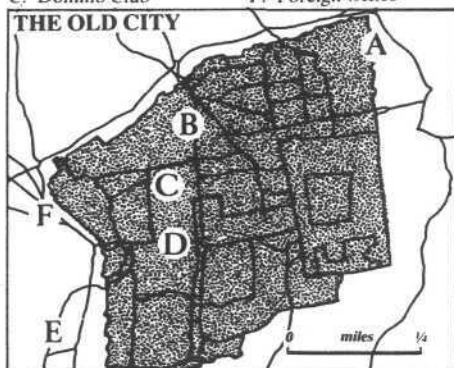
THE CHARLES LACY EXHIBITION

After a torturous journey from Europe, even the stony silence of the Charles Lacy Roman pottery exhibition seems a pleasant diversion from the chaos and confusion of





A: Archaeological Museum D: Library
B: Lotto's Bar E: Colonial Office
C: Domino Club F: Foreign Office



the packed city of Jerusalem and its bustling street markets. The exhibition itself is quite unremarkable, there are much better examples of such relics back in the British Museum and most of the typically European visitors look equally unimpressed.

Keeper's Notes

The players' attention should be drawn to a dishevelled creature shifting nervously between the exhibits. He wears a soiled white three piece suit, and his general appearance and manner are that of a European. A successful Anthropology roll will suggest that he is of Turkish origin. Players choosing to examine his actions will realise his attention is directed towards the party, rather than the exhibition. After a few minutes he will attempt to strike up some rather flaccid conversation with one of the players. The stranger's English is adequate although heavily accented, and his conversation shows an embarrassing lack of knowledge of this topic. The mysterious stranger continues to loiter until the party decide to leave. Once outside the small admirer will finally introduce himself to the PC's as *Lakey* and suggest a quiet drink with a friend of his, who, he claims, is a great art authority. Assuming the players accept his offer, *Lakey* will march them off to *Lotto's*.

LOTTO'S BAR

As the players push their way into the smoky confines of the bar it will become obvious that some of the city's less respectable inhabitants are seated amongst the small network of tables. The bar itself is a strange mix of old city and new European. Beads and silk mix with martinis and suits. A few soldiers have encamped against the bar, whilst locals haggle and drink in the room's numerous niches. The noise, smoke and heat are quite overpowering, especially to those unaccustomed to the chaos of Jerusalem.

Keeper's Notes

Seated at the far end of the room, flanked by two burly locals, is *Lotto*. He is clean-shaven and immaculately dressed in a white cotton three piece suit. Despite the noisy crowd, a small space has formed around his table. Most of the low life seems reluctant to venture too near his table. *Lotto* is a courteous and charming character. Once introduced by *Lakey*, *Lotto* will strike up some general conversation about the players' reasons for visiting the city and then move onto the subject of the exhibition. Any players with archaeological skill

will recognize that his knowledge of the subject is rather less developed than he implies. Despite this he will tell the party of his own 'dabbings' in the archaeological field. He has recently sponsored an English professor to excavate a possible site, hoping to uncover relics for his own private collection. As the evening progresses *Lotto* will confess to being worried by the lack of progress being made by *Foster*. Despite over two months of 'dig time', at considerable expense, the professor has failed to uncover anything more than a few unremarkable pots and tools. *Lotto* realises the time and effort involved in excavation, but can't believe so little has been achieved in two solid months of work. Although a man of considerable means, his revenue is not limitless. If, during the conversation, the players express an interest in his plight or dig, *Lotto* will suggest that they visit the site. He suggests it would be a perfect break from the rigours of city. In return for discreetly examining the professor's progress, he will supply transport and supplies (if necessary). Protection from the less savoury locals will be taken care of by *Lakey*, who will be armed with the 'necessary precautions'. Should the players express interest in his offer, *Lotto* will invite them to stay at his hotel the night before the journey, to facilitate an early start. *Lotto* will bid the party goodnight and retire, leaving them with their new guide, *Lakey*.

GENERAL INFORMATION

At this point the players have time to generally prepare themselves for their expedition. Anyone enquiring further into *Lotto's* background with locals will uncover very little, save the fact that he has considerable interests in the city's club and hotel businesses.

1. The city Library holds few clues. However, most of the librarians seem to know Professor *Foster*. Up until two months ago he was their most regular attendant, virtually ensconced in the building's study room. The subject of his work seems unclear, as his reading matter varied widely, from whole encyclopaedias to modern works of fiction.

2. The Colonial Office is responsible for administration. The Foreign Office is concerned with regional policy in the Middle East. All too frequently this has led to interdepartmental friction. Investigators should be advised not to hamper these departments with their inconsequential affairs. At the time of the adventure Jerusalem has just undergone a series of riots and both departments advise steering clear of trouble, which may be difficult in such a turbulent climate.

DOMINO CLUB

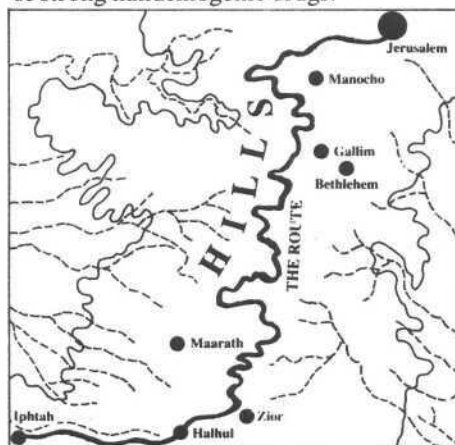
Lotto's Hotel is located off the Via Dolorosa in the Christian quarter. Once inside *Lakey* will show the players to their rooms and suggest a meal in the hotel's ground floor restaurant. The rooms are sparsely furnished, and judging from the giggling emanating from some of the adjoining bedrooms, their purpose seems less than reputable! The downstairs bar fills as the night draws in. Most of the patrons are crowded against it, and few seem interested in the food being served. After arranging the players orders, *Lakey* will excuse him-

self and return to the bar where he continues a conversation with a young Arab.

Keeper's Notes

During their meal the players will notice that *Lakey's* conversation with the man has turned into a somewhat heated confrontation. A successful Listening roll will reveal the nature of the argument - namely money for goods supplied. Obviously enraged, the young man storms out of the bar, cursing loudly. *Lakey* will leave shortly afterwards, along with two of the hotel's large 'attendants'.

Lakey is in fact chasing up on one of *Lotto's* clients, whose credit for drugs has reached an unsatisfactory level. The unfortunate youth is attacked once outside, and beaten unconscious. Any players who follow the group outside will see the two thugs attacking the youth, while *Lakey* stands casually watching the horrific scene. If the outside player(s) confront *Lakey*, he will explain that, "In my country we do things our way. If a man fails to pay his debts, he must face the consequences..." *Lakey* will usher the characters back into the bar and divert them from any further questioning. The victim will take some time to crawl away if anyone manages to go to his aid, they will get little from him. A successful Medical roll will show he is under the effect of strong hallucinogenic drugs.

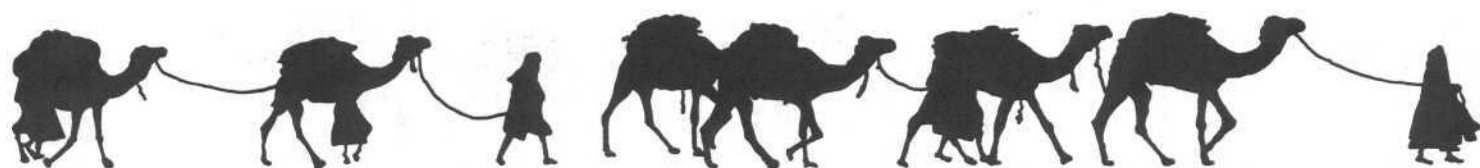


KEEPER'S TIMELINE

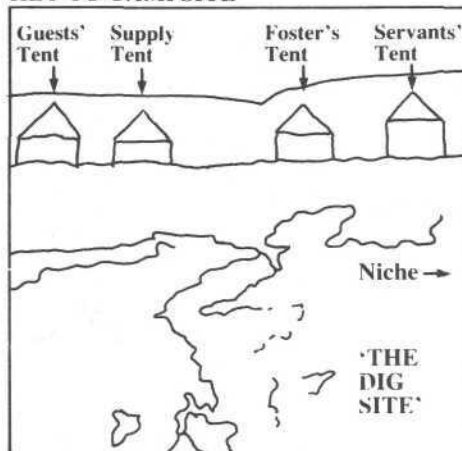
10.00 AM: Party arrive
10.00-12.15: Van unloaded.
12.15 PM: Professor *Foster* shows party 'dig site' and then retires to tent feeling tired.
3.00 PM: Players' free to roam site. *Lakey* joins *Foster* in tent. Locals spotted in surrounding hills.
10.00 PM: Professor and *Lakey* begin to argue.
3.20 AM: *Foster* murders *Lakey* and attempts to dump body in secret. Following morning — *Foster* falls into coma.

10 am

As the vehicles pull into the dusty campsite, two Arab guards emerge from the small tent nearest the track. The site is not obvious at first, but scattered tools and marker flags give away its location. After a short delay the professor emerges from the largest of the four tents. The presence of so many Europeans overwhelms him at first, but his caution soon disappears as he discovers the purpose of this unexpected visit. He greets *Lakey* tersely and directs the unloading of supplies.



KEY TO CAMPSITE



Keeper's Notes

1. Any player able to successfully use their Psychology skill will detect a good deal of ill-feeling between Lakey and the Professor.

2. Time spent examining the professor's actions, combined with a successful Medical roll, will uncover the fact that he shows signs of intoxication, both voice and actions are slurred and clumsy. (NOTE: Do not suggest to the player concerned that his condition may be drug induced.)

3. The Arab guards speak little English, and answer only to the professor. Both of them loiter around the camp when not helping Foster. They will not allow players to enter his tent unless authorised, an unlikely occurrence.

4. Any players who deliberately watch the unloading of the truck will notice that Lakey carefully carries a small brown box into the Prof's tent. The mysterious box was not in evidence in the back of the truck.

12.15 pm Onwards

Once the truck is unloaded, and its contents stored away, the professor retires to his tent, obviously exhausted, followed a few minutes later by Lakey. At around 12.40 Foster emerges, apparently invigorated, and rallies the players round for a tour of the site. During the tour the Professor babbles voraciously about the various cultures and history of the area. He explains to the players that he believes the site of Tell 'Akil-lu' is one of the first permanent settlements of the Israelites in Palestine. If questioned about the slowness of the survey, Foster will immediately realise that Lotto is

behind this inpromptu visit. "He has no idea of the processes of excavation, too impatient by far... does not understand the British way of doing things..." Despite this, it is obvious that the site is hardly touched. It certainly doesn't show the results of two months hard work. After an hour the professor will excuse himself, feeling ill, and limp off back to his tent.

Players with an archaeological ability over 40% will be familiar with the term 'Tell', a Semitic word describing an artificial hill formed through repeated occupation over the course of centuries.

Keeper's Notes

Whilst examining the site the players may notice a high, pitted ridge off to the left of the dig. A successful Spot Hidden Item will reveal that in one of the cliff's numerous hollows have been partially dug-out. If questioned, the professor will quickly explain its purpose - simple rock sampling. Foster will try to dissuade any closer examination of the niche.

3.00 pm

The surrounding area holds little of interest, the plateau above the ridge leads off towards similar rocky outcrops. A Spot Hidden will reveal signs of movement about 600 metres away, where a figure, clad in white robes, appears to be watching the proceedings. He is in cover, any attempt to approach him will prove fruitless, as he will simply withdraw behind the outcrop. The dig site itself is quite unremarkable. Any players with archaeological skill will realise it is nothing more than a section of Roman fort.

Keeper's Notes

The figure is in fact a tribesman who has taken interest in the activity at the site. Should the keeper wish to inject some extra drama, the local tribesmen could decide to 'drop in' for some of the dig's supplies. Another interesting twist to the plot might involve the tribe attacking shortly before the players trigger the Dimensional Shambles, the resulting chaos would make quite a spectacle!

THE NICHE

Over the passage of time the elements have heaped a bank of sand against the face of



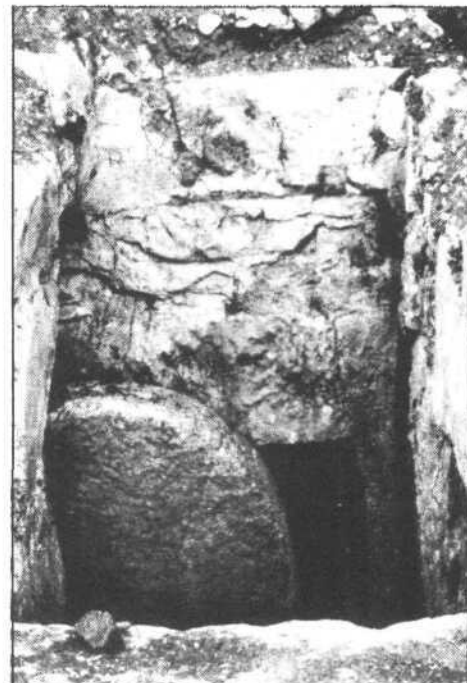
the cliff. The excavated area seems to be centred in a deep cut in its face. The constant winds have already blown most of the shifted earth back into the crevice.

Keeper's Notes

1. Exploratory digging will indicate that the slit goes back quite far into the soft limestone. A Geology roll might suggest the presence of a rough natural cave.

2. 1—2 hours digging will reveal the top key-stone of an arch with its stepped entrance dug below ground level (see photo). Once the bulk of loose earth has been removed, it is possible for the investigators to roll back the entrance stone (see *Turning the Stone* for tomb details).

It would be unwise for players to attempt an entrance while the professor and Lakey are awake.



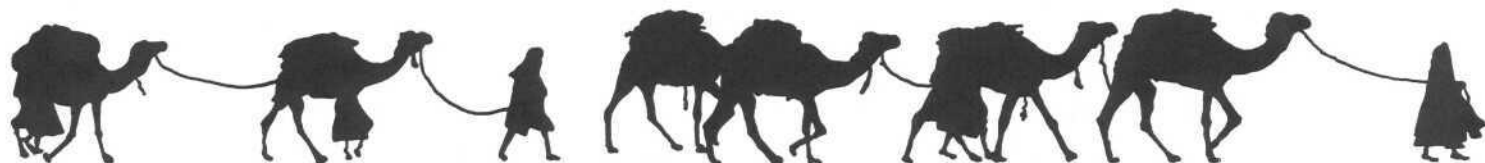
3.20 am, Murder!

Any player awake, or close enough to Foster's tent, will be awoken by a muffled scream. After a momentary silence, the sound of a large object being dragged across sand can be heard (Listen roll). Silence returns and a few minutes later the light in Foster's tent goes out.

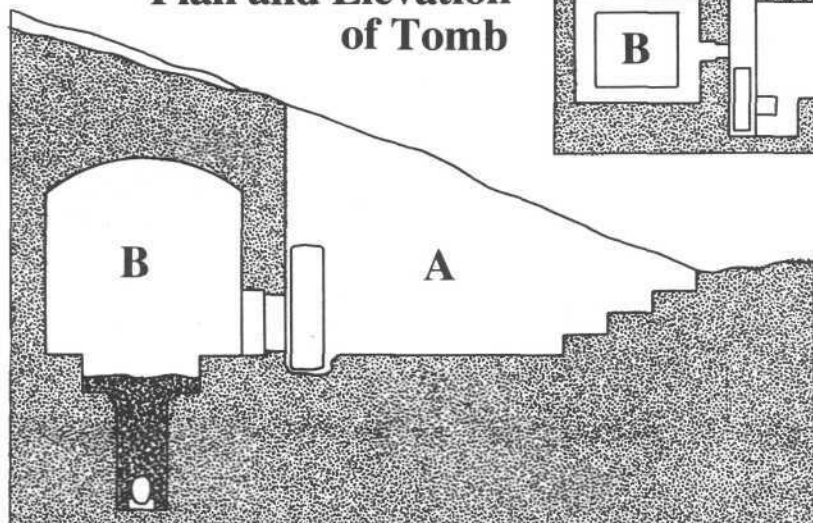
Keeper's Notes

The sound was that of Foster stabbing the sleeping Lakey, in a frenzied attempt to get at his box of tricks. The 'tricks' are, in fact, a small collection of lethal narcotics, stored in the mysterious brown box (seen earlier in Lakey's possession). Listening at the tent will uncover the faint clinking of glass bottles, interspersed with sharp intakes of breath. Should anyone attempt to look inside the tent, by peering under the awning or by slitting its side, they will see Foster administering a lethal dose of opium. Lakey is slumped by the bed, a pool of blood is slowly collecting around his lifeless body.

1. If the players decide to remain hidden and monitor events as they unfold they will see Foster and one Arab drag Lakey's corpse to the truck. Foster will tidy the bloody trail, and then return to his tent while Lakey is driven away by his servant to



Plan and Elevation of Tomb



be dumped. Early next morning the truck will return. The Arab will explain Lakey has business to attend to in the city.

2. If the players intercept the professor whilst in the tent, he will babble wildly, claiming that Lakey attempted to kill him. It requires little deduction, however, to realise that the knife wound in Lakey's back makes his claim of self defence somewhat dubious. Once Foster's lethal dose begins to take effect, his ranting will become incoherent, then inaudible as he lapses into a coma, from which he never recovers.

3. The players' car has mysteriously developed a flat tyre, making pursuit of the truck impossible. The puncture was caused by a knife, obviously no accident.

THE PROFESSOR'S TENT

Whatever the players' actions are during the night, the following morning Foster will be dead from an overdose of drugs. The players can enter the tent freely, as Foster's Arabs seem too confused to prevent them doing so. Once inside, the Professor's cluttered quarters will produce some interesting discoveries.

1. Various pieces of archaeological equipment are scattered carelessly about. Some remain unpacked.

2. A sprawling collection of books litter a large collapsable desk. They range from scientific journals, encyclopaedia and maps, to newspapers, photographs and cheap novels. All are well thumbed.

Scattered over these books are over four hundred pages of handwritten notes. They are written in a strangely simplistic style, as if the reader has no understanding of the authors' subject matter. An hour's careful study will reveal it to be a massive world anthology, detailing world environment, geology, political systems and history. A work of such detail would require months of intensive research to compile. Note: these are Foster's notes to the Great Race of Yith.

Hidden amongst the general debris is a small map. Finding it requires a successful Spot Hidden. The poem on maps reads as follows:

'Our time is your salvation,
The minds will meet the matter
once more . . .'

3. At the foot of Foster's bed sits a chest, along with various clothes and personal items it contains a bundle of black velvet. The cloth protects a strange stone (see The Bleeding Stone for details).

THE BLEEDING STONE

The original stone that can be found in Foster's tent is a solid red semi-opaque capsule shape some 2 foot in length; it is not heavy, neither is it vulnerable to damage. The stone to be discovered in the tomb is transparent but milky; when swopped around the stones will slowly (three or four minutes) exchange colour. If an investigator looks through the transparent stone he/she will be able to clearly see the dimensional shamblers. Always the last holder of the bled stone will be menaced.

THE TOMB

The stone can be rolled aside revealing a small crawl-through opening, about two feet high. The walls, ceilings and floor are bare limestone, allowing no more than three people around the well. The crumbling chamber is dominated by a hexagonal well. Its lips rise some three feet above the floor and is made of hard black stone. A Geology roll will classify the well as obsidian, a vitrious volcanic rock. A careful search of the tomb will confirm initial impressions that the rock surface and well are unmarked, giving no clues to its origins. The well is less than 6 feet deep, and at its bottom, partially buried in sand is a strangely shaped stone. It is identical in all respects to the professor's except in that it is transparent and colourless. The stone sits neatly in a shallow cup, recessed into the stone.

Removing the stone from its cup requires little effort.

Cast of Characters

	STR	CON	SIZ	INT	POW	DEX	CHA	SAN	EDU	HP	AGE
Lakey	10	11	7	11	10	14	6	38	7	8	34
Lotto	10	8	12	13	8	7	9	64	10	11	42
Prof Foster	8	7	10	17	6	6	12	0	19	5	37
Arab Servants	14	11	12	9	12	13	10	59	6	11	30's
Local Arabs	13	12	14	11	13	12	13	63	4	12	20's

(Lakey and Arabs will be armed at the Keeper's discretion)

	STR	CON	SIZ	INT	POW	DEX	HP	MOVE	CLAW	WATT	DAM
Dimensional Shamblers	18	16	19	8	10	10	19	7	30%		1d8+1d6

(See *Call of Cthulhu* main rules for other details)

TURNING THE STONE— Keeper's Notes

In order to begin the turning ritual, the professor's stone must be placed in the well's cup. The 'charged' stone will slowly begin to drain its cosmic energy into the sister stone. Once the stone has bled (approximately five minutes) it can be transported to the next shrine in the circle. These steps should be followed exactly, failure to do so results in the summoning of three Dimensional Shamblers, whose task it is to 'persuade' the stone's holder to perform his/her task correctly. Attempting to leave the site with both stones or a partially (or totally) bled stone will stir them into action. They will simply force the holders back towards the shrine, ignoring anyone else and continue their vigil until the holder emerges with the correctly charged stone. Leaving the tomb with the original stone unbled will merely cause the wind to develop into a nasty storm. This should give the players time to contemplate their predicament as they shelter from the worst of the weather.

There is one way to break this diabolical chain: placing both stones in the well together causes the cosmic energy to flow from one stone to anyone and back repeatedly. Should the players allow this oscillation to continue the stones will begin to whine, building to an ear shattering climax seconds before they implode, bringing the entire cliff-face down on any players foolish enough to stay and watch.

CONCLUSION

Once the turmoil is over and the players have destroyed the shrine, what happens? Assuming they salvage the professor's notes and gain some insight into the ritual (possibly through insane realisation) they may begin to understand the significance of their act. If they succeed in doing so, it is then up to the keeper to award increases in sanity to those players who deserve it.

But complicity in the ritual will leave the party, or more specifically, the stone holder, with a problem. Even if the investigators decide to abandon the adventure the holder will be driven, by some strange force in his subconscious, to seek the next shrine in the chain. The character might suddenly disappear at a suitable opportunity and attempt to complete the ritual. This could provide an interesting scenario in its own right, as the party desperately searches for their companion, slowly realising the dreadful implications of his absence.

Most of the information required to run such a sequel is contained above. It should be noted that the scenario's casualties would be under investigation by the authorities. Players might have a harder time convincing Lotto of their innocence in Foster's and Lakey's deaths; what did they find at this site? Was it valuable enough to kill for?□

Crawling Chaos is our new bi-monthly column for players of Call of Cthulhu, edited by Marc Gascoigne.

CRAWLING CHAOS

Extending a scaly hand in greeting, I would like to welcome you to *Crawling Chaos*, a column devoted to *Call of Cthulhu*, the role-playing game inspired by the horror stories of H P Lovecraft. The few scenarios *White Dwarf* has published for the game in recent issues have proved immensely popular, and public demand for more has produced this column.

Call of Cthulhu is quite different to write for, though, when compared to the average Fantasy or SF rolegame. In a typical CoC adventure, the players go through a set of very creepy investigations, never quite sure what is waiting for them at the end of it all, only knowing they must solve the mystery they have been presented with, before it leaps out and massacres them. This sense of anticipation, and of the dreadful inevitable ending common to many adventures lends the game a quite extraordinary atmosphere. As a result, much more effort than usual needs to be put into the creation of a plausible background.

The 'Sourcebook For the 1920s' which comes with the game is adequate as far it goes, but there is more that could be useful, for different time periods. The forthcoming British sourcepack, *Green and Pleasant Land*, will cover many areas, and I will hopefully be previewing some of it in this column. Historical aspects, including famous archaeological sites, haunted houses, and more mundane aspects like modes of travel, or British firearms, and so on are obvious choices. But what about the wealth of British legends and folk tales that have never been explained? There are many famous people and organisations from the Victorian and Edwardian periods, from scientists and authors to mystics and political groups - was Cthulhu behind any of these? Tell us.

This does not mean, of course, that we will be neglecting, in any way whatsoever, the central aspect of the game - the nasties! I would think there are probably enough Greater Gods (prove me wrong!), but there is plenty of room for more lesser beings - the independant and servitor races. Even more deadly sometimes are the human cultists; with their weird rituals, secret initiation rites, and cult artifacts, they can be very interesting, and useful too.

To whet your appetite for what is to come, here are two eminently usable new minor races. Both will only be encountered on the British mainland. They have been adapted by Peter Gilham, from Brian Lumley's Cthulhu mythos novel *Beneath The Moors*.

CRAWLING CHAOS



BOKRUG (Lesser Independant Race)

STR: 3d6+6
CON: 3d6
SIZ: 3d6+6
INT: 3d6+6
POW: 2d6+6
DEX: 3d6
Hit Points: 13-14 average
Move: 7
Claw: (2d6), 55%
Touch: Paralysis (see below), 75%
Armour: 3 point scaled hide.
Spells: Bokrug who roll under POWx3 know 1d3 spells.
SAN: Seeing a Bokrug costs 1d6 SAN points. A successful SAN roll indicates that there is no loss.

Description: 'They walked upright but they were almost like, well - crocodiles! - but with humanish faces! They had short tails and they were green.'
 - Beneath The Moors, by Brian Lumley.

Notes: The Bokrug are an alien race who migrated to our world thousands of years ago with the Thuun'ha, their servants and worshippers, when their own planet was dying. Together they built the city of Ib in the ancient land of Muar, and its sister city Ih'yib, beneath what are now the Yorkshire Moors in northern England. Ib and its inhabitants were destroyed by the men of Sarnath the Doomed centuries ago, but Ih'yib still exists, hidden from mankind.

When the Bokrug first arrived on Earth, they possessed an advanced technology. This has decayed, but they have discovered some of the Old Ones' shoggoth-matter. They have developed this for their own obscure purposes, using it mostly to create microscopic light-emitting organisms, which are trained to follow creatures like a halo of fire-flies.

The Bokrug's life cycle is quite complicated. At two points in it, they pass through a stage in their development when they resemble humans. When born, Bokrug can pass for human babies, and are left in the surface world, to be reared as orphans. At twenty-one however, they begin to revert to reptilian form, and develop a longing to return to Ih'yib. Many, however, do not make this return journey. Some are confined to institutions by this stage; others are outcasts, living a hermit-like life far away from civilisation; and a few, believing themselves perhaps to be Deep Ones, go to live with these creatures in their undersea cities. The second change to human form occurs much later in their lives, around the age of forty. Bokrug do not retain the hair they lost when they first changed into their true form, and

are completely bald and hairless.

Adult Bokrug attack with their claws, or by inducing paralysis in their victims. This is triggered by touch, but seems to be generated by the mind. Anyone attacked in this manner must roll under POWx2 or be unable to move or even speak. Only automatic functions like breathing are retained. Every subsequent ten minutes, the victim may attempt to regain their senses, by rolling under POW as a percentage. Each attempted use of this power costs the Bokrug 2 magic points.

THUUN'HA (Lesser Servitor Race)

STR: 2d6
CON: 3d6
SIZ: 1d6+3
INT: 2d6+3
POW: 3d6
DEX: 2d6+6
Hit Points: 8-9 average
Move: 8
Armour: none
Claw: (1d4), 35%
Spells: none
SAN: Failing a SAN roll results in the loss of 1d6 points. A successful roll indicates that there is no loss.

Description: 'The Thuun'ha were hideous, and no other word could adequately fit them. Perhaps four and one half feet tall, green as Yorkshire beer bottles, bulge-eyed with flabbily hanging, wattled and strangely tapering, furred ears... hideous!' - Beneath The Moors, by Brian Lumley

Notes: The Thuun'ha worship the image of Bokrug the Water Lizard. They came to Earth with their gods, and built Ib and Ih'yib for them. Because of the destruction of the former by the men of Sarnath, they hate all humankind, and will kill them unless countermanded by a Bokrug. The only living Thuun'ha live in Ih'yib under the Yorkshire Moors.

The life cycle of these creatures is similar to that of the frog, with the young being born inside a frogspawn-like jelly. Once born, they grow swiftly to adulthood, under the very protective care of the older creatures. Thuun'ha are mute, communicating via a limited form of telepathy. Even the spawning young can transmit emotions by this method.

Because of the nature of their home planet, these creatures must breathe a peculiar gas for a short while each day. The gas is poisonous to humans (having a potency of 2d6), but if denied it the Thuun'ha lose 1d3 points of CON per day until they die. Thuun'ha attack with two claws per round. □

INTRODUCTION

During the 1920's, a number of brave (or possibly foolhardy) scholars discovered that the creatures of the Cthulhu Mythos existed, and were a threat to mankind.

Since the most powerful Mythos creatures were virtually indestructible, the Investigators usually fought the Cults which worshipped them and supplied much of their power. The fight was successful, yet unknown to the general public.

The power of the Cults was broken and they began to disband, seeking sanctuary in separation and anonymity. Many records were destroyed, in a deliberate attempt to obliterate knowledge of the Mythos. Eventually no organised Cults could be found, and the groups of Investigators fragmented, with age and war taking a fearsome toll of the survivors. Knowledge of the Mythos diminished to a few diaries, fictionalised accounts, and discredited scholastic papers. The Cthulhu Mythos became a forgotten corner of archaeological research, on a par with Mu or Atlantis.

Nowadays, of course, no-one really believes in that sort of thing...

PLAYER'S INFORMATION

Everyone needs a holiday occasionally, and flight 1743 from Athens to London on August 11th bears witness to this fact. The plane is packed with returning holidaymakers and their screaming children, plus some businessmen, nuns, and other long-suffering passengers.

Despite the noise you settle back for a rest. Some time later you are awakened by a slight lurch, followed by a change of engine note. The seatbelt lights come on, and the Captain announces that the aircraft will soon land at Heathrow Airport.

Ten minutes later the plane is taxiing down the runway. As you look out of the windows you notice something which is slightly worrying. Several police cars and fire tenders are racing down the runway, keeping level with the aircraft.

REFeree's INFORMATION - SUMMARY OF SITUATION

Flight 1743 left Athens and disappeared. At first a communications failure was suspected, then it was assumed that the aircraft had crashed without warning. The plane was given up as lost. Now it has reappeared after three weeks, with the Captain apparently unaware of the passage of time. The Government have decided that the cause of this peculiar event must be determined, and have assigned police and scientists to study the problem.

The aircraft flew into an area of warped time created by English Cultists, who are attempting to cast the spell *call Cthugha* from incomplete books. Rather than summoning Cthugha, their spell would open a huge gate and link Earth and Cthugha's home, near Fomalhaut. Their experiments have trapped a Dimensional Shambler on Earth, and it is attacking anything it encounters. However, the warp has been noted by Ariadne Kyrios, a passenger on the aircraft who is secretly the last surviving Gorgon (a member of a race sometimes misnamed the Medusae).

Gorgons (Medusae)

Characteristics	Average	Ariadne
STR	4d6	21
CON	3d6+10	25
SIZ	3d6	11
INT	3d6+50	65
POW	d100	44
DEX	3d6+6	21
APP	3d6+10	21
EDU	3d6+10	24
Hit points	-	18

Powers. 1: Anyone seeing a Gorgon's unshielded face must roll under 2xINT to avoid looking at its eyes. Anyone looking at its eyes must roll POW or less, or turn into stone. Images, reflected or on film or video, will not cause this transformation.

2: *Telepathic hypnosis.* Gorgons can match POW to override a victim's will and force obedience. This power costs one magic point (expendable POW point) per usage, the effect lasts 3d6 minutes. If more points are expended the effect may become permanent, possibly associated with SAN loss. Maximum range is 20'.

3: *Psychic abilities; Clairvoyance, psychometry* (divination from maps) and *dowsing*. All cost one magic point per usage.

4: *Regeneration*, one hit point per magic point expended.

Spells: Variable. 25% chance of *gate*, *elder sign*, *voorish sign*. 10% chance of any 3 spells of summoning or binding. (Ariadne was the exploratory team's physician, and doesn't know any spells.)

SAN: Seeing a Gorgon's unshielded face causes the loss of 1-10 SAN, if it does not turn the viewer to stone. A SAN roll prevents such loss. Seeing someone turned to stone causes a loss of 1-6 SAN, unless a SAN roll is made. A reflected image can cause SAN loss.

Cult: None.

Skills: Gorgons might have any skills on their own world. Exploratory teams, such as Ariadne's, emphasise survival skills, linguistics, and other specialised areas.

Ariadne's Skills: Speak English 45%, Speak Italian 75%, Archaeology [Greek] 95%, Archaeology [General] 55%, Botany 75%, Cthulhu Mythos 23%, History 95% Linguist 55%, Medicine [Gorgon] 85%, Occult 65%, Drive Auto 65%, Sneak 85%, Spot Hidden 95%, Track 55%, Hide 85%, Zoology 75%, Sing 85%, Credit rating 95%, Ride 55%, Knife 75%, Rifle 55%.

Draw the Yesterday

'Draw the blinds on yesterday, and it's all so much scarier...'

David Bowie - Diamond Dogs

Equipment: Varies according to circumstances. (Ariadne carries 3 fighting knives, made of obsidian [will not affect metal detectors]. All are modern but made in a classic early Greek style. They are balanced for throwing. She will buy or steal other equipment as needed.)

These creatures belong to an alien race native to another world of our universe. Several thousand years ago one of their starships visited Earth. Their appearance and powers alarmed the natives, who attacked and killed several officers, including the sorcerer who controlled the magical energies which drove the ship. The survivors were stranded. Over the intervening centuries the other Gorgons were killed by 'brave' adventurers and natural accidents, leaving Ariadne as the only survivor. Her real name is unpronounceable.

All Gorgons appear to be attractive women with red glowing eyes and snakes instead of hair. They reproduce hermaphroditically, and are immortal, barring injury or disease.

Ariadne can pass for human if she wears an opaque scarf over the snakes (which are actually harmless symbiotic organisms resembling roundworms), and dark or mirrored sunglasses (or contact lenses) over her eyes. She lives in a secluded estate on a small Greek island, travelling abroad occasionally to attend art auctions or on business. Her passport bears an assumed name, and she uses her powers to deal with officials without attracting attention.

Having adapted to life on Earth, Ariadne resents Cultists who threaten humanity's ignorance of the Occult. She spent most of the 1920's hiding from Investigators who thought that someone with a reclusive lifestyle must have some dark secret, and Cultists who sensed her power and wanted to turn it to their own ends. She intends to investigate the gate she has sensed, and stop the Cultists before they can stir up the natives.

ACT 1: WHATEVER HAPPENED TO FLIGHT 1743

When the plane lands all the passengers are taken to the terminal building and questioned by the police. During the interview all characters should make two Spot Hidden rolls. If the first is successful, they notice that the interview rooms are fitted with video cameras. If the second roll (at -15%) is successful, they notice the month (September) indicated on a calendar. If anyone asks about the date they will be told what has happened, and must make a SAN roll or lose a point of SAN. The police will otherwise say that they are looking for a suspected terrorist.

Most of the questions deal with the events of the flight, plus verification of passports and other papers. Anyone acting suspiciously (eg anyone who carries weapons, argues with the police, or tries to escape) will be held for further questioning. Everyone else will eventually be ushered to a waiting room.

There are several waiting rooms. All the Investigators are shown into the same room, with another 2d6 passengers including Ariadne. The police who questioned her think that they have interviewed her normally. However, the meeting has been recorded, and the police will later see the video and learn that they have somehow been fooled. It shows her ordering the officers to believe that they have heard satisfactory answers to their questions.

Eventually an official will arrive to explain what has happened and ask if anyone has any further information. By this time everyone knows that the aircraft has travelled through time. Investigators who didn't spot the watch will have learned the news gradually at second or third hand, from other Investigators or tourists, and don't risk SAN loss. Finally, customs officials will arrive to check passports and baggage, ushering passengers into a larger lounge as they are checked.

During this check the Investigators should make Spot Hidden rolls. If successful, they will see that a woman wearing a green scarf and dark glasses speaks to a customs officer, then is allowed to proceed without a baggage check. She immediately leaves the room, disappearing among the other passengers from flight 1743.

By the time the passengers are released, hundreds of their relatives have arrived, and the airport concourse will be jammed with reporters and TV camera crews. Eventually one Investigator (choose randomly) will see Ariadne again, just as she is approached by a TV reporter and camera man, and will overhear the following conversation on a successful Listen roll:

Reporter: 'Miss, would you like to say a few words about your experiences on the flight.'

Blinds on

A Modern-Day Call of Cthulhu Adventure for 2-5 British Characters. Investigators should be generated normally, but the keeper may wish to allow the use of modern skills.

by Marcus L Rowland

Ariadne : 'You don't want to talk to me.'
Reporter : 'We don't want to talk to her.'
Cameraman : 'What?'
Ariadne : 'You'd better erase that tape and interview someone else. Forget about me.'
Cameraman : 'I'd better erase the tape.'
Reporter : 'We'll interview this (gentleman/lady) next.'

The TV team then move towards the Investigator, effectively blocking the route towards Ariadne, and start to ask questions. The reporter and cameraman don't remember her, and believe that the last person interviewed was a man. If the Investigator insists that the last interviewee was a woman, the reporters will assume that he (or she) is a crank. Ariadne vanishes into the crowd.

Later, as the Investigators leave the airport in a car or cab, they will see her walk from the terminus to the head of a queue for taxis, say a few words to the people who are waiting, and board a cab. She has left her luggage in a locker, and is carrying a shoulder bag containing her knives, money, and a change of clothing.

ACT 2: THE GIRL WITH KALEIDOSCOPE EYES

If the team are in a car they can follow the taxi without difficulty. Otherwise, a Fast Talk roll is required to make one taxi driver follow another.

The cab takes the motorway to London, then follows a normal route to the West End. Ariadne leaves it at the British Library (formerly the British Museum Library), and walks inside.

Investigators who are already members of the British Library can follow without difficulty. Others must sign a visitors' book and give proof of identity. This takes a few minutes. Fast Investigators will see her leave through another door, marked 'Restricted Collection' and guarded by a porter. Access requires special clearance from legal, educational or clerical authorities. If questioned, the porter will say that no-one has entered the room for several hours.

The bulk of the restricted collection consists of pornography and other offensive works. However, it also contains material relating to the Occult. At one time the collection included copies of the *Necronomicon*, *Plakotic Manuscripts*, *Sussex Manuscript*, and *Book of Dyzan*. However, they were destroyed (by order of the Prime Minister, the Curator, and the Archbishop of Canterbury) in 1934.

After several minutes Ariadne emerges, moves to the map section, and studies an atlas of Britain. Investigators will notice the following behaviour:

Ariadne opens the map she is studying, removes her sunglasses (revealing closed eyes), and passes her hands over the paper. Eventually she opens her eyes and studies the area of the map where her hands are resting [Spot Hidden: Observers will see the room reflected in her eyes, as a kaleidoscope swirl of colour. An Idea roll is needed to realise that she wears silvered contact lenses]. Ariadne passes her hands over maps in the atlas three or four times, before getting an ordnance survey map. She repeats this performance then leaves the building. Anyone who attempts to interrupt her will be ordered away, as described above. Persistent interruptors may be given harsh commands, such as 'Go away and stop bothering me'. If their POW is overcome they will wander off, lose 1d6 SAN, and develop psychological problems if pursuit is proposed.

Ariadne saw the books on a visit to England in 1911. She intended to take them and use their specific spells to close the gate. She now intends to find the gate and kill the Cultists before they can operate it permanently. She used Psychometry to determine the approximate location of the cult headquarters.

Ariadne walks a few blocks, enters a car hire showroom, and rents a car under the name of Penelope Kristos. She will drive around London, shaking off any Investigators who follow her, then drive to Wiltshire.

Meanwhile the police have studied the videotapes, and seen an interview with a woman who apparently hypnotised all the officers questioning her.

ACT 3: THE GHOST OF WILTSHIRE

At this point the Investigators have no real lead, except (possibly) the knowledge that Ariadne was interested in the map of Wiltshire. They have been out of touch with events for three weeks, but are near one of the largest libraries in Europe.

If Investigators know that Ariadne was interested in Wiltshire, they will find the following story almost immediately. Otherwise research will take 1d6 hours and produce hundreds of odd stories, only one relevant to this scenario. Successful Library Use will pick out the story below, dated August 18th, partly because of its strangeness and partly because it refers to the day the aircraft 'disappeared':

Wiltshire 'Ghost' Slays Two

The Wiltshire Ghost is tonight suspected of the murder of two children, Denny Palmer (9) and Mark Potter (12), in a bizarre attack police spokesmen are describing as 'The most horrific crime we can remember'.

Denny and Mark, who lived in the small village of Lower Poolford, were last seen at 10am when they went out to play. An hour later their mutilated bodies were found by Mrs Agnes Parker (47), who is tonight being treated for shock in the County Hospital.

The Wiltshire Ghost was first reported on August 11th, when a local farmer, Peter Giles (39) reported seeing a 'huge ape' savaging his sheep. He fired his shotgun at the creature, which immediately disappeared, apparently vanishing into thin air. Several later sightings followed a similar pattern. Police pathologists have confirmed that the injuries of the children were identical to those of the attacked animals.

Tonight the police are treating the case as murder, but are also investigating the possibility of an escape from a zoo or wildlife park...

Later stories give no fresh leads, but there are additional reports of animal attacks and a police hunt in the area. Given this information, an intrepid team of Investigators will probably decide that a trip to Wiltshire is a good idea.

By the time the team leave London they will be under police observation, and may notice that they are being followed (though they will not know it is the police who are following them). Attempts to shake off pursuit will work, but the police will notify their headquarters. Other units will resume surveillance before the team reach Lower Poolford.

ACT 4: VILLAGE OF FEAR

Lower Poolford is a small Wiltshire village, approximately midway between Salisbury and Bristol. It is bordered to the east by a railway, to the south by the main road from Salisbury to Bristol. The village is surrounded by farms, and some of the villagers work on them. Others commute to local towns. The Keeper should remember that the residents of this area do not exist just to interact with Investigators. They have been upset by the murders, but should be presented as people who may be preoccupied with events having no relevance to this scenario.

The map is a general view of the area. It may be shown to players; however, a simplified sketch map is adequate for most purposes. Access is possible by the slip road from the main road, or by 25 miles of secondary road. Cars which enter the mapped area (from the north, or from the main road) pass police checkpoints. The police note vehicle registrations, and will stop cars with obscured license plates. License numbers are radioed to County Police headquarters for checking stolen vehicle and surveillance lists.

Principal features of the village are the church (1), with a hall which is used as the police murder room, the pub (2), two general shops (3,4), the library (5), the school (6), and the homes of the Palmers and Potters (7,8).

1: The church is a 1930's design, with no historical significance. The Vicar has only been in the village for six years, and can't say much about events prior to his arrival. Parish records prior to 1980 are stored in the library.

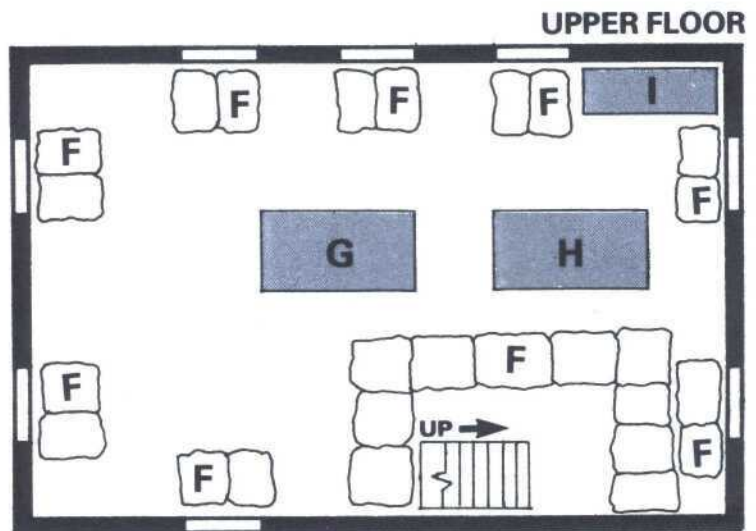
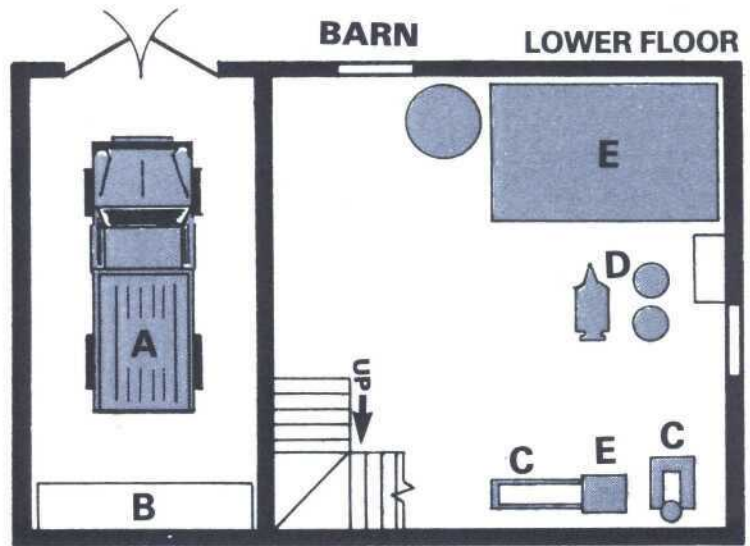
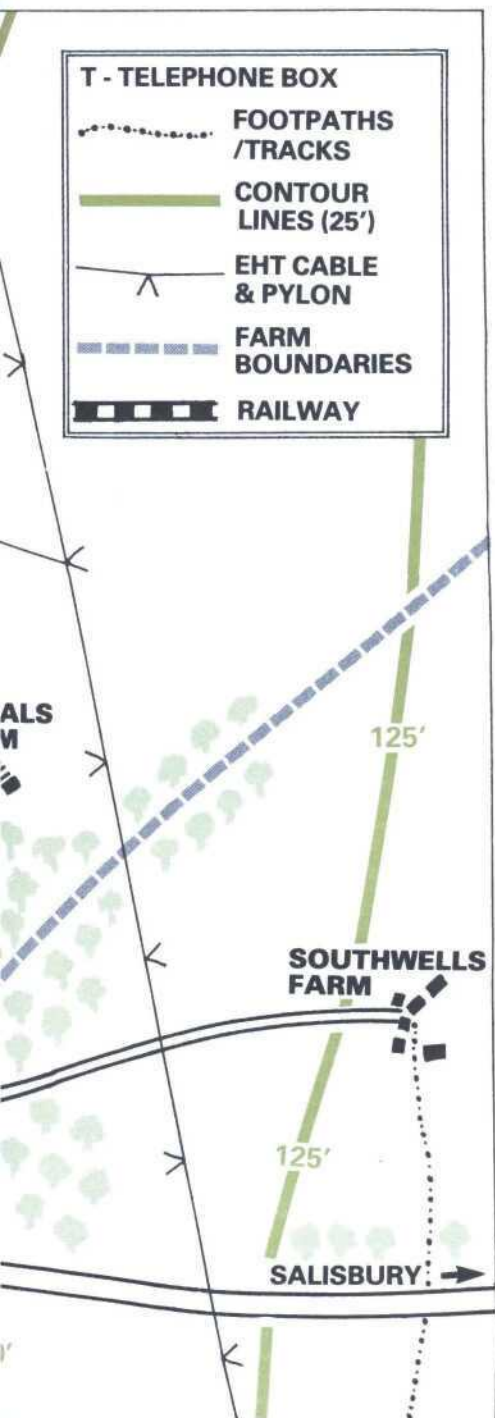
The police presence in Lower Poolford consists of eight Constables, two Sergeants, and a Superintendent. All should be generated with STR, SIZ, and CON of 10 or more. All have at least 100 points of professional skills including combat skills, but not firearms skills, and are equipped with truncheons (nightsticks), handcuffs, radios, whistles, and torches. There are three police cars, all carrying radios. Equipment in the church hall includes a teletype unit, a scrambled telephone line to the County Police headquarters, and a locked chest containing two bulletproof vests (absorb 10 points damage) and two military rifles with telescopic sights. At least one officer in the village at any given time will have the appropriate firearms skills of 75% or more, beyond normal professional skills.

2: The pub is modern and uncomfortable, but offers the only guest accommodation in the village. Three single rooms are vacant, the rest are occupied by reporters. The landlord is prepared to provide camp beds for additional Investigators, but demands £15 per person per night, on the basis that the Investigators must be reporters or sightseers who can afford to pay for their ghoulish interest. If the team includes a reporter it is possible to pretend that the entire team are in the village to cover the case, otherwise the reporters will investigate the team, and learn that they were passengers on flight 1743.

3,4: Both shops are centres of village gossip. However, any intrusion by Investigators or reporters will stop all conversation. The villagers are terrified, and suspect outsiders of involvement in the murders.

5: The school is under police observation. Strangers approaching the building will be stopped and questioned. Outsiders will be brought to the church hall for prolonged questioning after such encounters with the police.

DRAW THE BLINDS ON YESTERDAY



KEY

A-PICKUP TRUCK

B-WORKBENCH

C-POWER TOOLS

D-ANVIL

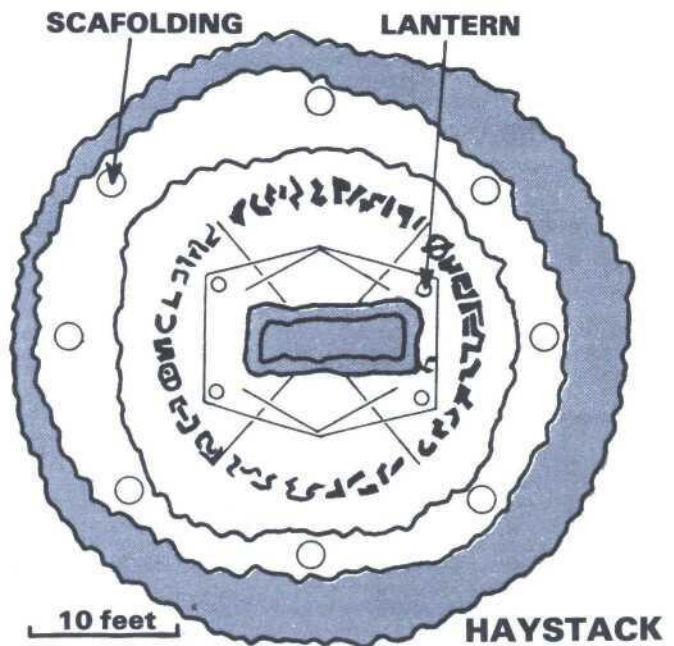
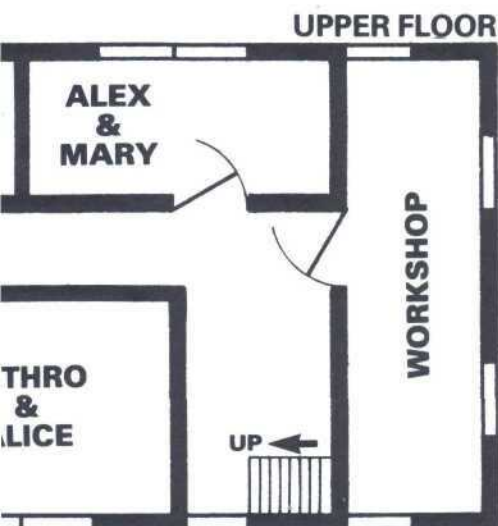
E-FURNACE

F-BALES OF HAY

G-BED

H-BED

I-CHEST



6: The library (open 10am-6pm) is probably the best place for further investigation. Records include parish investigators, newspaper files, and local histories. The team can learn one of the following facts for each 1d6 hours spent in the library, provided a successful research roll is made:

1: In 1895 Jacob's Farm was burnt to the ground by a mob, after eye-witnesses saw Alex Jacob strangle his aunt. He claimed to have been possessed by a devil, but was lynched before he could stand trial. A map of the parish shows Jacob's Farm where Wainwright's now stands.

2: In 1975 a religious commune, the Temple of Light and Truth, bought Thompson's Farm. The local newspaper reported rumours that the Temple was involved in witchcraft and black magic.

3: Many villagers opposed the extension of the National Electricity Grid into the area in the mid-1960's. The Ennals family, owners of Ennals Farm, led the protesters, claiming that the cables would stunt their crops.

4: A local history says that Drews Pool, where the bodies were found, is the site of an ancient granite monolith, and stands on a Ley line running roughly east to west. The map showing this line is on a fairly small scale, and doesn't give a clear idea of the exact run of the line.

5: In 1896 workmen demolished an ancient megalith (which was supposed to be preserved as an ancient monument) while building the railway embankment. The stones were broken up and used for construction.

6: Most of the attacks on farm animals were within a mile of the village.

7, 8: The Palmers and Potters despise the reporters and thrill-seekers who continually interrupt their grief. If Investigators arrive and start asking questions they will be attacked by the boys' fathers and 1d6 other local men, all armed with bricks or pick handles (treat as clubs). The police will arrive after 2-3 minutes, and arrest everyone involved in the fracas.

The Investigators will soon realise that the locals are genuinely frightened. Children are rarely seen on the streets, dogs and other animals seem to be under unusually tight control, and there is very little activity at night. The pub is empty, apart from reporters and the team. The police are active, but don't seem to be achieving much.

While the Investigators are in the village a policeman sees a strange woman standing on the slope to the east of Drews Pool. He approaches and questions her, and she orders him to leave. For some reason he feels compelled to obey. By the time he recovers she has disappeared amongst the trees, and nothing can be found. However, his report will be sent to County Police headquarters, and logged onto the police computer net. Police investigating the case flight 1743 will see this report, note that passengers from the flight are currently in the village, and suspect that a meeting is planned. Surveillance of the Investigators will intensify. Any Investigator making a Spot Hidden roll after the first day in the village will have an uneasy feeling of being watched, but will not be able to identify a watcher. Four plain-clothes police are shadowing the team, on foot or by car or bicycle.

The clues picked up by the Investigators should lead them to look at Drews Pool and several of the farms around the village.

ACT 5: POOL OF TEARS

Drews Pool is easily accessible by footpaths from the village or main road. The pool is overhung with willows and other trees, but is sunlit through most of the day. There is an old standing stone at the north end of the pool. Spot hidden: There are no animals or birds near the pool.

Anyone approaching the stone feels a slight chill. Those within 25' of the stone must save against POW every five minutes or lose a Magic point. The points drain into the stone, which feeds them into a Ley line running east to Southwell's Farm (the Cult headquarters). This draining effect occurs at other standing points in the surrounding countryside; only one other is in the area mapped for this scenario.

Spot Hidden: there are several deep fresh scratch marks in the stone.

A Dimensional Shambler was pulled into the area by the Cultists activities, and has remained because the magic point drain interferes with its dimensional travel ability. It can start to leave this plane, but will always reappear after 2d6 minutes. It stays near the pool, and scratched the stone while sharpening its claws. It will appear before the team leave the pool, and attack them:

DIMENSIONAL SHAMBLER (See main rule book)

STR:21; CON:16; SIZ:15; INT:5; POW:12; DEX:6; 15 hit points.

If the Investigators have spent several hours in the village they are under police surveillance. Two policemen will arrive 6+1d6 rounds after the start of the combat, and join the fight. They do not carry firearms, but have truncheons and radio transceivers.

Ariadne is watching the fight from cover, and if the Shambler seems to be winning she will throw an obsidian knife at it, then disappear amongst the trees. The Keeper should roll dice then announce that this is a critical hit (regardless of the actual roll), and has killed the Shambler. Ariadne will use Sneak and Hide skills, and her hypnotic power, to reach her car, which is hidden by the road, leaving the knife as an odd puzzle for the Investigators. If anyone sees her car she will dump it in Bristol and hire another.

If the team kill the Shambler they will earn the gratitude of the villagers, but the police may ask awkward questions about any illegal

weapons they use. The police will explain why they have been following the team, and may share some information (for example, they may show the Investigators the video of the airport interview). If Ariadne takes a hand some searching questions will be asked, and the team may find it hard to escape suspicion.

In either case there will be less tension in the village, and the Investigators can pick up rumours, summarised below (choose randomly):

1: Old man Ennals used to talk about blowing up the pylons on his land, but hasn't mentioned the idea lately. He's a demolition contractor and could do it if he wanted to.

2: Corey's Farm is doing very badly. The Ministry of Agriculture put down a lot of pigs there last year.

3: Wainwright's Farm has always been unlucky. No-one knows why. The last owner died in 1978, and it's never been sold. People visiting the farm always feel 'a bit creepy'.

4: When the new Salisbury to Bristol road was built workmen found dozens of human skeletons, at least two thousand years old, south-east of the village.

5: The commune on Thompson's Farm gave lots of home made jam to the last village fête. Maybe the people there aren't all bad.

6: The Southwell family have been burning their stubble when the weather is too dry, and nearly set the woods alight last year.

ACT 6: DRAWING CONCLUSIONS

By now the Investigators should suspect that a local farm is a base for Cultists. However, there are several possibilities. The Investigators must find good reasons to visit each farm and learn what is happening. These visits may take place before or after the Shambler is killed. If before, the team will be followed by police. If after, they may be alone.

Wainwright's Farm

This building incorporated stone blocks which were originally part of a megalith which was destroyed in 1896. They formed a new node in the local Ley lines, feeding magic points to the Cultists.

Ariadne visited this farm before the encounter with the Shambler, and destroyed the stones with a sledgehammer. Visitors will find collapsed buildings, surrounded by fine stone chips. She will return to the pool and destroy the stone there after the police and Investigators have left.

Corey's Farm

This estate has suffered several outbreaks of swine fever and other livestock diseases. This is mainly due to the meanness of Farmer Corey, a sixty year old drunkard who refuses to pay for veterinary treatment. Corey resents intruders, and will see them off his land with a shotgun. However, his weapon skill is only 15%.

Thompson's Farm

The Temple of Light and Truth, a movement devoted to enlightenment through meditation and the use of relaxing drugs, has run this farm as a commune since 1975. It is moderately prosperous, producing macrobiotic foods and medicines. The farm includes several greenhouses. Two hold small crops of marijuana, carefully surrounded by tomatoes. The 25 members of the commune live in caravans and the old farmhouse. The leader is the Reverend Tom Bombadil (a name assumed by Deed Poll), an ageing ex-hippy who was a minor pop star in the later 1960's (no unusual characteristics, skills, etc).

At first the villagers were suspicious of these newcomers, but time and participation in village life have eased these doubts. The commune regularly donates produce to village fêtes and bazaars, and several residents are members of the village sports teams, choir, and St John's Ambulance Society.

Investigators may notice that the residents are slightly secretive, and suspect that something is wrong. However, anyone making a Pharmaceutical skill roll will recognise a faint scent of cannabis. The members are devoted to peace, and will not harm Investigators.

Ennals' Farm

This establishment is run by Fred Ennals and his two sons. Ennals was a Royal Engineer during the Second World War, trained in the use of explosives. He owns a small demolition business, but all explosives are stored in an old quarry ten miles from the village. The farm is moderately prosperous, producing sugar beet and other vegetable crops. Livestock is limited to a small herd of cows, chickens and ducks, and a sty of pigs.

In the 1960's Ennals was convinced that the high-voltage cables passing over his land were bound to affect his crops and livestock. However, he had little evidence to support this theory, and eventually dropped his opposition. He is amused by the way ecological movements have taken up his old ideas. He thinks he originally got the idea in a conversation with an old neighbour, Eric Southwell, who was killed in a farming accident a few weeks later. The Southwell farm is now run by Eric's three sons and their families. Ennals doesn't like them much; they use intensive farming methods which he thinks are cruel to animals.

Southwell's Farm

This farm is further from the village than the other establishments the team will have visited, and is on the far side of a rise which tends to stop sounds travelling between the farm and the village.

Investigators will be met by one of the male adults of the Southwell family, or by 2-4 children, who will immediately get an adult. Visitors are not welcomed, but those with a good excuse (eg, pretending to be police, agricultural salesmen, or government officials) will be allowed to see two battery buildings used for calves and chickens. They may also be allowed into the lower floor of the farmhouse.

The farm hides several objects of Cult significance. There are no outward signs of these secrets; however, Investigators making Spot Hidden rolls will notice that there aren't any birds around. If questioned, the person showing them around will angrily deny that the use of pesticides is responsible for their absence (even if pesticides aren't mentioned). The real reason is that the magical field associated with the area's Ley lines scares wildlife away.

As the Investigators leave two children run past, and a girl (Ethel) stumbles against an Investigator. Spot Hidden: She pushes a note into the Investigator's pocket. If this roll is made all the Investigators should Spot Hidden. If successful, they will notice that several residents of the farm (all those listed below, except Mary) are watching them, and that all the men carry shotguns. Mary is covering them from the barn window, and is invisible to the team.

If the players wish to confront the Southwell's immediately the Keeper should use the details in the next act. However, it is likely that they will decide to wait, read the note, and approach at night. If so, the events described below will occur.

ACT 7: THE NATURE OF THE CATASTROPHE

The note is hastily scrawled, in pencil, on a scrap of rough paper. It reads:

There is something wrong here and I know that my family are doing bad things I think that something will happen tonight but they always make me sleep at full moon. Please help me! — Ethel

Southwell's Farm is at a focus of a network of Ley lines, criss-crossing southern England. Another focus is at Stonehenge, a few miles east. The network was discovered in the Neolithic era, and the strange Cultists of that time built their sacrificial sites to utilise the power it provided. This knowledge was almost lost in the intervening centuries.

In 1917 George Southwell, an American cousin of the family, visited Britain with the US Army, spending several days at the farm before travelling to France. He was a student of the Mythos, though not a Cultist, and realised that the farm was a site of power. He proved this by summoning a Fire Vampire, and his British relatives became obsessed with the idea of harnessing such forces. George promised to return after the war, and teach the Southwells more about the Mythos but he was killed in July 1918.

Over the next decades the family abandoned their ambitions, but they always remembered George, and his promises of control over man and nature. His explanation of the Ley line network wasn't remembered clearly, and the Southwells feared that it might be disrupted by the electricity grid. They started the local campaign against its introduction, but gave the credit to Fred Ennals.

In 1978 Jethro Southwell excavated foundations for additional buildings, and found a bundle, wrapped in oilskin, which had been

buried by George during his stay. It contained two rotting books. Under the bundle was a white stone slab, which pulsed with strange energy.

The family have cautiously studied the books, learning several Mythos spells and fragments of others. They have hidden the slab and are now committed Cultists, conducting human sacrifices each lunar month. The victims are hitch-hikers, picked up on roads within a hundred mile radius of the farm.

All the books describe Cthugha as the ultimate source of fire, and Jethro wishes to bring Cthugha to Earth to tap this power. He has already summoned Fire Vampires (one of which broke free and burned some fields) and opened a small gate. He intends to open a huge gate on the evening of the day the Investigators visit the farm. He visualises Cthugha as a humanoid god controlling fire.

The farm is a cluster of buildings surrounded by fields. Two tracks lead north-east and south from the farmyard. The south track leads to the main road, and is used by the family when they transport sacrificial victims.

The farmhouse is a two-storey building, as shown in the diagrams. There are six occupants with four children: Jethro is married to Alice, Margaret and Tom are their children. Brian is married to Jane, Ethel is their child. Alex is married to Mary, Peter is their child.

The girls know nothing about the Mythos, but Ethel suspects that something is wrong and has decided to do something about it. All four children have average characteristics and 8 hit points.

Jethro leads the family, but Alex and Mary are the most active students of the Mythos. In addition to the spells listed above, both know fragments of the spells *call Cthugha*, *elder sign*, and *enchant item*.

The farmhouse is a stone building. There are two .22 semi-automatic rifles in a locked cupboard in the office, with ten ammunition clips: fire 3 shots/round (one at start of round, one in order of DEX, one at end of round), 15 shots, damage 2d6, base 10%, range 75 yards, 10 points. A store room holds four large drums of paraffin. A loose flagstone in the kitchen floor covers a tunnel leading 50' East, emerging in a ditch by the farm road. A locked chest in Jethro's bedroom holds a badly damaged copy of *Nameless Cults* (Golden Goblin Press); +6%; Cthulhu Mythos, ×1 Spell Multiplier, -2d6 SAN; Spells *voorish sign*, then *create gate*, then *shriving*, fragments of *elder sign* and *enchant item*. All the outer doors and windows of this house can be barred or shuttered to withstand 8 points of damage.

The stables hold three tractors, an old saloon car, and farm machinery. The cabs of the tractors are enclosed, with wired glass windshields and side windows. The cabs give 4 points of armour. Maximum speed 25 mph over any terrain. The car is restricted to 5 mph over farm terrain. The machinery in the stables includes a cattle feed mincer, which contains fragments of human flesh and bone.

The barn, on the opposite side of the farmyard, is a wooden building used for Cult activities. The entrance is a locked double door, leading into a garage holding a pickup truck (a) and workbench (b). There are two petrol-driven chainsaws in the back of the truck. Chainsaws are usable as weapons: basic skill 5%, damage 4d6, Impale, breakage 14 points, DEX reduction -4 in combat. There are faint traces of human blood between the teeth of these saws, detectable by analysis. The main room is equipped for metal working, holding power tools (c) and an anvil (d). A roaring furnace (e) in one corner of this room is fed by a methane cylinder. Spot Hidden: The gas supply is disconnected. If the furnace is opened Investigators will see an iron ring, a centimetre wide, lying on its floor. Intense flames gush from the ring. A modified permanently open gate has been cast on it, with its other side near Fomalhaut. The furnace heats a boiler which supplies hot water to the farmhouse and battery buildings. There is ash on the furnace floor, containing significant quantities of human charcoal.

The upper floor is apparently a hayloft, but the bales (f) only surround the staircase and cover the windows. Two beds (g,h) are bolted to the floor. Eric Boothroy, a student from Cambridge, is tied to bed (g). He was attacked and kidnapped the previous night, and has a skull fracture. Bed (h) is vacant, but is marked with bloodstains.

A locked chest (i) holds ten dark red hooded woollen robes and a leather box containing a book and six butchers knives. The robes cover a normal figure completely, anyone wearing one gains +10% Hide ability at night. The book is an incomplete copy of 'On the Usage of Fire' (anon); 18th century American, contains descriptions of Cthugha and other fire creatures: +5% Knowledge, ×2 spell multiplier, -1d8 SAN. Spells *summon fire vampire*, then *bind fire vampire*, fragments of *summon Cthugha*, and prayers (no magical powers) to Cthugha etc. The knives are bloodstained.

An old cabless tractor (unfuelled) is parked besides the barn. A locked shed behind the barn holds a combine harvester; Speed 15 mph, enclosed cab (as tractors), equipped with a 15' wide cutter, damage 8d6, Impales, 45 points breakage. Use Operate Harvester skill -10% to hit. The harvester manoeuvres at DEX 2, regardless of the DEX of the driver.

Two small silos East of the farmhouse hold chicken meal and cattle feed. Analysis will detect traces of human blood and bone in the feed. The haystack South of these silos is oddly anachronistic, and doesn't fit in with the mechanised methods used on the farm. It is hollow, supported, by scaffolding over a 4' deep pit. There is an ancient sacrificial stone in the pit, surrounded by chalked ritual signs and patterns. Four butane lanterns illuminate the hold, kept burning at all times. The stone glows oddly, and is charged with 73 magic points.

The Southwells:	Jethro	Brian	Alex	Alice	Jane	Mary
Age	45	41	36	46	35	33
STR	12	14	11	7	9	15
CON	11	9	13	16	7	11
SIZ	12	12	17	9	7	9
INT	14	17	9	14	8	16
POW	14	16	11	7	6	17
DEX	15	17	11	14	15	18
APP	9	14	10	14	9	15
EDU	6	13	7	5	4	11
SAN	33	48	24	23	15	67
Hits	11	10	15	12	7	10
Cthulhu	19	23	29	9	11	27
Shotgun	60	55	40	-	-	70
Pistol	45	15	45	-	-	20
Rifle	40	30	20	-	-	40
Knife	25	65	25	45	60	55
Drive Tractor	70	55	75	-	-	40
Operate Chainsaw	55	75	45	-	45	25
Operate Harvester	45	25	45	-	-	25
Spot Hidden	35	45	30	75	85	40
Hide	35	55	25	60	40	75
Sneak	35	50	40	70	65	75
Weapon	1	2,3	1	3	3	2
Spells	A-C	B	A-E	-	C	A-E

Weapon Explanations: 1 = 12-bore pump shotgun, 2 = 12 bore double-barrelled shotgun, 3 = Knife

Spell Explanations: A = *create gate*, B = *summon fire vampire*, C = *bind fire vampire*, D = *shriving*, E = *voorish sign*

In addition to the adults, four children live on the farm:

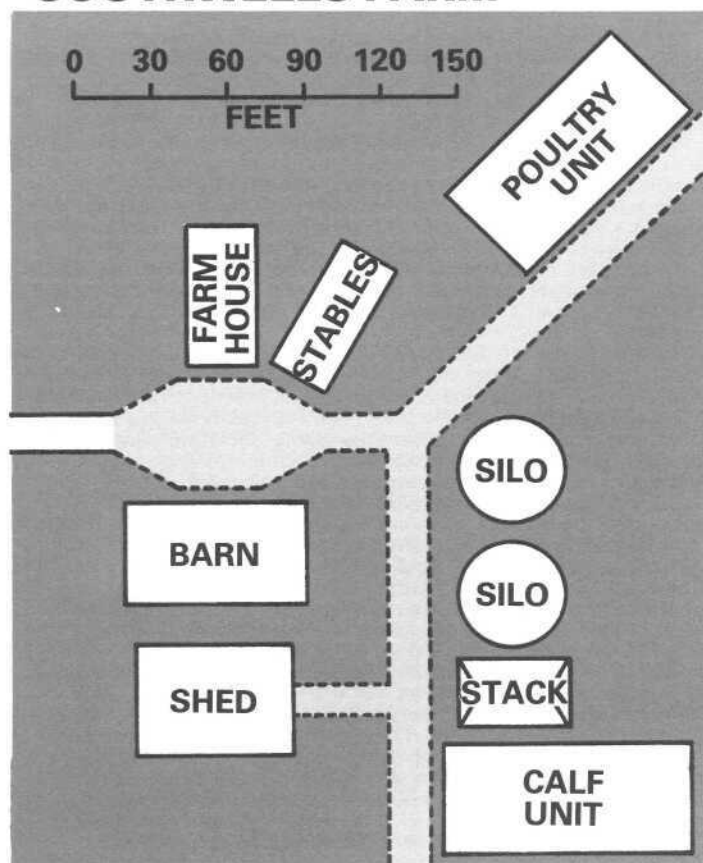
Margaret - age 10, retarded, no knowledge or skills

Ethel - age 11, no special knowledge or skills

Tom - age 11, 7% mythos knowledge, 15% shotgun

Peter - age 14, 9% mythos knowledge, 35% shotgun.

SOUTHWELLS FARM



Other structures on this farm are irrelevant to the scenario, except as possible background to combat. However, the two factory sheds each hold several thousand animals in cramped captivity. If they are burned, and animals are trapped, Investigators must make a SAN roll or lose 1-3 SAN as they hear the animals scream. There are other sheds and barns, mostly in ruins, further from the house.

A typical ceremony is conducted in the following stages:

1: At 9 pm the girls are sent to bed, with a drink of hot milk containing crushed sleeping pills.

2: The family wait until dark, then move to the barn and don their ceremonial robes. All carry weapons. The sacrifice is clubbed unconscious and carried to the sacrificial stone. The two boys guard the stack from the calf unit and tractor shed.

3: Jethro and the rest of the family chant and pray until midnight, then all plunge their daggers into the victim as one of the brothers casts whatever spell is intended.

4: When the ceremony is complete, and the spell has been cast, the sacrifice is hacked apart. The heart and brain are thrown into the furnace in the barn, and the rest of the body is cut apart (with knives and chainsaws), ground, and mixed into the animal food.

Tonight Jethro intends to cast a *gate* spell, utilising all the POW stored in the stone, and open a huge portal to Fomalhaut. He hopes that Cthugha will use the gate to travel to Earth. If he can cast the spell Cthugha will arrive, accompanied by its retinue of Fire Vampires, and devastate the farm. Some of the Vampires will be attracted to the electricity grid cables, and follow them east towards Bristol, destroying Ennals farm, Coreys Farm, and Lower Poolford en route. Fire services will be slowed by the danger of electrocution and the fast movement of the Vampires. If this occurs 10d10 inhabitants of Lower Poolford and 10d100 inhabitants of Bristol will be killed.

Ariadne will arrive simultaneously with the team, carrying a sledgehammer and her knives, and follow them towards the farm. She moves quietly, but won't hide from the Investigators. She will only talk to them if they are about to do something stupid, such as attack her. Once combat starts she will attempt to destroy the stone, killing anyone who interferes (including Investigators). She regards the team as expendable, but won't kill them unnecessarily. She will try to avoid turning anyone to stone, since this is difficult to explain and might make people believe in Gorgons. Meanwhile the cultists will try to kill the Investigators and Ariadne, using firearms, tools, and vehicles to attack them.

For each round after combat starts there is a cumulative 10% chance that one of the Ennals will hear something and call the police. The units described above will arrive 2d4 minutes later. Fire brigade units will take another 5+1d6 minutes to arrive.

When the stone is destroyed Ariadne will leave, even if the Investigators are losing. She will kill any Cultists she encounters, but won't do anything else to help the team. If there is time she will go to the furnace and pull the ring out with tongs, then smash it with her hammer.

ACT 8: DRAW THE BLINDS ON YESTERDAY

Keepers who have used the British library will know that access is now under tight security control, and that readers rarely enter the areas where the books are kept. The scenes set in the library have been simplified to avoid adding unnecessary complication, and to give Investigators more room to manoeuvre.

Provided there is no major catastrophe, the police will be alerted within a minute of the start of combat. (The police will be disorganised if Cthugha appears, but the team probably won't survive to take advantage of their absence). Once alerted, the team in the village will drive out in two cars and a van, and investigate cautiously. Meanwhile backup units from local towns will set up road blocks to the east and west, searching all cars. This won't impede Ariadne, since she can use her powers to pass such blocks (and may even commandeer a police car). Investigators will not escape so easily. More police will arrive in 10+1d6 minutes, equipped with riot shields, sniper rifles, and tear gas.

The Investigators may have difficulty explaining their actions (and will probably be arrested until the situation is clarified), but discovery of the human remains and kidnap victim on the farm should lead to their release. The Investigators will not be allowed to keep anything they have removed from the farm, unless it is hidden well enough to survive a police search.

If any supernatural relics remain (such as the ring or a victim of Ariadne's gaze), the farm will be occupied by military personnel and scientists for the indefinite future. Secret orders (written in the 1920's) will lead to the impounding of these items, for storage in an old mine somewhere in the north of England. The team will be asked to sign the Official Secrets Act. Any surviving adults of the Southwell family will be tried for murder and conspiracy to murder, sentences ranging from ten to thirty years with compulsory psychiatric treatment. The trial will give the team some publicity, but press reports will be biased to suggest that the Southwell family were terrorists, not Cultists. The boys are too young for normal imprisonment, and might be released quickly, to give the Investigators more trouble in the future.

Some of the Investigator's possible actions, such as burning down the house without rescuing girls, or killing unarmed members of the family, might easily lead to criminal charges. The team have no special right to escape justice.

The only remaining loose end is Ariadne. If she survives the farm she will probably escape completely. Investigators may be confused by her actions, and suspect (wrongly) that she is a Mythos creature. Tracing her to Greece is easy, but actually locating her should be fiendishly difficult. She has had centuries to prepare her defences, and knows that some investigation is likely. Her home is guarded by corrupt police officers, local peasants, sophisticated alarm systems, ancient and modern booby traps, and subtle misdirection. Everything the Investigators do will be watched, and interference is inevitable. She will take these precautions even if the team only wish to talk to her, or return her knives. After all, she doesn't know what they really want.

The team should finish this scenario knowing more of the Cthulhu mythos, and with a better idea of the complexities of an adventuring career in the 1980's.

Other rewards are left to the Keeper's discretion.

APPENDIX 1: CHARACTER GENERATION FOR 1980's BRITAIN

The Keeper should use normal rules for character generation, but should allow the players to buy specialised skills with no 1920's counterpart. Some suggested skills:

Computer Programming, Electronics, Hang-Gliding, Nuclear Physics, Phone Phreaking, Pilot Helicopter, Pilot Jet Aircraft, Skydiving, Streetwise, etc.

Additionally, some skills should be extended to incorporate modern innovations:

Library research — add the use of databases, microfiche, microfilm, and other unusual records.

Pharmacy — add recognition of controlled and illegal drugs, truth serums, etc.

Treat Poison — add treatment of drug abuse.

Wages should be adjusted to modern levels, as should the prices of equipment. There are more restrictions on the ownership of firearms and other weapons than in the 1920's, and the Keeper should ensure that players either obey such laws or face real legal problems.

Despite technological innovations, firearms should still malfunction on a roll 96-00.

Further information on 1980's adventuring can be found in two articles in *White Dwarf* (issues 42-43), both entitled *Cthulhu Now!*

APPENDIX 2: FOR YOUR INFORMATION

'*The Girl with Kaleidoscope Eyes*' is a quotation from *Lucy in the Sky with Diamonds*, by the Beatles.

'*Nature of the Catastrophe*' is a short story collection edited by Michael Moorcock and Langdon Jones.

Keepers may find the following sources useful in writing their own modern-day mythos adventures:

The Naked Matador — Roger Zelazny (Story); *Helter Skelter* — Vincent Bugliosi and Curt Gentry; *Cults of Unreason* — Dr Christopher Evans; *Can You Speak Venusian* — Patrick Moore; *The New Apocrypha* — John Sladek; *Black Aura* — John Sladek; *The Final Program* — Michael Moorcock.

Also the films 'The Texas Chainsaw Massacre', 'Prime Cuts', and 'Straw Dogs'. □

Crawling Chaos is our new bi-monthly column for players of Call of Cthulhu, edited by Marc Gascoigne... This month, we present a disturbing piece which has just come into our possession. Thanks to the diligence of Steve Williams and Mike White in unearthing the following document, we are able to present to you...

THE BEARERS OF THE MARK

Most experienced investigators will have come into contact with Masonic orders and brotherhoods. Whilst these organisations can claim to have extensive contacts and manipulative power, their weakness lies in the virtual impossibility of maintaining their anonymity whilst remaining discernable to fellow members. There exists one society, however, whose members have developed a means of communication extending far beyond the surreptitious handshake.

The origins of the *Bearers of the Mark* are shrouded in mystery and intrigue; its existence was first hinted at in a Home Office memo which brought to the attention of the Minister concerned the resurgence of a once-popular masonic order. The memo apparently suggested that the group's policy of global recruitment might pose a potential security risk. Membership included, it was said, Latin American merchants, foreign diplomats and notable Europeans of all political persuasions. The matter was never followed up, due to the early retirement of the sender of the memo owing to a crippling nervous disorder with which he was sadly afflicted.

The society may have remained secret to this day, had it not been for the notes of a certain Doctor Eustace de Phyle. During the month of August, 1927, he was visited regularly by a patient calling himself Ernest Gracilla, who claimed to be in the process of physical transformation. Notes on the case were meticulously recorded by the doctor in a personal case file, the pages of which have since come into our possession. A brief extract from the file reads as follows: "... his delusion has reached horrifying proportions. So strong is his belief, he has taken to punctuating his speech with pained moans and whines. All my tests show Gracilla to be of sound constitution, yet he stumbles and shakes as if possessed..."

In the days that followed, the patient's physical condition rapidly deteriorated. To subdue his patient, de Phyle administered tranquilisers, with alarming results.

"... the patient awoke during the early hours, and began talking quietly to himself. I noted a dramatic change in his character. He lay relaxed, gazing in bewilderment from the nearby window at the awakening city below him. His words were barely audible, yet they were not the incoherent babble of a madman... he spoke of a strange

brotherhood, who held 'marks', the names of which grew in significance as the hours passed. I have recorded all I could of his strange story..."

Doctor de Phyle had been fortunate enough to stumble upon an initiate member of the 'The Mark'. We have attempted to rationalise what we could of his notes, and present them below.

Administering the Mark

The secrets of the Marks are held by three brothers, and only they fully understand the many powerful symbols at their disposal. It is through them that initiates learn the varied uses of specific symbols. Most of the Marks recorded are described as being administered by the middle finger of the left hand, either onto an inanimate object or directly to the forehead of the recipient. The majority of the Marks are completely undetectable to non-initiates, but in exceptionally cold conditions they may appear as faint blue marks on skin or radiant turquoise on stone.



Initiate Mark

New members of this order have a distinctive Mark denoting their position within the organisation. It is drawn onto the forehead by a brother or superior. It is visible to all fellow members and allows immediate recognition worldwide. Removal of the Mark requires a retracing by one of the original officers at the initiation ceremony.

Waywords

One of the first skills taught is the reading of *Waywords* (writing is taught at a later stage). These recorded messages are ingrained psychically into a symbol, usually a circle or spiral, and can be read simply by tracing the outline with the index finger. The recorded thoughts of the author are then transferred directly to the mind of the reader. These Marks are primarily drawn onto walls or doors to warn or advise fellow members of what lies beyond. If detected, these messages give no visible clue as to their content. *Waywords* are usually designed

to only be read once, and often have a limited lifespan.

Zenos Strip

Despite the cloak of secrecy that surrounds the Bearers, non-initiates have tried to unlock the mysteries of the brotherhood. An effective way of identifying such inquisitors can be achieved by the application of a *Zenos Strip*. Once administered to the forehead (usually while the victim is asleep), the stranger will be instantly recognisable to initiates. He himself will be unable to see the strip, but may experience hot flushes when in close proximity to an initiate.

Lock of Hypnos

Another subtle yet effective way of discouraging unwanted attention is through the *Lock of Hypnos*. These will 'lock' the victim into either of two states – asleep or awake. The former is more usual, since the victim is usually asleep when the Mark is drawn, and causes unwakeable sleep, leading to coma and ultimately death. The latter deprives the victim of full mental recuperation: the sleepless nights will eventually cause rapid physical deterioration and a slow drift towards madness. The effects of either form of the *Lock* can be reversed by retracing the Mark.

Wards of Zenos

Those previously marked with a *Zenos Strip* can be further discouraged from investigating by the placement of *Wards*. These large symbols are drawn on the ground, where they remain inert and unseen. Should anyone bearing the *Strip* attempt to pass over the *Ward*, he will experience violent nausea, and may pass out.

The Brand of the Beast

The greatest punishment meted out by the Bearers to renegade initiates and investigators who get too close appears to be the *Brand*. Its potency is indicated in its method of transferal, as it does not need the presence of the intended victim when it is generated. Ernest Gracilla received his *Brand* in the form of an innocuous letter. This purported to be from a gentleman claiming to be an estranged cousin, but it was the writing paper itself which attracted his attention. It was written on a thick piece of foolscap, with a curious, faint indentation beneath the writing, like a heavy watermark. The hapless Gracilla curiously traced his fingers over the paper, and unwittingly activated the *Brand*. He remarked later to Doctor de Phyle that he instantly felt a queer sensation, and instantly knew that this '*Brand of the Beast*', as he called it, had been sent by his former masters as retribution for his disloyalty. The effects of the *Brand*, an apparent metamorphosis into some form of vile creature (in Gracilla's case, a ghoul), seem only to occur in the imagination of the victim. As de Phyle says in his case records:

"... standing in front of the mirror, he would cry pitifully, clutching his face with his hands. Time and time again he would try and convince me of the supposed changes to his face... all I could offer was sympathy to a man so horribly twisted by his own imagination..." □

The Horse of the

White Horse of the

A Call of Cthulhu Scenario by A J Bradbury

INTRODUCTION

This scenario is freely adapted from William Hope Hodgson's short story of the same name. Despite the deliberately misleading initial plot the climax of the action will bring the investigators in contact with a particularly dangerous creature bent on wholesale destruction. Keepers should reserve this scenario for a time when player characters are comparatively fit and healthy.

KEEPER'S INTRODUCTION

The players must be encouraged to take this case – apparently a simple, if somewhat fearsome, case of haunting – on the grounds of compassion. The sanity, and just possibly the life, of a young woman (Mary Hisgins) is threatened by the manifestation of an ancient family curse – the White Horse of Shalladholm. Miss Hisgins is a most attractive young woman who has recently become engaged to Sub-lieutenant Charles Beaumont. The hauntings began almost as soon as the engagement was announced. One of the investigators will know of the case either through social connections, a childhood friendship

with Miss Hisgins or, for added tension, because one of the male investigators was himself nearly engaged to Miss Hisgins at some earlier date. (In the latter case the break-up of the romance will have been by mutual agreement, allowing a continued friendship.)

The Curse of Shalladholm

The curse of the White Horse of Shalladholm (the ancestral home of the Hisgins family for over six centuries) dates back nearly four hundred years. The curse arose out of a romance between the son of the village blacksmith and the only daughter of Vere d'Veve Hisgoine in the 1530's. Not surprisingly, Hisgoine had no intention of seeing his daughter besmirch the family escutcheon by such a degrading liaison. Instead of simply sending her off to stay with relatives in London, however, he took the law into his own hands (he was, after all, the local magistrate), went into the village and beat the young swain within an inch of his life. The young man did, in fact, survive the beating, but at the price of irreparable physical damage. Ironically the exertion triggered a heart condition the Squire had been developing for some time past. Within a month of the beating Squire Hisgoine was dead and buried.

In these circumstances the blacksmith expected that Miss Hisgoine would prove her devotion to his son by marrying him. Yet Miss Hisgoine chose, instead, to marry a distant cousin. What the enraged artisan did not know was that the dead squire had entirely squandered the family's wealth and that the marriage was one of convenience rather than love. In his anger the blacksmith, with the help of a local occultist, caught and slaughtered the late squire's favourite horse – a white stallion – swearing that, whenever a female member of the Hisgoines became engaged, the spirit of the stallion would return to destroy the match, and if possible, the girl herself.

In the first two hundred years following the raising of the curse five female members of the Hisgoine family were affected by the curse. Two committed suicide, one 'fell' from an upper window, one died of a 'broken heart' (heart failure?), and the last died one evening in the manor grounds, apparently kicked by a horse (though no horse was known to be in the area except the two docile family horses safely stabled on the far side of the house).

Since that time some seven generations of Hisgins (the name was Anglicised at the time of the Napoleonic Wars) have passed without a single female child surviving beyond the age of ten. Thus the curse is now regarded as a quaint myth rather than a genuine danger. The investigators will need to make a successful Library roll, with only half normal chance of success, in order to find a record of the events described above in the Hisgin's library plus three hours of research. If they don't find this record the Keeper should not give any other confirmation of the truth of the curse.

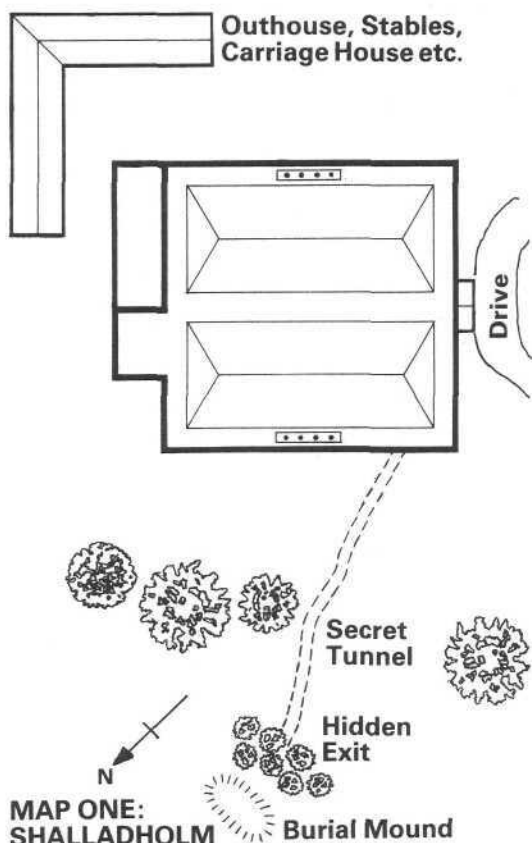
The investigator who is already acquainted with the Hisgins will naturally wish to take the case, and it is assumed that the other players will agree to accom-

pany him/her. In this case they will all be invited to spend a long week-end as guests at Shalladholm.

Once the investigators take up residence at the manor house a series of hauntings will occur. These must be organised in the order given below, though the exact speed at which events reach their climax is very much a matter left to the Keeper's discretion. Above all the Keeper must ensure that the investigators have every possible chance to interpret the hauntings as purely man-made phenomena, or at worst as the work of a poltergeist, whilst not deliberately obscuring the occasional hints that a far more terrible evil is involved.

INVESTIGATOR'S INTRODUCTION

The Hisgins family – Captain Saul Hisgins (Army, retired), his wife Emily, and their daughter Mary – live at Shalladholm, the manor house of the remote village of Lower Shallad in Norfolk (Map One). The family, and servants, are all aware of a family legend that no daughter of the family may ever survive long enough to get married. No-one knows where the legend comes from or whether it has any truth to it. Indeed, since there have been no female Hisgins who survived beyond the age of seven or eight (for entirely natural reasons – poor medical facilities, genuine accidents, etc) the legend has never been put to the test for over seven generations (about 180-200 years). It might not have been mentioned now but for some strange events which have occurred over the three week period since Mary Hisgins became engaged to Charles Beaumont who has been staying with the family for some time. (The explanation for Beaumont's extended presence will depend on the period in which the game is set. He may be convalescing, from a wound or an illness



MAP ONE:
SHALLADHOLM

contracted in distant parts, between postings, etc.)

As soon as the investigators arrive at Shalladholm they will be told of the three 'hauntings' which have occurred so far:

1. On the day of the engagement, before it had been officially announced, Mary and Beaumont were in the great corridor about dusk – before the lamps had been lighted. Without any warning they heard a grotesque sound like a horse neighing. The next moment Beaumont received a tremendous blow or kick which broke his right forearm. When servants responded to Miss Hisingins' screams, with lamps of course, they could find nothing to explain the event either in the corridor itself or anywhere else in the house.

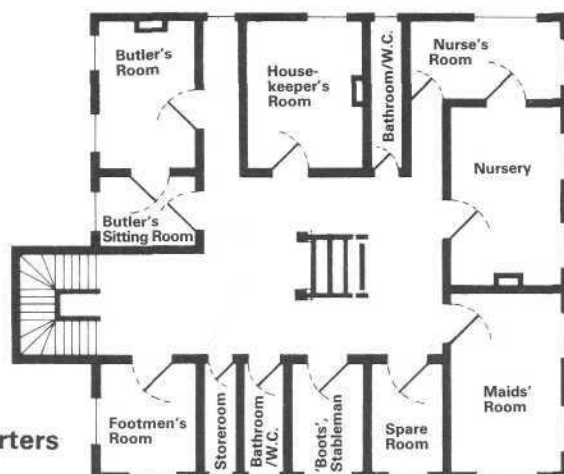
2. Three days after the engagement Beaumont and Captain Hisingins were woken by the sound of terrified screams from Mary's bedroom. They both lit lamps and arrived at Mary's bedside almost simultaneously. The young woman claimed to have been woken by the sound of a horse neighing close beside her. Almost as soon as she awoke the sound stopped and there were no further phenomena. Beaumont then went and woke the butler and the three men made a thorough search of Mary's bedroom and the adjoining corridor. With no success.

Over the next couple of weeks both Beaumont and Mary, separately and together, heard the sound of hoofbeats and/or neighing on almost a daily basis – but always at a distance. The third 'threatening' event has occurred only two days before the investigators' arrival.

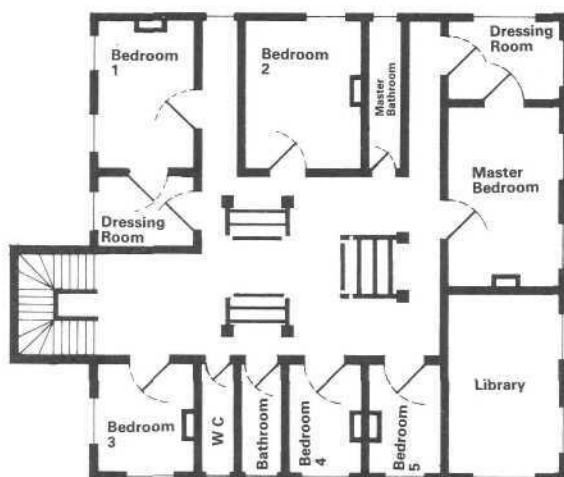
3. Again at dusk, whilst seated in a room off the main hall, both Beaumont and Mary heard the sound of hoofbeats approaching the front door. (If the period is suitable this will be the aunt's boudoir and the aunt will be chaperoning the couple.) Disregarding the notion that 'discretion is the better part of valour' Beaumont went out into the darkened hall, opened the front door and stepped outside. For a moment Beaumont felt relief as the hoofbeats had ceased and there was nothing to be seen in any direction. The next instant his apprehension was renewed and intensified as the front door crashed shut behind him and for several minutes resisted all his attempts to re-open it. And when it did open, as suddenly as it had closed, the situation got worse rather than better.

As Beaumont stepped back into the hall he naturally turned to close the front door. It was then that he heard a sound which he interpreted as that caused by his sweetheart blowing him a kiss from the far side of the hall. Turning back Beaumont began to raise his hand to return the kiss – and at the same time realised that there was, in fact, no-one in the hall but himself – at least there was no other human being present! He immediately shouted to Mary to stay where she was, no matter what might happen, and started across the hall. By the light of a torch made of a bunch of matches Beaumont crossed the tiled floor, despite hearing a second kissing sound only a few feet away. Finally, as he reached the room where Mary

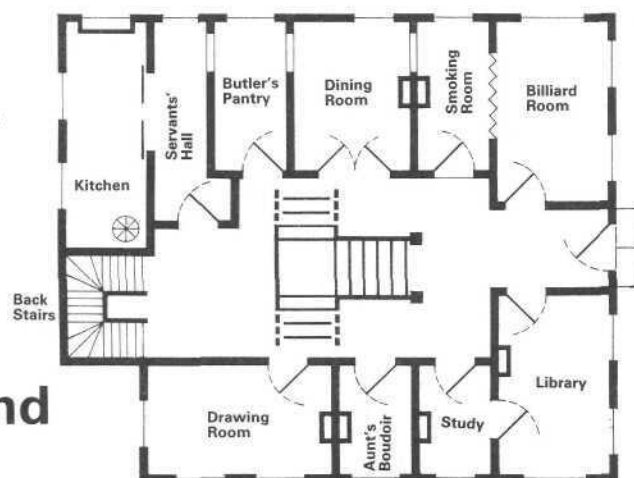
Top Floor Servants' Quarters



First Floor

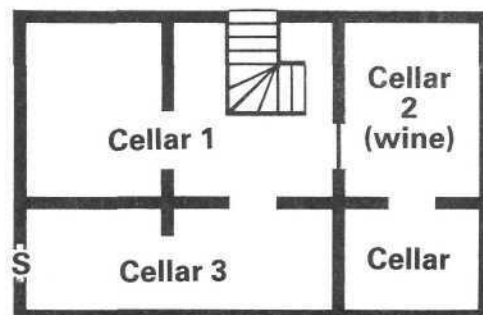


Ground Floor



FLOOR PLANS OF SHALLADHOLM

Cellars



waited, they both heard the sound as of a great hooved animal galloping away down the drive.

Note: The Keeper may legitimately encourage, or even initiate, any discussion of the possibility that at least some of the events described may have an entirely rational explanation – a draught blew the door shut, Beaumont may have been unable to open the door simply because he was turning the handle the wrong way, etc. However, neither Beaumont or Mary will accept such explanations and the Keeper must not force them on the investigators against their better judgement.

THE FIRST DAY

On the assumption that the investigators will spend a reasonable part of the first day of the adventure in preparation and travel their arrival at Shalladholm should be timed for the late afternoon or early evening. What time remains to them should be taken up with meeting the family and servants, hearing the tales outlined above, dinner and, if they take the opportunity, there is sufficient time to explore the library and discover the material on the Curse of Shalladholm.

There will be no onward events during that day or the first night.

THE SECOND DAY

During the second day the investigators may do whatever they wish with one exception: they must not be allowed to make a thorough search of the cellars of the house. If necessary the Keeper may invent another appearance of 'the horse' (preferably well away from the house), a visit by a local police officer or any other suitable means of heading the players off as subtly as possible. Floor plans should be made available to the players as and when they move into the relevant areas. No unnatural events occur until after dinner on the second day.

Enter the Horse

If the Keeper has been forced to introduce the horse already, as a diversion, he must ensure that the phenomenon ceases before any of the investigators have a chance to witness the alleged manifestation. Their first chance for a first-hand experience of the haunting will come at approximately 9.30-10.00pm on the second day.

At this time dinner will be over and the players will be either in the lounge (taking coffee with Mary and Mrs Higsins), or in the billiard room (with Beaumont and Captain Higsins). After enough time has passed for a couple of games Mary will come into the billiard room to invite anyone present to come for coffee. All will agree. (If anyone has an alternative idea the Keeper may insist that they have a duty to guard the young couple whenever they are together.)

Once everyone is clear of the billiard room (and the door is closed) the sound of hoofbeats will be heard loudly from within. All investigators present must make their SAN roll or lose 1 point of SAN. At this point Mary will flee towards the stairs where she will be protected by her father who seizes a cavalry sabre from a display in the hall. Beaumont will go to his room to fetch his gun and any investigators who possess fire-arms

should be encouraged to fetch them.

When everyone involved is assembled in the corridor ready for the assault on the billiard room the hoofbeats will suddenly speed up and come straight through the door, along the corridor and up the stairs towards the Captain and Mary. They will then stop just short of the Captain, and the event will be over. There will be no further occurrences on the second night until just before dawn, then the sound of heavy hoofbeats will be heard in the grounds for between three and five minutes.

Notes. The 'trigger' for the charging hoofbeats will be the moment that the handle of the billiards room door is turned. If any investigator should decide to try and enter the billiards room before everyone else is ready this will still cause the hoofbeats to gallop out of the room to the stairs. Anyone standing in the corridor during the charge automatically loses 1 point of SAN.

Any investigator who initiates an overnight guard on Mary and Beaumont may be rewarded with 1 point of SAN or POW per person (ie one point for guarding Mary, one point for guarding Beaumont). The Keeper may suggest, through Beaumont or Higsins, that the guards work in shifts. If any of the guards leave their posts when the hoofbeats are heard in the early morning they will see nothing but may be penalised as the Keeper sees fit.

THE THIRD DAY

Due to the upsets of the previous night most of the main characters, especially investigators who have been on guard duty, will probably sleep late (11.00am-12.00pm). Little will happen during the afternoon, with one exception.

Any investigator(s) who engage Miss Higsins in conversation will learn that she is expecting the arrival of her cousin, Harry Parsket, sometime during the day. Outwardly Miss Higsins will express the utmost confidence in Parsket, but if the player(s) involved can make a successful Psychology roll they will realise that Mary has certain unconscious reservations about her cousin.

Alternatively, any investigators in the bedroom area in the early afternoon may attempt a Spot Hidden roll. If successful they will note a house maid preparing one of the empty bedrooms for occupation. If the maid is questioned she will only say that Mr Parsket, Mary's cousin, is expected to arrive before dinner. If a player can make their fast talk roll and offers a reasonable bribe the maid will explain that there was talk in the servants' hall of a possible romance between Mary and Harry Parsket about 18 months ago, but nothing ever came of it.

Danger in the Park

Harry Parsket will arrive in Shalladholm not more than an hour before dinner (when members of the party are due to dress for dinner). If any investigator is close to the front hall within ten minutes of Parsket's arrival they may attempt a Spot Hidden roll and an Idea roll. If rolls are successful the player will notice that Parsket looks remarkably fresh for someone who is supposed to have travelled down from London by steam

train, and it will occur to them that Parsket may actually have been in the area for at least 24 hours before his alleged arrival.

About ten minutes after he arrives Parsket will take his bags up to his room (he hasn't brought a valet with him) to prepare for dinner. Captain Higsins will invite the investigators to take drinks with him before dinner. Only then will they discover that Mary and Beaumont are not present (in fact they have gone for a walk in the grounds!). Even if the investigators start after the lovers immediately, they will still be too late to prevent the events which follow.

Not less than ten minutes after Parsket's exit screams will be heard from the manor grounds. Captain Higsins will immediately get his sabre and rush outside. The butler will, quite independently, take up a shotgun and a lamp and also run out into the park, possibly accompanied by one or two footmen (the footmen, if any, will carry clubs of some kind rather than fire-arms). The investigators may take whatever measures they choose.

Once outside the players will find that the grounds are obscured by a fairly heavy mist which reduces the effectiveness of lamps and torches as well as distorting sounds. At first the situation will be one of total confusion, then the players will hear three sounds quite nearby, firstly a bloodcurdling, gobbling neighing sound, then a shout from Harry Parsket, and then a pistol shot. The sounds will come at intervals of no more than one or two minutes each. Shortly after the shot is heard the players will find Beaumont standing over the prostrate body of Mary Higsins. Beaumont holds a smoking pistol (obviously he fired the shot) and has a deep cut across his forehead. Miss Higsins has fainted.

If questioned by one of the investigators Beaumont will explain that they felt a presence whilst walking in the park and began to walk briskly back to the house. After having gone only a few paces they heard what sounded like hoofbeats behind them. They began to run, but Mary tripped over a tree root – and began to scream. Beaumont turned to face the sound and saw a huge horse's head rearing up out of the mist. He only had time to loose off one shot before being struck across the forehead. He had only just regained his feet when the 'rescue party' arrived.

Any player making a Spot Hidden roll as soon as the couple are found (ie before any questions/discussions begins) will notice that Parsket seems to be sweating rather heavily, despite the chill mist.

HARRY PARSKET

It will be clear by now that Harry Parsket, cousin and friend (but from his point of view, rejected suitor), is out to break the romance between Beaumont and Mary Higsins by resurrecting the legend of the White Horse of Shalladholm. As time passes, however, he is moving towards the idea that it might save a lot of time and trouble if he were to simply kill Beaumont.

Parsket is, of course, quite mad, though still able to conceal this fact unless a skilled psychologist/psychiatrist makes a deliberate study of his behaviour over



several days. According to WH Hodgson, Parsket's activities merely serve to conceal the reality of The Horse. Keepers may feel, however, that Parsket has already found the Sigsand Manuscript and is using the *bind squarch* spell to control the creature. In this case Parsket's control over the squarch will become more and more erratic as his manic behaviour increases so that the climax of the case will be the same in either case. If the investigators, should by any chance, attempt to apprehend Parsket prematurely this will merely hasten his final loss of control over the squarch, which will then attack as soon as darkness falls.

Harry Parsket

Age: 28.

STR: 11; CON: 11; SIZ: 13; INT: 14;
POW: 15; DEX: 9; APP: 12; EDU: 13;
SAN: 0; Hit Points: 12.

Skills: Debate 70%, Fast Talk 60%,
Psychology 50%

Weapons: Apart from his attacks on Beaumont, Parsket will only become violent if cornered. In this case Parsket will use any weapon that comes to hand. Even with his bare hands, and fingernails, he will do 1d3+1d6 damage.

Profile: Well-educated, physically healthy although used to easy living.

IN THE CELLARS

Events in the cellars of Shalladholm will depend entirely on who enters them, and when. On any occasion there is a 20% base chance that the squarch will be loose either in the cellar or in the adjoining tunnel. Add 20% if a lone male investigator enters the third cellar (30% for a female) or 10% in the case of two or

more people plus a further 20% anytime during the hours of darkness. The one exception to these figures is if Mary His-gins enters Cellar 3, in which case the

chance rises to 100%, regardless of who else is present.

Sooner or later the investigators will surely wish to search the cellars. There are, in fact, three adjoining cellars, though only the second and third have any special significance.

Cellar 1 – is used for the storage of wine. The players may search high and low but they won't find anything here.

Cellar 2 – is used for storing odds and ends (mainly junk) which fills most of the area except a central aisle leading through to the third cellar. Any investigator making a Spot Hidden roll will find a pile of wood in one corner including several long poles, smallish blocks, and some odds and ends of string. A successful Idea roll (if needed) will bring out the fact that a fair imitation of hoofbeats on the ground floor and part way up the stairs could be achieved by anyone hitting the cellar ceiling with wooden blocks tied to two of the poles. (Even if Parsket is using *bind squarch* these clues should still be available – as a red herring!)

Cellar 3 – is the danger area, as outlined above. There is more junk scattered around this cellar, though none of it is significant. There is, however, a hidden entrance to a tunnel leading into the manor grounds. Since the squarch can pass through solid objects, and Parsket doesn't know about the tunnel, the entrance has not been opened for over a hundred years (when it was used by the eldest son when he wished to slip down to the village undetected by his somewhat puritanical parents). Normally, then, a player would need to make a Spot Hidden roll of one-fifth of their normal percentage to find the entrance.



However, if a lone investigator enters the cellars and encounters the squarch it will kill him/her and force the entrance open in order to drag the body through the tunnel. In this case small traces of brick dust, broken cobwebs, etc, will make the entrance clear on a straightforward Spot Hidden roll.

If Mary Higsins enters this cellar alone (extremely unlikely!) the squarch will kill her. Otherwise it will merely make its presence known by the gobbling, neighing sound, and retreat into the tunnel. Anyone entering *Cellar 3* must make their SAN roll or lose 1 point of SAN due to the miasma of evil that pervades it. Anyone hearing the squarch whilst in here loses 1d3 points of SAN (without the option). If the party splits up whilst searching the cellars only those players in *Cellar 3* will be able to hear the squarch if it does turn up.

Notes: If a search of the cellars is arranged then, unless the players absolutely refuse it, the Keeper should ensure that Mary, Beaumont and Parsket are all included in the party. These three will automatically follow any investigator into the third cellar.

The hidden entrance can *only* be sealed using the Saaamaaa Ritual sign to be found in the Sigsand Manuscript, the Elder Sign is *not* sufficiently powerful to stop the squarch since it can project itself round the sign rather than having to pass through it.

The Tunnel

The tunnel from the third cellar is a fairly stable construction, despite having been built as far back as the time of the English Civil War. The fact that its exit into the manor grounds lies close to the grave of the dead stallion is actually pure coincidence. Since it has been used quite regularly by the squarch, it too has an atmosphere of evil about it so that players entering the tunnel from either end must make their SAN rolls or lose 1d4 SAN points. If, however, an investigator has been killed and dragged into the tunnel then the body – with the head and upper torso removed by a single, huge, semi-circular bite – will be found lying a few yards in from the mound end of the tunnel. Anyone finding a body in this state loses 1d6 SAN points with no chance of making a saving roll.

Finding the outer entrance to the tunnel will demand a successful Spot Hidden roll whilst in the area of the burial mound.

THE FOURTH DAY

Assuming that nothing has happened to precipitate events the climax of this adventure will occur around dusk on the fourth day. This means that the daylight hours of the day, during which all is quiet, will be the last opportunity for the investigators to find the special materials in the library.

As any Keepers worth their salt will have impressed on their players by now, the only time of real danger (excluding trips to the cellar) is during the hours of darkness. It is to be expected, therefore, that the players will have adopted some kind of regular protection for Miss Higsins and Beaumont from sun-down to sun-up each night. They should also be ready to bring this case to a successful conclusion (especially if they've found

the Sigsand Manuscript and studied it).

The final confrontation, as described by Hodgson, takes place at a specific location and at a specific time. In practice, however, it would be fairly difficult to stage the events exactly as Hodgson describes them so keepers may run the scene to suit themselves within the following guidelines:

1: The scene *must* be set after dark and will be preceded by sounds of hoofbeats in the grounds.

2: Parsket must be given a reasonable excuse for going off by himself shortly before the first event.

3: Within a few minutes of Parsket's exit the sound of neighing and hoofbeats will be heard close to the investigators and the lights will go out (except for any candles the investigators may have lit).

4: The sounds described above are being made by Parsket, who is now wearing a model of a horse's head and carrying a weighted pole with an iron horseshoe at the end. His insanity has now taken over and his only interest is to reach Beaumont and kill him.

5: The Keeper may make the ensuing battle as violent or brief as he likes, but Parsket *must not* be killed. Once he is brought under control the investigators may question him for a few moments and the Keeper should encourage them to believe that the mystery is over.

6: After an appropriate interval the neighing sounds and hoofbeats will be heard again somewhere within the house, and getting closer. The Keeper may encourage the idea that Parsket is managing to produce sounds somehow, though Parsket himself will be absolutely terrified as he knows that this is the real horse approaching.

7: What happens next will be decided by previous events (and the Keeper).

If the investigators have the Sigsand Manuscript they will be able to *bind* and then eliminate the squarch once and for all – for which they should receive an appropriate reward.

If the Sigsand Manuscript has not been found, but Miss Higsins is adequately protected, then Parsket should be allowed to break free and place himself between the horse and Miss Higsins. This will result in his death (from a heart attack brought on by fear), but won't solve the main problem – it will be up to the Keeper to decide whether to close the case here or give the players another chance to search the library.

If the players don't have the manuscript, and haven't taken adequate steps to protect Miss Higsins, then the squarch will destroy her, and then anyone else still close at hand. Any players managing to survive this onslaught should be penalised for bringing their profession into disrepute!

THE SIGSAND MANUSCRIPT

The Sigsand Manuscript will be more familiar to regular Cthulhu investigators under its other title – the Sussex Manuscript. As readers will, I'm sure, be well aware, the name Sussex is actually a corruption of South Saxon, whilst Sigsand is derived from the German words Sig (or sigu) and Sand. Taken literally Sigsand means 'victory sand', but is more correctly translated as 'victory of

the sand'. This rather cryptic title will not be found in any list of proper German names and is clearly an adopted name rather than a given name. The noted antiquarian Prof Wolf von Archensbak has noted that the earliest known copies of the Sigsand Manuscript can be dated to the time when Arab invaders ruled most of Southern Europe. On this basis he suggests that the author (or authors) of the manuscript had close contact with Arab mystics and that the 'sand' part of the name is a thinly-veiled reference to the true origin of much of the arcane knowledge contained within the document.

For the purposes of this investigation the manuscript will be found to contain two spells – *bind squarch* (cost 1 POW point), and *dispel squarch* (total cost 4 POW points from one or more players). Although the contents of the Sigsand Manuscript are 'positive' – as distinct from the decidedly negative or evil tone of, say, the Necronomicon – much of its subject matter is quite horrific and Keepers should apply the statistics given for the Sussex Manuscript to any player who reads this document.

The Squarch – and Saiitii Manifestations

The 'monster' in this investigation is a member of one of the Lesser Servitor Races believed to be vaguely related to the shantaks. It is not, however, truly autonomous in the way that most creatures of the Mythos are since it can only enter our part of the time/space continuum at the express command of a human agent.

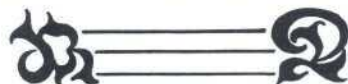
The squarch which manifests itself as the White Horse of Shalladholm is, in fact, a *saiitii* being summoned by the occultist during the ceremony conducted over the dead stallion and bound by him to the Manor House and its occupants. It acquired a rather tenuous physical form as a direct consequence of the blacksmith's hatred, and the fibrous substance of this form was succoured by the terror of the various girls whose deaths it caused. The subsequent dearth of female victims has drained the squarch of some of its power otherwise the *dispel squarch* spell could only be affected at greater (possibly fatal) cost to the person or persons casting the spell.

Because *saiitii* manifestations do not conform to any standard Cthulhoid pattern no regular statistics can be supplied for them other than those given in the body of the text.

Signs of the Saaamaaa Ritual

The First and Eighth signs of the Saaamaaa Ritual (see below), when connected by a triple line, will effectively seal any opening in much the same way as the Elder Sign.

In the case of the squarch, this creature can render itself immune to the effects of certain sigils, runes, etc, by assuming a ring-shaped appearance so as to pass by the sign in all directions at once. It cannot pass *any* sign on one side only, nor can it divide in two, and therefore it cannot cross any opening totally bisected like the Saaamaaa symbol. □



Crawling Chaos is a bi-monthly column for players of Call of Cthulhu. This month we present a baffling collection from an investigator's notebook. Steve Williams and Barney Sloane have prepared the documents for your perusal...

ONCE RISEN, TWICE SHY

These cuttings provide valuable clues to the riddle of Tempest Manor, and its mysterious inhabitants. These notes are designed as background/handout information to be used in conjunction with *The Lurking Fear*, H.P. Lovecraft's classic tale of terror. Even if investigators are familiar with the story the clues are presented as the deceased reporter's 'case file'. Players could then have the unenviable task of picking up the pieces (literally!).

And winter walks the Wendigo,
The farmers curse their fear,
The seasons' wheel is slowly halting,
The mound folk's time is near.
The stormy Mountain's manor gate
Swings open to the gale
The tunnel long is slowly rearing
The light, the roots, the air

VAGRANTS ARE SAVAGED
Near Lefferts Corner village, marshes of the White Mountain area yesterday found four bodies lying in woods around Mt Pleasant. They appeared to have been killed by a wild animal, probably a bear. A hunt was organised but the weather was typically foul, and the plan called off. The victims were all male, from a squatters camp nearby. Governor Hitchin made it clear today that it was just another reason for doing something positive about these people. He also warned that women and children were at risk. The campaign to have the gypsies

ANCIENT INDIAN BURIAL CUSTOMS

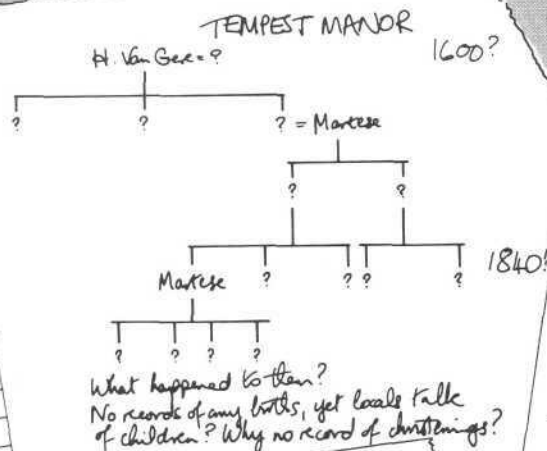
*The Season's Wheel is Slowly Halting,
The Mound Folk's Time is Near.* (Anon)

All across the hills of New England lie the mounds and hillocks of the Indian cemeteries. Near Princetown they are found singly or in pairs, legacy of the Pawtucket tribes, while in and around the White Mountains, there are whole fields of them. Most noted are the symmetrical patterns of the Cony Mountain and Tempest Mountain Valley, though by local command none have been exhumed. In the River Indians territories near Connecticut

William Pry
Take care of this
I'm in deep water
meet me here 3pm tomorrow

Report from SO Lef Cnr
27 Nov, 1927, 3pm: Found 8 corpses, all Caucasian, all dismembered, all partially unclothed. Identification was impossible due to:
1) Lack of personal effects.
2) Total facial disfigurement.

All were within 30' of each other. Limbs and organs were found up to 60' away. Actual cause of death any one of up to 60 wounds. Weapons used were apparently tooth and claw. Gouges on skin and bone reminiscent of rodent mastication. Size refutes this: rodents would be 7' long. Not poss therefore to ident.
Coroner, F Jackson recommends cover-up, and covert investig.
Interesting ftnote: Gov Hitchin doesn't want investigation.
Ftnote 2: no trail leads further than 80' from the site...
Look up arts on gypsy out campaign.



New York Times 3rd Jan 1928

MAN IN SUBWAY INCIDENT

Today, police reported the continuance of a shoot-out in the NY subway near Melvin Block. It seems that a man entered the tunnel last night, with a .45 and threatened workmen repairing the roof. One of the men, Mr Lawrence, escaped through a service hatch. He reported that the man was incoherent, and babbling a tale about killing 'all of them', and 'waiting till the lightning brought the roof down. He is clearly mad, and police are investigating the theory that he escaped from a local sanatorium.

and Sheriff J K Millwater had this to say: 'I repeat, the tall stories going round about the deaths on the slopes of the mountain are not to be believed. There are no grounds for it. You know as well as I do that these people are wanderers and vagrants. All that has happened is that they've moved their pathetic little band elsewhere, and a good ride to them. Journalists from out of town were not satisfied

Date: 3 Dec 1927

Charge:

Name:

Address:

Mr Pry
3273 Melvin Block,
New York

Dear Mr Pry

It is my unpleasant duty to inform you that if the account on our vehicle (Number: 342Y) is not settled within 3 (three) days from the date of postage of this bill, you will be subject to a penalty of loss of deposit (\$125.00) and a further penalty of (\$50.00) compensation. Any further failure to return the car will be treated as Absconson, and the sheriff will be notified.

Yours sincerely,

P. Lucas

Lucas and Philbin)

There has long been great mystery about the hills of New England. In Lefferts Corner an old fellow told me that the any man who lived there believed in Earth Spirits who devoured them. Furthermore the farmer implied that he, and not a few others besides, still saw these manifestations. More he would not say. The story intrigued me to such an extent that for a few days it was the object of my entire interest. Other myths turned up from similar sources, and it seems that the Heathen gods punished those who ate meat in a certain season, by changing them into goblins, and forcing them to take up a cannibalistic modus operandum. With the coming of the White Men, this myth became a source of hope for the Indians that they now became the objects of hope for the Indians in goblins dwelt under barrows and tumuli, and are blamed for many disappearances in the wilderness. These

HAUNTERS OF THE DARK

Ghosts, a Non-Mythos Adversary for Call of Cthulhu, by Graeme Davis

Ghosts are variously thought to be the disembodied life-forces of dead humans, or entities inadvertently created by events of great psychic tension. They are non-corporeal beings, normally solitary and invisible, and generally haunt areas of past evil or violence, attacking intruders by the use of various telepathic and psychokinetic abilities.

Not all ghosts are malign, and most of the more intelligent spirits will have a reason for their actions. The ghost of a murder victim, for example, may only attack those who remind it of its murderer, or who trespass in the place of its death. This is not to say that there do not exist ghosts which are wholly evil and dedicated to the torment of the living. Each ghost must be treated as an individual, and its actions governed by its personal abilities and past history.

ATTRIBUTES

Being a non-corporeal entity, a ghost does not possess physical attributes of STR, CON or DEX. SIZ may be generated as a guideline for describing its Visual Materialisations (see below). The main attribute of a ghost is POW, which governs the abilities available to it, and also takes the place of Hit Points. Any damage done to a ghost is deducted from its POW; when this reaches zero the ghost is rendered inactive. INT should be borne in mind when deciding its actions.

COMBAT

Because of their immaterial state, ghosts may not attack or be attacked by physical means, though they may be attacked with a weapon such as a sword which has been enchanted magically for that very purpose (by using the spell *enchant item*, for example). An enchanted weapon does half normal damage, which is deducted from the ghost's POW as stated above.

Since a ghost is normally invisible, it may only be attacked in this manner when it is Visually Materialised.

CHARACTERISTICS

	Range	Average
STR	—	—
CON	—	—
SIZ	3d6	10-11
INT	3d6	10-11
POW	4d6	14
DEX	—	—

Move: 12

Weapon: Abilities only

Armour: None

SAN loss: Unless otherwise stated under the individual ability description below, SAN point costs are as follows:

Witnessing Minor Manifestation — 1d2;

Witnessing Major Manifestation — 1d4;

Suffering Minor Attack — 1d4+2

Suffering Major Attack — 1d6+2

GHOST ABILITY DESCRIPTIONS

Minor Manifestations

1. *Cold*. Causes intense but harmless cold in a 20' radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter.

2. *Dust Devil*. Enables the ghost to cause an unnatural stirring among leaves, dust, papers, etc. Costs 1 POW, and can be maintained for up to 5 rounds.

3. *Gust of Wind*. Can be used to slam doors, extinguish candles, raise quantities of dust into a cloud, etc. Costs 1 POW.

4. *Light*. Creates either a number of small, winking points of light in a 3' radius, or one 10" diameter ball of light, similar to a Will-o-Wisp. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter.

5. *Liquid*. Enables the ghost to manifest itself in pools of

mud, blood, slime, etc. Costs 4 POW; the pools will vanish in 2-20 rounds.

6. *Mist*. Creates a swirling mist in an enclosed area of not more than 10' radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter. It will be disrupted by draughts or wind.

7. *Noise*. Generates a noise of the ghost's choosing — moaning, tapping, etc. Costs 1 POW, lasting for up to 5 rounds.

8. *Smell*. Produces a foul atmosphere in a 10' radius. Costs 2 POW for the first 5 rounds, 1 POW per round thereafter. The smell may be disrupted by a strong draught or breeze.

MAJOR MANIFESTATIONS

1. *Communication*. Permits the ghost to send a message in the form of telepathic images to one living person. Costs 2 POW per message (lasting 1 round), plus 1 POW per 20 SAN of the receiver. If the receiver makes his or her SAN roll, the message will not be received.

2. *Dread*. Creates a general feeling of unease and tension within a 30' radius. Costs 5 POW, and lasts for 10 rounds. Characters within the area of effect must make a SAN roll every round, losing 1 SAN on every failed roll. Any character losing 4 SAN will turn and flee, losing no more SAN but attempting a SAN roll every round in order to throw off the panic.

3. *Extinguish Light*. Costs 1 POW for a candle, oil lamp, etc, 2 POW for a gas light, and 3 POW for an electric light or battery lamp. This POW cost will extinguish the light for 5 rounds, and a further similar expenditure will keep it extinguished for another 10 rounds.

4. *Illusion*. As the Minor Manifestation, Mist, above, but POW costs are doubled. The ghost may create images of any descrip-

GHOST ABILITIES

A. Minor Manifestations

1. Cold
2. Dust Devil
3. Gust of Wind
4. Light*
5. Liquid
6. Mist*
7. Noise
8. Smell

C. Minor Attacks

1. Control Small Animals
2. Fascination*
3. Glimpse*
4. Hurl Object
5. Influence*
6. Laceration
7. Push
8. Scream*

B. Major Manifestations

1. Communication*
2. Dread
3. Extinguish Light*
4. Illusion*
5. Move Object
6. Shatter
7. Shifting Form*
8. Visual Materialisation*

D. Major Attacks

1. Aging*
2. Blindness*
3. Chill Touch*
4. Illusory Attack*
5. Nightmare*
6. Possession*
7. Psychic Violence*
8. Ride*

* These abilities are only usable at night.

The number of abilities which a ghost can use is governed by its initial POW (subsequent increases in POW do not bestow additional abilities). Once the number of abilities has been calculated on Table 1, they may be diced for randomly or selected by the Keeper. Note that some abilities are prerequisites for others (see the descriptions of the abilities below for full details).

Table 1: Ghost Abilities

Initial POW	Minor Manifestation	Major Manifestation	Minor Attack	Major Attack
4	1	—	—	—
5	1	—	—	—
6	1	—	—	—
7	2	1	—	—
8	2	1	1	—
9	2	1	2	—
10	3	2	2	—
11	3	2	3	—
12	4	3	3	—
13	4	3	3	1
14	5	3	3	1
15	5	3	4	1
16	5	4	4	2
17	6	4	5	2
18	6	5	5	2
19	7	5	6	2
20	7	6	6	3
21	7	6	6	3
22	8	6	7	3
23	8	7	7	3
24	9	8	8	3

tion within the mist. If this is done with the intention of deceiving any onlookers (rather than, say, for communication), the victims are permitted an INT×4 roll to penetrate the illusion.

5. *Move Object*. A minor form of Psychokinesis, which can move any loose object (ie which is not nailed down or otherwise secured) at a speed not exceeding 3mph. Costs 1 POW/10lb of weight, lasts for one round. May be used aggressively.

6. *Shatter*. Causes one object of glass, ceramic or a similar brittle substance to shatter violently, showering shards on any within 5' (or below). Anyone caught in the explosion of shards must make a Luck roll; if this is failed, they have received a number of small cuts and must shake out their coats, shoes, etc, before proceeding. If any character rolls 00, the lacerations are more serious, causing 1-2 points of damage and possibly involving the loss of an eye. This ability costs 4 POW.

7. *Shifting Form*. May only be used in conjunction with Visual Materialisation. Enables the form of the materialisation to shift continually, confusing viewers and adding an extra 1d4 to SAN loss (1 point if SAN roll made). Adds 1 POW per 5 rounds to the cost of materialisation.

8. *Visual Materialisation*. The ghost may become visible in one of two forms: either as in life or as a rotting corpse after 2-3 months' decomposition. Costs 3 POW for the first 5 rounds, 1 POW per 5 rounds thereafter. Viewers' SAN loss is 1d4+2 if the latter form is chosen (1 point if SAN roll is made).

MINOR ATTACKS

1. *Control Small Animals*. Enables the ghost to direct the actions of up to 100 insects, 50 mice or 20 rats or bats, or similar numbers of other small animals. They may be directed to carry out any action, including attacking up to two characters at any one time. Each attack will inflict 1 point of damage per round, but the ghost must remain within 10' in order to maintain control, and the animals will not be able to overcome any natural aversion such as that of fire. Costs 5 POW, lasts up to 5 rounds.

2. *Fascination*. May only be used in conjunction with a visible manifestation of some kind, and may be directed against one victim per 5 points of the ghost's initial POW. Each victim must make a SAN roll or stand transfixed, gazing at the manifestation. Costs 3 POW per victim; each round after the first each victim is allowed an INT×5 roll to try and break the fascination. By the expenditure of another 1 POW per victim, the ghost may lure them towards the manifestation. As they stumble forward, each victim must make a Luck roll each round at a cumulative 5% penalty to avoid tripping or walking into an obstruction. The ghost may deliberately lead victims into dangerous surroundings. The fascination lasts until broken by the victim, or until the victim is attacked, touched or otherwise brought back to reality, and when the fascination is broken by the first victim the manifestation must also come to an end, regardless of its normal duration. Victims who have succumbed to the fascination lose 1 SAN if the SAN roll is made.

3. *Glimpse*. This is a limited form of Visual Materialisation, and may be used to work on the nerves of one victim. At a cost of 2 POW, the ghost can cause its image to appear fleetingly in mirrors, glass panels or any other reflective surface at which the chosen victim looks, for a period of 10 rounds. The attack may be prolonged for a further 5 rounds only by the expenditure of an additional POW point, but cannot exceed 15 rounds duration. The victim must make a SAN roll each round, losing 1 SAN for every two failed rolls.

4. *Hurl Object*. An object up to 10lb in weight may be hurled at a cost of 1 POW/lb weight. When used to attack, the missile has a 45% chance of hitting the target, and will inflict 1 point of damage per pound of weight.

5. *Influence*. May only be used in conjunction with a successful Communication. The ghost forces one victim into a POW vs POW conflict, and, if successful, may force the victim to perform one fairly simple action which takes no longer than two rounds and which is not homicidal or reckless. Once the action is completed, the victim will have no recollection of the Communication or of having performed the task. This ability costs 1 POW per 10 points of the victim's current SAN.

6. *Laceration*. At a cost of 4 POW, the ghost may cause lacerations such as small scratches and bites to appear on one victim. Each attack inflicts 1 point of damage.

7. *Push*. At a cost of 3 POW, the ghost may attack one target with a psychokinetic blow. The blow will automatically hit the target, and will cause damage as a normal fist attack. The target must also make a DEX×5 roll to avoid being knocked over by the force of the blow. This ability may not be used if the ghost is Visually Materialised.

8. *Scream*. May only be used in conjunction with a Noise manifestation. The ghost may produce a shattering scream, costing a further 3 POW, at the sound of which all within earshot must make a SAN roll or lose SAN as for any other Minor Attack.

MAJOR ATTACKS

1. *Aging*. This attack is similar to Chill Touch (qv), except that instead of taking physical damage the victim must make a POW×5 roll based on current POW or be aged by d3×10 years. For each 10 years of the aging effect, the victim must make a Luck roll or lose 1 point of STR, DEX or CON (determined randomly). For each attribute point lost by the victim, the ghost gains 1d3 POW from its victim's life energy. This ability costs 5 POW, and may only be used once on any one victim.

2. *Blindness*. At a cost of 4 POW, the ghost may force one victim into a POW vs POW conflict, and if successful the victim is struck blind for a number of hours equal to the ghost's initial POW, and must make a SAN roll every hour or lose 1-2 SAN.

3. *Chill Touch*. May only be used in conjunction with Visual Materialisation. At a further cost of 7 POW, the ghost may cause one of its hands to become semi-material in order to strike once. Attack percentage is as for normal fist attack, and a hit will cause 1d4 damage and require the victim to make a CON×5 roll or suffer a cardiac arrest (a further CON×5 roll to survive, victim is incapacitated for 30-CON days). The semi-material hand may be attacked physically, but its small size and semi-material nature will impose a -25% penalty on any attack rolls against it. Damage is deducted from the ghost's POW. This ability may only be used once per night.

4. *Illusory Attack*. May only be used in conjunction with Visual Materialisation. At a further cost of 4 POW, the ghost may force one victim to make a POW vs POW resistance roll as it makes to attack. If the roll is failed, the attack will cause a cardiac arrest in the same way as Chill Touch (unless a CON×5 roll is made). One attack may be made per materialisation.

5. *Nightmares*. May only be used in conjunction with Communication. This ability may be used to intrude upon the dreams of one sleeping victim. If the ghost succeeds in a POW vs POW struggle the victim must make a SAN roll or lose 1d6 SAN. This ability costs an additional 3 POW.

6. *Possession*. In order to possess a victim, a ghost may expend any number of POW points, this number being used in a POW vs POW struggle with the victim. If successful, the ghost occupies the victim's body, which becomes totally subject to its will. The victim may make a POW×5 roll every other round in order to initiate another POW vs POW struggle to throw off the possession. The ghost may withdraw voluntarily at any time, but if the body is killed it must make a POW×5 roll to avoid being destroyed; otherwise it returns to ghost form. When a ghost is driven or withdraws from a possessed body, the victim must make a CON×5 roll to avoid instant death, and a roll against half their SAN to avoid the loss of 1d10 SAN. Even if this latter roll is successful, the victim will lose 1d4 SAN.

7. *Psychic Violence*. At a cost of 6 POW, the ghost may force one victim into a POW vs POW conflict. If successful, the victim will lose SAN equal to half the ghost's current POW; this loss is halved again if a successful SAN roll is made. If the attack fails, the victim must still make a SAN roll or lose 1d4 SAN.

8. *Ride*. This ability may only be used in conjunction with a Visual Manifestation. The ghost may attack one sleeping victim, after the manner of the succubus of folklore, intruding on his or her dreams and 'riding' them until dawn or they are interrupted. The ghost may expend any number of POW points. These are used to calculate a POW vs POW conflict which is diced for every hour of the ride. Each time the ghost is successful, the victim loses 1 POW permanently; this is taken by the ghost and is added to his POW (increasing his maximum POW at the same time). On waking, the victim must make a SAN roll or lose 1d4+2 SAN; if it is successful they must still lose 3 points. If the victim's POW should reach zero he or she is dead, drained of all life by the ghost.

REGAINING POW

All ghosts regain POW at the rate of 2 points every 24 hours; if a ghost is reduced to zero POW it is temporarily disrupted but not destroyed, though an Exorcism performed under these circumstances has a 100% chance of success with no POW loss for the exorcist. (There will be more on Exorcism, and Clergy-men as a profession, in next month's *Crawling Chaos*.)

SPECIAL GHOST TYPES

The following are a few common types which appear in British

folklore, treated in terms of the above system. The list is by no means exhaustive, and Keepers should feel free to add to it.

THE BANSHEE

The Banshee is exclusively a female spirit, and normally haunts a particular building or family. In some cases she is the ghost of a young woman who died violently in the place that is now haunted; in others she may just be the woman of the family who died when young.

For much of the time a Banshee is inactive. She wails as a portent of death for the member of the family to which she is attached, and will often be heard rather than seen. Where Visual Manifestations have been recorded, she takes the form of a young and often beautiful woman, with flowing hair, a pale complexion, and eyes red from continual crying.

A variant form of Banshee is the Bean-Nighe, or 'Little Washer By the Ford', believed to be the spirit of a woman who died in childbirth and doomed to exist as a ghost until the time when she would have passed away from old age had she lived. She is invariably visible, seen apparently washing clothes in a river – the funeral shroud of someone in the family or village she is attached to who is about to die. Her Visual Materialisation normally presents a more matronly appearance than that of a Banshee.

While the manifestation of these spirits is often a portent of death, most commonly through age or disease, they do not seem to be responsible for the deaths and are seldom aggressive, though their lament is highly unsettling. The Keeper might optionally rule that a person for whom a Banshee appears must make a CON×5 roll on each nightly manifestation in order to survive to the next dawn. Each appearance will reduce the percentage chance of recovery through medicine or other means by an amount equal to the Banshee's POW.

Characteristics

	Range	Average
STR	—	—
CON	—	—
SIZ	2d6+3	10
INT	3d6	10-11
POW	1d6+6	9-10
DEX	—	—

Abilities:

- A. Noise
- B. Visual Materialisation
- C. Scream

SAN loss: By abilities used.



THE BLACK DOG

Characteristics

	Range	Average
STR	—	—
CON	—	—
SIZ	2d6+6	13
INT	3d6	10-11
POW	1d6+10	13-14
DEX	—	—

Abilities:

- A. None
- B. Visual Manifestation
- C. None
- D. Psychic Violence

SAN loss: 1 point for seeing the Black Dog, otherwise none unless attacked. In many cases Black Dogs are mistaken for large, normal dogs.

Black Dogs appear in several parts of the British Isles. The origin of some is unexplained, whilst others appear to be the form taken by certain human spirits. All appear as large black dogs, about the size of a



calf, with a shaggy coat and glowing fiery eyes. On most occasions they will go about their inscrutable business, taking no heed of anyone they encounter. Some have been known to appear as a death omen in the same way as a Banshee, while others guard churchyards, and a few have been known to help people overcome unexpected dangers. One story tells of a traveller who suddenly found himself accompanied by a Black Dog whilst walking through a forest at night, and later learned that certain of his enemies were planning to waylay him but were deterred by the sight of the beast. Another tells of a Black Dog which prevented the crew of a fishing-boat from reaching the harbour as they were about to embark on a night-fishing trip. Towards dawn a sudden storm blew up in which the boat would certainly have been lost had it sailed. Mostly, however, these beings seem content to leave alone and be left alone. Anyone who speaks to them, strikes at them, or otherwise tries to approach or deter them will be summarily attacked with Psychic Violence, and the Black Dog will continue on its way.

THE POLTERGEIST

The Poltergeist is normally found indoors, and will generally be haunting a particular person (typically an adolescent girl). It appears to be mischievous rather than vicious, and uses a wide range of psychokinetic powers to hurl objects about in any room its victim occupies. Some theories maintain that many, if not all, Poltergeist hauntings are actually uncontrollable bursts of latent telekinetic energy from the victim rather than a true ghostly manifestation; nevertheless, it is treated as a ghost here.

Characteristics

	Range	Average
STR	—	—
CON	—	—
SIZ	—	—
INT	2d6	7
POW	2d4+4	9
DEX	—	—

Abilities:

- A. Dust Devil, Gust of Wind, Noise
 - B. Move Object, Shatter
 - C. Hurl Object, Push
- Note that not all Poltergeists will have all these abilities.
SAN loss: By the abilities used.



THE WILL-O-WISP

The Will-o-Wisp invariably haunts wild areas, and shows a marked preference for bogs and wetlands. It manifests itself as a floating ball of light and appears to travellers in an attempt to lead them astray amongst the quicksands and sinkholes. It is rumoured that some may feed on the ebbing life force of a drowning victim, perhaps using a variant on the Ride ability. It may be that these entities do not regain POW in the normal way, but constantly need to replenish it by this other method. This matter is left for the Keeper to decide, as he sees fit. □

Characteristics

	Range	Average
STR	—	—
CON	—	—
SIZ	—	—
INT	1d6	3-4
POW	2d4+2	7
DEX	—	—

Abilities:

- A. Light
 - B. None
 - C. Fascination
 - D. Ride (see above)
- SAN loss:** By abilities used.



Crawling Chaos is our regular column for players of Call of Cthulhu, edited by Marc Gascoigne.

FREE THE SPIRIT

This month we present a pair of useful additions to the Call of Cthulhu rules from the busy pen of Graeme Davis. The first item is by way of a follow-on from last month's article on ghosts and spirits, Haunters of the Dark, and concerns itself with...

THE CLERGYMAN

Skills: Read/Write Other Languages*; Credit Rating; History; Library Use; Occult; Oratory; Psychology; Psychoanalyse; Exorcism (see below).

*Greek and Latin, plus commonly one or more of Hebrew, Aramaic, Syriac and Coptic.



Salary: \$1000×1d6+1, as a Professional.

Notes: A Clergyman may not use Mythos spells, and may attempt to prevent others from doing so. This profession will need very careful role-playing, perhaps more so than any other. It might be used purely as an NPC profession, interfering with the players' investigations for the sake of their souls and generally causing difficulties.

Exorcism: Exorcism is available as an initial skill to Clergymen only, at a basic score of 20%. Others may learn to perform exorcisms under the instruction of a Clergyman by making a successful Occult roll (or EDU×3 if the Keeper prefers); this will gain an initial score of 05%,

which is improvable in the normal way. In order to perform an exorcism, the traditional materials of bell, book and candle are required, and a small amount of preparation is necessary; obviously a ghost which realises that an exorcism is about to be performed (at the Keeper's discretion, an INT×5 roll may be used to determine this) will use every means at its disposal to prevent the ceremony going ahead.

On a successful Exorcism roll, the exorcist is permitted to engage the ghost in a POW vs POW confrontation, against the ghost's original POW.

If the exorcist is successful, the ghost is destroyed and the exorcist loses POW equal to (ghost's original POW - exorcist's original POW). Where the ghost has a lower POW, the exorcist loses one point. This lost POW may be regained in the normal way. If the exorcism is unsuccessful, the exorcist loses double this amount, and must make a SAN roll or lose SAN as from a Major Attack (WD67).

More than one character may contribute POW to an exorcism by adding their prayers to those of the exorcist. Those without Exorcism skill may contribute up to 10% of their original POW, while exorcists may contribute up to 50%, all fractions being rounded off to the nearest whole number. All POW contributed to an exorcism is regained normally.

Other: A Clergyman also has the ability to set up a circle of holy water or crushed communion wafer in order to keep a ghost at bay; the chance of success is POW×5 for a Clergyman, while other characters may attempt to do so using half an Occult roll. The protection of the circle will last until the holy water dries or the host is scattered, and the ghost will normally attempt to disrupt it by any means at its disposal. It cannot cross the circle or attack those within it, but may use its abilities to lure people out or otherwise disrupt the circle. If any living thing crosses the circle once it has been set up, it will be disrupted.

HYPNOTISM

Hypnotism is probably best treated as a Communication skill with a basic score of 00%. It might be available to parapsychologists as a professional skill, but Keepers may wish to restrict its availability by stipulating that instruction is difficult to obtain, or by requiring an INT or POW roll from any character wishing to learn it.

Any willing subject may be hypnotised on a successful Hypnotism roll; an unwilling subject will be more difficult, requiring the hypnotist to match one-fifth of his or her skill score against the subject's INT before a Hypnotism roll can be made.

Once the Hypnotism roll has been made successfully, the subject is in a trance. An entranced subject will obey simple commands in a zombie-like fashion, but may be permitted a POW×5 roll to resist any command which is homicidal, reckless or strongly out of character. Successfully resisting a command will break the trance, as will the hypnotist's command to awaken, and the subject will have no recollection of his or her actions while in trance.

Hypnosis can be used to make a subject recall information or events with more clarity than is normally possible in a conscious state, and in some cases it has been claimed that a subject may be hypnotically regressed beyond birth, to recall the events of previous incarnations. Information can also be absorbed very efficiently under hypnosis, by a process essentially similar to sleep-learning.

When combined with Psychoanalysis to speed recovery from insanity and to cure phobias and similar afflictions, if a psychoanalyst makes both Psychoanalysis and Hypnotism rolls while treating an entranced patient, one 1-4 hour session of hypnotherapy will have the same effect as one week of conventional treatment (see pp 25-27 in the *Call of Cthulhu* rulebook).

A post-hypnotic suggestion may be placed on an entranced subject if the hypnotist makes two successful Hypnotism rolls. A post-hypnotic suggestion is a command which takes effect when the subject is out of trance, and is subjected to a certain stimulus or set of stimuli. This can range from a command



to feel revulsion every time that the urge for a cigarette strikes to an order to set the timer on a bomb concealed beneath Scotland Yard on receipt of the news that the hypnotist has been arrested, although the Keeper should modify the chances of success according to the complexity of the command and the danger involved for the subject. The subject will not be aware of the implanted suggestion while he or she is out of their trance, and when the suggestion is 'triggered' must match INT against one-fifth of the Hypnotism score of the hypnotist who implanted the command. If successful, the subject will resist the command, being aware of an irrational urge but unable to explain it, but if unsuccessful he or she will relapse into trance and carry out the command, regaining consciousness on completion of the task and with no recollection of having performed it.

Hypnotism may also be put to other uses, such as self-hypnosis to resist pain or fear, or the placing of a subject in trance to act as a medium, but these are left to the discretion of the individual Keeper. □

INVESTIGATORS' INFORMATION

It is a Wednesday in July, 1923. For months there have been vague rumours of witchcraft in Surrey. At first they were ignored, but now the press has begun to take an interest in the affair.

The owner of a disreputable but popular weekly newspaper has hired you to investigate, and you've spent the last few days trying to find some hard facts. Local papers initially forwarded the stories to London, but their reporters can only produce hearsay and gossip. It seems that it may be a rustic hoax.

On the third day of your investigation you are leaving The Bull's Head in Guildford after a mediocre lunch, when you notice a passing Bentley tourist. Nothing seems strange at first, until you notice one oddity. It's a hot day, but the three men in the car are all wearing black coats and hats...

KEEPER'S INFORMATION

The men in the car are more Investigators, Orthodox Jewish scholars. The coats and hats are their normal outdoor costume. Their leader has found a manuscript which implies that something related to the Cthulhu mythos may be located near the village of Wood Common, a few miles to the east. The scholars are staying in an old mill near the village, using it as a base for research and sorties around the area. They have heard the rumours, and are alert for cult activity.

If the Investigators follow the Bentley the scholars will soon notice the pursuit, and attempt to shake the tail. They will also take precautions against attack.

There is a forgotten mythos site near the village, in the grounds of the mill. It contains an artifact which has a slight connection with the witchcraft story, since it can cause birth defects and has given rise to vague rumours of a curse on the area.

THE CHASE

It is assumed that the Investigators own a car, and decide to follow the Bentley. The numberplate is covered in dust and illegible. A Drive Automobile roll is needed to crank start the Investigators' car, and the driver must make a succession of rolls when the occupants of the Bentley try to shake them off along the winding country roads. This should be continued until a roll is failed, at which point the referee may announce that the Investigator's car has skidded into a ditch. It will take 3d4 minutes to extricate the car, and if the Investigators continue they will find that the village of Wood Common happens to lie around the next corner. The Bentley has vanished...

WOOD COMMON (Map 1)

This village was founded in 1450AD, but has no claims to fame. It is simply a convenient junction of lanes and roads linking various farms and smallholdings. The village is bordered by woods. The principal landmark of the area is Leith Hill (965 feet), three miles to the east, and the village is at the base of its slope, so that the ground rises slightly north-east of the road. Several features of the village may interest Investigators:

The village smithy (1) will undertake car repairs and sells petrol. The smith is Harry Barnes, a former RFC mechanic (rank Corporal), who is bored with village life and might be interested in a more adventurous career if someone attempts to recruit him by an Oratory roll.

Harry Barnes: English, Christian (CE), age 29, Blacksmith. Str:15; Con:18; Siz:8; Int:14; Pow:11; Dex:15; App:9; Edu:8; San:55; HP:13. Skills: Read/Write French 10%, Speak French 32%, First Aid 60%, Zoology 10%, Listen 55%, Spot Hidden 35%, Track 20%, Drive Automobile 35%, Electrical Repair 30%, Mechanical Repair 50%, Operate Tractor 30%, Operate Lathe 40%, Pilot Aircraft 15%, Camouflage 20%, Move Quietly 35%, Sing 15%, Climb 60%, Ride 20%, Rifle 25%, Shotgun 40%. All unlisted skills are at standard minimums.

Equipment: Smith's tools, mechanic's tools, single barrel 20-gauge shotgun, cartridges.

When the investigators pass the smithy, Barnes is busy shoeing a cart horse. He knows where the Jewish group is based (although he will call them 'furriners') and, if asked, will suggest that the investigators ask someone in the pub for exact directions to the mill.

The village has two shops (2,3) selling groceries and hardware. Shop 2 is also an off-licence and shop 3 is the post office and telephone exchange. The only buildings in the area with telephones are the vicarage, the police station and this shop. The main Guildford to Brighton telephone line runs down the main road and all the village telephone lines join it. A Spot Hidden roll is needed to notice the poles - they are such a familiar sight that they tend to be ignored.

Both shops are run by women, wives of farm workers. Anyone entering either shop will find that it holds d4+1 female customers and d4+2 children. [Spot Hidden: One child in the first shop entered has a slight deformity, such as a hare-lip or webbed fingers.] All the adults in both shops know that the 'furriners' have rented the old mill, but an Oratory roll must be made to extract this information or directions to the mill.

The village police station, a cottage (4), is unoccupied, since the constable is out on patrol on his bicycle. He will return in the evening. The cottage is firmly locked and holds nothing significant:

John Craddock: English, Christian (Baptist), age 47, Police Constable and amateur astronomer. Str:13; Con:11; Siz:12; Int:9; Pow:7; Dex:12; App:9; Edu:11; San:35; HP:11.

Skills: Astronomy 25%, Law 35%, Listen 35%, Psychology 15%, Spot Hidden 40%, Track 10%, Drive Automobile 30%, Ride Bicycle 75%, Truncheon 45%, Shotgun 40%, Fists 55%. All unlisted skills are at standard minimums.

Equipment: Bicycle, truncheon (nightstick), 2 pairs handcuffs, whistle, notebook, pencil, astronomical telescope, books, etc (in cottage).

Craddock knows where the Jewish team are based (also their names) but will want to know why the team require this information. He will be suspicious of any Fast Talk attempts, and will arrest anyone who tries to bribe him.

The village church (5) is a mediocre neo-Gothic Victorian edifice, its main point of interest being the War Memorial in its churchyard, commemorating the deaths of 12 villagers in various military units. [Spot Hidden: A surprisingly high proportion of graves are of young and newborn children.]

The church grounds overlook the village green and cricket pitch, including a small pavilion (6), holding normal sporting junk. [Spot Hidden: A scythe is stored on pegs on one of the rafters.]

The social centre of the village is 'The Peacock' (7), a 17th century tavern, opening hours 11.00am-3.00pm, 5.30pm-10.00pm. There are several guest bedrooms available at moderate rates, all small and uncomfortable. The landlord is Abel Peters, a disabled ex-serviceman, aided by his wife Doris. There are usually 2d4+1 customers. Attempts to question Peters are futile since he is both shell-shocked (SAN 8) and deaf. If given any severe shock he will lapse into a catatonic trance lasting 2d4 hours. His wife is equally unhelpful, since she does most of the work of running the pub and is too busy to gossip. Attempts to question customers must be prefaced by the purchase of d3 drinks, followed by a Fast Talk roll. The table below contains possible answers to questions like 'Does much happen round here?', with an answer rolled for each successful questioning attempt. If a more specific question is asked, such as 'Is there much witchcraft around here?' the table should still be consulted but any result which does not relate to the question should be ignored. All replies will be punctuated by typical rural comments such as 'Arr, this warm weather gives a man a powerful thirst'. Roll d20:

- 1 A: Strange rituals are performed on Leith Hill, and the tower there is haunted.
- 2-8 B: Some 'furriners' have rented the old water mill. No details of numbers, nationality, etc.
- 9 C: As B, but the person questioned believes there are d3+1 occupants who are probably (d20): 1-4 Germans, 5-7 Russians, 8-11 Jews, 12-15 Londoners, 7-18 Anarchists, 19+ Escaped convicts.
- 10-11 D: A two-headed dog was born last week but died later. There have always been a lot of freaks round here, it's probably caused by the chalky water...
- 12-14 E: The village pond is a Zeppelin bomb crater.
- 15-17 F: The beer in this pub is sometimes watered.
- 18-19 G: There's been a lot of poaching lately.
- 20 H: As A, but the rumour includes human sacrifices.

Rumours A and H are completely untrue, based on village gossip following a bonfire on Leith Hill last summer. Rumour D is true but the reason suggested is wrong. Rumours E, F, and G are true but irrelevant.

South-west of the village green are the vicarage (9), a crumbling Georgian structure, and Appleby Farm (10), a small establishment specialising in honey, pigs, and poultry. The vicar, the Reverend Langford, has no interests except religion (Christian, 75% knowledge), the church restoration fund, and bridge. His only skills are 75% Read/Write Latin and 85% Oratory (when soliciting contributions). He is an amiable eccentric with little knowledge of village life and no interest in gossip. The vicarage holds nothing relevant to the situation.

Thomas Appleby, the owner of Appleby Farm, is another ex-serviceman, who lost a leg on the Somme. He has the same information as the blacksmith.

Across the main road is a lane leading to Bards Farm (11), Edwards Farm (12), and Youngs Plantation (13).

Bards Farm has a small herd of cattle, grazed on fields south of the village by day and returned to the farm at night. The herd consists of 23 cows and 2 bulls, the bulls penned in the north-east corner of the farm. This farm's dogs have recently produced a two-headed puppy, and the owner will show its pickled corpse to visitors if tipped (minimum 3d). A cow was recently stolen from this farm, and the farmer is alert for trespassers at night; he has a 12-gauge double-barrelled shotgun and employs two live-in farmhands armed with pitchforks: Damage 1d8+1, Base 15%, Break 10, Cost 15s, impales. Both farmhands have 30% pitchfork skill.

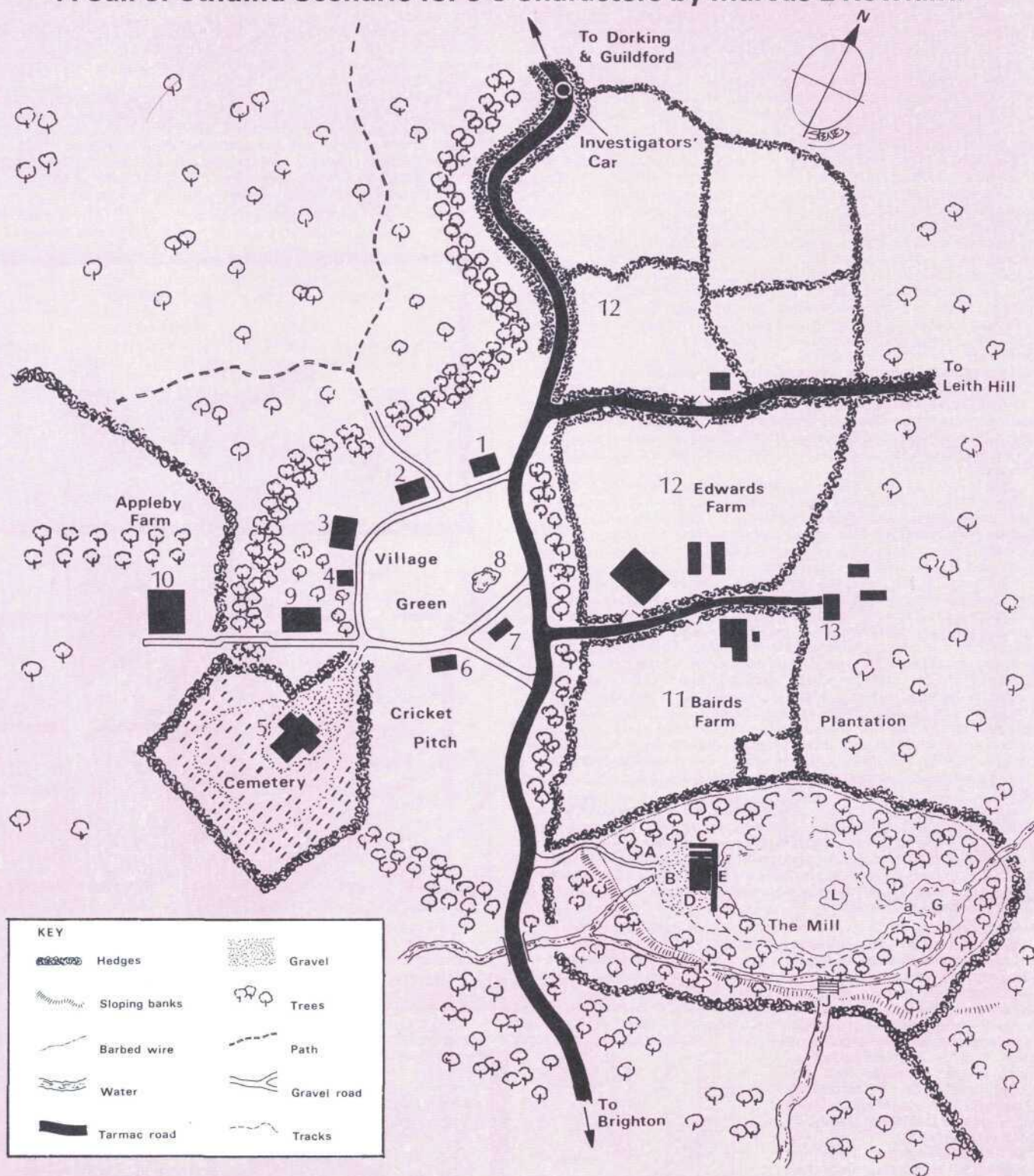
Edwards Farm produces vegetables, sheep, pigs, and apples. This farm has also suffered poaching losses and four dogs roam the fields at night. Roll d4 per field, a result of 1 indicates 1-2 dogs in a field. The owner and his four sons are also armed, as Bards Farm above.

Youngs Plantation is an estate stretching north and east of the village. The sheds marked contain a workshop, stables, and a timber store. By day there are d6 workers in and around the buildings and 2d6 workers on other parts of the estate; at night there is a single watchman, armed with a truncheon used with 55% skill. These buildings hold axes, saws, climbing equipment, and other useful items. Most of the workers are villagers and can give information from the above table if approached correctly.

North-west of the village is another lane leading to Leith Hill. Players

THE SURREY ENIGMA

A Call of Cthulhu Scenario for 3-5 Characters by Marcus L Rowland



may wish to visit the tower there at some point during the scenario, although it has no true relevance to events.

LEITH HILL

The tower on Leith Hill is a gaunt narrow stone structure, approached by road and a gravel track. Several signs show that it is a listed monument and map reference point. By day the tower is open, tended by a local farmer's daughter, and visitors can pay 1d to climb to the roof. By night it is locked. If questioned, the girl will deny any supernatural history—the tower was built by an 18th century eccentric, to make the hill more than 1000 feet tall. She has no knowledge of any rituals per-

formed there. [Spot Hidden: North of the tower are faint scorch marks from a bonfire. If the girl is questioned she will state that these were left by a group of children (four with a dog called Timmy) who camped there last year and had a bonfire. This story is true, and the sight of the fire caused the rumour of ceremonies at the tower.

If players decide that the tower is a false trail they should be allowed an Idea roll. If successful, someone will think of drawing a rough sketch map of the village before the light fades.

Optional encounter: Characters who believe that the tower has supernatural significance should meet the children, back in Surrey for another holiday and planning another camp by the tower. All four chil-

spade, and a mop and bucket leaning against the wall, none recently used.

Q. An old stable full of broken furniture, beer crates, rusty buckets and barrels, fishing gear, and rubbish. [Spot Hidden: There is an old punt and pole at the back, covered by pieces of broken wardrobe. It will carry up to 400lb (approximately 180kg) without sinking].

First Floor

All ceilings 8' high, plaster with beams. All floors wooden.

R. An L-shaped room with a locked door leading to the pool wall via a strong-railed wooden bridge. The room is ornamented with mediocre oil paintings, a stuffed fox, and an assortment of stuffed birds and fish. A hessian mat, an old horse-hair sofa, and a roll-topped desk are the only furniture. Sitting at the desk (unless summoned elsewhere or asleep) is one of the Jewish investigators, Aaron Rabinowicz:

Aaron Rabinowicz: Palestinian (British Citizen) Jew (Orthodox), Post-Graduate Archaeology student, age 37. Str:14; Con:17; Siz:16; Int:17; Pow:18; Dex:14; App:9; Edu:17; San:55; HP:16.

Skills: Read/Write Hebrew 45%, Speak Hebrew 80%, Speak Polish 40%, Speak Russian 30%, Speak Arabic 25%, Anthropology 50%, Archaeology 55%, Cthulhu Mythos 15%, First Aid 10%, History 40%, Library Use 35%, Linguist 20%, Occult 25%, Listen 55%, Spot Hidden 45%, Track 15%, Drive Automobile 45%, Operate Bulldozer 25%, Camouflage 15%, Rifle 55%, Shotgun 30%. All unlisted skills are at standard minimums.

Spells: Create gate, Elder Sign.

Equipment: Short Magazine Lee Enfield Rifle (used as .30-06 bolt action), 100 rounds, bayonet. All stored in gun case in room S. Switchblade, 8x40 binoculars.



Rabinowicz is an archaeologist who served with the infantry in the Great War. In 1921 he encountered cultists on a field trip in the Sahara desert, and rescued several Bedouin children from a human sacrifice. He returned to university to learn more about the cultists, and met the Jewish group's leader there.

Rabinowicz is typing a record of the investigation, in English, which gives a full account of their histories and motives. The desk holds stationery, an electric torch (battery life 45 minutes), a pint of vodka, and three rolled-up maps in the wrapping paper of a Guildford bookshop. Two of the maps are modern, one dates from the 17th century. All three are to different scales, making comparisons difficult. [Spot Hidden: if the three are examined together it will be noticed that the early map shows no tower on Leith Hill. A second Spot Hidden roll will show that there used to be an object marked 'Smee's Mound' in the area now occupied by the mill pond].

S. A spartan bedroom, used by Rabinowicz and Stone. [Spot Hidden: A gun case is hidden under a hanging coat.]

T. A larger study and bedroom. Unless disturbed, the room will be occupied by the leader of the Jewish group:

Rabbi Joshua Cohen: British Jew (Orthodox), Professor of Comparative Religion, Jewish Chaplain of Oxford University, age 63. Str:8; Con:7; Siz:7; Int:18; Pow:20; Dex:6; App:16; Edu:20; San:15; HP:7. **Skills:** Read/Write Hebrew 90%, Read/Write Aramaic 50%, Read/Write Russian 30%, Speak Hebrew 70%, Speak Russian 45%, Archaeology 60%, Cthulhu Mythos 44%, History 70%, Library Use 60%, Linguist 20%, Occult 65%, Listen 35%, Spot Hidden 30%, Bargain 20%, Debate 60%, Oratory 70%, Sing 45%. All unlisted skills are at standard

minimums, except Stealth and Agility which are half normal due to rheumatism.

Spells: Bind byakhee, bind hunting horror of Nyarlathotep, brew space-mead, powder of Ibn-Ghazi, Elder Sign.

Equipment: 1 vial of Powder of Ibn-Ghazi. Ingredients for space-mead.

Rabbi Cohen is the son of Russian emigrants, and the author of numerous books on Judaism, Jewish and Aramaic history, and archaeology. He is also a cabalist, a member of a tiny and virtually extinct sect whose members interpret the Bible and Talmud by an elaborate numerological system. While cataloguing the results of an archaeological expedition he found an obscure Aramaic tablet. He decoded it by cabalistic methods, to find a grim warning against the creatures of the Cthulhu mythos. Further research led to situations which pitted him against cults in Europe and the Middle East. Cohen believes that any publicity about the Cthulhu mythos will lure fools into joining the cults, and if the Investigators admit that they represent a newspaper he will try to stop them learning anything, or ask them to swear a vow of secrecy.

Recently Cohen came across a 16th century translation of an Aramaic history book, with several abbreviated marginal notes in 17th century English. One page of the book was apparently copied from another work, and describes a ritual human sacrifice in horrific detail. He is sure that it has some cult significance, but cannot give a definite source. [The passage is from the *Revelations of Glaaki*. It gives +1% Mythos knowledge, -d3 SAN, no spells, and lays the reader open to attack by Y'Golnag. A Cthulhu Mythos roll will not identify the source, but characters who have read the book will instantly recognise it.]

There are four significant marginal notes, successful Read English rolls at -25% are required for each:

1. '... village ... Wood Common ...' [Dots are illegible words]
2. 'Beneath the Mount' [Spot Hidden: the last word is 'Mound']
3. 'The amulet of Y ...'
4. 'They gnawed the bones!'

Cohen read the first and third notes only, and believes that they refer to a mythos site. He has researched the book, and found that it was apparently donated to Oxbridge University library in 1845. Since it is now the university vacation he has recruited his pupils to help investigate the mystery. In the absence of further clues he is translating the passage back into Aramaic, to try to decode it cabalistically.

U. A low-ceilinged loft holding a cistern and hand pump used to raise water from the pond, a pile of straw, and two broken chairs. By day there are 25 bats nesting in the loft, leaving at night through a hole left by a loose slate. The tank holds reasonably pure water, and two dead beetles. 3d6+6 mice nest in the straw pile. Nothing significant will be found in a search, but anyone making one must make a Dodge roll over rooms S and T to avoid falling through rotten boards and taking 2d6 damage.

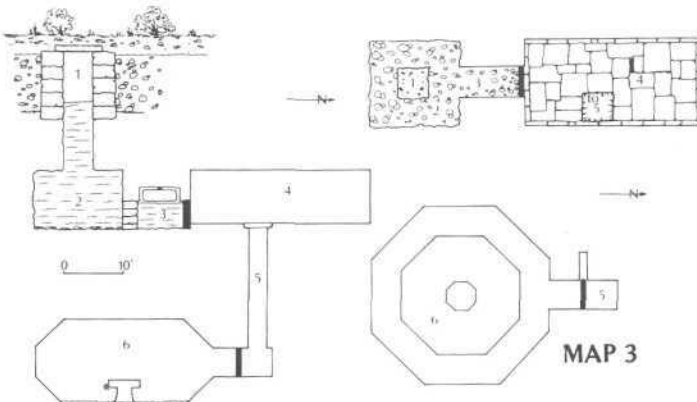
By comparing the maps in R and deciphering the manuscript notes it will become apparent that there is something under the island in the mill pond, formerly Smee's Mound. The Jewish group would have reached this conclusion if they had not been distracted by the Investigators' activities.

SMEE'S MOUND (Map 3)

This island is approximately 60' long by 40' wide, rising to a maximum of 4' above the water level, and is covered in low bushes and a few stunted trees. [Spot Hidden: The vegetation shows numerous minor abnormalities, such as withered fruit, twisted stems, etc.]

If some means of detecting magical fields is used, such as *Powder of Ibn-Ghazi*, a series of force lines radiating from a point near the north edge of the island will be seen. Probing this point will reveal a hard surface 8" under the earth; a slab approximately 7' square. This object can also be found by random probing in 1-4 hours.

The slab is 12" thick and weighs more than a ton, and is not built with any form of counter-weighting mechanism. It covers a stone-lined vertical shaft (1) dropping 21' to a square chamber (2). The lower 12' of the shaft and the chamber below are filled with stagnant muddy water and silt, a total of 2550 cubic feet. Players should be encouraged to work out ways of emptying it, such as bucket chains (1 cubic foot/bucket, STR/3 buckets raised per minute), counter-weighted barrels on ropes and poles (5 cubic feet, same raising rate), or a pump. The



pump in the mill loft can raise STR in cubic feet per minute, and the village blacksmith has all the pipes and tools needed to modify it for the task. Siphoning will not work since the water level in the shaft is below that of the mill pond.

Once the water is removed a 12" layer of silt and mud will remain. Buried in the mud are two human skeletons, four English pennies, the most recent dated 1643, and the remains of an old pickaxe. [Spot Hidden: A 5' high and 3' wide section of the north wall is made of stone blocks, the rest of the chamber has been hewn from solid rock. A trickle of water seeps around the blocks.]

The blocks are close fitting but not cemented, and weigh over 100lb apiece. The chamber beyond is a passage (3) leading to a studded bronze door. The passage is filled with water to a depth of 4', the upper foot a stagnant air pocket. If the blocks are removed the water will surge out, covering the floor of both chambers with 12" of water. There is no obvious way of opening the bronze door. [Spot Hidden: A bronze rod protrudes 2" from the W wall 4" before the door. If the rod is pulled out (STR12) a catch is released and a large stone block will fall into the passage, inflicting 3d8 damage and blocking it completely. Another Spot Hidden roll will reveal that three of the door studs can be slid sideways, allowing it to swing into the passage on concealed pivots.]

The chamber beyond the door (4) is obviously the scene of some ancient slaughter. The bronze door has withstood the water, and the dry stone floor is covered with smashed bones, many showing the marks of gnawing teeth. [Spot Hidden: Three of the skeletons are intact. Several bronze swords are scattered amongst the debris.]

None of the intact skeletons are significant, but 3d4 rounds after the Investigators enter the room they will be attacked by 7 magically animated skulls:

Characteristic	Average	
STR: 1d6	3-4	Move: 4 (Jump)
CON: N/A	—	Hit Points: 6
SIZ: 2	—	Attack: Bite (DEX×4%), d4+1
POW: 3d6	10-11	Armour: Note
DEX: 1d6+3	6-7	Habitat: Magically generated.

Animated skulls attack by 'jumping', flinging themselves at a victim by rapid jaw movements. On making a successful hit a skull will embed its teeth and automatically hit for an additional 1d3 damage per round until destroyed. Seeing such an attack causes an unavoidable loss of 1 SAN, victims must make a SAN roll or lose another 1d4 SAN. Any Critical Hit or Impale will destroy a skull. Anyone who actually destroys one or more skulls will regain a point of SAN.

The swords on the floor are late Pre-Roman British and have an antique value of £100×3d4. They are extremely brittle (1d4 points) and will almost certainly be destroyed if used in combat.

Under the bones is a loose stone slab, a foot from the east wall. It is 4' square and weighs 300lb, and covers a 3' diameter circular shaft (5). There are irregularly shaped niches in the north side of the shaft which can be used as hand and foot holds for a climb, but slippery fungi covering the shaft wall reduce Climbing skill by 5%. The fungi are otherwise harmless.

At the bottom of the shaft is a small square chamber, with a 5' high bronze door in the south wall. The door is a smooth plate with no obvious opening mechanism. [Spot Hidden: Some parallel scratches on the metal surface imply that it slides sideways.]

The final chamber (6) is octagonal. The floor and ceiling join the walls by 'faceted' surfaces at 45° to the vertical. All surfaces are made of a seamless white material which reflects light from a myriad of tiny points. If a Geology roll is made it will be recognised as quartz, fused by some unimaginable heat. In the centre of the room is an octagonal basalt slab, 5' across and 18" thick, supported on a 3' high and 3' diameter quartz pillar. Lying on the slab is a human skeleton dressed in fur trousers and a fur cape, with a bronze chest plate, a bronze sword, and several copper bracelets. [Spot Hidden: There is an amulet round the skeleton's neck, almost covered by the furs.]

The skeleton has been enchanted, and will attack if it is moved or disturbed in any way:

Skeleton: Str:8; Siz:6; Pow:17; Dex:15; 9 hits; sword 60% 1d8+1. See the *Call of Cthulhu* sourcebook for details.

It has been animated by Y'golnag and will attempt to place the amulet round an investigator's neck. The skeleton's sword, bracelets, and breast plate are of early Bronze Age construction but in perfect condition, antique value £100×5d10. The furs will disintegrate if touched. The amulet is made of a triply twisted Möbius strip, inset with three small emeralds and six diamonds of a strange asymmetrical faceted cut. The metal is platinum. As metal and jewels it is worth £1750, but it is also a magical amulet associated with Y'golnag, and has the following properties:

1. The wearer can cast the spell *contact Y'golnag* without normal SAN loss. A human sacrifice is required, as described in the Rabbi's book.

2. The wearer can see invisible objects or fields by looking through the central opening. Y'golnag can override this power at will, suppressing the sight of invisible objects or adding convincing illusions. Examples: the wearer mistakenly suspects a child of being some sort of mythos creature. Y'golnag generates an illusion of seven stalked eyes sprouting from her head. The wearer must roll under 3×INT to avoid being convinced, with a cumulative +5% bonus each time such



an illusion is overcome.

The amulet will perform this function for 21 seconds, then will not do so again for 27 hours.

3. Y'golnag can read the wearer's thoughts.

4. Y'golnag can attack the wearer without being physically present. However, he is interested in gaining converts, and prefers to try to use his knowledge of wearers to tempt them into joining a cult.

5. The amulet generates a mutating field of 500 yards radius, active once per lunar month. If an embryo is in this area it will be affected, unless a roll under (5× (average CON for species)) is made. The human saving throw is thus 57%. On a saving roll of 95-00 the embryo will die immediately, otherwise it will be deformed. Once an embryo has saved it is safe from the amulet's attack forever. If the amulet is taken to a densely populated area, such as London, there will be an increase in deformed human births 9 months later, and an immediate increase in the number of miscarriages.

None of the effects of the amulet are obvious without magical investigation or experimentation. Anyone who reads a complete copy of the *Revelations of Glaaki* and makes a successful Mythos roll will realise that a similar symbol is described there, with details of its activation and effects.

There is no clue to the crypt's origin, and Investigators should be encouraged to suggest a plausible theory. In fact, it was originally a temple of Y'golnag, whose cultists were killed by a rival tribe. The invaders' shaman cast the spell which animated the skulls, to keep anyone from reactivating the temple, then had it sealed and the entrance buried. In the 17th century a group of German cultists recruited three English members, who knew the approximate location of the tomb and prepared the book for use if the amulet was recovered successfully. However, the cultists did not know of the skull guard, and were beaten off with serious wounds. Two died in the crypt, the third sealed the chamber but died of infected wounds in Guildford several days later. He jotted some notes in the book before he died, but it was stolen and sold for a few coppers after his death. None of the later owners realised the significance of the book, and it was eventually donated to the university with several hundred other books and pamphlets owned by a Guildford doctor.

Further Events

This scenario gives characters a chance to make useful contacts, such as the three Jewish Investigators. The village blacksmith is another useful NPC who might easily become an associate of the Investigators.

The non-magical valuables found in the tomb can be auctioned, but the Jewish group will want fair shares. Such an auction might involve other items of cult significance — see *The Asylum* [Chaosium]. Referees should remember that all items found are legally Treasure Trove, and should be handled by a Coroner. Failure to follow this course might lead to imprisonment.

If anyone actually takes the amulet and starts to wear it they will attract Cultist attention, and may also be visited by Y'golnag himself. This may be a useful starting point for the next adventure of a campaign.

Britain in the 1920s

Keepers should note that £/s/d rather than the current decimal currency is appropriate to the period, with 20 shillings or 240 pennies to the pound. Prices, etc, can be gauged from the CoC rules using an exchange rate of \$5 to £1 as a rule of thumb. □

Crawling Chaos is a bimonthly column for players of *Call of Cthulhu*, edited by Marc Gascoigne.

THE PRICE IS RIGHT

by Marcus L Rowland

Many *Call of Cthulhu* players base their campaigns in Britain rather than the USA, but find many problems in acquiring source material for the time without a good deal of painstaking research work. To remedy this, *British Call of Cthulhu* writer Kimball Bailey is assembling a mammoth sourcepack for the time. Until this appears, however, *Crawling Chaos* will be presenting some of its own material on the subject, starting this month with some general information on coinage and prices, and some especially useful sourcebooks. — MG.



In the 1920s Britain was a wealthy nation, but wages, salaries, and prices were lower than their American equivalents. This makes it necessary to convert the income of player characters for the British setting. As a simple guide, the exchange rate through most of the decade was five dollars to the pound. To find the income of a British investigator, generate the character as an American, then divide the dollar income by six to give income in pounds. British investigators have less spare cash than their American colleagues. However, they are wealthy by most standards, since the average income is far lower than that of most player characters. By comparison, a typist might earn less than four pounds a week, an airline pilot at the end of the decade only earned £450 a year. Henry Pierrepont, the Official Executioner, was paid £10 a hanging, his assistant only two guineas.

Until 1971 the pound was divided into shillings and pence, at twenty shillings to the pound, twelve pence to the shilling. Prices in shops might be shown in various ways, for example:

2s 6d or 2/6 = Two shillings and six pence (12½p)
£1 5s 0d or £1/5/- or 25/-
= One pound and five shillings (£1.25)

A slang term for money, derived from the symbols used for the main currency units, was 'LSD'. This may cause mod-

ern players some confusion!

To add to the complexity there were also coins for a half-penny (½d, usually pronounced 'ha'penny') and a quarter-penny (¼d, or farthing). A table of British notes and coins with values and approximate decimal equivalents follows:

Coin/Note	Value	Decimal	Notes
Farthing	¼d	.104p	
Halfpenny	½d	.208p	Pronounced 'Ha'penny'
Penny	1d	.416p	
Three-penny bit ¹	3d	1.25p	Nickname 'Joey'
Sixpence	6d	2.5p	Nickname 'Tanner'
Shilling (12d)	1s	5p	Nickname 'Bob'
Two shillings	2s	10p	Florin
Half Crown	2/6	12.5p	
Crown (rare)	5/-	25p	
Ten shillings	10/-	50p	Bank note
Pound (20s, 240d)	£1/-	£1.00	Bank note
Sovereign (rare)	£1/-	£1.00	Gold coin
Guinea	£1/1/-	£1.05	No note or coin ²

¹A silver coin, not the eight-sided coin introduced in 1937.

²An obsolete unit of currency, generally used for expensive purchases (eg clothing, jewellery) and for medical and legal fees. Originally a gold coin.

Notes over £1 were rare and could probably not be changed by smaller shops. Gold sovereigns were legal tender but rare, and were worth more as gold than as coins. Britain reverted to the pre-war gold standard in 1925, to speed repayment of war debts, but this caused inflation and was later abandoned.

The following prices are typical of Britain in this era, and include those for pounds, shillings, and pence and their approximate decimal equivalents:

Item	Cost	Decimal
Bacon, pound	1/5	7p
Bread, 4 pounds	1/-	5p
Butter, pound	2/-	10p
Cheese, pound	1/5	7p
Coffee, 4 ounces	1/4	6p
Eggs, dozen	2/2	11p
Beef, pound	1/-	5p
Steak, pound	1/5	7p
Beer, pint	6d	3p
Whisky, bottle	15/-	75p
Brandy, bottle	11/2	56p
Rum, bottle	12/-	60p
Cigarettes (20)	1/-	5p
Tobacco, ounce	1/-	5p
Semi-detached house (3 beds)	£600	£600
Luxury hotel room (night)	8/6	42p
Overcoat	£5/10/-	£5.50
Shirt	12/-	60p
Shoes	£1/10/-	£1.50
Suit	£3/10/-	£3.50
Postage (up to 3oz)	1½d	Under 1p
Registered letters, to above add	3d	1p

Newspaper	1d	Under 1p
The Times	2d	Under 1p
Hardback novel	7/6	37p
Windup Gramophone	£7/17/-	£7.85
Upright piano	£50/-/-	£50
Valve radio & headphones ¹	£21/-/-	£21
Crystal radio ²	£2/-/-	£2

Recording barometer	£9/7/6	£9.37
Zeiss microscope & 6 lenses ³	£48/8/6	£48.42p
Portable microscope kit ⁴	£46/19/-	£46.95
Camera for microscope	£23/2/-	£23.10
Sample dissection kit	£1/15/-	£1.75
Reading glass, 2.5 inches	4/3	21p
Reading glass, 5 inches	18/6	92p
Magic lantern projector ⁵	£24/-/-	£24
First Aid kit	£2/10/-	£2.50

Bicycle	£6/-/-	£6.00
300cc motorcycle	£38/15/-	£38.75
4 mile urban bus ride	4d	2p
200 mile train ride	£1/4/-	£1.20
Baby Austin ⁶	£175/-/-	£175.00
4 seat saloon (average)	£300/-/-	£300.00
AC sports car (2 seat)	£500 +	£500 +
Bentley 3-litre Sports	£1000 +	£1000 +
Petrol, gallon	1/7	8p

Spring cruise to Norway (12 days)	20gs	£21
Spring cruise to Mediterranean (10 days)	20gs	£21
Cruise around world	£250	£250
Air Charter, London-Paris (1920; one way in 2-seater)	£50	£50
Scheduled flight, London-Paris (1923; return by airliner)	£12	£12

Shotgun, hammerless		
12-gauge self-ejecting	£29/5/-	£29.25
Shotgun, standard		
12-gauge	£10/10/-	£10.50
Bulldog revolver (.32, .38, or .45)	£2/6/-	£2.30
Shotgun/Rifle combination, various bores ⁷	£29/5/-	£29.25
Bolt action high velocity rifle & sights ⁸	£29/15/-	£29.75
Short magazine Lee Enfield rifle, match tested ⁹	£11/10/-	£11.50
Revolver ammunition, 100	5/-	25p
Shotgun cartridges, 50	10/6	52p
Rifle ammunition, 100	7/-	65p
High velocity rifle ammunition, 100	15/-	75p
Gun licence (not required for shotguns)	10/-	50p

¹Requires lead-acid accumulators, charged at a garage or wireless shop. First voice radio broadcasts, 1920, BBC established 1922.

²Requires long complex wire aerial, length at least equal to wavelengths of transmission.

³Hospital or professional research model.

⁴Designed for portable field use by medical missionaries.

⁵Epidiascope. Shows magic lantern slides (made from large roll film), also images of books placed under a special mirror system.

⁶Maximum speed 45mph, seats 2 adults and 2 children.

⁷An 'Under and Over' gun has a shotgun barrel over a rifle barrel. Both are single shot breech loading, and used with a 5% penalty on the relevant skill. Firers most roll under 5 x DEX to avoid pulling the wrong trigger.

⁸As .30-06 bolt action but range 125 yards.

⁹As .30-06 bolt action but add 5% to skill.

USEFUL SOURCES

The following were used as source material for this article:

Dr H Priestly — *The What it Cost the Day Before Yesterday Book*
R J Unstead — *The Twenties*
Robert Wall — *Airliner*
Baird & Tatlock Ltd — *Standard Catalogue of Scientific Apparatus 1927*. □

Cults of the Dark Gods

Original Text by Prof Wolf von Archensbak, Translated for Call of Cthulhu by A J Bradbury

TRANSLATOR'S NOTE

This material is a translation of a part of the researches of Professor von Archensbak related to certain cults, or quasi-religions, believed to be connected with the plans of the Great Old Ones to resume their domination of our planet.

The Professor had originally intended to withhold this information until he had completed his major work on Cthulhu-orientated cults. After the recent death of the great Bulgarian scholar, Dr Philius Sadowsky, whilst he was preparing a definitive commentary on the *Necronomicon*, however, von Archensbak has asked me to prepare a synopsis of his findings for immediate publication.

THE VICTORY OF THE SANDS

Following the publication of my monograph on the Sigsand, or Sussex, Manuscript I have received a number of letters from self-styled 'fellow researchers'. In many cases these communicants were mere cranks of one persuasion or another. Yet in the midst of this nonsense certain information has been drawn to my attention, by one who wishes to remain anonymous, which has both confirmed certain data already in my possession and, more importantly, has fleshed out certain portions of that data which were hitherto sketchy and unclear.

As I stated in my earlier work, there can be little doubt that the Sigsand Manuscript is either wholly derived from some Arabic source, or at least depends upon such work for its central thesis. What was unclear to me when I wrote those words, however, was the identity of that original material.

Let me state, quite categorically, that the document to which I refer is still unknown to me. Nevertheless I am at least able to indicate the probable source of the Sigsand material, together with a list of the main groups, or cults, through which that teaching has been disseminated down the ages, even unto the present day.

As the American writer, H P Lovecraft, has so often observed, the time of the Great Old Ones' rule on Earth most surely preceded our own times by many millenia. Yet the knowledge of their being, and of their power, together with the loathsome and blasphemous rites inspired by that knowledge, has persisted within isolated groups like some dreadful canker upon the soul and body of the human race.

Thus far had my researches led before new information was laid before me. A simple belief that such 'lost' peoples as the dreaded Tcho-Tcho of the Tsang plateau, the Abominable Snowmen of Mi-Go and the Deep Ones of Ponape, were the scattered remnants of the Old Ones' worshippers on Earth. How little I knew!

THE ASSASSINS

In tracing the history of that infamous and terrible cult of the *Hashishim*, more commonly called the Assassins, we must look to the deviant groupings of the Muslim faith.

The first, and most important schism within Islam was based upon differing attitudes regarding him whom they call The Prophet (ie Mohammed). On the one hand we have the Sunni's, who accept the Koran (as presented by The Prophet) as the source of religious authority. The main opposition group is that of the Shi'ite persuasion, which holds that every age has its own divinely inspired leader or Imam who has absolute, God-given authority over all men.

According to the Shi'ites each Imam has positively super-human powers – handed down from age to age since Adam. To the Shi'ites, each Imam is, quite literally, the voice of God on earth.

As the Shi'ite sect began to emerge, being in the minority, it protected itself by resorting to secrecy. And when Shi'ism

itself began to fragment this led to the formation of a whole range of new secret societies – most notably the Ishmaelites. The Ishmaelites are distinguished by their belief that Ishmael son of Ja'far was the seventh Imam and heir to the power and authority of Adam – all other Sunni's and Shi'ites believe Ishmael to have been an evil man legally deprived of the Imamate by his father. The Ishmaelite sect also gave rise to yet another sub-group, a secret society *within* a secret society! I refer, of course, to the Assassins.

So far as modern scholars, including my own source, have been able to ascertain the facts in this matter, the cult of the Assassins was established by Hassan ibn Sabah – the Old Man of the Mountains – in about 1090AD.



Ibn Sabah's nickname, allegedly accorded him by the Crusaders, tells us much about both parties. The term 'old man' could be derived from the idea of a wise man or sage, since Ibn Sabah himself was certainly not 'old' in years. It is quite possible, on the other hand, that 'old' was meant to refer to the alleged antiquity of Ibn Sabah's authority, which implies that some of the Crusaders at least were prepared to recognise that authority. The 'mountains' referred to are in northern Iraq, where Ibn Sabah had his personal stronghold at Alamut – 'The Eagle's Nest' – from which he and his successors directed a reign of terror which reached throughout the Arab world, and beyond.

But what was the real purpose behind the formation of this sect?

Certainly Hassan Ibn Sabah and the later Grand Masters of the sect were interested in power. Indeed there was a time, before their ambitions were temporarily thwarted by the arrival of Genghis Khan and the Mongol hordes, when it looked as though the Assassins might take control of the entire Muslim world.

The influence of the Assassins, as their name implies, was based primarily upon the practice of executing anyone who incurred the Master's displeasure or who offered a threat to the cult, either real or imagined. These executions were carried out by carefully trained and utterly dedicated killers called the *Fidavis*. The training is of particular interest since it involved certain mind altering techniques.

I have already mentioned that the Assassins were also known as the *Hashishim*. This alternative title relates to the practice of drugging initiates with hashish and then introducing them into a purpose-built 'heaven on earth' – a luxurious palace surrounded by beautiful gardens and inhabited by throngs of lovely women who attended to the initiate's every desire during his brief stay. After a suitable period of time the initiate was drugged again, returned to the Eagle's Nest, and told that he could only return to Paradise if the Master willed it, that is, if he unhesitatingly obeyed the Master's every command. The results of this process were remarkably successful.

The 'uniform' of the Assassins, who most certainly remain in existence even today, consisted of a white robe, a red belt and black or red boots. It should be noted, however, that just as they are skilled in the many means of killing so are they well trained in every aspect of the art of disguise. Their absolute obedience to the will of their masters is unparalleled, even by the deadly Ninjas of the East, since they have no fear of death but rather welcome it as the one road back to that paradise they have already experienced!

In the 13th century the invading Mongols, led by Genghis Khan's lieutenant, Halaku, seemed to have wiped out the Assassins as part of their drive to exterminate Islam. Yet when the Mongols were finally forced back by the Sultan of Egypt the Assassins re-emerged as strong as ever, not only in Syria (where their power had remained largely intact), but also in Persia, Afghanistan (where they called themselves the *Roshaniya* – the 'illuminated ones') and India (as the *Thugees*).

But the Assassins were no longer operating only in the Middle-East and India. By indirect means they had penetrated into the very heart of Christendom itself, thus providing the basis for every subsequent secret society of any note throughout the length and breadth of Europe.

THE KNIGHTS TEMPLAR

The exact date for the foundation of the Knights Templar, like many other aspects of this ambiguous organisation, is almost impossible to fix with absolute precision. Some writers suggest 1118 or 1120AD, whilst others place it up to ten years earlier. What we can be sure of, however, is that by 1120AD at the latest, the first nine members of the order were securely installed in that part of the (Christian) King of Jerusalem's palace – that part which stood on the site of what had once been King Solomon's Temple.

Even at this early part of the history of the Templars we come across a series of intriguing paradoxes.

Firstly, it is alleged that Hugues de Payen, the first Master of the Order, and all his colleagues were 'poor' knights. Yet within a very short space of time following the foundation of the Order the knights began to send large sums of money back to France, specifically to the Abbot of the Cistercian monastery at Clairvaux – Saint Bernard. This was extremely fortunate, from the monk's point of view, since it lifted them from being on the verge of bankruptcy to a position as one of the most influential orders in the Western world.

Secondly, there is the question of the seemingly instant acceptance of the founder knights by King Baudouin I. By what means were the nine able to gain such immediate and extensive favours?

Thirdly, we must examine the Templars' declared objective – to make the roads of Palestine safe for pilgrims and other travellers. Yet how could they hope to succeed in such a massive task? Their seal emphasised their alleged poverty by showing two knights upon a single horse. Even with a horse apiece, how could nine men police such a large area single handed? And lastly, who were they guarding the roads against?

In 1127 a majority of the Templars, including Hugues de Payen, returned to France where they were welcomed as 'the epitome and apotheosis of Christian values'. De Payen was officially proclaimed the Grand Master (!) of the Knights of the Order of the Temple, a semi-religious order of warrior-monks. It was also at this time that they were granted the *exclusive* right to wear white mantles over their armour adorned with a red cross on the left side.

One hundred and eighty years later, the Templars were so rich that they had become the bankers of Europe, so powerful that they recognised allegiance to no one, not even the Pope, yet at the same time they were reviled on all sides as despotic, degenerate devil-worshippers.

I can hardly think that I need to impress upon my readers the many similarities between the Assassins on the one side, and the Templars on the other. Indeed, many of those who came

into contact with the Templars quickly learnt that the sect had adopted many of the Assassins' ideas and methods.

[Translator's Note: At this point Professor Archensbak's notes become totally fragmentary. In essence he merely outlines the conflict which arose between Phillipe IV – Phillipe le Bel – and the Templars, which Archensbak attributes primarily to the Templars' growing arrogance towards everyone, from the Pope downwards, and more importantly to the fact that Phillipe was heavily in debt to the Templars with little or no hope of being able to pay that debt.]

When two Popes in succession refused to help Phillipe in his plan to suppress the Templars, both died under suspicious circumstances. Phillipe was thus able to have his own candidate elected to the office, and in less than two years a list of charges of blasphemy had been drawn up, and the Templars' strongholds had been overthrown.

Amongst the charges drawn up against the Templars two, in particular, are worthy of note. In the first it was alleged that all Templars, on entering the order, were required to reject Jesus Christ as a false prophet and to spit and trample upon a crucifix placed on the floor for this purpose. The second charge concerns something, possibly a sculpture of a bearded head, which was called Bafomet, said to have been held in the highest reverence.

On the subject of the renunciation of Christ by the members of what was apparently a Christian order I will have more to say later. For the moment let me merely suggest a parallel between this practise and the Assassins' effective rejection of Mohammed.

The matter of Bafomet may be dealt with immediately, since there can be little doubt as to its true significance.

Many scholars have worried over the name Bafomet, not only because of the uncertainty as to what it was, but also because this Arabic-sounding word is not found in that language in that exact form. Yet we hardly need to look far for an explanation. For there is indeed a very similar word in Arabic, namely *abufihamet* – which breaks down as *abu*, meaning 'father of' or 'source of', and *fihamet* (from the root word *fehm*), meaning 'wisdom' or 'understanding'.

If we then take Bafomet to mean 'father of wisdom' are we not led inexorably back to the Assassins yet again, and their belief in the Imam of the age – their own Grand Master – as the only true source of all knowledge.

Moreover, despite the praise heaped upon them as defenders of the Holy Land, the Templars actually fought only when it suited them to do so, and even then it was not always only on behalf of their fellow Crusaders.

So, now, we have seen the Assassins as a cult dedicated to the pursuit of power, though not averse to the accumulation of wealth – through murder, kidnapping and blackmail – when the opportunity arose.

The Templars, on the other hand, seem to have had little interest in power for its own sake, except as a means of protecting their own interests. Their dedication to the pursuit of wealth in all its forms, however, was legendary, almost obsessive.

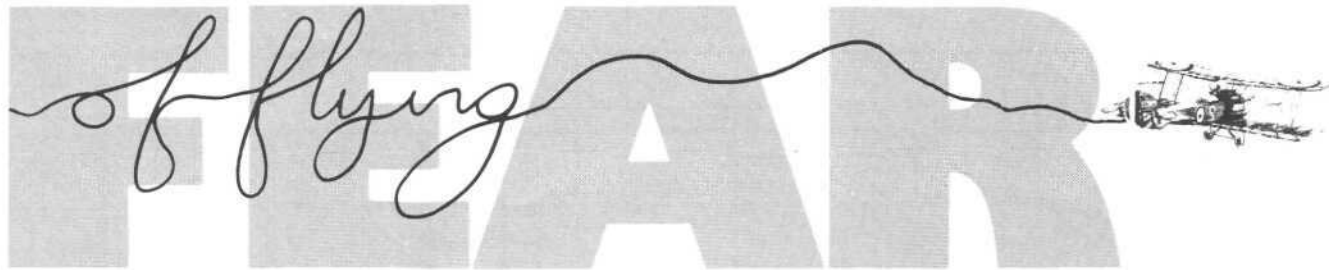
So what happened to the Templars, and to their vast wealth?

As an organisation they were broken up by the raids staged by Philippe IV in 1307. In 1312 the Order was officially disbanded, by papal decree, and in 1314 the last Grand Master, Jacques de Molay, was burned at the stake by command of Phillipe.

Yet this was hardly the end of the Templars. In the first place their treasure was never found, nor has it been discovered up to the time at which I write. As for the individual members, comparatively few were seized, and even fewer put to death. The survivors undoubtedly found 'new' allegiances elsewhere.

Some knights simply moved from France to Prussia where they would undoubtedly have been welcomed by highly sympathetic knights of the Teutonic Order. Others, taking advantage of the war which was in progress between Scotland and England took the road to the Highlands, where the papal decree had been totally ignored. In both cases the exiles did not simply rest on the memories of their past. Rather they began to build the foundations of new orders. One society, created by the exiles in Scotland, became what we now know as Freemasonry. Those in Germany, with a far greater dedication to secrecy, borrowed their new title from the Afghans. They became the Illuminati. □

Further revelations about the 'Cults of the Dark Gods' will be appearing in later issues of White Dwarf.



INTRODUCTION

Most *Call of Cthulhu* campaigns involve frequent travel. This scenario should fit any campaign in which a medium to long range air journey is required. For this reason players' information has been kept to a minimum; the keeper will know where the investigators are travelling, and why.

PLAYERS' INFORMATION

You are to travel on flight 132, a Tabor airliner of the most advanced design, able to carry twelve passengers and three crew at more than a hundred miles an hour!

As the formalities are completed you see the aircraft for the first time; a fantastic triplane with six Rolls-Royce engines, taller than a house and longer than two London omnibuses. It's hard to believe that such a monster can ever leave the ground.

Walking towards the boarding ladder, you know that this will be a flight to remember.

KEEPER'S INFORMATION

The passengers about to board include a fanatical cultist, a murderer, a wealthy tycoon with a sinister past, and a private detective, plus the investigators and some innocent bystanders. Several events are suggested for the flight; the keeper should select those most appropriate to the campaign background and the skills of the investigators.

The passengers are weighed before they board. The keeper should pretend to distribute them according to weight, so that the total SIZ of passengers is spread as evenly as possible along the length, and across the width, of the aircraft. In fact this calculation should be ignored. Spread the investigators around the aircraft and ensure that one sits next to Jeremiah Stokes.

The Tabor is a huge airliner, designed as a bomber but converted to peacetime use at the end of the Great War. It holds 12 passengers and 3 crew. This version has six Rolls-Royce Eagle engines, two between the upper and middle wings and four in tandem pairs between the middle and lower wings. They are surrounded by a maze of control wires and cooling pipes, all essential to the safe operation of the aircraft, and a network of support struts and wires. An unpublished design fault is the fact that the upper engines tend to pull the nose of the aircraft forwards and downwards. If any of the lower engines cut out, the upper engines must be throttled back. If this occurs, the aircraft will slowly lose height. Each engine (with its plumbing) has 25 hit points, but will need repairs if it takes more than 13 points of damage. The aircraft loses 10mph flying speed for each stopped engine. The wings have 150 hit points, but the aircraft loses 1d6mph for each ten points of damage they take. It will stall and crash should its speed fall below 40mph. Full technical and historical details are given at the end of the scenario.

Plan 1 shows the layout of the fuselage, which is made of laminated plywood with reinforcing ribs. The fuselage has 150 hit points, but more than 20 points of damage will seriously weaken the aircraft. Each time this occurs roll a percentile dice. If the total damage is greater than the dice roll, roll 1d20 on the table below:

- 01–10 No effect.
- 11–13 Plywood cracks. Roll for damage in each subsequent round of combat, adding 1d4 to the percentile dice roll.
- 14–16 Bracing wire anchorage rips free. Pilots must reduce air speed by 2d4mph.
- 17–19 Support strut anchorage rips free, additional damage 2d6. Pilots must reduce air speed by 3d6mph. Make another d100 roll to check for further effects.
- 20 Main support strut snaps. Aircraft breaks up.

Bullets causing less than 6 points of damage pass through the fuselage without affecting the total structure, and this damage need not be subtracted from the fuselage hit points. Any bullet which misses on a roll of 95 or more will hit one of the engines; the keeper should roll 1d6 for location:

- 1 Left upper engine
- 2 Right upper engine
- 3–4 Left tandem engines (forward/aft)
- 5–6 Right tandem engines (forward/aft)

The nose [1] contains instruments and ballast. Behind it are the two pilots, who sit in an open cockpit [2]. A hatch leads to the engineers compartment [3], which contains most of the engine controls, the wireless transmitter, a rubber life raft and hand pump, the entry hatch, and a ceiling hatch for access to the wing. If an engine fails the engineer can climb out and attempt to repair it in flight. The wireless cannot be used during take-offs or landings; it uses a wire aerial which hangs below the aircraft fuselage and is wound in at these times. A

door leads back to the main cabin [4], equipped with wicker seats for 12 passengers. Each seat has its own window (which can be slid open) and is supplied with cushions and heavy blankets. Net racks above the seats hold hand luggage and coats. A baggage compartment [5] can hold up to two tons of luggage. Spaces below and behind the cabin [6] hold control cables, ballast, and other equipment. The fuel tanks [7] are below the cabin and engineers compartment.

CHARACTERS

Captain James Crichton-Smythe: Age 35, ex RFC and RAF, Senior Pilot. STR: 15; DEX: 13; INT: 11; CON: 12; APP: 10; POW: 11; SIZ: 9; SAN: 55; EDU: 13; HP: 10.

Skills: Astronomy (navigation) 35%, Electrical Repair 35%, Make Maps 25%, Mechanical Repair 45%, Photography 25%, Pilot Aircraft 55%, Speak French 25%, Speak German 15%, Revolver 35%, Vickers machine gun 35%.

Equipment: Assorted maps and charts, .38 Webley revolver.

Peter Fincham: Age 33, ex RFC (medical discharge), Co-Pilot. He was shell-shocked during the war, hence his low SAN. STR: 13; DEX: 14; INT: 12; CON: 11; APP: 15; POW: 15; SIZ: 11; SAN: 52; EDU: 13; HP: 11.

Skills: Astronomy (navigation) 25%, Dodge 35%, Electrical Repair 30%, Make Maps 15%, Mechanical Repair 40%, Pilot Aircraft 50%, Speak Arabic 35%, Revolver 35%, Rifle 30%.

Equipment: .38 Webley Revolver.

Norman Villiers: Age 40, American, ex US Army Air Corps, Flight Engineer. STR: 17; DEX: 13; INT: 12; CON: 10; APP: 11; POW: 17; SIZ: 11; SAN: 55; EDU: 10; HP: 10.

Skills: Climb 65%, Boating 25%, Dodge 46%, Electrical Repair 55%, Mechanical Repair 75%, Operate Radio 35%, Speak German 25%, Knife 35%, Revolver 30%, Rifle 25%.

Equipment: Assorted tools, flare pistol (1 shot/2 rounds, Damage 1d6+8, Base 10%, Range 10 yards), commando knife.

Jeremiah Stokes: British, age 55, a wealthy arms magnate. During the war he was a leading advocate of the use of poison gas, and made many enemies. Lately he has begun to doubt the wisdom of this work. In the last year there have been three attempts on his life, and he is travelling by air to shake off any possible assassins. STR: 8; DEX: 10; INT: 16; CON: 8; APP: 10; POW: 6; SIZ: 11; SAN: 22; EDU: 16; HP: 9.

Skills: Accounting 35%, Bargain 35%, Chemistry 25%, Credit Rating 35%, Fast Talk 35%, Law 45%, Treat Poison 20%, Revolver 30%.

Equipment: Briefcase (in the luggage rack) contains a .32 revolver and his lucky mascot, a crude wooden fetish believed to originate in Africa.

Seat D (Note: An investigator should occupy seat C).

Aaron Jakes: Age 52, American businessman and Cultist of Azathoth. He has been sent to steal the 'mascot', so that it might be given to a more useful servant.

STR: 10; DEX: 10; INT: 15; CON: 10; APP: 6; POW: 17; SIZ: 9; SAN: 0; EDU: 15; HP: 9.

Skills: Accounting 25%, Bargain 40%, Cthulhu Mythos 23%, Credit Rating 25%, Fast Talk 20%, Law 30%, Occult 55%, Sneak 55%, Blow-pipe 25%, Knife 55%, Revolver 30%.

Spells: Dread curse of Azathoth, shrivelling, contact Azathoth, create gate.

Equipment: Switchblade knife, .38 revolver, poison ring (potency 13 poison injected by needle; takes effect 2d6 minutes after injection, causes death or 1d6 damage if resisted; 1 dose), *Book of Eibon*. **Seat E** (Note: Investigators must not occupy seats F to H).

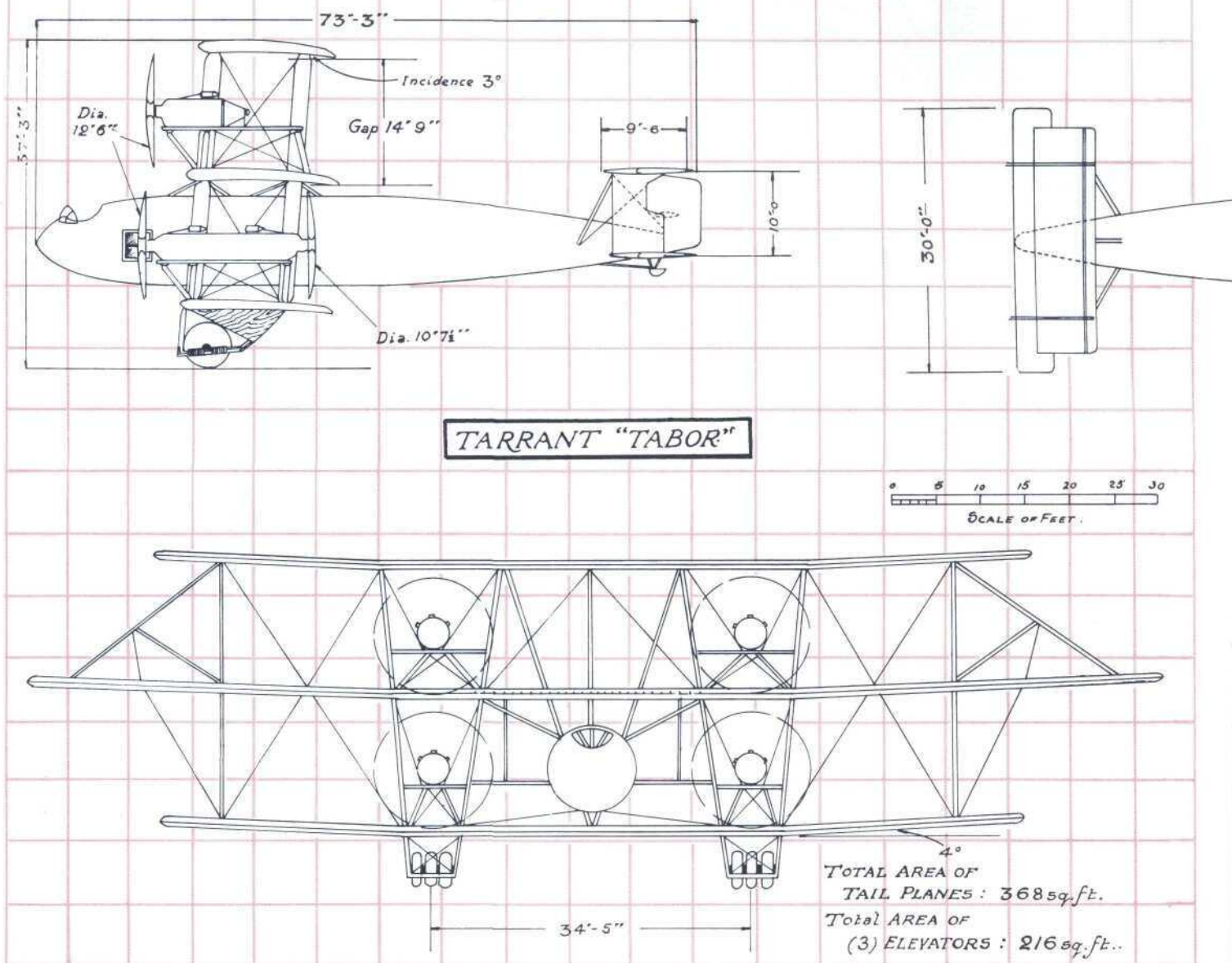
Dr Thomas Potter: Age 47, British chemist. Potter works for Stokes, but Stokes will not recognise him since he is disguised by a wig and dark glasses. During the war Potter developed a lethal nerve gas, one of the foundations of Stoke's fortune. Afterwards he realised that his work did little to advance the war, though hundreds were maimed by its effects. He became insane, and wishes to atone for his sins by killing himself and Stokes. He is responsible for the death threats and attacks.

STR: 10; DEX: 13; INT: 17; CON: 12; APP: 10; POW: 8; SIZ: 11; SAN: 14; EDU: 17; HP: 11.

Skills: Chemistry 75%, Dodge 46%, Knife 35%, Revolver 25%.

Equipment: Cylinder of nerve gas (Potency 16 poison, enough to fill the cabin completely), 2 syringes of Potency 10 poison, 2 vials of acid (Potency 8, enough to dissolve a lock or a face), .45 revolver. **Seat K**.

Arthur Mallow: Age 48, British, private detective and ex-police sergeant. Mallow is (unknowingly) employed by a Cultist, and is following the investigators. He has been told that they are art thieves. He is supposed to report their actions back to an insurance office (actually an accommodation address) in London. STR: 17; DEX: 13; INT: 12;



CON: 10; APP: 11; POW: 17; SIZ: 11; SAN: 55; EDU: 10; HP: 10.
Skills: Climb 60%, Dodge 46%, Drive Auto 30%, Law 35%, Pick Pockets 35%, Pick Locks 25%, Speak Hindi 20%, Spot Hidden 75%, Revolver 30%, Nightstick 25%, Martial Arts 25%.
Equipment: Handcuffs, .32 revolver, pocket knife, set lock picks, gloves, torch. **Seat A.**

Other passengers are unimportant, listed by seat, name, description, hit points and SAN only. They have no weapons or relevant skills. The players should not be allowed to realise that they are cannon fodder. They should be removed from this scenario where necessary to provide room for the investigators on the plane.

Seat B: Nigel Winstanley-Browne. An upper class twit. 9 hits, 40 SAN.
Seat C: Reserved for an investigator
Seat F: Letitia Templeton. A flapper. 8 hits, 35 SAN
Seat G: Jennifer Pettigrew. A honeymooner. 11 hits, 45 SAN
Seat H: Charles Pettigrew. A honeymooner. 14 hits, 55 SAN
Seat I: Oliver Colt. An American tourist. 10 hits, 80 SAN
Seat J: Professor Alex Phipps. Musicologist. 9 hits, 65 SAN
Seat K: John Banks. A chartered accountant. 11 hits, 55 SAN

THE FETISH

This crude doll is a Mythos artifact, a carving of Nyarlathotep as worshipped in Kenya (see *Masks of Nyarlathotep*). Anyone seeing it for the first time must make a SAN roll or lose 1d6 SAN, a successful roll still results in the loss of 1 SAN. Nyarlathotep can oppose POW to influence the thoughts of anyone carrying such a fetish, usually through dreams. It also drains 1 Magic Point per day. This malign influence caused Stokes to manufacture nerve gas, and is responsible for many minor cruelties of Stokes' business empire. Stokes stole the fetish in 1907.

Although Stokes is not a Cultist, Nyarlathotep was at first happy that he should own the fetish. Now he begun to resist its malign influence,

and Nyarlathotep has sent Jakes to retrieve it and pass it on to another victim.

EVENTS

After the aircraft takes off, Stokes will open his case to get papers, and Jakes will confirm that he carries the fetish. The investigator in seat C may also Spot Hidden to see the fetish at this time; if successful he (or she) must make a SAN roll.

Jakes intends to steal the fetish, either by murdering Stokes immediately, or by waiting until the aircraft reaches its destination and burgling his room. If the investigator near Stokes seems to be taking an unhealthy interest, Jakes will delay and wait to see what happens. Mallow will also observe developments, using a small mirror (in his cigarette case) to watch the nearest investigator.

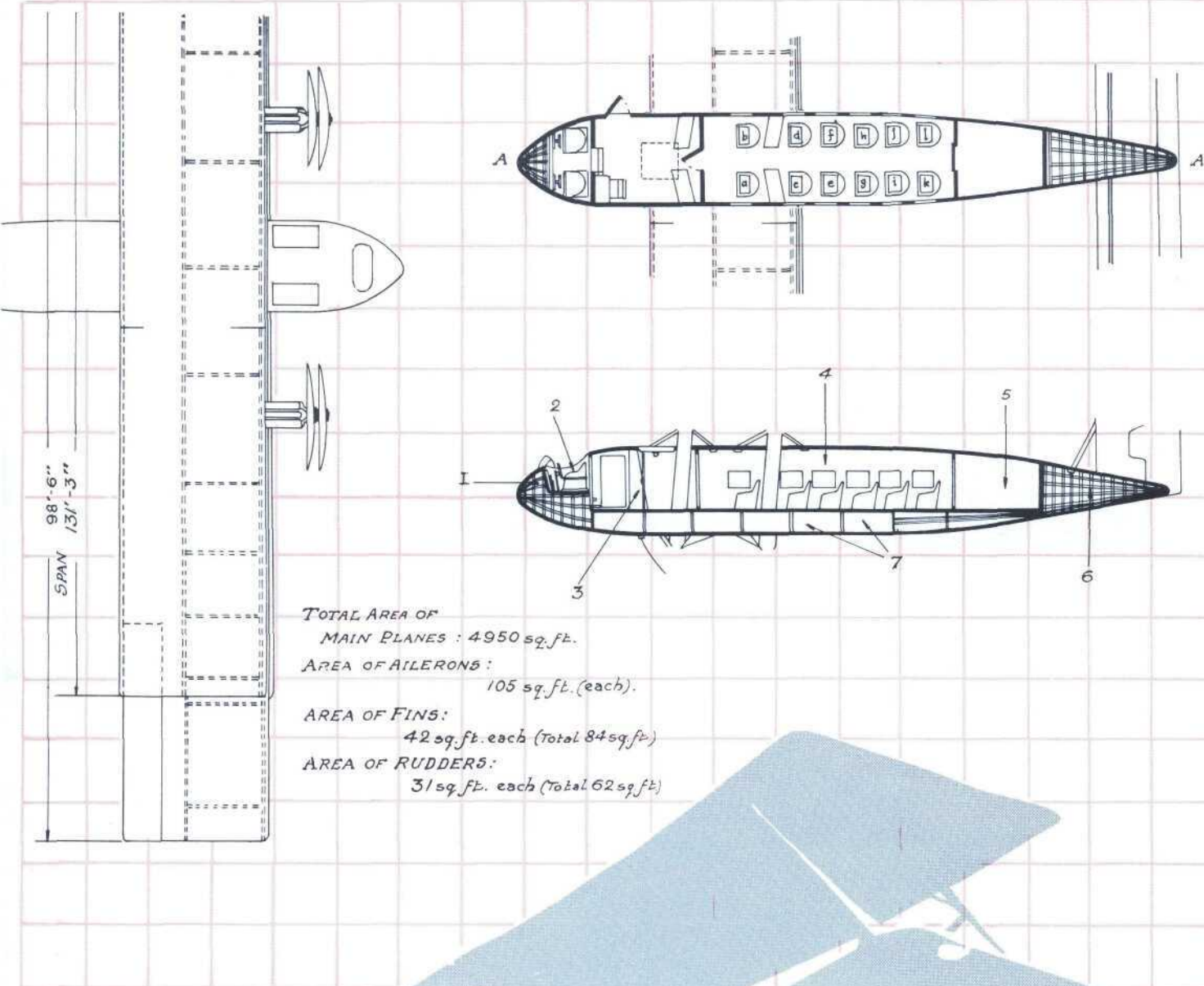
Meanwhile, Potter is summoning the nerve to confront Stokes. His gas cylinder and gun are concealed in a briefcase. Eventually he will walk forward, pretending to wish to send a radio message. When he reaches Stokes he will produce these weapons and confront his hated foe.

Luckily the valve on the cylinder is stiff, and two hands are needed to open it. Potter can't use it and hold a gun simultaneously. This gives the investigators several rounds to react to this threat, while Potter rants and tells everyone about Stoke's crimes. Stokes may respond by admitting his guilt and collapsing in a sobbing fit; an unexpected result which should leave Potter somewhat surprised.

If there is a fight, or Stokes is killed, Jakes will try to steal the fetish in the confusion.

As a last resort he will use his gun and spells to escape to the engineers compartment, kill him, and contact Nyarlathotep. A shantak (with average characteristics) will arrive a few minutes later, and Jakes will climb out and walk down the wing to jump onto its back. Afterwards the shantak will attempt to destroy the aircraft, to eliminate witnesses.

If the aircraft survives, Mallow will have a lot of news to report; after



the flight the investigators should gradually realise that they are seeing a lot of him. If the team have the fetish but Jakes is still alive he will undoubtedly make more attempts to recover it.

This setting gives a number of opportunities for unusual fights and confrontations (for example, a fist fight on the wing of the aircraft), and can easily be adapted to any other set of characters and degree of lethality.

Historical Background

Films and novels tend to concentrate on the glamorous Zeppelins and fighter aces of the Great War, and it's easy to forget that both sides developed heavy bombers, capable of flying hundreds of miles and delivering tons of explosives. After the war they were easily converted to passenger use. In consequence, European aircraft dominated civil aviation through most of the Twenties. Aircraft like the Handley-Page W8, Vickers Vimy, and Bristol Pullman were either converted bombers or purpose-built airliners, and could easily carry eight to fourteen passengers. By the end of the decade they (and much more advanced descendants) were spanning the deserts of Australia or Egypt, or the waters of the English Channel, with equal ease. Many were sold in America, since the US aircraft industry had never built bombers and concentrated on small aircraft for lucrative airmail runs until the middle of the decade.

By today's standards these aircraft seem primitive; wood and fabric biplanes or triplanes, with the passengers seated in wicker chairs. A common feature was the provision of ladders in the wire wing bracing, to let the crew repair the engines in flight if necessary. Maximum speed was around 80-120mph (in a good wind). Most early models lacked radio and other modern navigation aids; they followed railway lines or roads whenever possible, and trusted to luck and the compass when crossing deserts or large bodies of water. Their 'airports' were often little more than grass fields, with tents used as waiting rooms and administration buildings.

The airliner used in this scenario never flew. However, it is based on

a real aircraft, a prototype heavy bomber which crashed on take-off during its first flight in November 1918, killing its pilots. The Tarrant Tabor incorporated several features which would have made it particularly suitable for airline use; the fuselage was wider than a modern Concorde airliner, it was free from the usual internal wire braces and spars, and it was built for a heavier load than any other aircraft of its day. Its main flaw was lack of power, which could have been corrected by engines which were already available when it crashed. It carried radio and other navigational aids. The builder, W G Tarrant, was never able to raise the funds to complete a second prototype, and the project died in 1919.

For this scenario it is assumed that the second prototype was completed as the first of a line of passenger aircraft, with better engines and the fuel tanks moved below the cabin floor. If completed, it would have had the following approximate specifications:

Loaded weight:	44672lb
Length:	73' 2"
Maximum width:	131' 3"
Overall height:	37' 3"
Body Diameter:	11'
Maximum endurance:	8 hours @ 113mph = 900 miles' 12 hours @ 91mph = 1090 miles.'

'These figures would probably be improved for an airline model, since it would rarely fly at full loading.

I am grateful to Francois Prins, aviation photographer and journalist, for the use of diagrams and other material from his article 'Mr Tarrant's Tabor'. The modified design for passenger service is typical of the early Twenties. Other sources include: *Death in the Clouds* - Agatha Christie; *Diamonds in the Sky* - Pettifer and Hudson; *The World's Worst Aircraft* - James Gilbert; *Airliners* - Robert Wall; *Slide Rule* (Autobiography), Stephen Morris, and *So Disdained* - Nevil Shute. □

Crawling Chaos is our regular column for players of Call of Cthulhu, edited by Marc Gascoigne.

RECOMMENDED READING

by J G Cadera

THE GEMHETEP PAPYRUS

History: The papyrus was discovered in a Cairo bazaar in 1895 by Professor Edward Clayton, and was brought to England two years later. The Papyrus dates back to circa 1550BC, which places it roughly in the 18th Dynasty, during the reign of Amonhotep I. For many years it was considered to be nothing more than a fake, and remained unlooked at in Clayton's collection until 1900, when the professor finally decided to try and decipher it.

As Clayton soon realised, the Papyrus of Gemhetep proved to be a virtually complete magical text, but only a fraction of it was translated when Clayton suffered a fatal heart attack in 1902. The Papyrus was forgotten again while Clayton's estate was being put in order, and did not come to light again for another two years, when a colleague, Dr S A Winters, recommenced its deciphering.

Winters was well into his sixties at the time, and it was widely known that he was not a well man, and so nothing was thought of his sudden death less than a month later. The work was handed over to a keen young Egyptologist called Reginald South, who toiled over the translation for six weeks before 'over-work and exhaustion' brought on a nervous breakdown. South never really recovered from this, and promptly shot himself a few days after returning to work in the spring of 1906. In 1910 the Gemhetep Papyrus was sent to the British Museum, along with the rest of the Clayton/Winters Collection, where it apparently still resides, untranslated.

The Author: The name of Gemhetep appears throughout the work which now bears his name. It is certain that he was a priest of Sutekh (or Set) as his name appears alongside it in several passages. It is perhaps useful to note that Set was still regarded as a beneficent deity as late as the 19th Dynasty, and it was perhaps due to the activities of priests such as Gemhetep that the deity was eventually regarded as a source of evil.

Spells: At present the Gemhetep Papyrus has a +16% to Cthulhu Mythos knowledge, a ×5 Spell Multiplier, and a -2d10 SAN loss. The following spells have been translated from the original hieroglyphics: *contact Nyarlathotep, contact sand-dweller, summon hunting horror, bind hunting horror, contact Yig.*

Should an investigator wish to translate the text beyond this point, using an appropriate Read Ancient Egyptian skill,

he/she has a 40% chance of finding two more spells. These are left to the individual keeper's discretion, but a roll must be made for each spell. There is also a further 4% to Mythos knowledge and -1d10 SAN loss, whether the spells are found or not.

Availability: Due to its reputation for misfortune, the Papyrus is kept away from the access of most scholars. If an Egyptologist wishes to apply to continue the translation, or just to read the manuscript, a successful Archaeology roll must first be made.

THE SPHINGIEN MANUSCRIPT

History: The Sphingien Manuscript was first published under the title of Liber Servitus Nefarius - The Book Of Abominable Bondage. Less than a hundred copies of this obscure work were ever printed, of which it has been ascertained that only twenty-two were ever distributed. These went to a group of occultists known as The Order Of The Flame, who were closely associated with Wilhelm Sphingien, the book's author. The remainder of the books were kept in storage by the publishers, Jager & Voss of Munich, until they were publicly burned in 1886 by Werner Ansbach, a former student and friend of Sphingien.

It is known that before this date a number of strange occurrences took place involving the owners of the book. A couple became insane, several were found horribly mutilated, and one or two simply disappeared. Apart from Sphingien, Ansbach was the last - supposedly sane - member of the Order Of The Flame. Realising this he is said to have set out to destroy the work of his tutor before more people became involved.

Ansbach is known to have found a further ten of the twenty-two distributed to the order, as well as those remaining with the publishers. The rest remain unaccounted for, save only for a single, badly damaged and incomplete copy in a private collection, and the original manuscript, which was discovered in a London bookshop in 1904, and is now deposited in the British Library.

The Author: Wilhelm Dietrich Sphingien was born in Munich in 1838, but very little else is known about his early life. It is thought that he travelled extensively between 1858 and 1864, during which time he also wrote several short works on travel, folklore and witchcraft. At the age of twenty-seven, after a trip to Asia Minor, he founded the Order Of The Flame and set about writing what he declared at the time to be the most sig-

nificant occult work of all time. During its writing he is reputed to have haunted graveyards, 'looking for inspiration' he told his friend Ansbach. Sphingien was suspected of grave-robbing on several occasions, as some of the sites he was known to frequent were vandalised during the summer of 1867. There were also reports of people going missing around this time.

Sphingien appears to have gone into exile for a short while, since nothing is recorded of his activities between the winter of 1867 and the spring of 1869. On his return to Munich he appeared careworn and haggard, and now looked considerably older than his thirty-one years.

Some years passed between the completion and the final publication of the Liber Servitus Nefarius, and it was soon after this event that fingers began to be raised in suspicion against Sphingien again. He was suspected of murdering several members of his order, until eventually those few still remaining rebelled against him and the order was dispersed, much to the relief of local people. With the disbanding of the Order Of The Flame, Sphingien sought retirement and left Munich to live in a cottage just outside a small village near Ravensburg.

In 1891, however, his past caught up with him in the form of the vengeful Werner Ansbach. What actually happened still remains a mystery, though some details have emerged. The villagers reported that Sphingien had a visitor on the night of September the 20th. The day after, Werner Ansbach wandered into the village, gibbering like a madman. He told the stunned villagers that he had called down 'the Wrath of the Gods' upon his former master. The cottage was searched, but was quickly put to the torch. According to the official police report, the famous occult scholar Wilhelm Sphingien was murdered by a former associate, who then set fire to the cottage to hide his tracks. Ansbach died three years later in a Berlin asylum.

Spells: The Sphingien Manuscript in the British Museum has a +15% to Cthulhu Mythos knowledge, ×2 Spell Multiplier, and a -1d10 SAN loss. The following are the spells to be found in the complete manuscript (those marked thus * are absent from the damaged book): *call Cyaegha*, contact ghoul, create gate*, enchant sacrificial knife.*

Availability: As has already been stated, the complete handwritten manuscript is to be found in the British Library, in London. The last remaining - and very badly disfigured - copy of Liber Servitus Nefarius is to be found in the private collection of one Dr Charles Sanderman of Margate, Kent. Many of the pages have been violently torn out of this book, and there is a profusion of bloodstains throughout. Viewing the cover will cost an investigator 1 point of SAN: there is the mark of a three-fingered clawed hand imprinted in blood on the front of the book. The inside cover is autographed by Sphingien, and is dedicated to Herr Erich von Ingoldstadt. Both the manuscript and the book are written in Latin, and will require some Fast Talking before they are seen. □

Cults of the Dark Gods 2

Original Text by Prof Wolf von Archensbak, Translated for Call of Cthulhu by A J Bradbury

Translator's Note

In the first part of these notes (WD71), prepared in the mid-1930s, Professor von Archensbak dealt with two (allegedly) extinct groups: the Assassins and the Knights Templar. He concludes his research with a study of the Freemasons, the Bavarian Illuminati and that most worrying new phenomenon which has appeared in Germany, National Socialism – the Nazi Party.

In the section of his notes on Freemasonry the Professor has done no more than prepare two cross-referenced lists. I have



rewritten them as a brief description of Masonic ritual, appending von Archensbak's references to the Templars where appropriate.

Freemasonry

The first reappearance of the Knights Templar after their persecution in Europe is to be found at the time of the Battle of Bannockburn (1314) when a sizeable body of knights-in-exile fought on the Scottish side. There is then a substantial gap in the historical record until the Battle of Killiecrankie (1689) when one of the Scottish casualties – John Claverhouse, Viscount of Dundee – was found to be wearing the Grand Cross of the Order of the Temple.

So far as the existence of the Templars in Scotland is concerned, then, the evidence may be regarded as limited but significant. Its importance resides in the fact that the earliest known 'speculative' Masonic group was the Mary's Chapel Lodge, founded in Edinburgh sometime 'before 1598' (according to the *Concise Cyclopaedia of Freemasonry*). That is to say, the birth of Freemasonry – as distinct from the original guilds of genuine stone masons – appears to have occurred in a region known to have Templar connections and at a time when the Order must certainly have still been in existence.

But the relationship between the Templars and Freemasonry is not merely speculative, so to speak. On the contrary – Masonry's true parentage can be clearly seen in the

details of its various rituals. In Masonry's initiation ceremony (*Entered Apprentice*), in particular, this dressing of the 'deposed king' in new clothes is evident beyond all reasonable doubt.

Before the initiate is first allowed into the Temple a part of his normal clothing is removed so that he is left only his shirt and trousers, a shoe on his left foot and slipper on the right. His left shirt sleeve and his right trouser leg are rolled up above the joint, and his shirt is pulled back on the left to expose that side of his chest. Finally, the initiate is required to wear a noose about his neck (known as the *cable tow*), and a blindfold.

[The rope is clearly an imitation of the ritual knotted cord worn by all Templars, whilst the baring of the chest on one side is surely a reminder of the time when the Templars were forbidden to wear the red cross on the left side of their surcoats – von A.]

On gaining admission on the Temple, after the *Tyler* has given the 'first degree knock', the initiate is now halted in his progress by a small sword (a *poniard*) which is held against the bared part of his chest.

[The knock consists of three evenly spaced raps, the same signal as that used by the Templars. The use of the poniard, which would allegedly have been used to run the initiate through had he tried to force an entry, lays emphasis on the importance (and secrecy) of the original ritual – von A.]

To describe the entire ritual which now follows would take more space than we have here. I will deal, then, with only three further points which von Archensbak feels are particularly important.

Firstly there is the movement known as the 'first degree step'. This involves taking one short pace forward on the left foot completed by bringing the right heel into the left instep so as to form a *tau* or Egyptian cross. Freemasonry explains this as a representation of a T-square, but when linked with other evidence it must also recall the accusation made against the Templars that they 'trampled upon a crucifix' during their initiation ceremony.

Secondly, much is made of the *Volume of Sacred Law* in all Masonic rituals. It is said to 'govern our faith', which seems reasonable enough since the VSL is, in Europe and America, a Bible. Yet in an Indian lodge the VSL would be a copy of the Hindu scriptures; and in a Moslem country it would be a copy of the Koran, and so on. Von Archensbak points out that this highly ambiguous attitude towards religion puts one in mind of the Assassins' willingness to adopt any and all religions in order to gain their own ends.

Finally, let us end with an item from the *Royal Arch* ceremony. In English lodges, this ritual is widely held to be the final part or 'completion' of the Master Mason's degree. In this ceremony a Mason is introduced, though often without realising it, to one of the real secrets of Freemasonry: the four 'sacred words', laid out around a triangle within a circle, and the three Hebraic letters used to make up the three descriptions of 'the Lord'.

The first 'word', divided into three parts around the circle, is JE-HO-VAH (a Jewish name for God). The other words, set out on the three sides of the triangle, are JAH, BUL and ON which are described to the candidate as being the Chaldean, Syrian and Egyptian names for God. It would be far more accurate to describe them as being the names of three gods, with a small 'g' – (Jah, Baal and Osiris) – since all three religions worshipped not one but many such 'divine beings'.

The candidate is now told that the three Hebrew letters are *Aleph, Beth and Lamed* – A, B and L in English – and that from

these letters one can make three descriptions of 'the Deity'. These are: AB BAL (Father Lord), AL BAL (Word Lord) and LAB BAL (Spirit Lord). Whether the candidate be Christian or not he will almost certainly *think* that he recognises the Holy Trinity as described in that religion. But this is the crucial point of the ceremony, for BAL, like BUL, is not a name for the Christian God – they are both forms of the name of the Syrian demon-god more commonly known to us as BAAL!

No wonder the candidate is informed this 'proves the Royal Arch to be the climax of Freemasonry'. He has just been shown the direct link from Freemasonry, through the Templars to the Syrian Order of Assassins, yet fewer than one man in a thousand will recognise the real significance of these words! Truly, as the old Arab proverb has it: 'the best place to hide a light is in the sun'.

The Illuminati

What we have seen, time and again, is the way in which these cults derived from the Assassins have adopted whatever guise seemed most likely to enable them to gain their own ends. For the Assassins it was the power which derives from brute force and a reign of terror. For the Templars it was the more subtle power that comes with great wealth with force of arms being reserved for situations where all else had failed. In our third case physical enforcement has given way entirely to what we might call 'political' power, based on the financial and social standing of those who are seduced by the organisation's 'innocent' facade.

But there is yet a fourth group who, whilst seeking the same all-embracing power, have rejected the idea of outright secrecy, choosing instead a modern version of Joseph's 'coat of many colours'. The Illuminati – the Ancient Illuminated Seers of Bavaria – have encouraged so many differing stories concerning their constitution and their purposes that it is quite impossible for the average citizen to know what, if anything, is the truth. Indeed, their programme of misinformation has been so effective that a majority of the population refuse to believe that they exist at all!

How I wish that were true. Unfortunately my own researches over the years have revealed that the AISB is all too real. And if their current plans (as I understand them) should ever prove successful then I have no doubt that the world will come to curse their name.

A Rose . . .

As the great English poet, William Shakespeare, once wrote: A rose by any other name would smell as sweet. In the case of the Illuminati we might say: The Assassins by any other name would be as deadly.

What all my fellow researchers seem to have overlooked is the fact that the group which is so often labelled 'The Illuminati' actually does not have a single name. It has, as the need arose, adopted many names – some meaningful, some deliberately misleading – yet through all these changes the group itself has not altered its essential identity for over 2000 years.

The first organisation to use the idea of illumination in its title was, as I have already mentioned, the *Roshinaya* of Afghanistan. The Bavarian Illuminati, officially founded on May 1st, 1776 by Adam Weishaupt in Ingolstadt, Bavaria, was just one more manifestation of the original Assassins which used this name. At other times there have been the *Allumbrados* (the Illuminated Ones) in Spain, supposedly wiped out by order of the Grand Inquisition in the mid-17th century but soon reappearing as the illuminated *Guerinets* of France. The *Guerinets* also disappeared from public view after a while, only to resurface in the late 19th century as the Illuminati of Paris.

At other times, and in other places, the selfsame organisation has appeared as occult societies such as the Rosicrucians, the notorious Hermetic Order of the Silver Twilight and temporarily, the Order of the Templars of the Orient, and as self-styled defenders of the Christian faith like the Holy Vehm.

The Chosen Ones

In speaking of the Holy Vehm I would divert this study for a moment to consider once more the *meanings* of certain titles.

You will remember that I took some pains to unravel the meaning of the word *Baphomet*, the name of the idol supposedly worshipped by the Templar Knights. In the case of the Holy Vehm we find exactly the same confusion over the word 'Vehm'. It has been suggested that this was a corruption of the German word *Fahne* (see below) which means a flag or stan-

dard, so that the organisation would have been, in effect, the 'standard bearers of Christendom'. A more practical translation would be *Fehm*, meaning 'wise' (the actual title adopted by initiates of the Holy Vehm) – yet another link with Syria through a word which is spelt and pronounced almost exactly the same way in German and Arabic!

A similar link can be found in the name of the alleged founder of the Bavarian Illuminati – Adam Weishaupt. Here we find the name of Adam – the originator of all wisdom, according to the Assassins – coupled with 'Weishaupt' which may be translated as 'high wisdom'. The real question that we need to ask is not: *who* was Adam Weishaupt? but rather: *what* was Adam Weishaupt? In practice, I believe, this name was not a name at all (in the normal sense), but the *title* of someone who at least believed himself to be the current master of all those groups which were descended from the Assassins!

But why does our path so often seem to lead back to Germany? Why have Westphalia and Bavaria become so central in the story of the Illuminati and the Assassins? The answer to these questions is, I fear, about to be made all too plain. It is the reason why I must publish my work in such an unfinished state. The world must be warned before it is too late – or is it already too late to avert the terror that lurks at the very threshold of the Western world?

Kadath Once More!

Those of my readers already familiar with the 'fictional' work of the American H P Lovecraft will know full well the horrors of the icy wastes of 'Unknown Kadath'. Yet there is a group in Germany at this very time who seek to glorify that horrible land of *Ultima Thule*, as it is known in our mythology.

Based in the city of Munich (in Bavaria!), the Thule Gesellschaft has, at the behest of the notorious occultist Dietrich Eckart, placed its power at the disposal of a despicable little Austrian Corporal named Adolf Hitler and his National Socialist Party – the Nazis! According to Eckart's deathbed statement Hitler has been initiated into the 'Secret Doctrine' and is able to communicate with those whom Eckart called 'The Powers'.

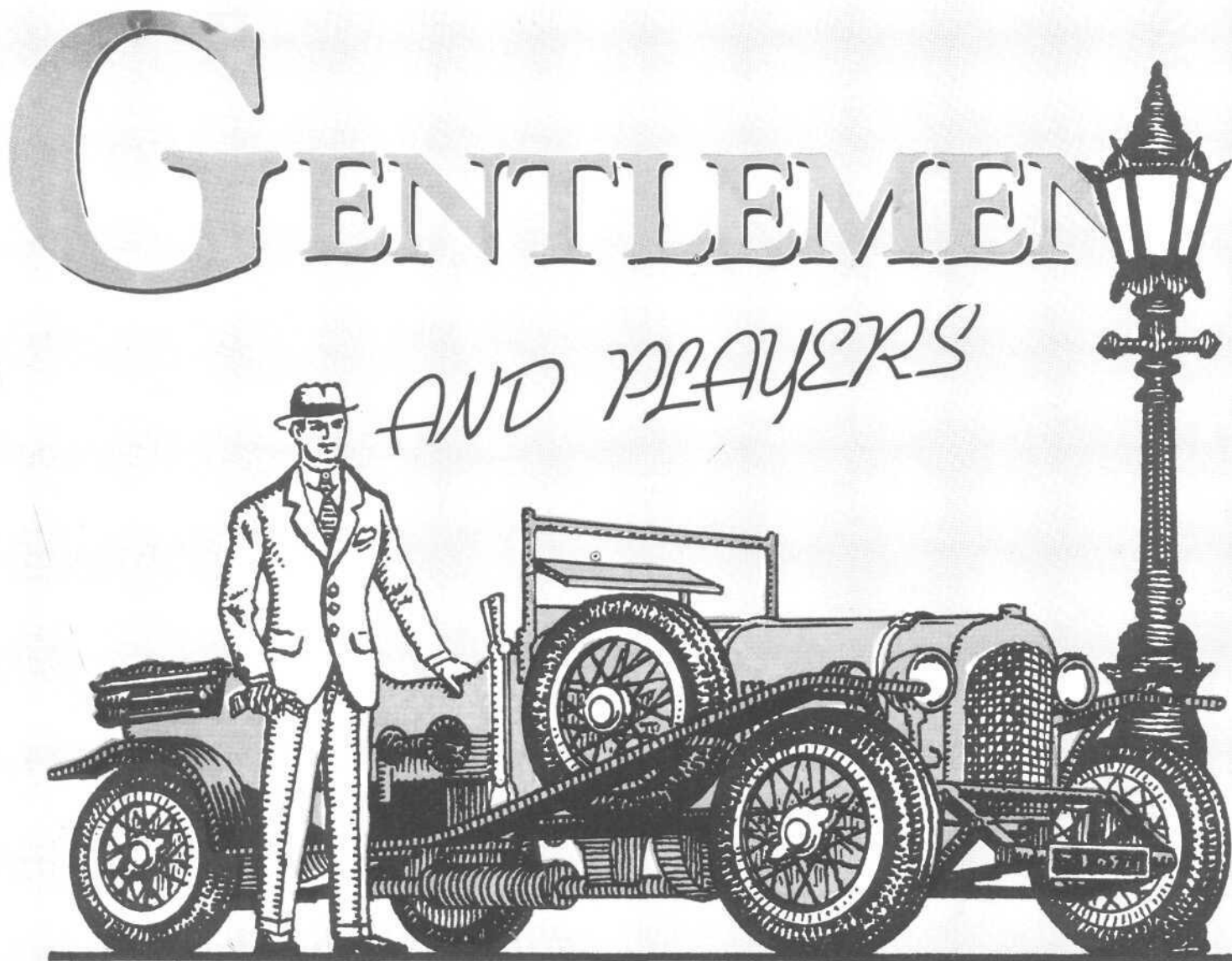
But which powers? Certainly not those of our own world. Let me make it plain to my readers that I am not one of those who believes in magical powers in the normal sense of those words. Yet I must hold it to be beyond doubt that there are doors, or *gates* as Lovecraft calls them, between our dimension and some utterly destructive forces that would ravage our world if they could, mentally, spiritually and – ultimately – physically as well. And for those who deal with such forces there are indeed certain evil powers over which they are given mastery for a brief span.

What powers? The power to bring insanity, death and destruction into our world of an unparalleled nature. Already, despite his imprisonment following the fiasco of the Beer Hall Putsch some ten years ago, Hitler has risen to unthinkable power. Now, so I learn, with our beloved President Hindenburg not yet cold in his grave the upstart Corporal has induced the armed forces of Germany – *in their entirety!* – to swear an oath of allegiance to him. Not an oath of loyalty to a rightful King, not even an oath of loyalty to their country, but an oath of loyalty unto death to one man alone. And what is this oath – it is the *Fahneneid*, the blood oath of the Teutonic Knights!

Thus have the Assassins, Templars, 'inner' Masons – call them what you will – resurfaced to terrorise all decent citizens. Just as the Grand Master of the Assassins lived in his castle named the 'Eagle's Nest', so Hitler has named his headquarters near the castle of Zeigenberg the 'Eagle's Eyrie'. Just as the Assassins chose red, white and black as their 'official' colours, so the symbol of Nazism – the reversed or 'dark' swastika is picked out in black, in a white circle on a red ground. And just as the First Reich – Charlemagne's Western Empire – was centred on Germany (hence the constant linking of our country with the Illuminati), so Hitler seeks to create a 'thousand year empire' of the Third Reich dominated by the German peoples!

If the horror that lies before us is to be averted then it must be by the action of the peoples of Britain and America, for Germany is already lost. The Powers are no longer on the threshold for us, we have closed our eyes and welcomed them into our midst! □

The Heart of the Dark, a scenario based on the findings of Prof Wolf von Archensbak, will be appearing in the March edition of White Dwarf.



A Guide to Creating British Investigators, by Richard Edwards and Chris Elliott

'Reporter feller wanted to know all about that show at Clacton; well I told him to talk to the Prof, all I did was go along for a wheeze, and give that fishy-looking chap a whack with a mashie niblick when he got frisky. Impertinent little oik though, he actually had the cheek to ask me whether I'd describe myself as a dilettante. Dilettante! Makes one sound like a bally thé dansant gigolo, what? I soon sent him off with a flea in his ear.'

The basic *Call of Cthulhu* rules assume that most investigators will be American, but for anyone running British characters or a British campaign, we've put together character sketches of two classic Twenties' types with stiffer upper lips than the average Yank. Following the old cricket usage, we've called them Gentlemen, or aristocratic amateurs, and Players, or professional sportsmen.

GENTLEMEN

Gentlemen investigators need to be tall, languid and clean shaven. (Anyone with a beard is either of the older generation, a sailor, arty or a foreigner. Both the latter types are extremely suspect.) Educated at either Oxford or Cambridge, they will be of independent means, and won't need to bother with a job, although something in the Foreign Office could be

considered. A chap hardly has time for a job, though, what with the crowded social schedule. In town it is cocktails and the Charleston, Boston, jazz-step, one-step and foxtrot. (Being able to play the banjo and ukulele helps.) Out of town, there is all the fun of country-house weekends, with shooting and fancy dress parties. Just throw a brace of guns in the old jalopy, and bring your valet to double as loader, and away you go. As far as clothes go, they may still be made in Piccadilly by father's tailor, but their style will be dictated by the Prince of Wales, the best dressed man in England (and that means in the world). Winters are best spent at Monte, and the rest of the year at the family home in the country, or at a town flat or house in Mayfair. A pretty agreeable life, but if an old college chum or tutor comes up with something that sounds like good sport, that may provide just the spice that it needs.

Crime fiction and thrillers of the Twenties and Thirties are littered with such aristocratic detectives. A typical *Call of Cthulhu* gentleman investigator will have average to low strength, constitution and size, corresponding to a tall slim build. Unlike many fictional sleuths who concealed razor sharp minds beneath a veneer of idiocy, they should be of low intelligence, the classic silly ass. Power can

be high, allowing them to lead charmed lives through high Luck rolls, and also giving them a high initial Sanity. This may seem a little strange, but it does not indicate powerful mental discipline so much as a stunning lack of imagination. Dexterity will be high, representing years of training in ball games, riding, and huntin', shootin' and fishing. Appearance will be high, as a result of impeccable dress and manners, and an easy charm. Education should be around 13 or 14, but no higher. In practical terms it will give the character extensive knowledge of restricted fields such as Greek, Latin and the Classics, but be of severely limited use in other areas. Such characters will have two main motivations: honour and sport. Honour mainly applies to members of the same class, but can also lead to acts of supreme self sacrifice, à la Beau Geste, Captain Oates, Sidney Carton, and the entire Light Brigade. Sport is no less important, and is an all-embracing term covering anything from organised sports themselves, through the thrill of the chase and hazardous pastimes, to outright criminal activities, like those of Raffles, 'The Gentleman Cracksmen'. (It should be noted, however, that although Raffles saw nothing wrong in breaking and entering, it was usually the middle clas-

ses – stockbrokers and the like – who were his victims.)

Being of independent means, members of the aristocracy make ideal investigators, able to take off at a moment's notice for a stone circle in Orkney or an archaeological site in Turkey. In the Britain of the early 1920s, when there was only one car on the roads for every 140 people, they would be one of the few with cars. Typically, this would be something large and powerful like a 3L Bentley, whose price ranged from £1500 to £2500, or something more exotic and expensive like a Lagonda. Firearms are usually pretty futile in *Call of Cthulhu*, but a brace of shotguns can come in handy for small game, deep ones and the like, and no gentleman would be without them.

Perhaps the most important aspects of such characters, however, are their influence and connections. The influence won't allow them to get away with major breaches of the law or social conventions (especially social conventions), but it will avoid nuisances like being prosecuted for speeding at two or three times the national limit of 30mph when chasing a car load of cultists, and will give rise to almost exaggerated deference from humble constables. ('Beg pardon, your lordship, I didn't realise these gentlemen were with you.') Their connections can provide a useful way for the keeper to start off a scenario, or feed in new information. For instance, though they themselves may be professional party-goers, there is always the friend from college who went into the Foreign Office, and wants someone unofficial to look into the strange goings-on in Waziristan, or a panic-stricken telegram from another college chum whose dabbings in the occult (popular among sections of Oxford and Cambridge undergraduates at the time) have led to awful consequences. As the saying has it, 'If you can keep your head when all about are losing theirs, you don't realise how serious the situation is.' Gentlemen investigators are not likely to be power-houses of Mythos knowledge and spells, but they do have their uses, and playing one can be frightfully good sport.

PLAYERS

'Demobilised officer, finding peace incredibly tedious, would welcome diversion. Legitimate if possible, but crime, if of a comparatively humorous disposition, no objection. Excitement essential. Would be prepared to consider permanent job if suitably impressed by applicant for his services. Reply at once Box X10.'

With this advertisement, Bulldog Drummond (the fictional creation of Lt Col HC McNeile, 'Sapper') began the first of his four encounters with arch criminal Carl Peterson. Drummond is the archetypal Player, and he and his ilk can readily be adapted to fill the role played by the Private Investigator in an American campaign. To call them Players is not to imply that they aren't gentlemen; far from it. In an era when a servant could be hired for two pounds a week, a chauffeur earn between £2.75 and £3.50, and an income of £2-3,000 enable one to live very comfortably indeed, another of

McNeile's heroes, Tiny Carteret, could call on £5,000 a year. They have servants, run expensive cars, and are members of good clubs. What makes them different from the Gentlemen, then? Two things, really, they are not aristocrats, and they are above all men of action.

Hugh Drummond, 'Bulldog' to his friends, was 'slightly under six feet in height' and 'broad in proportion', with a nose that 'had never quite recovered from the final one year in the Public Schools Heavy Weights'. Tiny Carteret 'had been capped fifteen times for England playing in the scrum', but in spite of his size 'was at the same time marvellously agile'. When creating a Player, strength, constitution and size should therefore all be fairly high. Intelligence, on the other hand, would not seem to be as important; men of action are not given to flaunting their erudition, and Drummond and Co were positively anti-intellectual. (Not to say downright ignorant; summoned to a mysterious meeting at the Home Office, Tiny Carteret wonders what the Colonel who called wants with him, and then adds for good measure, 'And where is the Home Office, anyway?') Intelligence should not be too low, however, as although Drummond 'laid no claim to being brilliant' and admitted that his brain 'was of the also-ran variety', he was 'the possessor of a very shrewd common sense, which generally enabled him to arrive at the same result as a far more brilliant man and, incidentally, by a much more direct route.' Power, in the sense of charisma, can be average or above, but should not be low, as much is made of such men's qualities of leadership. As with all heroes of the 'Saturday Matinee' variety, Players need to have a good Luck roll to get out of the situations their direct approach is likely to land them in. They also need to be able to dodge the grasp of flailing tentacles and suchlike when things get sticky, and so a decent dexterity score is desirable. (Drummond was 'a lightning and deadly shot with a revolver.') Appearance can be as low as you like; although the nickname 'Bulldog' referred to character traits, he was 'the fortunate possessor of that cheerful type of ugliness which inspires immediate confidence in its owner' (and probably had to restrain himself from jumping up and licking your face). Education can also be pretty abysmal. If the likes of Drummond ever got as far as the dreaming spires of Oxford, they would probably have gone to one of its less academic colleges, such as St Edmund Hall, and been the sort of hearties whose idea of fun was throwing arty undergraduates in fountains. Because of their above average power, Players will have a good initial Sanity. In this, they are similar to the Gentlemen, but the reason is different.

Most, if not all Players would have a military background, and have taken part in 'the last show'. This would have given them the jaundiced view of Germans displayed by Sapper's heroes. 'The scum certainly would not be complete' he remarked to Peterson, 'without a filthy Boche in it.' (And this from a writer whose first name was Herman! Small wonder he was known as Cyril McNeile.) In fact, for such people, all foreigners fall

into one of two categories: comic or sinister. The idea of cosmic abominations lurking behind the fragile fabric of everyday life is a bit hard to take, but the cults that are working to return the Great Old Ones are obviously of a piece with unwashed Bolsheviks and other such rabble and their sinister conspiracies. Whereas the Gentleman has a well-nigh unshakeable confidence in the survival of all things decent and British, the Player knows that they are constantly under assault from foreign plots, and that swift and firm action is needed to deal with them.

Like Gentlemen, Players are useful for their access to a fast car. The great 8 litre Bentley, one of the last to be made, did not come out until the Thirties, but Drummond boasted a Hispano Suiza, some models of which had a wheelbase of fourteen feet, a track of five, and were capable of over 110mph, and Players should certainly aim for something on the sporty side. Most Players, as well as having seen active service, will have a couple of souvenirs of the war: a faithful batman (who inevitably has a treasure of a wife), and a well oiled ex-army Colt. The batman and wife act as servants for the bachelor flat in Mayfair, and the Colt is a handy supplement to the trusty right fist. They will also have a few tricks up their sleeves; Drummond had learnt some from an old Japanese, and when things got boring in the trenches used to prowl silently among the German lines nobbling the occasional Boche. Intellectuals they may not be, but as 'Sapper' said of his creation, they are 'a sportsman and a gentleman. And the combination of the two is an unbeatable production.'

CREATING CHARACTERS

Players: The following skills are available to characters opting for this 'profession': Climb, Drive Auto, Fast Talk, Hide, Jump, Listen, Sneak, Spot Hidden, Swim, Throw, Track, Handgun, Melee. A Player's disposable income is generated by the following formula: $1d6 \times \$2000 + \2000 . If divided by six, this will give an approximate equivalent in pounds. (See *The Price is Right* in WD70.)

Gentlemen: The following skills are available to Gentlemen characters: Drive Auto, Fast Talk, Photography, Pilot Aircraft, Read/Write Latin, Read/Write Greek, Ride, Sing, Speak French, Shotgun.

A Gentleman's disposable income is generated by the following formula: $1d10 \times \$1000 + \2000 . Again, divide by six to reach a sterling equivalent.

Note: The *Call of Cthulhu* rules for generating characters' incomes do not specify whether these are net or gross, and there is obviously a considerable difference when tax, rent, mortgage and other expenses have been taken into account. The amounts we have suggested represent what such characters could actually spend, but they would already enjoy a standard of living far above the average due to inherited wealth. They would also be expected to live up to their social standing, though – no British Standard demob suits at 57/6, and no driving Baby Austins! □

THE HEART OF THE DARK

An illuminatingly different Call of Cthulhu scenario, by Andy Bradbury

KEEPER'S INTRODUCTION

This scenario is deliberately designed as a 'time out' adventure; in fact it could be described as school of red herrings looking for someone to hoodwink. However, for those keepers who feel that genuine danger is indispensable for a really interesting adventure, the alternative plotlines provided can be used to beef up the action. No statistics for NPCs are provided since it is doubtful that they will be needed. . . .

It will be advantageous if the investigators have at least some knowledge of 'conspiracy theory' groups such as the Freemasons and the Ancient Illuminated Seers of Bavaria (see *WD73*). It will also help if you can (subtly) induce at least one of your players to (re-)read Lovecraft's story *The Case of Charles Dexter Ward* before sending the group off on this excursion. Assuming that you

are, yourself, at least passingly familiar with this tale, the reason for this last instruction will become increasingly clear. (If you haven't read it – *shame on you!*)

PART 1: MURDER IN WHITECHAPEL

For reasons which will become clear in a moment, the investigators should have a positive relationship with a member of the London Metropolitan CID (preferably an Inspector or more senior officer). This would best be achieved in a previous adventure so the lead into this scenario appears as genuine as possible. It is through this officer that the investigators will learn of a murder in London's East End. To the officer the murder means very little; it is in the details which he lets drop that the investigators should spot a suggestion of Cthulhoid influences at work.

The murder, as described (at second hand) by Inspector X runs as follows:

'Two nights ago (April 16th-17th, 192–), at about twelve forty-five, Police Constable Arthur Gribben (PC 56H – the H stands for Whitechapel Division) was patrolling his normal beat in the area of Commercial Street when he heard a shout from an alleyway followed by sounds of a scuffle. Being a bit raw, and possibly rather over-impressed by the associations of this area (ie the Ripper Murders of 1888) Gribben took the precaution of giving a blast on his police whistle before venturing into the alleyway.

'On reaching the scene of the crime Gribben says he heard footsteps receding into the distance; whether of one person or several he couldn't tell. Gribben was about to give chase, no other constable having arrived as yet, when he spotted a body huddled against one wall of the alley.

'The body proved to be that of an elderly man, between 65 and 75 years old according to the coroner, evidently well down on his luck. Death, despite two or three quite brutal blows to the old man's head, was not instantaneous. Not that that helps us very much. According to Gribben's report the man was only able to breath one short phrase, and that in some foreign language, before he finally gave up the ghost.

'I've a copy of the words in my notebook, but we've yet to find a language expert who can make any sense of them.'

Keepers should note that the *exact* location of the scene of the murder is, in fact, entirely irrelevant. For a little added realism you might like to use the area of Spitalfields (London) bounded by Commercial Street, Hanbury Street, Fashion Street and Brick Lane.

If questioned further the Inspector will reveal the following information:

1. A copy of the victim's last words, as recorded by PC Gribben:

'Odd frog if gebel – he yoggs froth in garning . . .

2. A list of the contents of the dead man's pockets:

Twelve five-pound notes, a sovereign plus 15/- in small change, a small glass bottle containing a quantity of greyish crystals (so far unidentified), a section of a page from a recent copy of *The Times* showing arrival/departure dates for



transatlantic liners.

3. A copy of the maker's label from the dead man's jacket: F Benks & Son, Arkham, Mass.

Keeper's Notes

With regard to the first item, the words are an extremely poor rendition of a part of the formula: 'Ogthrod ai'f geb'l – Yog-Sothoth 'ngah'ng ai'y Zhrol' (featured in *The Case of Charles Dexter Ward*). If the investigators have been properly primed then they too should make this connection. If they don't then the keeper may give them whatever help is necessary, through a non-player character, to make sure that they understand the significance and the original source of this phrase.

The Inspector also has a few observations on this evidence:

1. He is somewhat confused by the amount of money the dead man was carrying (the equivalent of about three months' wages for a clerk or school teacher), which doesn't go with the shabby clothes and down-at-heel shoes.

2. The motive for the attack is totally unclear. The Inspector's personal opinion is that the assailant(s) were after the money but were frightened off by the sound of PC Gribben's whistle before they could find it.

3. The bottle of grey crystals is another mystery from the Inspector's point of view. The substance has been submitted to all the normal tests by the forensic scientists at New Scotland Yard – with absolutely no results whatsoever. (It is hoped that the investigators will eventually associate the grey crystals with the 'essential salts' used by re-animators, a line of thought which the keeper should quietly encourage.)

4. Finally, the officers of the CID are working on the assumption that the dead man was an American (because of the label in the jacket). They have written to the Arkham police enclosing a photograph of the dead man and are waiting for a reply. In the meantime they have no clues whatever to the man's identity, his address in London (if any) or what he was doing before he was killed.

If asked, the inspector will arrange to supply the investigators with a similar photograph. Such a photograph would have been taken after the body was cleaned up and with the eyes open. If not inspected too closely it will pass for a photograph taken whilst the man was alive.

This is the limit of the Inspector's usefulness to the investigators. No amount of further questioning of the Inspector will produce any worthwhile information. There is one clue, however, still to be found. If any investigator makes a successful Idea roll whilst reading the account of the murder, or whilst visiting the scene of the murder then they will recall the infamous 'writing on the wall' incident during the investigation of the Jack the Ripper murders. The idea can be presented in the following manner:

'As you come to the part of the report about Gribben's memories of the Ripper case/as you stare at the fading stain that marks the spot where the old man's life blood drained away, you are reminded

of those terrible murders that occurred in 1888, and how baffled the police were because of the apparent lack of clues.

'All they had was a letter, possibly written by a crank, and the mysterious message written in chalk

*The Juwes are
The men That
Will not
be Blamed
for nothing*

'Why was it, you wonder, that Sir Charles Warren was so eager to have that message removed? Did the word 'Juwes' really indicate that the Freemasons were somehow involved in the murders? Or was it just a spelling error, as the bad grammar in the rest of the message seems to suggest? And is there anything in the present case that the police are trying to hide for some reason of their own?'

As indicated above, the ideas of hidden information and a conspiracy of some kind are key elements in the plot. At this point in the adventure, however, it is only necessary to sow the seeds of suspicion in the investigators' minds.

Since the trail in London has now come to a dead-end, the investigators will presumably follow the lead that points to Arkham. If they choose to wait for the reply expected from Arkham police then they should be told that it offers no useful information, but the keeper may offer the broad hint that the answer came back too quickly for the American police to have made any detailed enquiries.

PART 2: THE EYE OF THE PYRAMID

Since transatlantic flights are still a thing of the future (unless one of the investigators is Charles Lindbergh!) the party will need to travel first to New York by ocean liner. (Note: the keeper may extend the adventure by using the episode entitled *The Mauretania in Chaosium's The Asylum & Other Tales*.)

Having reached New York the investigators will have to decide whether to travel by rail or whether to buy an automobile (companies like *Hertz* and *Avis*, etc. are also things of the future).

Both methods of travel are relatively slow, but whilst the train journey will only take one day to complete (including a change of trains at Boston), the same journey by road will take nearer three days (including overnight stops).

Regardless of which means of transport the investigators adopt, the sea journey will involve one important event during which the baggage of one or more of the investigators will be rifled. The keeper may present this in any way he chooses – as a search or as attempted theft. The true purpose of the event is to give the investigators the idea that they are being followed from England by some person, or persons, unknown. The only limitation on the keeper's actions is the requirement that the photograph of the old man *must* be left untouched. This is easily achieved if only *some* of the baggage is tampered with – so the keeper will need to keep a temporary note of which player has the photograph in their possession.

By introducing this incident into the *Mauretania* scenario you will, of course, heap confusion upon confusion, especially since that story also includes references to Jack the Ripper. This raises no problems so far as the *Heart of the Dark* storyline is concerned since confusion is very much 'the name of the game'. At the same time the keeper should be careful not to let things get too far out of hand, and the investigators may be grateful for a quick reminder of 'the story so far' (ie up until the time when they left London) when they dock in New York.

On reaching Arkham the investigators will have three obvious ports of call: the establishment of F Benks & Son, the police station, and the library of the Miskatonic University.

1. F Benks & Son

This is an up-market 'men's haberdashery' store on Parsonage Street (CoC p77). The investigators will get no help from any of the assistants, who will refer them to Mr Benks. The amount of information they get from Mr Benks will depend on one of two things: if at least one of the investigators has a genuine upper class accent (or better yet, a title – Benks is a terrible snob!), or if any of the investigators can make a successful Debate roll then Benks will give the details below. If the investigators cannot meet either of these requirements then Benks will say that he has already spoken to the police and show them the door.

In actual fact Mr Benks has very little to say that will be of any use in this enquiry. His father (the F Benks part of F Benks & Son) has died some three years previously, and Mr Benks jnr has always worked in the office rather than on the shop floor. Not surprisingly, then, he doesn't recognise the man in the photograph, and since the jacket itself is still in England even if he is given an accurate description he will only be able to say that it sounds like a made-to-measure item in a type of cloth no longer used, since the company that supplied it went out of business more than five years ago.

2. The Police.

The local police will be courteous, and totally useless. As far as they are concerned the murder sounds like nothing more than 'a heist that turned sour when the constable showed up'. It is quite clear that the police chief has done little but compare the photograph with his missing persons' files and 'mug shots' – and has no intention of taking the matter further unless he has something much more positive to go on.

3. The Miskatonic University Library

This source will provide the only genuine lead for the investigators, and even this will depend on the action they take. If any of the younger librarians are questioned they will have no information and will not recognise the man in the photograph. There is one elderly librarian (who should deliberately introduce himself to the investigators, if necessary) who will vaguely remember having dealings with someone who could have been a younger version of the dead man. The gist of his informa-

tion will be follows:

'I do believe that this man, or someone very like him, used to come into the library quite often over a period of about six months. It's rather strange though, because the person I'm thinking of was quite a bit younger than this fellow – between 30 to 35 I would guess, though I'm only going back about ten years. Also the man I knew, though to be strictly accurate I didn't know him at all, of course, except by sight, was much more smartly dressed than this fellow would seem to be.

'If my memory serves correctly the man I knew was only interested in two books held by the library – *De Vermis Mysteriis*, that's in Latin you know, and von Junzt's *Unaussprechlichen Kulten*, which is the original German version of course. I must also assume that he was quite well educated for I never saw him refer to any of the foreign language dictionaries.

'Now that I think about it I do seem to remember that my initial impression of the man was that he must be a new member of the faculty, especially as he always seemed to be carrying several books of his own whenever I saw him actually going in or out of the library. But he wasn't, because in this job one always gets to know the real faculty members within a very short time of their arrival, of course. I suppose he must have been a Curwen Streeter.'

Assuming the characters ask what a 'Curwen Streeter', he will continue:

'How very thoughtless of me, you're not familiar with our little whims and fancies, of course. Here at the library we're always being asked for all kinds of books, by students, the members of the faculty and by members of the public – who are free to use the non-restricted sections of the library during normal opening times. With such a large selection of people to cater for it is inevitable that we get requests for books that we simply do not have, either because they are not relevant to the subjects covered at the university, or because they are not regarded as being authoritative texts in a given area.

'Whenever we get such enquiries we usually refer that person to Curwen Street, which has a whole host of second-hand and antiquarian bookshops. Thus we've acquired the habit, almost a tradition, you might say, of calling any non-university visitor who brings his or her own books into the library a Curwen Streeter.'

Curwen Street, as the librarian explained, is indeed well supplied with bookshops of various sizes and quality – about a dozen in all. The keeper may make the process of visiting the shops as long or short as he likes, but sooner or later the investigators will discover the Pyramid Bookshop, on the corner of an alleyway between Brown Street and Jenkin Street.

THE PYRAMID BOOKSHOP AND THE BROTHERHOOD OF THE KNOT

From the outside the Pyramid Bookshop looks almost deserted. The external paint-work, of a muddy green colour, is

peeling away in chunks. The windows, though neither cracked nor broken, are covered by a thick layer of grime on both sides of the glass. But then the owners of the bookshop really aren't interested in attracting customers!

The Pyramid Bookshop is, in truth, the Arkham 'front' for an extremely dangerous secret society which bears the enigmatic title: The Brotherhood of the Knot. This society is ruled by the totally anonymous, and totally feared 'Five Brothers'. The primary purpose of the bookshop is to serve as a 'postbox' for members of the Order. Members of the rank and file swap news and information, and orders are handed out and reports gathered in by the 'Brothers'.

The only person who will always be present in the bookshop is a wizened old man employed to give the shop an air of authenticity. He is, in fact, very close to being insane, and certainly his loyalty to the Brotherhood is totally fanatical (despite the fact that he has never been allowed to officially join the cult).

When the investigators enter the shop there is a 5% chance that one, or at most two, members of the cult are present: they will make a suspiciously hasty exit when they see the investigators do not belong to the cult.

The investigators should be encouraged to enter the Pyramid Bookshop in a group if it is at all possible. This should not present any difficulties as long as the keeper has emphasised the fact that they only have the one photograph. Should anyone have the idea of obtaining duplicates (a process requiring several hours work by someone experienced in photographic work and having all the necessary materials in their possession), the keeper is justified in concealing the existence of this establishment until the investigators have visited all of the other bookshops and meet up again to discuss the results of their enquiries. If necessary the Pyramid Bookshop may be moved to a different location to make this possible.

When the investigators enter the bookshop, regardless of whether anyone else is present, the elderly assistant – seated on a high stool behind the counter – will bury his nose in a dog-eared copy of a Rand McNally & Co atlas. He will make no attempt to communicate with the investigators in any way unless they open the conversation first. The shop itself appears to consist of nothing but row upon row of sagging bookcases, plus numerous odd stacks of books piled to head height and more. There is a layer of dust over most of the stock which is, in any case, almost entirely made up of a jumble of titles that look as though they have thrown onto the shelves in the same order that they came through the door.

If the investigators decide to take a look around the shop before questioning the assistant they can take as long as they like but will find nothing of interest as far as the books are concerned. However, anyone making a successful Spot Hidden roll will notice that the floor between the door and the counter is comparatively dust free, though it doesn't appear to have been properly swept. An additional successful Idea roll will bring the observation that people must come

into the shop quite regularly yet never bother to look around the bookshelves!

When approached by the investigators the old man will place the atlas on the counter – face down – before speaking to them. A Spot Hidden roll, with half normal chance of success, will reveal that the old man was studying a map of Central Europe. No matter how the investigators approach the 'assistant' he will pretend to be deaf, or stupid, or both. If shown the photograph, however, he will assume a startled expression (obviously he does recognise the dead man) but then recover himself and mumble something about consulting his records to refresh his memory.

Once a pathway has been cleared the old man will go to the desk and rummage through the papers, shaking his head from time to time. This process is quite long enough for any of the investigators to go back to the counter and examine the atlas. (If no one thinks of doing this the keeper could have the atlas fall to the floor. If allowed to open 'by itself' it will always open at the map of Roumania and Bulgaria.)

By consulting the atlas the investigators will find that it is open at the map of Roumania and Bulgaria. The map is unmarked except for a black ring around the town of Szasz Udvarhely on the western flank of the Carpathian Mountains. If you have a copy of *The Fungi from Yuggoth*, the map in question is on page 21. Szasz Udvarhely (given as Sz Udvarhely) is just below the 'i' in Transylvania. On modern maps the name has been changed to Sighsoara and the town is situated on the main railway line between Budapest and Bucharest.

PART 3: DINNER WITH THE COUNT

Once the party has assembled in Szasz Udvarhely they will be ready to move on to the next part of the adventure.

The next destination for the investigators is to be the Castle Vasilio, home of Count Vasilio, an extremely wealthy but rather eccentric product of centuries of inbreeding amongst the Transylvanian nobility.

The existence of Castle Vasilio, which stands above the little village of Kokelberg at the head of the river Kokel, about 35 miles north-east of Szasz Udvarhely (by road), will be brought to the investigators' notice by means of a newspaper report:

'The Commandant of the Szasz Udvarhely police has today admitted

The old man will go right to the back of the shop and clear a path between several large stacks of books to reveal an alcove lined with bookshelves and apparently containing nothing but an open rolltop desk littered with papers and a rather dim light or lamp just out of sight.

The keeper should now appear to make a Spot Hidden roll on behalf of the investigators. Regardless of the outcome the keeper reveals that the investigators have noticed that all the books seem to come from the same publisher – indicated by the symbol of an eye on top of a pyramid on the spine of each book (the light is too dim for anyone to be able to read any of the titles of these books).

that the recent attack upon a member of the Kokelberg town council was, in fact, only the latest in a series of similar attacks in that region which have occurred over a period of nearly 18 months.

'Moreover, it has come to the notice of this newspaper that the attacks in question are of as particularly loathsome nature involving mutilations to the victims' bodies of a kind too horrible to be described in print. Suffice it to say that several persons who have seen the bodies have openly made reference to the practices of the infamous Count Vlad 'the Impaler' who terrorised the inhabitants of Carpathia in days of yore.'

This report is the talk of the town on the day that it is published. If the investigators cannot obtain an explanation of the business on their own account then it may be read out to the party by the landlord of the inn or hotel where the group is staying with comments on the odd practices of 'backward peasants', and the laxness of the police for allowing such things to happen 'in a civilised country'. [If any of the investigators already understands Roumanian then they may read the report for themselves. In this case they will already know that 'Vlad the Impaler', allegedly the prototype for Bram Stoker's Count Dracula, was in the habit of drinking his victims' blood in the hope of gaining immortality.]

The investigators' next step, then, will be to make their way to Kokelberg in order to find out what lies behind the series of brutal attacks. Since the roads in this part of the country are little more than cart tracks they have three options: to go on horseback, to hire a coach or cart, or to obtain a car (the landlord of the hotel should be able to suggest where they can obtain their means of transport in all three cases). The keeper should allow the investigators to have a safe journey to Kokelberg no matter what form of transport they choose.

On reaching Kokelberg the investigators will find themselves in a fairly typical small, middle-European village. It consists of some fifteen to twenty buildings (the haphazard architecture makes it difficult to tell where one building ends and the next one starts), including a few shops (baker, butcher, grocer, etc), the policeman's house and two inns. The villagers are a surly bunch who will avoid the outsiders if they can. If the investigators do manage to corner anyone to question them (the landlord/serving girl in one of the inns, for example) that person will give totally useless answers, pretending not to understand what the questioner is getting at. This will still apply even if some members of the group speak Roumanian like a native, or if the group has been smart enough to hire a guide/interpreter in Szasz Udvarhely.

The investigators may choose to consult the local policeman straight away. Even if they don't he will find them about an hour after they reach the village, and the results will be the same in both cases. The policeman, like most of the middle-European *politzei* of this period, is thoroughly corruptible and disliked by the rest of the community. In return for a suitable bribe he will give the party a full description of the various murders,

including the important information that each victim has deep wounds about the neck and shoulders, and had been drained of all blood. He can offer no sensible explanation for these crimes since he secretly shares the villagers' belief that the spirit of Vlad the Impaler has risen from the grave.

If the investigators don't offer a bribe, or if they offer too little, then the policeman may take offence and lock them up in the single, rat-infested cell behind his house until either they offer more money or, after a suitable period of time has elapsed, Count Vasilio's servant arrives and arranges for their release.

Being a small village it won't take long for the news of the outsiders to spread throughout the entire community. Count Vasilio, however, will not learn of their arrival until the evening, when two or three of his servants come down to the village for a drink at one of the inns. In this case the Count will not be able to have the investigators brought to the castle before 9-10 o'clock at night. (This will only apply, of course, if the investigators don't make their way to the castle – about three miles east of the village – under their own steam.) Regardless of how the investigators arrive at the castle the Count will not be available until sunset, though his butler may well invite the party to wait in the main hall until that time if they visit the castle during the day.

COUNT VASILIO

Count Vasilio has the dubious distinction of being both a red herring and a crucial NPC in this scenario. (He alone has the information which will take the investigators on to the last stage of the adventure.)

Amongst the Count's eccentricities is a hatred of mirrors, actually due to the fact that when he was a child his governess always made him face a mirror when she was beating him so that he could see the blows coming! He also has two physical characteristics which are, under the circumstances, highly misleading.

In the first place he suffers from an unusual form of albinism (ie he is part albino) whereby his hair is a normal colour (in this case black) but his skin is very pale and his eyes are tinged with red. This redness is caused by the lack of coloured pupils, so that the blood vessels at the back of the eyes are partly visible and he is extremely sensitive to bright light. Rather than simply wear dark glasses, however, the Count has chosen to take up a life-style which involves going to bed at dawn and waking up as the sun sets.

The second odd characteristic is the Count's *slightly* enlarged canine teeth. They are really only noticeable when the Count grins, which he does quite a lot being a fairly happy sort of chap, and anyone making a successful Diagnose Disease roll will be able to tell that they aren't abnormally developed. (To diagnose the albinism, a player needs to make their Diagnose Disease with only half the normal chance of success.)

As you will already have realised by now, poor Count Vasilio is being set up as a vampire. And just to make the picture a little more confusing we must

mention the Count's two main hobbies – chemistry and local folklore/secret societies.

In regard to the chemistry, the Count is presently working on an experiment involving the extraction of radium from pitchblende. This work is carried out in the Count's private laboratory in the cellars of the castle – where he frequently sleeps if he has been working all night. When the investigators first meet Vasilio, then, he will emerge from the cellar holding a glass bottle containing a quantity of impure radium – greyish particles! Whether the investigators ever discover what is really in the bottle will depend on their own actions. For the time being the keeper should only give a superficial description of the bottle and its contents – just enough to remind them of the bottle carried by the murdered man back in London.

Because of his opthalmic condition Count Vasilio seldom leaves the castle, only occasionally making short business/social visits which allow him to return to the castle before daybreak. This, plus his natural curiosity, is the reason why the Count has had the investigators brought to the castle (or why he gives them a warm welcome if they arrive of their own accord). Once the party is in the castle the Count will do everything necessary to make them comfortable and will invite them to make the castle their home for as long as they are in the area.

Of course the investigators may have a different interpretation of the Count's innocent actions, especially when they visit his library and find that he, too, has a number of books bearing the mark of the pyramid and the eye.

Another character who will add to the confusion at this point is the Count's butler. This man, who is about six feet four in his socks, has all the earmarks of a walking corpse. Nor is his eerie appearance helped in any way by the fact that the only sound he makes is the slight rustle of his antiquated black suit.

The butler's name is Maximilian Rosolov. During the Russian Revolution he was butler to a noble Russian family (distant relations of Count Vasilio) who backed the wrong side – ie the White Russians – and who were hacked to death by a peasant mob. Rosolov, who tried to defend the family, was sentenced to have his tongue cut out, after which he was imprisoned for many months during which time he nearly starved to death. Eventually he was freed, but was exiled from the Motherland for life. Fortunately for him he ran into another member of the family and was directed to Count Vasilio with a letter of recommendation (including an account of his loyalty). Since arriving in Roumania, then, he has worked for the Count, to whom he is equally loyal.

Of course none of the investigators will have access to this information unless given it by the Count himself and the keeper should take care to make both the Count and his unfortunate servant appear as sinister as possible in the first instance.

With this information in mind let us return to the scenario.

Once the players have been introduced to the Count they will be invited to

join him for a meal (even if they arrive quite late at night – and they are unlikely to arrive before late afternoon even if the journey is fairly uneventful).

Despite providing the group with a well-cooked and almost lavish meal, the Count will take no food himself – he will simply sit at the end of the table and chat whilst they eat. Once the meal is over he will excuse himself, saying only that he has business to attend to. At this point the investigators will be free to explore their surroundings, though the butler has his own ideas about the wisdom of allowing them too much of a free hand.

Any normal band of investigators will want to make the Count's library one of their first ports of call. At this point they will spot the 'pyramid and eye' books, but as soon as they move to inspect them more closely the butler will reappear and try to stop them. (Because of his background he suspects all strangers of being Communist spies out to harm the Count.) This will leave the investigators with two choices: (a) try to fight it out with the butler, or (b) try to pacify him.

If they elect to fight, then the butler will fight like a man possessed, the Count will reappear with more of his servants, the investigators will be overpowered and some may even be killed. For those that survive this will be the end of the scenario as the Count will hand them over to the village policeman (who will naturally steal anything they possess worth stealing). After a couple of days they will be taken down to Szasz Udvarhely, tried, and unless someone in the group can figure out how to get a message through to the embassy in Bukarest they will enjoy a long and unpleasant holiday in the local prison.

A more canny group of investigators should have realised by now that nothing can be taken at face value. If they try to reason with Rosolov – who won't actually attack anyone unless he thinks they are about to attack him (or the Count) – then the Count will still reappear, but this time he will be on his own and he will order Rosolov back to his own quarters. He will then ask the investigators what happened and this will open the way for a serious discussion of all that has gone before.

A LIGHT IN THE DARKNESS

Thus far the players will have been operating almost entirely in the dark. As a reward for getting this far they certainly deserve to be given some idea of where all these clues are leading. In the course of their discussion with Count Vasilio the investigators will learn the following facts:

When the Count was a young man, mainly because of an undocumented belief that his family has distant connections with the infamous Vlad the Impaler, he became interested in all aspects of local folklore. Since his condition made it almost impossible for him to roam around the countryside collecting stories at first hand, most of his information has been gathered from old books and documents.

Being a rather wealthy young man (his parents died prematurely in a boating accident at Monte Carlo) Vasilio soon gained a reputation with dealers in this

kind of material throughout the region as being a customer worth cultivating. Indeed, one dealer, finding himself short of money and short of the kind of material that the Count usually purchased, took a chance and delivered to the castle a piece of a letter allegedly written by Adam Weishaupt to a fellow member of the Ancient Illuminated Seers of Bavaria. As to whether the document is genuine the Count has no way of telling, but it caught his imagination and before long he almost abandoned his folklore studies in favour of an investigation into secret societies in general, and the Illuminati in particular.

Despite his physical limitations the Count has become something of an expert on this subject and has a number of rare and arcane documents in his library including, of course, the books bearing the symbol of the pyramid and the eye. These books are alleged to be part of a limited edition of the Illuminati's basic set of texts containing all kinds of weird and often incomprehensible material relating to such topics as the wisdom of the priests of ancient Egypt, the Tibetan *Book of the Dead*, the Order of Assassins, the Knights Templar, etc. etc.

In this discussion the keeper will, of course, be taking the part of Count Vasilio. Given the complexity of the scenario so far, and the fact that there is still a final climax to be dealt with the keeper is justified in making the discussion as brief as possible by simply paraphrasing the explanation given above. There is, however, one further piece of knowledge which *must* be passed on to the investigators.

Throughout the course of his investigations one of the Count's primary interests has been the relevance of secret societies of the past to modern events. This has led him to do a great deal of 'reading between the lines', especially in documents from the fairly recent past. It is his belief that there is a power struggle going on between several groups scattered across America and Europe (including Russia), all of whom regard themselves as the only rightful successors to Adam Weishaupt's organisation.

Vasilio further believes that one group in particular, which he knows as the Brotherhood of the Knot, is slowly gaining ascendancy over their rivals, mainly because of their absolute dedication to the methods of the legendary Assassins, namely if it gets in your way, kill it! He further believes that the Brotherhood has the largest network of agents, stretching from America to Transylvania and possibly even into Russia, all controlled by a ruling council known as the Five Brothers, who have their headquarters in Bavaria itself.

The Count will also explain the significance of the Brotherhood's symbol – the eye and the pyramid. The pyramid is a simple reference to the Egyptian mystery religions in general. By combining it with an eye, however, the pyramid gains a very special meaning. According to Ludvig Prinn, in book *De Vermis Mysteriis*, Nyarlathotep is known as 'the all seeing eye' – because his primary allegiance is to Azathoth, the 'blind idiot' ruler of the outer gods.

PART 4: THE FIVE BROTHERS

The investigators should now be ready to embark upon the final stage of this adventure – a little 'trip' to Bavaria. Of course they may be a little reluctant to rush straight off to Germany without having a more specific location to aim for. Either way the party should be encouraged to make the city of Munich their first port of call, and to travel there by train. If the investigators need persuasion on this point then the keeper should remind them that Munich is the capital city of Bavaria. The keeper may also inform the investigators, through an item in the local newspapers or by means of a NPC (a German tourist, for example), that there has been a spate of murders in the Munich area which the local police seem unable, or unwilling to solve.

At some time during the journey to Munich the keeper will need to introduce another NPC, someone who has been in a position to overhear the investigators' conversation for a few minutes. This NPC (a fellow passenger, attendant, ticket collector or whoever) will claim to have heard the investigators mention 'the eye and the pyramid', and on this basis he will ask them (with a knowing wink) if they are making for Schloss [ie castle] Benesberg.

Schloss Benesberg is, of course, the investigators' intended destination, the Bavarian headquarters of the Five Brothers. It will only be found on local maps of the region between Munich and Augsburg (which is about 30 miles west of Munich). On a large scale map look for the mountain lake (the 'Amer See') on the western branch of the River Isar. The Schloss stands in complete isolation amidst the woods at the southern end of this lake. It can be reached by car, though the poor state of the road once it enters the mountains, plus the fact that it runs alongside the lake – in full view of the Schloss – means that the investigators will need to travel on foot over the last ten miles or so if they are to escape detection.

Since Schloss Benesberg is the Brothers' HQ it is, of course, carefully guarded over an area of one square mile (ie half a mile in all directions). The guards are all handpicked members of a semi-secret organisation known as the Thule Gesellschaft. They all carry either a Luger P08 or modified Mauser C/96, and are equipped with shoulder stocks, which they use with at least 70% accuracy at any range up to 500 yards, dropping to 45% at 750 yards.

Gun note: The P08 and C/96 both use 9mm ammunition from 'box magazines' – which allow for very quick reloading. The P08 has 8 cartridges per magazine, the C/96 has 10. The shoulder stocks are detachable (in the case of the C/96 the stock is also the holster), but in this scenario it should be assumed that all of the guards have the stock fitted to the pistol butt and can therefore use their guns like rifles – for greater accuracy.

Both types of gun only need to be cocked once, after which they will automatically re-cock themselves after each shot until the magazine is empty. The one advantage to the investigators is that, whilst the stock is in place, neither gun can be held like a normal pis-

tol – they must be raised so that the stock is supported before firing. Thus even a frontal attack on a guard stands a slim chance of success if the guard can be surprised.

Each guard has his own area to patrol, but no guard will ever be more than 300 yards from at least one of his colleagues.

Because of the remoteness of the Schloss the guards very seldom have to deal with intruders, and this has made them somewhat careless. Any player making a normal Track roll will easily work out the movement pattern of a particular guard. Even without planning the investigators have only a 5% chance of being spotted before they realise that the guards exist, and they will only require a normal Sneak roll to get close to the Schloss without being detected.

CONCLUDING THE ADVENTURE

And so, at last, the adventure reaches its climax, or rather climaxes: I have allowed for three possible endings. It is up to the keeper to judge which is the most appropriate given the physical and mental state of the party when they get to this point.

For all three endings the first stage of the climax is the same – the entrance to the Schloss itself is open and unguarded so that they can gain access to the courtyard and the front part of the building without being detected.

The occupants/owners of Schloss Benesberg are, in fact, the leaders of the Thule Gesellschaft – also known as the Five Brothers of the Brotherhood of the Knot. These men have organised what appears to be an occult society, though their actual intention is to seize power first in Germany and then in America, followed by the rest of the world. It is indeed this group which has been organising the murders throughout Bavaria – mainly to get rid of potential rivals – and the society as a whole already includes several politicians, high-ranking policemen, etc. These 'outer members' do not know the Brothers true ambitions and believe them to be patriotic Germans who are carrying out the 'executions' only in order to protect the Weimar Republic from a Russian-style Communist revolution.

If the investigators choose to go to the police for assistance against the Brothers they will certainly be arrested. There is also an 80% chance that the arresting officers will inform someone from the Thule Gesellschaft, in which case the investigators will certainly be either 'shot whilst resisting arrest' or released in order that they can be gunned down by a Thulist execution squad.

Ending 1

In this ending the Thule Gesellschaft is only a gang of political thugs seeking to set up their own fascist government – the occult element of the society is totally phony.

However, whilst the investigators are only facing a 'physical' problem they still have to deal with the fact that they are totally surrounded by their enemies.

Once the investigators are inside the Schloss they may protect themselves from outside interference by raising the drawbridge, though this will make

enough noise to warn everyone in the area (both inside and outside the Schloss) that something is up. Even so, they will still have to cope with the internal squad of guards, plus some of the brothers. Their wisest course of action is to try to search the Schloss for evidence of the Thulists' true purpose and take it to the appropriate authorities in either Britain or America. This may not bring them any direct reward, but they will at least have 'friends in high places' if they get into trouble in future adventures.

If the investigators try to fight their way through this ending with guns blazing then the keeper may feel free to bring in so many guards that the party is eventually wiped out.

Ending 2

In the second version of the ending the political ambitions of the Brothers are really a disguise for their genuinely occult activities. In this case the final confrontation should be between the investigators and the five Thulists with a minimum of interference from any guards.

The occult power of the Thulists is left to the keeper to decide. However, the Brothers may well be dabbling with the occult rather than being fully-fledged practitioners of the black arts.

The purpose of this option is to allow the investigators to use tactics and cunning rather than sheer brute strength in seeking to defeat the Thulists. The keeper is urged, therefore, to give the party at least a 50-50 chance of overcoming the Brothers without having to resort to gunplay.

Ending 3

In the third ending the investigators actually get to meet Nyarlathotep in person – at a price!

Once again the party should be allowed to meet the Brothers with a minimum of interference from the guards, and when they are discovered the Brothers must all be in the same room. In this instance the investigators should be given a description of the five men as soon as they enter the appropriate room in the Schloss, though the keeper should be careful to mention the fact that one of the men has a slightly Arabian appearance without placing undue emphasis on this fact.

This Arab is, of course, Nyarlathotep himself in human form (CoC Chapter V). To ensure their success the investigators will need to recognise Nyarlathotep as quickly as possible and, preferably, shoot him down on the spot. This will cause the metamorphosis described in the rulebook, and the resulting loss of SAN (ie 1d100, or 1d10 if a successful SAN roll is made).

Whilst this might not sound like much of a success it will have the effect of sending all four of the human Brothers totally and irreversibly insane, thus bringing the activities of the Thule Gesellschaft to a complete halt for the time being. Long enough, for example, for the surviving investigators to make their escape and carry a warning to the authorities as described in **Ending 1**. In this case the party will also have time to make a thorough search of the Schloss (the Brothers' insanity will be a form of

catatonia – complete paralysis). This search should reveal suitable items of interest (manuscripts, etc.) along with a fairly substantial amount of money in various currencies which the Brothers use to pay their agents.

But what happens if the investigators don't spot Nyarlathotep in his human disguise?

It should be remembered that Nyarlathotep prefers to drive his victims hopelessly insane rather than simply killing them. On this basis he will lead the human Brothers in seeming to be as co-operative as possible when the investigators break in. If any guards appear Nyarlathotep will command them to leave again, without molesting the intruders. He will also explain every aspect of the Brothers' operations, both their public activities and their true intentions, with the apparent intention of recruiting the investigators to 'the cause'.

What the investigators will not realise is that Nyarlathotep is actually building up the power for a series of powerful hallucinations. After about 20-30 minutes of conversation, then, the investigators will suddenly begin to experience several rapid and extreme changes of temperature. Within a minute or so of the start of these changes all of the investigators will find that they have been struck dumb, and that everything around them seems to be moving in slow motion.

As a climax to Nyarlathotep's attack each member of the party will 'see' the spider god Atlach-Nacha materialise in mid-air above Nyarlathotep. At the same time they will believe that every other member of the party is being overwhelmed by hordes of earthly spiders, some harmless, some poisonous. The 'harmless' spiders will be seen to encase each victim with their webs – from the feet upwards – whilst the poisonous spiders continuously bite at every piece of exposed skin.

Throughout this illusion (ie until every member of the party has been reduced to babbling insanity) Nyarlathotep and his followers will sit calmly to one side, laughing and chatting as though watching a rather amusing cabaret routine.

Once the hallucinations have done their work the investigators will be taken away from the Schloss and dropped in the woods to fend for themselves. Assuming that the wolves don't get them first the best that any of the survivors can hope for is lifetime incarceration in a back-country mental asylum.

EPILOGUE

Though our story has now ended you may still be wondering about the old man who was murdered in London.

I must confess that this was the one part of the plot where everything was exactly as it seemed. The old man was indeed an American member of the Brotherhood, and the grey crystals really were the 'essential salts' of someone the old man hoped to re-animate. Finally, the American police were absolutely correct in assuming that the old man had been attacked simply in order to rob him – he had made the (fatal) error of letting the banknotes be seen when paying for a drink in a nearby pub shortly before the assault took place. □

The Cars That ATE SANITY

1920s Car Chases in Call of Cthulhu, by Marcus L Rowland

The *Call of Cthulhu* rules don't say much about car chases and combats, implying that a single test of skill against skill should be adequate for most situations. While this may be an easy option, it isn't very dramatic – there is no sense of the thrill of the chase, and it doesn't give the players any way of avoiding the effects of a single bad dice roll.

This article expands the skill-based car chase system mentioned in *The Surrey Enigma* (WD69), and works best with two cars, one chasing the other. Models will prove useful, since you may occasionally want to know who is hurt in a crash, or is in the best position to fire. Open-topped model cars which will actually hold figures are ideal for this purpose, but a cardboard cut out representing each car involved in the chase will suffice.

Manoeuvring

Step 1. Decide the condition of the road, which determines modifiers for Drive Auto and firearms skills, and suggests likely speeds.

	Drive	Firearms	Speed (mph)
Tarmac	0%	0%	30 or more
Gravelled road	-5%	-5%	25
Cobbles	-5%	-10%	25
Good earth road	-5%	-5%	25
Rutted earth road	-10%	-10%	25
Track or off road	-15%	-10%	15

Step 2. Decide the initial distance between the vehicles, in car lengths, when evasive manoeuvres or combat begins (assume 1 car length = 5 yards for combat, etc).

If both cars were in motion before start: 2d6+2 lengths
 If pursuing car was initially stationary: 3d6+3 lengths
 If pursued car was initially stationary: 1d6+1 lengths

Step 3. Decide the speed at which manoeuvring starts, either by asking the players or by reference to Step 1.

In each round drivers should make a Drive roll:

If both drivers succeed or fail, there is no change in relative position.

If the rear driver succeeds and the front driver fails, the gap between the vehicles closes by one vehicle length.

If the rear driver fails and the front driver succeeds, the gap opens by one vehicle length.

If either driver wishes to accelerate, the Drive roll must be modified by the desired speed increase (eg, use skill less 5% for a 5mph increase). This must be declared before the skill rolls are made. Most 1920s' cars are incapable of more than 5mph acceleration in a round. Move an accelerating car forward one length for each 5mph increase.

If either driver rolls 95 or more there will be a mishap, which the keeper should adjust to suit the aims of the scenario. For example, the keeper might want the investigators to catch a car they are chasing, and decide that the front car will crash on such a roll, while the investigators will just fall back by several vehicle lengths if they make a bad roll. If you want to lead investigators to a particular location, then ensure that they break down there, feel free to bias things accordingly. However, this bias shouldn't lead to fatal situations; if the investigators can't win, they don't deserve to lose too badly. If the outcome isn't important roll 1d100 as follows, subtracting the Drive skill modifier for the type of road:

Roll Is

Greater than speed (mph)
 $\frac{3}{4}$ of speed or more
 $\frac{1}{2}$ to $\frac{3}{4}$ speed
 $\frac{1}{4}$ to $\frac{1}{2}$ speed
 Less than $\frac{1}{4}$ speed

Effect

Lose 1d4+1 vehicle lengths
 Skid, lose 1d6+1 lengths
 Minor accident (puncture etc)¹
 Accident (skid off road, etc)²
 Severe accident (roll, etc)³

¹Occupants take 1d4 damage, car needs minor repairs (a tyre, bumper, etc), requiring 1d4-1 hours work.

²Occupants take 1d6+1 damage, car extensively damaged (wheels damaged, bodywork crumpled, etc), requiring 1d6+1d6 hours repair work.

³Occupants take 2d6+1 damage, the car is wrecked.

For example, a car travelling on a tarmac road at 80mph crashes, and the keeper rolls 18. This is less than $\frac{1}{4}$ the speed of the car, and a severe crash occurs. Silly results (eg a severe accident at 4mph) should be ignored.

To add extra drama to a crash, modify the damage to occupants according to their position in the car; for example, by adding 2 to the damage to front seat occupants in a frontal collision, subtracting 2 from the damage to the rear passengers.

Combat

Firing between vehicles should be extremely difficult. As well as a modifier for the condition of the road, use a modifier for speed as follows:

Speed (mph)	1-10	11-20	21-30	31-40	41-60	61+
Modifier (%)	-5	-10	-15	-20	-25	-30

The same modifiers should be used to fire at stationary targets from cars; the speed modifier only is used when firing at a car from a stationary position. A specific part of the car should always be chosen before firing, and will be hit if the shot impales, otherwise allocate the damage randomly as follows, depending on the attitude of the car:

d100	Location	HP	Armour
01-20	Engine/fuel tank	10/3	3/3
21-35	Tyre	5	1
36-40	Front/rear lights	3	1
41-50	Windscreen/rear window	3	0
51-55	Side Window	2	0
56-75	Passenger (through window)	—	3 (window)
76-80	Driver (through window)	—	3 (window)
81-90	Non-vital component	—	—
91-00	Radiator/boot	5/-	3/3

Hits to windows don't automatically hurt vehicle occupants, and hits to occupants must first break the windows. Some vehicles will be armoured or have other important components which are beyond the scope of this article.

While this article only details car chases, similar rules could be developed for horseback pursuit, motorcycles, or even fighter aircraft (with appropriate adjustments to the speed modifier table). Use it as a framework, not inflexible rules, and be prepared to think fast if the players do something unexpected. When in doubt, improvise or cheat (provided investigators won't be hurt). Suddenly 'remember' that there is a bag of nails in the glove compartment of your pet NPC's car. Put a flock of sheep or an oil slick on the road to stop villains escaping. However, don't act too far outside the laws of nature, or your players may begin to smell a rat. Drive carefully! □

Ms Bara



GHOST JACKAL KILL

A Call of Cthulhu Scenario

by Graeme Davis

Introduction

This adventure has been written as a prequel to Games Workshop's *Call of Cthulhu* scenario, *The Statue of the Sorcerer*, but it is complete in itself and does not rely on any information from that supplement. The action takes place in and around San Francisco in the Spring of 1924; for reasons which will become clear, it cannot easily be used in any other setting. One of the investigators (or, if necessary, an NPC acquaintance) should be a graduate student in the Archaeology Department of the University of San Francisco, conducting research in Palaeolinguistics, the study of ancient languages.

Plot Summary

Paul Collins, an ex-stage magician, was working as an adviser to Theda Bara, the famous actress, on a picture which was to re-launch her career – an adaptation of Marie Corelli's gothic Egyptian romance *Ziska*. As the Great Manzini, Collins had travelled the vaudeville circuit, though fame and fortune had never really threatened him. He was, however, very interested in the mysteries of Egypt, and his stage show featured an Egyptian theme, which is how Theda Bara found him.



Collins was already well-read on the subject of Egyptian archaeology, mythology and magic, and researched further, as well as collaborating in a screenplay which eventually owed very little to Corelli's original novel. In Mawley's small bookshop specialising in esoteric subjects, he found a copy of *Nameless Cults* (Golden Goblin edition), which had been reserved for Hauxley Trevanian, a San Francisco orientalist and cult leader. He was sold the book by mistake, and used it to construct a mock ritual which was to be the crowning point of the film. He did not study the book in any detail, and had no idea that an incantation that he took from the book was part of the spell Contact Hound of Tindalos.

With preparations for the film well underway, freelance journalist Isadora Turner was invited to the house which Theda Bara shared with her husband, director Charles Brabin, to write a magazine feature which was to set the publicity machine rolling. Collins acted out part of the ritual scene with Theda Bara for Miss Turner's benefit, and spoke the incantation for the first time, making accidental contact with a hound of Tindalos in the process. He collapsed from shock, and Miss Turner was quickly ushered out.

Also, as part of the publicity for the forthcoming picture, Bara and Collins had begun to co-write a series of romantic mystery stories with an Egyptian flavour, using the pseudonym 'Ziska-Charmozet' after the leading character in the novel. The first of these had been completed and sent to the popular fiction magazine *Black Mask*. It was being considered for publication when the mishap occurred, and Theda Bara approached the magazine to try to get the story back. The editor, Phil Cody, declined to return the story, pointing out that all submissions were the property of the magazine until publication or rejection. When there were renewed pleas for the return of the story, and Collins died in a manner which (purely by coincidence) was similar to an event in the story, Cody became suspicious, and called upon the expertise of one of the magazine's regular contributors, an ex-private detective called Dashiell Hammett.

Hammett was able to make the connection between Bara and Collins, and uncovered the name 'Ziska' and the plans for Theda Bara's comeback.

The news of Collins' death also aroused the curiosity of Isadora Turner, who has a shorthand transcription of the incantation, and is trying to find out what it is.

Meanwhile, Trevanian, too, has not been idle. Mawley stalled him for a while with tales of difficulties and delays in transporting the book from the New England auction-rooms where it was purchased, but eventually he was forced to admit he had mistakenly sold the volume to someone else. Professional ethics prevented him from giving Collins' name and address to Trevanian, so finally Trevanian's cultists broke into the shop, killed Mawley, and ransacked the files, finding out Collins' address and removing everything which showed that Trevanian had ever been in correspondence with Mawley. They then broke into Collins' apartment and took the book, which is now in Trevanian's possession.

A Translation

The scenario starts when a telephone call is received at the Archaeology Department of the University of San Francisco (if a PC works or studies there, he or she could take the call; otherwise an NPC will have to make introductions). The caller gives her name as Isadora Turner, and a Know roll will inform the player that she is a freelance journalist whose work has appeared in a number of popular and society magazines.

'I have something I would very much like to have translated,' she explains. 'I believe the language is ancient Egyptian. May I come and see you?'

If the investigator agrees to see her, Miss Turner will arrive after about half an hour. She is a slim but strongly-built woman in her mid to late twenties, with dark eyes and reddish-brown hair, and her clothes reflect her success in her profession.

Without preamble, she sits down and opens a small reporter's notebook, filled with shorthand.

'I'm afraid I only have an approximation to the sound of the words,' she says. 'I have no idea of how they might be written down, either in English or in Egyptian hieroglyphs. Now, shall I try to set them down in English letters, or would you prefer me to read them to you?'

Miss Turner will not be prepared to discuss the context in which she came across the words, no matter how heavily the investigator stresses its importance. All she will say is: 'They have to do with a story I was working on; I'd prefer not to say any more than that.'

If Miss Turner writes the words down, they will appear roughly as follows:

'Iya h'negriffkthn akhtnakhtngai y'ghrtfthgn
Iya ai'f ngahn'g ghnakhgn
Tih'ndlnsh ai'h 'ngahn'g ai'h.'

If she reads the words aloud, the investigator must make a Cthulhu Mythos roll to realise they are part of a Mythos spell, and that it would probably be wise to stop her before she completes the passage. If either she or the investigator reads the complete passage aloud, the reader will lose 1D3 SAN (no SAN roll) and 7 Magic Points, and will suddenly feel an overpowering malign intelligence clawing at his/her mind. If the investigator is reading the words aloud, he/she must make a POW x 3 roll to avoid passing out; if Miss Turner is reading them, she will scream and collapse after reading the last word. If no-one reads the words aloud, nothing untoward will happen.

The words are, in fact, an incantation used in a version of the spell Contact Hound of Tindalos, and any character who reads the complete incantation aloud will make contact with one of these entities (refer to the monster description in the *Call of Cthulhu* rulebook for the consequences of such contact), which will arrive in 10+2D10 days. The investigator will, however, have no way of knowing this unless he/she is already familiar with the spell.

If Miss Turner writes the spell down, a successful Archaeology, Linguist or Read Egyptian Hieroglyph roll (according to the keeper's preference) will confirm that the words are not in ancient Egyptian; in fact, they are in no language the investigator has ever seen.





In the newscutting, the crash is said to have taken place on the coast road a few miles south of San Francisco – if the investigators have obtained a police photograph of the crash site by this stage (see **San Francisco Police Department** below), they will be able to locate the precise spot on an INT x 5 roll (using the highest INT in the group) while driving along the road; otherwise, an INT x 3 roll will be needed.

There is little to be seen at the crash site now; the wrecked car has been towed away, and there is no trace of fire. An Idea roll will lead to the discovery that there are no tracks either – it seems that the site was completely cleaned up after the removal of the car and body. A Spot Hidden roll at the site of the crash will reveal the body of a small bird by the roadside. It has decomposed to the extent that bones are visible, and it seems to be lying in a small pool of bluish slime.

Keeper: This slime is a trace of the pus from the Hound of Tindalos that killed Collins – see the monster description in the **Call of Cthulhu** rulebook. This trace counts as poison with a potency of 7. If a sample is taken for analysis, the keeper should note it will eat through an organic container in 1D3 hours and through a metal container in 1D6 hours. A successful Chemistry roll on the part of an analyst working with a fully-equipped laboratory will reveal the slime is composed of a number of exotic elements and unknown compounds, combined together in a way that seems to contradict the laws of conventional chemistry – further, a successful Zoology or Biology roll on the part of the analyst will reveal the slime is alive after a fashion. Both discoveries will cost the analyst 1 point of SAN unless a successful SAN roll is made; an NPC analyst may find the results too disturbing to report on truthfully.

If the investigators enquire at the Police Department about the death of Paul Collins, they will be given a copy of the official press release, which contains only the information already in the news-cutting. A police contact or a successful Law roll coupled with a Credit Rating or Oratory roll will be necessary to get further here. If the investigators have already met Hammett (see **A Meeting** below), he will already have gleaned as much information as is available from this source.

The incident report filed by the officer who found the body states the car's motor was still running when it was found, and that it had apparently run off the road and stopped. One door was open, and all the windows had apparently been blown out, as if an explosion had taken place inside the car. The roof of the vehicle was buckled upwards, as if by the same cause. The body lay on the ground a few feet from the open door, heavily mutilated as if by a large and powerful wild animal, and bearing traces of a caustic blue slime. This slime was also found inside the car, and the car's upholstery was heavily slashed. Samples of the blue substance were taken for analysis. An autopsy report gives the cause of death as multiple lacerations, but cannot establish whether these were caused by a weapon or a wild animal. The case is classified as an unsolved, probable homicide. A police photograph is included with the report, as is a copy of the press release.

Further Law and Credit Rating/Oratory rolls will be necessary to see the laboratory report on the blue slime. The details of the report can only be understood on a successful Chemistry roll, but the gist of it is that conclusive analysis was not possible. A Chemistry roll will reveal that the substance appeared to be organic but was not carbon-based (a Chemistry or Biology roll may be needed to remind the investigators that all known life is carbon-based); the chemical composition could not be determined conclusively. If enquiries are made about the analyst who wrote the report, a Fast Talk or Oratory roll will yield the information that he is on indefinite leave for medical reasons.

Bribery or police contacts could also be used to examine Collins' personal effects; of most interest are a pocket notebook and a business card.





bribe, Credit Rating or Fast Talk roll will be necessary to get them past the janitor, who has shut up the apartment pending the settling of Collins' will. The janitor will call the police if the investigators try to break in.

Once the investigators get into the apartment, they will find it has been thoroughly ransacked; a window from the fire escape has been forced, and Spot Hidden roll will turn up a faint footprint on the sill, made by a light rubber-soled sneaker. Hammett will immediately go to the janitor's office and phone in a report of the burglary.

Among the debris on the floor are several books on stage magic, as well as a few on Egyptian archaeology and mythology. In one corner stands a steamer-trunk, now open and empty, surrounded by a great deal of strange-looking objects which a Knowledge roll (or an intelligent guess) will identify as the props of a stage magician. Various items of personal jewellery and other valuables might be turned up on a further Spot Hidden roll, giving the impression that money was not the motive behind the break-in.

Mawley's Bookshop

If the investigators try to telephone Mawley's, there will be no answer. If they visit the shop, they will find it closed, and the blinds drawn. No amount of knocking will raise an answer. There is a back door opening onto an alley, and if this is investigated it will be found to have been forced.

Edwin Mawley, the proprietor, will be discovered in the small back office, dead. He is slumped back in his chair, and there is a single, small puncture-mark in his neck. The desk and filing-cabinet have been ransacked.

A Spot Hidden roll will turn up a small feathered dart on the floor. It is less than an inch long, and seems to have caused the wound in Mawley's neck. An Anthropology roll will yield the information that the dart is one of a type used as an assassin's weapon by certain criminal gangs of the Shanghai area.

A Luck roll will turn up a carbon copy of a letter among the scattered papers. It is addressed by Mawley to Paul Collins, and refers to a book bought by the latter, a copy of the Golden Goblin edition of von Junzt's *Nameless Cults*. Mawley explains in the letter the book had been sold to Collins in error, and it should have been kept back for an old and valued client; Mawley begs Collins to bring the book back to the shop, and promises to reimburse him in full and give him, free of charge, any other books in the shop which might interest him, up to a value of \$100.

A further Spot Hidden roll made in the office will reveal that the entire section of the files bearing the letter 'T' has been removed.

Keeper: Hauxley Trevanian's Chinese Cultists are responsible for the break-in and murder, as well as for the burglary of Collins' apartment. The investigators have no way of finding this out, however, and will only be able to conclude the copy of *Nameless Cults* is now in the hands of someone in San Francisco's Chinese community. This is intended as a dead end, and the investigators should not be able to trace the book. More details of Hauxley Trevanian and his Chinese Cultists may come to light in further scenarios by this author.

Isadora Turner

If any attempt is made to contact Isadora Turner at her hotel (assuming the investigators know where it is), she will have gone to New York, leaving no forwarding address. Tracking her down will be a long and laborious process, and she will be able to add nothing to what the investigators already know.

Conclusion

After a lot of detective work, the investigators should be able to piece together the truth (see **Plot Summary**), although there are a lot of false leads which may lead them in the wrong direction initially. Preventing the publication of the story, or at least the incantation, should bring a SAN reward as for defeating a hound of



Tindalos (ie, 1D20 points) *only if the investigators realise the full nature of the incantation*; otherwise, the SAN point reward is 1D6.

The keeper should note anyone who has read the incantation aloud may expect a visit from a hound of Tindalos; this may be played out in due course, when the thing arrives. The keeper should keep careful tracks of the cursed individual's movements until that time.

Hammett will be grateful for the investigators' co-operation on the case, and will help prevent the publication of the story if requested to do so. Theda Bara's planned comeback will not take place, and the novel *Ziska* will never be filmed. About a month after the scenario takes place, the investigator who was initially contacted by Isadora Turner will receive a copy of *Movie Set* magazine, with a feature by Isadora Turner entitled *Ziska - the Comeback that didn't come off*.

Postscript

In the introduction to this scenario, it was mentioned that one of the investigators - or if necessary an NPC contact - should be conducting research in Palaeolinguistics at the University of San Francisco.

A little more than a year after this scenario has taken place, in the morning of Monday, June 8th, 1925, this investigator will be roused from the musty pages of *Zeitschrift für Celtische Philologie* by a knock at the office door accompanied by a familiar hacking cough. The character opens the door to find Hammett's long frame propped in the doorway, taking a swig from his hip-flask.

'How are you, Professor?' he asks, regardless of the character's actual academic status. 'Remember me? Hammett - Sam Dashiell Hammett. The Paul Collins case. You know, I tried three or four times to write that up as a story, but it was just too far-fetched. Well, I've got another mysterious ancient writing for you - I tried the Math Department with it, and they said it was some kind of mystical number square. Then I thought of you. What do you make of this?'



Hammett hands the investigator a small piece of paper; it is Player Handout A from the Games Workshop *Call of Cthulhu* scenario *The Statue of the Sorcerer*.

Appendix

Shadowing Procedure

Shadowing is not defined as a skill in *Call of Cthulhu*, but for keepers who wish to add it to their list it should be treated as a stealth skill with an additional score of 10%; it is a professional skill for Private Investigators and non-uniformed police.

A successful roll must be made for every 20 minutes of shadowing - optionally it may be made every (20 - quarry's INT) minutes - and failure means the quarry has spotted the shadower. Where a quarry suspects he/she may be being followed, a Spot Hidden roll is allowed to detect the shadower; under these circumstances the shadower must make *half* a Shadowing roll to remain undetected.

Characters who do not have the Shadowing skill may attempt to shadow, using the *average* of the INT attribute score and the Hide skill score in place of the Shadowing skill score. Procedures are otherwise identical.

Theda Bara

Born Theodosia Goodman, Theda Bara (whose professional name was rumoured to be an anagram of 'Arab Death') was the archetypal 'vamp' or *femme fatale* of the silent screen. Her first film, *A Fool There Was*, was released in 1915, and her most famous roles included *Cleopatra* (1917) and *Salome* (1918). She was idolised by the public in the same way as Rudolph Valentino, and she was surrounded by a great deal of what today would be called 'hype' -

one publicity tale maintained that she was born to a French artist and his Arab mistress under the shadow of the Sphinx, and endowed with occult powers. She retired in 1919, marrying director Charles Brabin. This effectively ended her career, although in the 1920s she parodied her former roles in Hal Roache two-reel comedies. She died in 1955.

Samuel Dashiell Hammett

The following is an approximate NPC profile of Hammett, based mainly on William F Nolan's biography *Dashiell Hammett: A Life at the Edge* (Arthur Barker, London, 1983).

STR 14 CON 8 SIZ 14 INT 15 POW 12
DEX 13 APP 14 SAN 60 EDU 12

Hit Points: 11

SKILLS:

Fast Talk 55%, Hide 60%, Shadow 90%, Sneak 60%, Spot Hidden 65%

WEAPONS:

Fist 70%, .38 revolver 55%

Hammett does not carry a gun unless he feels the circumstances warrant it; when he first makes contact with the investigators he will not be armed. He does not drive, following a wartime accident. He suffers from tuberculosis, and does not smoke, but he finds that whisky relieves the pain of the wracking cough with which he is sometimes afflicted. As an ex-Pinkerton detective, he has a wide network of old contacts on both sides of the law, and he seldom has any trouble in obtaining whisky for his own use.



ANCIENT & MODERN

A Scenario for Schizophrenic Roleplayers by Graham Staplehurst

This is the second part of a two part scenario, based on the works of the British fantasy/horror writer, Brian Lumley. In it, players can take on a dual persona: as adventurers from the land of Theem'hdra, a mystical land from a time before memory, and as Investigators in 1920s Earth. As such, the game can be played as an *Advanced Dungeons & Dragons* adventure or as a *Call of Cthulhu* adventure, without any problem. The text that follows assumes that both systems will be run in parallel, with *AD&D* for the characters from the ancient world, and *CoC* for the '20s adventurers.

The scenario cannot be played without Part One, which appeared last issue.

At the conclusion of the last installment, the adventurers from the '20s had travelled to the Chateau Casson, on an island near the coast of France, to interrupt a ceremony which would have spelt disaster for the world. As they did so, they felt a strange pulling sensation, and then passed into unconsciousness as they were swept across some cosmic distance to arrive in the Tower of the sorcerer, Teh Atht. Inexplicably, they have traded places with their ancient counter-parts, the adventurers from Theem'hdra. For both groups, their story is only just beginning....

M3 : TIME-TRAVEL-SICKNESS

Although the modern characters disappear from the summoning chamber in the Chateau Casson, they are soon replaced — within a few seconds — by the ancient characters, who experience the same tugging at their chests as the Thromb recoils through Time and drags their strands with it.



The characters have been swapped in Time! Players running both ancient and modern characters will have no problem in understanding what has happened, though they should not act as if their characters have a clear understanding of all that has occurred. Their ancient characters will have been snatched from the Tower of Teh Atht, and brought to the 'strange' lands of 20th Century Earth, though none of them can possibly understand this at first.

Where the players have been running only ancient characters, the GM should have Teh Atht describe the plans of the NPCs in the modern era, up until the time when they interrupt the ceremony. Suddenly, the characters feel that same unbearable pulling sensation as described above; they are swept along, as if borne by a river, and are then deposited in a strange chamber, with no idea of where — or when — they are.

The first problem facing the ancient characters is Mme Chalbert's enraged coven. The witch herself has collapsed and is slumped against the wall, unconscious or dead. All members of the coven are insane through dealing with evil and iniquitous things so frequently, and rush the newly arrived characters, trying to overpower them (they have no weapons). If more than three of the coven are slain, the rest will try and flee, thus warning the guards (if there are any still around). The first four to get to the boathouse will use the motorboat to escape, the others may simply fling themselves into the sea in a lunatic attempt to escape the characters.

Nothing useful can be gained from any member of the coven, even if captured and somehow persuaded to talk — other than the fact that none of the ancient characters can speak an intelligible language (unless they have magical help). If the characters remain where they are after cleaning the island up, they will be temporarily safe, and if anyone goes to sleep, they can be contacted by Teh Atht sending dreams through the modern characters now in Theem'hdra. Teh Atht can explain what he thinks has happened, but knows that he cannot hope to reverse the process as the forces involved were inconceivably great. However, he hopes that the sorcery of Mylakhriion might help switch the characters back and return Time to its original state.

There is a problem however. Mylakhriion is dead, and has been for thousands of years. All his magical knowledge, the greatest ever assembled in Theem'hdra, was left in his impregnable tower-castle far to the north, on Tharamoon, the Mountain Island. Only those powerful enough to get through the many magical wards and guards that Mylakhriion placed about the tower can gain the information concealed inside. This is where Teh Atht and the modern characters are off to. The ancient characters are instructed to undertake a journey as well, if possible. If Teh Atht succeeds in finding a spell to re-transpose the characters, he thinks that it will be much more likely to work if the two parties concerned were at the same point in Space, thus easing their translation through Time.

Since the millions of years that separate the two eras have also separated the continents of the world just as dramatically, neither the ancient nor the modern characters will have any idea where the modern-day site of Mylakhriion's tower might be found. However, Teh Atht thinks there is just one possibility — the man who discovered his time capsule, Theldred Gustau. He knows from previous dream-contact with the modern characters that they discovered his name appended to an article on Theem'hdra, and thinks that with the information in the capsule, Theldred should be able to locate the co-ordinates of the tower.

However, at this stage the ancient characters' problems are mainly (i) to get off the isle and (ii) to survive in this startlingly different environment. If the coven members have not taken the boat in the boathouse, the characters could use it — if they can figure out how to operate the engine. There is also the question of costume and equipment, since the ancient characters will be wearing the same clothing as they were in Theem'hdra, which may not be entirely appropriate to France in the present day. Similarly their equipment will be antiquated. Other factors to remember are their complete unfamiliarity with any technology, language and currency in Europe. There is plenty of equipment in and around the

house, and also money (both English and French — though whether the PCs will recognise the paper currency is up to the GM). Any treasure the characters have with them will be much inflated in value.

Within 3 days (faster if the characters are coping well and you want to speed up the action), the servants will return. With them will come a local policeman to check that everything is alright — strange lights were seen at the Chateau on the night of the ritual by the fisherman that pilots the boat.

If the modern characters had no boat of their own and the Chateau's boat is taken, the characters will have to wait until this party arrives and then try and steal the boat or force the fisherman to take them. Remember that characters have to eat and sleep during this adventure!

Working Magic

Because of this time's distance from their own era, characters will find spells have a chance of failing to work. This rule applies to all casters of magic spells *other than Druids*. For a spell to work, a caster must roll d% and get at least:

$((15 \times \text{level of spell}) - \text{level of caster}) \%$

GMs may also wish to apply additional penalties to clerics whose deities have few or no worshippers in this time, such as disallowing the recuperation of any spells over 3rd level.

However, everyday inhabitants of Europe will all save as 0-level humans, which may well mean that spells end up working more often! It is unlikely that magic-users and illusionists will have been holding their spell books when translocated, but any other equipment normally carried with characters will have come with them. You may wish to let characters find a limited supply of spells in Mme Chalbert's spell books.

A4 : THE WHIPLASH OF TIME

The modern characters arrive at Teh Atht's Tower and are immediately taken by his servants to rooms to rest whilst he casts spells for their immediate protection from further Time disruptions. Each will wake up after 25-CON hours; if you are playing the Modern scenario only, this is a good time to send all the players out of the room and call them in one by one. Examining the first person to wake, if Teh Atht detects any signs of insanity or great loss of sanity, he will be able to cure, through magical and medical means, up to 1D10 SAN points immediately. He can also remove the effects of any 'temporary' insanity.

When all the characters have awoken, he will attempt to explain their predicament. This may, of course, cause a loss of SAN, particularly combined with their somewhat exotic surroundings — each character must make a SAN roll or lose 1D6 points. This will be regained when (if) the characters return to their own time. However, Teh Atht further explains they will need to make a perilous journey to the tower of a long-dead sorcerer in the hope that he left a spell which will help to return them and bring their ancestors back. The hole which they have torn through Time (however inadvertently) will be slowly healing up, and if it closes before the characters have swapped back, they will surely die — their ancestors, now in the Future, cannot have descendants at the right time!

Fortunately, Teh Atht has been able to discover that Gorgos has been severely damaged by the backfiring of all the energy he put into the Ritual. This means that Teh Atht is free to go off to Mylakhrión's Tower and see to the re-ordering of Time without fear for the safety of Klühn or Theem'hdra, who he and he alone protects from the menace of the Thromb.

Before they can set out, Teh Atht will get the characters to transmit as much information as possible to their helpless ancestors stranded in the strange 20th Century. The latter are unable to speak the language (although Teh Atht naturally has spells which enable *him* to speak with the modern characters) and will have great difficulties using complicated devices and machinery.

The modern characters may also want to learn more about Theem'hdra, the world, and its perils (see the **Theem'hdra** section, last issue, p28). They will discover for themselves that, in the same way that magic may not function in the 20th Century, so complicated pieces of equipment may not always work in Theem'hdra. Anything about the general level of technology prevalent on the continent (pulleys, levers, wheels, simple steels) will only work if the character makes a Luck Roll. This must be made *each* time a use is attempted. For example, a gun might go off, then fail to fire, then work again. Apply penalties for very complicated things, such as watches. Additionally, equipment which is powered (eg, an electric lamp) may start drawing Magic Points from characters! Teh Atht will find suitable clothing for them.

M4 : THELDRED GUSTAU

The ancient characters will have learnt of the whereabouts of the man who found Teh Atht's time capsule from the modern characters. Gustau's

address means little to the ancient characters, but there should be a map in the Chateau somewhere, which will help them visualise where North Yorkshire is, at the very least.

How the characters decide to reach it is another matter. There is sufficient fuel in the motorboat's tanks to cross the Channel and get as far as Dover. There are also extra supplies in the boathouse if anyone looks, certainly enough to get them to Scarborough or Whitby under normal circumstances. They will also need food for the journey; though there is plenty in the kitchen, they will need to figure out how to use a tin opener!

If the characters are encountered by Europeans at any point, it is likely that they will be taken for foreigners, perhaps from the Far East, if they speak in their native Theem'hdran tongue. It would probably be useful to allow a magic-user in the party to find a spell equivalent to *comprehend languages* or *tongues* amongst Mme Chalbert's books of spells.

Should the characters kill anyone off the island, or be seen leaving the island where there are bodies to be discovered later by the police, they will be pursued by the police. However, without definite proof of their guilt, it is unlikely that detectives from one country (eg, France) would be able to continue their investigations in another. Give the characters the benefit of the doubt if they have been behaving sensibly and not wantonly slaughtering peasants.

One other important factor in the characters' travels will be the weather, so make sure that you have some way of generating this realistically and judge its effects on their speed and any problems it might cause them. Also, you must determine beforehand whether any of the ancient characters have any useful relevant skills, such as boat-handling.

By far the safest way of getting to Gustau will be by going as far as possible by boat and then completing the journey on foot across the wind-swept Yorkshire Moors, out of sight of human habitation. Rosedale Abbey is a tiny village in a valley south of Rosedale Moor, between Wheedale Moor and Spaunton Moor. The closest town is Pickering, 8 miles to the south. If you like, you could have the characters encounter a lone farmer out shooting, or a werewolf — perhaps there is truth in the old legends....



Farmer - Human; F1; hp 9; AT 1; D fist 1-3 or shotgun; AI N; AC 9; Move 12; THACO 20; S15, I10, W8, D15, Co15 (+1), Ch12; Size M; SA shotgun + 20 shells.

The farmer, Mr Hinchliffe, will shoot anyone acting in a 'shady' manner as he will assume that they are poaching. His shotgun is good at ranges up to 30' and fires as a magic wand for an automatic 2-16 points of damage, or half if a save vs wands is made.

Werewolf (MM p63) - HD 4+3; hp 23; AT 1; D 2-8; AI CE; AC 5; Move 15; THACO 15; Int Ave; Size M; SA lycanthropy; SD shape change; silver or magic weapons to hit.

The werewolf will shadow the characters for an hour or so in human shape before deciding to attack one of the rear party members. It surprises on a 1-3 (d6) and if it manages to kill a person, it will change back to human form to carry them away as fast as it can. It will flee if 18 or more points of damage are done to it.

Once the ancient characters get to Theldred Gustau, they will need to convince him of both their origin and their plight. If they have thought to bring along anything magical with them, or can perform an act of magic, he will believe them. Also, showing an understanding of the written language used by Teh Atht should persuade him, as he has never shared its secrets with anyone. Naturally, talking to Gustau will be a major problem, but since he knows the written language and is a linguist anyway, he will pick up the speech fairly rapidly. Initially, the party could communicate with him on scraps of paper.

Once they have got over to Gustau that they need to discover the whereabouts of the site of Mylakhrión's tower, he will feverishly beetle away with his stack of Teh Atht's miniature tomes and a huge modern atlas. After a day and night of almost continuous study, including three hours at night outside studying the stars, he will be able to calculate the required position. It turns out to be in Norway, about 50 miles south of the Arctic Circle and close to the border with Sweden, outside a little town called Sløtøvdén. Theldred Gustau will have to go into Scarborough to see if there is any easy way of making the trip. Characters may accompany him, but will have to think of an excuse for their presence.

A steamship leaves from Newcastle-upon-Tyne for Trondheim twice weekly, the 750-mile passage costing £18/10s each way. From there, they could hire a motor coach or sleigh (depending on the time of year), or catch the train to Snasa and merely have to make the last 45 miles of the 170 mile trip on their own. Sløtøvdén lies on a hillside overlooking the Faxevatten, a lake which separates Norway and Sweden. Gustau estimates that total expenses for the trip, including getting the ancient characters back, accommodation etc, will be around £100 per person. However, he only has £350 in savings (and can't mortgage the Hall as it is rented).

Adventurers, being what they are, will either have sufficient extra boodle on them, or the equivalent in saleable items, or will be quite happy to arrange to relieve someone of their burdensome riches. Exactly how they go about it is up to the players — only note that Theldred Gustau will not help in the execution of any criminal act, although he will help plan. Possibilities are raiding a bank, holding up a train or rich person's car and so on. Let the players do exactly what they want at this stage and simply provide suitable opposition.

Once financing for the operation is arranged, Theldred Gustau will hit upon the next problem — getting into Norway. Naturally, none of the ancient characters have passports. Possibilities include the use of magic (eg, *invisibility* or *charm*), bribes to the ship's crew to smuggle them, or to port officials to let them in. Obtaining a passport might also be possible if birth certificates can be forged, or a clerk bribed.

Meanwhile, the characters must avoid being caught. Hopefully, they will avoid all contact with locals, so that no suspicions are aroused. Nosey parkers in the village will notice the large increase in food consumption at the Hall. A policeman might make an innocent courtesy call on Gustau and panic the characters. A cover story will have to be made up for their trip to Norway, since people are bound to be curious about a large party of foreigners. Finally, you might want to hassle the players even more by having mishaps occur, such as an accident which needs medical attention.

All through this time of preparation, the ancient characters will be in dream-contact with their modern counterparts with Teh Atht's assistance.

A5 : A FLIGHT TO THE ICE

Teh Atht will arrange for himself and the modern characters to fly to Mylakhrión's tower as soon as the ancient characters have established its site on the 20th Century earth. The sorcerer has a *flying carpet* capable of carrying 4 persons. If there are more than three investigators, other arrangements must be made for the others. He might have to risk travelling overland or by

sea, or using a number of flying steeds, such as hippogriffs. He might have some other magical items capable of transporting people through the air.

The flight or journey is not without the occasional diversion, naturally, for Theem'hdra is a world of fantastic creatures as the ancient characters would have been able to tell them. Their voyage takes the modern characters around the fringe of the great Inner Sea, across the continent towards the Frostlands, and then along the edge of the glaciers that creep from the North Pole, over Khriisa, to far Tharamoon, site of Mylakhrión's tower of old. Over the course of the journey, the modern characters may see things — or meet things — totally beyond their comprehension. You must run as many encounters as you see fit, including some that face the modern characters with NPCs in northern Theem'hdra (see the *Theem'hdra* section last issue for some background in which to base your ideas). Below are some simple encounters, each fraught with its own dangers. Use as many as you feel is appropriate.

Wyvern

A wyvern swoops out of the sky at the party and will attempt to grab one member in its jaws (roll randomly to see who it attacks, excluding Teh Atht). This creature is clumsy in the air and can therefore be avoided by careful flying after its initial attack, or driven off by hits causing more than half its hit points (ie, more than 15). If it manages to catch someone, by killing them with a single bite or rolling 90% + to hit, it will dive straight to the ground and fly low to its cave.

Wyvern:

STR 39 CON 20 SIZ 40 INT 5 POW 15
DEX 7 Hit Pts 30 Move 7 SAN Loss 1D6/nil
Attacks - Bite 60% 1D10+2D6; Tail 60% 1D6+poison
Armour - 10pt skin

An impaling hit with the bite attack means that the character has been caught by the Wyvern's jaws and suffers the damage bonus (2D6) each round automatically. The Wyvern will fly off with them to its cave, flying low over the countryside to evade pursuit. An impaling hit with the tail injects poison (level 18) which will cause death if the character fails a RR. The poison takes 1D6+4 rounds to take effect; a successful *Treat Poison* skill use allows an extra save at the lower level.

Storm

The weather gets very dark and winds and clouds gather fiercely. A strong storm is blowing and the characters must either land and get under cover or attempt to ride it out. The storm will bring gale force winds and lots of rain. Characters who let themselves get soaked stand a good chance of catching cold or a worse infection. One way of avoiding the storm if flying will be to get above the cloud layer.

Characters not strapped down whilst flying on something in the storm must roll under STR on 3d6 to avoid being blown off by a gust of wind. This roll should be made every half-hour, and there is a cumulative +1 penalty for each half-hour flying in heavy weather. Visibility will be severely limited as well, so it may not be noticed that someone has fallen off until too late! Finally, each hour there is also a 5% chance that one character will be struck by a lightning bolt for 1d10x1d6 points of damage, halved if the character makes a save. If this would be enough to kill them, a roll under CON on 3d6 means that they survive the blast with 1 hit point.

Freezing Cold

Unless protected by special clothing, a raging fire or magical means, the characters each take 1d6 points of frostbite damage per hour they spend in this pocket of sub-zero air blown down from the arctic glaciers. Damage taken is doubled if the characters are skimpily clad or wet. Teh Atht is already magically protected against the cold and will not notice it: it is up the characters to ask him for similar protection. This will mean that they have to stop, as Teh Atht cannot cast spells whilst flying. You may wish to have some permanent effects of frostbite if a character takes more than half their total hits in cold damage, such as loss of toes, fingers, nose etc.

Giant Eagles

Two giant eagles are spotted circling overhead and screech at the party. If the travellers carry on in the same direction, they will pass into the eagles' nesting area and the eagles will attack until the party leaves it. If the adventurers deviate to one side or the other, the eagles will merely screech a bit more and see them off without attacking. The eagles are large and could knock a person off a flying carpet or even a steed. Note that the eagles are intelligent and may be friendly towards those that show concern for them. They can talk, but only their own language.

2 Giant Eagles:

STR 30 CON 18 SIZ 24 INT 12 POW 15
DEX 20 Hit Pts 21 Move 5/12
Attacks - Bite 45% 1D8+1D6; Claws 45% 1D6+1D6
Armour - 2 pt feathers

Messenger-bat

A messenger-bat bearing good tidings arrives for Teh Atht. It has been sent by Ikrish Sarn (assuming he is still alive, if not then by one of Teh Atht's apprentices keeping the Tower for him) to inform the White Sorcerer that Gorgos' ruin appears to be complete. The backlash of the Beast Outside Time's departure nearly slew the Thromb and the vast majority of Gorgos' false priests left the Temple of the Secret Gods. The Temple was then ransacked by a mob of irate Klühnish citizens and burnt down. Gorgos is reported to have fled by some magical device.

A6 : BLEAK HOUSE

Mylakhrion's Tower is a bleak pinnacle of greenish-black stone, thrusting up out of the eternal cold snows and ice of the region. Temperatures here vary between 0°C to -10°C during the day (possibly 5° higher in the summer) and drop by around 20° at night. There is an added wind chill factor of up to 30° dependant on the strength of the wind and its direction (strong and northerly winds being the worst).

The Tower proper is only about 25' wide, but rises from a large rectangular base some 180' deep and 120' wide, around 30' or 40' high. There are no visible windows in the structure at all. The expansive building at the foot of the Tower is built of the same sort of rock, impervious to all natural and most magical attacks. There is a pair of huge bronze doors, uncorroded and engraved with the Elder Sign. Other signs and sigils are engraved all around the lower building. The Tower stands a massive 300' tall, looming over even the huge glacier that towers in the valley behind.

Teh Atht must undertake a complex ritual to properly open the doors and clear many of the magical traps laid by Mylakhrion eleven hundred years ago. This takes about three hours during which time Teh Atht must not be disturbed. You may wish to have the party kept occupied by a small pack of wolves:

Wolves

STR 13	CON 11	SIZ 11	INT-	POW 12
DEX 13	Hit Pts 13		Move 12	SAN Loss nil
Attacks: Bite 30% % 1D8				
Armour: 1pt fur				
Skills: Tracking (smell) 80%, Spot Hidden 60%				

Adjust the number of wolves attacking to the numbers and strength of the party. The wolves will be frightened by gunfire or held at bay by fire. If they have been unsuccessful in attacking anyone after about 20 minutes, they will slink off. If any wolf is killed, the rest flee, howling loudly.

When Teh Atht has eventually got the doors open, the party will see a most imposing entrance hall, blazing with white walls, a golden yellow ceiling and a green floor that feels like freshly cut grass. Magic lights throng the air and the whole place feels like some primaeva heaven, a Paradise on Earth. The aura of the place is such that anyone who has lost SAN on this adventure will immediately regain 10% of the points lost (round fractions below ½ down). However, the lure of the room will also seduce any character failing a Luck Roll into wanting to remain there for ever and ever. Such characters will angrily resist any attempt to lead them away, but will not resort to violence. They will also be immune to threats of violence against their person; however if such acts are carried out, they gain an extra Luck Roll to resist for each point of damage inflicted.

Once over this initial trap, Teh Atht will carefully lead the party through a maze-like series of corridors and rooms towards the centre of the building. There is no map for this area. Teh Atht will make sure he has tight control over the party and if any disobey his orders, you should invent some mechanical or magical trap to teach them a lesson: an illusory beast which charges them down; an apparition calling for a SAN roll against a 1D10 loss; a drugged dart to slow the character down or put them unconscious; and so on.

All the corridors and rooms have a form of magical *confusion* over them which must be counteracted by Resistance Rolls against INT and POW whenever there is a choice of directions to proceed. The magic has a POW of 25. If one of the rolls fails, the character will not be able to remember which passage was chosen later; if both fail, the character will be sure a *different* route was taken. Make up your own ideas for the areas passed through. Here are some examples:

- a corridor of chequerboard tiles lined with alcoves containing metal replicas of botanical specimens (flowers, plants, branches) stood in carved jade urns.
- a room built like the inside of a beehive and smelling strongly of honey.
- a hallway with walls of beaten copper mirrors and dazzling amber inlay on a teak parquet floor, lined with ebony benches.
- a chamber with a mosaic in blue and green glass which at first sight looks like a pool of cool waters, spanned by a bridge of fine-spun yellow glass which is trapped to paralyse anyone stepping on it.
- a room with a huge circular table in it made of a greenish wood and set with all manner of unusual implements instead of knives and forks.

All the interior is lit and warmed by magic, making it very pleasant. No amount of magical direction finding or devices used by the characters will help them find their way if they succumb to the *confusion*. You may wish to have a party who persist in getting sidetracked split off from Teh Atht for a short while. If they remain where they are, he will be able to find them quite quickly; but if they wander off it might not be until something nasty has found them first!

It takes Teh Atht 1½ hours (at least) to find what he is looking for: the concealed staircase up to the interesting part of the building — the Tower proper, containing Mylakhrion's study and library. There are over 500 steps up the Tower to the first chamber. This is the first part of the library which occupies 3 floors, each a single room crammed with all manner of magical and sagacious tomes. Teh Atht will momentarily go into delirious raptures until he remembers why they are here, whereupon he will start the search for the spell they seek.

At this point, sensitive characters (POW 14+) may get a shiver down their spine. Is it suddenly colder in here? they ask themselves; and Why do I feel all goose-pimply, like something namelessly horrible is creeping up on us? Teh Atht will be too involved in his search to pay any attention to such nonsense, of course, as he has had to put up with so much from the wimpy characters. He carries on rifling through shelves and making piles of books on the floor.

Fortunately Mylakhrion was an organised chap for a wizard and it does not take Teh Atht too long to find just what he is looking for; or at least it wouldn't if he could concentrate on the matter in hand and not get sidetracked by interesting spells for making perfect soufflés or turning glass into diamonds. If characters assist and watch him, he will actually get on a bit quicker. With a cry of delight, Teh Atht lifts aloft a tome of collected writings on anomalies in Time, put together with annotation by the old wizard. In it there is a reference to a second book, in which Mylakhrion wrote down a spell to put right just such a Time anomaly which an enemy of his had devised to trap him. In a couple of seconds, his keen eyes alight on the libram but then he goes pale as death

In the doorway appears a bloated, misshaped figure with wrinkled black skin. Only in the vaguest sense could it be called humanoid. Its eyes are deepest black and its fingernails are long and curved. Yep, this is Gorgos, come to take his revenge on Teh Atht, a revenge as hideous as the creature that brings it. A twisted abomination of a grin appears on its lips as the tattered robes of black and yellow it wears are rent asunder to reveal a writhing mass of pincered tentacles which shoot and slither towards everyone present, snapping monstrously. Gorgos' attack is described in full in the Characters section.

All present will suffer an attack from one limb until Teh Atht has avoided being hit for one round. A character can volunteer to try and protect Teh Atht, receiving two attacks. In his free round, Teh Atht casts a spell of protection over the whole party which Gorgos' attacks cannot penetrate. Teh Atht will then have to leave the circle of protection to do battle with Gorgos, and as he does so, he gives the libram to the most magically-experienced character and tells them to get on with it while he distracts the monster without. The circle turns into an opaque sphere when he leaves.

The spell takes half an hour to set up. 40 minutes after Teh Atht leaves, the circle of protection suddenly disappears and the floor shakes as they see a large chunk of wall fly outwards as if blasted by some immense magic force. Vanishing through the hole in the wall are the White Sorcerer and his Black Thromb assailant. Outside a snowstorm has sprung up, making it impossible to discern what has happened to these two, who have fallen over 150'. As snow begins to drift into the ancient scriptorium, the characters must decide what to do next.

If they try and venture back down the Tower and back through the building to find Teh Atht, they will almost inevitably get lost. If they carry on with the spell to correct the Time anomaly, they have a 2% chance for each Magic Point expended plus 5% for each point of POW permanently sacrificed. The casting of the spell means a loss of 1D8 SAN for each person involved, with no roll to avoid it. Meanwhile, the Tower has lost its warmth and if the characters just hang around, they will soon freeze, although there are plenty of shelves and even books (sacrilege!) to burn.

If the spell fails, Teh Atht will return and conduct the spell for them after a few hours rest, during which the characters must keep him warm. Any First Aid skills would be appreciated by the Sorcerer, who is torn and bloody from his battle with the Thromb. Teh Atht is automatically successful in casting the spell.

M5 : TO SLØTAVDEN

By this time, ancient the characters are assumed to have set out for Norway. They can travel fairly inconspicuously to Newcastle as Theldred Gustau has a motor car, and they have hopefully arranged matters so that they can board the ship. Remember that they will need plenty of currency (krøne) to take them on to Sløtøvdén, however they have decided to travel there. Fortunately, Gustau knows several Scandinavian languages.



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The rail trip to Snosa will be without occurrence unless the characters cause one. You may wish to create a number of situations where the players think that something dreadful is about to happen, but which are really quite innocent. Examples might be an inquisitive local official (railway, road police etc), a suspicious man who seems to be following them, a thief who steals something belonging to the PCs and so on.

At Snosa, the characters will have to book into a hotel and find some transport. The least expensive and most reliable way to travel is by reindeer sledge. The sleigh can hold up to 12 passengers and luggage with a team of 8 reindeer pulling. Alternatively, a motorcoach is available for hire.

Sløtøvdén is a picturesque and unspoilt Norwegian village. Depending on the time of year, the pine forests may be resplendently green or heavily draped with snow. It has a very cosy inn with sufficient rooms to put up 8 guests; any more will have to share rather cramped quarters. The innkeeper will expect some sort of explanation of their business and may ask the local constabulary to keep an eye on the newcomers if they are strange in their behaviour or untowardly evasive in manner. Several of the villagers can manage some broken English, if the characters have bothered to learn any from Gustau.

Since the location of the Tower can be pinpointed no more accurately than the general vicinity of the village, there is no need for the adventurers to go any further, but if they want to explore the area, there should be no problems. They may well want to keep out and about as part of their cover — perhaps they are naturalists studying reindeer herd movements, or astronomers searching the northern skies for new comets and meteors.

Should anyone try and get in dream-contact with their descendants, they will get absolutely no response, a complete blankness. This may cause them to fear for Teh Atht (quite rightly), however, in a few hours the switch should take place. If anyone (for example, the local police or the innkeeper) is watching, this will cause great alarm, naturally. Theldred or the modern characters, now restored to their proper Time, will have to do some Fast Talking to get away, or simply ignore the locals and get out of Sløtøvdén as quickly as possible. Locals will probably be unwilling to pursue the matter further, but if the characters cause any damage or injury they might get into more serious trouble, even being met by a number of plain clothes policemen who will want to ask them some awkward questions. Anyone

attempting to explain what has truly happened risks being locked up in a lunatic asylum! In fact, Theldred Gustau may have to help any characters who have gone temporarily insane (and who would blame them) in the transposition, since another SAN roll must be made.

There may also be problems for Gustau back in England if the ancient characters left any clues as to their whereabouts when they were committing any crimes. And if they sold any ancient artefacts to pay for the trip, their new owners will find them mysteriously vanished. I dare say that Theldred Gustau will want to write up their exciting adventures....

A7 : LOOSE ENDS

The ancient characters will arrive in the blasted library atop Mylakhrión's Tower. If Teh Atht was the one who completed the spell, all will be well; he will be able to lead them through the building to the temporary camp where the flying items/steeds (or whatever) are, and the characters can accompany him back to Klúthn to recuperate. You may like to have them mount a raid on the remains of the Temple of the Secret Gods to recover their equipment, stolen by Gorgos' priests at the start of the adventure.

If the modern characters complete the spell themselves successfully, the ancient characters will find that the magical explosion in the chamber they are transported to has damaged the structure of the Tower and it is beginning to crumble. If they try and escape down the stair, they will find it is blocked with fallen masonry. Suddenly, the Tower starts to sway alarmingly and soon falls, crashing to ground and breaking up as it tumbles. The characters are flung from the Tower and land safely in scattered snowdrifts: perhaps that recent snowstorm wasn't all bad! All the characters have to save vs DEX on 3d6 or lose half their remaining hit points in the fall; then they must save vs CON on 3d6+3 or be stunned for 10d6 minutes. Anyone stunned for more than half an hour will start taking cold damage from the freezing conditions at the rate of 1 point per minute.

The snowstorm itself has stopped, and so characters moving around should be able to see each other and help search for friends. After an hour, Teh Atht comes staggering into view, exhausted from his battle with Gorgos, which he has finally won - he hopes. If the characters are still there, they will see him immediately, and can help him. As soon as Teh Atht is recovered, they will be able to return to his own Tower.

The return journey will be peaceful and without incident, unless you think the players have had it *really* easy!

CHARACTERS

Teh Atht

There are no stats given for this NPC. Teh Atht is simply able to do whatever you as GM require him to do. The characters will not be able to harm him, neither can anything other than Gorgos. However, although he is in this scenario to help the sets of characters, *don't* make him the universal escape clause.

Teh Atht is strongly devoted to Law as opposed to the Chaos represented in this scenario by the Cthulhu Mythos beings (the Thromb and the Beast Outside Time). The scenario notes give guidance on Teh Atht's likely actions and how to play his character — you should treat him as the archetypal White Wizard. He will always use minimum force in any situation and give others the benefit of the doubt. He will also attempt to preserve lives, neutralising threats rather than destroying them.

Gorgos

This guy is nasty, mean and vicious. He's a megalomaniac villain, an alien trying to dominate the entire Earth, who's not too concerned if he pulls down the local space-time continuum in the attempt.

Gorgos is invulnerable to characters, be they Ancient or Modern. This covers eventualities like *wishes* in AD&D or attempts to summon something just as nasty to deal with him — this latter event is likely to produce a cataclysm which will inevitably kill all the characters and lead to the destruction of Time as the Beast can no longer find Gorgos. Allow Gorgos any and all magic and spells, and virtually unlimited magic points/potential when in the Temple. This is the source of his energies, and should be treated as the worst possible place the characters could be. For AD&D games, Gorgos will be psionic type VI, making him invulnerable to all psionic attacks and disciplines.

In appearance, Gorgos initially appears as a man with very dark skin and golden hooded robes which obscure much of his features. Seeing him thus incurs no SAN loss, but those who meet his eyes can be affected by his presence. In AD&D this works like an *awe* attack - see *Legends & Lore*; in CoC this would be a POW vs POW roll. The effect is simply to freeze somebody to the spot if the fail their roll.

At the end of the scenario, Gorgos' true Thromb nature is revealed to the Modern characters. Use the following stats for his attacks on the party which they suffer until Teh Atht can erect his magical defences:

Gorgos

STR 30 CON 30 SIZ 20 INT 20 POW 25
 DEX 15 Hit Pts 75(total)/20 (per tentacle) Move
 6 SAN Loss ID20/ID3
 Attacks - many tentacles each 75% 2D10+2D6
 Armour - 5 pt skin, 5pt/round regeneration

Gorgos' attack is described thus: "A black hairy stalk.... stretched itself out.... The end bloated out like some loathsome fungus, forming the spindly-legged likeness of an enormous spider.... Pseudopods sprouted, became hooks of chitin, bony claws and pincers, all lashing toward (them)...."

Madame Louise Chalbert

Mme Chalbert is unlikely to enter the scenario in an active capacity, unless the Modern characters are quick off the mark and get to the Chateau before the ceremony begins. She is a charming and elegant hostess who will not deny any connections with the occult, but will explain that she is only interested in "white magic" — mediums, fortune telling, faith healing and so on. If the characters attempt to persuade her to not continue with the ceremony, she will deny all knowledge

of it, but secretly arrange for her contacts in the French government to harass them, possibly even arranging an accident.

She speaks perfect French and excellent English and can be disarmingly pleasant. However much the characters suspect her, they will be unable to persuade anyone else of her duplicitous nature. The whole scenario hangs on her *starting* the ceremony, so don't let anything happen to her beforehand! She is quite careful in her activities, and there will always be bodyguards or witnesses to prevent an assassination attempt.

Mme Chalbert

STR 12 CON 15 SIZ 11 INT 18 POW 16
 DEX 15 APP 17 EDU 16 SAN nil
 Attacks dagger 40% ID6 .22 automatic 35% ID6
 Skills Archaeology 20%, Bargain 25%, Camouflage 50%, Climb 50%, Cthulhu Mythos 28%, Debate 40%, Dodge 35%, Drive Auto 45%, Fast Talk 60%, Hide 25%, History 35%, Listen 40%, Occult 80%, Oratory 20%, Psychology 25%, Read/Write English 60%, Read/Write French, Ride 40%, Sneak 35%, Speak English 75%, Speak French 90%, Spot Hidden 35%.
 Magic 16 MP, *Summon Nightgaunt*, *Bind Nightgaunt*, *Create Ghoul*, *Dread Curse of Azathoth*, *Shrivelling*, *Contact Deep Ones*, *Call Beast Outside Time*.





An optional rule for Call of Cthulhu.

by Marcus L. Rowland

While the flavour of *Call of Cthulhu* is mainly derived from the writing of Lovecraft and associated authors, the way the game tends to be played owes quite a lot to the pulp detective stories of the twenties. Most investigators carry guns, associate with criminals, and live in a world of violence. As Philip Marlowe said 'Down these mean streets a man must go'; investigators tend to travel streets even more sinister than those which Marlowe encountered.

Since the game owes so much to the pulps, it's odd that one major tradition of the genre is missed from the existing rules — it's almost impossible to knock someone out with a single blow. While this is usually an advantage, since players and NPCs need a chance to respond to attacks, it makes some types of activity difficult to arrange.

For example, let's suppose that a single assailant wants to temporarily incapacitate an investigator to steal an important clue, as part of a kidnapping plot, or to frame the victim for a crime. To do so the attacker must:

- 1 Approach silently (sneak roll).
- 2 Strike a single blow inflicting damage equivalent to at least half the victim's hit points (roll to hit, roll damage).
- 3 Hope that the victim rolls more than CON on 1D20.

This adds up to a fairly slim chance of success, and tends to leave the victim badly incapacitated for prolonged periods.

By comparison, pulp detectives were often knocked out, were usually able to get up and fight again soon after they recovered consciousness. This may not be totally realistic, since blows to the skull powerful enough to cause unconsciousness can easily lead to skull fractures or cerebral haemorrhage, but it was an aid to plot development.

The rules which follow are simple, totally unfair, and should **not** be made available to player characters; they should not be used to advance the plot of an adventure, and must not be used routinely, since they give the attacker too much of an advantage.

- (1) Any surprise attack (or attack against a helpless foe) which: is intended to produce a knockout; won't leave the victim in inevitable danger of death; and is made with an appropriate weapon (eg a club, martial arts attack, fist, gun butt, etc.) will produce unconsciousness if the roll to hit is successful.
- (2) The duration of unconsciousness is proportional to the damage rolled as follows:

Damage						
(hit points)	1	2	3	4	5	6+
Unconsciousness (minutes)	1	2	4	5	15	30

- (3) If the blow produces a knockout under these special rules the victim revives with a splitting headache, but will only take 1 point of damage.

Example: *Eli Still, the corrupt butler of Grimsdale Manor, has killed Lord Grimsdale, but suddenly realises that he has lost the Cursed Amulet of Set which is the symbol of his secret faith. Approaching the room where he left the body (via a secret passage), he looks through a peephole. An investigator, Sir David Neville-Smythe, is kneeling over the corpse, with his back to the secret door! Picking up the poker he had previously used to murder Lord Grimsdale, Still carefully opens the door, tiptoes up behind Neville-Smythe and clips him behind the ear, recovers the gem and thoughtfully leaves the poker in Neville-Smythe's hand. As Neville-Smythe regains consciousness and staggers to his feet a trio of constables bursts through the door, and an over-excited housemaid screams 'He's killed the master!'...*

Eli Still made two Sneak rolls, to open the door quietly and creep up to Neville-Smythe, then rolled a hit with the poker. Normally the blow would do a 4 points of damage (modified to 3 because Still is small and sneaky). Instead it knocks Neville-Smythe out for 4 minutes, ample time for Still to get the gem, frame Neville-Smythe, and escape.

Neville-Smythe isn't in immediate danger (the bruise behind his ear should prove that he's a victim, not the murderer) and has learned that the killer is somewhere in the mansion. He also caught a glimpse of the Amulet, though he can't identify it. The murder weapon has been found, and may eventually reveal some clue. Eli Still can proceed with his plan to destroy the Grimsdale family and claim his inheritance as the long-lost heir, then use the money to set up a temple in the catacombs under the mansion. The plot is kept moving.

Example: *The sinister Doctor Wo Fat and a dozen thugs have cornered three investigators in his*

Whitechapel lair, but needs to transport them to Salisbury Plain for a ritual sacrifice at Stonehenge. He knows that they will start screaming if he lets them stay conscious, and signals his thugs to knock them unconscious.

Lady Amanda Prentiss is struck immediately, and knocked out for eight minutes. Sir David Neville-Smythe and Joe 'Whippet' Hammond, his chauffeur, try to put up a fight. Neville-Smythe can't break free from the thugs holding him and is clubbed, knocked out for 15 minutes. Hammond is apparently luckier; he wriggles out of the thugs' grasp, and starts a fight. Unfortunately he is outnumbered 13 to 1, and the thugs soon beat him unconscious. When all three are subdued, Wo Fat injects them with a sinister Oriental drug; they will recover consciousness when he injects the antidote.

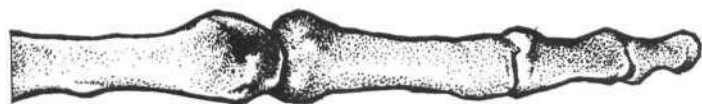
As Wo Fat and his men carry out three unusually heavy laundry bampers, Inspector Fosdyke of the Yard and a van full of constables prepare to follow them...

Under these special rules a helpless victim can't dodge a knockout blow, and a prisoner held by four thugs is effectively helpless. Lady Amanda was taken by surprise — Wo Fat gave a signal, rather than a verbal order. Neville-Smythe struggles (opposing STR to STR) but can't break free, and is soon clubbed. Hammond is simply battered to a pulp. Luckily he's an NPC and the several weeks he'll need to spend in hospital won't seriously affect the campaign.

Despite appearances this isn't a hopeless situation, and Inspector Fosdyke and the police will arrive to free the investigators after Wo Fat has revived them and explained his plan to summon an Old One, moments before it actually materialises. Of course, the investigators' Mythos knowledge will be needed to block its materialisation, and they will be the ultimate saviours of England...

To summarise, this special rule should only be used to advance the plot, not in situations where investigators will be left in hopeless danger. Knock an investigator out to steal a clue, murder an NPC, or kidnap him, but don't use this rule to kill them as soon as they are unconscious. Don't use it more often than you have to, or investigators will treat every room and doorway with suspicion.

CURSE OF THE BONE



by Marcus L. Rowland

A modern Call of Cthulhu adventure for 2-5 investigators, set in London.

Players' Information

The investigator with the highest Occult knowledge is contacted by Doctor Erica Fowler, an acquaintance who knows of his (or her) interests. Doctor Fowler is a psychologist at the local hospital in Alberton, one of London's outer suburbs, and has recently come across a curious case which seems to need expert knowledge. One of her patients believes that he has been cursed, and is dying of (apparently) psychosomatic injuries. While Dr. Fowler doesn't believe in the occult, she would appreciate any help which might convince her patient that he isn't under magical attack.

Keeper's Information — Summary of Situation

The patient is Kerim Fomutesca, an African medical student studying at the hospital. Fomutesca has inadvertently come into contact with the activities of Eric Green, a cultist, murderer and cannibal who is the human leader of a small tribe of ghouls.

In 1964, Green (an RAF Flight-Sergeant) was the co-pilot of a transport aircraft which crashed in the mountains of Papua, New Guinea. He was the only survivor, but his left leg was broken and he couldn't escape from the wreck. In desperation, he began to eat the bodies of his dead comrades. Soon afterwards a cannibal tribe stumbled across the wreck; by this time Green was insane, and they interpreted his delirium as divine inspiration. They took him back to their village, set his leg, and began to initiate him into their cult of chthonian worship. He was an eager student, and soon learnt their language and several spells, while intensifying his appetite for human flesh.

Eventually, search aircraft found the wreck, and the local Shaman ordered Green to return to civilisation. He was committed to the chthonians, and might be a useful tool in England.



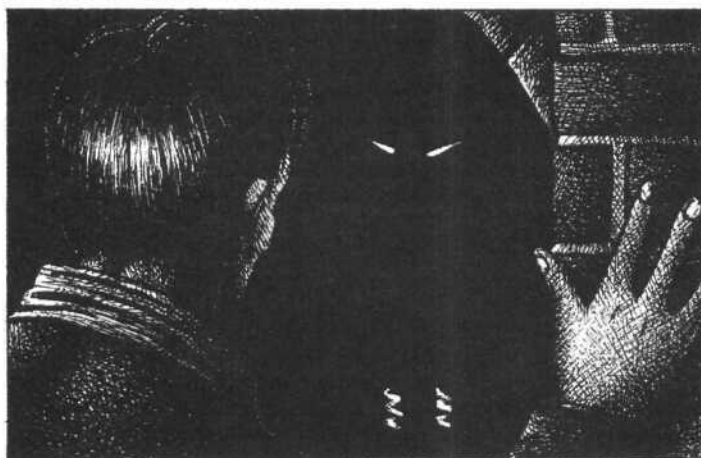
Green told his rescuers that he had spent a short time with a native tribe, without admitting his cannibalism or cult activities, and returned to England. He spent several months in hospital, while his leg was reset and he slowly recovered from various tropical infections. His injuries left him with a permanent limp, so he retired from the RAF with a medical pension. Ironically, he also received the British Empire Medal for his (supposedly) heroic role in the crash.

Four years passed. Green purchased a small used-car business, with a flat above the office, and tried to live an inconspicuous life, awaiting the call of his gods. Gradually he became aware of a growing craving for human flesh, which no normal food seemed to satisfy.

In 1969, Green was involved in a fight outside his local pub, and bit one of his assailants. The police arrived before any real harm was done; however, the taste of human flesh intensified the craving he felt, and he decided to take steps to satisfy his appetite before it betrayed his secrets.

A month later Green strangled a tramp on a bomb site near his house, and consumed portions of the body. He left the remains concealed in an old house on the site, intending to return for another feast the following night. However, the body had disappeared when he returned. Green followed bloodstains and heel marks to an old air-raid shelter behind the ruined house, and found a tunnel concealed by a sheet of corrugated iron. A familiar smell of food came from the tunnel, and Green realised that he has stumbled across a nest of ghouls.

Although Green couldn't control the ghouls, he decided to risk entering the tunnel and trying to make contact. He followed the scent through a twisting maze of old sewers and forgotten streams to their lair, a crypt under the local cemetery. The ghouls were still eating the tramp when he arrived, and somehow realised that he was responsible for their unusually fresh feast. They made him welcome, allowing him to share the meal. The next week he killed again, bringing another victim to the ghouls' banquet. Soon he was a member of the pack, and had learned to communicate with, and contact, his inhuman friends.



In subsequent years Green persuaded the group to worship the chthonians. When the local authority decided to build a block of flats on the bomb site, Green helped the ghouls close the original entrance and tunnel into the basement of the car showroom. His business gives him access to a range of cars and vans, and he finds it easy to pick up victims in and around London, and bring them back for the ghouls to kill. On average, they commit a murder every eight to ten days.

This lifestyle isn't without risks; Green has been injured twice by victims, and carries several unpleasant diseases and parasites, including serum hepatitis, salmonella and liver flukes. Green isn't bothered by these complaints, since he is slowly turning into a ghoul and already has their immunity to such conditions, but anyone he bites or attacks is likely to become infected. His transformation is only retarded by his reluctance to reduce his usefulness to the chthonians.

Last week Green was careless. After each murder he must dispose of human bones, clothing, and other debris, and he usually fills a plastic rubbish bag with these remains, takes an old car or van from his yard, and dumps the sack on a refuse tip several miles from his home. Unfortunately the bag split on his last outing, and he was forced to dump the contents quickly before anyone saw what he was carrying.

In his haste, he failed to notice that a finger bone was still in the boot of the car, and returned it to his yard without making a thorough inspection. Fomutesca bought the car the next morning, and found the bone while he was cleaning it.

Fomutesca suspected that it was a human bone, and took it back to the hospital where he was studying for analysis. Unfortunately he didn't report his discovery; instead, he decided to find out where it had come from, and returned to Green's garage to ask some questions.

Green realised his mistake, and decided to kill Fomutesca before he talked to the police or hospital officials. He explained that he had hired out the car several times before selling it, and offered to let Fomutesca take the names of his customers.

While Fomutesca was looking at the records, Green locked the building and called the ghouls from their tunnels. Green expected that they would easily kill Fomutesca, but underestimated his strength and agility. Fomutesca fled to the upper flat, and jumped through a window to escape from the ghouls.

Green and the ghouls couldn't chase Fomutesca in daylight, so they decided to pool their magic to curse him. This curse, known as the Curse of the Bone, has caused his injuries, though a process resembling psychosomatic illness, described in more detail below.

Despite his education, Fomutesca still retains some vestiges of tribal superstitions, and has lost sanity from his encounter with the ghouls. He is unable to explain what has happened, beyond saying that he was been cursed by 'demons', and will die after a few more attacks if the spell casting is not stopped.

Clues in the hospital and Fomutesca's flat should eventually lead the investigators to Green. He will attempt to appear innocent, but any determined investigation will lead to the exposure of his activities, and hence to the ghouls. If the group can be disrupted or destroyed Fomutesca will be freed from the curse, and slowly recover under suitable medical treatment.

Although this is actually a fairly simple adventure, you should remember that failure could have serious consequences. If Green knows that the investigators are interested in his activities, and has time to manoeuvre, they might be lured to an ambush, or become the next victims of the curse. If he is defeated but lives, he might eventually persuade the chthonians to take some retaliatory action. You should feel free to complicate the scenario by adding misdirection and confusing (but actually totally irrelevant) information. Several spurious clues and details have been included below.

If you are beginning a 1980s campaign you may wish to use this adventure to plant clues leading to later adventures. Green's location in London and his access to a wide range of vehicles make him a useful contact, and he might well be in touch with other cultists. A section at the end of the adventure gives some examples of the sort of clue that might be found.

Hospital Enquiries

Fomutesca is in no condition to answer questions, but Doctor Fowler is prepared to let investigators see him.

Fomutesca occupies a side room off the orthopaedic ward of the hospital. His left arm and right leg are in traction, his right shoulder is in plaster. His eyes are wide and staring, and he is almost unaware of anyone in the room. If he is approached he will whisper 'The bone... the bone...', and may also whisper 'Demons! They cursed me!'

While the investigators are in the room he suddenly twitches and starts screaming. Doctors and nurses rush in, and discover that the radius of his right arm has snapped, apparently as a result of intense muscular spasms. They sedate him, and throw the investigators out of the room.

The investigators can also ask to see Fomutesca's medical and academic records at the hospital; again, Doctor Fowler will do her best to be helpful, and bypass the red tape involved in such enquiries. Her office computer is linked to the hospital's data base, and she or the investigators can call up these records by a successful Library Use roll.

Summary of medical report on Kerim Fomutesca

Fomutesca was born in Kenya in 1963, and has been a medical student in Britain since 1984. He is unmarried, and has no previous medical history. Blood group A Rh-, no distinguishing marks or physical abnormalities.

Last Wednesday Fomutesca was found unconscious in the lift of the student hostel adjoining the hospital. He was admitted to hospital, and found to have a broken left arm, plus skin cuts and abrasions. Fragments of glass were found in the cuts, suggesting that he had been the victim of a hit and run car accident. When he recovered consciousness it was discovered that he was suffering some form of anxiety attack, expressed as withdrawal from human contact, extreme fear, and muscular spasms. He has refused to answer questions, but occasionally mentions something called 'the bone' and says that he has been cursed by 'demons'. Since admission he has suffered two further fractures; a simple fracture of the right ankle, and a compound fracture of the left shoulder blade. All these injuries are consistent with extreme psychosomatic illness, causing fractures through muscular spasms exhibiting 'hysterical'



strength. Clinical causes for the spasms, such as tetanus, have been ruled out by bacteriological tests. He has been referred to Doctor Fowler for psychological evaluation.

Since he was admitted, it has been determined that the glass fragments found in his cuts were window glass, rather than any form of windscreen or headlight glass.

Summary of academic report on Kerim Fomutesca

Fomutesca is an average student, and has passed all examinations to date without achieving any notably high marks. He has expressed an interest in forensic science, and intends to specialise in this field after graduating.

Investigators making a Computer Use roll can set up a search program to find all records which mention Fomutesca, whether or not they are listed under his name. This procedure will find the following memorandum in the Pathology department records, dated on Thursday of last week:

From: Dr. T. Edgerton

To: Fomutesca, Kerim (Student)

Reference: Bone sample 14352 (identification request)

This specimen is the middle phalange (finger bone) of the forefinger of a human aged 18-25 (established by evaluation of calcium deposits), blood group O Rh+. Fragments of adhering flesh, and other pathological indicators, suggest that it was severed approximately five days before examination. The absence of skin and muscular fibres, and indentations in the bone itself, suggest that it was attacked by rodents or other scavengers after it was severed.

Please note that you have not filled in the patient record number for this specimen. Please do so immediately.

A print-out of this memo is in the communal letter rack of the students' hostel, addressed to Fomutesca.

If questioned, Doctor Edgerton can't add much to this report, but can show the bone to investigators. If pressed, he will admit that it appears to have been gnawed, possibly by something as large as a dog or a pig. It is, as already stated, a normal human finger bone with no unusual properties.

If it is shown to Fomutesca he will react violently, screaming until he is sedated, and lose 3 SAN.



The only other clue in the hospital is a box containing Fomutesca's wallet and other personal effects. These include various pens and pencils, a calculator, and two keys; a door key (for his apartment in the student hostel), and a car key labelled 'GLE 36J — Min Coop'.

Students' Hostel

The hostel adjoining the hospital accommodates 221 medical students, doctors, and nurses. Fomutesca has an apartment on the eighth floor, room 812. A porter controls the entrance to this building, and will not admit the investigators unless they carry a note of authorisation from a senior hospital administrator.

You will need plans for a simple two-room apartment, with a small bedroom and adjoining study. Personal belongings in the room include a portable television, a record player, some classical records, medical books and notes, a typewriter, and an assortment of clothing and junk.

There is a revolting skull on top of the television, covered in rotting flesh and dried blood. A close examination will reveal that the skull is plastic, a stage prop for use in the students' Rag Week.

A large African mask hangs over the bed, made of wood and leather with bead and feather ornamentation. It is a genuine tribal magician's mask, a souvenir of Fomutesca's home, but has no magical or occult powers, and no Mythos significance.



There are several letters stored in the desk drawer in the study, written in a French dialect with Bantu loan words. A 'Read French' roll at -10% is required to learn that they are just family gossip, sent by Fomutesca's mother.

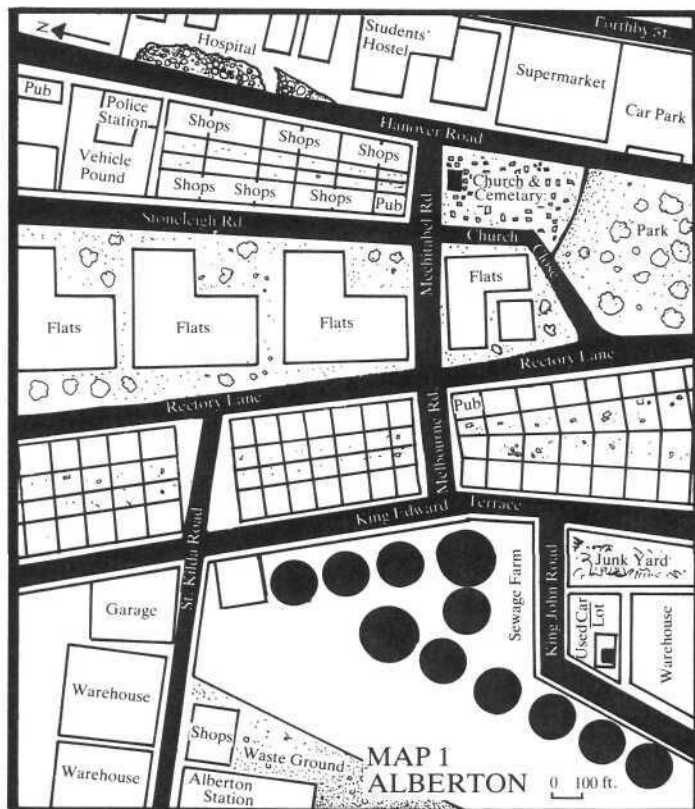
The only real clue in the flat is Fomutesca's bank book, which is kept in another desk drawer. It records that he withdrew £150 on the Monday of the week he fell ill (to pay for the car). The car's log book and MOT certificate have been sent for re-registration, and are not in the flat. An insurance certificate will arrive in the post an hour after the investigators search the flat, and will be left in Fomutesca's letter box.

If the investigators don't know about the car they will learn nothing more. There is a 25% chance that any student questioned will know that Fomutesca bought an old car before he fell ill. However, none of the students will know its number or type. The porter knows that Fomutesca has been allocated a parking space, and can identify the car (an ancient Mini-Cooper), which hasn't been moved since Fomutesca was admitted to hospital. You should decide if he will mention this if the investigators ask about Fomutesca without specifically mentioning the car.

GLE 36J

The evidence provided should easily lead the investigators to a battered old car parked beside the students hostel. On a Spot Hidden roll investigators will notice that the boot is slightly open. A dustpan and brush are in the boot, and the spare tyre is out of its usual socket. Investigators making an Idea roll will realise that this implies that someone was interrupted while cleaning out the boot. There are minute smears of blood (group O+) on the spare tyre, but they will only be found by someone who is looking for them with a magnifying glass and makes a Spot Hidden roll.

The passenger compartment of the car is clean, and the engine is in reasonable tune. There is no radio, and some of the dashboard instruments are cracked (though all work). The glove compartment holds a pair of leather driving gloves (belonging to Fomutesca), a bag of mints, an unopened packet of cigarettes, and a few cards.



The cards are for various businesses around the area (see map 1): **Hai Fong's Chinese Restaurant** at 14 Hanover Road, **The Rex Garage** in St. Kilda Road, **The Old Bull** public house in Rectory Lane, **Green's Used Cars** in King John Road, and **The Stoneleigh Laundrette** in Stoneleigh Road. The car lot is, of course, the only significant address amongst these cards; Green routinely puts a few trade cards in every car he sells, for a small fee. The other cards are meaningless, but could lead to some amusing complications; it's possible that the innocent proprietor of a Chinese takeaway restaurant might somehow seem to be a sinister Oriental, and the pub has some criminal connections which might arouse the investigators' suspicions. Sooner or later, however, the investigators should arrive at Green's used car lot.

The Used Car Lot

This is an entirely normal lot, somewhat isolated by its location between a junk yard and a sewage farm. There is a chainlink wire fence (STR 25) around the lot, topped with barbed wire, with two entrance gates (both open by day). If cut with bolt cutters or other suitable tools it has an effective strength of 8. At any given time there are 20+3D6 cars on the lot, all for sale. Green doesn't specialise in any particular type of car, but won't have anything really expensive on offer. He tries to drive a hard bargain. He will approach the investigators as soon as they enter the lot.



Eric Green: Used car dealer and cultist, male, aged 49, British, residence London.

STR 14 DEX 15 INT 13 IDEA 65 DAMAGE BONUS +1D4
CON 17 APP 12 POW 17 LUCK 85 MAGIC POINTS 17
SIZ 13 SAN 0 EDU 11 KNOW 55 HIT POINTS 15

Skills: Accounting 15, Astronomy (Astro-navigation) 25, Bargain 35, Cthulhu Mythos 34, Dodge 50, Drive Auto 35, Drive Motorcycle 25, Electrical Repair 35, Fast Talk 25, Hide 25, Linguist 30, Make Maps 25, Martial Arts 25, Mechanical Repair 35, Occult 30, Pilot Aircraft 30, Sneak 45, Speak Ghoul 30, Speak Pidgin 40, Spot Hidden 40, Track 20, Zoology 10.

Equipment: Selection of cars, vans, motorcycles, tools. Carries keys to flat, office, desk, safe, etc.

Weapons: Sword Stick 35%, 20-Gauge Shotgun (in flat) 45%, Bite 27% (damage 1D4+1D4 plus 10% chance of disease), all hand to hand attacks 40%.

Spells: Curse of the Bone (see below), Contact Chthonian, Contact Ghoul.

Notes: Green looks like any other used car salesman; dapper and slightly pushy. He always wears a three-piece suit (regardless of weather), and seems to be incapable of hearing the word 'no'. He has a pale white scar on his left hand, and walks with a pronounced limp. A wide red scar on his left arm, and a large tattoo on his chest, are usually covered by clothing. The tattoo is the work of a tribal shaman, and depicts a chthonian devouring a sacrifice. Anyone seeing it must make a SAN roll to avoid losing 1D3 SAN.

If Green realises that the investigators are a threat he will attempt to trick them into another line of enquiry (for example, if they mention Fomutesca he will suggest that the African communities of London might be more helpful). He might also attempt to attach himself to the team, saying that he hasn't seen any action since he left the RAF, then lead them on a completely false trail, and arrange a few 'accidents'.

If his ploy fails, but the investigators leave, he will summon the ghouls and cast the Curse of the Bone repeatedly, until he is sure that Fomutesca must be dead. He will then start to cast the spell at investigators, and prepare for an attack or burglary attempt.

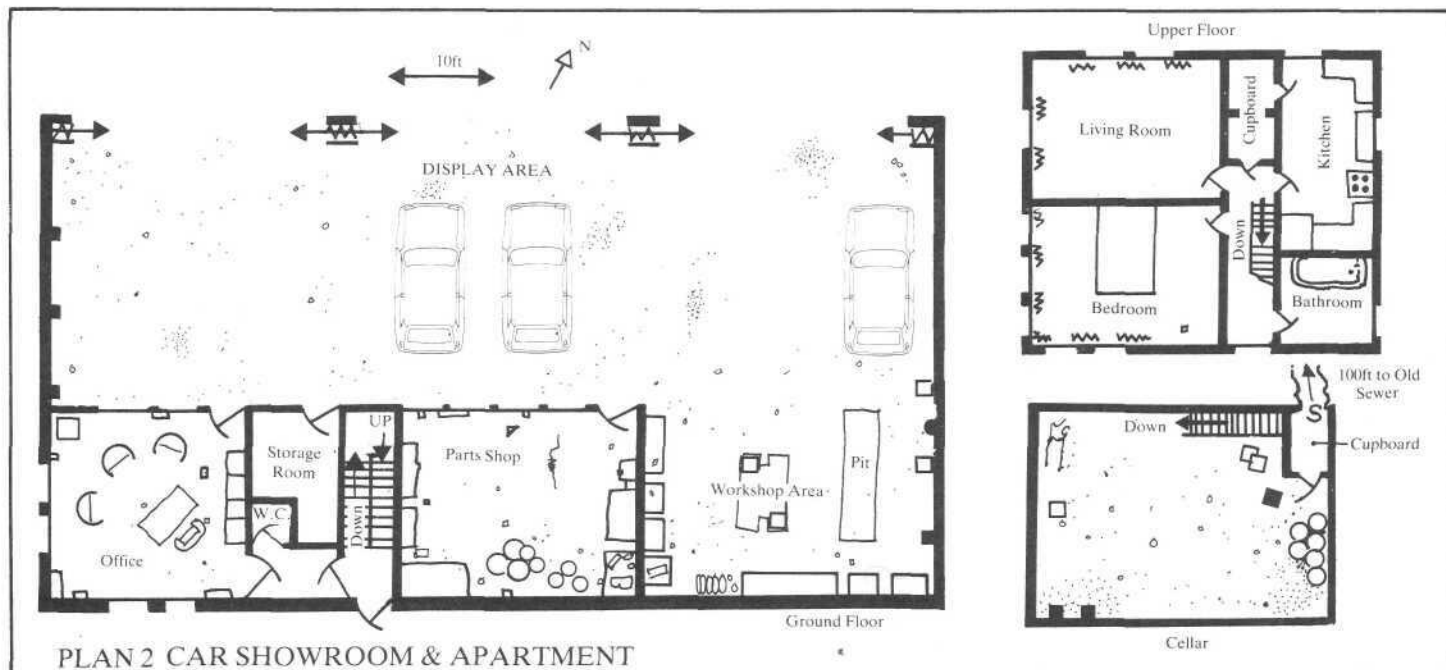
New Spell - Curse of the Bone: This spell turns the victim's body against itself. The magic points used to cast the spell must overcome the victim's POW. If successful, the victim's muscles spasm, and break a major bone, provided the victim's STR overcomes the victim's CON. Each time a bone breaks a SAN roll must be made or the victim loses 1D4 SAN (provided he or she is conscious). Victims who are sedated or treated with strong muscle relaxants will still suffer broken bones if *half* the victim's STR overcomes CON. Each broken bone does 1D6+1 points of damage. While this spell is less immediate in its effects than some spells of the Mythos, it has the advantage that it can be cast in the absence of the victim, and has an apparently unlimited range. Naturally the caster of the spell must know the victim's name and appearance, or at the very least must have a sample of the victim's clothing, skin, or hair.

If investigators haven't already visited the Old Bull public house, the following incident will occur. A black Jaguar XJ-6 roars onto the lot while Green is talking to the investigators, and two hard-looking men in grey business suits enter his office (described below). Green leaves the investigators and walks inside, talks to the men, and gives them some money. They drive away. Green won't explain what these visitors want. Investigators who Spot Hidden can take the car numbers and attempt to trace it through the licensing authorities, or cruise nearby streets in hopes of finding it.

The car is registered to Christopher Grove, licensee of the Old Bull public house in Rectory Lane. He and his brother Peter are local racketeers, specialising in protection and fencing stolen goods. Green feels that the fee he pays them is acceptable, and occasionally sells them valuables he has found on his victims. If the players wish to follow up this incident, you will need plan of a small public house. The Grove brothers and their mistresses live in a flat above the pub, and keep stolen goods in the cellar. There should be at least two or three thugs in the pub at any time, acting as bouncers when they aren't needed for less legal work. The Grove brothers and their thugs are naturally hostile to inquisitive strangers.

The only building on the lot is a brick structure built in the late 1940s **Plan 2.** It consists of a garage and office, with a small apartment perched on its flat roof. The roof is only 11' above the ground, and active characters should be able to climb up without difficulty.

The **Display Area** has room for six cars, but usually holds four or five cars and a few motorcycles. The front of this area can be closed by six folding metal gates, which retract into support pillars at the front of the building. These gates have STR 50, and are closed electrically by a key switch in Green's office. There is no way of unlocking them from outside the building.



Green carries out routine repairs in the **Service Area**, which has a hydraulic jack, a grease pit, tools, and other normal garage facilities. He refers major repairs to a service station (not shown on map 1). A small **Parts shop** contains second-hand components for most British cars; Green buys them from the adjoining junk yard, cleans them, and sells them 200–400% profit.

A locked **Store Room** holds a variety of junk, including oil drums, engine parts, car seats and tyres. There is a plastic rubbish sack in one of the oil drums, containing more gnawed human bones (the remains of a woman aged 25–30), plus torn bloodstained clothing, hair, and skin fragments. Anyone looking into the bag must make a SAN roll or lose 1D6 SAN. The sack has been sprayed with air freshener, and is covered in oil; there is no smell to reveal its contents until it is opened.

The **office** holds equipment typical of any small business; a typewriter and telephone, directories and calculators, four filing cabinets, and a few chairs. A locked safe (SF) holds £3400 in mixed notes and coinage, and is a good place to plant clues leading to future adventures. A telex (TX) prints out occasional requests for cars or components, sent by other dealers. There is a framed photograph of Green in RAF uniform on the wall. His medal is in another frame on the wall. The dates on the medal can be used to find the public version of Green's story, as recorded in newspaper articles in 1964.

The office is carpeted, and the desk stands on a round rug. If the rug is removed, a suspiciously clean area of carpet is revealed. This area was bloodstained, but carpet shampoo has removed the evidence.

Keys to the cars, vans, and cycles on the lot are kept in a locked box in the desk. A switch on the wall operates the electrical doors to the display area, but a key (carried by Green) is needed to operate it. The cable to this switch is buried in the wall.

Visitors won't normally be admitted to other parts of the building, unless Green wishes to kill them, but he tries to maintain an appearance of normality for official callers (police, VAT inspectors, electricity meter readers, etc).

The rest of the ground floor consists of a short corridor, giving access to a lavatory and to stairs leading to the flat and cellar. Fuse boxes and an electricity meter are installed in this corridor, all are locked in STR 18 cases.

The door to the staircase, and an outside door behind the building, are always kept locked. Inner doors have STR 11, the outer door has STR 25. Green carries the only keys.

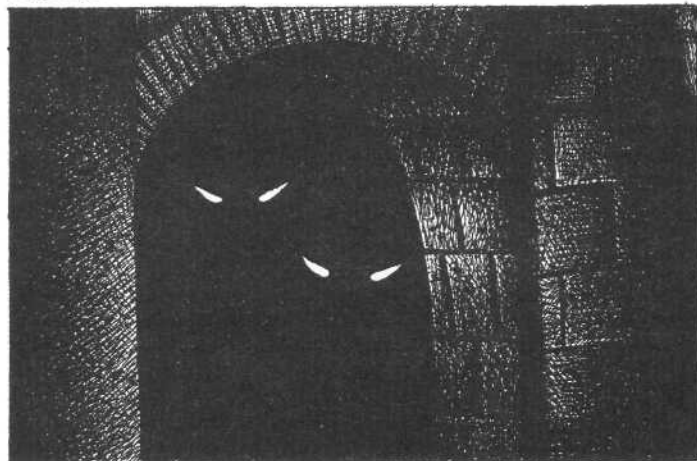
The flat above the office is compact but comfortably furnished. A narrow staircase leads to a hall linking the living room, bedroom, kitchen, and bathroom.

The **living room** shows no obvious signs of any sinister activities. Shelves contain books on different models of car, a few novels (pornography, spies, and adventure), and some road maps and directories. None have any significance to this adventure. Other furniture includes a television, radio, cocktail cabinet, and a fish tank. Investigators with Zoology skill will recognise the fish as piranha. There are a few small bones at the bottom of the tank; another Zoology roll will reveal that they are chicken bones.

A locked cupboard holds a 20-gauge double-barelled shotgun, and ammunition. Green has a shotgun certificate and owns the weapon legally. There is a telephone on top of this cupboard. If investigators break into the flat Green will call the police then start shooting.

A drawer in the **bedroom** holds a few rings, watches, wallets, and bracelets, mostly of little value, which Green stole from his victims. If questioned, he will say that these items have been found in cars, and

are kept for anyone who wishes to reclaim them. Forensic scientists will be able to find traces of blood on several of these items, in a number of groups.



The **bathroom** is tiled throughout, and has been the scene of several grisly murders. Bars inside the translucent window are the only obvious oddity. A complete police examination will find traces of hair and flesh in the bath trap, and a broken tooth in the crack between the bath and the wall.

A **cupboard** in the hall holds tools and household equipment and junk, mostly irrelevant to this adventure. These include a supply of rubbish bags, a mop, plastic sheeting, and a spade. All are clean, since Green tries to avoid leaving traces of his activities.

The **kitchen** contains conclusive evidence of Green's cannibalism, though it is well concealed. A freezer near the door holds joints of meat; buried under more conventional cuts are a human leg, a plastic bag of ribs, and an arm. All have been skinned, and identification requires a Zoology skill roll. Anyone making such identification must make a SAN roll or lose 1D4 SAN. Butcher knives and cleavers kept in a drawer of the kitchen table have faint traces of blood in the cracks where the wooden handle joins the blade.

The cupboard adjoining the kitchen is a pantry, and contains nothing to interest investigators. Green still eats vegetables and other foods, and they are stored in this room.

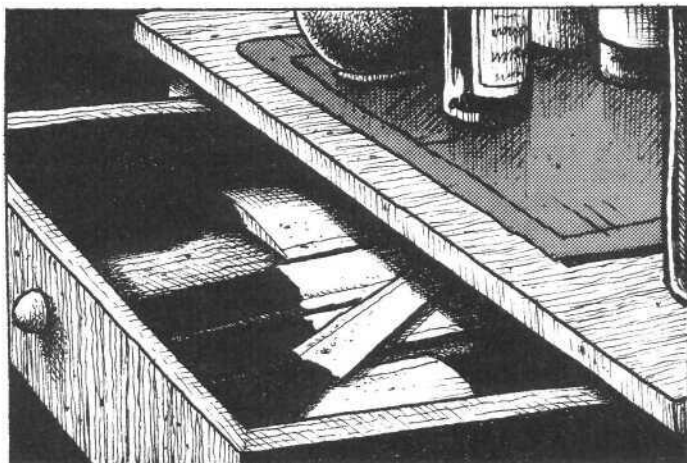
The **cellar** below the building dates back to World War 2, and was originally a small air-raid shelter. The light doesn't work. The room is packed with old tyres, boxes, car components, and junk. Narrow gaps in the rubbish lead to an old cupboard under the stairs. There are faint brown bloodstains on the cupboard floor, and there is a faint damp musty smell. Investigators who Spot Hidden in this cupboard will realise that its rear wall is made of a sheet of plywood, and can be opened as a secret door.

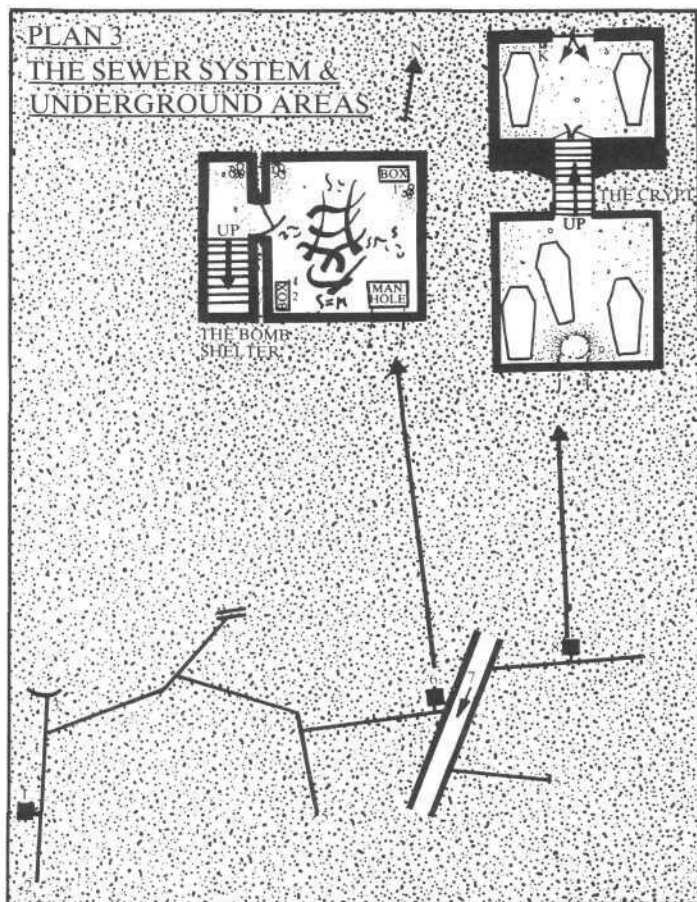
The tunnel behind the cupboard runs north-east for thirty feet, to join an old sewer system under the used car lot. During World War 2 this area was bombed and hit by several V1 and V2 missiles, and subsequent building projects and reconstruction caused many changes. In particular, a large sewage farm was built, making it necessary to divert or replace most of the sewers in the area. Some of the old system still remains, and is used by the ghouls. The tunnels are damp, humid, and smell from their former use. 2D6 rats are likely to be encountered in each hundred feet of tunnel explored.

If Green is expecting trouble there will be 2 or 3 ghouls in the tunnel near the cellar, able to reach the cellar in 2D6 rounds and any part of the building thereafter. These ghouls should be selected from those listed below (but not Ghoul 4).

Plan 3 shows the relevant parts of the system. From the cellar (1) the tunnel joins the sewer, under a manhole in the used car lot. This branch of the sewer runs south to a dead end (2) (blocked by concrete building foundations) and north to another dead end (3), where the tunnel is blocked by a rusty iron sheet. Investigators may feel tempted to try and breach this blockage; this is a mistake, since the iron is the side of a sewer settling tank, (STR 19). If it is pierced the system will start to flood with partially processed sewage. A branch tunnel leads north-east. At point (4) there is a locked metal gate (STR 17), 5' above the floor of a working sewer tunnel. There are several routes to the surface from this tunnel.

Several branches of the tunnel are blocked by fallen masonry and debris (5), which will collapse onto anyone stupid enough to attempt to dig through. Another branch of the tunnel runs past a side tunnel (leading to the old air-raid shelter, (6), and enters an old arched masonry tunnel





covering an underground stream (7). The old air-raid shelter is a concrete structure under the grounds of the new block of flats adjoining Church Close. The ghouls enter and leave through a manhole in the concrete floor, joining the old sewer through a 3' high tunnel. At any time there will be 1D4 ghouls in the main chamber, which is used for their cult rituals.

Ghoul 1:

STR 18	CON 16	SIZ 14	INT 10
POW 14	DEX 11	HIT POINTS 15	
Weapon	Attk%	Damage	
Claws	30%	1D6+1D4	
Bite	30%	1D6+1D4 + Worry	

Skills: Sneak 85, Hide 56, Listen 65, Spot Hidden 55, Climb 87, Jump 73

Equipment: 30' rope, flick knife

Ghoul 2:

STR 15	CON 17	SIZ 16	INT 11
POW 12	DEX 10	HIT POINTS 16	
Weapon	Attk%	Damage	
Claws	31%	1D6+1D4	
Bite	33%	1D6+1D4 + Worry	

Spells: Curse of the Bone

Skills: Sneak 87, Hide 62, Listen 71, Spot Hidden 50, Climb 88, Jump 75

Ghoul 3:

STR 17	CON 13	SIZ 13	INT 13
POW 14	DEX 13	HIT POINTS 13	
Weapon	Attk%	Damage	
Claws	32%	1D6+1D4	
Bite	30%	1D6+1D4 + Worry	

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

Ghoul 4:

STR 18	CON 17	SIZ 10	INT 15
POW 18	DEX 11	HIT POINTS 13	
Weapon	Attk%	Damage	
Claws	45%	1D6+1D4	
Bite	47%	1D6+1D4 + Worry	

Spells: Curse of the Bone, Contact Chthonian, Contact Ghoul, Elder Sign, Shrivelling, Enchant Bone Flute, Enchant Bone Knife, Flute Ritual

Skills: Sneak 92, Hide 74, Listen 80, Spot Hidden 65, Climb 80, Jump 70

Equipment: flute, bone knife, key (see below)

Ghoul 4 is the shaman of this group, and has progressed beyond Green in its knowledge and use of the Mythos. It carries an unusual item which may be important in this scenario:

Bone Flute: This artifact is a carved human arm bone, cunningly formed into a musical instrument. It is used for the *Flute Ritual*, a spell which causes a form of illusory invisibility. This spell takes four combat rounds to cast. The magic points expended in casting the spell oppose the POW of anyone seeing the caster. If the observers POW is overcome, the caster seems to be someone who should be present. The effect continues as long as the flute is played. Casting this spell costs a point of SAN. *Example:* Green decides that Fomutesca must be killed quickly, and asks this ghoul to arrange the death. It casts the spell then walks into the hospital, where it is seen as a doctor or nurse by everyone who encounters it. Naturally, the spell caster will not be disguised on film or video recordings. The bone knife carried by this ghoul is coated with a potency five poison. Keepers who are interested in extending this adventure should consider the possibility that ghoul 4 has been entrusted with the egg of a chthonian, and is guarding it while it incubates and eventually hatches under London. If this option is chosen, it will be aided by other ghouls of similar calibre, and the egg will be stored well away from the initial setting of this adventure.

The floor of the chamber is comparatively clean, but is marked in a pattern of lines (drawn in blood) used for their rituals. Two boxes, made of cunningly joined human bone, contain some equipment used in the rituals:

Box 1 holds four sharp knives, made of carved human bone (at least 60 years old), and a drum made of human bone with a membrane of human skin. They do not have any magical properties.

Box 2 holds nine candles made of human fat, and an axe made from a sharpened human thigh bone. They are also non-magical.

The smaller room adjoining the main air-raid shelter was originally the exit, a staircase up to ground level. The door hasn't been opened since 1972, and the top of the stairs is closed off by a sheet of corrugated iron. If this is pulled down, a mixture of old bricks, masonry, and rubbish will fall into the stairs. Anyone failing to dodge takes 2D6 damage. If you feel kind there are only a few inches of rubble, topped by soil and roots, and the stairs emerge on a lawn beside the flats.

If you aren't so generous, the rubble is part of the foundations of the block of flats, and is covered by a sheet of reinforced concrete (STR 300+) which is effectively invulnerable to any reasonably portable equipment likely to be carried.

The underground stream (7) east of the air-raid shelter runs south towards central London. It is one of several streams which were originally open waterways, but were closed off and forgotten in the eighteenth and nineteenth centuries. It was used as a sewer until the 1940s, and the tunnel still smells of sewage. The water moves slowly, and is roughly 2' deep. This stream can be followed North or South; both directions eventually lead to branch tunnels and sewers, which gradually narrow until investigators can go no further. The keeper should feel free to add more ghoul colonies, but no other Mythos creatures, living along this stream and its tributaries. Other possibilities include alligators, giant rats, and rat packs.

The ghouls lair is (naturally) under the churchyard east of Green's car lot. A crudely dug tunnel leads from another old sewer to the floor

of the old crypt (8), which is under a massive Victorian monument near the north-west corner of the cemetery. There are three coffins in the lower crypt, and stairs lead up to a surface structure containing two more. All the coffins are filled with gnawed bones, dating from the nineteenth century to the present day. The top of the staircase from the lower crypt is closed by wrought-iron gates (STR 39); Green has fitted a new padlock and chain, to keep intruders out of the crypt; he carries one key, the ghoul shaman carries another. The upper chamber of the crypt isn't normally used by the ghouls, and is closed by heavy iron doors. These doors are locked, but a key hangs on a peg (K) to the left of the doors. This tomb belonged to the Robinsons, a prominent 19th-century banking family of the area; their descendants still live nearby, and will be horrified by any damage to the tomb.

Including the four ghouls described above, a total of seven ghouls occupy this tomb. All those which have not been eliminated before this tomb is found will be present when (and if) the investigators reach it:

Ghoul 5:

STR 15	CON 17	SIZ 15	INT 12
POW 14	DEX 15	HIT POINTS 16	
Weapon	Attk%	Damage	
Claws	32%	1D6+1D4	
Bite	37%	1D6+1D4 + Worry	

Skills: Sneak 82, Hide 61, Listen 65, Spot Hidden 56, Climb 85, Jump 75

Ghoul 6:

STR 17	CON 13	SIZ 13	INT 13
POW 12	DEX 16	HIT POINTS 13	
Weapon	Attk%	Damage	
Claws	31%	1D6+1D4	
Bite	30%	1D6+1D4 + Worry	

Spells: Curse of the Bone, Contact cthonian, Voorish Sign, Shrivelling

Skills: Sneak 80, Hide 54, Listen 70, Spot Hidden 50, Climb 85, Jump 72

Ghoul 7:

STR 15	CON 16	SIZ 15	INT 17
POW 15	DEX 15	HIT POINTS 15	
Weapon	Attk%	Damage	
Claws	36%	1D6+1D4	
Bite	33%	1D6+1D4 + Worry	

Spells: Flute Ritual

Skills: Sneak 80, Hide 65, Listen 70, Spot Hidden 50, Climb 85, Jump 75

Equipment: Bone Flute

If you feel that the investigators have beaten the ghouls too easily, it is always possible that more might be lurking in the underground stream, or occupy other tombs in the cemetery. However, the cemetery has been fully occupied since the 1930s, and it is unlikely that ghouls would find enough fresh food to stay here without some other powerful motive.

Finishing this Adventure

If the investigators succeed in defeating Green and the ghouls, they may still have difficulty in explaining their actions to the police, press, and public.

If the team kill Green and can't produce concrete evidence of his activities, they will probably be hunted down by the police and arrested for murder. How ghoul carcasses will be explained is left to their imagination; however, it's likely that the authorities will ask for silence, for fear of arousing a panic. Of course, this explanation might cover some deeper mystery; perhaps a Cultist is active somewhere in the government, using this excuse to suppress knowledge of the Mythos. In this case the investigators may find that they have somehow been included on a police black list, likely to be hauled in for questioning whenever something mysterious happens.



If the team kill Green and flee the scene without waiting for the police to arrive, it is likely that they will be the objects of a full-scale manhunt. You should note any actions the team take in his office or flat, remembering that the police will be looking for clues after any unexplained incident. Criminological techniques are much more advanced in the 1980s than in the 1920s, and a murderous investigator is unlikely to stay free for long. If shots are fired the police will arrive within minutes, and back-up teams will be accompanied by dogs, sharpshooters, helicopters, and whatever other equipment seems appropriate to a shooting incident.

If the investigators are entirely successful Fomutesca will survive, and eventually recover after several months in hospital. Doctor Fowler will help to treat anyone who has suffered SAN loss, and could be a useful ally (if she can be persuaded that the Mythos isn't entirely imaginary). The police will be able to identify 2D6 of Green's victims, and thus clear up several missing persons files.

Whether or not the investigators receive publicity, it is likely that various members of the police will know of their actions, and that the news will leak out to other interested parties. This notoriety might well lead to involvement in future adventures.

Characters

While Green and the ghouls are the most important NPCs of this scenario, it is possible that the keeper will need data on others; the descriptions below list those skills most important to this scenario, and the keeper should not hesitate to add additional skills which seem useful in the course of play:

Kerim Fomutesca: Medical student, male, age 26, Kenyan, residence London.

STR 16	DEX 15	INT 13	IDEA 65	DAMAGE BONUS +1D4
CON 12	APP 12	POW 8	LUCK 40	MAGIC POINTS 8
SIZ 10	SAN 26	EDU 17	KNOW 85	HIT POINTS 4 (II)

Skills: Botany 35, Chemistry 25, Diagnose Disease 25, First Aid 30, Library Use 40, Linguist 25, Occult 10, Pharmacy 25, Psychology 10, Read/Write English 65, Speak English 50, Speak Bantu 65, Speak French 50, Treat Disease 25, Treat Poison 30.

Notes: Fomutesca can play no active part in this scenario, but might be a useful contact in later adventures.

Dr. Erica Fowler: Psychologist, female, age 32, British, residence London.

STR 12	DEX 14	INT 17	IDEA 85	DAMAGE BONUS —
CON 12	APP 16	POW 15	LUCK 75	MAGIC POINTS 15
SIZ 12	SAN 75	EDU 20	KNOW 95	HIT POINTS 12

Skills: Botany 45, Chemistry 55, Computer Use 25, Diagnose Disease 45, First Aid 60, Library Use 65, Pharmacy 25, Psychoanalysis 55, Psychology 65, Treat Disease 45, Treat Poison 55, Zoology 40

Equipment: Hospital facilities.

Notes: Dr. Fowler is a hard-headed rationalist, and won't easily believe in the occult or the Cthulhu Mythos. However, a dead ghoul or other hard proof will change her mind.

Dr. Tom Edgerton: Forensic Scientist, male, age 50, British, residence London.

STR 15 DEX 14 INT 15 IDEA 75 DAMAGE BONUS +1D4
CON 16 APP 16 POW 15 LUCK 75 MAGIC POINTS 15
SIZ 16 SAN 75 EDU 21 KNOW 95 HIT POINTS 12

Skills: Botany 55, Chemistry 85, Computer Use, 45, Diagnose Disease 60, First Aid 30, Library Use 75, Pharmacy 45, Psychoanalysis 15, Psychology 15, Treat Disease 20, Treat Poison 45, Zoology 60.

Equipment: Full laboratory facilities

Notes: Another rationalist, who can be an invaluable ally if adventures involve many medical clues.

Hai Fong: Restaurateur, male, age 32, born Hong Kong (British nationality), residence London.

STR 11 DEX 17 INT 13 IDEA 65 DAMAGE BONUS —
CON 13 APP 10 POW 11 LUCK 55 MAGIC POINTS 8
SIZ 8 SAN 26 EDU 14 KNOW 70 HIT POINTS 10

Skills: Cook 55, Martial Arts 45, Occult 10, Read/Write English 25, Speak English 25.

Note: Martial art skill doubles the base damage caused by hand to hand attacks (fists, head butt, kick, or grapple) but does not increase damage bonuses from strength. Martial arts can also be used to parry melee weapon attacks, on a roll against the skill percentage.

Weapons: Assorted meat cleavers, skewers, knives, and hands.

Notes: Hai Fong is an entirely innocent fast-food cook, with no desire to be involved in other activities. He also happens to be a student at the local martial arts club. Sadistic keepers may wish to add his wife and one or more children, all having similar Martial Arts skills, if the investigators are violent to him.

Christopher Grove & Peter Grove: Gangsters, male, ages 30 and 35, British, residence London.

STR 16 DEX 14 INT 10 IDEA 50 DAMAGE BONUS +1D4
CON 16 APP 10 POW 10 LUCK 50 MAGIC POINTS 5
SIZ 17 SAN 75 EDU 11 KNOW 55 HIT POINTS 16

Skills: Accounting 10, Drive Auto 55, Revolver 45, Cosh (nightstick) 55, Shotgun 40, Fists 70, Kick 40, Grapple 35, Wood axe 30.

Equipment: Assorted spades, pick-axes, hammers, etc. Jaguar XJ-6 (shared), van (shared).

Weapons: (shared)

4 Sawn-off 12-Gauge shotguns
2 .45 revolvers
6 pickaxe handles
6 pairs knuckle dusters

Notes: The Grove brothers are thugs, but won't bother to attack anyone who isn't bothering them. They will only be dangerous if they think that investigators are nosy, endanger their business, or seem likely to cause problems. It's possible, but unlikely, that the investigators and the Grove brothers might form an alliance. This is an unwise move, since they are often under police observation. They might also be a source of weapons and other illegal equipment. However, they would probably inform on the investigators if they were involved in murder or any other serious crime that could attract unwelcome police attention.



Bouncers: Assorted ages, usually British.

Three thugs will be found at the pub, the brothers could find another 2D4 within an hour.

STR 17 DEX 14 INT 6 IDEA 30 DAMAGE BONUS +1D6
CON 16 APP 10 POW 10 LUCK 50 MAGIC POINTS 5
SIZ 18 SAN 75 EDU 7 KNOW 35 HIT POINTS 17

Skills: Drive Auto 30, Revolver 15, Cosh (nightstick) 25, Shotgun 35, Fists 55, Kick 40, Grapple 30.

Equipment: Usually provided by Grove brothers. Most will own cars or vans.

Weapons: Any melee weapon (eg pickaxe handles, coshes, broken bottles, beer mugs, etc).

Notes: These thugs simply obey orders; they aren't likely to do much without instructions. There is a 25% chance that any one of the thugs is a police informant.

Modern Investigators

A few modern skills can be extremely useful for a 1980s campaign. The skills which follow have previously appeared in *Cthulhu Now* (White Dwarf 43-43) but are presented here as redefined by Chaosium Inc.

Computer Use: Base skill 0%. The investigator knows the basic principles of computer operating and programming. Successful use of the skill allows the creation of a program, checking the computer's systems, etc. Difficult tasks, such as 'hacking' (breaking into a protected network) should receive negative modifiers.

Drive Motorcycle: Base 5%. A minimum of 20% skill is required to operate a bike routinely under normal road conditions; use at lower skill levels should require frequent skill checks.

Electronics: Base Skill 0%. The character can identify and use electronic components to make repairs, trace circuitry, etc.

Nuclear Physics: Base Skill 0%. The character has theoretical and/or practical knowledge of this subject and can apply it to problems such as radiation-proofing a room, the defusing (or assembly) of home-made atomic weapons, etc.

Pharmacy: Modified. Now includes the ability to identify narcotics, hallucinogens, and other illicit drugs.

Phone Breaking: Base 0%. The character can manipulate the public telephone system to obtain a line without charge, discover ex-directory numbers, or route a call through several exchanges to make tracing impossible. Use of this skill may require employment of other skills such as Electronics (to build special equipment), Computer Use, etc.

Pilot Aircraft: Base 0%. Modified. Normal skill only applies to piston-engined conventional aircraft. If skill with helicopters or jets is desired, a pre-requisite is a minimum of 30% normal piloting skill. A minimum of 20% skill is required to pilot any modern aircraft.

Treat Poison: Modified. Now includes the ability to deal with drug overdoses, bad 'trips', etc.

WITH A PINCH OF SALT

Zombies in Call of Cthulhu by Marcus L. Rowland

One of the horrors facing anyone who investigates the Cthulhu Mythos is the discovery that many apparently absurd legends are true. One example is the tale of the zombie, an undead human obeying the will of the conjurer who resurrected it. Zombies feature in the legends of many cultures, but are shrouded in so many myths that the truth is extremely hard to find. This problem is complicated by the fact that there are several distinct types of zombie, each showing different features and possessing different strengths and vulnerabilities, and furthermore that there is a form of insanity which induces zombie-like behaviour.

'DEATH' IN LIFE - THE HISTORICAL ZOMBIE

There are many tales of men and women becoming zombies by enchantment, passing from life to living death with little warning. Such creatures are slack-featured, emotionless, move slowly, and seem incapable of understanding anything beyond the most simple instructions. Their masters (usually powerful medicine men) use them for farming and simple labouring tasks where their slow reactions and clumsiness will not be a handicap, and may become immensely rich on the profits of zombie labour. Sometimes, but only very rarely, such zombies will apparently recover and escape from their masters, though their recovery may never be complete.

This form of zombie isn't dangerous in itself, but is a frightening warning of the power of the controlling sorcerer. The population of the surrounding area know that they can also be turned into zombies, and will rarely dream of defying the magician. Some isolated areas may be completely dominated by such zombie lords, though most of the population will remain normal since they are better able to serve their master in this form. For example, a gang of ten or so zombies would probably be led by a normal human. Human followers of a zombie lord are much more dangerous than the zombies themselves; many gain wealth and status from their master's power over zombies, and will fight to protect their position.

Keeper's Notes

This form of zombie is well-documented, with several real cases scientifically explained. Natural poisons are capable of inducing a prolonged state in which the victim effectively has no will. Given a sufficiently large dose the victim will never recover. Synthetic drugs with similar effects, and therapies to counter some of these poisons, were discovered in the 1970s and 1980s, but some of these drugs are still extremely obscure. In a 1920s campaign the cause and treatment of this condition will be a complete mystery; in any campaign the cause may be something very different, a genuine manifestation of magic or the Cthulhu Mythos.

The mechanism of this form of zombie 'recruitment' is fairly simple. Servants of the zombie master find a suitable victim and slip an initial dose of the poison into food or drink. It may also be delivered by poisoned arrow or dart, as a cloud of inhaled dust, or by more conventional injection. This initial dose leaves the victim docile and suggestible, ready to follow the recruiters to their master. Later the victim is given a larger dose under conditions designed to heighten suggestibility. For example, the victim might be taken to a prolonged religious ceremony, and fed the drug at intervals during the ritual. By participating in chants and rhythmic movements the victim falls deeper under the control of the magician.

If the process is primarily chemical this ceremonial element is not an essential part of the process; it simply helps to 'program' the zombie for its role as a living automaton. 'Scientific' zombie masters may simply use hypnotism or other forms of conditioning instead. If control is enforced magically the ceremony is vital, used to gather power to suppress the victim's will. The initial drug dose is simply used to keep the victim in a trance state until the spell can be cast. In either case occasional reinforcement of the treatment may be needed to keep the victims' will suppressed, but this will be at intervals of weeks or months. Sometimes the effect will be truly permanent, only reversible by powerful drugs or magic.

Living 'zombies' have no initiative, and will continue actions (eg, filling a tub from a well) until directed to perform a new activity. They won't try to obey orders in ways that leave them at an advantage, or twist them to find loopholes in instructions. They can't explain their conditions; usually they can't talk at all.

Game Mechanics

Each form of living zombification takes place in two stages, the first being a dose of poison. This initial dose is a 2d6 + 2 potency poison against CON. It takes effect after 1d4 rounds. If the poison overcomes CON then POW is effectively reduced to 1; the victim has no free will, and will obey any instruction. DEX is also reduced by 1d6. If the poison fails to overcome CON, POW is reduced by half the potency of the poison; the victim becomes more suggestible, and must roll against 5xPOW to resist orders, again losing 1d6 DEX. Both effects last 1d3 + 1 hours; when the poison wears off the victim regains a point of POW per 2d4 minutes, but feels ill and sluggish for at least 20-Con hours after it wears off. DEX won't be recovered without several hours' sleep. An immediate and successful attempt to Treat Poison halves POW and DEX losses.

Occasionally recruitment begins with a magical attack, which drains POW and leaves the victim vulnerable to suggestion, rather than poisoning. In such cases the magician should match magic points against the victim; if the victim is overcome orders will be obeyed until the magician releases the spell, at the cost of a magic point an hour. This is comparatively rare, since it brings the magician into direct contact with the victim and has no effect if the spell fails.

If zombification is primarily chemical, the ritual which follows involves repeated doses of a more powerful drug, once every 5 + 1d6 minutes. The drug is a potency 10 poison, each dose reducing POW by 1d4 and DEX by 1d4, halved if the poison is resisted. Zombie masters who are experienced with these drugs can continue the ritual until the victim's personality is completely suppressed (POW drops to 1), and won't be fooled by attempts to fake zombification. As a by-product of the loss of POW all magic points are lost.

For the equivalent magical ritual the magician must use personal magic points to overcome the victim's magic points. Once successful, the magician and accomplices can pool magic points against the victim. During a 3d6 minute period of preparation each participant in the ritual is required to donate up to three magic points to the spell caster. Each time the victim's magic points are overcome the victim loses 1d4 POW and 1d2 DEX. The procedure is repeated at intervals of 3d6 minutes until the victim is reduced to 1 POW. Again, all magic points are lost. Magicians using spells of this type lose 1d4 SAN on the first casting, none thereafter.

Once either treatment is complete there is a period of 2d10 + 10 days in which no POW can be regained. After this there is a cumulative 1% per day chance (to a maximum of 20%) of player characters

regaining 1 POW; NPCs will rarely recover unaided. Once POW begins to return the victim can attempt to disobey orders or escape; only one attempt can be made per day, on a roll against 5xPOW. Naturally zombie masters are alert for signs of returning willpower, and will repeat the treatment as often as seems necessary. Magic-using zombie masters may even be able to cast the spell at long range, though the number of magic points used to suppress POW should be doubled.

Optional Rule: If the victim isn't rescued and doesn't escape there is a cumulative 1% chance per week (after the first month) of permanent brain damage, removing a point of POW and 1d2 INT. Once this occurs the keeper should continue to roll for damage each week, but should not increase the chance of damage. Damage continues until POW and INT are reduced to 1.

If living zombies are rescued they can be treated medically or by psychotherapy; either approach requires difficult research and library work to have any effect, especially in a 1920s campaign. Use the normal rules for psychotherapy and institutional disasters.

Victims of either form of living zombification lose 2d6 SAN during the zombification ritual (or 1d3 SAN if a SAN roll is made), and will remember everything experienced during the period without willpower. This means that any encounters with Cthulhoid creatures and other horrors have their cumulative SAN effect when zombification ends! However, the delay will do something to cushion the blow of such experiences, and all such SAN losses should be halved.

Unexpected encounters with this type of zombie may cause the loss of 1d2 SAN, no loss if a SAN roll is made. The effect of seeing a loved one or friend in this form may cause the loss of 1d6 SAN (1 point if a SAN roll is successful), recovered if the victim can be rescued and cured. Statistics for such zombies are the same as those for any normal human, with the exception that POW is effectively reduced to zero, INT and EDU can't be used, and DEX is greatly reduced. Such zombies can't fight, and are more to be pitied than feared in themselves. If attacked they take normal damage, and can't dodge or parry.

'LIFE' IN DEATH - THE TRADITIONAL ZOMBIE

The traditional zombie is a genuine manifestation of the supernatural, a dead man or woman brought back to a semblance of life by sorcery. It's often assumed that the sorcerer responsible for such effects must always be evil; however, some neutral or benign magicians may also have mastered this process, though it's unlikely that this can be accomplished without some loss of SAN. Magicians who try to master this ability will probably drift towards evil, becoming involved in more and more dangerous spells and the terrifying horrors of the Cthulhu Mythos. The most damaging aspect of this spell is that it is apparently most successful

with recently deceased corpses; the magician is thus drawn to become involved in graverobbing and other ghoulish activities, and ultimately to ritual murder.

Superficially the traditional zombie resembles the living 'zombies' described above, and it's easy to confuse the two. However, the traditional zombie is permanently dead; if the spell which reanimates it is removed it will instantly 'die', and cannot be animated again. There are many variant forms, some hardly recognisable as zombies; if sufficient power is put into the spell the zombie will seem most normal, and casual observers may think that it is still alive.

Although the preparation of a zombie usually begins with a corpse, it's possible to begin with a living human who is murdered in the course of the zombification process. Such ritual murders are said to aid the magic, and magicians controlling many zombies of this type will almost certainly use this form of 'recruitment'.

Many legends suggest means of killing zombies of this type; the most common involves the use of salt, but there is little real evidence to support this story. Investigators will probably need to deal with the creatures on an individual basis, experimenting to find the best answer.

Keeper's Notes

Zombies of this type will probably be found under much the same circumstances as the living 'zombies' described above, and both types may occasionally be found together. If the zombies are reanimated natural deaths there's a slim chance that they may be ruled by a neutral or benign magician; however, it's more likely that those encountered in the course of *Call of Cthulhu* will have been created violently.

Zombie 'recruitment' for this type of ritual follows much the same procedure as described above. Usually it's more convenient to commit murder at a prepared site, rather than to kill victims during an abduction, so the same techniques of poisoning and abduction are used. The follow-up ceremony, though, is very different. The victim is ritually prepared then murdered (usually by slashing an artery), drained of blood, and converted to a zombie before rigor mortis sets in. Usually some form of embalming or preservative treatment is used to keep the corpse from deteriorating; in more primitive cultures this step may be omitted, and such zombies will soon decay, rotting and crawling with maggots and releasing a choking odour of death.

Zombies of this class are permanently dead, and require little or no 'maintenance', though the magician may occasionally need to cast a spell to maintain animation. Some magicians may become quite attached to their zombie servants, buying them new clothing and sewing back any parts that fall off. Such magicians are usually insane.

Zombies may also be created by a form of resurrection, but this is more difficult and

rarely produces a satisfactory servant. It's generally carried out only by 'white' magicians and those who aren't prepared to commit murder.

Game Mechanics

The most common form of traditional zombie is described in the *Call of Cthulhu* Sourcebook for the 1920s (p30 in first and second edition copies, p121 in the hardcover edition). The distinctive features of these creatures are enhanced strength and resistance to damage.

Preliminary recruitment follows the same pattern described above, with the victim's POW and free will suppressed.

The zombification ceremony consists of three stages, the first being summoning of magical energy as described above. Once the magician has some magic points in hand the ritual murder begins; the magician or an acolyte cuts an artery, and the victim begins to bleed to death, losing a hit point every 1d3 minutes. As blood is lost, the magician makes successive attempts to pit magic points against the victim's POW, at intervals of 1d6 minutes. If this attempt is unsuccessful the victim dies without becoming a zombie. If the attempt succeeds a point of POW remains in the body after death, keeping it alive.

At this stage the magician must establish control. The zombie will still have INT, though the last traces of consciousness will fade in INT x 1d6 minutes. The magician must establish that he (or she) is the master, pitting magic points against the victim's single point of POW. This is a comparatively easy process, but may require several attempts (at intervals of 2d3 minutes) to succeed. Victims 'rescued' during this part of the ceremony will believe that they are still alive, and may join in to fight the magician. If the magician is killed or driven off without establishing control the zombie will eventually lose all INT and run amok.

Once control is complete the zombie can be treated to prevent decay; usually this involves steeping in a chemical bath or the use of a minor spell to keep the body fresh. Generally this procedure is left to underlings while the magician recovers from the ritual. If the magician wants the zombie to look more human, additional magic points must be expended; for example, an additional 5 points might give the zombie some vaguely human expression in its face, though not much.

The only alternative to violent zombification is the use of a variant of the Resurrection spell described in the *Call of Cthulhu* rules. For this spell the body need not be destroyed, but will be reactivated in the state in which it died, and can never be anything more than a mindless zombie. The spell costs 1d10 SAN on first casting, 1d3 SAN per casting thereafter, and 1d6 magic points per casting, plus a point for each day the body has been dead.

Although omitted from the *Call of Cthulhu* rules, encounters with this type of zombie should affect SAN; 1d2 on first encounter with an obvious zombie (unless



a SAN roll is made), a 1d2 SAN loss (SAN roll negates) if an apparent human is positively identified as a zombie. Finding a friend or loved one converted to a zombie should cost 1d6 SAN.

REANIMATION

In this scientific equivalent of zombification, the scientist uses arcane chemical and electrical processes to restore a semblance of life to a corpse, and may even assemble parts of several corpses to form a body which is then reanimated. Often the creature formed will be very like the traditional zombie described above, and scientists may feel that they have successfully created or restored life. However, it seems more likely that such scientists are unconsciously using magic to sustain life after death, with many of the trappings of scientific resurrection (towering machines with flashing lights, elaborate chemical baths, and powerful electrical discharges) simply acting to focus the scientist's will and magic points. The behaviour traditionally associated with such experimentation consists of a period of research, followed by frenzied laboratory work, building up to a climax which eventually leaves the scientist tired and drained; it's possible that the scientist feels drained because he or she has unconsciously performed a powerful feat of magic.

Reanimators are often forced to associate with grave robbers or resort to murder to ensure a supply of fresh corpses, and their research will often lead to more intimate and eventually self-destructive contact with the Cthulhu Mythos. It often seems as though some destructive creature (possibly Nyarlathotep) delights in granting these reanimators enough knowledge to ensure partial success, which leads them to dabble on the fringes of the Mythos. The creatures they create are rarely controllable, and are frequently the cause of the scientists' destruction.

Keeper's Information

Reanimation is an extremely complex procedure requiring years of research and

study. Scientists wishing to perfect the process should have a minimum total of 200% skill in three or more relevant sciences; for example, Chemistry, Pharmacy, and Zoology. Given these minimum qualifications, such scientists must spend at least fifty percent of their waking time in studies and research work. For each six-month period in which this course of study is followed, the scientist should make a Library Use roll. If successful the scientist gains 1d6% knowledge in a new skill, **Reanimation**, and must make a SAN roll or lose 1d2 SAN. Certain rare books may be used to enhance this ability, in the same way that Mythos books can improve Cthulhu Mythos knowledge, with an increased chance of SAN loss. For example, Herbert West's research notes might give 15% Reanimation knowledge, if a successful Reanimation skill roll was made, but the reader would lose 2d6 SAN (1d3 SAN if a SAN roll was made). Often books containing Reanimation lore will also touch upon the Cthulhu Mythos, with consequent additional SAN loss. The exact nature of such works is left to the keeper.

Reanimation research also tends to be extremely expensive; as scientists learn more they will try to assemble more elaborate laboratory equipment, and junk old and discredited technology. Scientists involved in this research should expect to spend approximately \$500 (£100 at '20s rates) for each 1% of Reanimation knowledge, in equipment and materials, plus a minimum of \$500 plus (50 x Reanimation rating) dollars per year in supplies, maintenance, and other expenses. For example, a professor with 50% reanimation knowledge would have spent \$25,000 (£5,000) on equipment and other permanent facilities, over the course of several years, and would have running expenses of around \$3,000 (£600) per year. On a professor's wages this could easily be a severe problem; devising a suitable grant application and cover story may be the hardest part of the reanimation research.

Reanimation experiments may be attempted at any stage of a reanimator's career, with the chance of success equivalent to Reanimation skill. Usually only one attempt is possible in any given six-month period; the rest of the time is spent on small scale and animal experiments, and in

attempts to get hold of the components (such as freshly-deceased human corpses) needed for the work. Successful reanimation experiments don't necessarily lead to the creation of a complete zombie. In the early stages they are more likely to produce useful information which adds 1d4 to Reanimation knowledge for the next round of research and experimentation, and costs 1d6 Magic Points and 1d3 SAN (1 SAN if a SAN roll is made).

The keeper should decide if these experiments will ever be allowed to succeed, and determine the consequences of success. Usually a reanimated corpse will resemble the 'traditional' zombie described above, though in some cases it will seem to have a genuine personality. Such cases may, however, be caused by possession, as described below. In either case removal of the magic or possessing spirit which keeps the body animated will result in instant and permanent death. SAN effects are as the 'traditional' zombie.

POSSESSION

Sometimes a corpse may be animated by the spirit of another being. The motives of such interlopers can vary from malevolence to curiosity; often they are totally alien. The sophistication of their imitation of human life varies with the intelligence and power of the invading spirit. In some cases the resulting creature is little more than a zombie, in others the invading presence is so powerful that there is no easy way of spotting the deception. Powerful sorcerers (and possibly scientific reanimators) may be able to capture such entities and use them to animate their zombies; if so, they will usually be programmed to obey their 'creators' commands.

In some cases these creatures may be responsible for the deaths of their host bodies, as part of some sinister (or wholly incomprehensible) plan requiring their presence on Earth. If the possessing spirit is driven out the body will remain dead; in cases of possession of a living body the host





personality remains present but is dormant until the intruder is driven out.

Keeper's Information

Possession of a corpse will occur if a human is killed under circumstances favourable to the invading entity involved; for example, someone killed in a temple sacred to Cthugha might be invaded by a Fire Vampire. In general, possession is only possible where the invading personality isn't firmly tied to a physical body. In the above example, a Fire Vampire is essentially a shifting formless cloud of gas whose composition will continually change, and the controlling essence will be a very small part of the cloud. The Great Race of Yith may occasionally use this method, when their telepathic time travel 'tunes in' to someone as they are killed; this would be a very rare occurrence, since there is evidence that the Great Race have servants who research the lifeline of their human hosts before invading them.

Directed possession (summoning a Mythos creature and directing it to occupy a corpse) requires knowledge of the appropriate Summoning and Binding spells, and a ritual comparable to the creation of the traditional zombie described above. In this case there is no need to drain blood or suppress the victim's POW; the victim is simply killed as soon as the summoning is successful, and the summoned spirit takes control of the fresh corpse. For this technique the body needs to be as fresh and intact as possible, and the masters of this technique have perfected quick and painless attacks which leave easily repairable damage. In many cases these involve use of the Martial Arts skill described in *Masks of Nyarlathotep*. Other possible methods include drowning, freezing, or suffocation, though the first two would be very inappropriate for a Fire Vampire!

Although the invading spirit is bound to the host corpse, it isn't necessarily under the control of the magician or scientist who summons it; it may be necessary to perform another binding ritual to keep the zombie under control.

Zombies created by this technique will have the INT, POW, and DEX of the invading

spirit, and the STR, CON, and SIZ of the host corpse. The invading spirit has full knowledge of all spells, and may have powers related to those of the invading spirit. For example, a human corpse possessed by a Fire Vampire spirit might have the power of pyrokinesis, causing fires without physical contact.

Zombies created by possession are probably the most dangerous type. Luckily they rarely make loyal servants, though it's possible that such a zombie might be created at the instigation of the invading spirit, as part of some complex plan of destruction.

Another form of possession is mind swapping, used by the Great Race of Yith and some other creatures. In this form the personalities from two bodies are swapped. Usually this is permanent, though sometimes it's possible to swap back. Some powerful magicians can transfer their own personalities this way, swapping bodies with a younger host to achieve a form of immortality. Usually a prerequisite is a ritual or drug to suppress the victim's POW; exact details are beyond the scope of this article.

PARASITISM

Sometimes a corpse may be reanimated by an invading disease or parasite which is capable of reactivating the body. Such reanimated corpses are usually 'programmed' for stereotyped behaviour which will help spread the infection, such as the murder of uninfected humans. This type of infection may also be controlled by a sufficiently resourceful magician or scientist, and the disease might thus be used to kill victims and convert them directly into zombies.

Keeper's Information

Infection is most effective in isolated areas with poor communication; in such areas the disease may get a firm hold before anyone realises what is happening. The disease will usually be vulnerable to some natural or synthetic cure, such as modern antibiotics; there's no need for the keeper to make such a cure easy to find. If the disease is cured

the patient dies, since the infection only affects dead tissues. Infection may cause the host body to become unnaturally strong, much like the traditional zombie described above.

AUTOMATISM

One final cause of zombie-like behaviour is automatism, a form of insanity in which the mind 'switches off', leaving the body repetitively performing some simple action. Usually these actions have some relevance to the events which caused the insanity; a victim might go through the motions of drawing and firing a gun, raising the hands to ward off an attacker, and so on. Such 'automatons' can often be made to perform different activities, such as sweeping a floor or polishing a table. Once a pattern of movement is established it will be continued indefinitely, even if circumstances change; for example, sweeping movements would be continued even if the broom was taken away. Sometimes automatism is associated with phobias and other forms of insanity.

Keeper's Information

'Automatons' can be made to perform actions by moving their hands and pushing them through the correct sequence. After a few repetitions the movements will continue spontaneously. Victims of automatism can sometimes be cured by psychotherapy, using the normal rules for treatment and institutional disasters.

In general, automatism is a fairly random effect of insanity; it's unlikely that a zombie work force of the type described above could be recruited by driving victims insane in this way. However, it's possible that some Mythos creatures may be able to induce this effect deliberately. It's also possible that genuine zombies might be disguised as automatons; for example, as inmates of an asylum run by Cultists. Automatism is a particularly appropriate form of insanity for anyone driven insane by seeing zombies or witnessing a zombification ritual.



THE PADDINGTON HORROR



Following last month's article, *With A Pinch of Salt*, Marcus Rowland presents an adventure for *Call of Cthulhu*

This adventure is designed as a slot-in episode for any 1920s *CoC* campaign in which an investigator has been captured by Cultists, and not immediately rescued. All material here is for the eyes of the keeper only. A London setting is assumed throughout, and you will find the material presented in the new *Green & Pleasant Land* package especially useful in running this adventure. If your campaign has a different setting, however, you should find that minor details can be changed quite easily.

Once one of your players has been captured by the Cultists, for whatever reason, the following newspaper story appears the very next morning:

SINGULAR REVELATIONS AT CORONER'S COURT

The inquest into the death of Michael MacNamara was adjourned today for further medical reports. Mr. MacNamara, a builder's labourer, was found dead beside the lines of the Great Western Railway, near Paddington Station, on Monday evening. He had been missing from his Kilburn home for a week.

At first it was thought that the deceased had fallen from a train and died of his wounds, but Doctor Bernard Spilsbury, the Police Pathologist, gave evidence that no blood had been found. He went on to say, 'When I examined the body I found strong indications that MacNamara had been dead for some time; I would estimate at least three days. The body seems to have been bound before and during death.' At this point the wife of the deceased collapsed and was taken from the court.

Dr. Spilsbury added 'There were cuts at the wrists and ankles, and I believe that the cause of death was loss of blood. Marks on the body are consistent with damage some time after death. I would guess that the body had been dropped from the foot-bridge overhead. However, I would prefer to make further tests before committing myself fully. Some markings appear to have been drawn on the body before death and on these I would prefer not to comment further at this time.'

The Coroner adjourned the inquest pending further medical and police investigations. It is believed that the police are treating the case as Murder.

KEEPER'S INFORMATION

This episode should only be used when one of the investigators is completely at the mercy of Cultists. Any temptation to capture an investigator especially for this adventure, though, should be resisted, since there is a fair chance that the victim will die. For the purposes of this adventure it's stated that the Cultists involved worship Hastur; in your own campaign some other deity may need to be substituted.

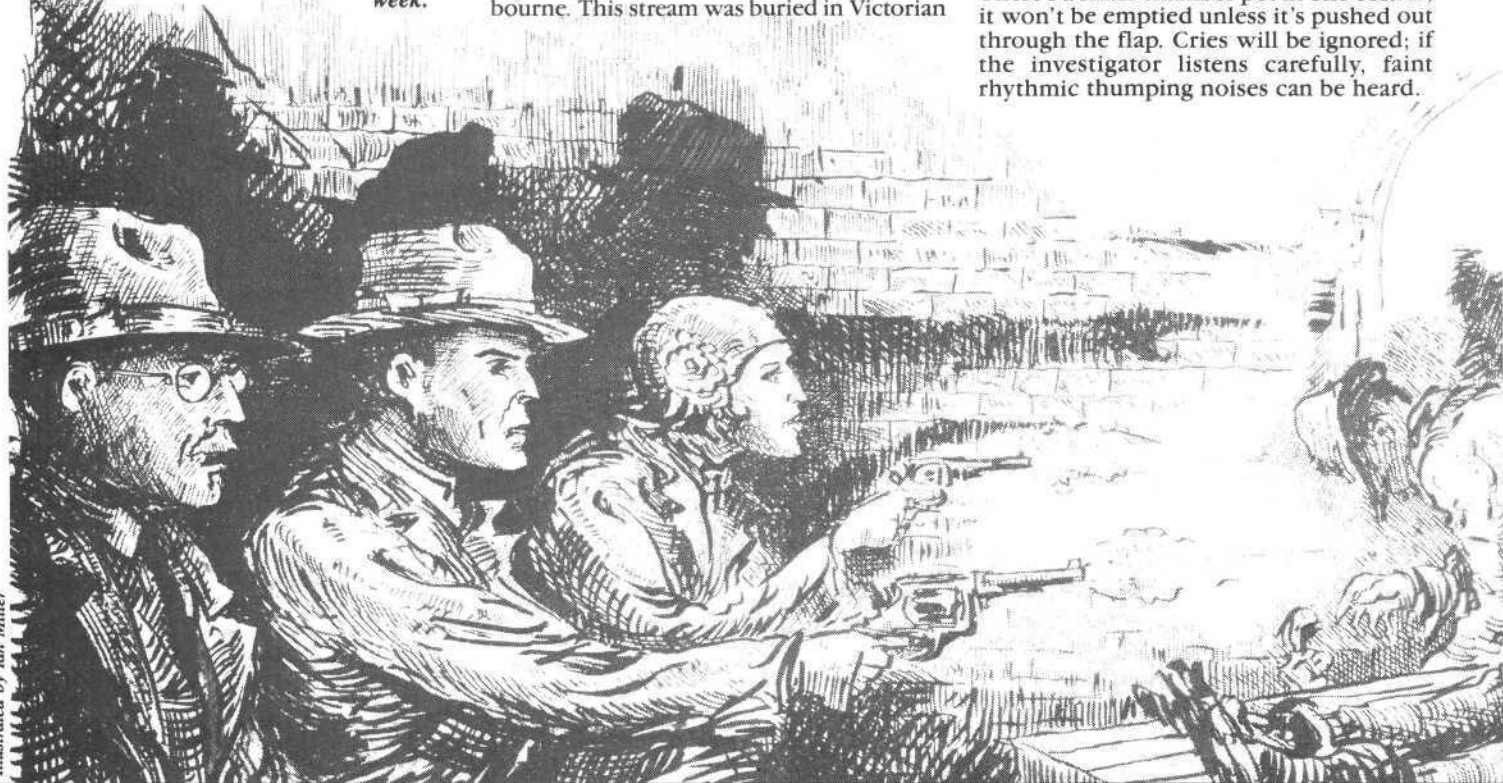
A group of London-based Cultists are led by Colonel Dennis Bryant-Hoskins, a former member of the Royal Engineers who spent several years in Haiti. The Cultists are trying to tunnel down to the River Westbourne. This stream was buried in Victorian

times, since it periodically flooded and was little more than an open sewer, but the Cultists believe that it gives access to many curious locations under the city. Unfortunately both ends are now inaccessible; one end is a buried underground spring, the other is in Hyde Park, where a trickle flows into the Serpentine Lake. The tunnel mouth is very low and securely barred and locked, and use would attract too much attention.

Bryant-Hoskins knows the secret of zombification, and the Cultists are using reanimated corpses to dig down from the cellar of a house near the railway. Unfortunately three of the zombies were crushed when part of the tunnel collapsed, and the Cultists are currently trying to create replacements, using the technique described in *With A Pinch Of Salt* (WD87) under 'Traditional Zombies'.

Bryant-Hoskins is aided by his chauffeur, Oscar Nadler, and his valet, Hugo Jervis, who are both committed Cultists. Their first victim was Michael MacNamara. Unfortunately they miscalculated his strength, and he bled to death before they were ready for the transition from life to 'undeath'. Now members of an allied Cult (whichever one is used in your campaign) have provided another victim - the investigator who was captured. Bryant-Hoskins will be ready to try the spells again in a few days.

At this stage the captured investigator should be secretly told that he or she has been knocked out, and wakes up in a brick cell, stripped naked but provided with a mattress and a few blankets. The cell door is impressively thick metal, and doesn't show any signs of giving way when pushed. A dim light comes through a ceiling grille, and a failing electric bulb is just visible above it. Bowls of gruel and slices of bread are pushed under a door flap three times a day; there is no cutlery, and the utensils are made of papier mache, which can't really be used to dig or make weapons. There's a small chamber pot in one corner; it won't be emptied unless it's pushed out through the flap. Cries will be ignored; if the investigator listens carefully, faint rhythmic thumping noises can be heard.



Illustrated by Ian Miller

The other investigators should be told that they see the story printed earlier in the newspaper the morning after their colleague disappears. You should not imply that it's a clue to the fate of their colleague, and while you are at liberty to add other stories which tie in to your campaign, you should try to ensure that there's no other story that could be misinterpreted as a lead in this case. Details vary slightly in different papers, but *The Times* naturally gives the most complete account.

If they decide to investigate, you need take no further action, otherwise characters with appropriate backgrounds (eg, anthropologists, psychic researchers, explorers, etc) will be contacted by the police or Doctor Spilsbury, who will want their views on the odd markings found on the body. Anyone making a Cthulhu Mythos roll and who has some knowledge of Hastur will recognise one of the symbols as relating to the deity, marked on the skin in red cochineal dye, though it is blurred and incomplete. Investigators who make an Occult roll recognise some of the secondary markings as being associated with African ceremonial magic, but aren't able to identify them further since they are a very obscure form. If they can persuade Spilsbury to talk about the case he says that the victim was apparently hung up by his arms and bled to death. He also says that the police are looking for a man who was seen with MacNamara the night he disappeared; he doesn't have any other details.

Through police and press contacts the investigators should (hopefully) be able to learn that both men left a Kilburn pub together the night MacNamara disappeared; the stranger was dark, bearded, and about six feet tall.

As the investigators probe further into the case they'll realise that they aren't the only people on the trail. The murderers are being hunted by the police, who may occasionally prove a nuisance, and for some reason most of the people they talk to in Kilburn will prove to be strangely silent. For example, MacNamara's wife will refuse to talk to the team if they aren't accompanied

by the police, and the owner of the pub where he was last seen will be surly and unco-operative.

Eventually a group of men, their faces masked by scarves and caps, corner a member of the team and start questioning him or her. It should become almost immediately apparent that MacNamara belonged to one or other of the factions currently active in Ireland. On the night he disappeared he was on his way to a meeting, carrying 'a lot of money' (actually £24 2s 3d) contributed by supporters in Kilburn. Further details of his activities won't be revealed to the investigator, no matter what.

MacNamara's associates want to know everything the team have learned. If the investigator cooperates, one of the Irishmen will say that MacNamara left with three men, not one, and was seen entering a blue Morris van, licence *UZ 213*, which left before anyone could stop them. Both the other men were thick-set, one of them was bald; all three were strangers. They can't reveal any other useful information, and are too busy evading the police to take much of a hand in the rest of this investigation. They may eventually show some form of gratitude (such as providing useful information in a future case) if the investigators find MacNamara's murderers. Any investigator foolish enough to put up a fight should be badly beaten, bruised but not seriously injured; the Irishmen don't want to stir up trouble that might interfere with their fund-raising activities in Britain. Naturally the team won't be fully trusted by this group under any circumstances, and should never be told the exact nature of their cause, learn names, or see their full faces. If the team check they'll learn that *UZ 213* appears to be a false number. The police don't know about the van or the other two men.

Investigations in the area where the body was found won't reveal much. The footbridge isn't brightly lit, and is within easy reach of several hundred houses (including, incidentally, Bryant-Hoskin's home). Both ends are near road junctions. The police have already made house-to-house enquiries in the area, but no-one has reported

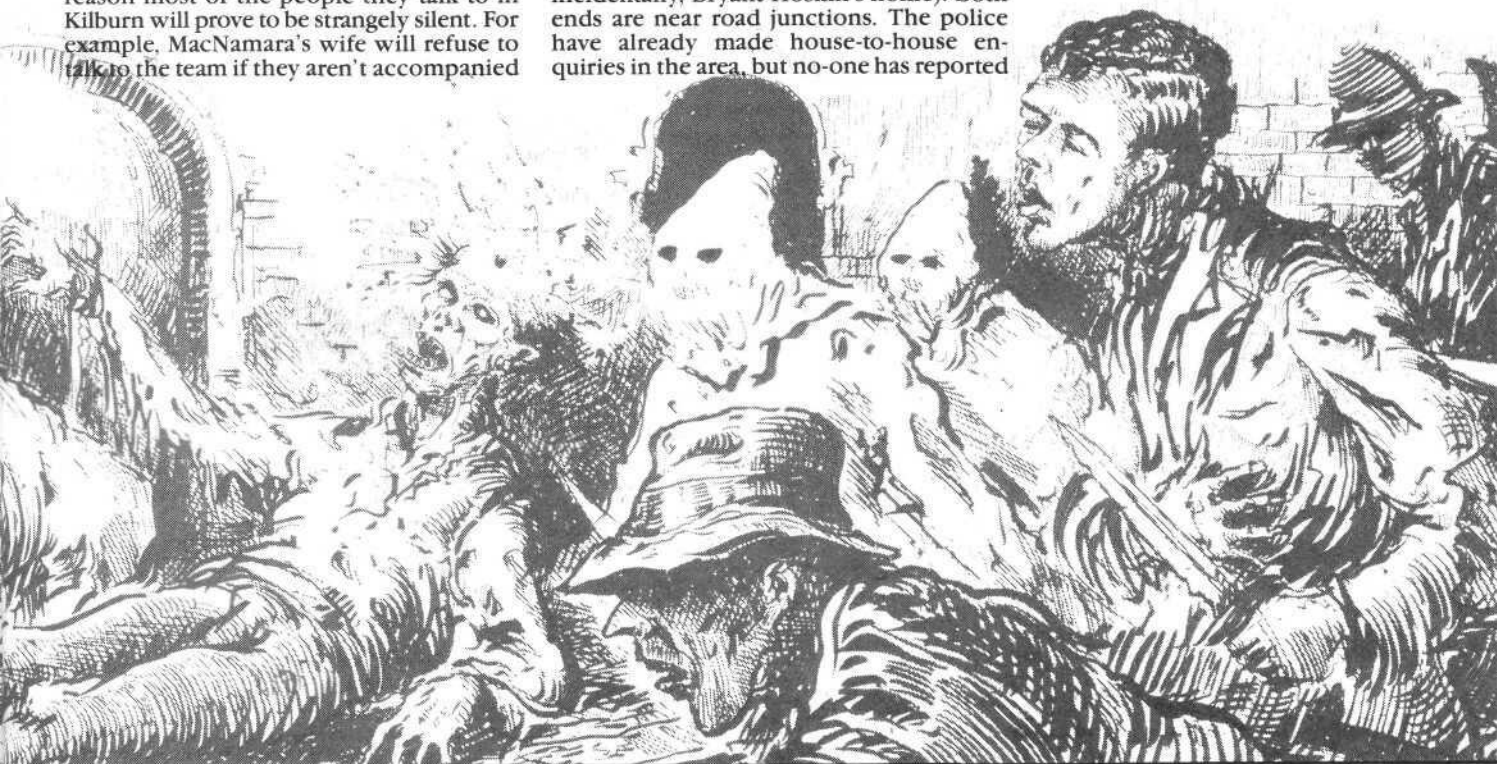
seeing or hearing anything strange. This isn't surprising; the railway line at this point passes through a huge shunting yard, and there is always noise from trains, cattle wagons, shunting engines and workmen. The surrounding houses are coated in soot and grime, and the streets are often filled with a choking mist of steam and smoke as an engine passes.

While the investigators are looking around they'll be approached by an eight year old neighbourhood boy, who'll start asking questions about their car; engine size, maximum speed, horsepower, and so on. Car spotting is a common hobby in the 1920s, and many children write down the licence numbers and models of any car they see, along with the date and location. Suitable bribes of a penny or two, a few sweets or cigarette cards, should result in the children letting adults see their logbooks. Eventually they'll find two or three who have recorded seeing the van in streets around the Portobello Road, a mile or so to the west. Of course, adults may object to strangers giving their children money or sweets, and a number of incidents may develop, at your discretion.

Questioning more children near Portobello Road will eventually lead the investigators to a lock-up garage, large enough for two cars, which holds the van.

The garage is securely locked, and neighbours will call the police if the investigators are seen breaking in. It's rented from a local estate agent, but the name used to rent it was false. He can describe the man who rented the garage; it was Jervis, though that name wasn't used. If the investigators break in they'll find the van, plus a few odds and ends of junk, including several sacks and ropes. There are no clues to true identity of the owner.

If the investigators keep watch at the garage they eventually see a black Bentley, licence plate *BG 144*, arrive an hour after night falls.



The driver (Nadler) waits while a passenger (Jervis) gets out, enters the garage, and returns a minute or two later. As the Bentley leaves, the investigators smell smoke; the visitor has spilled petrol around the garage, and set fire to the van to destroy any clues. Unless the investigators are careful they may be blamed for the fire; after all, they've been waiting outside the garage for several hours.

The Bentley can be followed back to the house, but takes evasive action if the investigators are too obvious. Alternatively, its licence number can be traced by anyone with police contacts, though this takes several hours.

Bryant-Hoskins' home is a three-storey Victorian house, standing in modest grounds surrounded by high holly hedges, a hundred yards back from the railway. There are occasional signs of other people in the house; for example, a curtain might move or a light might be switched on or off. The Bentley is parked on the drive and two more cars are parked in the street, which is very unusual in this era. While the investigators are studying the house two more cars arrive, and the occupants are admitted to the house. Naturally Jervis knows the Cultists by sight, and won't admit anyone he doesn't recognise. Nadler backs him up if there's trouble.

During this section of the adventure the player running the prisoner should be separated from the others, if they haven't been already. Say nothing (to any player) to confirm that the victim is in Bryant-Hoskins' home.

Around this time the captive investigator should be told that he or she has felt ill since the last meal. Two men wearing hoods enter the cell, and order the prisoner to accompany them upstairs. The victim has been fed a drug to suppress POW, as described above. If the drug worked no resistance is possible; if it failed the victim has lost some POW, and must roll against 5 x modified POW to resist orders. Both Cultists have coshes and ropes, and should be able to overcome a weakened victim. As the victim leaves the cell a shaft in the floor can be seen, but the victim is led up through an apparently normal house to the attic, where he or she is spread-eagled and tied to a wooden frame. Try to avoid saying anything that confirms that the victim is in Bryant-Hoskins' house.

Bryant-Hoskins' house isn't an unusual design, and any medium-sized building plan can be used. The main points of interest are the excavations in the cellar (a shaft thirty feet deep, and a tunnel leading off towards the river), the cell, a copy of *The Golden Bough* (the usual edition) and some old papers securely locked in the Colonel's safe, and a sound-proofed attic temple devoted to Hastur. The papers in the safe describe the zombification process; they are a unique source, written in a mixture of English and French, and give 8% Mythos knowledge, 15% Occult knowledge, a x2 spell multiplier (for the zombification ritual only), and the loss of 1d8 SAN. There's a gun rack in the Colonel's study, with enough rifles and shotguns for all the Cultists, and they'll definitely use them if there is warning of an attack. One of the bedrooms has been converted to a small pharmacology

laboratory; it contains all the ingredients needed to create the POW-suppressant chemical used in the first stage of zombification.

If the investigators break in they hear a faint noise of voices from above, and muffled thudding noises from the cellar. If the investigators go down they discover the zombies, but are delayed long enough for their colleague to be killed. If they go up first they must fight their way past Jervis and Nadler, and one or two other cultists, who stand guard outside the attic. If they can defeat them within five rounds the victim is still alive when they break in (but only on 1d4 hit points), and is bleeding to death.

There are three Cultists for each investigator, plus Bryant-Hoskins and his two servants. There are four zombies, which normally spend their time digging. Two or three of the Cultists are members of high society, and their arrest would be a great scandal; if they are killed there will be an outcry for the arrest of the murderers!

Naturally, neighbours call the police within a minute or two of the first shot being fired; even in the 1920s London's police have cars available, though they do not have radio, and will arrive fairly quickly. Constables who are in the area may also arrive on bicycles or on foot, using whistles to summon reinforcements.

Meanwhile, the prisoner in the attic sees the Cultists begin some sort of ceremony. The victim is daubed with dye in elaborate patterns, and cuts are made at their wrists and ankles. Blood starts to drip out, and the victim should lose 1d6 SAN (1 SAN if a SAN roll is made). As the minutes pass (assuming the other investigators don't come upstairs immediately) the victim feels progressively weaker. When hit points drop below half CON start rolling for unconsciousness. The victim 'wakes up' a little later, and should be told that he or she is feeling much stronger. Since the zombies haven't been seen by this character the truth may not be suspected for some time. This scene should be staged as the investigators finally reach the attic, so that the victim has become a zombie, but still retains consciousness, when the investigators break in. At this stage the team can be reunited, but should not be allowed to compare notes.

As the investigators arrive the victim should be told that he (or she) feels strong enough to try to break free. Oppose the victim's STR to bonds of STR 10, modifying the roll for the increase in strength caused by zombification. Repeated attempts can be made. The fight continues until all the Cultists (or all the investigators) are killed or unconscious. If the zombie (ie, the captured investigator) is injured it takes one point of damage from impaling attacks, half normal damage from other attacks.

Once the fight has ended the zombie-investigator begins to feel unwell, and the investigators should notice that they aren't bleeding from any injury, including the cuts made by the Cultists. There is no pulse or heartbeat, and the investigators should realise that the victim has suffered some form of transformation. 1d6 x INT minutes later the victim's INT is lost, and the zom-

bie will go on a rampage, attacking friend and foe alike until it is destroyed.

Most aftermaths of this adventure are unpleasant. The investigators should have no clue to their original enemies, since Bryant-Hoskins' group was entirely separate; it's unlikely that he will survive to talk. The investigators may also have to answer a lot of questions about their part in a gunfight or ritual murders. The truth isn't likely to be believed, although there might be enough evidence to persuade the authorities to keep the whole ghastly scandal quiet. At worse, the publicity involved may make life very difficult for the investigators, as their names are added to the lists of enemies kept by Cults, and elaborate revenge schemes are set in motion. Depending on your plans for your campaign, it might be a good idea for the investigators to leave the country for a year or two (and maybe allow you to use some adventures set in foreign climes), or even change their names.

CHARACTERS

Colonel Dennis Bryant-Hoskins is a tough former soldier. He left the army after a scandal involving the death of a native servant; no other details are readily available.

STR 13 CON 15 SIZ 17 INT 18 POW 22
DEX 15 APP 16 EDU 17 SAN 0 Hit Pts 16
Skills: Chemistry 45, Cthulhu Mythos 64, Dodge 65, Drive Automobile 55, Electrical Repair 35, Linguist 42, Listen 56, Mechanical Repair 45, Occult 75, Pharmacy 55, Read French 55, Speak French 77, Fist/Kick 55, Rapier 72, Revolver 61, Rifle 45, Shotgun 52
Equipment: Carried - .45 revolver, sword cane, cosh, 1 dose POW-suppressant poison, jack knife

In house - various rifles and shotguns, Pharmacy equipment, Ritual knives etc
Spells: Contact Hastur, Zombification, Ritual, Withering.

Hugo Jervis and **Oscar Nadler** should be generated as tough thugs, with high STR, SIZ, and CON, good combat and stealth skills, but little education. The other Cultists are typical medium to low level followers of the Mythos; they have a little Mythos knowledge, but no spells, and normal characteristics and skills. At least two more should be as strong and tough as Jervis and Nadler. They begin the adventure with knives but can get guns from the study if there is time.

BACKGROUND NOTE

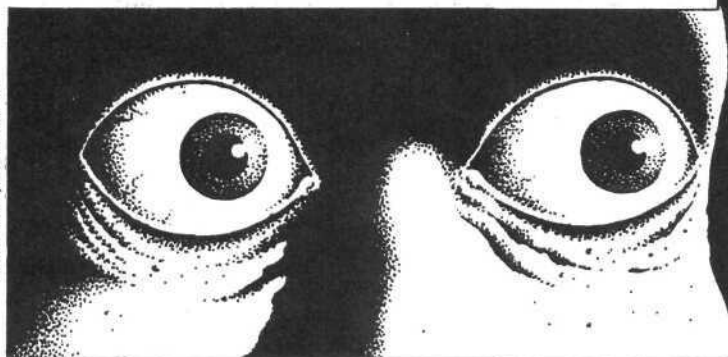
With the exception of Dr Bernard Spilsbury (later Sir Bernard Spilsbury) all characters are fictitious. For many years, from before the First World War to after the Second, Spilsbury was the most distinguished British forensic scientist of the age, and pioneered many innovative techniques, such as the reconstruction of corpses and the use of dental evidence. He was responsible for the conviction of many of the murderers of the period; for example Rouse, Crippen, Thompson and Bywaters, etc. Spilsbury was one of the leaders of the twentieth-century revolution in criminology, and his skills should be a formidable challenge for any murderous investigator in Britain.

Be Afraid Be Very AFRAID

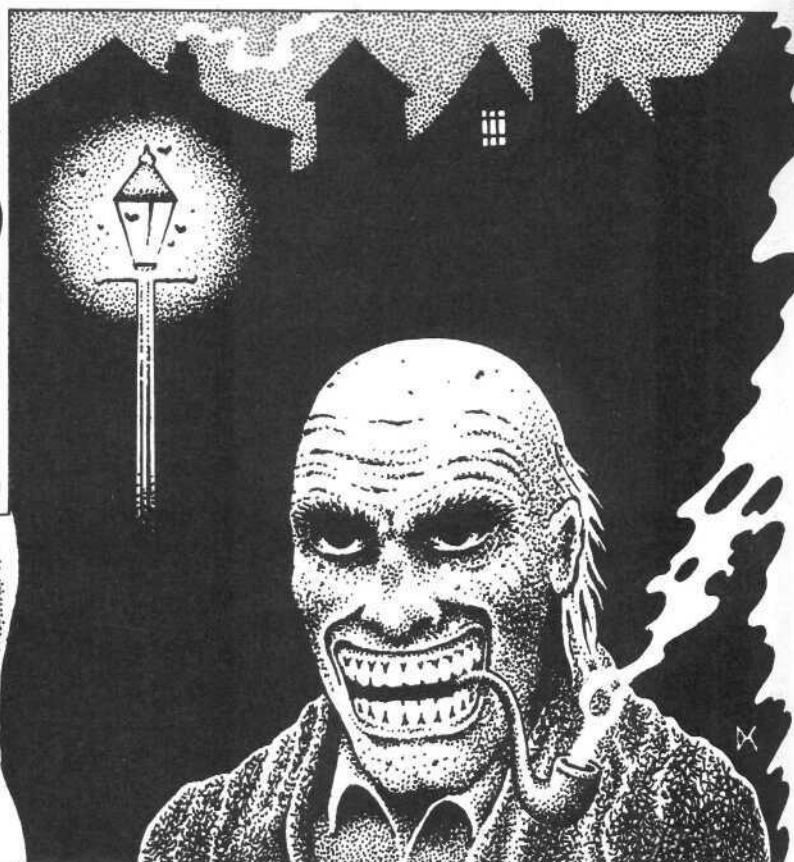


Phobias in *Call Of Cthulhu*

by Carl Sargent



Illustrated by Dave Carson



'Hideous, slaving tongues, slicking around my legs... drooling, obscene mouths, gibbering, hot with slime. The snickering of many mouths, the dribbling of snake-like tongues. Aiiieeee!!'

'Yes, yes, Mr Smith. I understand that you have been through some kind of traumatic experience. By just what has this to do with you being afraid of driving gloves?'

Phobias play an important part in *Call of Cthulhu*, and most intrepid investigators should develop at least one major psychological quirk during their careers. Phobias will appear as a result of temporary insanity and are frequently found even in the permanently insane.

To make the most of phobias, therefore, keepers should be looking to develop personality disorders as a result of what their investigators experience. It is clear, as urged in the *CoC* rulebook and in many of Lovecraft's own tales, that the form of phobias should reflect the forms and/or principles of the Mythos horrors which drove the afflicted person insane. In other words, whatever it was that the poor investigator experienced ought to be a major part in the phobia he or she develops.

The *CoC* rulebook and *Companion* (recently printed together in a hardback format) list many phobias, but keepers can always do with more. What is fear of slime called, a phobia relevant to Cthulhu if ever there was one? What is fear of solitude? The *Cthulhu Companion* claims that it is monophobia, but it's wrong, since this is fear of one *thing*. So, seeing as I know a little bit about phobias, and since I have developed three or four as a result of

dealing with *White Dwarf* editors, this article reveals many useful secrets for keepers to introduce. If your players have read everything in the book about phobias, surprise them with a few of these. Most of them have been selected because of their obvious relevance to *Call of Cthulhu*, but one or two are included because they're rather odd, and one at least because it's very silly. In fact, let's start with the silly one...

ALEKTOROPHOBIA

Fear of Chickens

I kid you not. We all know that chickens are Shantak birds hiding inside chicken suits, don't we? All that stuff with clucking and laying eggs is just a front. Chickens are heavy duty. You should always blow them away on the off-chance.

AMYCHOPHOBIA

Fear of Being Scratched

Things have claws. Things scratch you with that nameless, unspeakable inner resonance that means your soul is lost to the Great Old Ones or one of the many clawed, scratching abominations of the Mythos. A scratch is an intimation of the nature of damnation. Auto-amychophobia means you'd sooner feel that itch for the rest of your life than scratch it yourself... But then, what if it *isn't* an itch?

BATRACHOPHOBIA

Fear of Reptiles

Cold-blooded creatures seem to have an obvious affinity with all sorts of creeping, oozing horrors like *Serpent People* and *Hunting Horrors* and even more unimaginable scaly, cold, eldritch creatures with huge teeth and forked tongues and vast humanophagic appetites. Even garden lizards, stupidly dismissed as harmless by most fools, are watching, watching...

BLENNOPHOBIA

Fear of Slime

Show me a Cthulhu campaign that won't benefit from the introduction of this one! Everything in the Mythos is slimy (well, almost everything). And it won't stop with slime; viscous oils, jellies, the signs of the passage of Mythos creatures are everywhere. To make this playable, it might be restricted to organic slimes like the horrible mess you get in the oven tray after roasting a Shantak bird - sorry, I mean chicken, of course.

CARNOPHOBIA

Fear of Meat

How can you be certain where this stuff comes from? Butchers look at you in such an odd way... they're almost

certainly cultists, and if meat is what you fear it could be, can ghouls be far behind? Or worse? The possibilities are too horrible to contemplate.

CNIDOPHOBIA

Fear of Stings

Stings are ovipositors; they may lay eggs. Inside you. You may not even feel it, since the stinger may have its own local anaesthetic. All you will know is the final few seconds of mind-numbing shock as the ghastly spawn erupt from your innards, uttering a guttural ululation. Watch out for unexpected weight gain - the developing larvae are absorbing nutrients within you - or watch for weight loss as they drain your vital fluids away. Be afraid of anything, but be especially afraid of stingers, wet and barbed and chitinous and glistening. Squeeeek.

CREMNOPHOBIA

Fear of Precipices

This is to simple vertigo what malaria is to car sickness. The sheer drop below a precipice... it's too potently symbolic. It's not a question of wondering what's down there, and whether it will come for you. You *know* what's down there, and that it *will* come unless you fall down and grab hold of the ledge, hold it tight, and no way are you moving from here... The simple thought of the possibility of a precipice is enough to paralyze you.

EISOPTROPHOBIA

Fear of Mirrors

The most ghastly thought is not simply that mirrors might show you how things really are. It is not enough that your ageing, and those odd marks of foul origin, should be revealed. Nor is it only that those around you who maintain some illusion of normality to cloak their true, monstrous, nature might have that nature revealed as you take a look at them in the true-seeing lens. No, the horror goes deeper than this. It is the progressive changes which are so terrible. Each day shows the horrors of reality more and more clearly, and this raises the obvious question: are the abominations you see degenerate with each passing day actually deteriorating, or is it that the brooding mirror chooses only to reveal the full horror of things at its own chosen rate?

EREMOPHOBIA

Fear of Solitude

Being alone is the most terrifying thing in the world. By definition, there is no help to be had, no source of comfort, no-one to share adversity and fellow-feeling with. It is impossible, intolerable, to be alone. Because something will come, and then you'll wish you really *were* alone. In the quiet of solitude there will be a rustling or a slithering or the sounds of movement of some obscene mass, approaching

with the implicit promise that you will never be alone again. Because you will never be *anything* again...

ERGASIOPHOBIA

Fear of Surgery

Doctors are mad; this ought to be obvious to anyone. They have many years of intensive study which puts them under severe stress. And they are learned men and they read books. Dangerous books, perhaps. Worst of all, they are interested in medicine, and that means life, life-forces... It's obvious we're talking serious Mythos involvement here. So, doctors are sick, dangerous fanatics and surgery is the worst thing of all because you are anaesthetized and helpless as they perform their profane operations and extract God knows what fluids and organs from you or insert some slithering, licking obscenity... You know the feeling, you're helpless but not insentient. Everyone knows someone who has had out-of-the-body-experiences during surgery, who have been helpless but aware, railing impotently at the dreadful acts of the demented medics. Surgery? Death is infinitely preferable.

HAPHEPHOBIA

Fear of Being Touched

If it can touch you, it can eat you, infect you, flay your skin away, and/or cover you with acidic paralyzing slime which will slowly eat your flesh away. And those are just the easily-imagined possibilities. Of all the senses, touch is undoubtedly the most disgusting, because it is so primal, so primitive, just like the undifferentiated blobs of protoplasm, the Spawn of the Deep Ones, reaching out with their blind, mindless, touch... Squirmmmmmmm.

HELMINTHOPHOBIA

Fear of Worms

And not just dholes either. The smaller ones are their spies, seeking out prey in

their seemingly mindless way. Worms, more than anything, epitomize the most foetid Mythos horrors, not least the hauntings of tombs where worms feed, ghouls prowl, and nightmares are conjured up. Above all, worms are at their most truly disgusting when they move; that limbless, squeezing-and-squelching, writhing motion... Think how that feels on sensitive skin; think how it will feel when you discover that the worms' best-hidden secret is their tiny but ultimately fully destructive teeth.

HOMICHLOPHOBIA

Fear of Fog

More dreadful by far than darkness. In darkness there is at least the mercy of surprise and a sudden death. But in the fog, terrors loom. They slowly emerge, every noisome detail of their membranous forms forcing itself into an atrocious awareness on the victim's part. Vaporous blasphemies materialize from the mucus gloom and slowly enmesh victims, stifling their screams with suffocatingly wet embraces. Fog is not a pleasant business.

ICHTHYOPHOBIA

Fear of Fish

Enough said. Fish come from the deeps. So do many other things, and we know exactly what they're like... don't even think about them. Dread, noisome things are hauled up in fishing nets. And even ordinary, dead fish sometimes look at you in a certain way... they *know*. They have seen your future. You'd better start writing your autobiography now, because you don't have long left. Fish are old, old beyond reckoning, and they know abominable secrets.

LYSSOPHOBIA

Fear of Insanity

Fear of losing one's mind is to some extent universal and fairly rational, but there is a difference between a rational



Fear and a phobia which dominates much of a person's waking life. The lysophobia is obsessed by insanity, terrified of it. Are you going mad? Perhaps you are... how would you know? And what are you going to do about it when it happens? I don't see how you can go on being an Investigator.

A variant problem would be to modify this phobia to be a fear of asylums. This is even more rational than a fear of madness today. In the 1930s with the prospect of lobotomies, primitive shock treatments and real snake-pit conditions.

ODONTOPHOBIA

Fear of Teeth

Teeth bite and inject venom. There are some which are sharp for rending flesh and there are some which are blunt for chewing flesh. Some are barbed and snagged and some drip ichorous fluids which digest or paralyze or inflict pains beyond knowing. Above all, monsters have teeth and they frequently use them even when no provocation is offered. You cannot negotiate with teeth operating at full speed. Disembodied teeth, perhaps still attached to some necrotic, gulping gullet, are the worst. They can appear at any time, anywhere...

OMMATOPHOBIA

Fear of Eyes

You can be seen. There is nowhere to hide. Flee wherever you choose, but the divinational eyes will always seek you out. At first, you will only notice occasional, unusual gazes, eyes which look the other way when you turn, the one person in a hundred who gives the game away... But as you grow to realize the universality of their sadistic scrutinies, you will see also that what appeared at first to be merely physical organs, were actually point-projections of an idiotic, blasphemous, all-seeing awareness. The eyes have it after all...

PHTHIRIOPHOBIA

Fear of Parasites

Parasites invade the body, so a pthiriophobic shares some concerns with cnidophobics (see above). But parasites are worse, for they will remain with you and sap your stamina, reducing you to a shell but not permitting you the relief of death until they find a better host. And that will be someone close to you, someone you spend much time with, someone you love... Your last image as the Thing forces its way up your gagging throat and explodes in a bloody shower is the frozen scream on your loved one's face as the parasite takes up residence in its' new home, arcing in a crimson spiral as it closes in relentlessly.

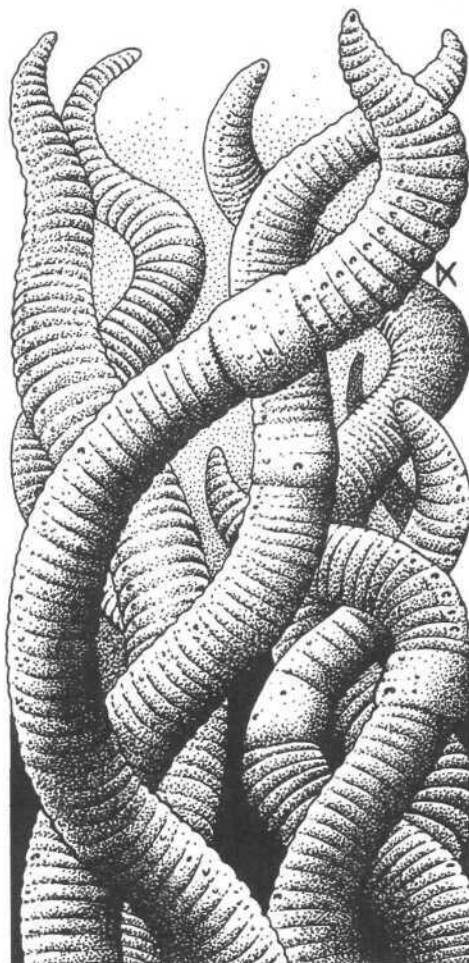
Yeeughh.

PNIGEROPHOBIA

Fear of Smothering

Few ways of dying are exactly fun, but smothering - being unable to breathe as

some gibbering, slime-covered unmentionable occludes your nose and mouth - that is horrible beyond endurance. You know it is worse than anything else you can imagine (and you brood on this a lot), because of the arcane knowledge the Horrors have of pneuma. Pneuma, wind and breath, is soul and spirit. By trapping your breath and your dying shriek inside you, the dread nameless ones *trap your soul*. They may feast on that for all eternity. Smothering is the promise of an endless dying, shrieking on and on throughout aeons.



POGONAPHOBIA

Fear of Beards

Men with beards have three outstanding attributes. First, they are fanatics, possibly cultists and almost certainly mad. Sec-ond, they are sexual deviants of one sort or another. Finally, they read lots of books, generally the sort of books which should not be read. This combination makes them dangerous (especially if you're a female investigator). Beware of men with beards. They are knowledgeable, dangerous, and mad.

SCIOPHOBIA

Fear of Shadows

The vampire, a terrifying thing to many, is greatly feared. Quite rightly too, if

you know what I mean. And what clue did this unholy demon reveal, to show that it was not delivered of any nature we know of? It cast no shadow. A terrible, unnatural creature with an equally unnatural lifeless attribute. But, far more than dreading the creature which casts no shadow, the sciophobe knows that there exist an even more ultimate horror of gibbering and eldritch illusion - *The Shadow Where There Is No Creature...*

SIDERODROMOPHOBIA

Fear of Railways

And not just BR's Killer Staph'n'Kidney pies either. This is fairly odd, but tunnels and embankments add to a theme of claustrophobia, and everyone knows you can't escape from a speeding train. However, taking everything into account, the Buffet is still probably the best bet as the place for some seething, nameless horror to appear.

SIDEROPHOBIA

Fear of Stars

Even someone with only nominal Mythos knowledge knows where the Outer Gods and almost all the Great Old Ones came from, and the nature and names of at least a few of the monstrosities which make their way between the nightmare worlds in the firmament. A starlit night is a window on the true horror of existence. Stars are abomination factories.

TAPHOPHOBIA

Fear of Graves

Let's face it, going anywhere near a grave is suicidal. Even assuming that the grave hasn't got an Undead occupant, you're sure to find a bunch of demented cultists armed to the teeth with firearms and summoning spells, or else a flock of ghouls who are going home from the pub and fancy a quick takeaway. If you get really lucky and avoid all of this, the grave will contain some awful item which will blow your SAN to bits or else a book (which is much the same thing). Graves make you shiver. Fear is a man's best friend, here.

TRISKAIDEKAPHOBIA

Fear of Having Thirteen At Table

The Apocalypse. Should you ever be one of Thirteen to table, the storm will draw in, lightning will flash and thunder roar, and the very fabric of the heavens will be torn asunder as Old Ones materialize. Numinous chanting will grow to unbearable volumes as the Deep Ones surface, and the End of the World will definitely be nigh. Your own fate, of course, will be *especially* appalling...

One last note if you want to go totally over the top on phobias. A fear of *everything* is not, as CoC claims, panto-phobia. That, of course, is the fear of having to attend dreadfully boring theatrical events in December or January. Pan-, or Pano-, phobia is the correct term.

Carl Sargent

GHOSTIES & GHOULIES & SQUID?

THE 'MYTHS' BEHIND THE GAME IN CALL OF CTHULHU
by Simon Nicholson

Call of Cthulhu is a deservedly popular roleplaying game. It has been praised for its originality and simplicity, and for its strong atmosphere.



Illustrated by Dave Carson.

Yet there is one aspect of the game which continues to cause controversy among old and new players alike - the Cthulhu Mythos itself. This article will attempt to clear up the confusion regarding H P Lovecraft's legacy.

In all of this, I am not putting forward an argument for materialism. This is a statement of *Lovecraft's* philosophy, and an explanation of how the Cthulhu Mythos arose out of it. As a matter of fact, I disagree with almost all of Lovecraft's views. That does not mean I cannot enjoy roleplaying in a world based upon those views. On the contrary, it is refreshingly good to be able to play a game in which the very nature of life, the Universe and everything has already been decided. Combining this philosophy with the historical setting of 1920s society effectively means that *Call of Cthulhu* has more potential detail than any other roleplaying game. It is no wonder that the atmosphere comes across so strongly. The world presented might be our very own, as opposed to a Lovecraftian mirror of it.

To simply say that Lovecraft wrote horror stories would be misleading. You will find no ghosts, no vampires, and no werewolves in his tales. Instead, Lovecraft achieved something truly unique. He wrote horror stories based on the non-existence of the supernatural! Allow me to explain...

Howard Phillips Lovecraft was an atheist, a materialist and a nihilist. He denied the existence of a spiritual world, saying that he was '...never a believer in the prevailing abstract and barren Christian Mythology'.

In Lovecraft's day, Science had already conflicted with religious belief. Science said that Man is not a product of the Garden of Eden but of the evolutionary process. It said that Man is a complex biological machine, little removed from his ancestral apes. It said that Man does not inhabit the centre of the Universe, but a small planet orbiting a small star in a galaxy of millions of stars.

This is what Lovecraft believed. He didn't actually like the idea, but he bitterly accepted it as a logical conclusion to the evidence provided by science. As he once wrote:

'...Life is a hideous thing, and from the background behind what we know of it peer demoniacal hints of truth which make it sometimes a thousandfold more hideous. Science, always oppressive with its shocking revelations, will perhaps be the ultimate exterminator of our human species... for its reserves of unguessed horrors could never be borne by mortal brains.'

When Lovecraft referred to Science as 'the ultimate exterminator' he was not talking about nuclear weapons or germ warfare. He meant that, as our knowledge of the Universe increased, so we would come to realise that our civilisation and all it stood for was without purpose and meaning. A society which knew it was meaningless would collapse. How could it function if it knew that nothing has a purpose?

To Lovecraft, the 'crawling and miserable vermin called human beings' were an insignificant speck in a vast meaningless universe. He felt that science would eventually prove this to be the Absolute Truth if we pursued it. His beliefs are echoed in his creation: the Cthulhu Mythos.

The Fundamental Laws of the Cthulhu Mythos

1. There are no 'God' the 'Devil' or their equivalent. There is no spiritual world and no afterlife. Only the material Universe exists. After death, there is nothing. We cease to exist. There is only complete oblivion.
2. The Universe is governed by the physical laws of Nature. There can be nothing such as the 'supernatural', since nothing can be above these laws. This does not mean that ghosts, for example, cannot exist, but if they do exist then they must be natural physical phenomena which science cannot yet explain. They are not 'spirits'.
3. All life is simply an accident, an event shaped by the laws of nature. The human race is a random product of evolution. There is no such thing as an abstract, spiritual 'soul' - consciousness is a collection of electrochemical signals in the brain. Man is a complex biological machine whose existence is without purpose or meaning.
4. Humanity is insignificant to the cosmos as a whole. The Universe is so vast that the human brain could not begin to realise the immense size of just one part. Earth is just one of the planets in just one of the systems in just one of the galaxies in a universe of countless galaxies.
5. Man is not the only lifeform. As well as the other terrestrial forms of life, there are many alien beings of which we know nothing. Most of these alien beings are so advanced, so vast, so complex, so utterly alien that we would have trouble comprehending them. Humanity is as insignificant to these creatures as insects are to humanity. Cthulhu is one such creature.
6. Religious and moral values are human concepts, as insignificant as humanity. This is simple nihilism. 'Good' actually means 'whatever is beneficial to humanity', and is not a universal concept but an extension of the human survival instinct. Good and Evil cannot, therefore, be applied to non-human entities. These aliens will have their own concepts: many are simply indifferent to mankind - sometimes they kill us because we are in their way, or because their survival depends upon it. This is no more 'evil' than stepping on an insect accidentally, or killing an animal for food.

Note that in Lovecraft's view God is the personification of Good; the Devil is the personification of Evil. However, God and the Devil have no place in his Cthulhu Mythos. Instead we have Azathoth, who personifies the blind indifferent mechanistic forces of the cosmos, and Nyarlathotep, who personifies cosmic randomness and chaos.

This is what makes the stories of the Cthulhu Mythos so terrifying. Lovecraft's bleak vision holds that humanity is insignificant, its beliefs and values meaningless. Naturally, human beings find this hard to accept.

The shattering revelation of utter insignificance and cosmic indifference is too much to take. It is all the more shocking when we are presented with hard evidence

and the illusions fail. We go insane.

'The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age.'

The Call of Cthulhu

If all of this seems stupid, consider what was happening in Lovecraft's lifetime. Darwinism had taken a hold; Einstein had presented his theories on relativity; a war had been fought with weapons of technology. The Age of Science had begun.

Some people didn't want the Age of Science to begin. There was a retreat into Mysticism and mystical philosophy - things which Science couldn't yet explain. Hence the Order of the Golden Dawn, Madame Blavatsky's Theosophical Society and the impact of Aleister Crowley.

Esprit de Corpse

Many people like to use the 'conventional' monsters of horror in their *Call of Cthulhu* games: vampires, werewolves, zombies, and so on. This is fine. It doesn't matter that these creatures aren't in any of the Mythos tales - if they work in the game, fine! The enjoyment of the players should always come first and meeting such 'old friends' is bound to be enjoyable... for a while.

It is possible, however, to use these traditional monsters in a Mythos fashion. You can always come up with a pseudo-scientific explanation if necessary. Lovecraft managed this, after all, with the zombie in his (now famous) short story *Herbert West - Reanimator*. The eponymous protagonist discovers how to chemically induce life (of a sort) back into a corpse. Or part of a corpse...

Perhaps a vampire is really some kind of alien being, capable of draining a person's life-force. Similarly, lycanthropy might be some form of extraterrestrial virus which restructures DNA and cell regeneration, so that the victim 'grows' into something rather different. The Old Ones in *At the Mountains of Madness* are amazing genetic engineers, and they might be responsible for any

number of supposedly mythical beasts. According to the Cthulhu Mythos, they are indirectly responsible for mankind itself.

All of the traditional monsters are surrounded by popular myth and legend - and you can use this to effect in your game. Legend can be so very misleading. If the player characters get the slightest idea of what they are up against, you can bet they will stock up with traditional remedies and precautions: silver bullets, stakes and mallets, crucifixes, vials of holy water, garlic, wolfsbane, bell, book and candle... everything bar the mythical kitchen sink.

They won't then be expecting vampires that walk in daylight, or lycanthropes that can change into something far nastier than a wolf, regardless of the lunar phase. And if God doesn't exist within the Mythos, holy water and crucifixes are going to be pretty useless. As always, investigators who rush in heroically will have to learn the hard way...

... A crash of thunder shook the castle as Dr Van Helsing raised the crucifix. 'Back, spawn of Satan!'

Count Dracula strolled towards the Doctor, smiling. 'Actually, I'm an atheist...'

So where does Black Magic and the Occult come into the game? Simple: it doesn't. The fundamental principles of the Mythos do not allow the occurrence of supernatural events, and if the Devil doesn't exist in the Mythos, practising black magics and Crowleyan rituals isn't going to get you very far.

This is not to say that you cannot do things which might be perceived as 'magic'. There are many things which Science does not yet understand. For example, 400 years ago, you could have been burned at the stake as a witch for making voices come from a box; nowadays you can turn on a radio without thinking. Perhaps in 400 years time we will understand technologies which would presently appear to be 'magic'.

In other words, feel free to use lots of 'magic' in your game. In *Call of Cthulhu* we must simply assume that magic is the manipulation of the material universe by unknown (though



natural) means. Magical power will therefore have to come from those who understand it - the Great Old Ones, the advanced alien races. But why should these superior, incomprehensible beings grant magical power to mere humans?

It would be impossible for a human being to understand the minds of such totally alien entities without going mad. This goes for GMs too! It is best to ignore whatever designs or plans the alien might have in mind for the universe - this is out of the scope of a mere campaign. Concentrate on what immediately attracts the attention of the creature. Assume it has a basic survival instinct, and does whatever is in its best interests.

Consider, for example, the cult of Cthulhu. At the time of the game, Cthulhu is somehow imprisoned beneath the sea - he (it?) lies in a deathless sleep in the city of R'lyeh. Possibly because of his alien origin, he cannot rise again until 'the stars are right'. Although physically trapped, Cthulhu can reach out to his worshippers through visions and dreams. His immediate interest is getting free.

Lesser servants and worshippers are clearly useful to Cthulhu: they can carry out his will and are unaffected by the stars. They are his eyes and tentacles in the world, feeding him information and carrying out his will. And, of course, there are some things which Cthulhu simply cannot do but a human can, even though Cthulhu is already well served by the race of Deep Ones. Their aquatic nature rather restricts movement about the planet, so if human beings want to serve too, then Cthulhu is not going to turn them away.

If worshippers are granted 'magical' power, it is so that they can become better servants. As the worshipper delves deeper into the secret rituals and magics, so he becomes enmeshed in the service of Cthulhu. He may not even understand what it is that he is doing or saying to help - all he might know is that Cthulhu wishes it. At first, the worshipper will feel he benefits from the service, he is, after all, being given amazing magical power. It does not matter that this power can only be used to aid Cthulhu. By the time the truth becomes apparent, the worshipper will be too insane to care. His fate is bound up with Cthulhu.

Everything must be done to prepare for the time when R'lyeh will rise from the sea, and Cthulhu will be Great Cthulhu once more. Remember, the Earth once belonged to him: it will belong to him again. What will happen to the human worshippers then? It is hard to tell. Cthulhu doesn't understand human ways. Lack of comprehensive works in both directions: it just isn't possible for Cthulhu to understand the workings of minds as alien (to him) as those of humans.

When 'the stars are right' and Cthulhu does take over the world there will be very few people capable of worrying. It is likely that he (it) will dispose of those who are no longer useful, or simply ignore them. But Cthulhu isn't a bad old chap really. If you have served truly and faithfully worshipped with all your sanity I'm sure you will be rewarded with the greatest gift of all...

He will turn you into a Deep One so that you can serve him forever.

Lovecraft's Writing

H P Lovecraft was not a great writer. His characters are two-dimensional at best, his

various protagonists indistinguishable. The plots of his stories often rely on revelatory 'shock horror' endings, or are simply non-existent. His narrative style is atrocious. The reader has to wade through adjective after adjective of florid prose, where everything is 'foetid', 'blasphemous', 'eldritch' and 'Cyclopean'.

It is the content of his stories which make Lovecraft special. Recognising that modern readers would not be impressed by ghosts and the like, he set out to create an erudite myth that would convince by its plausibility and circumstantial detail. Like all writers, he used his fiction as a vehicle for his own philosophical beliefs. It is through the stories that aspects of the Cthulhu Mythos can be glimpsed.

Lovecraft's only other important invention was the fictional *Dreamlands* setting. The stories based upon it are pure fantasy, heavily inspired by the similar works of Lord Dunsany. One should not confuse these Dreamworld stories with the Cthulhu Mythos tales. Certainly there are connections between the two - inevitably, since Lovecraft wrote them all - but the Dreamworld is meant to be fantastic. It has none of the bleak pessimism of the Cthulhu Mythos. These Dunsanian tales are not inferior to the Mythos; they are simply too different to compare.

Many ridiculous errors been perpetrated connecting Lovecraft with Black Magic and the Occult, claiming that he had some 'mystical insight'. In fact, Lovecraft had nothing but scorn for those who believe in witchcraft. Lovecraft's own imagination was responsible for most of the spells, books and names in his stories. He simply used them to colour his work in an authentic way. He would repeat these details in other stories, thus lending a certain consistency to the Mythos. The most famous of these inventions must surely be the *Necronomicon*, a hideous tome penned by the mad Arab Abdul Alhazred. Though totally fictitious, many were convinced of its existence...

Lovecraft may have become rather overrated, but his work is not without value. There is something remarkable about the imaginative content of his stories. Though not a major writer, he is psychologically one of the most interesting of his generation.

One of the problems encountered when trying to piece together the Cthulhu Mythos is that Lovecraft didn't always take it completely seriously. The Robert Blake character in *The Haunter of the Dark*, for instance, was an in-joke for Lovecraft's friend Robert Bloch. Similarly, the author of *Cultes des Ghoules* is the Comte D'Erlette, a reference to August Derleth, who formed Arkham House Publishing and assured that Lovecraft's work survived to the present day. Lovecraft also encouraged his friends to contribute Mythos stories.

And this is where problems arise.

When August Derleth composed his own Mythos fiction, he borrowed and mixed ideas from the Cthulhu Mythos and Dunsanian Dreamworld. The result is an invented and different crypto-Cthulhu Mythos, with a fallen-to-Earth Cthulhu and the Old Ones battling with humanoid Nodens and the Elder Gods for possession of the Earth.

In these stories, heroic investigators wield Elder Signs like crucifixes, often defeating the Old Ones! There is an incident in one story where the hero has a bag full of Elder



Signs, and uses them to surround a house! Sometimes the investigators form alliances with Old Ones - for instance, the Dr Shrewsbury character takes advantage of an enmity between Hastur and Cthulhu: he gains lots of magic and power and knowledge from Hastur to defeat the Deep Ones. Why he doesn't go completely insane is a mystery.

This is somewhat different to Lovecraft's stark and pessimistic vision. Needless to say, many Lovecraft scholars do not appreciate August Derleth's contribution.

Call of Cthulhu is a game which features both Derleth's and Lovecraft's ideas. Although the designers claim to have missed out Derleth's idea of a 'war in heaven' because they felt it weakened the original concept, they have not ignored it. The game still contains Dunsanian Dreamworld creatures and places, Elder Signs, Hastur, Ithaqua, Cthugha, and more. This isn't a weakness - on the contrary, the *Dreamlands* supplement means that the players can adventure in either of Lovecraft's worlds, rather like having two games in one.

Whether you choose to play by Derleth's dualist black-and-white Mythos or by Lovecraft's bleak grey Mythos is up to you. Lovecraft's Mythos is certainly more powerful, more devastating. Derleth's follows a more adventurous style which suits large parties of investigators. There is a lot of gaming fun to be had from both. But it is important that you do choose if you want to get the most out of your game. The two styles are very different, and it would be an inconsistent game which tried to use both.

If the Elder Gods are around to help humanity, this will eventually become clear in your campaign - are the player characters surviving because they run away from hopeless situations, or because they can come up with some powerful weapon from somewhere? Just why should something be turned back by an Elder Sign? Indeed, is it?

When, in the final, climatic encounters, the investigators come up against overwhelming forces of horror, they may begin to wonder if anybody can help them...

And it would be useful if you knew whether there was anybody... anything...

Simon Nicholson

A HARD ACT TO FOLLOW

Public Order for British-based Call of Cthulhu campaigns

by Mark Lee

In the period from the turn of the century to World War Two there were many civil disturbances in Britain, ranging from the activities of Suffragettes to labour disputes. These were also the years of the General Strike, and the Moseleyite marches of the thirties. Some, but not all, of these events are covered in *Green and Pleasant Land*, the British *Call of Cthulhu* sourcebook. This is a look at the background to civil disorder and the legislation then in force to deal with the problem...

The history of public order in Britain is directly linked to the development of the railways. Until the middle of the nineteenth century most disturbances were local. If there was trouble it would be handled by the local magistrate and a few assistants, and if there happened to be an army barracks in the area, troops might be called in to help. This was rare, but it did happen (such as at the 'Peterloo Massacre' in Manchester). It could take several days for troops to reach a trouble spot, so rioting sometimes continued for days in isolated areas. Fortunately these riots were usually fairly small, since the same restrictions on movement that hampered the army applied equally to the rioters.

With the arrival of the railway system it became possible for the public to move around the country really quickly, and for towns to become larger and more densely populated. It gradually became apparent that there were an increasing number of incidents involving large crowds, peaceful or violent. However, the new forms of transport made it possible to respond quickly (in some cases over-react) to mob action. Once troops could be moved around the country rapidly, the army became involved in more civilian disorders. This made it possible to keep army units on British soil, and kept them in training for war. The number of prolonged riots declined, but more people were hurt in the riots that did occur.

As police forces became larger and better equipped, the need for military intervention declined in the British mainland. However, the role of the police gradually fell into disrepute in some quarters, since it was often felt that they were attempting to stifle freedom of speech, and were biased against trades unions and left-wing political organisations.

An important example of this trend was the Public Order Act of 1936, intended to curb the violence of Fascist supporters. It forbade the wearing of political uniforms at public meetings, and gave Chief Constables wide-ranging powers to prohibit meetings and processions. In practice, some sources suggest, these powers were rarely used against the Fascists, but were frequently used against left-wing organisations. By 1938 police misconduct was so widespread that the National Council Of Civil Liberties was spending three quarters of its time monitoring the police, and began to use volunteer observers at public meetings.

The largest disturbance of this period was the Battle of Cable Street, in October 1936. The British Union of Fascists, led by Oswald Moseley,

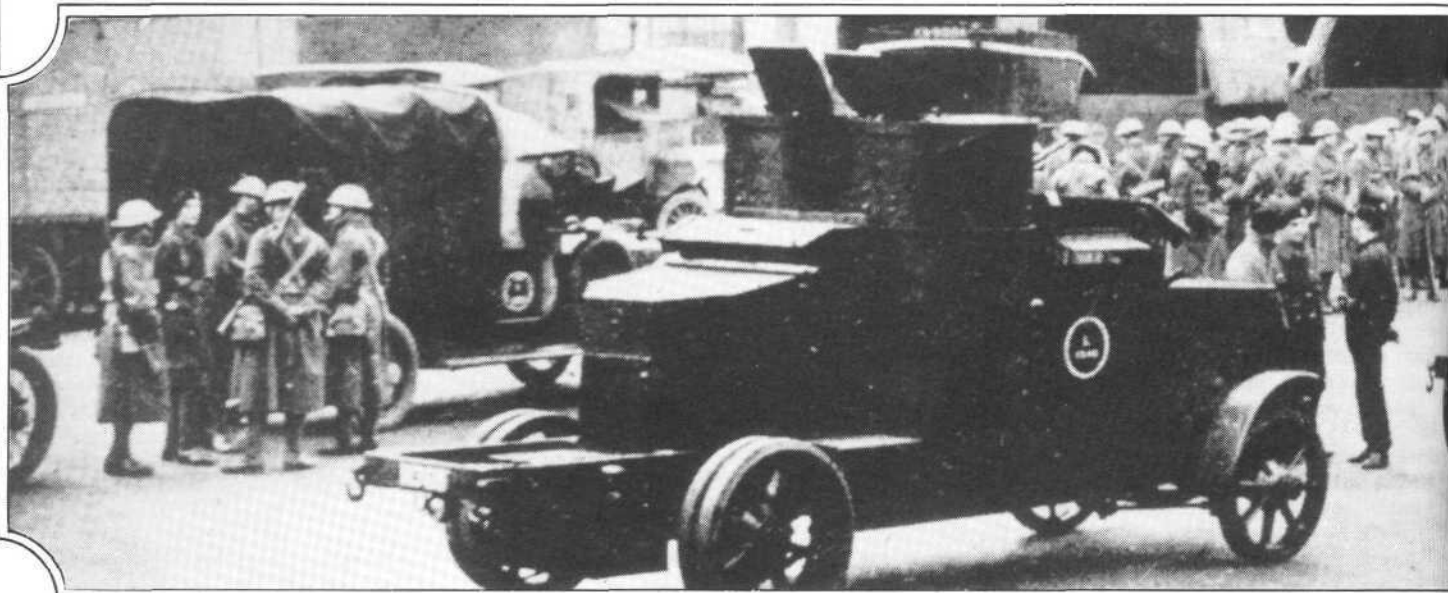
arranged to march through the East End of London with a police escort. An estimated hundred thousand Jews and communists mobilised to stop them. Cars and trams were overturned, windows were smashed, and hundreds were arrested and injured. Eventually the Fascists admitted defeat and cancelled the march. Afterwards it was claimed that the police had planted weapons on many of the anti-Moseley demonstrators, while ignoring those carried by the Fascists.

Although these events were exceptional, they illustrate the fact that Britain wasn't entirely peaceful before the Second World War. To be realistic, a British-based *Call of Cthulhu* campaign should make some attempt to reflect this situation. If investigators do become involved with mobs and acts of violence they and the keeper should be aware of the laws they risk breaking.

Affray

This is an interesting charge which is occasionally used after acts of public violence. In essence, the law states that any violent behaviour which is likely to make another person afraid is an offence. For example, a fight using weapons which drew blood would probably be treated as an Affray, while participants in a simple fist fight would generally be charged with assault. Using dummy weapons to threaten someone while committing a crime might also lead to this charge. The important point is that Affray carries much heavier sentences than common assault. These can be up to three years in some cases, compared to a fine or short sentence for common assault. The distinction is unlikely to matter if investigators face a murder charge, but could be very important under other circumstances.

An unusual crime related to Affray is *Attempting To Alarm Or Injure The Sovereign*. This is actually defined as an offence against the public, a general category which also included treason,



blasphemy, and mutiny. A 1906 source explains the crime in a way that makes it possible to be guilty of this offence while attempting to defend the monarch:

To point, aim, present at or near the person of the King, any firearm, loaded or not, or any other kind of arm.

2 To discharge at or near the person of the King, any loaded arm or explosive material.

3 To strike, or to strike at, the person of the King in any way whatever, or to throw anything at or upon the King.

4 To attempt to do any of these acts, or to produce or have near the person of the King, any arm or destructive or dangerous thing, with intent to use the same to injure or alarm the King.

Upon conviction for any of the above, the punishment is imprisonment and whipping

Investigators who try to push the King clear of an assassin - or draw weapons to ward off an attacker - may find that they have more trouble than they bargained for!

Riot

The average group of investigators may in themselves be sufficient in number to be classed as a Riot under current British laws! The 1982 defines that a riot occurs in law where:

there are at least three people present; and

they have a common purpose; and

they carry out that common purpose; and

they are prepared to help one another, by force if necessary, against anyone who opposes them; and

force or violence so as to 'alarm at least one person of reasonable firmness' occurs.

In the 1980s the punishment for Riot alone can theoretically include life

imprisonment and unlimited fines. The definition from the same 1906 source adds imprisonment with hard labour, but raises the minimum number of participants to twelve.

Running Riot

There were many riots in Britain in the 1920s and 1930s; while most were handled by the police, a proportion were broken up by army units. It's important to note that troops called to handle a riot were under the control of the officer who commanded them, not the civil authority who summoned them. If the officer in charge felt that force wasn't justified, troops wouldn't be used.

The usual prelude to the use of force to break up a riot was a public reading of the famous Riot Act, by a Magistrate, Mayor, or Commissioner of Police. In the days before loudhailer systems, reading the Act in close proximity to a riot could be an extremely dangerous ordeal, since the reader might well be pelted with eggs or bricks:

Our Sovereign Lord the King chargeth and commandeth all persons being assembled immediately to disperse themselves, and peaceably to depart to their habitations or to their lawful business, upon the pains contained in the Act made in the first year of King George for preventing tumultuous and riotous assemblies.

GOD SAVE THE KING

An hour's grace was usually given before the troops moved in. If a rioting mob failed to disperse after the Riot Act was read, the most likely result was a cavalry charge with drawn swords. If troops were not used, mounted police made baton charges instead. As a counter measure against this attack, well-prepared rioters would carry a pocket full of marbles, round pebbles, or ball bearings to be thrown under the horses' hooves. Other common weapons

included pepper (for use against dogs and horses), pick-axe handles, and bricks.

After the riot local doctors and hospitals would probably be swamped with patients, and police stations would be overflowing with prisoners. Fire and ambulance services might also be very busy.

Campaign Use

Although mob violence has well-documented social causes, characters may be inclined to suspect that some Mythos influence is at work. This is particularly likely if their plans are disrupted by these events.

One obvious possibility for an adventure is a chase through the heart of a riot. Three or four investigators following cultists or one of the smaller Mythos creatures through a mob too busy to notice their activities could cause all sorts of interesting repercussions. If characters start to use guns the situation could be extremely dangerous for all concerned.

It's also possible for investigators to trigger riots by their actions. For example, they might be mistaken for fascist or communist organisers, or for plain clothes police. The Special Branch (originally the Special Irish Branch), for instance, was especially hated in areas with a strong Irish community. If possible, keepers should look up a well-documented historical riot, then arrange the adventure to lead the investigators into it...

Sources and Acknowledgements

The Twenties R J Unstead; *The Common People 1746-1938* Cole & Postgate; *The Universal Home Lawyer* Anon 1903; *The Making of Modern London* Thames TV; and thanks to my mother, Caroline Mullan and Bridget Wilkinson for valuable information on this topic.

Mark Lee



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LETTERS FROM A FOREIGN LAND

An Adventure for
Warhammer Fantasy Roleplay, Call of Cthulhu and MERP

By Graham Staplehurst

This is a roleplaying adventure for a medium-sized party of player characters - 3 to 5 would be best - with a fair degree of competence. This adventure can be used with many different roleplaying game systems. Provided are notes for *Warhammer Fantasy Roleplaying* (WFRP), *Call of Cthulhu* (CoC), and *Middle-earth Roleplaying* (MERP). This adventure should constitute sufficient material for at least two sessions play.

Synopsis of Plot

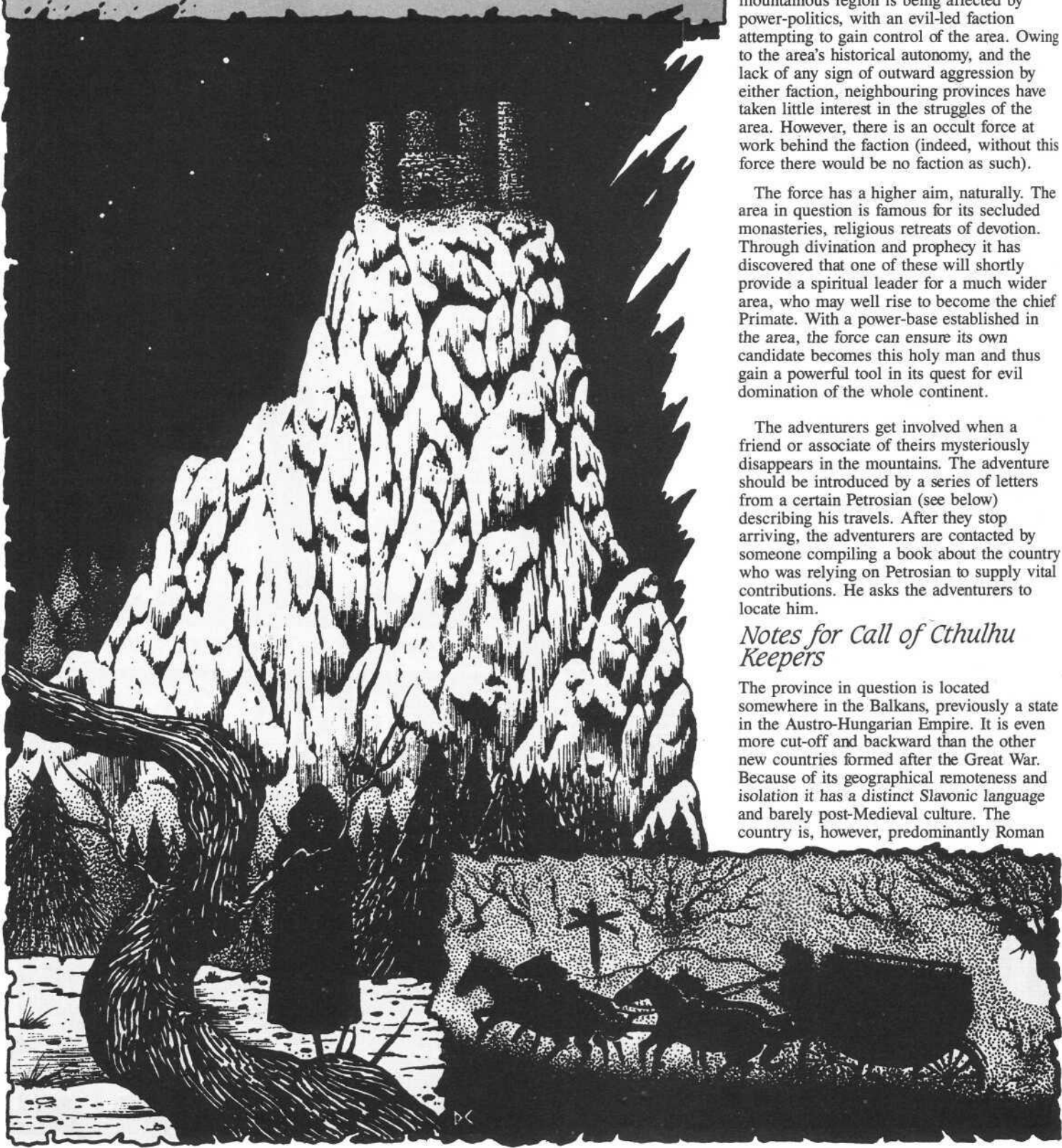
The essential plot in this adventure is simple. A small province in a backward, mountainous region is being affected by power-politics, with an evil-led faction attempting to gain control of the area. Owing to the area's historical autonomy, and the lack of any sign of outward aggression by either faction, neighbouring provinces have taken little interest in the struggles of the area. However, there is an occult force at work behind the faction (indeed, without this force there would be no faction as such).

The force has a higher aim, naturally. The area in question is famous for its secluded monasteries, religious retreats of devotion. Through divination and prophecy it has discovered that one of these will shortly provide a spiritual leader for a much wider area, who may well rise to become the chief Primate. With a power-base established in the area, the force can ensure its own candidate becomes this holy man and thus gain a powerful tool in its quest for evil domination of the whole continent.

The adventurers get involved when a friend or associate of theirs mysteriously disappears in the mountains. The adventure should be introduced by a series of letters from a certain Petrosian (see below) describing his travels. After they stop arriving, the adventurers are contacted by someone compiling a book about the country who was relying on Petrosian to supply vital contributions. He asks the adventurers to locate him.

Notes for Call of Cthulhu Keepers

The province in question is located somewhere in the Balkans, previously a state in the Austro-Hungarian Empire. It is even more cut-off and backward than the other new countries formed after the Great War. Because of its geographical remoteness and isolation it has a distinct Slavonic language and barely post-Medieval culture. The country is, however, predominantly Roman



Catholic rather than Eastern Orthodox and there are numerous monasteries as mentioned above. Not every detail of the country is supplied but you might want to imagine it as a sort of tainted, slightly grubby Ruritania (as in *The Prisoner Of Zenda* by Anthony Hope). Using this 'twee' setting will help to put players off the idea that there is some deeper evil at work here.

The evil force is a malevolent undead spirit, whose personal aura and power are sufficient to warrant being rated with the lesser gods. This being, once a Prince of his people around the time of the great Council of Nicaea, entered into Hell-knows-what pacts with some Great Entity and survived, creating an indestructible *Ring of Eternity* through which his essential spirit has persisted down ages of time. Now worshipped by an evil cult, he manipulates his worshippers and supplies them with the capability to perform evil deeds.

Petrosian is a Russian emigré, a scholar and a bit of an explorer-cum-adventurer himself. He writes fairly lurid tales of his exploits which sell well, and the contact who asks the player characters to find him is a newspaper publisher, Courtney St John. He will provide funds for travelling and a decent bonus for a good scoop.

Notes for WFRP Gamesmasters

The setting for this adventure is the eastern reach of the Middle Mountains, south of the Forest of Shadows, in Ostland. The area concerned is a backward province, surrounded on three sides by mountains and on the fourth by the Forest, and nominally ruled by Grand Prince Hals von Tasseninck of Ostland. The evil cult concerned is an ancient branch of the worship of Khaine, driven underground long ago. Some 700 years ago, a Necromancer and an Alchemist forged a bond of evil alliance and set up their kingdom, terrorising the population. Both were slain by a hero from Kislev - or so the story goes. Actually, the Necromancer survived, after having stolen the *Ring of Eternity* from the Alchemist. He went into hiding and developed a religion centring on himself as a manifestation of Khaine, preserving his body through the Ring, to become a demi-Liche.

The tiny kingdom, now a simple barony, is known in some circles for the religious retreats devoted to Mórr. These often supply religious advisors (called seers) to the Empire's courts. It is into one of these monasteries that the Necromancer's tentacles have stretched.

Petrosian is a noted scholar, originally from Kislev. He became a noted, if eccentric, tutor of history in the university of Altdorf and his writings were enjoyed for their fresh and even humorous approach. He also explored and investigated in person, the better to understand and discover history. Lately he was sponsored by his university to visit the barony and report back, and the adventurers are contacted by his principal (Veangthur the Learned) to try and locate him.

Notes for MERP Gamemasters

The adventure is set in the massif of the *Ered Nimrais* (White Mountains), just west of Morthond Fief. The high vale and slopes were claimed by a devout lord of the Faithful who loved the mountains as an echo of great peaks of Númenór. The fief has had little to do in the great affairs of Gondor, producing neither warriors nor statesmen, but the first lord, who died childless, nevertheless left a legacy in the form of an endowment to support three houses of contemplation. Here men and women congregated in the silent worship of Eru.

But deeper in the mountains, where none went is an even earlier legacy - a temple built by Black Númenóreans, worshippers of Melkor, a copy of that constructed in Armenelos. And here a dire priest was rewarded for his sacrifices by immortality - in the form of a Wraith. When all his companions fled after the Fall (most to Umbar, some to the service of Sauron in Mordor) he was left to await his own death. But a messenger came from Sauron, bearing what he called the *Ring of Eternity*. Thus he endured, even through Sauron's own fall and rise.

Petrosian is a lesser Dúnadan from Lamedon who has joined the Sages' Fellowship in Minas Anor (Minas Tirith). Currently undertaking a major history of the worship of Eru after the Fall, he has been to many centres, most recently to the distant barony. When no word comes from him for many weeks, a Sage contacts the characters to investigate. The map given here extends from the frontispiece map in *Erech & the Paths of the Dead*, an adventure supplement from ICE.

The Letters

The following are extracts from the letters Petrosian has written to the characters. He writes about once a week, and delivery takes as long as you assess for the countries and distances concerned.

1 ...The carriage service was punctual and surprisingly comfortable; the border patrol stopped us once but it is good to know that the region is protected. The flower-decked 'capital' was wonderfully rewarding, for greenery was everywhere; roses peppered the shrubs along the pavements and entwined themselves around the gateposts and fences and women with brooms swept the side streets with their tunnels of trees, although litter appeared non-existent.

There is a shrine here, but it is a place of the people, with scarved peasant women crossing and re-crossing the vast mosaic floor. I took a lit candle, had a tumbler-full of water ladled from a bucket, indulged in the luxury of climbing stone steps to gaze upon a long-gone corpse, and partook of a gooey conglomeration of sticky food which I was requested to 'try'. It was all homely, cosy and spiritually comforting.

2 ...And so we came to Sibiu, after cutting through the mountains and waving to the rural folk along the wayside, sitting like over-sized dolls in worn jackets and enormous, brightly-coloured skirts. Some we passed along the dusty road, high-tailing it in dirty old narrow-wheeled carts with an arched cover over the top and a poor thing of a horse pulling away to goodness knows where. There are many of these wanderers of a more ancient race than ours. Some stay along the town fringes and infiltrate the fairs and markets and some 'travel' over the back roads living in wanderer villages but still part of the populace.

3 ...I went to a shrine and stood with the congregation through the service, while nuns chanted scriptural responses... I left for a lunch in a typical peasant's home. I took the dishes out into the kitchen, tip-toeing past grandfather snoozing on the rude sofa and arranging fresh food on a tray. It was a glorious day, full of memories. For all along the road the houses were fascinating; storks nesting in thatch, and attic rooms whose arched brow-windows gave them the appearance of eyes watching you - a most uncanny sight.

4 ...Sighisoara was my nuncheon stop, where 975 long, slanted steps led up to the hill-top shrine, a former sanctuary for the populace fleeing from the hated, impaling Wild Horde. Little boys made their silent way up the cobbled path on their way home.

This fortress-town with its concentric walls holding in its heart the shrine and the tiny stone rooms built into the rock have sheltered the long-suffering inhabitants from enemy raids. In the square, the circular beds of flowers hug the stone in formal patterns as variegated as a patch-work quilt.

5 ...Suceava in the high vale is the lush province of black earth, where every inch is utilised and every furrow ploughed by horses or bullocks. Suceava is a joy, for it is the old princely residence of the baronial rulers, where the citadel was entered by Mirkal the Brave without opposition; henceforth it was united, although the Empire ruled closely in later centuries. I must say, I admired Mirkal and the other baronial heroes; Petru Rares's statue at the Monastery of Moldovitar is imposing, with its long locks and six-pointed crown, and the Monastery of Mirkal showered me with gifts.

6 ...In the southern region, the painted monasteries of Voronet and Sucevitar are genuine masterpieces of the barony's art and architecture. With their illustrations of scriptural stories and historical scenes they are unique; everything is there, from battle scenes and sieges to a genealogical tree. The fires of some hell pit flame around struggling souls and live coals scorch their tormented bodies, while animals give back fragments of human bodies to supplement those which have been savaged. It is a pity that the art of fresco painting appears to have been lost, and that Voronet lies in such ruined splendour, its cloisters silent but with the memory of echoing treads.



7 ...it is a fascinating country, chock full of things - the wanderers, flowers, woodlands, towns and villages. Friendly folk help one on one's way and absurd happenings tint everyday life with the colour of gold. The mountains succour me and shed upon me their beguiling majesty and their arboreal splendour.

How can one adequately describe the magic of those deep-forested mountains in the pedestrian language of a letter? Superb and magical, they display their gentle slopes in a wealth of varying shades of green, for sweet chestnut, flowering acacia and tall pines follow the trails up to the gorges and down again to the plain...

8 ...I have returned to the mysticism of the Monastery of Mirkal, but something has disturbed my researches. In the cells and hallows of this ancient building a strange cry awoke me last night. There was

much to-ing and fro-ing, the patter of slippered feet, and the screams ended. None here seemed to be aware of anything more than a brother seized with a fit, but his words were not incomprehensible to me:

Kha-ly iest'churya 'es tron'n u-kha-ly;
Dyurian 'os nazg kechkar!
Ai kha-ios en all'alluchyren 'es chthon'n nam-ly.

This message of doom from the Realm Outside has shattered the feelings of peace I had until now. I am always looking over my shoulder and seeking something to fear - but I know not what.

This is the last letter from Petrosian. The fragment of language given above is in an arcane language (*WFRP*: Magick (Necromantic); *MERP*: Black Speech) and is the calling up of a spirit in the name of the *Ring of Eternity*. Reveal this only to player characters with knowledge of the relevant language (a skill check may be required).

Event One: Commencement

The adventure starts as described above, with the player characters being contacted by someone connected professionally with Petrosian. The person is aware of the friendship between the characters and Petrosian and knows they have been receiving letters from him. Alternatively, you could have the PCs hired by the person and given all the letters above.

The characters have to journey to the barony where Petrosian was travelling and studying. Its location is given in the *Introduction*. The backward region is relatively cut off. A nearby town can be reached by various means of commercial transport, but from there on the journey will be foot, horse or pack beast.

In addition to dashing straight off to the barony, PCs may want to do a little investigating. Reveal pertinent information from sources relevant to the game & setting you are using, in addition to information you deem they could find out from that given in the *Introduction*. You may also like to have them discover some conflicting legends and stories about the region (for example, in *CoC*, the tales of Count Dracula).

Encounters along the way should be appropriate to the rural country side through which the adventurers travel. They may meet footpads and con-men; if it is winter, there may be wild beasts roaming closer to civilised areas, such as wolves; other encounters should be taken from the usual procedures for generating them in your game (in *WFRP* you might have some Beastmen and/or goblinoids in the 'gloomy depths' of the Forest of Shadows). This stage of the adventure ends when the PCs reach the barony - probably meeting one of its poorly-equipped border patrols first.

Event Two: Border Patrol

The border patrol is an uncouth bunch of six men-at-arms headed by a sergeant. All speak only their own barbaric dialect - even those knowing a similar language will have only half the normal chance to understand the men. The sergeant actually understands some Old Wordler/Common (*CoC*: any Slavonic language) but if PCs want to talk to him, they will first have to persuade him to be patient.

If the characters seem at all suspicious, the sergeant will order his men to search their belongings. If anything suspicious is found, he will attempt to arrest the party, otherwise he will do nothing. Try to make the sergeant as sinister as possible. He is greasy and unkempt in appearance, speaks with lisps and snarls, and wears a grubby neckerchief embroidered with what look like small yellow-and-black eyes (actually just a pattern).

If the characters allow themselves to be arrested, their belongings will be confiscated (any money being divided out between the men, the sergeant keeping anything of obvious value) and they will be

escorted to a stone hut beside a house where the patrol (and another) reside, about 2 miles from where they were arrested. The hut has a small window and a single door which is barred and locked from the outside. There is some strewn hay and a wooden pitcher of water inside. The roof consists of heavy timber baulks and tiles.

Anyone protesting will be beaten up by three of the men. Later that evening, the men will celebrate their good fortune and get themselves drunk on the loot. If the characters do not take this opportunity to escape, starve them for a couple of days, then have them released, common belongings being returned to them.

Event Three: To The Monastery of Mirkal the Brave

This monastery is the last place Petrosian was known to be at, and the characters should think to head here first. Directions are not difficult to obtain. The best place to go would be one of the shrines along the route, for the more learned priests who tend them speak other languages (*WFRP*: Reikspiel/Old Worlder; *CoC*: French, German, Russian; *MERP*: Adûnaic, Sindarin, Dunael) known in the 'outside world'. If the characters show great devotion, generosity or manage to influence a priest, they may be provided with a guide to the monastery.

Use the descriptions given in Petrosian's letters to give a flavour of the tiny, secluded land to the players. On the way to the Monastery they should be able to find food and lodgings if necessary, although it is just 20 miles or so wide. Remember that it can get cold in an elevated region such as this, and sudden squalls of rain, sleet or snow are not uncommon even during the more pleasant months of the year.

Other events and encounters may be as you wish. The 'towns' spoken of by Petrosian are little more than walled villages (*WFRP*: use a much-compacted version of the village on p333-335; *MERP*: for an example, see Caras Gwindor in *Dagorlad & the Dead Marshes* or Carandor in *Trolls of the Misty Mountains*). However, the towns are currently subject to occasional small-scale riots as those people under the sway of the Evil One try to wrest control from and undermine the authority of those currently in power. Most of the time, the characters will be ignored by the locals, unless they specifically interfere.

The characters should certainly meet some of the wanderers (*CoC*: gypsies). They might react in various ways - for example crossing themselves and hurrying out of the way. This should certainly get the wind up the players. The wanderers speak their own tongue, which is one of the influences on the barony's strange dialect. They may also try to give a warning to the PCs, but it is likely to be incomprehensible.

If the characters are relatively weak, a 'wise woman' from a group of wanderers may press a small charm made from bones and herbs on one of the PCs at random. They may accept or reject it. It will ultimately prove useful against the wearer of the Ring - if they remember it!



The Monastery of Mirkal the Brave is a low, broad square edifice. Four short towers with conical roofs form the corners, connected on three sides by a wall and covered cloister, and on the fourth by the dormitory and other rooms used by the monks. One of the towers is square and slightly larger than the others, housing six men-at-arms who keep a watch on the surrounding vale. They are often busy dealing with small raiding groups (bandits, wild tribes) or wild animals which might endanger the monks and their servants working the fields.

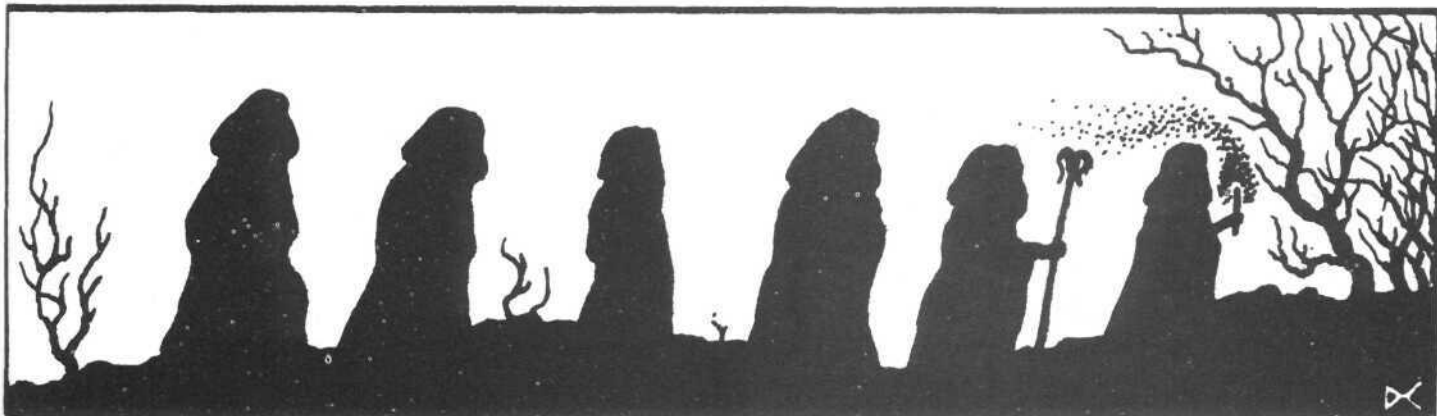
Within the walls are lawns and some flower beds (two devoted to growing medicinal herbs) and, in the centre, a shrine where the brethren go for their religious devotions. The walls of the shrine are painted with splendid frescoes (see *Letters*); within, it is austere and has a great aura of spirituality.

Event Four: Petrosian's Last Stop

Petrosian's itinerary can be followed to some extent to plot his progress around the barony, ending at the Monastery of Mirkal the Brave. Here, the player characters will be able to find someone that speaks their language, as there are some 35 learned brothers here, under Father Maynir. He will talk freely to the PCs and tell them:

(a) that Petrosian left the monastery, saying he was going to visit the letter office in the capital, then go on to the higher vales (which, he did not specify) before returning to the monastery.

(b) that he left a pack with extra clothing and a few other things to collect later. He will let the PCs take this if they make an easy *Fellowship/Influence* roll (*CoC*: any applicable communications skill).



(c) that the brother Petrosian heard to scream is now confined to a small room in the guard tower for his own safety, since he is subject to very severe fits. They pray for his recovery constantly.

(d) he knows nothing about the disturbances in the towns of the barony, nor about any threats, demons or whatever.

Petrosian's pack contains little of interest. There are some spare items of clothing, a bedroll, a gnarled stick (used for walking) and some books, rather old and out of date, on the history of the region. In one of the books are some pressed flowers. These are the same as those in the wanderer's charm (if anyone has it, make an *Observe/Spot Hidden/Perception* roll/check to notice this), and can themselves be bound into a minor charm. They could also help the PCs to find more of the same plants growing in the wild; they are not uncommon.

The 'mad' brother will give no more information to the characters although they should be allowed to see him if they make a *Fellowship/Influence* roll. If anyone wears or openly carries a charm, he will be calmer, but this will only be noticeable to Father Maynir. Also, if they look around his new cell, they have a chance to notice some marks scratched on the back of the door, perhaps making a symbol.

If the books have been examined, characters may make a check against *Library Use*, *Intelligence* or whatever seems appropriate to remember a page showing similar symbols (they are to be found as a motif in the frescoes at the Monastery of Voronet). Father Maynir may also be able to help with this. If the PCs do not discover this information, they may ask at the letter office in the capital (Mieräch).

Event Five: The Ruins of Voronet

The road up from Mieräch to Voronet is a good track as far as the shrine marked on the map (*WFRP*: shrine to Mórr; *CoC*: a tiny church; *MERP*: old Dunael shrine with standing stones). From then on it is but a path used only by the few farmers and wanderers who still travel the high vales. Wheeled vehicles cannot pass at all easily. The path gets steeper and less distinct until the gorge is reached.

Huge cliffs lower on the far side. On this side the path winds round the spur to a tiny village on a high dale the other side of the peak from Voronet. Its roofless walls are easily seen from the path, but harder to reach. Some clambering may be necessary. Parts of the path are marked by steps cut into the rock.



If the characters obtained their information (that Petrosian went to Voronet when he said the 'high vales') from the letter office, the Evil One will have learnt of their plans and will send a party of peasants to waylay them. The group consists of eight countrymen, armed with pitchforks (in *WFRP/CoC* one also has a crude firearm). They will try to ambush the party but are not too difficult to spot if a watch is being kept.

Neither will they press an attack too heavily, fleeing if several are injured or an alarming counter-attack is made (with magic or efficient firearms, for example). The peasants will remain completely silent throughout (other than grunts of pain or dismay) and will not talk if captured. In the latter case they will appear extremely frightened.

The ruins of Voronet are smaller than the Monastery of Mirkal the Brave. A narrow dormitory building is linked by two walls to the shrine/church making a rectangular cloister. The whole structure is built upon a narrow shelf on the sloping hillside; around are the broken remains of other terraces where fruit trees, vines and other crops were grown to support the brethren. The dormitory building has lost its roof but the gables walls still stand, if somewhat crumbled. The older shrine is in better condition.

Nothing of interest can be found in the dormitory or cloister areas, save the fact that many of the weeds and plants growing there are less than welcoming: nettles, deadly nightshade, pale lilies and madwort (*MERP*: see *Erech and Paths of the Dead* for the latter). By the walls of the shrine in contrast pimpernel, edelweiss, boneset and vervain can be found.

In the shrine, the walls have retained their marvellous paintings, although slightly faded from their original glory. Nothing remains of the furnishings. There are niches in the solid walls which once held candles or lamps, and detritus litters the floor. If the far end of the shrine is inspected, the characters should notice that the altar stone (one large block) has been split in two and there are signs of charring. If the characters can move either portion of it (a very hard Strength check/roll), they will discover a small hollow in the flagstones in which lies an unrecognisably burnt body, which has been dead for some time.

This is the body of Petrosian, although without very special help the player characters will not know it. However, they may guess if they discover a secret door in the back of a niche to the left of the altar. This stone slab swings in when a catch is depressed to reveal a flight of steps down within the thickness of the wall. At the foot of the stair, some 20' down, is a room carved from the solid rock, once the crypt of the shrine. Lying to one side is Petrosian's abandoned pack.

The walls are carved: three have been defaced beyond recognition but a few sections echo the frescoes painted in the shrine. The fourth wall has harsh images of an entirely different style. It is titled in an arcane language (see notes on *Letters*), which translated might read 'The Evil/Enemy One/God(?) Dances With The Black/Dark Spirits'. In the centre of the carving is the image of a black sepulchre or temple, surmounted by a beacon of black fire: actually shards of a glittering black stone like jet.

If the fire gems are touched, they feel loose; in fact they can be removed. They are attached to the end of a wand or rod of some sort, engraved with golden symbols. Anyone holding it and looking at the image of the temple receives a tugging sensation. This will return every time they think of the temple, even after leaving the crypt. The rod is in fact a way of locating the Evil One's temple.

Petrosian's pack reveals little that the player characters did not know, except he appears to have become paranoid about some evil force developing in the barony and trying to overthrow the authorities - and perhaps spread beyond its borders. He notes in an unfinished letter that he does not trust anyone in the towns, and that he has been set upon twice, the second time only just escaping with his life. Another charm may be found in the pack.

If the characters are in the vicinity of the Monastery when darkness falls, you may have them encounter some minor form of undead, such as a ghoul or zombie. It should not be too difficult to overcome if they face it, but immediately after defeating it, everyone should make a *Spot Observe/Hidden/Perception* roll/check to see if they notice a pair of bats or night birds wheeling away and flying off in the direction of the ruined temple, 5.

The characters should be motivated to find the temple; if necessary add passages to Petrosian's unfinished letter detailing his belief that there is an evil cult centred at the temple of the crypt carving, and where he believes it to be. If they do not find and use the wand, they will take longer to find the temple and will have to risk a greater chance of encounters with wild beasts in the mountains.

Event Six: The Temple

No path leads to the Temple. It sits in a freezing hollow almost 9,500 feet up, 4,000 feet above the vale of Suceva, hidden at the head of a narrow U-shaped valley. There are only ruins here now, sharp edges of black stone marking the lines of walls and a teetering quarter of its once splendid dome. Within is a circular slab once used for sacrifices: they were burnt alive in a brass brazier.

Anyone stupid enough to repeat the words of the mad brother (see *Letter 8*) in this place will summon up the Evil One, who will try to either destroy the characters immediately or turn them to his purpose. If he seems to be failing, he will disappear after inflicting as much damage as possible (including making the rest of the temple crumble about their ears).

Behind the ruins of the temple a small, squat structure extends from the mountainside, partially buried by falling scree. Upon investigation, the outline of a door can be found in its otherwise smooth sides. Clearing away the stones allows the door to be opened - either prising it with some strong, narrow implement, or by saying 'Open' in the arcane language. There is no handle.

On the other side is a single room, unlit by window or lamp but smelling pungently of a noxious substance. Upon a pedestal is a brass thurible or censer, beside it a brass lectern upon which a heavy-bound book with brass clasps sits. The clasps are magically locked and cannot be opened. The room feels oppressive and all lights are only half as effective as normal in here.

If the thurible is lit (it is half-full), it will glow, lighting the room with a lurid violet. It will also cause the book to spring open, and a plume of smoke to gather over the thurible. Anyone with mediumistic, clairvoyant or divination talents, skills or abilities can see into the smoke. If they do so, the book will riffle through its pages to some blank ones and a quill will spring up from the binding for them to record what they see/hear/divine. Otherwise, if someone concentrates on a subject, the book will turn its pages to a relevant passage. The following should be somehow revealed to the party:

When the time of Stone comes and the clouds gather in the heavens shall come a leader of the Faith from the high retreat. He shall come with glory and enlightenment on the one hand, and with darkness and deceit on the other. He shall hold the balance of the world, and cast it down. He shall be the bringer of war and doom, and death will follow his skirts. For he shall be a worshipper of the murderer and insanity. This shall come to pass after the time of Ferrand in the place of Mirkal.

Despite being written in the arcane language, anyone holding the rod from Voronet can understand it as, of course, can any diviner. The Ferrand referred to is *WFRP*: the father of Emperor Karl-Franz I; *CoC*: Archduke Ferdinand of Austria-Hungary (this is the French form of the name); *MERP*: (S: from fēa-rand, 'wandering spirit'), apply this meaning how you wish, eg to the time when Sauron returns in the Third Age, or when the Nazgûl are seen abroad again. The place of Mirkal is obviously the Monastery of Mirkal the Brave. *WFRP/CoC*: Note that use of the divinatory procedure will lead to some small Sanity loss.



Event Seven: Return To Mirkal's Monastery

On leaving the chamber of prophecy described above (from which nothing can be removed without it immediately crumbling to dust) perceptive characters may notice a furtive figure. If they try and follow or sneak up to it, they will see someone in a cowed hood fleeing. The figure is obviously sure of its way and moves faster than the player characters can follow. This is Herisan, the Evil One's disciple at the Monastery. The PCs' task now is to return to the Monastery and unfrock the evil brother, whose identity they will have to discover for themselves.

Upon their return to the Monastery, they will have to first persuade Father Maynir that they are not demented, and that he really does have a renegade amongst his brothers. They may show him items from Petrosian, the black rod, etc. In addition, Herisan has grown worried about the mad brother and has had him killed, although Father Maynir believes he battered himself to death in a fit.

Next a test will have to be devised; this might be as simple as a spell to detect the presence of evil, or undergoing a strict devotion to the divinity worshipped in the shrine, or trick questioning (as with CoC's Psychology skill). Naturally, Herisan will not let himself be captured by this if at all possible, escaping to the Monastery's graveyard and luring the PCs after him. Make this after dark. . .

Herisan's true nature is revealed. She is a woman posing as a brother, and using her multifarious skills to seduce brothers and make them willing slaves. She has thus gained freedom of movement (to visit the ruins of the temple and speak with the Evil One) and power within the monastery, and is much relied on by Father Maynir (not one of her conquests). Naturally, the other brothers who do her bidding will confuse any tests the characters try to perform.

She has a fair range of clerical skills herself but, more importantly, has been given a *Staff of Necromancy* by the Evil One so that she can summon up and control various sorts of undead. If the player characters try and attack her, she will defend herself with as many nasty critters as you feel appropriate. Such a fight takes place at night, and the characters will get little help from the brothers (except perhaps Father Maynir) - indeed, those devoted to Herisan might frustrate attempts by the characters to reach her.

If the PCs are closing in on her, she will break the Staff, destroying herself and tearing a rent in the fabric of Space. To the characters, it appears that the air turns a tinted red, and a ghoulish visage leers out of the sky, hundreds of feet tall, directly over the shrine. If the characters remember what happened at Voronet, they should head for the crypt.

Event Eight: The Crypt

Father Maynir (if still alive) will admit that he hasn't been to the crypt for several years; nothing important is stored there except a few old records of the Monastery put there during a tidy of their library by his predecessor. If it is entered now (again through a secret door and a flight of carved stairs), the characters will be met by an icy blast.

This immediately starts to gnaw through them (reduce Initiative, CON, hits, etc as appropriate) unless a save (*Willpower/Channeling*) is made. It is at this point that the charms may be useful, aiding this and subsequent saves/checks. At the bottom of the steps is a sight to cause *Fear* (a difficult save here to cross the threshold of the crypt, and for CoC another Sanity Roll) - a personification of the Evil One.

Here in the confines of the underground chamber they must battle the Evil One using their wits and skills. The following things may affect its ability to manifest here: magic weapons, spells and incantations of banishment (or dispelling, annihilation etc.), the charms mentioned above, prayers or holy rituals (Father Maynir might be able to help) and so on. A few things will be distinctly hazardous, such as possession of the black rod from Voronet, which gives the Evil One total control over the possessor.

Meanwhile, the Evil One will be attacking the player characters with his icy blasts, illusory foes and terrible sights, trying to drive them insane. The crypt has been adapted for his purpose like the one at Voronet, with the scrolls and vellums cleared to make room for a small altarstone. The Evil One might be able to animate some of the scrolls made from cured animal skins (treat as a swarm). These will be easily destroyed by fire.

The aim of the characters should be to survive until they can force the Evil One back where he belongs. Once this is done, they might conclude they have done their task. But they should heed the words of Petrosian closely, for did he not mention the *Ring of Eternity*? This will preserve the Evil One for a later time, to rise again with new disciples, if they do not find and destroy him. And now is the time, for he will be weak. It should become clear that they have only defeated a manifestation of his made possible by the Staff's energy as released by Herisan.

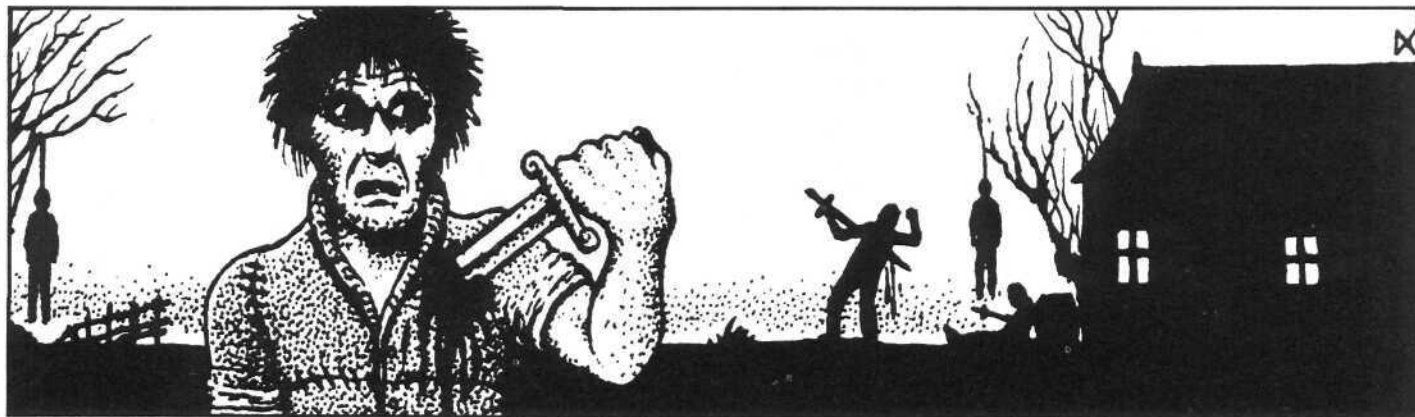
Event Nine: Grasp Eternity!

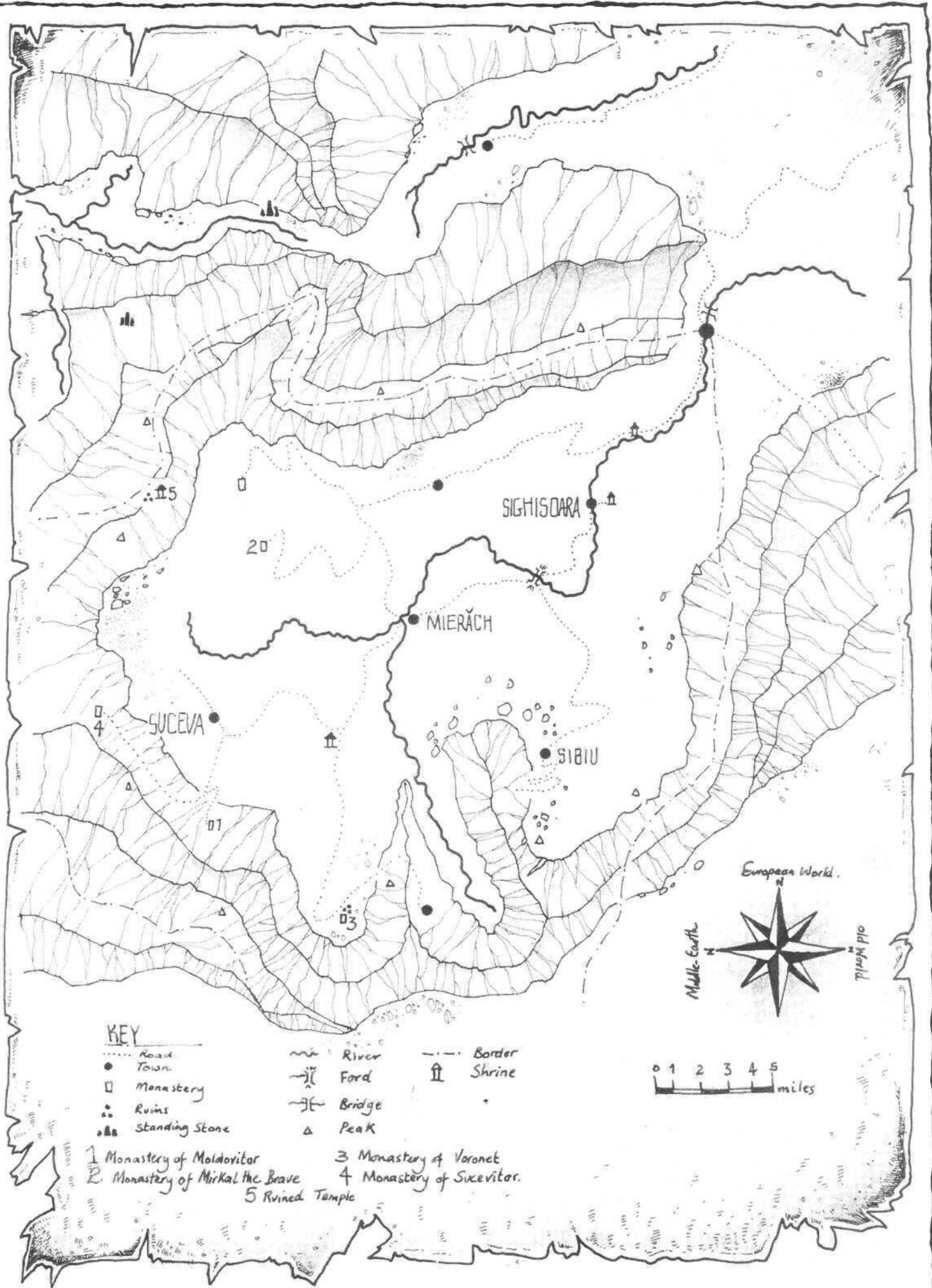
The Evil One has had his remains transported by Herisan to the shrine in Mieräch, the barony's capital. From there he has used a hypnotic influence to gain control of many people living there and tried to upset the rulers. Now his needy spirit calls upon his worshippers to regenerate his energy - by sacrificing their own. Naturally, this is so against the natural inclinations of most of the population that they are resisting the death wish covering the town. But a few are not strong enough and hurl themselves off buildings or onto knives. Some even slaughter their families first. The characters must act swiftly to prevent the Evil One from arising!

The shrine in Mieräch has no crypt but several stone tombs line the walls, and it is one of these they seek. Anyone making a *Willpower/Resistance* roll/check can force the black rod to locate its remains, otherwise it may be given away by townsfolk killing themselves upon it or clustering near to protect it, even though they unwittingly reveal its location. Some of the characters will have to stage a diversion to draw off any defenders whilst someone opens the tomb and removes the Ring from the hand of the Evil One. Naturally, it will take an extreme *Fear* check to do this, as it is even more hideous in reality than its apparitions and projections (and yes, it's time for another CoC SAN loss).

This practically ends the adventure. The townsfolk who have been influenced by the Evil One will be confused and dazed for some time after its destruction, but will not take any retributive action - indeed, they may even come to see the folly of their worship and thank the player characters for saving them from probable death.

The ruling authorities and the brothers of the Monasteries in the area may also give some gift to the party for helping rid the barony of this evil threat. In CoC there will also be a SAN gain for a successful conclusion to the adventure.





KEY

- Road
- Town
- Monastery
- .. Ruins
- ▲ Standing Stone
- ~~~~~ River
- |— Ford
- |— Bridge
- ▲ Peak
- Border
- ⌄ Shrine

- 1 Monastery of Moldovitor
- 2 Monastery of Mirkal the Brave
- 3 Monastery of Voronet
- 4 Monastery of Sucevitor
- 5 Ruined Temple

Non-Player Characters

The lack of strict structure in this adventure, and the fact that there are three different role playing systems with which this adventure can be used, means that many of the people or creatures encountered are not detailed here. Most systems have sources from which you can draw 'normal' or 'standard' statistics for such encounters. The descriptions in the text should serve as guidelines; remember that with these less notable encounters, you should be aiming to annoy the player characters and wear them down a little bit, rather than trying to finish them off.

Herisan

Herisan is a woman disguised as a man. She has been posing as one of the brothers of the Monastery of Mirkal the Brave for some years, and has gotten the confidence of Father Maynir as well as seducing a number of the weaker brethren. She knows the location of the ruined Temple used by the Evil One and has learned of her 'destiny': to become the leader of her religion and draw the world about her into confusion and death. She plans to do this for her true master, the Evil One, whom she perceives as a manifestation of a horrible god (use whichever seems appropriate if no other guidance is given).

Herisan is about 36. She stands 5'6" tall, and has short black hair after the nature of all the brothers. She has a very pleasant voice and manner, and will help the characters whilst actually confusing them wherever possible. She wears the traditional black, cowed robes of the Order and bears a staff occasionally; she also has a concealed dagger with her almost always.

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	44	4	3	9	58	1	41	45	56	41	59	53

Skills: Arcane Language- Magick, Charm (+10% Fel), Cryptography, Disguise, Divination, Identify Undead, Lightning Reflexes (+10% I), Luck, Magical Sense, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language- Classical, Seduction, Sixth Sense, Theology.

Careers: Initiate, Seer, Charlatan, Cleric Level I, Cleric Level II.

Magic Level: I

Power Level: 22, Cast Spells - Cleric I, Cast Spells - Cleric II

Special Trappings:

Staff of Necromancy - Has an energy reserve (as *Jewel of Power*) of twenty points usable for any of these spells:

- Summon Skeletons/Skeleton Champion
- Stop Instability
- Hand of Death

Dagger of Khaine - magic weapon with Poison Attack, +2 damage and Fear.

MERP

ST	AG	CO	IG	IT	PR	AP	Lvl	PP	OB	AT(DB)	Hits	MM
77	75	45	71	95	96	63	7	28	65da	No(5)	55	15

Animist, Lesser Dúnadan

Languages: Dunael 5, Westron, Sindarin 3, Morbeth 3

Spell Lists: Sound/Darkness Ways*, Surface Ways, Contaminations*, Bone/Muscle Harm*, Blood Harm*, Organ Harm*, Creations. (* indicates some spells on the list have the reverse effect of spells on a similar list in the rulebook, eg Contaminations=Purifications.)

Notable Skills: Base Spells +14, Directed Spells +34, Thrown Weapons +45, Acting +65, Use Items +57, Perception +55, Stalk/Hide +55, Seduction +50, Ride +42, Meditation +40, Read Runes +27.

Special Items: Dagger (+15 and x2 spell multiplier); Staff of Necromancy (summon up to 28 levels of skeletal undead (max level 7) per night).

No statistics are given for this being; you should not need them if the characters are careful enough to avoid a physical confrontation with it. The Evil One has great power in the spheres of illusion and terror, and also mind control/compulsion, although the latter is less effective against the player characters. Most of its power must be channelled through the *Ring of Eternity* which holds it half in this world and half in the next like a Wraith. Deprived of the Ring, it will wither and dissipate rapidly. It gets its power from the god it serves and also from its own worshippers. It is dedicated to the overthrow of lawful or good temporal and spiritual power in this world, replacing it with evil tyranny directed by itself and its master, through Herisan.

Father Maynir

Father Maynir is a venerable old man, with a shock of white hair and a forthright manner. He is capable in most situations, although not as fast or agile as he used to be, nor as used to manual work. The shock of discovering Herisan's true nature will probably put him out temporarily, leaving the PCs to attack her on their own. Otherwise he is a fighter! He is also well read and learned.

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	26	31	2	3	9	58	1	35	38	68	41	62	42

Skills: Etiquette, Heraldry, History, Linguistics, Meditate, Public Speaking, Read/Write, Rune Lore, Scroll Lore, Secret Language - Classical, Speak Slavic, Theology.

Careers: Scribe, Scholar (incom.), Initiate, Cleric Level I

Magic Level: I

Power Level: 10, Cast Spells - Cleric I

Special Trapping

Chain with Holy Symbol can cast *Stand Calm* once per day.

MERP

ST	AG	CO	IG	IT	PR	AP	Lvl	PP	OB	AT(DB)	Hits	MM
71	38	65	50	90	53	77	5	5	25ma	No(0)	33	10

Animist, Rural Man

Languages: Wes 5, Dunael 5, Sindarin 5, Adánaic 5, Quenya 5

Spell Lists: Protections, Surface Ways, Direct Channeling, Bone/Muscle Ways, Blood Ways.

Notable Skills: Base Spells +10; History +50, Perception +50, Holy Ritual +45, Use Items +45, Read Runes +35, Leadership/Influence +10.

Special Item: Chain with holy symbol, casts *Calm Song* 2/day.

Useful Sources

Other encounters can be taken from the following sources:

CoC: Third Edition Rules

WFRP: Rulebook - Beastmen (p216) and Goblins (p220-21) in the Forests; Boars (p233), Bears (p232) or Wolves (p247) in the wilder mountainlands of the Barony; Ghoul (p248-49) or Zombie (p251-52) at Voronet. For the rural folk of the Barony, use the standard Human profile (p222). Also useful will be the standard NPCs and military types found in **The Enemy Within** (handout sheets and p27-30).

MERP: Normal Middle-earth creatures can be found on p86 (Table ST-2) of the rulebook; for undead see *Erech & Paths of the Dead* p11 and 35 or *Dagorlad & the Dead Marshes* p10-11 - ghouls and skeletons are suitable.

Graeme Staplehurst

Situations Vacant

Alternative employment in Call of Cthulhu

by Robert C Avery and Phil Roe

Like the Lovecraft novels it stems from, *Call of Cthulhu* emphasizes the true horror of its fictional monstrosities by having such an apparent concern for the real. One of the ways in which the reality of the game setting is brought into focus is through the requirement that every investigator must have some source of income. In most cases, this means a job.

Whether this job be that of private eye or journalist, or an occupation such as 'gentleman' or debutante, the player must still organize his character's life around this base. "It may be necessary for you to stop those devil worshippers, Johnson, but not on company time, if you please!"

The selection of jobs given below are alternatives for potential investigators - with guidelines as to their suitability for the various CoC settings.

SHOP ASSISTANT

Starting skills

Accounting

Debate

Ride Bicycle

Bargain

Psychology (initial maximum 35)

Spot Hidden

plus one 'hobby' - which is any desired skill

Starting money: (d4 x \$1000) + 1000

Shop assistants are of two basic types: the stern, middle-aged floor manager; and the much younger, relatively inexperienced, mere assistant. Which type is chosen depends on the player, and the age of his or her character; the former is any age over twenty-nine!

Floor managers should act, in the main, very pompously: much like a certain Captain Peacock... They should be unbearably condescending to their social inferiors, and grovel without hesitation to those of superior status. Their knowledge will very often be very limited. Players should make a point of trying always to talk shop (if you'll excuse the pun). "I don't care if the building is on fire, this many-tentacled gentleman and I were just discussing a selection of summer jackets for his wardrobe!"

Younger shop assistants should make a point of being cheerily happy all day long. Their only worries should involve getting to work on time, and the way that "...that Mr. Blenkinthorp blamed me for his own clumsiness" and the like.

Players of shop assistants should try to get into character as much as possible, because otherwise the job can 'disappear' from the game. Don't be content with merely using your trade as a cash generator: make sure the other players appreciate the shop assistants of this world - an assistant at Harrods is no ordinary person!

Shop assistants can be used in any of the CoC settings, but work particularly well in *Cthulhu By Gaslight* or *Green & Pleasant Land*.

Keeper's Notes

The most important thing to note about shop assistants is that it should be almost impossible for them to take time off from work on any day but a Sunday. Naturally this makes investigating mysterious goings-on slightly difficult, especially since shop assistants should work from eight to eight in this period!

There are two possible solutions to this: the first is to have some other player, of a high social ranking, 'know' the owner of the shop where the assistant works, and be able to beg some time off for him or her, and explain when he or she is late etc. The second is to have shop assistant jobs readily available, and easily obtainable.

This way, whenever the assistant gets fired from one job - after the current adventure has finished - he can get another!

Otherwise, just make sure that a player appreciates the value of the job of shop assistant, and the responsibilities of the position.

GAMEKEEPER

Starting Skills

Camouflage

Climb

Hide

Shotgun

Sneak

Track

First Aid

Listen

Track

Botany or Zoology

Starting Money: (d4 x \$1000) + \$2000

Gamekeeper characters are probably best suited to *Green & Green Pleasant Land*, although some might have been 'exported' to America by trendy debutantes and the like.

Gamekeepers, like cowboys, tend to be masters of one particular environment. In this case, the environment is likely to be the Scottish Glen, or the salmon-packed reaches of an appropriate river. Outside of this environment, they should suffer the same sort of confusion as Cowboys, but perhaps not to such a great extent, because of their inherent 'down-to-earth' natures.

It should be remembered as well that the Gamekeeper was a much respected member of an estate's staff, and considered ultimately loyal to both the 'Laird' or 'Master' and his land. Outside the estate, the Gamekeeper would be sure of at least some measure of respect from the inhabitants of cities, even if only for his acknowledged expertise on country-side matters.

Keeper's Notes

Gamekeeper characters work best when the owner of the estate on which they work is another player. Otherwise, excuses to leave the home estate, and indeed the very reasons for doing so, might be difficult to find: "Just how many dying grandmothers do you have, Mellors..."

Although not a problem with a campaign setting, single-scenario Gamekeeper players should specify what sort of estate they work on. This gives everyone some idea of what they should or should not be able to do. For example, it is unreasonable for a Gamekeeper who is specified as being custodian of a stretch of river to be able to shear a sheep and vice versa.



CHAUFFEUR

Starting Skills

*Drive Automobile**

First Aid

Drive Carriage

Operate Heavy

*Machinery**

*Mechanical Repair**

Fists

Listen

Ride

1 'Hobby' (as above)

*Such skills may be somewhat limited in a *Cthulhu by Gaslight* setting.

Starting money: (d4 x \$1000) + \$1000

This 'job' is eminently suited for characters in any Cthulhu setting, especially where higher members of society are involved.

Chauffeurs come from a variety of backgrounds, and characters should reflect this. Players are free to choose the background of their chauffeur, but should remember that this background should fit in with Chauffeurs in general and, perhaps more importantly, his employer. It is, for example, extremely unlikely that a respected member of parliament would employ an ex-anarchist chauffeur.

When playing a chauffeur, remember that your pride and joy should be your car or carriage. If the former, you should be always cleaning and checking it for faults, and be prepared to put it before health and happiness. If the latter, you should treat your horses with respect and attention. Remember, at all times, that they are the source of your livelihood. Leather traces, bridles etc should also be carefully cleaned every day.

Chauffeurs were often expected to double as unofficial bodyguards as well. It might just be acceptable for the chauffeur to carry a firearm or sap in the car or carriage, for example. It would certainly be acceptable for him (for Chauffeurs were predominantly male) to use the aforementioned implement in the defence of his employer(s) and their associates.

Keeper's Notes

Once again, it is easier if the employer of the Chauffeur is one of the other players, although this difficulty can be got around by either having the NPC employer become ill (and thus not need his Chauffeur), or by the NPC employer 'loaning his driver' to a friend, such as a suitable player.

Whatever the case, the GM should remember that the Chauffeur is usually responsible for his carriage, be it driven by horses or horsepower. Any repairs necessary after accidents or the like could perhaps be deducted from wages?

The Chauffeurs of very rich employers might also be given the opportunity to learn/have 'Pilot Aircraft' skill, but obviously only in an appropriate time period.

'Drive on, Parker.'

'Yes, M'Lady.'

CONMAN

Starting skills

Accounting

Bargain

Credit Rating

Psychology

Law

Sneak

Any 2 from

Debate

Fast Talk

Oratory

Starting money: (d\$ x \$750) + Luck Roll for an additional \$1350

Suited for any Cthulhu setting, but especially cities and merchant banks!

There are basically two types of conman: the 'smiling cat' and the 'smotherer'. The former, as in 'never trust a smiling cat', is a very smooth sort of character, who worms his or her way into the confidences of his victims, and then slides out of the door with his ill-gotten, but legally swindled, gains. He knows that the law will now protect him from his victim's wrath and regret.

The smotherer, on the other hand, never stops talking, indeed shouting, about the benefits of the schemes he or she is proposing. Victims are usually just plain worn down - handling over their money or goods sometimes just to get rid of the conman.

Player characters may, of course, attempt to indulge in either form of swindle, but should pay attention to the following rules for a good con:

The con should be 'shady' rather than, say, outright fraud and the like;

It should involve a lot of money, as losing one's reputation over only a few dollars just isn't worth it;

Violence is a last resort - as murder carries a long con-free sentence...death; and

One's own well-being is more important than the success of any con!

It should be considered bad form to 'con' members of your own acquaintance (ie other players), but perfectly OK to mislead them as to your actual profession. Indeed, one of the prerequisites of the good con-man is to be able to assume different identities at will. Identities usually depend on voice or clothing changes, so actual disguise would not be used except in extreme cases, such as trying to con your own mother!

Keeper's Notes

During the playing of a campaign or scenario using a conman character, you should make sure that at least one opportunity for a successful scam appears. That way, the character is not just used by the players as a smooth-talking way around trouble, but exists in his own right, as well.

Conmen operate on the periphery of the law. However, they will co-operate with the police if it is to their own advantage. On the other hand, remember that informing is a very dangerous occupation... "Concrete overcoat, sir?"

Also, don't forget that the victims of past cons can come looking for (possibly illegal) revenge. An NPC from the past on the rampage is always interesting!

IMMIGRANT

Starting skills

Speak a foreign language (of choice)

Read/Write a foreign language (same language)

Fast Talk in a foreign language (same language)

Speak English

Bargain

Sneak

Pickpocket

Swim(!)

1 'Hobby' (as above)

Starting Money: d2 x \$1000,

Credit Rating of 0, No Savings.

This type of character is best suited to 1920's American Cthulhu, there are some possibilities for other settings (Irish/Eastern European/Jewish immigrants in *Cthulhu by Gaslight*).

Immigrant characters are assumed to have literally 'just stepped off the boat'. They should at the beginning of a campaign, be almost totally ignorant of local customs, even down to the basics of

language. They should have very little money, and be almost totally dependant on the worst of jobs or what they can steal for living expenses.

Native inhabitants are quite likely to feel some measure of resentment towards immigrants, and this could even extend to acts of violence and/or the odd lynching or two. Don't expect the police to believe anything you (attempt) to say unless substantiated by natives.

Despite the considerable statistical and environmental disadvantages of immigrant characters, they are great fun to play. Indulge the worst of your foreign accents as you drive the other players up the wall with your almost total inability to understand anything they say. Use your ignorance as an excuse to get out of all the really nasty jobs, and take full advantage of any opportunity to 'liberate' supplies. Be fanatically patriotic about both your country of origin and your current home. Carry a model of the Statue of Liberty close to your heart for quick reference in times of trouble!

Playtesting this 'job' was amusing, to say the least:

'OK, Leonardo, into the cave with you, and tell us what you find.'

'Qué?'

'Oh, not again! Leonardo...'

'Scuse, name not Leonardo but Leonardo.'

'OK, OK, Leonardo, will you get into that cave, and put my overcoat back, will you!'

'Qué?'

And so on! This character is a perfect 'sidekick', and should perhaps be taken under the wing of another character.

Keeper's Notes

It is important to fully take into account all the possible difficulties that could be encountered by the immigrant in his quest to carve a niche for himself in his new home.

For example, besides the above mentioned, don't forget that not all immigrants were desirable - and they could be re-shipped if necessary. Pass the immigrant has always been a favourite game of governments.

On the whole, though, don't make life too tough for immigrant characters, for they start off with enough worries as it is: no money, bad job prospects, and probably very few possessions. One way of compensating for this is to have immigrants meet up with communities from their place of origin, and to be able to live off them to a certain extent. The Chinese, for example, were quick to export their Tong and Triad gangs to America. Membership of either of these could bring much security to a little, lost immigrant.

MONK

Starting skills

Debate

Library Use

Oratory

Read/Write Latin

Speak Latin

History

Any 1 from
Anthropology
Archaeology
Botany

Starting money/Credit Rating: nil

Ideal for use with *Green & Pleasant Land*, the monk character is typified by the fictional ideal of monastery life.

Cassock-wearing, innocent of the world at large, and with a selflessness that can amaze, monks should act in a way consistent with their ideals, and those of their faith. Evil should be met with goodness, sinners with pity and understanding, and violence with forgiveness - most of the time ...

PC Monks must realize that worldly possessions are unnecessary trappings in the search for spiritual well-being: any money required must come from charitable resources. These sources can include the pockets of associates, or funds wrangled out of the Abbott by skilful argument.

Whether at work in the monastery rose garden, or carrying the word of the Lord into the most vile depths of depravity, monks believe. And belief is the strongest weapon of all...

Keeper's Notes

There are several important points to be noted about Monk PCs.

Firstly, there is the matter of their credit rating. Monks should begin, and indeed continue, the game with no or very little money. Money should be used almost solely for the purpose of day-to-day living - and that does not include a new cassock every month! Should a monk come into money, then it is reasonable to expect that this money is given to charities, although his own monastery may qualify as such.

The second point to make is that monks should have no dealings with people involved in immoral or illegal activities. This may include other players, so make sure that the monks in your game are not prepared to become 'corrupted' by associating with evil-doers for too long. If in doubt as to how a monk *should* behave (remember that it is up to the player to act in a 'monkish' way), just bring the situation down to basic good or bad, and punish those monks who opt for bad, casting them out from their monasteries until suitable penance has been performed, for example. That 'the ends justify the means' depends very much, for monks, on the qualities of those 'ends'!

Thirdly, monks should have no dealings whatsoever with magic of any kind. Magic is, for them, intrinsically evil in nature - and only the saintly can perform miracles.

Finally, monks should act at all times as fictional monks should: be the fictional ideal Friar Tuck, the monks from Umberto Eco's *The Name Of The Rose* (although from a few hundred years earlier), or Father Brown. Make sure that the benefits of being a monk, such as the implicit trust of those encountered, are properly paid for: matins and vespers are a good place to start!



COWBOY

Starting skills
Camouflage
Ride
Sneak
Track
Hide
Sing
Spot Hidden

Any 3 from
Pistol
Rifle
Fists
Throw Rope (ie lasso)
Throw Knife

Starting money: d4 x \$75

Once the great prairies were filled with herds of lowing cattle and their protectors: the hardy cowboys. Now, however, the cattle are being sold for beef, and the land being dug for oil or being used for building. Along with the disappearance of the great cattle herds, a steady stream of out-of-work cowhands flows into the grimy pit of the cities of the more urbanized Northern states of the USA.

Player character cowboys, or wranglers as they are more properly known, should be both short of money and city-smarts. They should be easily tricked out of their few hard-earned dollars by landlords and other unscrupulous traders. At the same time, however, their experience of the 'lawless West' makes them dangerous men to cross, especially when combined with their unique set of 'right or wrong' morals.

In a campaign setting, cowboys should drift between odd jobs in the cities, surviving on the poverty line at best: "and no, son, horses aren't allowed in your room overnight!"

Cowboy characters are most suitable for American CoC settings, but can fit into British CoC - imported as stable hands perhaps - and Australian settings, where they might very well be fugitives from the destruction of their natural environment, gone to an environment largely untouched by man.

Keeper's Notes

The idea is to make the player feel as out of place as possible in the urban environments of a lot of CoC games. The other players should appear very different, citified individuals. For example, PC Cowboys should want to carry weapons around with them all the time - don't let 'em! Make sure that every policeman they encounter decides to check the shady looking one in the funny clothes for possible arms.

At the same time, however, should the game stray into a setting more in tune with a cowboy's skills, for example farmland or the African setting of *Masks of Nyarlathotep*, then give the player as much help as possible. Here's his chance to get his own back on those city slickers who think he's such a yokel!

ACTOR/MANAGER

Starting Skills
Disguise (make-up/costume)
Oratory
Psychology
Sing

Fast Talk
Read/Write a foreign language
Speak a foreign language
Credit Rating

Starting money: (d6 x \$100) + \$250

This occupation is almost singularly suited to use with *Cthulhu by Gaslight*, as it describes a very specific trade.

In some Victorian theatres, the functions of owner, manager, producer, director and leading man were all filled by the so-called Actor/Manager. These formidable men ruled their establishments with a rod of iron, considering even the members of the cast as their property.

They generally moved in nouveau riche circles, which provides an ideal entry point into a campaign or scenario involving in particular the activities of fashionable secret societies such as the Theosophical Society and the Freemasons (*Cthulhu by Gaslight*, p32).

Actor/Managers should be very self-important, overbearing and dominating. However, they did cherish the social order, and favour keeping people well in their place - seeing themselves at the same time as possessing an elevated status. Despite this, however, they were not above arranging the occasional 'liason' between female cast members and rich gentry.

Such characters should possess an artistic temperament, and not miss an opportunity to exhibit their theatrical skills. Everything should be exaggerated ('Oh, it was simply wonderful, daah-lingst!'). As, for example, when faced by a ravaging Hound of Tindalos:

'To be or not to be, that is....'

'Stop quoting that rubbish you pompous old windbag. What was it, anyway?'

'Hamlet's suicide speech, my dear boy, rather appropriate in our current situation, eh?'

Keeper's Notes

Such characters will often seek to dominate a party, but this should cease to be a problem if the other players seize their opportunities to put down their 'artistic' companion.

Investigating will have to be fitted around the performance schedule of the Actor/Manager, although he may occasionally be 'resting' in between productions for short (or not so short) periods of time.

Actor/Managers may have access to the very highest levels of society, besides the chance to get their hands on a variety of useful and semi-useful theatrical equipment: including props and make-up. Such equipment should not be as strong as the real thing: rather important when the item in question is a stage sword or shield. Do not allow these advantages to undermine the campaign as a whole - for example, the necessary item may be required on stage that evening.

And finally, it is important to remember that, in the final analysis, when all is said and done, the final card is played, when chips are down, and the game is up...

The Show Must Go On! (and on, and on...)

A SITUATION FILLED...

As a final comment, it is important to note that the above job descriptions are only guidelines, and, like any other rules, no matter what the system, are less important to the game than what you want out of it. If you feel that the Immigrant deserves more skills, fine ... it's up to you. The important thing is to always retain game balance.



TRILOGY OF TERROR

Three Cases for Call of Cthulhu • By Keeper Graeme Davis

The Book

Players' Information

Gregory Hawthorne, the gossip columnist for a popular daily paper, contacts the investigators by telephone, clearly excited and wishing to show them something that has come into his possession. If one of the investigators is a journalist, he or she will be contacted as a colleague. If not, the investigators may be contacted as known authorities on occult matters. Hawthorne will say only that he is on the verge of 'something big', and will ask the investigators to visit him at this home, and to tell no-one that he has contacted them.

Keeper's Information

Hawthorne will not answer his door when the investigators call. If they look in at the windows, they will see that the house seems to have been quite thoroughly ransacked, and a *Spot Hidden* roll will reveal that an entry has been forced through the back door. Hawthorne's body lies severely mutilated in an upstairs room.

Two days later, the investigators will receive a letter from Messrs Jameson, Hall, Sykes and Jameson, Hawthorne's solicitors. The letter will invite the investigators to call at the firm's premises, where they might learn something to their advantage. At the solicitors' offices, they will be given a sealed package containing a handwritten book and a letter. The letter reads as follows:

I have instructed my solicitors to see that you get this book if I should die before our meeting. It came into my possession - I cannot say how - when I was working on a story about Sir Charles Barrington and some rather peculiar associates he keeps. I expected low life, possibly crime, but never this. My intention was to verify the manuscript with you before going ahead with the story, but now you must decide how best to proceed. Good luck, and be careful.'

The book is entitled *Liber Tenebrae*, and the first entry is dated 1666. The greater part of the book is in archaic English and requires a *Read English* roll to understand it perfectly. It chronicles the history of a cult worshipping Shub-Niggurath, and sets out various rituals and forms of worship.

Dated 1919 is an entry recording the induction of Charles Barrington, and the last few pages are written in his hand (this will be confirmed if a handwriting expert is consulted). The book is a minor Cthulhu Mythos source, as detailed below:

Liber Tenebrae: Cthulhu Mythos +4%, SAN - 1D6, spell mult x2
Spells: Call Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath

Sir Charles Barrington is a prominent member of Parliament, and there is potential here for a story that will ruin his political career.



The editor of Hawthorne's paper, the *Daily Graphic*, will allow the investigators to go through all Hawthorne's files, having been instructed to do so by another posthumous letter. Among various notes are several cuttings from the *Berkshire Mercury*, concerning themselves with the desecration of three churchyards in a small area of East Berkshire. In each case one grave was opened; the names of the occupants are given as Josiah Penrose, died 1755, Edward Smeed, died 1832, and Charles Morton, died 1904 (or if the keeper prefers, the investigators might have to visit the churchyards to find this out). If the book is consulted, these names will be found recorded as past masters of the cult.

As well as the cuttings, there is a torn and crumpled Ordnance Survey map with the three churchyards marked on it, a circle drawn around them and a place-name underlined roughly in the centre of the circle. The name

is Wanfield, and an *Idea* roll will recall the fact Barrington has a house near the village and is a prominent member of the golf club at nearby Sandy Hills.

There is also a scrap of paper bearing the scribbled note 'JS Sunn/dale Stn 8:15 Thurs'. If the *Berkshire Mercury* is consulted for the previous week, a successful *Library Use* roll will turn up a notice of the death of one John Smedley, of Wanfield, who was burned to death in his house on the previous Friday night. Smedley's name will be found in the book as a member of the cult.

Barrington and his followers are desperate to recover the book; they were responsible for the deaths of Smedley and Hawthorne, and they will be aware that Hawthorne's solicitors have contacted the investigators. Investigations in Wanfield may meet with some difficulties; the present members of the cult are listed in the book, but not their occupations. They include the village postmaster and the landlord of the Royal Oak, the local public house, and several other prominent members of the local population. The keeper should feel free to fill in the details, perhaps allowing a 25% chance that any adult questioned will be a cult member. The cultists will do everything in their power to recover the book and destroy any incriminating evidence.

Sir Charles Barrington

Barrington has been the head of the cult for almost two years, and besides the *Liber Tenebrae* he has several other minor Mythos sources at his home. The desecrations which attracted Hawthorne's attention were attempts to exhume the past masters for Resurrection. Barrington had found the spell in one of the books and wanted to learn from them. Of the three attempts so far, however, none has been successful.

STR 13 CON 10 SIZ 15 INT 14 POW 16
DEX 8 APP 11 SAN 0 EDU 16 Hit Pts 13

Skills: Cthulhu Mythos 45%, Occult 60%
Weapons: 12-bore shotgun 60%, knife 30%
Spells: Call Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath, Resurrection, Shriving

The Seance

Players' Information

Hermione Elsenham is something of a celebrity in the psychic world of the Home Counties, writing for popular magazines as well as a number of specialist publications, and even making occasional wireless broadcasts. She is in great demand for seances and psychic readings in well-to-do circles, reputedly charging up to £50 for an engagement.

The investigators are contacted by her agent, a Mr Edwin Robey. Some kind of mishap took place at a seance she held in the exclusive St George's Hill area of Weybridge, Surrey, a week ago. Miss Elsenham was subsequently admitted to St Peter's hospital in Chertsey before being transferred to the Holloway Sanatorium in nearby Virginia Water. Mr Robey has not been allowed to see her, and is worried about what might have happened; he has been able to find out nothing about the night of the seance.

Keeper's Information

Robey knows a little of occult matters (07%) through his association with Miss Elsenham, but can offer little real information. The client for whom the seance was held was a Mr Arthur Ferneyhaugh, a wealthy dilettante.

Investigators will be politely but firmly turned away from the Ferneyhaugh residence by the butler; Mr Ferneyhaugh has gone to the south of France, and is not expected back for some time. If the other servants can be interviewed, they might reluctantly reveal that the room in which the seance was held has been shut up. A clandestine reconnaissance from the shrubbery will show that a set of french windows on the ground floor has been boarded up, and on closer investigation a *Spot Hidden* roll will reveal that they were forced violently outwards. The servants were all given the evening off on the night of the seance, and cannot offer further information.

A list of the guests might be obtained with some difficulty from one of the servants; this will read like a short directory of the local social scene, but most of the guests will have suddenly gone away or will refuse to talk to the investigators. Successful use of both *Credit Rating* (to get past defensive butlers) and *Fast Talk* (to persuade the guests to open up) may yield some results, but it is clear that everyone is badly frightened and does not understand what happened. It seems that a short time after the seance started, Miss Elsenham screamed, 'No! Never! Get away!' There was a violent but noiseless explosion, which blew out the french windows and threw objects about the room like shrapnel. The guests fled, and returned a few moments later to find Miss Elsenham unconscious beneath a heavy oak table.

It may be possible to see Miss Elsenham, if one or more of the investigators has medical credentials. However, the Sanatorium do not welcome visitors, and will be most displeased if their patient is unnecessarily upset.

She is suffering from Catatonia, and has only occasional lucid moments. Any investigator attempting to talk to her must make a *Psychoanalysis* roll or half a *Luck* roll for every hour he or she spends; success indicates a fairly lucid interval of 1D10 minutes. Even while lucid, Miss Elsenham will appear confused and incoherent; she will talk of a strong presence and a voice which promised her marvellous and obscene things, and claim that a thing has been sent to torment her, feeding off her very soul. There is also a 10% chance that in her ramblings she will mention 'an Egyptian name... the Approved One'; a character familiar with Egyptology (*Archaeology* or *Read/Write Egyptian Hieroglyph* roll required) may realise that 'the Approved One' is a common suffix to Egyptian royal names, taking the form '...hotep' and generally preceded by the name of a god, such as Amon.

Miss Elsenham's seance resulted in accidental contact with Nyarlathotep. She refused his offer of knowledge and power in return for service, and he has sent a Hunting Horror to torment her. It only appears at night, when she is alone. As well as sapping her SAN with its appearance, it is draining her using the Power Drain spell (*Shadows of Yog-Sothoth*, p21, or *Fragments of Fear*, p16). If the investigators deduce the involvement of Nyarlathotep and/or attempt to interfere, there is a good chance that the Hunting Horror will turn on them; otherwise, it will continue to torment Miss Elsenham until she is dead or permanently insane. Needless to say, if the investigators decide to take any kind of action, they will find the Sanatorium authorities most obstructive.

Hermione Elsenham

STR 9 CON 8 SIZ 10 INT 13 POW 17 (currently 9)
DEX 10 APP 13 SAN 19 EDU 15 Hit Pts 9

Skills: Occult 85%, plus various others, not usable while insanity lasts.

Hunting Horror

STR 30 CON 12 SIZ 30 INT 16 POW 27 DEX 16
Hit Pts 21

Weapons: Bite 65% 1D6+3D6 Tail 90% grapple
Armour: 9 points hide, bullets cannot impale.
Spells: Contact Nyarlathotep, Power Drain, Shriving.
SAN: 0/1D10



A Capital Offence

Players' Information

Daily Record, Sept 17th...

BLACK MASS KILLER TO HANG

Coven Leader Walks Free

After a sensational trial, Clive Manners has been found guilty of the ritual murder of at least five persons, whose identity has not been established, in the Braylea coven case. Manners, 32, stood impassively in the dock as Lord Justice Haybury sentenced him to death by hanging.

The sentence was the culmination of a fourteen-day trial which has revealed astonishing and horrifying details of a series of rituals involving both animal and human sacrifice, which took place in and around the small Home Counties village of Braylea over the last two years. The main prosecution witness was Miss Edwina Moon, a member of the coven. She and several other coven members were remanded on several lesser charges and sentenced to varying amounts of imprisonment, and Miss Moon is to be held indefinitely in a secure mental institution, at her own request.

Perhaps the most sensational turn in the proceedings was the acquittal of Bentley Cornforth, the alleged head of the coven, on the grounds of insufficient evidence. Miss Moon broke down in court when Cornforth was called to the dock, and was unable to give evidence against him. The judge described the case as 'the most revolting and disturbing that I have ever been called upon to hear'.

Saturday Review, Sept 20th...

COVEN KILLER PREPARES TO DIE

Clive Manners, the Braylea coven murderer, waits impassively in the death cell at Brixton Prison, where he will be hanged at 7am on Monday. Sources within the prison report that he has refused to see a minister, but it is rumoured that he has been visited more than once by Bentley Cornforth, himself recently acquitted during the Braylea coven trial. It seems that Manners has named Cornforth as his next of kin, refusing to see his parents who are reported to be 'saddened but not surprised'. As the named next of kin, Cornforth cannot be denied the right to visit the condemned man. The prison authorities are said to have turned down a request by Manners to have Cornforth attend the hanging in the place of a minister.

Evening Post, Sept 22nd...

COVEN MURDERER HANGS

Strange scenes at Execution.

At 7 o'clock this morning, Braylea coven murderer Clive Manners was hanged. The impassive mask he had worn since the trial began was broken when prison officers went to his cell shortly after dawn. Manners had to be dragged to the gallows, screaming and raving. At one point he broke free and attacked one of the warders, screaming that Cornforth had bewitched him and accusing the warder of being the true murderer.

Daily Record, Sept 25th, Personal Columns

MISSING PERSON

Richard Briggs, a warder at Brixton prison. Last seen leaving the prison at about 11:30am, Monday September 22nd. Reward offered for any information. **Mrs Elizabeth Briggs, Box 427.**

Keeper's Information

The 'Braylea Coven' was a small Cthulhu Mythos cult worshipping Shub-Niggurath. They had sacrificed various tramps and stolen farm animals in order to consecrate an altar, but had not completed the operation when Edwina Moon lost her nerve and went to the Police.

When Cornforth visited Manners in the condemned cell for the last time, he took various enchanted items and other materials with him. Despite the authorities' refusal to allow Cornforth to serve at the execution, Manners still had the right to receive any last rites pertaining to his religion, and the governor of the prison reluctantly allowed Cornforth to bring various materials for this purpose. However, Cornforth overpowered the single warder who remained in the cell with them, and helped Manners to cast a Mind Transfer spell (*The Fungi From Yuggoth*, p28, or *Fragments of Fear*, p16), exchanging minds with the helpless warder. Manners then left the prison in the warder's body, leaving the warder's mind, in his own body, to be executed.

The investigators will start with only the press cuttings above, but they should be able to discover that Briggs was the warder who was in the cell with Manners and Cornforth and deduce what is going on. Cornforth's first move will probably be to track down Edwina Moon and punish her, but if the investigators are quick off the mark they should be able to get to her first and ensure her safety. No details are given here of the two cultists' abilities; the keeper should design their powers and any allies, bearing in mind the strength of the investigators.

Graeme Davis





SPIRIT OF THE MOUNTAIN

A mining company is prospecting on a site of possible historical interest. Graeme Davis asks the investigators to help assess the site's value.

INTRODUCTION

Plot Summary

Ghost Mountain is a Navajo sacred site in Arizona. The Indians there worshipped Cuifexcomec, the Spirit of the Mountain - actually a lesser Other God which occasionally came to bask in the power-flows created by the remains of prehuman activity on the summit.

In the eighteenth century, there were a number of Spanish-controlled gold mines in the area, including a small mine on Ghost Mountain itself. The conquered Navajo were forced to watch the desecration of their holy ground, until at last a medicine-man managed to summon Cuifexcomec to wipe clean the sacrilege.

Many lives were lost as Cuifexcomec rampaged through the mine. The authorities assumed the disaster to be a simple cave-in, and, ignoring the ravings of the few survivors, sent a replacement crew. This crew was also destroyed in an apparent cave-in, and stories of a Navajo curse on the Ghost Mountain mine began to filter back to the authorities. The second replacement crew was accompanied by soldiers, and more importantly, by a priest named Father Ramon Vargas, a heretic who had escaped burning by a matter of minutes when a Papal reprieve commuted his sentence to banishment to the New World. Father Vargas went into the mine alone, and there performed certain rituals and read certain incantations.

Nothing is chronicled about what happened in the mine as evening gave way to night and night to morning, but sunrise found the mine quiet and the workings choked with rubble. As work to clear the entrance began, the body of Father Vargas was found; there was no mark or wound upon the body, but his black hair had turned white and his features were frozen in an expression none could comfortably look upon.

Although the mine remained quiet, the crew could not be induced to clear the workings further, and a report was made by Captain Diaz, the military commander of the expedition, stating that the mine was geologically unstable and that the thin vein of gold was all but worked out.

Now, the Santa Esmeralda Mining Company has begun prospecting in the area with a view to re-assessing some of the old Spanish workings, and Ghost Mountain is one of the sites under investigation. No-one has any way of knowing that Cuifexcomec is still trapped beneath the mountain, weakened but not destroyed by Father Vargas' rituals; no-one, that is, except a Navajo medicine-man named Two Trees, who has set forth as his ancestor did to prevent or avenge desecration.

Running this Adventure

This adventure can be set in any time-period between about 1830 and 1930 with very little alteration; the keeper should not allow investigators to use equipment which had not been invented, such as automatic pistols, pump shotguns and revolvers with more than six chambers (in a 19th-century setting), but otherwise things changed little in the American southwest.

The keeper should read through the whole adventure carefully before running it. Especially in the later stages, several things will be happening at once, and if the keeper is not familiar with the planned actions of Two Trees and Cuifexcomec, play could be slowed down considerably by the constant need to stop and look things up.

Essentially, this scenario breaks down into three sections. Firstly there is the introductory section where the investigators hear of Ghost Mountain and are given the opportunity to conduct initial research. The second stage, the journey to Ghost Mountain itself, is assumed to be uneventful and has not been covered in any detail. The keeper may feel free to add further complications at this stage if desired, but should not make them too taxing as the investigators will have a tough time ahead. In the third and final stage, the investigators arrive on the site and things begin to happen. The first incident is the disappearance of two miners, and from then on the keeper should work to build up an atmosphere of tension and keep the players under pressure, first using Two Trees and the sand-dwellers in a deadly game of hide-and-seek round the mountain, and then with pressure on two fronts, Cuifexcomec begins to work its way free.

A SMALL MYSTERY

An Invitation

The investigator with the highest skill score(s) in *Archaeology* and/or *History* and/or *Anthropology* receives a printed card (Player Handout 1) announcing a public lecture by Dr Ellington Bowers, an old college acquaintance. The venue has been given on the player handout as Miskatonic University, but can be set anywhere to suit the campaign location. The keeper should bear in mind, however, that Miskatonic University has a copy of the *Necronomicon*, which may prove useful in conducting initial research.

A scrawled note on the back of the card carries a dinner invitation, and over dinner Dr Bowers will explain his 'small mystery' as follows:

'Well, I know you've been interested in esoteric cults and such for a while, and I was hoping you'd be able to help me out. There's a Navajo sacred site I've been asked to look into, name of Ghost Mountain. Test mining is about to start in an old Spanish working and I have to assess the historical importance of the site and the threat, if any, posed by the mining.'

'I've done all the preliminary bookwork, but I drew a complete blank on the site and the people who used it. I haven't even been able to find any living descendants. I did find one informant who was born about fifteen miles away - an old man in his nineties. He remembers being told as a child that if he didn't behave, the Ghost Mountain people would get him, but there were no Ghost Mountain people on his reservation or any other that I've been able to trace. He also told me a name - Cuifexcomec. He said it had something to do with Ghost Mountain, but he didn't know what it meant.'

'The name doesn't appear in any Navajo legend that I could find - it doesn't even sound Navajo to me. It's going off my area, but I'd say it sounded Olmec or Toltec - somewhere way south of Arizona, anyway.'

'Well, there it is - just about a complete blank apart from a name that doesn't fit. Could you see what you could turn up for me? If this Cuifexcomec is a god of some sort, he sure as hell isn't a Navajo god, and I've run out of places to look him up. Who knows, we might have a bunch of Olmecs moved into Arizona for some reason - now that would make a seminar to remember, eh?

'Anyway, I'll be around for a couple more days, as I've been asked to give a guest seminar to the Archaeology grad-school, and if you do manage to get hold of anything, I'd be much obliged to you.'

Research

There are three main directions for initial research, and further possibilities open out from there. Most of the more profitable possibilities are covered below.

Cuifexcomec: If the name is investigated, successful rolls in both *Archaeology* and *Library Use* will reveal that the name does not occur in any central American context. Although the name appears to be central American in character, it cannot intelligibly be translated from the Olmec, Toltec or Aztec languages, and it appears not to belong to this linguistic group.

A successful *Cthulhu Mythos* roll indicates that the name seems vaguely familiar, but cannot be placed. Characters who have read the *Necronomicon* will recall a similar name being mentioned therein - Khife Shomech in Arabic, Kipe Chomes in Greek and Quiphesomeque in English. If the investigators can gain access to a copy of the *Necronomicon*, they will find the relevant passage (Player Handout 2).

A character who makes a further *Library Use* roll after discovering this reference will, if working in the library of Miskatonic University, find a short paper by Prof Phileus Sadowsky, translated from the Bulgarian by William Hamblin. The paper presents some results

from Hamblin's efforts to piece together some of Prof Sadowsky's notes following the latter's untimely death, and refers to two previous papers, 'Notes on a Fragment of the *Necronomicon*', and 'Further Notes on the *Necronomicon*'. The relevant portion of this paper is given in Player Handout 3.

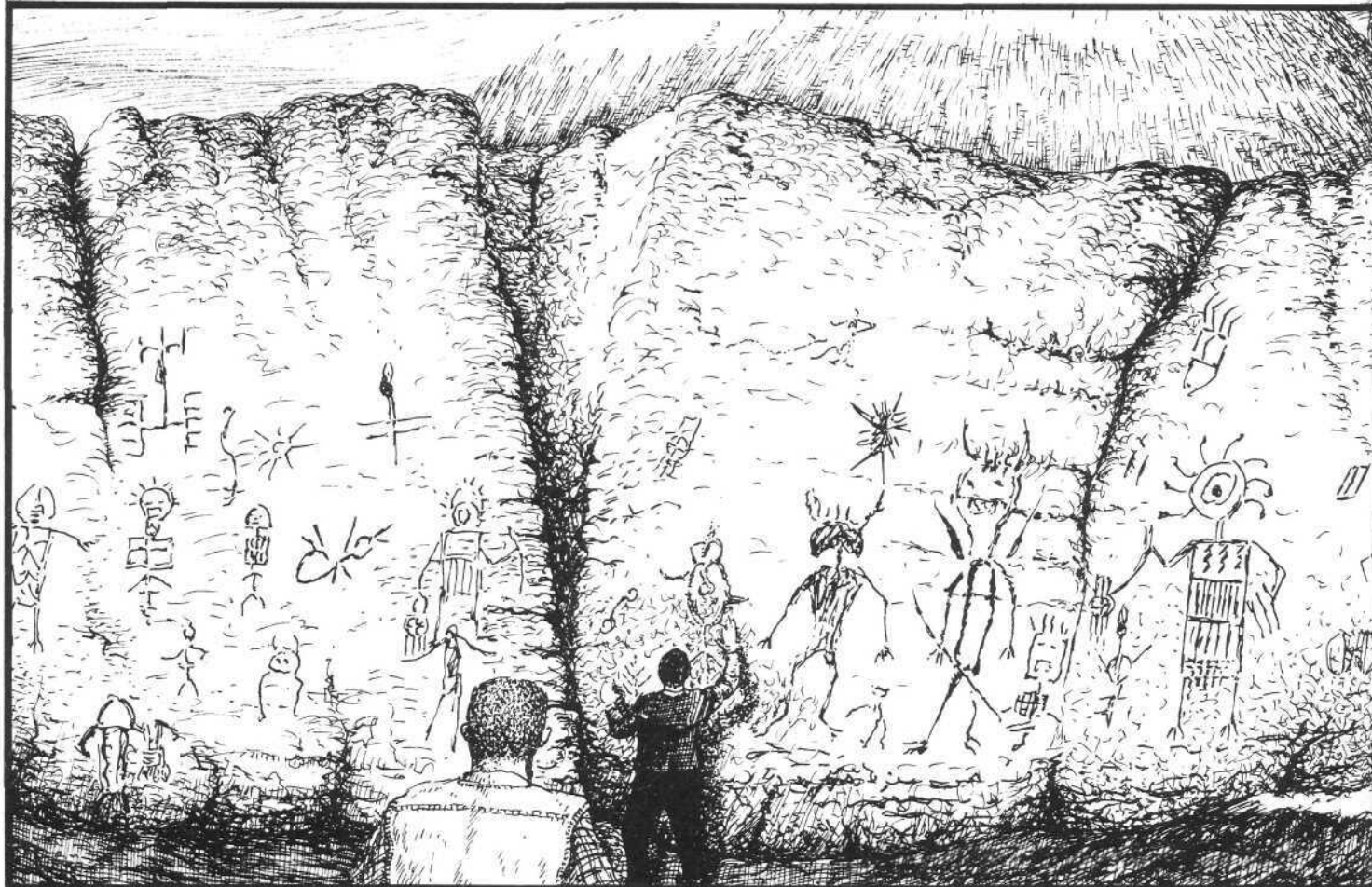
Ghost Mountain people: Attempts to find information about the Ghost Mountain people will draw a complete blank, as Dr Bowers had done. Similarly, no amount of research will be able to link the name Cuifexcomec with Navajo mythology.

Spanish Mining: If the history of Spanish activity in Arizona is researched, a successful *Library Use* roll will yield the information contained in Player Handout 4. Montespíritu is, of course, a Spanish form of the name Ghost Mountain; a character with *Read/Write Spanish* will realise this automatically, while other characters will require an EDUx5 roll.

Marston refers to a Spanish primary source, *Documentas Historicas de Californic y Arizona* by Ignacio Castiglione (Barcelona, 1874). A *Read Spanish* roll is necessary to extract each of the following items of information from the book:

- a) Montespíritu was mined for seven months, from October 1745 to April 1746.
- b) The crew was replaced twice; cave-ins were blamed for frequent loss of life.
- c) The third and final crew was accompanied by what amounted to a small military expedition; a detachment of twenty soldiers commanded by a Captain Carlos Diaz and accompanied by a priest, Father Ramon Vargas. This was in April 1746; the mine was examined and pronounced unsafe and practically worked out.

Father Ramon Vargas: A successful *Library Use* roll will uncover a number of references to a heretic priest by this name. Saved from



burning in Seville by a last-minute Papal reprieve, Vargas was banished to the New World; he was not defrocked, but was placed under a Papal injunction never to preach or conduct a mass. A *Luck* roll in addition to the *Library Use* roll will reveal that the date of his banishment is recorded as Sexagesima - a character with a background in any Christian church will know that this is in early February, otherwise an EDUx5 roll is needed.

Captain Carlos Diaz: No information will be uncovered about Captain Diaz, except a good but not exceptional military record.

Dr Bowers will be very excited by any information that the investigators uncover, and will invite them to return to Arizona with him. He has arranged to visit the site on his return, and would be glad to have the investigators along.

The rail journey to Arizona will be uneventful, and the investigators will have 24 hours in Phoenix to conduct further research and obtain equipment.

Further research will add practically nothing to the little that Dr Bowers has already discovered. A successful *Library Use* roll while researching Father Vargas will uncover a copy of a letter to the Governor of Arizona from his superior in Spain, dated February 16th, 1746. A *Read Spanish* roll is necessary to understand it; a translation is given in Player Handout 5.

GHOST MOUNTAIN

Players' Information

The site is two days' drive from Phoenix, much of it across country. By the 1920s part of the journey will be by road; there is no railroad running near the site.

Ghost Mountain is the highest of a series of eminences rising above the scrublands, and the mining camp has been established on a stretch of comparatively level ground around the mouth of the old Spanish workings. As the investigators arrive they will be met by Matt Palmerston, the site boss. He has been told by the mining company to expect a visit from Dr Bowers, and will greet the investigators politely if not enthusiastically. Once introductions have been made, he will say:

'It seems we're having a day for company. Just a couple of hours ago I had to run a crazy Indian off the site. I guess his interests are pretty much the same as yours, except that he wanted us all to pack up and go home before the great spirit of the mountain got mad and whupped us.'

Palmerston will give the investigators a guided tour of the camp, ending in the 'office' tent where he will show them a few Spanish relics found in clearing the workings - two copper coins, a boot-buckle, a few broken bottles, and a bent shovel. He will explain that at the moment the crew is just clearing the old workings and shoring them up so that he can assess whether it would be worth extending the mine further.

A tent has been prepared for Dr Bowers, and arrangements can be made to accommodate the other investigators. The rest of the day will be uneventful, and investigators may explore the mountain if they wish. Palmerston knows about the carvings (area 3), but has not found the burial caves (area 2).

Map Key

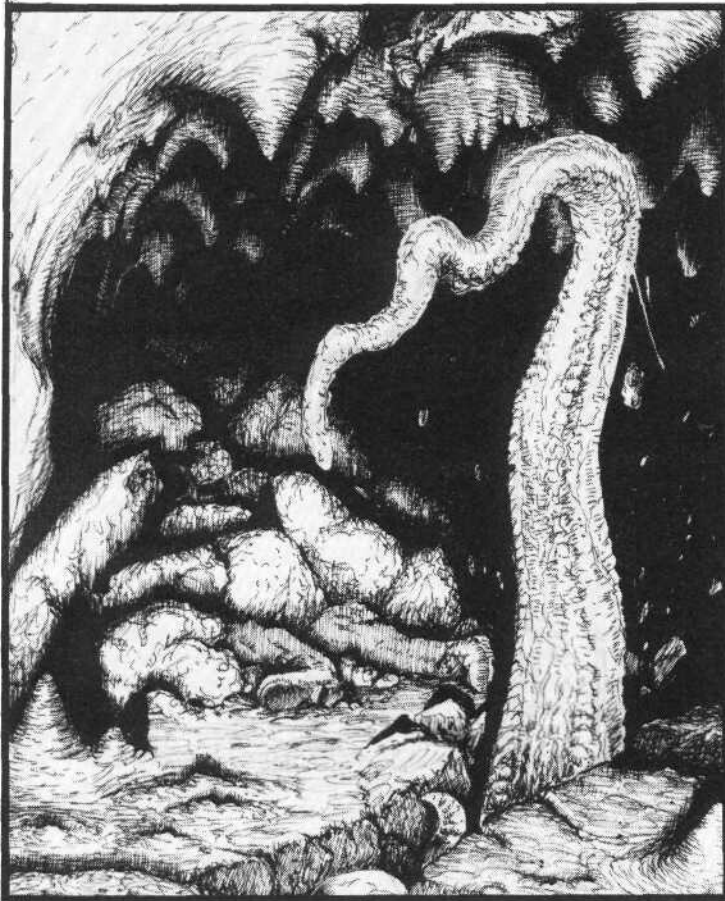
Area 1: The Mining Camp

1. Mine Workings - When the investigators arrive on site, the mine workings will have been cleared to the extent indicated on the plan. The tunnel into the workings is 5ft high, supported by beams and pit props every 10ft. It slopes downward at an angle of about 5°. The roof of the main workings is also 5ft high. 4+D4 miners will be in the workings during every work period (see *Timetable*), using picks, wedges and wheelbarrows to clear the rubble from the main chamber. Every hour there is a non-cumulative 2%

chance that some Spanish relic will be uncovered, similar to those already found.

2. Site Office - Palmerston sleeps and works in this large tent. In the 'office' portion are several files of documents relating to progress at Ghost Mountain and other sites. These are normally kept in a small strongbox unless he is working on them (40% chance during the daytime). Also in the strongbox are three small sacks of what looks like sand and rock fragments. A successful *Geology* roll will reveal that they are samples of partially refined gold, worth 20+2D10 dollars per sack. Under the bed is a small trunk containing a box of cheap cigars, two 30.06 rifles, a box of 100 revolver shells and a box of 50 rifle shells. Also under the bed is a small medical kit, including morphine and snakebite serum; there is enough of each for 10 doses.
3. Dynamite Shack - Wisely placed behind the spoilheap in case of mishaps, this 5ftx3ft wooden shack is padlocked, the key never leaving Palmerston's possession. Only one case of dynamite has been brought along for clearing major obstructions that cannot be removed by pick and shovel. The case contains 24 'half-sticks' which are smaller than the more powerful sticks used in quarrying; for game purposes, they can be treated as precisely half the strength of a stick of dynamite, as given in the Sourcebook. Also in the shack are a box of 10 blasting caps (necessary to set the dynamite off), a 50ft reel of fuse with a burning rate of 6 inches per second, and a five-gallon can of kerosene, used for the various kerosene lamps in the camp.
4. Tool Shack - All tools are stored here. The shack contains twelve picks, eight shovels, three 14-pound sledgehammers, a box of 20 iron wedges and three pairs of wedge tongs.
5. Corral - Palmerston's horse, and the three used for the two wagons are normally kept penned in here. 5a is a buckboard, used for supply runs. One miner takes the buckboard on the two-day round trip to the nearest town once a fortnight. 5b is a two-horse wagon, used for transporting equipment.
6. Cookhouse - This large three-sided tent is used for cooking, and the miners eat in the shade of the awning attached to it. An iron wood-burning stove sits under the awning, together with three improvised tables. Supplies are kept in a wooden crate at the back of the tent - it currently contains 2 dozen large cans of baked beans, 25 cans of corned beef, a large tub of coffee, partly used, and a tub of lard. Leaning against the crate is a 20-gauge double-barrelled shotgun, used for hunting fresh meat, and a box of 50 cartridges stands on top of the crate. In a barrel of water placed in the shadiest part of the tent is a large tin in a muslin bag. It contains 7lb of bacon and 3lb of cheese, separately wrapped and stored under water to keep them cool and away from flies. Various pots, pans and so on stand on a table in the middle of the tent, and from the central pole hang three rabbits, shot this morning.
7. Miners' Tents - The twelve miners sleep in these six ex-army two-man bivouacs. During the day the tents will be empty unless a man is sick or injured, and they will contain bedrolls and a few nondescript personal possessions.
8. Fire - This is kept smouldering during the day, and is sometimes used for smoking meat. At night it is stoked up to keep animals away. Tents for Dr Bowers and the investigators will be put up next to Palmerston's tent - he has two spare two-man tents, which can hold three at a pinch.





Timetable

The following timetable gives the pattern of an average day in the mining camp, given no disturbances; it will, of course, be completely overridden once the action starts.

5.30 Cook (one of the miners) rises
6.00 Breakfast
6.30 Work begins
10.00 Lunch
12.45 Work recommences
6.30 Work finishes
7.00 Evening meal
10.00 Lights out

Area 2: The Burial Caves

These caves have been used as a place of burial for centuries, and contain the desiccated, mummified bodies of generations of chiefs, medicine-men and great warriors. The bodies are set out in squatting positions around the walls of the caves, and have been preserved by the dry desert air.

The cave mouths were blocked with rubble after each interment to prevent disturbance by scavengers, but since Two Trees arrived on the site an entrance has been made where shown on the map, sufficiently wide to permit the passage of one person at a time. The blocked entrances are not obvious (*Spot Hidden* to find them from the outside), owing to the quantity of scree and rubble littering the slopes in that area.

Two Trees is using these caves for shelter on his mission. Since he is a medicine-man, and therefore ritually pure, his presence in the caves does not constitute sacrilege, but the intrusion of any other individual will constitute a great defilement, and Two Trees will

attempt to sacrifice at least one person in atonement. Two Trees may be found in here during the day, but the keeper should remember that he has high perception and stealth skills. He will probably hear any characters coming and slip away unnoticed to watch them from a distance, unless the intruders are deliberately approaching stealthily.

The caves are unlit, and the passages connecting them are three to four feet high and of similar width. If any of the mummified bodies are investigated, the keeper should roll a D6 for each. A score of 1-5 indicates that the body was that of a chief or warrior, while a score of 6 indicates that it was the body of a medicine-man.

The body of a chief or warrior will be decked on costume and jewellery worth \$11-20 (10+D10) to a collector or museum, and will have a stone-tipped spear, tomahawk or war flail (equal chance of each).

The body of medicine-man will have costume and jewellery worth \$2-12 (2D6), and a medicine bundle - a skin bag containing a strange and apparently random collection of objects of no value. A collector or museum might pay up to \$20 for a medicine bundle.

Every weapon examined has a 2% chance of being enchanted (and thus able to wound a servitor of the Other Gods). A spear has a 20% base chance and does 1D6+2 damage; it is capable of impaling. A tomahawk should be treated as a hatchet in all respects. A war flail, consisting of a stone sewn into a leather bag and attached by thongs to a wooden handle, has a 20% base chance and does 1D6+2 damage.

The properties of medicine bundles are discussed in the NPC description of Two Trees. Since they work only for the individual for whom they are prepared, those found in the caves will have no beneficial effect on characters who take them.

Area 3: The Carvings

On the steep, east-facing slopes of the mountain are several areas of rock carvings made by the Indians and dating back to their first use of the mountain as a sacred area. There are many apparently abstract symbols, but the predominant motif, with minor variations, is humanoid.

These carvings are sacred to the Indians, representing their ancestors in the caves; these surrogate forms stand forever on the mountainside to greet the dawn of each new day.

The investigators may not be aware of the significance of the carvings - in fact, present-day archaeologists are uncertain as to the meaning of many of the Indian rock carvings in the southwest; the explanation given here is just one of a number of theories, which happens to fit in with the broad outlines of this scenario. Any interference with the carvings will, of course, constitute sacrilege, and Two Trees will react accordingly.

Area 4: The Summit

The summit of Ghost Mountain is seemingly unremarkable, consisting of a flat, rock-strewn oval area measuring some 300 by 200 yards. There is nothing to indicate that it is a sacred area - indeed, it is the most holy place on the mountain - except a slightly heavy, oppressive air.

Although there are no obvious remains on the summit, the site was once part of an Old One city beneath a Precambrian ocean. An accidental residue of their activities remains in the form of several heavily eroded and natural-seeming rocks (shaded on plan) which were part of a power-transfer network using the earth's magnetic field.

Although very much reduced in their effects (if the rocks are examined closely, a successful *Geology* roll will reveal that they are very slightly metamorphosed, as if great heat had affected them over a prolonged period), the rocks still create a field of power-flows over much of the summit.

It was this field which first attracted Cuifexcomec, and it also gave the medicine-men of the Ghost Mountain people a source of extra POW for spellcasting. Any character who attempts to cast a spell

on the summit is entitled to make a POWx2 roll on percentile dice; success indicates that the spellcaster has succeeded in tapping some of the mountain's power, and Magic Point costs to the caster are halved. Two Trees automatically gains this advantage.

THINGS IN THE NIGHT

Players' Information

An uneventful day will give way to a peaceful night. All will be quiet until about 3 am, when the investigators will be awoken by a great commotion coming from the direction of the miners' tents.

As the investigators scramble out of their tents, they will find a great deal of confusion - miners are milling about, a few have broken into the tool shed and armed themselves with picks and torches, and Palmerston, revolver in hand, is trying to restore order.

When the commotion has died down to some extent, the following picture will emerge:

Part of the fence has been broken down, and one of the tents (tent *e* on the plan) has been broken into from the rear. The two miners sleeping in it have disappeared. Other miners will report having heard screams and the sounds of a struggle, but when they went to investigate there was nothing to be seen. A couple of the miners will claim to have seen movements in the shadows beyond the wire, but beyond the general impression of a humanoid shape, they could not be sure what was there.

The area between the tent and the gap in the fence has been trampled by the miners, but a successful *Track* roll made at a 20% penalty will identify several strange footprints, and a *Cthulhu Mythos* roll will give the impression that the strange tracks were made by a minor Mythos creature.

Keeper's Information

The two miners were taken by a group of sand-dwellers who had been contacted by Two Trees to help with his work. He has 'given' the sand-dwellers the inhabitants of the mining camp to feed on, in exchange for their help.

Any attempt to follow their tracks in the dark will require a *Track* roll made at a 40% penalty. The tracks will lead towards the summit, but about 200 yards from the camp four sand-dwellers have been left as a rearguard, to attack or confuse any pursuers. They will attack openly if not outnumbered, otherwise they will be content to harass and pick off stragglers. The keeper should select the rearguard at random from the sand-dwellers listed below.

After this incident, Palmerston will order an armed watch to be kept through the night until further notice, and will issue the watch with the two 30.06 rifles from his tent. A roster will be arranged among the miners; the investigators may volunteer, or they may make their own arrangements.

If any attempt is made to follow the sand-dwellers' tracks at sunrise, a *Track* roll will be required (at a 20% penalty because the tracks are not fresh). The tracks will lead off towards the summit, but will disappear as the thin sand gives way to scree and rock. There are numerous caves near the summit, and some are connected via a maze of passages to the sand-dwellers' underground colony. If any investigators attempt to explore the passages, the keeper should follow the procedure set out below.

If no precautions are taken to mark a route, the investigators will automatically become lost; otherwise, the investigators must roll INTx5 (based on the leader if there is one, otherwise on the highest INT in the group) to avoid becoming lost. Any investigator who realises that he/she is lost must make a SAN roll or lose 1 point of SAN. For each hour spent exploring the tunnels, there is a 20% chance of encountering ID4 sand-dwellers. In addition, the investigators must make a POWx2 roll every hour. Success indicates that the investigators have emerged from another cave mouth somewhere on Ghost Mountain or a neighbouring eminence.

A SEAL IS BROKEN

Players' Information

The miners are nervous after the events of the night, but Palmerston manages to calm them. He is convinced that the attack was engineered by rivals of the Santa Esmeralda Mining Company; he was warned to expect trouble when the reassessment project started. Work is resumed clearing the Spanish workings.

Towards mid-day, a shaft is found, leading down to a second level of workings. It takes the whole afternoon to clear it, and the bottom is reached about 25 feet below the level of the mine entrance. About 6 pm, Palmerston calls the investigators to the workings.

'There's some kind of chamber,' he says. 'It don't look natural for this kind of rock, but it's not Spanish work. I'd guess the shaft hit on it by accident as they were following the vein down. There are some things in there I'd like your opinion on.'

As the investigators reach the top of the shaft, however, there is a scream and a rumbling noise from below. A cloud of dust pours up the shaft, temporarily reducing visibility to zero within the workings, and as the dust settles, the bottom of the shaft is again choked with rubble.

Efforts are begun immediately to clear the rockfall and rescue the three men trapped on the other side. It is nearly midnight before the chamber is reached, and a grisly sight awaits the investigators. All three men are dead. Two were crushed by the rockfall, but the fate of the third is far, far worse. Literally smeared across the far wall are the remains of what was once a human being. All who witness the sight must make a SAN roll or lose ID4 SAN.

Part of an arm and hand are still recognisable - the hand grasps a mangled iron cross, about 6 inches high. Four similar crosses are





hammered into the floor of the cavern, on either side of a deep fissure which runs the length of the chamber. The hole from which the dead man must have taken the fifth is clearly visible. A *Geology* roll will confirm Palmerston's impression that the chamber is not natural, and a *Cthulhu Mythos* roll will reveal that the five crosses marked out the pattern of the Elder Sign. The pattern was disrupted when the cross was removed, and whatever it held in the fissure is now at least partially free.

Keeper's Information

This chamber saw the final battle between Father Vargas and Cuifexcomec. The crosses were laid out as part of an Elder Sign to seal Cuifexcomec in the fissure; the lamp which is sometimes depicted at the centre of the Elder Sign was represented by the Other God's own POW - Father Vargas used an immensely powerful version of the Elder Sign spell, which had the unique effect of weakening the prisoner to strengthen the barrier. Cuifexcomec was near death, and would have been drained of POW and destroyed in a matter of decades had the Elder Sign been left undisturbed.

When the cross was removed, Cuifexcomec sensed a loosening of its bonds. Blindly, it lashed out, killing the miner and causing the rockfall. It is exhausted after this effort, and still weak, but is trying to escape.

As the investigators watch, a pseudopod will reach up from the fissure, groping blindly across the floor. Feeling along the lines of force of the disrupted Elder Sign, Cuifexcomec will try to destroy the other crosses by smashing them. The keeper should determine randomly the order in which the crosses will be attacked; any character in a direct line between the centre of the fissure (marked x on the plan) and a cross being attacked, or within 10 feet of that cross, must make a *Dodge* roll or suffer 4D6 damage from the groping pseudopod.

Cuifexcomec must roll its normal attack percentage of 60% to destroy a cross. When all the crosses have been destroyed, Cuifexcomec will lay dormant, exhausted, for 1D6 x 10 minutes as it regains enough POW for its next move. It will not attempt to leave the fissure during this period, but will defend itself if attacked. If any spells are cast in the chamber (for example, an attempt to renew the Elder Sign), Cuifexcomec is permitted a POWx5 roll based on its reduced POW to become aware of the use of magic. It will automatically construe this as an attack, and retaliate.

During the dormant period, Cuifexcomec will regain 1 point of POW per 10 minutes. It will leave the fissure with the intention of moving up to the summit of the mountain, where it can feed off the power flows between the rocks.

MEANWHILE...

Keeper's Information

During the night, as the miners are struggling to clear the rockfall and reach their trapped comrades, and the rest of the action described in the last chapter is taking place, Two Trees will also be busy. Just before midnight, he will go to the summit, ordering his sand-dweller allies to throw a cordon around the area and let no-one through.

Precisely at midnight, he will begin to play his flute, casting the spell *Summon Servitor* of the Other Gods. Any character who is outside the mine will hear an unearthly music drifting down from the summit; after 3D10 minutes, the first flute will be joined by a second, and for a further D10 minutes the music will intertwine in a hideous and unnatural duet, with phrases, responses and unison chants that will cost any listener 1 point of SAN unless a SAN roll is made. Any characters heading for the summit to investigate will be attacked by 1D10 sand-dwellers, whose main tactic will be for one individual to lead intruders into an ambush as the others wait using the darkness and their natural *Hide* ability.

Thus, at some time between 12.05 and 12.40, the servitor will proceed to the mining camp, destroying everything in its path. It will then

enter the mine workings and go to the lower chamber, destroying any remaining crosses and ending the effect of the Elder Sign. If Cuifexcomec has already left the chamber, the servitor will go directly to meet it.

Piping encouragement, the servitor will escort Cuifexcomec to the summit, protecting it from any attacks. At the summit, Cuifexcomec will bask in the power-flows, while the servitor prevents any being (including Two Trees and the sand-dwellers) from coming within 200 yards, calling another servitor to help it if necessary. While in the power-flows, Cuifexcomec will regain 1D10 points per round, until its POW is completely replenished.

When Cuifexcomec has completely regained its lost POW, it and its servitor(s) will set out to destroy every living thing within a five mile radius of the summit. Then they will return to the summit, and tap the power-flows there to open a Gate to enable them to return to the space-time of the Other Gods. As the Gate opens, the summit of the mountain will be destroyed by a great gout of energy. The summit itself, and every living thing within 100 yards of it, will simply cease to exist, and blast damage will effect a 650 yard radius. Everything between 100 and 200 yards from the summit will take 10D10 blast damage, and damage is reduced by 1D10 every 50 yards thereafter; 8D10 at 250-300 yards, 7D10 at 300-350 yards, and so on to 1D10 at 600-650 yards. Characters behind cover, and those who have the presence of mind to throw themselves flat (*Dodge* roll required) will take only half damage from the explosion.

CONCLUSION

Keeper's Information

There are several ways in which this adventure can be brought to a satisfactory conclusion.

Firstly, the investigators might renew the Elder Sign before Cuifexcomec can escape, or they might try to create a Gate at the mouth of the fissure in the hope that Cuifexcomec will blunder through it and end up a long, long way away. Having done this, they would only have to worry about Two Trees, the sand-dwellers and the servitor.

Secondly, the investigators might summon a servitor themselves, and order it to take Cuifexcomec home. This is a riskier course of action, since Cuifexcomec will always try to control any servitor of which it becomes aware, and if successful will proceed as described above. Also, a servitor summoned by the investigators might come into conflict with that summoned by Two Trees; the investigators might then be faced with the spectacle of two servitors slugging it out on the mountainside while Cuifexcomec goes its own way.

Thirdly, the investigators might adopt a gung-ho approach and try to destroy Cuifexcomec and any servitors. This is probably the most dangerous course of all, and should usually end in a convincing and messy failure.

Dynamiting the fissure or otherwise trying to seal the mine might work, provided that Cuifexcomec can be reduced to zero HP and thus dispelled; otherwise it will ooze out of the rubble and proceed as described. The chances of a serious collapse, destroying the entire mine, are 4% per half-stick of dynamite used.

Neutralising Cuifexcomec and sending it back to the Other Gods' space-time or otherwise far away from earth will gain the investigators 1D20 SAN - note that this does not apply if the full chain of events described previously takes place and it leaves of its own accord. Temporarily neutralising it by replacing the Elder Sign on the fissure will regain the investigators only 1D10 SAN; there will always be the nagging awareness that the Elder Sign might be disrupted a second time.

If Two Trees can be prevented from summoning the servitor, the investigators will gain 1D10 SAN; the same amount will apply if the servitor is neutralised after being summoned. All normal SAN awards apply for defeating Mythos beings.

NPCS AND MONSTERS

Dr Ellington Bowers

STR 12	CON 14	SIZ 12	INT 15	POW 11
DEX 9	APP 15	SAN 55	EDU 18	Hit Points 13

Skills: Archaeology 65% (Navajo 95%), Credit Rating 60%, Speak Navajo 55%, Read/Write Spanish 70%, Speak Spanish 65%

Weapons: .38 Automatic 40%, Knife 30%

Notes: Dr Bowers is a southwesterner born and bred, and sometimes cultivates a 'cowboy' image to irritate toffee-nosed eastern academics. He is soft of speech and slow of movement, but decisive once he has weighed up all the factors and come to a decision. He is acknowledged as one of the greatest living authorities on the Navajo, and enjoys a position of trust with them. He will avoid desecration to a sacred site if possible.

Matt Palmerston

STR 14	CON 13	SIZ 15	INT 10	POW 13
DEX 13	APP 9	SAN 65	EDU 11	Hit Points 14

Skills: First Aid 60%, Geology 70%, Mechanical Repair 55%, Speak Spanish 70%, Spot Hidden 55%

Weapons: .45 Revolver 55%, 30.06 Rifle 30%, Knife 30%

Notes: Palmerston has been in prospecting and mining for more than half his 35 years, and the life seems to suit him. Despite his size, he is able to negotiate tight passages with surprising agility, and he knows how to deal with miners, earn their respect, and how to get the most out of them. He believes in leading from the front, and will take charge in any crisis. Friction may develop if anyone challenges his authority.

Two Trees

STR 13	CON 15	SIZ 10	INT 11	POW 16
DEX 12	APP 8	SAN 0	EDU 4	Hit Points 13

Skills: Camouflage 65%, Climb 80%, Cthulhu Mythos 60%, Hide 70%, Listen 85%, Move Quietly 80%, Spot Hidden 75%, Track 60%

Weapons: Knife 55%, Bow 40%, Tomahawk 40%

Spells: Contact Sand-Dweller, Summon/Bind Servitor of the Other Gods.

Notes: Two Trees will present an unnerving spectacle as he is wearing his full traditional dress and paint for his mission. All his weapons are of stone rather than metal, and have been ritually purified - as has Two Trees himself, so that he can walk on the sacred site without desecration.

His initial objective was to force the mining operation to leave, using the sand-dwellers and calling on a servitor of the Other Gods if necessary. After the chamber is discovered, however, he will realise that Cuifexcomec is in the mine, and change his tactics. As well as harassing the miners with the sand-dwellers, he will call a servitor to free Cuifexcomec and let the Other God take its own revenge. He is not aware that this will almost certainly result in his own death, but this knowledge would not deter him. Weeks of prayer and fasting have worked him up into a frenzy of hatred for the desecrators, and although he will not throw his life away without accomplishing his mission, he does not attach any importance to his own safety.

In addition to his weapons, Two Trees has an enchanted flute to allow him to cast the spell Summon Servitor of the Other Gods with +20% to the chance of success, and he also has a medicine bundle, a skin bag containing a collection of objects which are sacred to him personally, although they have no apparent value or significance to



anyone else. The medicine bundle offers him the following advantages:

- a) It can store Magic Points up to his normal Magic Point score; these must be replaced in the bundle when used.
- b) He can add his POW score to any attribute-based roll.
- c) He is allowed a POWx5 roll to reduce any damage from normal weapons by half.

The bundle is personal to Two Trees, and will confer no benefits on any other character. If any other character so much as touches the bundle, Two Trees must make a POWx5 roll (without the normal bonus conferred by the bundle) or it will have been rendered useless.

Miners

The following statistics are about average for the mining crew; there will be variations, but the difference will not be more than a couple of points.

STR 13	CON 12	SIZ 10	INT 8	POW 7
DEX 10	APP 7	SAN 35	EDU 5	Hit Points 11

Skills: Geology 20%, Mechanical Repair 30%, Speak English 20%, Read/Write Spanish 65%

Weapons: Knife 55%, Pick handle 30%

Cuifexcomec/Quifesomeque/Khife Shomech (Lesser Other God)

STR 46	CON 70	SIZ 68	INT 0	POW 8 (originally 70)
DEX 10	Hit Points 69			

Move 4. Armour nil

Weapons: Pseudopod 60%, 8D6 damage

Spells: Summon/Bind Servitor of the Other Gods

Servitor of the Other Gods, summoned by Two Trees

STR 16	CON 20	SIZ 20	INT 11	POW 19
DEX 19	Hit Points 20			

Move 7. Armour nil

Weapons: Tentacle 45%, 2D6 damage

Spells: Gate, Shriving, Summon Servitor of the Other Gods

Notes: immune to normal weapons, regenerates 3HP/round.

Sand-Dwellers

Two Trees has fifteen sand-dwellers working with him. They have different characteristics, but their movement and attacks are identical, as are their armour and skills. Typical characteristics are given below. The keeper may feel free to modify scores for individual sand-dwellers. SAN loss for seeing a sand-dweller is 1D6 unless a SAN roll succeeds.

STR 10	CON 13	SIZ 11	INT 11	POW 5
DEX 13	Hit Points 12			

Move 8. Armour 3 point hide

Skills: Hide 60%, Spot Hidden 50%

Weapons: Claw (2 per round) 30%, damage 1D6+1D6

Spells: none

Sand-dwellers can attack with both claws in one round. They prefer to attack from ambush.

ANIMALS

As well as the Mythos creatures featured in this adventure, the keeper may like to plague the investigators further with some of the wildlife of the area. Some sample statistics are given below.

Coyote

STR 2D6	CON 3D6	SIZ D6+1	POW 2D6	DEX 2D6+6
Move 12.	Average HP 8			

Weapons: Bite 30%, D6 damage

Notes: Coyotes run in packs of 2D6. They are scavengers, and will avoid fighting unless cornered. Their howling at night can be unnerving.

Poisonous Spider

All characteristics are 1, no armour, 1HP

Weapons: Bite 20%, no damage, poison potency 2D6

Notes: Heavy clothing will prevent a spider from biting successfully. The poison will cause the affected area to become painful and inflamed for (20 - victim's CON) hours; penalties to DEX and some skills may be in order.

Rattlesnake

STR 1D6	CON 2D6+6	SIZ 1D6	POW 2D6	DEX 2D6+6
Move 6.	Average HP 8			

Weapons: Bite 40%, 1 HP damage, poison potency = snake's CON

Scorpion

All characteristics are 1, no armour, 1HP

Weapons: Sting 20%, no damage, poison potency 2D6

Notes: Heavy clothing will protect against a scorpion sting, but reports from various parts of the world suggest that scorpions have a tendency to explore tents, piles of clothing, and so on at night, leading to an unpleasant and possibly fatal surprise for the unwary next day. Not all scorpion venom is fatal to humans - it is suggested the poison check is carried out twice, two failures indicating death, and one indicating that the area stung is merely swollen and inflamed.

Vulture

STR 2D6 CON 2D6 SIZ 2D6 POW 2D6 DEX 1D6+6
Move 4/12 flying. Average HP 7

Weapons: Claw (2), 45%, damage 1D6, Beak 40%, damage 1D4

Notes: Vultures are scavengers, and will rarely fight anything human sized or larger. If a beak attack impales, the victim must make a Dodge roll; failure indicates that an eye has been lost, and the attack causes only one point of damage, while success indicates that the attack causes normal damage only (no impaling damage). All attacks on a bird in flight are made at half the normal attack percentage.

Spirit of the Mountain Players' Handouts

Players' Handout 1

New England Association for American studies
Department of Anthropology, Miskatonic Univ.,
Arkham, Mass.

THE NAVAJO

Recent Advances in their
Archaeology and Ethnohistory

Dr. Ellington Bowers
South-western Antiquaries Associaton

Locksley Hall, Church St., Arkham
7.30pm, May 7th 1923

Members of the public are welcome.

Hand written on the back:

My dear.....,

Made it to your part of the world at last. Please attend if you can (dinner beforehand?) - I have a small mystery which might interest you.

E.

Players' Handout 2

...and those who dare to take HIM as their guide beyond the Gateway, and those others who are there; even these may be found by the searcher, even those Dancers in Darkness, and even unto Shibboleth, Abolynas and Khife Shomech, even they be found, it is written, by him who knows, by him who dares...

- The Necronomicon

Players' Handout 3

...Khife Shomech, like a good many other names, seems to be a composite, formed by the corruption of two names, probably Khephri and Shamash. Khephri, the Egyptian deity, is symbolised by the scarab, the beetle which was supposed to push the sun across the heavens. Shamash, on the other hand, hails from Mesopotamia, and as well as being a sun-god was also, like the Greek Apollo, a god of soothsayers and a granter of oracles. The name seems to be an extended allegory rather than a direct identification of the three entities involved, and the name might tentatively be interpreted as 'he who pushes (guides, compels), the giver of light (knowledge)'. If this interpretation is correct, the name would appear to be a reference to Azathoth, based, as the name Azathoth itself, upon the relationship between that entity and Nyarlathotep.

However, certain factors seem to contradict this. The context in which the name appears implies a separate being, as does the use of a separate name at all. It is possible, of course, that some negative-dualism or concurrent-avatar concept lies behind this, but on the face of it, we seem to have here a separate entity, linked to Azathoth but distinct from it, and not one of the well-attested 'Dancers in Darkness'.

- The Necronomicon: Some Further Observations

Dr Phileus Sadowsky (trans William Hamblin)

Players' Handout 4

....A number of gold-mines were opened by the Spanish in the middle part of the eighteenth century; some were successful, others less so. Conditions were primitive and often dangerous - one mine, Montespiritu in Arizona, received three replacement crews within a few months owing to disastrous cave-ins.

- Marston, The Spanish South-West
San Francisco, 1909

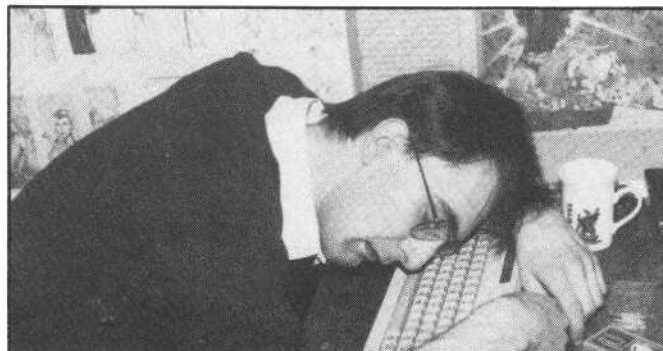
Players' Handout 5

Extract from a letter from Cardinal Vasquez, San Francisco, to Captain Diaz.

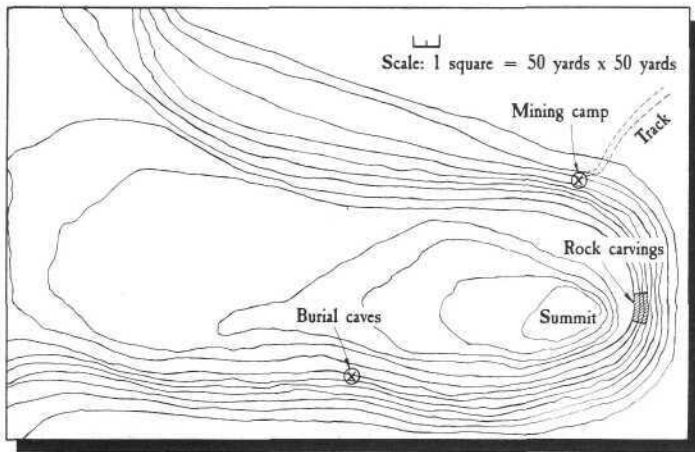
....The heretic Vargas is sent to us to deal with the Montespiritu problem. Give him anything he might require for this work, but do not allow him to preach or hold any manner of service. I personally absolve you and all your men from the sin of association with this man.

Vasquez.

Graeme Davis

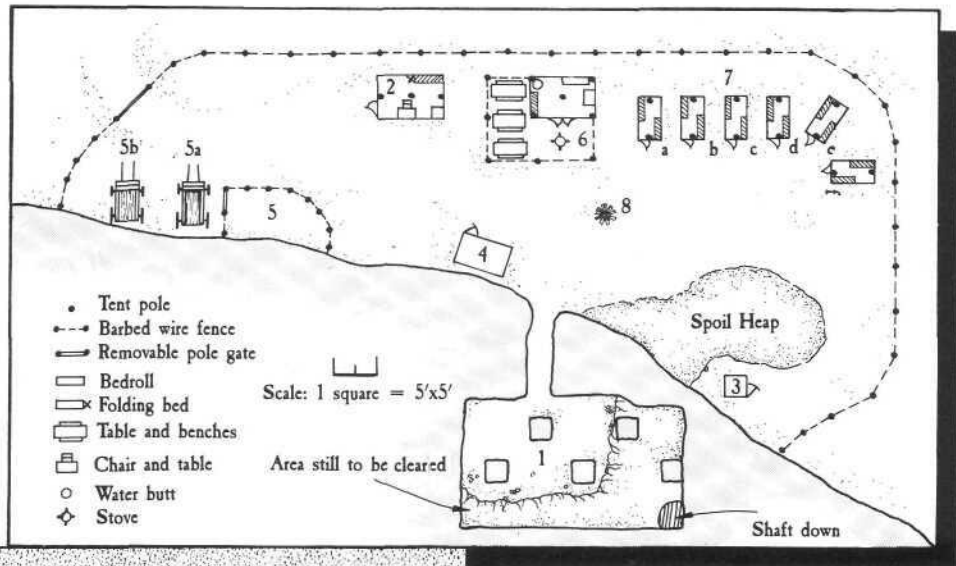


MAP 1: THE MOUNTAIN

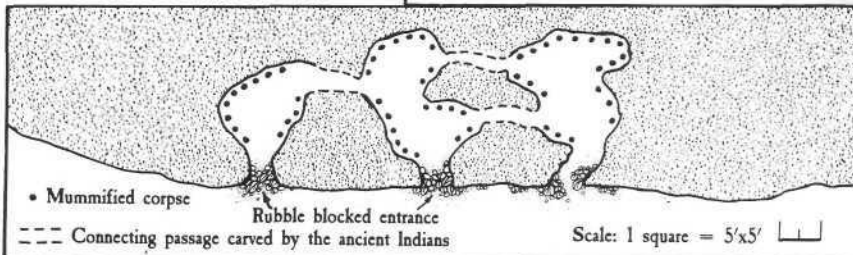


Contours are at 100 foot intervals

MAP 2: THE MINING CAMP

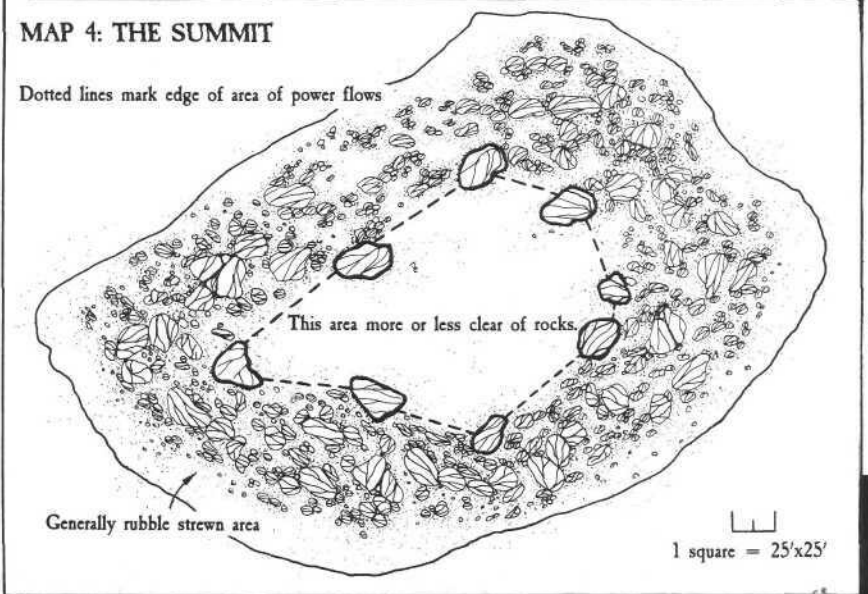


MAP 3: THE BURIAL CAVES

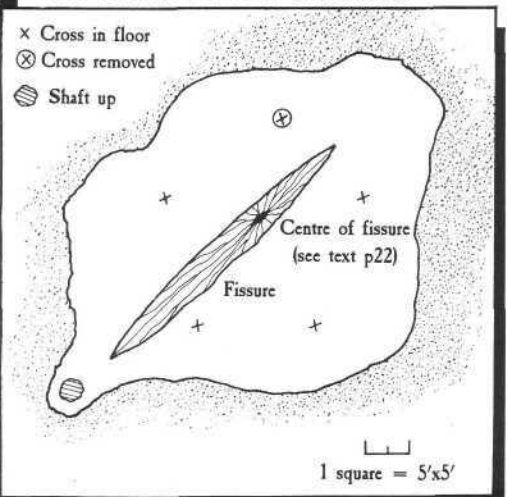


MAP 4: THE SUMMIT

Dotted lines mark edge of area of power flows



MAP 5: THE LOWER CHAMBER



White Dwarf Magazine

Call Of Cthulhu Omnibus

This is EVERY Call of Cthulhu scenario/article/etc. ever printed in White Dwarf Magazine, in one omnibus edition!

All images were scanned at 300DPI at greyscale, unless the page featured colour, then it was of course scanned in colour!

Two pages were originally white on back and hard to read, I've changed them to black on white and they look fine now (can you spot them?).

All work done by PaZZa, the pdf is unprotected, so do as you wish with it, including remove this page if you don't like it :(

This pdf is quite large (226meg), I did try distilling it (43meg) however the quality of the text deteriorated very much, potential OCR'ers had no chance for starters!:(

This was produced because the material is out of print by at least a decade, and even if people tried to purchase them, they probably couldn't. please do not charge for this archive

I've left the original White Dwarf page numbers intact, if a page appears to be missing (eg 32,33,35,36) then there was an advertisement page, nothing is missing!

By issue 90 WD was a hard glued spine, that made scanning very hard, but I think I've bluffed it ok!

COC D20 is an abomination. Request - please release more non-D20 COC material please!

I have White Dwarf Magazines issues 01-165, but some very early ones are missing (02-09 I THINK - unchecked!). I can supply articles if you're really, really, really desperate, I do not have the time to scan them all, (or even a whole magazine) or I would, also the article requested won't be done immediately, but will be added to the list of "to do"!

Tip: Take the lid off your scanner, it saves a little time (but don't stare at the bulb, lol)!

You can always find me on #bw-rpg!

Contents and what issue they came from

No coc material before #42

- 42) Now: Part 1: Skills and Weapons
- 43) Now: Part 2: Mini Scenario Outlines
- 50) Watchers of Walberwick: adventure
- 56) Last Log: scenario
- 60) Bleeding Stone of Iphtah: scenario
- 62) Crawling Chaos: new monsters
- 63) Draw the Blinds on Yesterday: modern day adventure
- 64) Bearers of the Mark: column
- 66) Once Risen, Twice Shy: column
- 66) Horse of the Invisible: scenario
- 67) Hunters of the Dark: Ghosts, a non-mythos adversary
- 68) Free the Spirit: column
- 69) Surrey Enigma: scenario
- 70) Price is Right: price list
- 71) Cults of the Dark Gods: source material
- 72) Fear of Flying: Scenario
- 72) Recommended Reading: dread books
- 73) Cults of the Dark Gods 2: text source
- 74) Gentlemen and Players: guide to creating British investigators
- 75) Heart of the Dark: scenario
- 77) Cars That Ate Sanity: 1920s car chases
- 79) Ghost Jackal Kill: Scenario
- 81) Ancient & Modern: mixed scenario
- 83) Then Everything Went Black: optional rule
- 86) Curse of the Bone: Scenario
- 87) With a Pinch of Salt: Zombies
- 88) Paddington Horror: Scenario
- 89) Be Afraid, Be Very Afraid: Phobias
- 91) Ghosties & Ghoulies & Squid: Cthulhu Mythos
- 91) A Hard Act To Follow: Public Order for British Campaigns
- 93) Letters From A Foreign Land: adventure
- 94) Situations Vacant: alternative employment
- 97) Trilogy of Terror: 3 Cases
- 99) Spirit of the Mountain: Scenario

no coc material after #99