CALL OF CTHULHU OMNIBUS
Every Call Of Cthulhu Article & Scenario... Ever!
Call of Cthulhu is set in the cozy 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 game's 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 10, FORTH 20, COBOL 10. He wishes to attempt to gain access to a system operating FORTRAN, 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 Cefefax 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 if 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 x 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 moutainous area. The referees rules that these are unusual conditions. Castle rolls 25 for skill, a failure, but then rolls 22, under DEX x 2, to avoid 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) without a 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, 15% 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 combat skill. So skill ranks prior to careers follow: Engineer: Chemistry or Geology (15), 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.)

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

3. Disposable launcher, no guidance system. Uses shaped charges for impaling explosive penetration. Weapon is carried in a pack, unfolds, fired, Lahner discarded. Wire or laser guided, used by trained personnel only.

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 a character if 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.

Nuclear Weapons

<table>
<thead>
<tr>
<th>Power</th>
<th>Total Damage</th>
<th>Blast Damage</th>
<th>Secondary Damage</th>
<th>Fallout Damage</th>
</tr>
</thead>
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<tr>
<td>1Kt</td>
<td>100 points</td>
<td>50 pounds</td>
<td>10 pounds</td>
<td>1 mile</td>
</tr>
<tr>
<td>5Kt</td>
<td>1000 pounds</td>
<td>500 pounds</td>
<td>100 pounds</td>
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<tr>
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<td>100Mt</td>
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<td>1,000,000 pounds</td>
<td>75,000 miles</td>
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<tr>
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<td>100,000,000 pounds</td>
<td>50,000,000 pounds</td>
<td>10,000,000 pounds</td>
<td>750,000 miles</td>
</tr>
</tbody>
</table>

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.

Secondary is the radius within which structures and people take significant damage (from shockwaves, falling rubble, flying shrapnel, ground zero, etc.) and 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-lined bunker) the referee may wish to modify these results.

An additional possibility referees should consider is that the announced 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.

Notes

1. Fired as automatic weapons (see Sourcebook for the 1920's).
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's activities are 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 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 thinking 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 pages, 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 rooms, 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.

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 included in 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-seat 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 deduct 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 white slime, amongst which are the pulv...
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 impedimentia 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 so frightened that he has not spoken to a living soul. I believe his wife Margaret, apart time bar man and two local women who act as cook and chamber maid.

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 the coast and left it to his two sons who had both left it untended. They had rented a 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 polysteel 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 brausquely ask the player's business. She will let them in and disappear into her private chambers and 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 8th December 1892. 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 role will reveal that the creature was about 5/2 feet tall. Closer examination requiring a sample and 1/2 man day tests with microscope and chemistry skills will conclude that this rare 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 FREERES 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 at Blyth. Blyth.

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, parishioner 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 terrible encounter with the Deep Ones in 1892. The Deep Ones were 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.'

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3. Couch 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 adequately lit. Most of the rooms have ensuite bathrooms. The staff consist of his wife Margaret, a part time bar man and two local women who act as cook and chamber maid.

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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 everything 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. P-
8. Matthew Steddon House. Matthew Steddon is Reggie's nephew. He
thinks his uncle is raving mad, but looks after him as best 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
will get him to stay away from the caverns to prove they aren't malevolent.

9. Mrs Kebbels Shop. In the midst of boring trivial gossip Mrs
Kebbels 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 near the bank - I don't know what they are.

In the midst of boring trivial gossip Mrs Kebbel will tell the following:

1. That he is related to Colonel Swann's wife's family. His wife was,
unremarkable. See Reggie's Story and his stats for further
details.

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 he suspect that they are interested in the caverns. 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 path from Hoist
Covern 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
would not speak to the investigators. He will approach the
investigators. There is a person who will speak about him and he will
keep his face downwards revealing the scabrous marks on his neck.
Anyone getting a glimpse of his face will have to save versus sanity or
lose 1d6 SAN. He is suffering from advanced stages of Deep One
transformation. He will attempt to persuade the investigators to
confess Reggie's screw up. He will fight them if they do not agree. He will
fight them if they will fight him. He will attempt to escape if they
will not fight him.

13. Bulchamp 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.

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 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 tarrying for a year and until the creatures are felled, they
will be deserted.

Concluding the Scenario
The investigators should succeed if they can obtain positive proof
of the nature of the Deep Ones. This could mean the capture, death
or, of a Deep One, or perhaps a photograph. If the investigators
go too far up a blind alley then a direct mention that R Krieg 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
outsiders. I will be free to write in the appropriate 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.
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 adventure requires little work to adapt to most popular SF RPGs. In our experience, the less the players know about the system the Lovecraft mythos the more rewarding it is for them. Setting the scenario requires little work to adapt Call of Cthulhu.

**GENERAL INTRODUCTION**

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**THE PLAYERS**

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<thead>
<tr>
<th>Crew of the Freighter</th>
<th>SS Thatcher</th>
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<tr>
<td><strong>Talos Berik</strong></td>
<td><strong>AGE: 44</strong></td>
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<tr>
<td><strong>STR: 13; CON: 16; SIZ: 10; INT: 12; POW: 14; DEX: 15; CHA: 14; EDU: 7; SAN: 80</strong></td>
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<td><strong>Hit Points: 13</strong></td>
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<td><strong>Skills:</strong> First Aid 50% , Listen 60% , Spot Hidden 75% , Track 70% , Mech Repair 55% , Camouflage 70% , Hide 80% , Move Quietly 85% , Fast Talk 50% , Throw 90% , Weapons: 1d6 damage per round, 2d8 damage, 75%, 8BPs; Bowie Knife 90%, 1d6 damage (1 in each boot), 15BPs.</td>
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<td><strong>Profile:</strong> 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 planning to retire at the end of the year. Physically Talos remains capable but the responsibilities of work have aged him prematurely. Years of solitude on routes to missions have resulted in a tense, easily excitible 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.</td>
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<td><strong>Keeper Only Notes:</strong> 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 build his best to construct a reasonable mistrust between Talos and the rest of the characters. Talos' secret should not be revealed to the player of the character.</td>
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**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 hold down the patient and unwilling to put herself in any physical danger. Although obviously intimidated by security, Delia will speak out against harsh attempts to deal with matters medical. A former mortician with the Transtec Cryogenic Division she remains ever calm with the impersonal sympathy 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). |

**Roger Needham**

**AGE: 49**

**STR: 12; 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 damage, 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) 60%.

**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 willing to stand and fight. If attacked they will return fire 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: 45%**

**Weapons:** Talons, 40%, 1d6+2d6. Bite, 80%, Blood drain.

**Profile:** Read section on Star Vampires in rulebook for attack details. SAN loss for a successful hit. This hideous servitor is automatic summoned 1d6 hours after any individual breaks the warding created by...
to use shrivelling spells to its POW limit before prefers to rip-up its victims.

Jem Briggs – The Sniper
ST: 14; CON: 15; SIZ: 14; INT: 7;
POW: 9; DEX: 18; 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%, Chthulhu Mythos
25%, Kick 30%.
Notes: Briggs is the last remaining survivor of the first expedition. Constantly on the run from both rebels and tribesman, 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 and attempt to rend all with no significant levels of toxicity.

THE LAST LOG
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4. The Ship’s Boat
The entrance is splattered with blood. Neither has the ground.

5. Temple
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 covered with blood. E. The tent appears to have been inhabited by the technicians Cohen and Ross.

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 hand from a dangled to the ground. A broken glass 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 chained to the frame. B. The initial cause of death appears to have been blood loss. A closer examination will reveal a large gash 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.

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

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 inward. Only one of its four doors appears open and it is only an awkwardly balanced on the rocks and lowering oneself down into the entrance.
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 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. Reestablish 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 plot 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. They must decide on how 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 warping circle around the temple is broken (simply by crossing it) the summoning of the Star Vampire will begin. Briggs’ attempt to stop the party would be to issue the same commands but in a voice more 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 moving straight for the base camp. They will arrive in 3 minutes time. If the radar is not manned then give the characters 20 seconds to react before the ATV bursts onto the scene without stopping. The rebels will make an attempt to shoot the Star Vampire. 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 in the hangar area. If fired on, it will instantly be destroyed in a shivering 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 correctly detecting that the 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 their demonic 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 survi-
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 roleplayers, 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 rehabit 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 the 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
Jerusalem.

those unaccustomed to the chaos of heat are quite overpowering, especially to numerous niches. The noise, smoke and soldiers have encamped against the bar, obvious that some of the city's less respecta-network of tables. The bar itself is a strange smoky confines of the bar it will become

LOTTO'S BAR

Lotto's.

offer, Lakey will march them off to friend of his, who, he claims, is a great art Keeper's Notes

the exhibition. After a few minutes he will examine his actions will realise his attention then move onto the subject of the exhibition. The mysterious stranger continues to loiter until the party decide to leave. Once outside the small admirer will

Lakey

he wear a soiled white 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 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 crowded amongst the small network of tables. The bar itself is a strange mix of old city and new European. Beads and silk mix with martins and suits. A few soldiers have encamped against the bar, whilst locals huddle 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 on to the subject of the exhibition. Any players with archaeological skill will recognize that his knowledge of the subject is rather less developed that he implies. Despite this he will tell the party of his own 'dabblings' in the 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 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 excusation, 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 show them 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 provided 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 supply transport and supplies, and will leave 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 varies widely, from whole encyclopaedias to modern works of fiction.

2. The Colonial Office is responsible for administration. The Foreign Office is the foreign policy in the Middle East. All too frequently this has led to interdepartmental friction. Investigators would 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 gagging emanating from some of the adjoining bedrooms, their purpose seems less than respectable! 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 himself 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 historic 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: 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 once located, the players are given the 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 dwindles as he discovers the purpose of this unexpected visit. He greets Lakey tersely and directs the unloading of supplies.
Lakey carefully carries a small brown box the unloading of the truck will notice that entering his tent unless authorised, an unlikely them loiter around the camp when not helping Foster. They will not allow players to enter his tent, obviously exhausted, followed a few minutes later by Lakey. At around 12.40 Foster emerges, apparently energized, 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 realize that Lotto is. 

KEY TO CAMPSITE

Guests' Tent
Supplies Tent
Foster's Tent
Servants' Tent

‘THE DIG SITE’

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. 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 Professor’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 energized, 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 realize that Lotto is.

THE NICHE

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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 energized, 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 realize that Lotto is.

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

2. If the players intercept the professor whilst in the tent, he will baffle 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 Arab servants 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, encyclopedia and maps, to newspapers, photographs and cheap novels. All are well thumbed.

3. The well is less than 6 feet deep, and at its edge a small crawl-through opening, about two feet night. The walls, ceiling 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, it is 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 and colourless. The stone sits neatly in a shallow cup, recessed into the stone.

Removing the stone from its cup requires little effort.

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 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 the correct stone 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. It they succumb to doing so, it is likely that the players who commit suicide.

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 Gascogne.

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.

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. Here, I have to invent not only the mystery they have presented with, but also the limbs it is to precede. This sense of anticipation, and of the dreadful inevitable ending common to many adventures lends the game a quite extraordinary atmosphere. As a result, a much more effort than usual needs to be put into the creation of a plausible background.

The 'Soun'book For the 1920's which comes with the game is adequate as far it does, but there is more that could be useful, for different time periods. The forthcoming British sourcepack, Green and Pleasant Land, will cover many areas; I am preparing 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 philosophers, and ancient 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 independent 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 cultists; with their weird rituals, secret initiation rites, and cult artifacts, they can be very interesting, and useful too.

**BOKRUG (Lesser Independent Race)**

| STR: | 3d6+6 |
| CON: | 3d6 |
| SIZ: | 3d6+6 |
| INT: | 3d6+6 |
| POW: | 2d6+6 |
| DEX: | 3d6 |

**Bokrug**

- **Move:**
  - Claw: (2d6), 55%
  - Touch: Paralysis (see below), 75%
- **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 repulsive. - Beneath The Moors, by Brian Lumley.

**Notes:**

- 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 a city of stones in the ancient land of Muar, and its sister city Ih'yib, beneath what is now the Yorkshire Moors in northern England. Bokrug 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 the older creatures. Thuun'ha are mute, communicating via a limited form of telepathy. Even the spawning young can transmit emotions by this method.

- The Thuun'ha worship the image of Bokrug the Water Lizard. They came to Earth with their gods, and built 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.

**THUUN'HA (Lesser Servitor Race)**

| STR: | 2d6 |
| CON: | 3d6 |
| SIZ: | 1d6+3 |
| INT: | 2d6+3 |
| POW: | 3d6 |
| DEX: | 2d6+6 |

**Thuun'ha**

- **Move:**
  - Claw: (1d6), 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 fiably hanging, waddled and strangely tapering, furred sars ... hideous! - Beneath The Moors, by Brian Lumley.

**Notes:**

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- The 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, unorganised Cults could be found, and the large 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 sharp lurch, followed by a change of engine note. The stewardess comes 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 window 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 with a SAN loss. The exact cause 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 Chthuga 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 of Earth, and it is attacking anything it encounters. However, the warp has not been noted by Ariadne Kyrios, a passenger on the aircraft who is something like a last surviving cultist. A Ariadne (a member of a race sometimes misnamed the Medusae).

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<table>
<thead>
<tr>
<th>Gorgons (Medusean)</th>
<th>Characteristics</th>
<th>Average</th>
<th>Ariadne</th>
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<tbody>
<tr>
<td>STR</td>
<td>4d6</td>
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<tr>
<td>CON</td>
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<tr>
<td>SIZ</td>
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<tr>
<td>EDU</td>
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<td>DEX</td>
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<td>21</td>
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<tr>
<td>AP</td>
<td>3d6 + 10</td>
<td>20-21</td>
<td>24</td>
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<tr>
<td>EDU</td>
<td>3d6 + 10</td>
<td>20-21</td>
<td>24</td>
</tr>
<tr>
<td>Hit points</td>
<td></td>
<td>16</td>
<td>18</td>
</tr>
</tbody>
</table>

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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. Ten minutes after the crash 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. The maximum effect possible on a single victim is 3d6+35.
3. Psychic abilities: Clairvoyance, psychometry (divination from maps) and dowsering. All cost one magic point per usage.
4. Regeneration, one hit point of magic point expended.
5. Spells: Variable. 20% chance of gate, elder sign, forswear sign, 10% chance of any 3 spells of summoning or binding. (Ariadne will be aware of the spell, and can cast it, within 20%.)

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Gorgons

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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, but made in a classic early Greek style. They are expensive but were used to obtain the cultists, but not to affect metal detectors).

---

When the plane lands all the passengers are taken to the terminal building and questioned by the police. During the interview all characters make two Spot Hidden rolls. If the second roll (at -15%) 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 26 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 anyone if they have any further information. By this time everyone knows that the aircraft has travelled through time. Investigators who don'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. The woman then buys or steals other equipment as needed.

Each passenger is given a check-up. If the check-up is successful the charge is raised. If the charge is raised, the investigators are shown the video again, just as she was before. The video is released, and the 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.'
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:

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 disappeared, appearing vanishing into thin air. Several later sightings followed a similar pattern. Police bulldozed around, but the injuries of the children were identical to those of the attacked animals.

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

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 on the creature, which disappeared apparently vanishing into thin air. Several later sightings followed a similar pattern. Police bulldozed around, but the injuries of the children were identical to those of the attacked animals.

Tonight the police are treating the case as murder, but are 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 experienced 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 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 are occupied by reporters. The landlord is prepared to provide camping facilities for two Sergeants, and a Superintendent. All should be generated with professional skills including combat skills, and not firearms skills, and are equipped with trousers (nightsticks), handcuffs, radios, whistles, and torches. There are three police cars, all carrying radios. Equipment in the church hall includes combat ski Ms, but not firearms skills, and are equipped with trousers (nightsticks), handcuffs, radios, whistles, and torches.

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 Palms and Potters (7,8). Police will be generated with professional skills including combat skills, and not firearms skills, and are equipped with trousers (nightsticks), handcuffs, radios, whistles, and torches. There are three police cars, all carrying radios. Equipment in the church hall includes combat ski Ms, but no firearms skills, and are equipped with trousers (nightsticks), handcuffs, radios, whistles, and torches.

1: The church is a 1300'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 ST 12, SIZ 12, and CON of 10 or more. At least 100 points of professional skills including combat skills, but not firearms skills, and are equipped with trousers (nightsticks), handcuffs, radios, whistles, and torches. There are three police cars, all carrying radios.

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2: The pub is modern and uncomfortable, but offers the only guest accommodation in the village. Three police cars are parked outside the door, and two of the constables are occupied by reporters. The landlord is prepared to provide camping facilities for two Sergeants, and a Superintendent. All should be generated with professional skills including combat skills, and not firearms skills, and are equipped with trousers (nightsticks), handcuffs, radios, whistles, and torches. There are three police cars, all carrying radios.

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3: The school is under police observation. Strangers approaching the building will be stopped and questioned. Investigators will be brought to the church hall for prolonged questioning after such encounters with the police.
The library (open 10am-5pm) is probably the best place for further investigation. Records include local newspapers, 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.

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- In 1876 Southwell's Farm was burnt to the ground by a mob, but 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.
- In 1975 a religious commune, the Temple of Light and Truth, bought Thompson's Farm. The local newspaper reported rumours that the Temple of Light and Truth was mining for dimensional travel abilities. The Tempa is running roughly underneath the farm. This is an obsidian knife at the time. The stone was broken up and used for construction.
- Most of the attacks on farm animals were within a mile of the village. The Palmers and Potters despise the reporters and thrill-seekers who continually interrupt their grief. Corey resents intruders, and will see them off his land with black dog Alice at his side.
- 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 and nothing is found. However, a report will be sent to County Police headquarters, and logged onto the police computer net. Police investigating the case find traces of a magical signature, but are unable to identify a watcher. Four plain-clothes police 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.
- Anyone approaching the stone feels a slight chill. Those within 25' of the standing stone will appear before it. Corey approaches the stone to examine it, and questions the villagers who have discovered the obsidian knife at the time. They will probably believe him, but will be unable to identify a watcher. Four plain-clothes police arrive after 2-3 minutes, and arrest everyone involved in the fracas.
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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.

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ACT 6: DRAWING CONCLUSIONS

Now the investigators should suspect that a local farm is a base for Cultists. However, there are several possibilities. The investigators must first consider the possibility that the police are a Cult. If these possibilities are taken 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 ley lines, feeding magical energy to the Cultists. However, the team has already discovered this stone is under the influence of 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 farm 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 macerobic foods and medicines. The farm includes several greenhouses. Two hundred and fifty members of the commune live in the farm, surrounded by tomatoes. The 25 members of the commune live in a bar, and the old farmhouse. The leader is the Reverend Tom Bombadil (a name assumed by Deed Pol), an ageing ex-hippy who has been a pop star in the late 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 has given lots of home made jam to the last village fete. Maybe the people there aren't all bad.

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 demolition. 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 herd of cows, chickens and ducks, with no 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. He was, however, very nervous of his neighbours, and moved to the farm. 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 from a friend, now a stockbroker in London. The Ennals family have been burning their stubble when the weather is too dry, and nearly set the woods alight last year.

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SOUTHWELL'S FARM

Corey's Farm

This farm 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%.

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SOUTHWELL'S FARM

This farm is further from the village than the other establishments in the area, but the police may visit when there is a local scare. The team will be followed by police if they go to Southwell's Farm. If they avoid the police they may find it hard to escape suspicion.

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 ley lines, feeding magical energy to the Cultists. However, the team has already discovered this stone is under the influence of 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.

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Investigators will be met by one of the male adults of the Southwell family, who will immediately gel 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 to view the lower floor of the farmhouse.

The farm hides several objects of Cthulhu 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 discovered, the site seems directly to the magical field, and the Ley lines weave through the farm. The real reason is that the magical field is hidden with the use of pesticides.

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 roll Spot Hidden to see if they notice that some 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.

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 cults associated with it have long since disappeared. The network was almost lost in the intervening centuries. In 1978 Jethro 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 2-4 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 several 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.

**ACT 7: THE NATURE OF THE CATASTROPHE**

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ACT 8: DRAW THE BLINDS ON YESTERDAY

Keepers who have used the British library will know that access is now under strict security control, and that readers rarely enter 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.

If 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). Investigator's will not escape so easily. More police will arrive in 10 -1d6 minutes, equipped with riot shields, sniper rifles, and tear gas.

The Investigator's may have difficulty explaining their actions (and will probably be arrested until the situation is clarified). The recovery of the human remains and kidnap victim on the farm should lead to their release. The Investigator's 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 supernormal 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. 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 from murder, sentencing 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 Investigator's 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, will 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 has probably escaped 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 investigator (probably herself) is guarded by corrupt police officers, local peasants, sophisticated alarm systems, ancient and modern booby traps, and subterfuge. Everything the Investigator's do will be watched, and interference is inevitable. She will probably escape completely. Investigators may be confused by the 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.
- Additional, 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.
- Weapons Use — should be extended to include as much as 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 Madrato - Roger Zelazny (Story); Helter Skelter - Vincent Buglosi and Curt Gentry; Cults of Unreason - Dr Christopher Evans; Can You Speak Vemonian - Patrick Moore; The New Apocrypha - John Sladek; Black Aura - John Sladek; The Final Program - Michael Moorcock.
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- 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.
- 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.
- When the ceremony is complete, and the spell has been cast, the sacrifice is hacked apart. The heart and brain are thrown into the fur-nace in the barn, and the rest of the body is cut apart (with knives and chainsaws), ground, and mixed into the animal food.
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For British readers:
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.

As Dr Eustace de Phyle had been fortunate enough to stumble upon an initiate 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 major thing 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 officiators 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. The Mark is 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 unbreakable sleep, leading to coma and ultimately death. The latter is more difficult to perform, requiring a 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 administration 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 Gracialla 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 Gracialla curiously traced his fingers over the paper, and unwittingly activated the Brand. He remarked later to Doctor de Phyle that he instantly felt a strange sensation of nausea. He 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 Gracialla'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, tracing 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...'
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’Vere 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, and rather than the usual magistrate, went into the village and beat the young swain within an inch of his life. The young man died, 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 when the 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 Hisgins’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 accompany 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 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...
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 Hisgins' 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 Hisgins 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
THE HORSE OF THE INVISIBLE

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 hoofbeats might have an entirely rational explanation — 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 nor 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 history of the Mansion and its owners.

There will be no untoward 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 away from the house) or, as in the example above, a visit by a local police officer or any other suitable means of heading the players off as subtly as possible. Floor plans will come into the billiard room to invite them to dinner. At this time dinner will be over and the players will see nothing but may be simply depressed by heavy hoofbeats pounding on the door, along the corridor and through the floorboards. The servants will suggest that 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 the greatest scare 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 decides 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 confidence in the phenomenon. Any investigator who initiates an overnight guard on Mary and Beaumont may be rewarded with 1 point of SAN or POW per point for guarding Mary, one point for guarding Beaumont and total of 1 point for guarding Parsket, 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 Miss Hisgins, in the household, will probably sleep late (11.00am-12.00pm). Little will happen during the afternoon, with one exception.

Any investigator(s) who engage Miss Hisgins in conversation will learn 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, the maid will be preparing one of the empty bedrooms for occupation. If she 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 ask the maid if she has been able to contact Parsket, 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 dine they will have the opportunity to prepare for dinner). Captain Hisgins 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 park), 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.

Enter the Horse

If the Keeper has been forced to introduce the horse already, as a diversion, he may 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 be 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 Hisgins), or in the billiard room (with Beaumont and Captain Hisgins). 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 — she tried to loose off one shot before being struck across the forehead. He had only regained his feet when the ‘rescue party’ arrived.

Another player making a Spot Hidden roll as soon as the couple are found (ie before the question of ‘who fired the shot’ 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 Hisgins 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 as a skilled psychologist/psychiatrist makes a deliberate study of his behaviour over
several days. According to W H 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 Higgins 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 Higgins enters this cellar alone (extremely unlikely!) the squarch will kill her. Otherwise it will merely make its presence known by gobbling, neighing sound, and retreat into the tunnel. Anyone entering Cellar 3 must make their SAN roll or lose 1d6 SAN points with no save. 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 clues left behind by the squarch.

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 right into 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 used quite regularly by the squarch尽管 it has been used quite regularly by the squarch, it too has an atmosphere of evil about it 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 by the squarch, then 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 save.

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 final 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 Higgins 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 darkness. It is to be expected, therefore, that any investigators to find the special materials in the library after dark must make their SAN rolls or lose 1d6 SAN points with no save.
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 in the darkness will be heard. Any investiga tors 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 mask 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 him so they may overhear the squarch’s plan.
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 making his way towards the house, and that the squarch is searching the cellars to find him. The squarch may encourage the idea that Parsket is making his way towards the house, and that the squarch is searching the cellars to find him. The squarch may encourage the idea that Parsket is making his way towards the house, and that the squarch is searching the cellars to find him. The squarch may encourage the idea that Parsket is making his way towards the house, and that the squarch is searching the cellars to find him. The squarch may encourage the idea that Parsket is making his way towards the house, and that the squarch is searching the cellars to find him.
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 manuscript has not been found, but Miss Higgins is adequately protected, then Parsket should be allowed to break free and place himself between the horse and Miss Higgins. This will give him some leverage (if the 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 have the manuscript, and haven’t taken adequate steps to protect Miss Higgins, 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 the 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 Sigs (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 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 Saiiti Manifestations
The ‘monster’ in this investigation is a member of one of the Lesser Servitor races believed to be vaguely related to the Squarch. Rather than being a true monster, however, it is 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, in fact, a saiiti 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 tenebrous 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. Saiiti manifestations do not divide in two, and there is no regular statistics can be supplied for them other than those given in the body of the text.

Signs of the Saaamaa Ritual
The First and Eighth signs of the Saaamaa 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 and enclosing itself by these means. This does not prevent the squarch from being killed, but it will allow it to move about quite freely. In the event of the squarch being killed, it will not regenerate as a 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 saiiti manifestations do not conform to any standard Chthonoid pattern no regular statistics can be supplied for them other than those given in the body of the text.
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!).

New York Times 3rd Jan 1928

MAN IN SUBWAY INCIDENT

Today, police reported the continuing racket 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, 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 lunatic asylum.

Report from 50 Lef Cnr

27 Nov, 1927, 3pm: Found 8 corpses, all Caucasian, all decomposed, all partially unveiled. Identification 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. Weapons used were apparently

Actual cause of death any one of up to 60 wounds. Weapons used were apparently

Coroner: F Jackson recommends cover-up, no investigation.

Interesting fact: Gov Hitch born further than 80′ from the site.

Note 2: no trail leads further than 80′ from the site.

Look-up arts on gypsy out campaign.

P. Jones

Address: 32-73 Melvin Block

Date: 3 Dec 1927

Charge: MURDER

(Name: Mr. Pny)

New York

(Price: $500)

If this bill is not paid, then the entire estate of Mr. Pny will be arrested. This debt is incurred due to the failure to return the car.
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, normally or selected by the Keeper. Note that some abilities are prerequisites for others (see the descriptions of the abilities below for full details).

**CHARACTERISTICS**

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Range</th>
<th>Average</th>
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<tbody>
<tr>
<td>STR</td>
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<td>CON</td>
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<td>Weapon</td>
<td>Abilities only</td>
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<tr>
<td>Armour</td>
<td>None</td>
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<tr>
<td>SAN loss</td>
<td>Unless otherwise stated under the individual ability description below, SAN point costs can be treated as follows:</td>
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Witnissing 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 description.

**GHOST ABILITIES**

<table>
<thead>
<tr>
<th>A. Minor Manifestations</th>
<th>B. Major Manifestations</th>
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<tbody>
<tr>
<td>1. Cold</td>
<td>1. Communication*</td>
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<td>2. Dust Devil</td>
<td>2. Dread</td>
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<td>3. Gust of Wind</td>
<td>3. Extinguish Light*</td>
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<td>4. Light</td>
<td>4. Illusion*</td>
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<td>5. Liquid</td>
<td>5. Move Object</td>
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<td>7. Noise</td>
<td>7. Shifting Form*</td>
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<tr>
<td>8. Smell</td>
<td>8. Visual Materialisation*</td>
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</tbody>
</table>

**C. Minor Attacks**

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

**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**

<table>
<thead>
<tr>
<th>Initial POW</th>
<th>Minor Manifestation</th>
<th>Major Manifestation</th>
<th>Minor Attack</th>
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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).
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 INTx4 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 moved.

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 they can move again. Otherwise, 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 manifestation to shift materially, confusing viewers and allowing an extra 1d4 to SAN losses (1 point if SAN roll made). Added 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 an insect, or as a corporeal corpse. This ability may only be used in conjunction with an insect like form, and may be directed against one victim. The victim must make a SAN roll each round, losing 1 SAN for every 5' the ghost remains visible. This ability costs 1-2 POW.

9. Nightmares. For the exorcist. (There will be more on Exorcism, and Clergy-Men as professions, in next month’s Crawling Chaos.)

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, number of smaller animals. May only be used in conjunction with any other action, including attacking up to two characters at any one time. Each attack will inflict 1 point of damage per round, but the animal 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 become transfixed, gazing at the manifestation. Costs 3 POW per victim, each round after the first each victim must make a SAN roll or lose SAN as for any other Minor Attack. 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 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. Hurl Object. A minor form of Visual Materialisation. May only be used in conjunction with a visible manifestation of any kind, 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 victim is gazing. The victim 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 they can move again. Otherwise, the lacerations are more serious, causing 1-2 points of damage and possibly involving the loss of an eye. This ability costs 4 POW.

4. 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. If the attack is not successful, the victim will be subjected to some fascination until broken or for 5 rounds. The victim must make a SAN roll each round, losing 1 SAN for every two failed rolls.

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

6. 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. If the attack is not successful, the victim will be subjected to some fascination until broken or for 5 rounds. The victim must make a SAN roll each round, losing 1 SAN for every two failed rolls.

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 DEXx5 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 x 5 roll based on current POW or be aged by 3x10 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 1d4 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 affect one of the victim’s hands to become semi-material in order to strike one. Attack percentage is as for normal fist attack, and a hit will cause 1d4 damage and require the victim to make a CONx5 roll to avoid being knocked off balance. If this latter roll is failed, the victim will lose 1 SAN for every 5' the ghost remains visible. This ability may only be used once per night.

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 one. Attack percentage is as for normal fist attack, and a hit will cause a cardiac arrest in the same way as Chill Touch (unless a CONx5 roll is made). One attack may be made per materialisation.

4. Hurl Object. At a cost of 6 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 CONx5 roll is made). One attack may be made per materialisation.

5. Laceration. May only be used in conjunction with Visual Materialisation. At a further cost of 4 POW, the ghost may produce a shattering scream, causing 1-2 points of damage and possibly involving the loss of an eye. This ability costs 4 POW.

6. Nightmares. 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 one. Attack percentage is as for normal fist attack, and a hit will cause 1d4 damage and require the victim to make a CONx5 roll to avoid being knocked off balance. If this latter roll is failed, the victim will lose 1 SAN for every 5' the ghost remains visible. This ability may only be used once per night.

7. Psychic Violence. At a cost of 6 POW, the ghost may cause one of its hands to become semi-material in order to strike one. Attack percentage is as for normal fist attack, and a hit will cause a cardiac arrest in the same way as Chill Touch (unless a CONx5 roll is made). One attack may be made per materialisation.

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, and this number must equal the total SAN of the victim. At a cost of 1d4 SAN, the victim will lose SAN equal to half the ghost’s current POW; this 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.

REGENERATING POW

All ghosts regain POW at the rate of 2 points every 24 hours; if a ghost is reduced to zero POW, its material form is destroyed, 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 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.

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Abilities:
A. Noise
B. Visual Manifestation
C. Scream
SAN loss: By abilities used.

THE BLACK DOG
Characteristics

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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

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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 some other method. This matter is left for the Keeper to decide, as he sees fit.

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

HYPNOTISM

Hypnosis is probably best treated as a Communication skill with a basic score of 00%. It might be available to para-psychologists 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.

Notes: A Clergyman may not use Myths 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 25%. Others may learn to perform exorcisms under the instruction of a Clergyman by making a successful Occult roll (or EUDX3 if the Keeper prefers); this will gain an initial score of 05%.

Exorcism is available as an exorcism, the traditional spell, but also as the ritual, and in some cases it will need very careful role-playing. This profession for the sake of their souls and generation will need very careful role-playing.

Exorcism: Exorcism is available as an initial skill to Clergymen only, at a basic score of 25%. Others may learn to perform exorcisms under the instruction of a Clergyman by making a successful Occult roll (or EUDX3 if the Keeper prefers); this will gain an initial score of 05%.

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 hypnotized beyond birth, to recall the events of previous incarnations. Information can also be absorbed very efficiently using hypnotism, 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 25-47 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 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 lapse into trance and carry out the command, regaining consciousness on completion of the task and with no recollection of having performed it.

Hypnosis may also be used to bring a subject back to one of the subjects, such as a hypnotist 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 matter has taken on a more serious tone.

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 rusto 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
Brighton telephone line runs down the main road and all the village
shops. Telephone lines join it. A Spot Hidden roll is needed to notice the poles
the vicarage, the police station and this shop. The main Guildford to
the mill.

Both shops are run by women, wives of farm workers. Anyone
looking for a decent outfit is advised to try the church. The church
shop is run by the vicar’s wife, and carries a wide range of
French and English goods. The vicarage store is run by the
vicar’s daughter, and carries mainly household items.

The village smithy (1) will undertake car repairs and sells petrol. The
blacksmith. He can also sharpen agricultural tools and has a
mechanical workshop.

The village Smith’s tools, mechanic’s tools, single barrel 20-gauge
Shotgun 40%. All unlisted skills are at standard minimums.

The village smithy (1) will undertake car repairs and sells petrol. The
blacksmith. He can also sharpen agricultural tools and has a
mechanical workshop.

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 35%, Electrical Repair 30%, Mechanical Repair 50%, Oper-
Auto 50%, Auto Lathes 30%, Operate Tractor 30%, Operate Lathes 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.

EXPERIMENTAL: Set the multiplier; 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
never call them ‘furriners’) and, if asked, will suggest that the investigators
ask someone in the pub for exact directions to the mill.

There are 150AD 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
blacksmith. He can also sharpen agricultural tools and has a
mechanical workshop.

Harry Barnes: English, Christian (CE), age 29, Blacksmith. Str:15;
Con: 16; Int: 12; Edu: 13; San: 85; HP: 13.

Skills: Read/Write French 10%, Speak French 32%, First Aid 60%,
Motorcycle 75%, Bicycle 75%, Read/Write English 75%, Speak
English, Christian (CE), age 29, Blacksmith. Str:15;
Con: 16; Int: 12; Edu: 13; San: 85; HP: 13.

Skills: Read/Write French 10%, Speak French 32%, First Aid 60%,
Motorcycle 75%, Bicycle 75%, Read/Write English 75%, Speak
English, Christian (CE), age 29, Blacksmith. Str:15;
Con: 16; Int: 12; Edu: 13; San: 85; HP: 13.

Skills: Read/Write French 10%, Speak French 32%, First Aid 60%,
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 performed 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-
THE OLD MILL (Map 2)
The mill stands on land owned by Youngs Plantation and is surrounded by its woods. Originally a timber mill, the pool has now been stocked with trout and the mill is leased as a fishing lodge. A barbed wire fence marks the boundary between the woods and mill grounds, and anyone crossing it must make a successful Dodge roll to avoid 1-2 points injury. Frequent notice boards warn that trespassers will be prosecuted. The normal approach is a gravelled track (A) which leads to a locked gate (B), which holds the mill wheel (C) and building (D). The Bentley is parked by the mill. Behind the mill is a 15' high stone wall (E) retaining an earth bank and the mill pond. The wheel is supplied by a stream (F) running into a pool (G) and via sluices (a,b) into the mill pond (H) and into a secondary stream (I) which drains excess water. Part of the stream descends stone steps (J) to a side stream while the rest runs down an 8' waterfall (K) and round to merge with the outflow from the mill. There is a small muddy island (L) with a few stunted trees to the side of the pond.
The stream banks are covered with nettles and thorns, and anyone crossing them without protection they take 1-2 points of damage and, if too wading gloves, lose 1-3 DEX for 2-8 hours. The mill pond (H) is 2-4 feet deep with a firm clay bottom. [Spot Hidden: All the fish in the pond have slight deformities, ranging from elongated fins to missing gill covers, extra eyes, and the like.]. The feeder pool (G) is 5' deep with a deep mud bottom. Anyone wading this pool must overcome STR12 or sink 6" per round. The stone steps (J) are slippery but easily climbed at the sides. Trees and bushes around the pond reduce visibility to 2d8 feet, except over the pond and in the mill yard.
The mill is a 2-storey building (with loft) whose lower floor is built of stone and the upper floors of bricks and timber. The old water wheel adjoins the building, fed by a slow trickle of water which drains into a culvert and down to the stream. Left of the wheel is a rail-less stone staircase to the pool wall.
In the following description it is assumed that the mill's occupants returned at least two hours before the arrival of the Investigators, and spent some time preparing to resist attack. Unusually fast Investigators may reach the mill before the occupants are ready.
If the Investigators approach the mill openly and try to make peaceful contact it is possible that the groups can co-operate. Any attack or sneak approach will be treated as hostile. The Jewish group do not wish to involve the police, but will signal for help in the face of a determined assault; it should be remembered that gunshots will be heard from the village. In a tense situation there is a 50% chance that a member of the Jewish group will say something to reveal the true situation; for example, after escorting trespassers off the premises one might say 'Do you think they were cultists?' to another. Investigators who declare a normal chance of hearing such remarks should not give them extra emphasis. The group's religion is indicated by the fact that they all wear hats or caps at all times, will avoid combat, driving, and other physical activity from sunset on Friday to sunset on Saturday, and will refuse to eat outside the mill (where they have their own plates and utensils and a supply of kosher foods).
To deter an assault from the rear the pool wall is now covered with small flat stones, so that anyone wading along it must make a Spot Hidden roll to avoid stepping on one, or make a Dodge roll to avoid falling into the pool. All ground-floor windows have been covered with heavy wooden shutters (STR12, absorb 15 points damage before breaking). All outside doors (except those to the old stable (Q)) are locked and barred.

Ground Floor
All ceilings are 12' high, of plaster and wood, and all floors are of stone flagstones.

A. A stone room, originally the saw room of the mill. The wall is pierced by the wheel shaft, carrying a large cogwheel. All other machinery has been removed. There is a pile of firewood in one corner (holding d6+2 harmless mice), and some sacks of potatoes and flour and barrels of paraffin and beer in another.

N. Kitchen. Occupied if alarm has been sounded, by one of the Jewish group, Abraham Stone.

Abraham Stone: English Jew (Orthodox), Rabbinical Student, age 22. Str: 9; Con: 12; Siz: 11; Int: 17; Pow: 15; Dex: 16; App: 11.

Skills: Read/Write Latin 30%, Read/Write Hebrew 30%, Read/Write Aramaic 30%, Spot Hidden 60%, Speak Yiddish 80%, Archaeology 20%, Cthulhu Mythos 5%, Bargain 20%, Debate 35%, Oratory 40%, Sing 25%, Pistol 45%. All unlisted skills are at standard minimums.

Equipment: 22 revolver, 24 rounds, cigarettes, lighter, scout knife, pocket editions Talmud, Old Testament (both in Hebrew).

Stone met the other members of the Jewish group at university, and was persuaded to join their fight against the forces of evil. He has not been involved in any incidents, and his mythos knowledge is derived from studies. Depending on the time of day, Stone will either be cooking or reading the Bible or Talmud. Equipment to hand includes a cleaver and knives. [Spot Hidden: A packet of kosher flour stands on the table, and is visible through chinks in the shutter.]

O. A poky parlour lit by an oil lamp. The room contains a vast assortment of gimcrack ornaments including fake Wedgwood plates, nodding china dogs, seaside souvenirs, and other fake antiques. [Spot Hidden: A packet of kosher flour stands on the table, and is visible through chinks in the shutter.]
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 400 lb (approximately 180 kg) 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 hassock mat, an old horse-hair sofa, and a roll-top 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; Pow: 12; App: 16; Edu: 17; San: 15; HP: 16.

Skills: Read/Write Hebrew 45%; Speak Hebrew 80%; Speak Polish 60%; Speak Russian 30%; Speak Arabic 25%; Anthropology 55%; Archaeology 55%; Cthulhu Mythos 15%; First Aid 10%; History 40%; Library Use 35%; Linguist 30%; Machine 20%; Mercenary 15%; Operate Bulldozer 25%; Archaeology 55%; Cthulhu Mythos 15%; First Aid 10%; History 40%; Library Use 35%; Linguist 30%; Machine 20%; Mercenary 15%; Operate Bulldozer 25%; Spot Hidden 20%, Occult 65%, Listen 35%, Spot Hidden 30%, Bargain 20%, Debate 60%, Cthulhu Mythos 44%, History 70%, Library Use 60%, Linguist 45%. 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 a 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: There is an old map 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 Oxbridge University, age 63. Str: 8; Con: 7; Siz: 7; Int: 18; Pow: 12; App: 16; Edu: 20; San: 15; HP: 7.

Skills: Read/Write Hebrew 80%; Read/Write Aramaic 50%; Read/Write Russian 30%; Speak Hebrew 70%; Speak Russian 40%; Archaeology 60%; Cannabis Mythos 44%; History 70%; Library Use 80%; Linguist 20%; Occult 25%; 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.


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 unknown members of the Aeon of Tzaddik, the eye of the Cthulhu mythos.

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. He passed this information to the investigators that it was apparently donated to Oxford University library in 1845. Since then the university has been unable to locate the text, and if the investigators admit that they represent a trip to England he will try to stop them learning anything, or ask them to swear a vow of secrecy.

He recently found a manuscript in the library that he had translated and passed to the Investigators. The manuscript is a series of notes, and describes a ritual human sacrifice in horrific detail. He is sure that it has some cult significance, but cannot give a definite source. He passed this information to the investigators that it was apparently donated to Oxford University library in 1845. Since then the university has been unable to locate the text, and if the investigators admit that they represent a trip to England he will try to stop them learning anything, or ask them to swear a vow of secrecy.

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pump in the mill 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.

The temple is a 12' square room with a floor of water. It is 9' under the surface of the pond, and 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 100 lb apiece. The chamber beyond is a passage (3) leading to a studded bronze door. The surface of the walls is pitted with water to a depth of 4', the upper foot being a smooth 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 large blacksmith is seen working at the W wall 4' before the door. If the rod is released a catch will be released and a large stone block will fall into the passage, inflicting 3d8 damage and blocking it completely. Any critical Hit or Impale will reveal that three of the door studs can be slid sideways, allowing it to swing into the passage on concealed pivots.]

The central opening. Y'golonac can override this power at will, sup-

three small emeralds and six diamonds of a strange asymmetrical

is made of a triply twisted Mobius strip, inset with

under 3 x 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.

4. Y'golonac can read the wearer's thoughts.

5. The amulet generates a muting 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 (5x (average CON for species)) is made. Anyone who actualy destroys the amulet will regain a point of SAN.

6. Y'golonac can read the wearer's thoughts.

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

8. Y'golonac can read the wearer's thoughts.

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

10. Y'golonac can read the wearer's thoughts.

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

12. Y'golonac can read the wearer's thoughts.

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

14. Y'golonac can read the wearer's thoughts.

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

16. Y'golonac can read the wearer's thoughts.

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

18. Y'golonac can read the wearer's thoughts.

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

20. Y'golonac can read the wearer's thoughts.

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

22. Y'golonac can read the wearer's thoughts.

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

24. Y'golonac can read the wearer's thoughts.

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

26. Y'golonac can read the wearer's thoughts.

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

28. Y'golonac can read the wearer's thoughts.

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

30. Y'golonac can read the wearer's thoughts.

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

32. Y'golonac can read the wearer's thoughts.

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

34. Y'golonac can read the wearer's thoughts.

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

36. Y'golonac can read the wearer's thoughts.

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

38. Y'golonac can read the wearer's thoughts.

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

40. Y'golonac can read the wearer's thoughts.

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

42. Y'golonac can read the wearer's thoughts.

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

44. Y'golonac can read the wearer's thoughts.

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

46. Y'golonac can read the wearer's thoughts.

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

48. Y'golonac can read the wearer's thoughts.

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

50. Y'golonac can read the wearer's thoughts.
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, 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 Pierpoint, 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 this era, and include those for pounds, shillings, and pence and their approximate decimal equivalents:

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

In addition to the complexity, there were also coins for a half penny (1/2d, usually pronounced 'halfpenny') and a quarter-penny (1/4d, or farthing). A table of British shillings and coins with values and approximate decimal equivalents follows:

<table>
<thead>
<tr>
<th>Coin/Note</th>
<th>Value Decimal Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Farthing</td>
<td>1/4d 10.4p</td>
</tr>
<tr>
<td>Halfpenny</td>
<td>1/2d 20.8p Pronounced 'Ha'penny'</td>
</tr>
<tr>
<td>Penny</td>
<td>1d 41.8p</td>
</tr>
<tr>
<td>Three-penny</td>
<td>3d 1.25p Nickname 'Joey'</td>
</tr>
<tr>
<td>Sixpence</td>
<td>6d 2.5p Nickname 'Tanner'</td>
</tr>
<tr>
<td>Shilling (12s)</td>
<td>5p 12.5p Nickname 'Bob'</td>
</tr>
<tr>
<td>Two shillings</td>
<td>2s 10p Florin</td>
</tr>
<tr>
<td>Half Crown (2/6)</td>
<td>12.5p</td>
</tr>
<tr>
<td>Crown (1/2)</td>
<td>5/- 25p</td>
</tr>
<tr>
<td>Ten shillings</td>
<td>10/- 50p Banknote</td>
</tr>
<tr>
<td>Pound (20s, 240d)</td>
<td>£1/- £1.00 Banknote</td>
</tr>
<tr>
<td>Sovereign (rare)</td>
<td>£1/- £1.00 Gold coin</td>
</tr>
<tr>
<td>Guinea</td>
<td>£1/- 1.05 No note or coin²</td>
</tr>
</tbody>
</table>

² A silver coin, not the eight-sided coin introduced in 1937. An 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:
As the Shi'ite sect began to emerge, being in the minority, it protected itself by resorting to secrecy. And when Shi'ism incurred the Master's displeasure or who offered a threat to the cult, either real or imagined. These executions were carried out by a group of skilled assassins, the ‘Hashishim’, who were trained in the art of murder. Their reputation for ruthlessness was such that they became known as the ‘Assassins’. The training is of particular interest since it involved certain mind altering techniques.

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 a group of skilled assassins, the ‘Hashishim’, who were trained in the art of murder. Their reputation for ruthlessness was such that they became known as the ‘Assassins’. The training is of particular interest since it involved certain mind altering techniques.

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 that of the Shi’ites, each Imam is, quite literally, the voice of God on earth. And when Shi’ism itself began to fragment this led to the formation of a whole range of new secret societies — most notably the Ismaelites. The Ismaelites are distinguished by the 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 Ismaelites 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 1080AD.
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 huge 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 willt it. And sure enough they 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 disguise. In the art of disguise, the Assassins are 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 Babinis), Persia, Afghanistan (where they called themselves the Babis), 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 days of the Order’s foundation many of 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 monasteries in Western Europe.

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 handedly, especially when there were still the Mongols to contend with? 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!

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

Translator’s Note: At this point Professor Archensbak’s notes become totally fragmentary, and in the absence of the conflict which arose between Philippe IV – Philippe 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 Philippe was heavily in debt to the Templars with little or no hope of ever being able to pay that debt.

When two Popes in succession refused to help Philippe in his plan to suppress the Templars, both died under suspicious circumstances. Philippe 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’ stronghold 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 cross 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 Templars’ effective rejection of Mohammed.

This alternative title relates to the Culti of the Dark Gods, 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 disguise. In the art of disguise, the Assassins are trained in every aspect of the art of disguise.

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 disguise. In the art of disguise, the Assassins are 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 Babinis), Persia, Afghanistan (where they called themselves the Babis), 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 days of the Order’s foundation many of 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 monasteries in Western Europe.

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 handedly, especially when there were still the Mongols to contend with? 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!

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.

The nose contains instruments and ballast. Behind it are the two for location:

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

Pilots must reduce air speed by 3d6mph. Make another d100 work...
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

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. He began 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 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

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 1899, when the professor finally decided to try and decipher it.

As Clayton soon realised, the Papyrus of Gemhete 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 Gemhete 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 Gemhete 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 Gemhete that the deity was eventually regarded as a source of evil.

Spells: At present the Gemhete Papyrus has a +16% to Cthulhu Mythos knowledge, a x5 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 Sphinxien Manuscript was first published under the title of Liber Servitus Nefarious – 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 Sphinxien, 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 1896 by Werner Ansbach, a former student and friend of Sphinxien.

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 Sphinxien, 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 Sphinxien 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 significant occult work of all time. During its writing he is reputed to have haunted graveyards, 'looking for inspiration' he told his friend Ansbach. Sphinxien was suspected of going mad 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.

Sphinxien 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 care-worn and haggard, seeming considerably older than his thirty-one years.

Some years passed between the completion and the final publication of the Liber Servitus Nefarious, and it was soon after this event that fingers began to be raised in suspicion against Sphinxien again. He was suspected of murdering several members of his order, until eventually those few still remaining rebelled against him and the order was disbanded, much to the relief of local people. With the fall of The Order Of The Flame, Sphinxien 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 Sphinxien 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 Sphinxien was murdered by a former associate, who then set fire to the cottage to hide his hand in the affair. Ansbach died three years later in a Berlin asylum.

Spells: The Sphinxien Manuscript in the British Museum has a +15% to Cthulhu Mythos knowledge, x2 Spell Multiplier, and a -1d10 SAN loss. The following spells are marked with an asterisk (*), and are absent from the damaged book: casting 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 damaged – copy of the Liber Servitus Nefarious 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. Violent treatment of the book can 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 a woman called 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 in a 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.

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 (the Illuminated Ones) in Spain, supposedly wiped out by initiates of the Holy Vehm) - yet another link with Syria as described in that religion. But this is the crucial point 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 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 HP Lovecraft will know full well the horrors of the 'Dread Gods' of Kadath and the walls of the ultimate threshold of the Western world? This is the ultimate threshold of the Western world? What all my fellow researchers seem to have overlooked is that the title was, as I have already mentioned, the Fehm, meaning 'wise' (the actual title adopted 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, chosen as its proper title, a small 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 dimensions 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 inanimate death and decay, a humanity into one man of an unparalleled nature. Already, despite his imprisonment following the fiasco of the Beer Hall Putsch some ten years ago, Hitler has risen to an 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 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 Fahnennid, the blood oath of the Teutonic Knights!

Thus have the Assassins, Templars, 'inner' Masons - call them what you will - resurfaced to terrify 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 of us, we have closed our eyes and welcomed them into our midst.

'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 the 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 Cracksman'. (It should be noted, however, that although Raffles saw nothing wrong in breaking and entering, it was usually the middle clas-
to their sleeves; Drummond had learnt that when he was a child, but he had never quite recovered it. He was a man of fourteen feet, a track of five, and the great Bentley was "nose that 'had never quite recovered the height' and 'broad in proportion', with a 'nose that 'had never quite recovered the height' and 'broad in proportion', with a

**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 H C McNeile, 'Sapper') began the first of his four encounters with arch criminal Carl Peterson. Drummond is the archetypal Platonist who has been seduced by the charms of a Greek, Ride, Sing, Speak French, Shotgun, Swim, Throw, Track, Handgun, Melee. + $2000. If divided by six, this will give an approximate equivalent in pounds. (See The Price is Right in WD70.)

**GENTLEMEN AND PLAYERS**

Players: The following skills are available to players 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: 1d10 x $1000 + $2000. Again, divide by six to reach a sterling equivalent.

Note: The Call of Cthulhu rules for generating character's 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. How much of the following 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 usually have a ready source to live up to their social standing, though no British Standard demob suits at 57/6, and no driving Baby Austins!

**Note:**

- Gentlemen: The archetypal gentleman is the man who has been seduced by the charms of a Greek, Ride, Sing, Speak French, Shotgun, Swim, Throw, Track, Handgun, Melee. + $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 x $1000 + $2000. Again, divide by six to reach a sterling equivalent.

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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 Cthuloid 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 breathe 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 yogs 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
There is one clue, however, still to be further questioning of the Inspector will. This is the limit of the Inspector's usefulness—what his witnesses were doing before he was killed.

If any investigator makes a successful identification of the photograph taken whilst the man was dead, the Inspector 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 Inspector 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 road or train. In either case they will have three obvious ports of call: the police station, and the library of the librarian (who should deliberately introduce the investigators 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 Delilah roll that will get him 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 details.

In actual fact Mr Benks has very little to say that will be of any use in this inquiry. His father (the Benks part of F Benks & Son) has died some three years previously, and Mr Benks jr 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 familiar but he can't remember where or why he was wearing it. He doesn't even have the jacket anymore, and the investigators may be able to find it being worn by a hobo or tramp 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 more than '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 will reveal the true identity of the victim. 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 a fact, although, 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, which I regard as being authoritative texts in their field: two copies of the Latin text von Junzt's Unaussprechlichen Kulten, which is the original German version of the text. 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. Expecting, 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 regular faculty members didn't even know 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 asking for all kinds of books, by students, the members of the faculty and by members of the public - seated on a high stool behind the rolltop desk littered with papers and a rent currently containing nothing but an open almanac. He will make no attempt to communicate with the investigators in any way line between Budapest and Bucharest.

PART 3: DINNER WITH THE COUNT

Once the party has assembled in Szaas 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, but rather eccentric producer of centuries of inbreeding amongst the Transylvanian nobility.

The existence of Castle Vasilio, which stands on the eastern flank of the Carpathian Mountains, will be brought to the investigators' notice by means of a newspaper report:

'The Commandant of the Szaas Udvarhely police has today admitted that the old man was studying a map of Central Europe. No matter how the investigators approach the manner of his disappearance (obviously he does recognize the dead man) but then recover himself and mumble something about consulting his records to make a report. Once a pathway has been cleared the old man will go 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 Szaas Udvarhely on the western flank of the Carpathians. If you have a copy of The Fungi from Yuggoth, the map in question is on page 21. Szaas Udvarhely (given as Sz Udvarhely) is just below the Carpathians. The name has been changed to Sighisoara and the town is situated on the main railway line between Budapest and Bucharest.'
that the recent attack upon a member of the Kokoerb town council was, in fact, only the latest in a series of similar attacks 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 as have been 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 affairs to happen in a civilised country. If a member 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 of 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 Kokoerb 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 Kokoerb no matter which of the three cases they choose. On reaching Kokoerb 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 not manage to corner anyone to question them (the landlord/servant girl in one of the inns, for example) that person will give totally useless answers, pretending not to understand what the investigators are getting at. This will still apply even if some members of the group have 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 inhabitants of this part of the country, 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 that the murderer has been dripping ink on all of them. He can offer no sensible explanation for cutting out the pupils except that 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 are caught by the policeman, he 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 arranges 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 domestics 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 give the investigators a chance to talk to the local policeman and to find out what lies behind the murders.)

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join him for a meal (even if they arrive quite late at night — and they are unlikely to make their presence known 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. The Count himself has a rather pedantic approach to food; he frequently orders something he knows he will not eat in the hope that this will allow them to share in the bounty he has prepared. 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 an idea about the way of things and will be careful not to allow them too much of a free hand.

As a reward for getting this far they will be offered a tour of the Count's library. There are a number of rare and ancient documents and books 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 incomprehensible material relating to such topics as the wisdom of the priests of ancient Egypt, the Thibetan Book of the Dead, the Order of Assassins, the Knights Templar, and so on. In this discussion the keeper will, of course, be the part of Count Vas-ilio. 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 keeping this information 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 are trying to appear 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 its 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 means to stretch from America to Transylvania and possibly even into Russia, all controlled by a ruling council known as the Five Brothers, who have their headquar- ters in Bavaria itself.

The Count explains the significance of the Brotherhood's symbol — the eye and the pyramid. The pyramid is a simple reference to the Egyptian mysti- cism in general. By combining knowledge of aspects of local folklore. Since his condition made it almost impossible for him to roam around the countryside collect- ing rare specimens, 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 Aztecs, he became interested in all aspects of local folklore. Since his condition made it almost impossible for him to roam around the countryside collecting rare specimens, he will then ask the investigators what happened and this will open the way for a serious discussion of all that has gone before.

THE HEART OF THE DARK

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. However, the Count will encourage them to make the city of Munich their first port of call, and to travel there by train. If the investigators need persua- sion on this point then the keeper should remind them that Munich is the capital city of Bavaria, and also the location of a secret society that meets in the heart of the city.

Schloss Benesberg is, of course, the investigators' intended destination, the Bavarian headquarters of the Five Brothers. It is only to be found on one of the 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 northern end of which 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 along the shore of Reinfall — full view of the Schloss — means that the investiga- tors will need to travel on foot over the last ten miles or so if they are to escape detection.

Since Schloss Benesberg is the last 'leg' of the quest, the keeper 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. The C/96 and P08 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 stock is 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 can only be found on the breech, locked 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-
tic Germans who are carrying out the Weimar Republic from a Russian-style followed by the rest of the world. It is totally surrounded by their enemies.

The occult element of the society is 'executions' only in order to protect the ambitions and believe them to be patrio-
tical. Their actual intention is to seize power

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 the Schloss.

For all three endings the first stage of the climaxes 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 spotted. 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

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The occupants/owners of Schloss Benesberg are, in fact, the leaders of the Thule Gesselschaft - also known as the Five Brothers of the Brotherhood of the Knot. These men have organised what seems 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 others 'outer members' do not know the brothers are truly 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.

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 investigators are in the Thulists' lair to keep the keeper to decide. However, the Brothers may well be dabbling with the occult rather than being fully-fledged practitioners of the black arts.

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In the second version of the ending the political ambitions of the Brothers are really a disguise for their genuinely occult aims. In this case the final confrontation should be between the investigators and the five Thulists with a minimum of interference from any guards.

When 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.

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 split into two groups of five men as soon as they enter the appropriate room in the Schloss, though the keepers should be careful to mention the fact that one of the men has a slightly Arabian appearance without placing undue emphasis on it.

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 1d10, or 1d10 if a successful SAN roll is made).

Whilst this sound like much of a success it will have the effect of sending all four of the human Brothers totally and irresponsibly insane, thus bringing the activities of the Thule Gesselschaft 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 take the 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. Only in the most extreme cases will the human Brothers in seeming to be as cooperative as possible when the investigators break in. If any guards appear Nyarlathotep will command them to leave the area, and then proceeds to attack 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 changing at a pace that makes 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.

As a climax to Nyarlathotep's attack each member of the party will 'see' the spider god Atlash-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 host of powers will be 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 point of the adventure that 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.

<table>
<thead>
<tr>
<th>Drive Type</th>
<th>Firearms Speed (mph)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tarmac</td>
<td>0%</td>
</tr>
<tr>
<td>Gravelled road</td>
<td>-5%</td>
</tr>
<tr>
<td>Cobble</td>
<td>-5%</td>
</tr>
<tr>
<td>Good earth road</td>
<td>-5%</td>
</tr>
<tr>
<td>Ruttert earth road</td>
<td>-10%</td>
</tr>
<tr>
<td>Track or off road</td>
<td>-15%</td>
</tr>
</tbody>
</table>

**Step 2.** Decide the initial distance between the vehicles, in car lengths, when evasive manoeuvres or combat begins:

- If both cars were in motion before start: 2d6 + 2 lengths
- If pursuing car was initially stationary: 3d6 + 3 lengths
- If pursuer 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 keepers might want the investigators to stop 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:

<table>
<thead>
<tr>
<th>Roll Is</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greater than speed (mph)</td>
<td>Lose 1d4 + 1 vehicle lengths</td>
</tr>
<tr>
<td>1/4 of speed or more</td>
<td>Critical -30</td>
</tr>
<tr>
<td>1/2 to 3/4 speed</td>
<td>-15</td>
</tr>
<tr>
<td>Less than 1/4 speed</td>
<td>-10</td>
</tr>
</tbody>
</table>

Severe accident (puncture etc)

Occupy take 1d4 + 1 damage, car needs minor repairs (a tyre, bumpers, etc), requiring 1d4 - 1 hour repair work.

*Occupy take 1d6 + 1 damage, car extensively damaged (wheel damaged, bodywork crumpled, etc), requiring 1d6 x 10 hours repair work.

For example, a car travelling on a tarmac road at 80mph crashes, and the keeper rolls 18. This is less than 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:

<table>
<thead>
<tr>
<th>Speed (mph)</th>
<th>Modifier (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-10</td>
<td>-5</td>
</tr>
<tr>
<td>11-20</td>
<td>-10</td>
</tr>
<tr>
<td>21-30</td>
<td>-15</td>
</tr>
<tr>
<td>31-40</td>
<td>-20</td>
</tr>
<tr>
<td>41-60</td>
<td>-25</td>
</tr>
<tr>
<td>61+</td>
<td>-30</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Location</th>
<th>HP</th>
<th>Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>Engine/fuel tank</td>
<td>10</td>
<td>3/3</td>
</tr>
<tr>
<td>Tyre</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>Front/rear lights</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Windscreen/seat window</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Side window</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Passenger (through window)</td>
<td>3 (window)</td>
<td></td>
</tr>
<tr>
<td>Driver (through window)</td>
<td>3 (window)</td>
<td></td>
</tr>
<tr>
<td>Non-vital component</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td>Radiator/booster</td>
<td>5/7</td>
<td>3/3</td>
</tr>
</tbody>
</table>

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 pursuits, motorcycles, or even fighter aircraft (with appropriate adjustments to the speed modifier table). Use it as a framework, not a rule, 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 psi 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!
**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-Charmozel' 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 Knowledge 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:

'lya h'negrikkthn akhnhakthngai y'ghrtfthgn
lya a't' nghi.nn g'ghnakkhng
Th'h dlnshh at h'ngnh h'la 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, she/he 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, Linguistics 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.
As mentioned above, Miss Turner will not disclose where or how she came upon the incantation, but if either she or the investigator has read it out in full and suffered the ill-effects described above, she will gasp: 'That's what happened to him!', or something to that effect. She will refuse to be drawn further, however, and will make to leave.

The investigator may attempt an Oratory roll in order to convince her of the seriousness of the incantation (only if he/she has actually realised its significance!). If this roll is successful, she will say:

'I heard these words uttered while I was researching a story. I believe the man who uttered them is now dead.' Then she will leave the office. Immediately the investigator should make a Spot Hidden roll — success indicates the investigator notices two pieces of paper on the floor. Miss Turner evidently dropped them from her notebook.

One piece is a newscutting, reporting the death of Paul Collins. It features a photograph of the deceased, which is ringed round in pencil. The cutting reads as follows:

'Paul Collins, retired stage magician and now Hollywood technical consultant, was found brutally murdered in the early hours of April 11th. His body was discovered by an officer of the California Highway Patrol, lying by his car on the coast road a few miles south of San Francisco, seriously mutilated. There were signs of a violent struggle inside the car; several windows were broken, and the seats torn to shreds. Police have concluded that Collins picked up a hitch-hiker on his way to San Francisco, and that his passenger attacked him as he drove towards the city, causing the car to crash. A manhunt is underway for the murderer, whom the police describe as a dangerous psychopath, probably with some injuries from the crash.'

The second piece of paper is a leaf from the notebook, filled with shorthand notes. Any character who has the relevant skill may attempt a Read Shorthand roll, otherwise, they may take it to the Department secretary or to any typewriting agency (of which there are several in San Francisco) to have it 'deciphered'. Rendered into longhand, the fragment reads as follows:

're preparation Ziska, expected start April/May. Assistant Tahamut — obvious false name — officiates. Check book name correspondences. He and TB run through ritual — apparently genuine. Final ritual in tomb with many followers — Ziska's crowning moment. TB lays on coffee table, T reads incantation over her .... '

Research

The investigators may think of checking various newspapers for corroboration and further details of the story in the cutting. A successful Library Use roll will reveal most of San Francisco's daily newspapers carried the story in their April 12th editions, and the story is not substantially different in any of the papers, and a Journalist reading the various reports may conclude, on a successful Know roll, that most — if not all — of them originate from a single source, probably a police press release.

If the name 'Ziska' is investigated, a successful Library Use roll will reveal a novel with that title was written by 19th-century author Marie Corelli; on a Luck roll, the investigators may obtain a copy of the book, which is currently out of print. Any character may read the book in a number of hours equal to 23 — EDU score; it is a gothic melodrama about an ancient Egyptian dancer named Ziska-Charmozel, who became the concubine of an Egyptian general and was murdered by him. She is reincarnated in the 19th century to take her revenge on her lover, who in his turn has been reincarnated as a French artist resident in Egypt. The novel is a fairly passable occult romance, but has no apparent sinister overtones.

The investigator can call upon 'a few friends' at this point, and begin to investigate the case. Having gathered the incantation is part of a ritual that was or is to be conducted, and that it is in some way connected with the death of Paul Collins, there are three courses of action open apart from this basic research, which can be conducted at any time: to follow Miss Turner, to visit the site of the crash, and glean some information from the police. Once the investigators have covered two out of these three options, they will attract the attention of Dashiell Hammett (see Plot Summary), and the keeper should go immediately to the section A Meeting.

Following Isadora Turner

The investigator must act immediately Miss Turner leaves the office if he/she wishes to pursue this option; she has not left an address, and it will be almost impossible to find her without checking every hotel in San Francisco.

Miss Turner is not quite sure what to make of all the facts she has uncovered, but her reporter's instinct tells her she is onto one heck of a story.

She has already told the investigator more than she wanted to, in all probability, and when she arrives at the small hotel where she is staying (the first place she will go to after leaving the University), she will realise she has lost the newscutting and a page of her notebook. She doesn't want to share this story with anyone, and if she begins to suspect she is being shadowed (see Appendix for shadowing procedure) she will try to throw the investigators off, usually by moving very quickly through a succession of crowded places such as railway stations or department stores. If she does not suspect she is being shadowed, she will stay in her hotel until about 6pm, and then leave in her car and drive to Los Angeles, where she will pull up in front of a large house in the movie-star quarter of Bel Air. She will knock on the door, which is opened by a servant, and — after a brief exchange — will return angrily to her car and drive back to San Francisco, spending the rest of the night in her hotel. The hotel caters for female clients only; male visitors are not allowed, and no man will be able to get past the hotel's formidable concierge except by force. The police will be called in the event of any trouble.

If the investigators try to find out whose house Miss Turner visited, a Library Use roll will reveal it belongs to a Mr Charles Brabin. If any of the investigators is a movie buff (ie, has expressed an interest in the movies during previous adventures — the keeper should try to be more subtle than just saying 'OK — who's a movie buff?'), they will know that Charles Brabin is a film director, the husband of...
retired actress Theda Bara (see Appendix). In the absence of a movie buff, the keeper might permit any investigator to realise this on a successful Know roll; this information will automatically come to light on a successful Library Use roll if the name Charles Brabin is investigated.

The Site of the Crash

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 truthfully.

San Francisco Police Department

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 newscutting. A police contact or a successful Law roll coupled with a Chemistry 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.
The card gives the address and telephone number of Mawley's Antiquarian Bookshop in San Francisco, and the notebook contains several references to the name Ziska and brief descriptions of a number of rituals; an Archaeology, Anthropology or Egyptology roll will reveal some of the notes are apparently authentic descriptions of ancient Egyptian religious ceremonies, while the remainder — about one-third — are not. A successful Chulhu Mythos roll will reveal the latter portion appear to be garbled descriptions of Mythos rituals, which seem for the most part to deal with independent races. There is not enough information here to permit the learning of spells or an increase of Chulhu Mythos skill scores. Also among the notes is another transcription of the incantation heard by Miss Turner, and a note from Collins to himself reading 'Golden Goblin Press — track down, transcription of the incantation heard by Miss Turner, and a note from Collins to himself reading 'Golden Goblin Press — track down, and the story was intended to get the name into print to start cash in on all the King Tut mania there's been this last year or so. Since I retired from Pinkerton's, I've written a few detective stories for him, and he told me he had a real mystery on his hands. A week before Collins died, Black Mask was sent a story called The Curse of the Jackal, by someone using the name Ziska-Charmozel. It was a ghost story, with a lot of Egyptian stuff in it, to cash in on all the King Tut mania there's been this last year or so. The day before Collins died, Cody got a call from the author, trying to get the story back. He figured the story had been sent to more than one place and someone had accepted it somewhere else, but he didn't want to send it back. Instead, he pointed out that all submissions are the property of the magazine until they are either published or finally rejected. But the author kept on asking for it back — even asked him to destroy it rather than print it. The next day, Collins was found torn apart. Now it seems Ziska-Charmozel was a pen-name used by Collins in collaboration with Theda Bara, the actress — and at the end of the story the hero was torn apart by some kind of supernatural jackal, sent as a curse by the Egyptian god Anubis. Theda Bara is still trying to stop publication of the story, and Cody asked me to try and find out what's going on.'

Hammett will already visited Theda Bara:

'I couldn't get much out of her - she was too upset. Apparently she was working on a comeback with a movie based on a novel called Ziska, and the story was intended to get the name into print to start drumming up interest in the picture. They were going to do a whole series, right through the shooting season and up to the premiere. Collins was working as some kind of advisor, and he wrote most of the story using an old book he'd found in a second-hand bookstore. She thinks there's some kind of curse on the book, which is why she wants the story stopped; she's afraid the curse might have carried over into the story, in what's been copied from one to the other. It all sounds pretty far-fetched to me, but the police still don't know who killed Collins.'

Hammett is already familiar with all the information that can be obtained from the Police Dept, and has the addresses of the bookshop and Collins' apartment. If the investigators have not been able to see any of this, he will provide them with copies. He will be most interested to hear about Isadora Turner, and if he is shown a copy of the incantation, he will pull a sheaf of typewritten paper out of his pocket — a copy of the story — and turn a page where a practically identical passage is set down.

'Looks like gibberish to me,' he says, 'Do you suppose that's the curse?'

Hammett will be happy to accompany the investigators during the rest of the scenario, and even if they refuse his company (or refuse this offer to share information), he will shadow them until the mystery is resolved. An NPC profile is given in the Appendix.

From this point in the proceedings, there are four relevant courses of action open: the investigators can try to see Theda Bara in an attempt to gain further information; they can go to Collins' apartment in search of the book; they can make enquiries at Mawley's bookshop; and they can try to get more information from Isadora Turner.

Theda Bara

Hammett will caution against another visit to Theda Bara, pointing out he got all he could from her and that she was very upset by Collins' death. If the investigators do try to see her, they will be refused admittance to the Brabin house, and the police will be called if there is any disturbance.

Paul Collins' Apartment

The investigators should have obtained the address of Collins' apartment from either Hammett or the police. Once they arrive, a
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 buck 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 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 fur 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
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Samuel Dashiell Hammett

The following is an approximate NPC profile of Hammett, based
mainly on William F Nolan's biography Dashiell Hammett: A Life

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.
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 sorceror, 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 placing 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 Mylakhrion might help switch the characters back and return Time to its original state.

There is a problem however. Mylakhrion 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 Mylakhrion 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 Mylakhrion’s tower might be found. However, Teh Atht thinks there is just one possibility — the man who discovered his time capsule, Theldred Gusteu. 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 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 canary of magic spells other than Druids. For a spell to work, a caster must roll d% and get at least:

$\frac{(15 \times \text{level of spell}) - \text{level of caster}}{\text{roll}} \%$

GMs may also wish to apply additional penalties to clerics whose deities have few or no worshippers in this time, such as disallowing the reformulation of any spells over 3rd level.

However, everyday inhabitants of Europe will all save as 0-level humans, with the result that magic-users will be more effective than ever before. It is unlikely that magic-users and illusionists will have been holding their spell books when transmogrified, 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 pilgrimage to the tower of a long-dead sorcerer in the hope that he has 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 fly off to Mylakhrion’s Tower and see to the re-ordering of Time without fear for the safety of Kithin or Theem’hdra, who he and his family fear is destroying the whole 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 immediately. He can also remove the effects of any ‘temporary’ insanity.

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; Al N; AC 9; Move 12; THACO 20: S15, 110, W8, D15, Co15 (+1), Ch12; Size M; SA shotgun + 20 shells.

The farmer, Mr Hinchee, 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; Al 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 16 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 encourage them to pass. Possibilities include the use of magic 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 Mylakhron's tower, he will feverishly beetle about with his staff, landmarks, Teh Atht's miniature atlas and a huge map for their 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 Sletavden. Theldred Gustau will have to go into Scarborough to obtain the necessary permits for 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 car and etc. Let the players do exactly what they want at this stage.

Once financing for the operation is arranged, Theldred Gustau will hit the train to Snaas and merely have to make the last 45 miles of the 170 mile trip on their own. Sletavden lies on a hillside overlooking the Fax, 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 about £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 some other magical items capable of transporting people through the air, or using a number of flying steeds, such as hippocriffs. 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 Khrissa, to far Tharannson, site of Mylakhron'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.

**A5: A Flight to the Ice**

Teh Atht will arrange for himself and the modern characters to fly to Mylakhron'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 hippocriffs. He might have some other magical items capable of transporting people through the air.

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**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.

**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 15% chance that one character will be struck by a lighting bolt for 1d10x10 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 to 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:

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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 agents) to deliver the missives from the Tower of the Secret Gods, informing 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 Khithnish 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 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°C higher in the summer) and drop by around 20°C at night. There is an added wind chill factor of up to 30°C depending 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, surrounding an area of 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

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>INT</th>
<th>POW</th>
</tr>
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<tr>
<td>13</td>
<td>11</td>
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<td>12</td>
<td>12</td>
</tr>
</tbody>
</table>

DEX 13  HitPts 13  Move 12  SAN Loss nil

Attacks: Bite 50% % 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 hallway with walls of beaten copper mirrors and dazzling amber inlay on a teak parquet floor, lined with ebony benches, a hallway with walls of beaten copper mirrors and dazzling amber inlay on a teak parquet floor, lined with ebony benches.

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 disloyse 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 drafed to slow the character down or put them unconscious; and so on.

All the corridors and rooms have a form of magical confusition over them which must be countered by Resistance Rolls against INT and POW whenever there is a choice of directions to proceed. The magic has a P0W 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 of 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 anebony 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-spln 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 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 with a single room crammed with all manner of magical and sanguisic tomes. Teh Atht will momentarily go into delirious raptures until he remembers 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 chilled? howling loudly. Is it suddenly darker in here? they ask themselves; and Why do I feel losing my eyesight? howling loudly.

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, written by a mysterious 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 library... 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 in 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 library to the most magically-experienced character remaining. Teh Atht will recast the spell for them after the combat. 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 SLQTVADEN

By this time, ancient the characters are assumed to have set out for Norway. They can travel fairly inconspicuously to Newcastle as Theird guest. Gustav 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 (krones) to take them on to Slqtvadven, however they have decided to travel there. Fortunately, Gustav knows several Scandinavian languages.
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.

Slåtavden 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 cozy 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 watching, this will cause great alarm, naturally. Theldred or the modern policemen who will want to ask them some awkward questions. Anyone is watching, this will cause great alarm, naturally. Theldred or the modern authorities 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 Ahth (quite rightly), however, in a few hours the switch will be made to their proper Time, will have to do some Fast Talking to get away, or simply ignore the locals and get out of Slåtavden 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 Mylakhrion's Tower. If Teh Ahth 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/steed (or whatever) are, and the characters can accompany him back to Klotho 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 Ahth 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 Ahth 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 Ahth**

There are no stats given for this NPC. Teh Ahth 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 Ahth 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 Ahth'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 we know it. 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 hair. He will wear a black leather mask which covers his entire face, leaving only his nose, mouth and chin exposed. He will wear a black leather suit which completely covers his body, leaving only his head and shoulders visible. He will also wear a black leather glove on each hand.

Gorgos is able to lead them through the building to the temporary camp where the flying items/steed (or whatever) are, and the characters can accompany him back to Klotho 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.

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The return journey will be peaceful and without incident, unless you think the players have had it really easy!
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 Ath can erect his magical defences:

**Gorgos**

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<tr>
<th>Stat</th>
<th>Value</th>
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<tbody>
<tr>
<td>STR</td>
<td>30</td>
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<tr>
<td>CON</td>
<td>30</td>
</tr>
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<td>INT</td>
<td>20</td>
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<tr>
<td>POW</td>
<td>25</td>
</tr>
<tr>
<td>DEX</td>
<td>15</td>
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</tbody>
</table>

**Hit Points:**
- **Total:** 75
- **Per Tentacle:** 20

**Move:**
- **6**

**SAN Loss:**
- **1D20/1D3**

**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**

<table>
<thead>
<tr>
<th>Stat</th>
<th>Value</th>
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<tbody>
<tr>
<td>STR</td>
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<tr>
<td>CON</td>
<td>15</td>
</tr>
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<td>SIZ</td>
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<td>POW</td>
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<tr>
<td>DEX</td>
<td>15</td>
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<td>APP</td>
<td>17</td>
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<tr>
<td>EDU</td>
<td>16</td>
</tr>
<tr>
<td>SAN</td>
<td>nil</td>
</tr>
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</table>

**Attacks:**
- **Dagger** 40% 1D6
- **.22 Automatic** 35% 1D6

**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. Many 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 is odd that one major tradition of the genre is missed from the existing rules — it is 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 proportional to the damage rolled as follows:

<table>
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<tr>
<th>Damage (hit points)</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6+</th>
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<tbody>
<tr>
<td>Unconsciousness (minutes)</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td>5</td>
<td>15</td>
<td>30</td>
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</table>

(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 (the bodyguard is now unconscious), he looks through a peephole. An investigator, Sir David Neville-Smythe, is kneel in front of the corpse, with his back to the secret door. Picking up the poker he had previously used to murder Lord Grimsdale, still carefully open the door, tip toes up behind Neville-Smythe and tries to hit him behind the ear, recovers the gem in Neville-Smythe’s hand. As Neville-Smythe regains consciousness and stagger 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 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 bruises behind his ear show 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 they will start screaming if he lets them stay conscious, and signals his thugs to knock them unconscious.

Lady Amanda Prentiss is struck immediately, knocked out for eight minute. Sir David Neville-Smythe and the ‘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 struggles out of the thugs’ grasp, and sets 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 their usual vicious-laundry gang, 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 bashed to a pulp. Luckily he’s an NPC and the several weeks he’ll need to stay 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.
The patient is Kerim Fomutesca, an African medical student studying at the hospital. Fomutesca has inadvertently come into contact with the 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, air-raid shelters 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.

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 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 tend 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 his 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 he was discovered to be suffering from 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. 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 can be identified (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.

**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.

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.
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


**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 IDS SAN.

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 licencing 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 business suits enter his office (described below). Green leaves the investigators, 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 IDS 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 victims 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 victims 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 licencing authorities, or cruise nearby streets in hopes of finding it.

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The only building on the lot is a brick structure built in the late 1940s. The ground floor 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.

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**PLAN 2 CAR SHOWROOM & APARTMENT**
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 freshner, 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 of normality for official callers (police, VAT inspectors, electricity meter readers, etc.).

A closed cupboard holds a 20-gauge double-barrelled shotgun, and ammunition. Green has a shotgun certificate and owns the weapon legally.

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 recognize 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-barrelled 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 of interest to 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 realize 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.
The ghouls enter and leave through a manhole in the 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 rituals.

The ghouls lair is (naturally) under the churchyard east of Green's. If you feel kind there are only a few inches of rubble, topped by soil 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. It is one of several streams which were originally 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 opened 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 they open up into 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 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.
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 descendents 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:

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, sharp-shooters, 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 236 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) |


| 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 +1D4 |
| CON 12 APP 12 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 15 POW 10 LUCK 75 MAGIC POINTS 15
SIZ 16 SAN 75 EDU 21 KNOW95 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 KNOW70 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 but, 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 KNOW55 HIT POINTS 16


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 30 MAGIC POINTS 5
SIZ 18 SAN 75 EDU 7 KNOW35 HIT POINTS 17


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 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 investigator knows some electronic components to make repairs, trace circuitry, etc.

Nuclear Physics: Base Skill 0%. The investigator 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 investigator 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.
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 will of the zombie lord. 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.

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.

LWing ‘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 person becomes 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 5XPW to resist orders, again losing 1d6 DEX. Both effects last 1d4 + 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 within 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 1d4 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 maximum of 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 is capable of getting away or escape; only one attempt can be made per day, on a roll against 5×POW. 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 become 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 1d12 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 1d5 SAN if a SAN roll is made), and will remember everything experienced during the period without willpower. This means that any encounters with Cthuloid creatures and other horrors have their cumulative SAN effect when zombies are killed. Magic-users can 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 even benevolent magicians may also have mastered this craft. Such a situation 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 grave-robbing 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 designer of the zombie can make the zombie 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 naturally 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 clothes 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, generally by bringing 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 the ritual voluntarily.

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 stepping in a chelal bath or the use of a minor spell to keep the body fresh. Generally this procedure is left to undertakers 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 per casting, 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; 1d4 on first encounter with an obvious zombie (unless
a SAN roll is made), a d12 SAN loss (SAN roll negate) if an apparent human is positively identified as a zombie. Finding a friend or loved one converted to a zombie should cost Id6 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 powers. 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 1/6% 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 (Id3 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 (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 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 Id3 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 lifecycle 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 SEX 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; 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.
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 cell 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. Cribs will be ignored; if the investigator listens carefully, faint rhythmic thumping noises can be heard.
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 are 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 on 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, and may eventually show some form of gratitude if they can 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 surronded 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 signs, 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 already been. Say nothing (to any player) to confirm that the victim is in Bryant-Hoskins’ home.

At 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 sedated and given 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 hoses and ropes, and should be able to overcome a weak resistance; 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 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 find the victim bound and gagged, 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 guard the outside of 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, and they patrol the streets, which 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 6d6 SAN (1d6 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 better. They 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 the First World War to after the Second, and now runs a funeral business. He is a willing and able investigator, but his constant thuggish ways make him a liability. He should be as strong and tough as Jervis and Nadler, but are delayed long enough for their colleague to be killed.

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 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 nation’s most dangerous criminals, for example Robert Crippen, Thompson and Bywaters, etc. Spilsbury was also the leader of the twentieth-century revolution in criminology, and his skills should be a formidable challenge for any murderous investigator in Britain.
Phobias in Call Of Cthulhu
by Carl Sargent

Hideous, slavering tongues, sticking around my legs... drooling, obscene mouths, gibbering, hot with slime. The snickering of many mouths, the dribbling of snake-like tongues. Aiitieeeee!!'

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 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 glistening, writhing stinger emerges 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 proflane 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 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... Squirrrmmmmmmmmmm.

**Helminthophobia**

**Fear of Worms**

And not just phobes 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 prow, 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 ennerves, tightening their screams with suffocatingly warm 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 lysoephobe 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 pain 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. Flea 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 scrutiny, 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 phthiriphobe 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 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 pneumonia. Pneumia, 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 shrieking, shrieking on and on throughout acon.

**POGONAPHOBIA**

**Fear of Beards**

Men with beards have three outstanding attributes. First, they are fanatics, possibly cultists and almost certainly mad. Sc-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.

**PNIGEROPHOBIA**

**Fear of Smothering**

 Few ways of dying are exactly fun, but smothering - being unable to breathe as 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 an 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, pantophobia. 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
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 'what is beneficial to humanity', and it is 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. They were 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 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 call 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 it is not just any power; 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 Cthulhu too! It is easy to see why even dreams 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. 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 worshipers 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 orders. And they are the 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 something done when 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 like a 'star-keeper in the line of his alien'. 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 something superior. 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. He may not even understand what it is that he is doing to Cthulhu. His immediate interest is getting free.

Everything must be done to prepare for the time when Cthulhu rises 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 worshipers then? It is an unknown quantity. Cthulhu understands 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 come, 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 him, you may well 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 revealing 'shock horror' endings, or are simply non-existent. His narrative style is atrocious. The reader has to wade through adjectives 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 drew his ideas from the Dreamworld. 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 is the old sword-legend Neznomonicon, a hideous tome penned by the mad Arab Abdul Alhazred. Though totally fictitious, many were convinced of its existence...

Lovecraft may have become rather overenthusiastic, 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 adapt Lovecraft's 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, Beach. Similarly, the book of Cultes des Ghoules is the Comte D'Arléte, 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 invention of his own - the 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?... Is it right? When, in the final, climactic encounter, 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
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.
huphemy, 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.

To discharge at or near the person of the King, any loaded arm or explosive material.

To strike, or to strike at, the person of the King in any way whatever, or to throw anything at or upon the King.

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 dear 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 to 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 from 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
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 tinted, slightly gubby 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 Númenor, entered into Hell-knows-what-acts 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.

Petras is a Russian émigré, 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, Count St John. He will provide funds for travelling and a decent bonus for a good scoop.

Notes for MERP
Gamemasters

The adventure is set in the massif of the Ered Nimrais (White Mountains), just west of Mordor. 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 Númenor. The highf have 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 were heard for many years, a necromancer of legacy, built by Black Númenóreans, worshippers of Melkor, a copy of that constructed in Armenelos. Here a dark 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 the组建 of which he died), the Wraith was left to await his own death. But a mesmeric agent came from Sauron, bearing what he called the Ring of Eternity. Thus he endured, even through Sauron's own fall and rise.

Petras is a lesser Dúnedan 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 Sago contacts the characters to investigate. The map given here extends from the frontispiece in Erekh & the Paths of the Dead, an adventure supplement from ICE.

The Letters

The following are extracts from the letters Petras 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 gardens. Shops were full of what is called in English a Supermarket. We also saw a temple in the form of a Wraith. When all his companions fled after the Fall (most to Umbar, some to the service of Sauron in the组建 of which he died), the Wraith was left to await his own death. But a mesmeric agent came from Sauron, bearing what he called the Ring of Eternity. Thus he endured, even through Sauron's own fall and rise.

Notes for WFRP
Gamemasters

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 by some circles as the religious retreats devoted to Mor. 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.

Petras is a noted scholar, originally from Kislev. He became a noted, if eccentric, tutor of history in the university of Aldorf and his writings were enjoyed for their fresh and even humorous approach. He also explored and investigated in person, 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 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 arches were browned gave them the appearance of eyes watching you - a most uncanny sight.

4 ...Suceava was my next stop, where 975 long, slanted steps led up to the hill-top shrine, a former sanctuary for the populace fleeing from the hated, implacable 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 patchwork 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 Moldovita 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 Sucevita are genuine masterpieces of the barony's art and architecture. With their illustrations of scriptural stories and historical scenes they are unique: everywhere there, from little scenes and slates to a geometrical 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 ruins, for a splendour, its cloisters silent but with the memory of echoing treads.
...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 pitter of slipped 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 ies'tchurya 'es tron'n u-kha-ly;
Dyurian 'os nazg kechkar!
Al kha-ics en all'achishyren '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 Worlder/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 World; CoC: French, German, Russian; MERP: Adunaic, 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).
Event Five: The Ruins of Voronet

The road up from Mierach to Voronet is a good track as far as the capital (Mierach). From then onwards it is 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.

(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 (Mierach).

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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.

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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.

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.

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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 Ereh and Paths of the Dead for the latter). By the walls of the shrine in contrast pimpernel, edelweiss, benset and vervain can be found.

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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.

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 tecturing 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 fea-rand, ‘wandering spirit’), apply this meaning how you wish, eg to the time when Sauron returns in the Third Age, or when the Nazgul 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 cowled 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 arise 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 Mierach, 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 onto knives. Some even slaughter their families first. The characters must act swiftly to prevent the Evil One from arising!

The shrine in Mierach 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.
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, cowled robes of the Order and bears a staff occasionally; she also has a concealed dagger with her almost always.

Warhammer Fantasy Roleplay

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Skills: Arcane Language- Magick, Charm (+10% Pel), Cryptography, Disguise, Divination, Identify Undead, Lightning Reflexes (+10% I), Luck, Magical Sense, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language- Classical, Speak Slavic, Theology.

Careers: Initiate, Seer, Charlatan, Cleric Level I, Cleric Level II.

Magic Level: 1
Power Level: 22, Cast Spells - Cleric I, Cast Spells - Cleric II

Special Trappings:
Staff of Necromancy - Has an energy reserve (as Jewel of Power)

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 45 71 95 96 63 7 28 65da No(5) 55 15 Animat, Lesser Dunadan

Languages: Dunael 5, Westron, Sindarin 3, Morboth 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. Depressed 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

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Careers: Scribe, Scholar (incom.), Initiate, Cleric Level 1

Magic Level: 1
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 Animat, Rural Man

Languages: Wes 5, Dunael 5, Sindarin 5, Adnaic 5, Quenya 5

Spell Lists: Protections, Surface Ways, Direct Channeling, Bone/Muscle Ways, Blood Ways.


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 pl1 and 35 or Dagorlad & the Dead Marshes p10-11 - ghouls and skeletons are suitable.

Graeme Staplehurst
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
- Bargain
- Debate
- Psychology (initial maximum 35)
- Ride Bicycle
- 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 *Gaslight* or *Green & Pleasant Land.*

**GAMEKEEPER**

Starting skills
- Camouflage
- Climb
- Hide
- Shotgun
- Sneak

Starting Money: (d4 x $1000) + $2000

Gamekeeper characters are probably best suited to *Green & Green* or *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**

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 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.
**First Aid**  
**Listen**  
**Mechanical Repair**  
**Machinery**  
**Drive Carriage**  
**Drive Automobile**  
**Fists**  
**Ride**  
**Start**  
*Any 2 from*  
**Accounting**  
**Bargain**  
**Debate**  
**Credit Rating**  
**Fast Talk**  
**Psychology**  
**Oratory**  
**Law**  

**CONMAN**

Starting money: $(d8 \times \$750) +$1000

This 'job' is emminently suited for characters in any Cthulhu setting, especially where higher members of society are involved.

**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.

**Immigrant**

Starting money: $d2 \times \$1000$

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.'

'Que?'

'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!'

'Que?'

And so on! This character is a perfect 'sidekick', and should 
perhaps be taken under the wing of another character.

**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 
beg, 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 thebenefits 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!

**MONK**

Starting skills

| Debate   | Any 1 from      |
| Library Use | Anthropology   |
| Oratory   | Archaeology    |
| Read/Write Latin | Botany    |
| Speak Latin |                |
| History   |                |

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 depavity, monks 
believe. And belief is the strongest weapon of all...
### Cowboy

**Starting Skills**
- Camouflage
- Ride
- Sneak
- Track
- Hide
- Sing
- Spot Hidden

**Starting Money:** $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 Player characters. Cowhands 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.

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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!

**Starting Skills**
- Any 3 from Fists, Rifle, Thrown Rope (tie lasso), Thrown Knife

**Starting Money:** $75

### Actor/Manager

**Starting Skills**
- Disguise (make-up/costume)
- Fast Talk
- Oratory
- Psychology
- Sing
- Credit Rating

**Starting Money:** $750

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 found keeping people well in their place - seeing themselves at the same time as possessing an elevated status. Despite this, they were not above arranging the occasional 'liaison' 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-lings!).

As, for example, when faced by a raving Hound of Tindalos:

'Ve 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 that 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.
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 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 cult 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.
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 Sanitorium 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 Sanitorium 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, p6). 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 Sanitorium 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 Nyralathotep, Power Drain, Shriving.
SAN: 0/1D10
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 warden 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 warden 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, p60), exchanging minds with the helpless warden. Manners then left the prison in the warden's body, leaving the warden'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 warden 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
A mining company is prospecting on a site of possible historical interest. Graeme Davis asks the investigators to help assess the site's value.

A SMALL MYSTERY

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.
In the image, there is a description of a research topic titled "SPIRIT OF THE MOUNTAIN." The text is discussing a name, Cuifexcomec, and its implications in relation to Navajo mythology and central American contexts. The research directions are outlined, including investigations into the name's possible origins and connections to the Necronomicon. The text is also accompanied by a section on library use, suggesting that further research could involve accessing a copy of the Necronomicon. There is a mention of a Spanish mining operation and the name Montespiritu, which is associated with a paper by Phileus Sadowsky. Additional notes on the Ghost Mountain people and Spanish mining are also included. The text is derived from a research session, possibly a collaborative effort among investigators. The final section of the text is a brief aside about Father Ramon Vargas, referencing a heretic priest by the same name. The document appears to be part of a larger narrative or scenario, likely from a role-playing game scenario, given the structured approach to research and the mention of player handouts.
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 Sexuagesima - 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 running near the site.

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 made to accommodate the other investigators.. The rest of the day will be

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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 work here 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' Tent - 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.
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, to prevent disturbance by scavengers, but since Two Trees arrived on the site an entrance has been made where shown on the map, 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.

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 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 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.

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on the summit is entitled to make a POW x2 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 their 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 the sand-dwellers have been lying in wait as a rearguard, to attack or confuse any pursuers. They will attack openly if 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.

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 1D4 sand-dwellers. In addition, the investigators must make a POW x2 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 1D4 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 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 1D10 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.

**Neutralising Cuifexcomec and sending it back to the Other Gods’ 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.

**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.

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**NPCS AND MONSTERS**

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**Dr Ellington Bowers**

<table>
<thead>
<tr>
<th>STR 12</th>
<th>CON 14</th>
<th>SIZ 12</th>
<th>INT 15</th>
<th>POW 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEX 9</td>
<td>APP 15</td>
<td>SAN 55</td>
<td>EDU 18</td>
<td>Hit Points 13</td>
</tr>
</tbody>
</table>

**Skills:** Archaeology 65% (Navajo 95%), Credit Rating 60%, Speak Navajo 55%, Read/Write Spanish 70%, Speak Spanish 65%

**Weapons:** .35 Automatic 40%, Knife 30%

**Notes:** Dr. Bowers is a southerner born and bred, and sometimes cultivates a 'cowboy' image to alleviate 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**

<table>
<thead>
<tr>
<th>STR 14</th>
<th>CON 13</th>
<th>SIZ 15</th>
<th>INT 10</th>
<th>POW 13</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEX 13</td>
<td>APP 9</td>
<td>SAN 65</td>
<td>EDU 11</td>
<td>Hit Points 14</td>
</tr>
</tbody>
</table>

**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**

<table>
<thead>
<tr>
<th>STR 13</th>
<th>CON 15</th>
<th>SIZ 10</th>
<th>INT 11</th>
<th>POW 16</th>
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</thead>
<tbody>
<tr>
<td>DEX 12</td>
<td>APP 8</td>
<td>SAN 0</td>
<td>EDU 4</td>
<td>Hit Points 13</td>
</tr>
</tbody>
</table>

**Skills:** Camouflage 65%, Climb 80%, Chthulhu 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 believes in leading from the front, and will take charge in any crisis. Friction may develop if anyone challenges his authority.

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 a +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 POWxS 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 POWxS 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.

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>INT</th>
<th>POW</th>
<th>Hit Points</th>
<th>Move</th>
<th>Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>12</td>
<td>10</td>
<td>8</td>
<td>7</td>
<td>20</td>
<td>7</td>
<td>nil</td>
</tr>
</tbody>
</table>

Skills: Geology 20%, Mechanical Repair 30%, Speak English 20%, Read/Write Spanish 65%

Weapons: Knife 55%, Pick handle 30%

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.

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>INT</th>
<th>POW</th>
<th>Hit Points</th>
<th>Move</th>
<th>Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>13</td>
<td>11</td>
<td>11</td>
<td>5</td>
<td>12</td>
<td>8</td>
<td>3 point hide</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>POW</th>
<th>DEX</th>
<th>Move</th>
<th>Average HP</th>
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</thead>
<tbody>
<tr>
<td>2D6</td>
<td>3D6</td>
<td>1D6</td>
<td>2D6</td>
<td>2D6</td>
<td>12</td>
<td>8</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>POW</th>
<th>DEX</th>
<th>Move</th>
<th>Average HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D6</td>
<td>2D6</td>
<td>1D6</td>
<td>2D6</td>
<td>2D6</td>
<td>6</td>
<td>8</td>
</tr>
</tbody>
</table>

Weapons: Bite 40%, 1 HP damage, poison potency = snake's CON

Scorpion

All characteristics are 1, no armour, 1HP
SPIRIT OF THE MOUNTAIN

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 normal damage only (no impaling damage). All attacks on a bird in flight are made at half the normal attack percentage.

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 Association
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 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 giver 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 Aszathoth 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 Necrononicon: 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
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 where scanned at 300DPI at greyscale, unless the page featured colour, then it was of course scanned in colour!

Two pages where originally white on back and hard to read, ive 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 your 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 immediatly, but will be added the 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) Haunters 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