

1920s

SHADOWS OF YOG-SOTHOTH

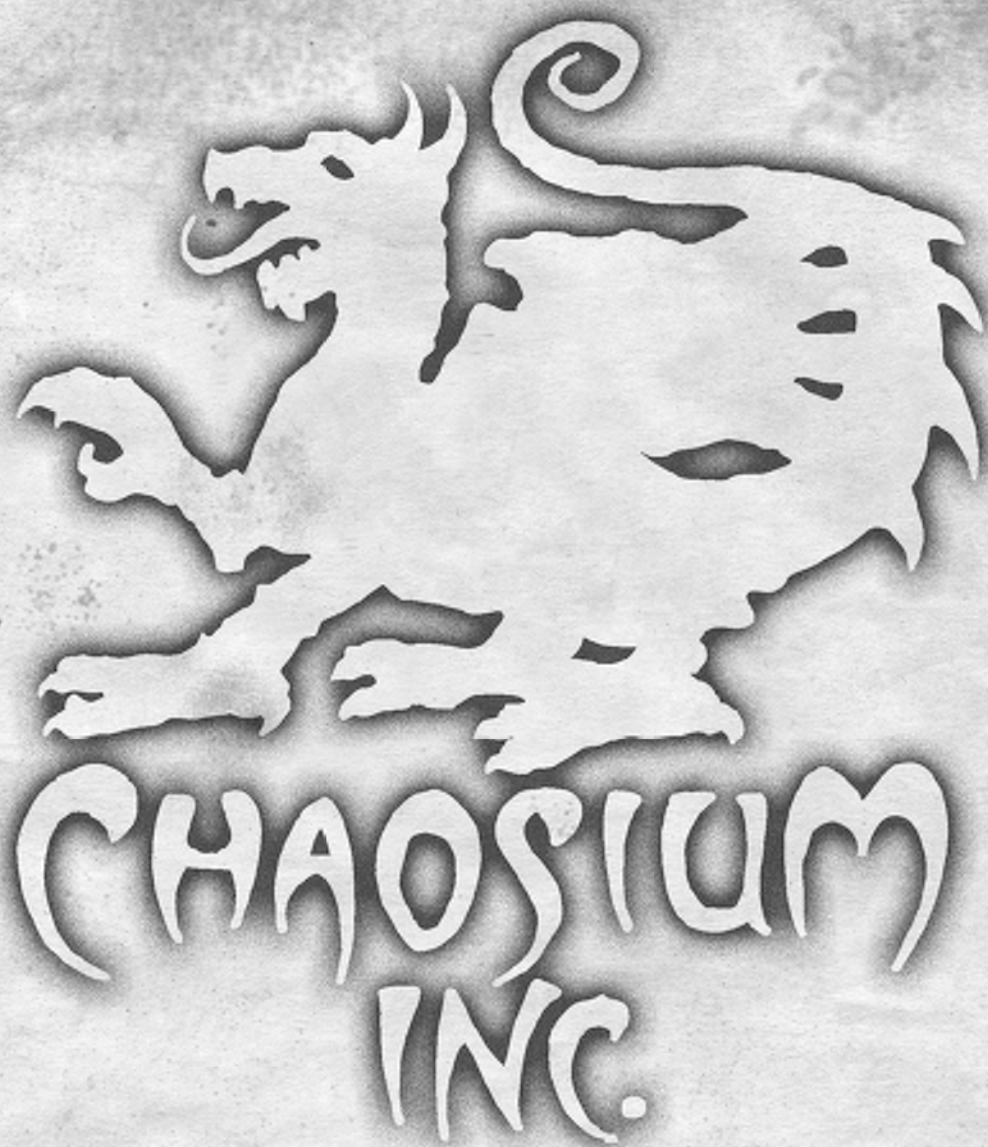
A Global Campaign to Save Mankind

Sandy Petersen

John Carnahan, John Scott Clegg, Ed Gore,
Marc Hutchison, Randy McCall, Ted Shelton



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SHADOWS OF YOG-SOTHOTH

A Global Campaign to Save Mankind

Boston ❖ New York ❖ Scotland
Mojave Desert ❖ Maine ❖ South Pacific

Published 2004
Originally published in 1982



H.P. Lovecraft
1890-1937



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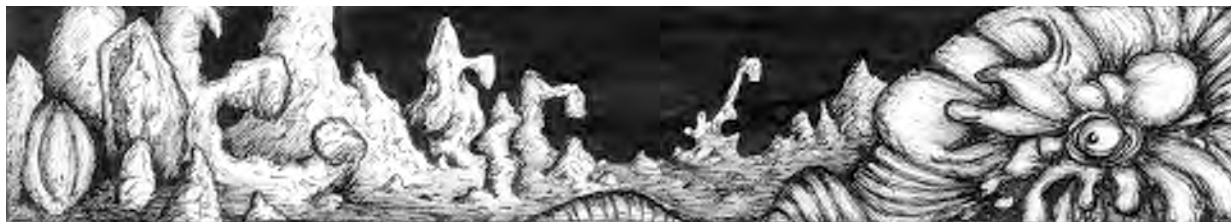
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SHADOWS OF YOG-SOTHOTH

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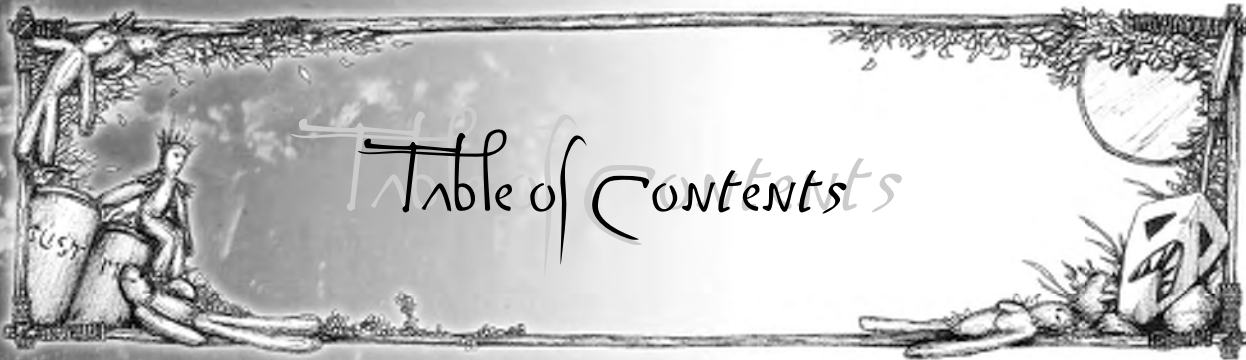
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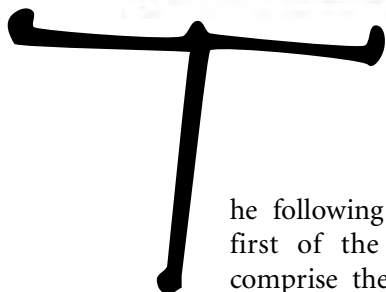
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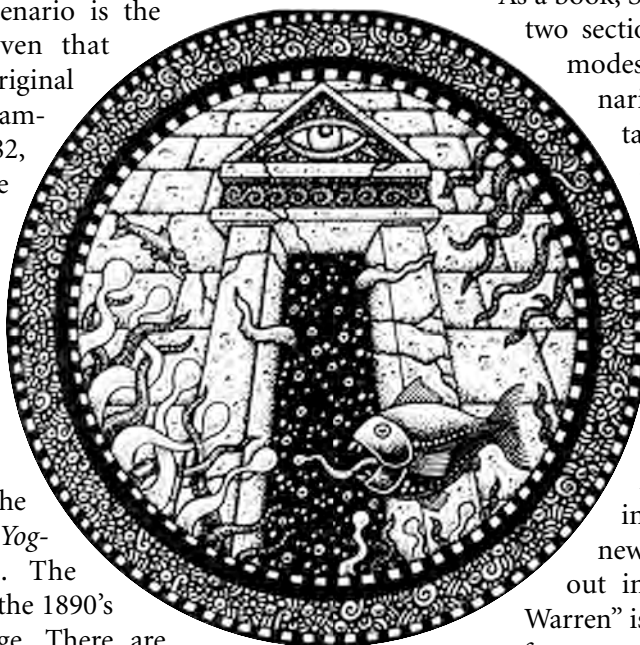
he following scenario is the first of the seven that comprise the original

Shadows of Yog-Sothoth campaign. Published in 1982, the campaign was the first supplement for *Call of Cthulhu*, and was reprinted at least once. Then it was reset but printed without significant change in 1989 as part of a larger book, *Cthulhu Classics*.

The era for all of the scenarios in *Shadows of Yog-Sothoth* is the 1920's. The adventures can be set in the 1890's with little or no change. There are mentions of political tension between Chile and Bolivia in "Watchers of Easter Island". With considerable work, the campaign also could be played in the present day.

The present text is corrected, updated, and expanded, particularly in the handouts, statistics, and physical descriptions of characters and settings. Several relevant glitches concerning the Arc of Vlastos and the R'lyeh Disk have been addressed and, one hopes, put to rest.

Tom Sullivan's original art has been preserved, including his cover painting; Michel Misset, Andy Hopp, and Meghan McLean contribute new thumbnails and additional illustrations. Some maps and plans have been adjusted and clarified. Despite the busy-work, these adventures are little changed in play from the original publication. Most of the effort has been to make the material easier to comprehend and present.



As a book, *Shadows of Yog-Sothoth* has two sections. The first part is the modest campaign of seven scenarios, from which the book takes its name. There are also two independent scenarios. They do not connect to the Yog-Sothoth campaign or to each other, though they could be retrofitted into the campaign with some work on the keeper's part. "People of the Monolith" is a genteel introductory scenario for new players, probably playing out in an hour or two. "The

Warren" is a much more dangerous set of encounters that may take up to three sessions to complete.

The campaign scenarios were originally published in the order presented in this book:

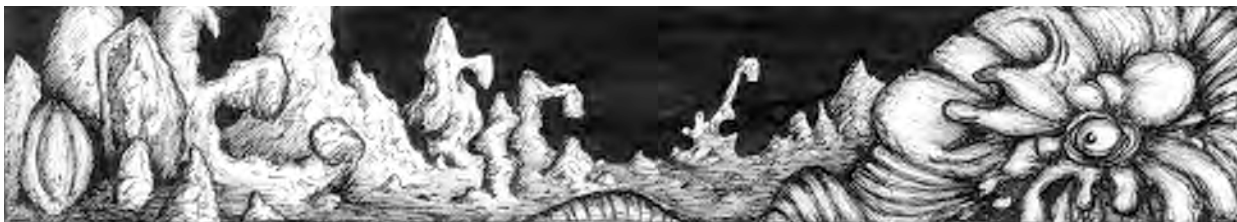
- (1) *The Hermetic Order of the Silver Twilight*
- (2) *Look to the Future*
- (3) *The Coven of Cannich*
- (4) *Devil's Canyon*
- (5) *The Worm That Walks*
- (6) *The Watchers of Easter Island*
- (7) *The Rise of R'lyeh*

These items are also appended:

The Warren
People of the Monolith
Handouts

In the course of play, the player characters penetrate the outer layers of a secret sinister occult





organization, led by the evil lords of the Silver Twilight. These entities, who range from living wizards to undead horrors and alien monsters, plan to raise dread R'lyeh (the city of Great Cthulhu) from the sea bottom and unleash the Great Old Ones upon a terrified world. If the players' investigators do well, they will prevent this horrible event from occurring. If they do poorly, well — !

If your play situation is not suited to ongoing linked adventures, such as in this book, then the scenarios may be played as unrelated adventures. The keeper will need to omit references to previous events, and examine non-player character motives. The final two scenarios, "People of the Monolith" and "The Warren", stand by themselves.

To use this book to the fullest extent, please read it through in order, from first to last. Re-read the first scenario that the player characters will embark upon, prepare any play-aids that you prefer to use, and go to it!

At the end of this book are some pages of player handouts, gathered together for convenient photocopying. You are invited to photocopy them or to cut them apart. Some version must be given to the players when their investigators reach cer-

tain obvious points in the adventures. Handouts mainly consist of letters sent to the investigators, quotes from books they come across, maps and plans, and similar items. The players may use and abuse their handouts as they see fit. Copies of the handouts also exist within the appropriate scenarios, so the keeper always has his or her copies of all the player material built into the adventures.

Shadows of Yog-Sothoth is intended for groups of fairly experienced investigators. Inexperienced investigators should comprise no more than half the party. Players and keeper should be prepared to lose some party members — this campaign, even more than most *Call of Cthulhu* adventures, is deadly. If the investigators are radically reduced in number, then new player characters should be created and introduced to the old-timers. If this is not done, then by the time the last few scenarios are reached, there will not be enough investigators to offer a hope of survival. This is especially true for the fifth scenario, "The Worm That Walks", which is intended in itself to kill a few investigators.

Have fun!
Sandy Petersen, 1982.



*Wherein the investigators join a new, very exclusive lodge in Boston
and uncover many horrifying secrets.*

Depending on keeper and player style, “Hermetic Order” can be finished in one or two evenings of play.

Keeper Information

The year is 1928, or whatever date the keeper prefers. A new fraternal organization has come to Boston. The organization is the Hermetic Order of the Silver Twilight. Its members are drawn from the city’s upper crust, including several respected community leaders. The Order has erected a fine new lodge hall just across the Charles in Cambridge for its increasing membership. The Order has a growing reputation for its discussions of philosophy, politics, and important matters in a congenial atmosphere of brotherhood. It is also exclusive and accepts only men of high quality as members, with Credit Ratings of at least 51%. There are also customary initiation fees and dues, plus voluntary donations, in the range of \$500 to \$1000.

As is common in the 1920’s, the Hermetic Order of the Silver Twilight is an all-male club. The Order does not solicit nor allow female members, nor may women attend its meetings. Spouses may join the Order’s sorority, the Hermetic Order Auxiliary, a small group devoted purely to charitable efforts. Female investigators who wish to enter the lodge hall must do so in disguise, or else enter surreptitiously after hours.

Encourage the players to have their investigators join the Order. Though the lodge does require high standards of membership, it is also eager for members. The keeper can point out that the word *hermetic* means, among other things, “relating to or characterized by occultism, alchemy, magic, or whatever is obscure and mysterious”. The keeper can also disclose that the investigators will need help in the coming scenarios, and that in the Order they can meet powerful and wealthy men who may join them in their efforts. (Actually only one should offer help — Edward Call, the wealthy physician. All the other members are either secretly devoted servants of evil, or simply not interested in stories of monsters and grand conspiracies.)

The investigators can learn of the evil in the Order on their own. If they are curious, they will prowl the third floor or the basements of the Order’s lodge hall after everyone else has left; if they are scholarly, their researches in city libraries or newspaper offices will bring the evil to light. If the investigators move too slowly to suit the keeper’s taste, he or she can have them initiated into the higher degrees, or have Dr. Call inform them of his suspicions. This requires the investigators to be members of the Order. The player characters should find it difficult to break into the lodge hall, but once they have reached the degree of Master, they should find it easy





to stay after everyone else has left, and then search the building. Any information they find in the library may be meaningless until they are members and know other members, especially John Scott and Carl Stanford.

Leaders of the Boston Lodge

John Scott, known as the Noble Philosopher, is the titular leader of the Silver Twilight lodge in Boston. He is also called Wizard or Chief Wizard by those initiated into the secret degrees of the Order. Scott appears young, but his skin is coarse and pocked. He tells anyone who asks him about it that he suffers from a rare family disease. In reality, his appearance is due to the fact that he died in 1721 and in 1912 was resurrected by a spell cast by Carl Stanford. The lodge building's site once was John Scott's farm. There he practiced the arcane arts until his life was taken by an angry mob. Scott had found ancient underground caverns then, and now has positioned the Order's new lodge hall to connect with those caverns once again.

Though John Scott appears to be the most powerful and important man in the Order, Carl Stanford is his master. Stanford is a leader of the international Lords of the Silver Twilight. An immensely charismatic man, he purposefully maintains a low profile, letting John Scott draw attention from him.

Like Scott, Stanford appears to be a young man. In reality, he is over 300 years old. He seems to be kind and benevolent, but he maintains his life by sacrificing humans to his obscene gods. Regardless of what happens to the Order and John Scott, Carl Stanford should escape to show up later in other scenarios. Statistics and further details about both of these men appear in the "Characters" section, near the end of this adventure.

When this scenario concludes, the investigators should understand that the Silver Twilight is an organization of monstrous evil, dedicated to destroying the world by recalling the alien Great Old Ones. The investigators also should know that the organization's tentacles stretch elsewhere. Since Carl Stanford has escaped, he may well be plotting the investigators' deaths. Self-preservation alone should send the investigators after him.

Investigator Information

Disquieting rumors about the Hermetic Order of the Silver Twilight have reached the investigators. The whispers imply that the Order is more than just a convivial fellowship practicing the fine art of conversation.

Some information about the Order can be found in the Boston Public Library — each clue requires a separate successful **Library Use roll**. The first clues are found using general library resources *before* the investigators visit the Order's lodge hall for the first time.

- No "Hermetic Order of the Silver Twilight" appears on a standard list of fraternal organizations.
- An obscure and rather weird book on demonology mentions a group called the "Knights of the Silver Twilight".
- The investigator with the lowest Luck roll mentions the Hermetic Order of the Silver Twilight to a friend, who replies

Hermetic Order Papers 1

The Narrative of Clyde Whipple

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

— Cultist speech overheard and quoted.

"Scott's farmhouse stood just one hundred rods north of the old Anglican graveyard, near the Cambridge Road. That cemetery was later moved nearer to the bay."

— Whipple locates the farmhouse beneath which were caverns.

"Redoubled in their volume, the noisome complaints bit so grimly at our hearts that we feigned retreat from the cavern so that we might reload our weapons in semblance of order. Our minds determined, we returned and volleyed into those horrors, then held up our lamps in survey. Men with many heads, men with twisted features, things with the features of frogs and outright demons twisted and died on the floor, loosing a stinking exudate. Others whined and fruitlessly tugged against their chains. We silenced them all."

— Whipple's party finds the caverns.



Keeper's Guide to this Adventure:

Why Join the Order?

The Hermetic Order of the Silver Twilight is a big organization with approximately 90 cultist members and at least a similar number of 'normal' members who are unaware of its true purpose. In the course of investigating the Order, it's very likely that your players will strike up conversations with random members. This is an excellent spot to introduce a minor NPC who might show up later in the campaign, either as an agent of the Hermetic Order, Carl Stanford, or perhaps even as a terrified "normal" who has stumbled upon the horrible truth and somehow managed to track down the investigators for help. Don't ignore this excellent opportunity! Make sure you note who your players spoke to, what they discussed, etc. That NPC may come in handy later on!

The Hermetic Order of the Silver Twilight also could provide a good way to introduce new player characters later in the scenario, even if the original investigators have moved on to a different corner of the globe. A new character could stumble across the Order's sinister purpose and perhaps find a link to the current player characters (either an overheard conversation, written clue, words from a prisoner, etc.) This, of course, assumes the Hermetic Order survives intact after the players have had at them!

Here are a few sample members of the Hermetic Order of the Silver Twilight, two despicable cultists and two innocent members who take the Order as a normal secret society. Motivated keepers could easily design side adventures or red herrings around these NPCs to extend this chapter. In any event, these characters will give some depth to the Hermetic Order, and perhaps provide allies or enemies as your investigators stick their noses where they don't belong.

Barry W. Pollard, 37, Sadistic Headmaster at Hollinsgate Academy for Girls, KoTOV

STR 13 CON 12 SIZ 13 INT 14 POW 08
DEX 10 APP 12 SAN 0 EDU 19 HP 13

Damage Bonus +1D4

Skills: Rifle 55%, History 60%, Latin 65%, Mathematics 40%, Listen 70%, Steely Gaze 30%, Persuade 60%, Fast Talk 40%, Accounting 20%.

Pollard is a smartly-dressed stocky man with a firm jaw and a neat crewcut. He is a teacher and headmaster at "an exclusive all-girls academy" near Boston. Pollard likes his cognac and expensive French cigarettes. He tends to be condescending and/or patronizing in conversation. Pollard is a despicable cultist who is also a sadist and pedophile. His cultist brethren cater to his loathsome tastes. Should the investigators confide in Pollard, he will cunningly lure them into a trap where a mob of custodes will overwhelm them.

Sample conversations:

"Society is far too soft on criminals."

Pollard likes to embellish his war stories from the Western Front, making his role as a regimental payroll clerk sound far more dangerous than it really was.

Gregori Bernauer, 41, Talkative German Engineer, Initiate

STR 13 CON 14 SIZ 09 INT 13 POW 11
DEX 15 APP 13 SAN 55 EDU 17 HP 12

Damage Bonus +0

Skills: English 65%, German 85%, Mechanical Repair 55%, Engineering 40%, Spot Hidden 45%, Physics 35%, Chemistry 20%, Operate Heavy Machinery 30%.

Gregori is an animated and energetic man who almost seems out of place in the Order in his bulky wool sweater. He is an easy figure to spot with his slight stature and scruffy hair and beard. He speaks excellent English with a noticeable German accent. He loves conversation, especially on the deeper subjects of philosophy, politics, and religion (he is a Lutheran). Gregori is a master machinist and engineer at a local shop, although he doesn't like to talk about work.

Sample Conversations:

"I think it is wonderful the Hermetic Order of the Silver Twilight welcomes immigrants such as myself! Most secret societies are so intolerant..."

"Science has become the 'new God', don't you think?"

Gregori will talk to anyone about anything, so long as the conversation is intelligent and engaging. He will listen attentively to any stories about a 'sinister cult', magick, resurrected sorcerors, or the like so long as the investigators are able to offer some sort of concrete evidence to back their claims. In this regard, Gregori is the most likely NPC to become an ally (along with Dr. Call).

Philip Valerio, 25, Naïve Accountant, Neophyte

STR 08 CON 09 SIZ 09 INT 14 POW 08
DEX 10 APP 15 SAN 40 EDU 18 HP 09

Damage Bonus -

Skills: Accounting 80%, Mathematics 45%, Classics 55%, French 20%, Law 35%, Throw 35%, Library Use 45%.

Philip is a slight, bespectacled young man with brilliantined hair
(continued...)





and a baby face. He obviously has money and dresses crisply in pressed trousers and suspenders. After graduating cum laude from Yale, Philip married into old Boston money and went to work at his father-in-law's firm. His 250 pound wife, Annabelle, would not be happy if she knew he was here. He is here because he thinks joining a secret society is 'the thing to do'. Philip is a nice enough man, but he is dull and unimpressive.

Sample Conversations:

"If Annabelle (that's my wife) knew I was here, she'd leave me and return to Mother's! She detests these 'men's clubs'. We were married last year, you know..."

Philip will endlessly participate in any conversation about the minutiae of accounting or tax law. Any discussion of the supernatural goes over his head.

Logan Terry, 35, Crooked Police Sergeant, KotSG

STR 14 CON 13 SIZ 14 INT 12 POW 12
DEX 14 APP 09 SAN 0 EDU 11 HP 14

Damage Bonus +1D4

Skills: Fast Talk 70%, Revolver 70%, Grapple 75%,
Fist 60%, Spot Hidden 55%, Listen 60%, Hide 50%,
Psychology 20%, Drive Auto 30%, Consume
Liquor 80%.

Terry is a massive, broad-shouldered man with curly dark hair and

a ruddy complexion. This second-generation Irishman says he is "a policeman" in Boston, although he is actually a sergeant at a station near the Old Harbor. He is soft-spoken and polite in conversation, preferring to listen to people. He is quite shrewd and observant, and will always take note of something he can use later. He would be an excellent NPC to follow a suspicious investigator around the mansion. Terry has his hands in several illegal schemes: prostitution, drugs, and bootlegging among them. He extorts money where he can, and helps cover up these operations as a policeman. Terry is addicted to cocaine. He is attracted by the promise of power offered by the Hermetic Order, although he thinks the supernatural angle is just so much mumbo-jumbo.

Sample Conversations:

Terry inquires about the investigator's 'line of work'. He is always looking for a new scheme to hook on to. If the reply is promising, Terry will press the issue and even go so far as to follow up on the story (without incriminating himself, of course). If the reply is not something Terry can use, he excuses himself and goes to the lounge. He will notice any kind of suspicious story or actions and keep on eye on that investigator.

Should the investigators confide in Terry, he will listen to them with skepticism. If they offer any incriminating evidence, he will ostensibly join the investigators. Never beyond blackmail, Terry is only interested in finding some dirt on the Order's officers. They've obviously got some dough.

that he recently visited the lodge hall. "Everyone was friendly and well-spoken. Many who have joined are very well off, I can tell you, and they are of high intelligence, too. I came away with a most favorable impression of the Order and of the sort of quality person who they want as a member. And yet I could not help finding it an odd place. There are many more employees than seem to be necessary, and they are not necessarily of the best sort. There are also entire floors of the building that are sealed off even from the prospective members, perhaps even the initiates. The place has about it an air of unusual secrecy."

Once these first clues have been absorbed by the investigators, the group should visit the Silver Twilight lodge hall. More clues will be available once the player characters visit the Order's lodge hall and meet some of its notables.

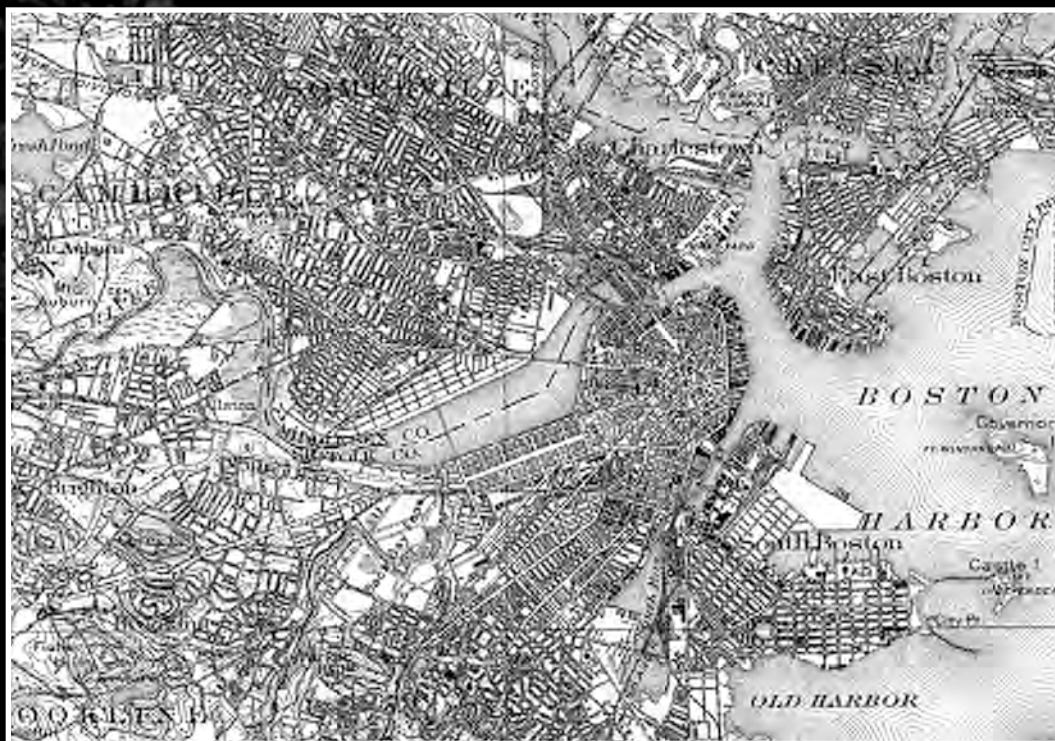
During the visit, let the investigators explore the ground floor, and converse with John Scott or Carl Stanford. To catch either man's particular attention requires a successful

Occult roll for the player character. If perceiving the investigator as a knowledgeable occultist, Scott or Stanford will pressure him to join, but only with the utmost delicacy. In this fashion, some or all of the investigators become worthy candidates for membership. Naturally the player characters' references must be confirmed before they can be accepted. If accepted, a candidate also must write a largish check to the Order for their first six months of membership — the keeper can determine the fee.

When the player characters return to the lodge on the next meeting night, they are then initiated into the lodge, and also see most of the Second Floor. Let them explore as they can.

Alternate Hooks

There are all kinds of ways to draw your investigators into this campaign. As written, it assumes



Boston at the turn of the century

Selected Connections for this Chapter

Paper # Clue or Lead Obtained from Leads to

- suspicious activity gossip Silver Twilight a cult?
- not on fraternal organization list library no information
- passing mention library "K's of Silver Twilight"
- conversation friend suspicious impression
- #1 Whipple narrative library John Scott, Cambridge, caverns with monsters
- #2 Man Disappears *Globe* Hermetic Order member James Clark vanishes
- #3 C. Stanford mentioned *Pillar-Riposte* advert in New York City
- #4 Karl Sanford sought *Globe* infant disappears
- #5 J. Scott mentioned *Globe* cited as Boston witch
- #6, #7, #8 Mythos instruction ... cult manuals in lodge hall lib. used by Hermetic Order
 - Gate Box with notes Level One, Study Carl Stanford
- #9 letter from MacBain Level One, Study addressed to Carl Stanford
 - missing man Level Two wallet ID's as James Clark
 - Resurrection info Level Two spell, custodes, materia





Cambridge Man Missing

Police today sought the information from the public concerning the puzzling disappearance of Mr. James Clark from his home at 1312 Newton Circle, Cambridge, Mass. He was last seen at home by his wife at about ten o'clock on Monday night.

Mr. Clark is of medium build, brown hair, and 34 years of age. An omnibus driver reports seeing a passenger resembling Mr. Clark headed toward Boston at about 2:30 in the morning. Mr. Clark keeps a law office in Boston.

His is a public spirited, outgoing personality. Friends at Masonic Hall and at the Hermetic Order of the Silver Twilight expressed dismay when apprised of his disappearance.

Boston Globe.

Hermetic Order Papers 2

they will join the Hermetic Order of the Silver Twilight, then discover the secrets therein on their own. This may work fine for some groups, but there are other ways to begin the adventure.

- **"YOU HAVE BEEN CHOSEN . . ."** One or two of the investigators receives an invitation to join the Hermetic Order. Select an investigator with: the highest EDU + INT, highest Credit Rating, or a single academic skill of 70 or more. The invite specifically asks you to "please extend this invite to another gentleman of strong moral caliber, and high intellectual and philosophical curiosity."
- **SCOOP!:** At least one of the investigators is a reporter or writer doing a story on secret societies. He is joining the Hermetic Order specifically to learn any and all 'forbidden knowledge'. The other player characters could be along in a supporting role (photographer, muscle in case things get ugly). The story could be for a reputable magazine or paper, or it could be financed by a sensationalistic tabloid.
- **UNDERCOVER:** At least one of the investigators is a law-enforcement official working undercover. The Hermetic Order has been under surveillance for several weeks, but a man is needed "on the inside". This can be an exciting way to introduce the characters to the power of the Mythos, but it will require some extra work. Keepers using this hook should be careful about backing up the investigators with the power of the Law! (See 'Raid on Innsmouth' for an example of the Government vs. The Mythos.) Alternately, one or more player characters is a private investigator infiltrating the Lodge to pursue a missing person, or stolen piece of artwork.

- **WOMEN:** As the Hermetic Order is fraternal, female investigators will certainly have to disguise themselves. This should provide ample role-playing possibilities. If your group has several female player characters, you may want to focus this chapter on the Hermetic Order of the Silver Twilight Auxiliary, the Order's sorority for wives. Surely, there are cultists in their ranks! Perhaps the Annual Formal Christmas Dance, 4th of July Boston Red Sox Game, or Spring Picnic is coming up, any of which will offer a good backdrop for the two Orders to work in concert.
- **'FOREIGNERS':** The Hermetic Order is unusual in that it does not restrict its membership to WASPs, nor to Americans. It is not a melting pot, however, as Europeans are accepted much more readily than foreigners of dark skin. The usual racism and intolerance of the 1920's is certainly present, although the Hermetic Order's Sovereign Charter indicates that "all men of human blood and mind are considered equally humble in the eyes of our Lord."

More Clues

After a month or two the player characters have risen in the order. Look over the section "Character and Rituals of the Order" a little further in the scenario. It

Hermetic Order Papers 3

MOTIVATE YOUR EMPLOYEES! INSPIRE YOURSELF!



Look To The Future
and Carl Stanford
this week present

B. Ramsdale Brown
Profits in Your Own Back Yard

We are the Businessman's Friend
Meeting and Coffee every Monday morning, 50 cents
The Crullers Are on Us!
320 Back Bay Lane — 7:30 a.m. sharp



INFANT STILL MISSING; MOTHER PROSTRATE

Authorities seeking young Erin O'Malley, aged six months, today broadened their search for the missing infant by issuing a warrant of arrest for one Karl Sanford, of 18 Trimountaine Close, whereabouts presently unknown.

Neighbors give contradictory descriptions of Sanford, and have little to report of him except for his disagreeable demeanor and secretive behavior.

Lieutenant of Detectives Beneke urges all who know of this man to step forward and do their duty by City and Commonwealth. Any Boston policeman will direct the inquiring citizen to Lt. Beneke.

Friends and family report that Mrs. O'Malley is prostrate with grief and begs whomever has taken the infant to return her, with the blessings of God.

—Boston Globe.

Hermetic Order Papers 4

ume in longhand with no title on the spine. This record tells of a vigilante raid on the farm of John Scott in 1721. The writer, Clyde Whipple, was one of the armed men who led the attack. He describes the weird sounds and chants they and their families heard at night, the disquieting foreigners who began to gather in the area, and the predations of local grave robbers. The writer was horrified by what he saw during the raid. He also discusses where John Scott's farmhouse stood. With a **D100 roll equal to or less than INT x4**, the player character realizes that the Order's new lodge hall was built

Boston Witches Recalled by Historian (cont.)

. . . These benighted individuals seemed to their fellow colonists to be hostile to the very tenets of Christianity, and transcripts from the era of the witch trials document their confidence in their own dark powers. Though they were often put on trial, an alarmed citizenry sometimes rose up against them without the benefit of lawful arrest or trial, as happened to the Cambridge area warlock John Scott in 1721. Scott was attacked and captured, found guilty of witchcraft by acclamation, burned alive in an enormous bonfire, and buried in an unmarked, unhallowed grave, all on the same day before seven o'clock in the evening. Neighbors swore he had created monsters and brought the dead to life in secret caverns located on his farm. His farm would be fascinating to explore, but unfortunately its precise location has been lost for centuries.

— Boston Globe.

Hermetic Order Papers 5

summarizes what the investigators have come to understand about the Order.

- The investigator with the highest average of INT and POW discovers a book stuck in an out-of-the-way place among the shelves for Colonial Massachusetts. It is a slim volume

where John Scott's farmhouse once stood. See **Hermetic Order Papers 1**.

The next four clues are gathered after the investigators have visited or joined the Order, or when the keeper thinks the player characters are ready. To notice each clue requires a successful **Library Use** or **Spot Hidden** roll. All are found while poring through newspapers.

- An article mentions the Order a week after the investigators visit or join the *Hermetic Order of the Silver Twilight*. See **Hermetic Order Papers 2**.

- The name Carl Stanford appears in a New York newspaper advertisement for a businessman's motivational group called "Look to the Future!" The newspaper is dated a month ago. See **Hermetic Order Papers 3**. Keepers, be sure that the players get this clue.

- An article dated eighty years before says that a "Karl Sanford" is being sought for questioning in the disappearance of a missing infant. See **Hermetic Order Papers 4**.

- A feature article dated twenty years ago discusses notorious local witches of the seventeenth and eighteenth centuries. Among them is "John Scott, a reputed warlock, whose farm was destroyed by an angry mob." See **Hermetic Order Papers 5**.

Character and Rituals of the Order

The Hermetic Order of the Silver Twilight appears to be a fraternal organization concerned with matters occult and philosophical. Its members mostly come from the upper classes of society. A few are community leaders. The Order's lodge hall is a lavish building. Its members eat and drink well after their meetings. Few realize that there are also secret degrees teaching the mysteries of real magic. Fewer still know that the organization is a front for the Lords of the Silver Twilight, a fellowship of powerful wizards dedicated to unleashing malign forces upon the world.





Public Degrees

The ritual of the lodge is divided into seven degrees. The public and general membership know of three. They believe that the public degrees of Neophyte, Initiate, and Master are the only degrees offered. These three degrees are similar and do share important features.

The candidate is first taken to the Preparation Room, and given a robe (black for Neophyte, gray for Initiate, and white for Master). Then the candidate is blindfolded and given a lecture on the noble purposes of the Order. He is told that he will learn great and mysterious things and that he will be asked to bind himself with an oath, but that he will not be asked to do or commit to do anything immoral or embarrassing. The Neophyte is taught the Hermetic Order's secret handshake, and urged to practice it and use it at every opportunity. This aside, the lectures differ slightly in specifics for each degree, but they are essentially the same for Neophyte, Initiate, and Master.

The candidate is then led across the hallway to the Lodge Room, where he is asked by the head of the lodge, the Noble Philosopher, to kneel and repeat an oath. The oaths for the different degrees are basically the same: the candidate promises to keep the secrets of the Order, to

seek after knowledge, and to live according to the principles of the Order. The blindfold is then removed, and the candidate is able to see the Lodge Room for the first time.

It is an impressive sight. The room is richly furnished, and the members wear robes representing their office and standing in the lodge. The candidate is then ritually introduced to the officers and instructed in the principles of the Order, which are Science (for the Neophyte degree), Philosophy (for the Initiate degree), and Magic (for the Master degree). Then the candidate is confirmed in his degree by the Noble Philosopher, and the meeting closes.

After the meeting the members remove their robes and go downstairs to the lounge and bar. Most members feel that this is the best part of the meeting. Most people band together for social reasons, and this Order is no exception. The Order has weekly dinners for its members and does community service.

The Secret Degrees

Unknown even to most of its members, the Order also has four secret degrees, all higher than the public degrees. These secret degrees confer Cthulhu Mythos knowledge. In order of attainment, these degrees are the Keeper of the Silver Gate, Knight of the Outer Void, Son of Yog-Sothoth, and "Wizard". Candidates for these degrees are carefully selected from those with the Master degree, who are subtly asked if they would like more knowledge and power. If they seem unreceptive, the questioner (usually the Noble Philosopher) will make it out to have been a test, which the member passed.

If, on the other hand, the member is receptive, he is informed of the secret degrees and told when to show up to receive the fourth degree, the Keeper of the Silver Gate. He is also told that he must keep secret the existence of the higher degrees, or he will be expelled from the Order. Actually, something worse will happen, but he is not told that — yet. The Knights of the Silver Gate will not hesitate to use their magic to silence any threat.

These initiations are held at 3 A.M. That way, the candidate can sneak out of his house and go to the lodge hall unobserved. If he should go insane during the ritual, he can be sent to a cell in the caverns below the building — no one will ever know what happened to him.

The Order's Seven Degrees of Membership

1. Neophyte (public)
2. Initiate (public)
3. Master (public)
-
4. Keeper of the Silver Gate (secret)
5. Knight of the Outer Void (secret)
6. Son of Yog-Sothoth (secret)
7. "Wizard" (secret)



Keeper of the Silver Gate

This degree reveals the existence of another reality to the candidate — one with insane gods and colossal monsters who roam the vastness of time with no regard for (or awareness of) humans and their affairs. This

degree teaches the ultimate meaninglessness of normal human life and activity, and points to the higher degrees which teach, they say, the true meaning and use of life. The candidate loses **2/1D8 Sanity points**. The candidate must swear that he will be faithful to the Order, or have



his mind stolen from him. As the candidate is pronounced a Keeper of the Silver Gate, he is touched by the Wizard's silver-headed sword cane, and drained of POW 1 by the Enchant Cane spell. He is told that this is to teach him the futility of life, but actually it just helps recharge Scott's storage cane with another magic point. If the candidate completes the ritual without going mad, he will be taught how to make the Elder Sign. The Keepers of the Silver Gate do most of the dirty work. There are sixty Keepers of the Silver Gate at the lodge. Scott's bodyguards and the servants are all Keepers of the Silver Gate.

Knight of the Outer Void

The KOTOV degree teaches the candidate more about the gods and great old ones, and introduces the candidate to the messenger and soul of the gods, Nyarlathotep. The candidate is brought before a great seasonal meeting of all the members holding secret degrees, at which Nyarlathotep appears in human form to take the candidate's oath and to pronounce him a Knight of the Outer Void. That oath requires him to serve the outer gods. If the candidate should break his oath, Nyarlathotep will send a hunting horror after him. At the meeting, the candidate loses 1D8 Sanity points. After the meeting, the candidate is taught the spell Contact Deity / Nyarlathotep. Knights of the Outer void are leaders and learn much more about magic. Often they tell the Keepers of the Silver Gate what to do. There are twenty-four Knights of the Outer Void in the lodge.

Son of Yog-Sothoth

This is the last ritual which a player-character candidate can complete without going mad. As a Son of Yog-Sothoth, the candidate learns that the true purpose of life is to re-establish the suzerainty of the Great Ones (the Outer Gods, Cthulhu, other Great Old Ones, etc.) upon the earth. With the Great Ones free, true reality prevails. To further this end, the candidate is taught the spell Call / Dismiss Yog-Sothoth. The candidate is shown the upstairs library, given a key, and told that the harder he studies, the sooner he will be able to become a Wizard. The Sons of Yog-Sothoth are the cult leaders, outranked only by the secretive Wizards. The Sons are powerful sorcerers and know most of the Order's secrets. They are devoted to their cause. Most have zero Sanity. There are five Sons of Yog-Sothoth in the lodge.

- In addition to the sanity point losses incumbent in various rituals, seeing the murals on the third floor also claims many sanity points.

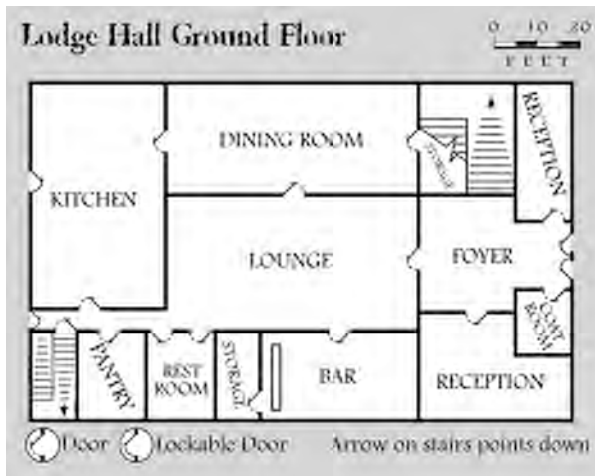
"Wizard"

Those Sons of Yog-Sothoth who prove themselves especially diligent students and servants to the cause will be considered for elevation to this last degree. Essentially this means that a candidate's Sanity must be zero, so no player characters will ever be able to infiltrate the upper organization. The degree is called "Wizard" instead of "Lord of the Silver Twilight" to conceal the true name of the organization, even from the Sons of Yog-Sothoth. This great caution protects against exposure of the parent organization. Only two Lords of the Silver Twilight are at the lodge — wizards John Scott and Carl Stanford.

The Lodge Hall

The Hermetic Order meets across the Charles River, in a fashionable Cambridge neighborhood. The lodge hall has three floors and a basement. The second and third floors lack windows along the back and sides. The fire escape at the back is reached by doors from the second and third floors and has a counterweighted ladder which moves from its second floor position to the ground when someone steps on it. Local residents consider the building handsome and an asset to the neighborhood.





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

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

The Two Storage Areas contain items associated with the rooms to which they connect.

The Hall Door leading out is usually barred at night.

Ground floor

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

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

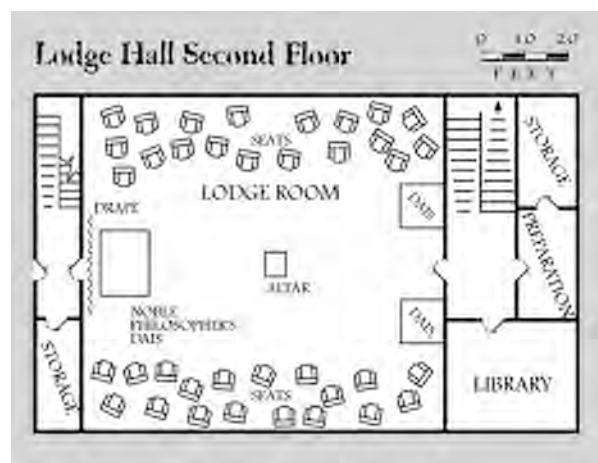
The Two Reception Areas are where the leaders of the Order welcome guests and interview prospective members. Both rooms are handsomely furnished with plush chairs and small tables. The walls are paneled and the floors are of polished oak with fine carpets.

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

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

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

The Rest Room has the latest in indoor plumbing.



The Second floor

The Lodge Room takes up most of the second floor. Here the Order conducts its business and carries out its initiations. The seats along the north and south walls are for the members. There are rows of seats, each row raised slightly higher than the next, very much like theater seats. The two daises along the east wall are slightly raised platforms for lodge officers. The altar is three feet square, two-and-a-half feet tall, and is made of wood; a padded kneeling rail extends along the bottom of its eastern side. The floor is polished wood and the walls are paneled. Constellations of tiny electric lights decorate the black-painted ceiling. Two chandeliers also provide light. The floor-to-ceiling drape behind the Noble Philosopher's dais is a brilliant scarlet velvet.

- The plan indicates four large candles and candlesticks. These ignite and extinguish themselves in unison, as appropriate to the ritual. Examination of them shows the candles to be large,





but entirely ordinary. There is no apparent physical explanation for how the effect occurs.

The other rooms on this floor are the Library, the Preparation Room, and two Storage Rooms.

The Library has a collection of scientific, philosophical, and occult books. There are no Mythos tomes — those are kept in the third floor library — but there are hundreds of more ordinary books. This library does contain copies of the rituals of initiation for the three public degrees (Neophyte, Initiate, and Master), manuals which may be read only by those who have been initiated into the Order. One of the offices of the lodge is Librarian, whose job it is to take care of this room and its contents.

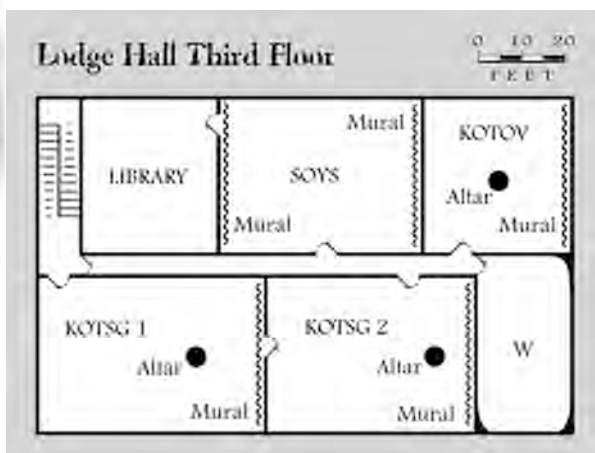
The Preparation Room and its adjacent **Storage Room** are where the appropriate lodge officers prepare those who are about to be initiated. The preparation includes a short lecture on what to expect, and dressing the candidate in the robe proper for the ritual. Most ritual robes are kept here.

Behind the Scarlet Drape

- A second Storage Room can be entered from behind the scarlet drape. That storage room is empty.
- The indicated outside door exits the building and opens on its fire escape.
- The stairs lead up to the Third Floor. These stairs are the only way to enter or to leave the Third Floor via the inside of the building.

The Third Floor

The secret advanced degrees are conferred on the Third Floor, off limits to those holding only public degrees.



This floor can be reached and exited via the door and stairs behind the scarlet drape in the Lodge Room on the Second Floor. Even though the existence of the Third Floor is obvious to anyone looking at the building from the outside, higher level members of the lodge conceal its purpose by saying that the third floor is not finished and cannot be reached; eventually, as the lodge grows, the floor will be finished and used.

KOTSG 1 and **KOTSG 2** are the initiation rooms for the fourth degree, Keeper of the Silver Gate. In the initiation ritual, the candidates move from the first to the second room. Both rooms are paneled, carpeted, and the ceilings are plain, painted wood. Light comes from electric sconces on the walls. Chairs line the walls. The black drapes in KOTSG 1 can be moved aside by a pulley located on the right side of the drapes. The altar in the first room is about three feet high, a five-pointed star in cross-section.

When the drape is opened, the mural and the doorway through it are exposed. The mural is of night on a barren, dead landscape. The door is framed in silver and seems to be a magical portal leading out of the barren waste. All who see this mural find it disturbing — but if a character touches the mural, that dispels the scene's utter reality.

- A successful **Spot Hidden** roll detects the signature of the artist on this mural; as on most of the murals on this floor, the name is Pickman.

Passing through the portal into KOTSG 2, observers find it like the first room, except that the altar is pentagonal in cross-section. The mural behind the black drapes is different. This one shows an apparently normal landscape with hills, valleys, trees, a small stream, etc. A silhouetted human figure in the foreground faces away from the viewer. Something about the mural is profoundly alien. Looking at it agitates the viewer and costs 0/1D2 Sanity points.

KOTOV marks the initiation room for the fifth degree, Knights of the Outer Void. The room has a bare wood floor, stark white walls, a black ceiling, and is lit by bare electric bulbs in wall sconces. The altar is a metal cylinder two-and-a-half feet high. When the white linen curtain is moved aside, the viewer sees a mural depicting outer space — stars, galaxies, and in the center a single dark planet. This compelling mural draws the viewer into it, and gives feelings of personal insignificance and utter desolation. Viewing this mural costs 1/1D6+1 Sanity points.



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

— Excerpt from *Entering the Silver Gate*

Hermetic Order Papers 6

SOYS indicates the initiation room for the sixth degree, Sons of Yog-Sothoth. There is no altar, the floor is carpeted, the walls are paneled, and the drapes are scarlet. Behind the drape on the west wall a door leads to the library. Behind the east drape is the most horrible mural in the building. It depicts a hill under a clear night sky with a full moon: at the top of the hill is a circle of stones, and in the center of the circle is a human figure in garish robes, dancing madly. Moving into the sky from that point, like a cloud of smoke, is a gigantic mass of slimy, iridescent spheres. Covering the hill outside the circle of stones are thousands of partly-decayed, still-living humanoid creatures. The viewer can almost hear them cry with ghoulish glee. This picture has a photographic realism, and produces in any sane viewer an utter horror and profound loss. Viewing this costs 1/1D10 Sanity points.

W., or Wizard harbors no initiation ritual. For the seventh degree, one is simply accepted into the fellowship because of proven expertise and dedication to the cause. This room is restricted to wizards. John Scott and Carl Stanford are the only wizards in the Boston lodge. The door bears an Elder Sign inset in gold. In the dark, it

glows blue. Inside, the most remarkable feature is the room's lack of sharp corners — all the corners of the room are rounded and smoothed out with plaster. The bare wood floor bears the smudges of many chalk signs drawn and erased.

The Hallway leads to the fire escape, and the stairs leading off of it lead down to the Second Floor.

The Library contains three books describing and defining the secret rituals of the Order. Reading these books raises Cthulhu Mythos knowledge, and also costs the reader Sanity points.

- **ENTERING THE SILVER GATE** — in English, author unknown, ca. 1924. Sanity loss 1/1D4; Cthulhu Mythos +3; average of 8 weeks to study and comprehend. **Spell:** Bless Blade. See *Hermetic Order Papers 6*.
- **CATECHISM OF THE KNIGHTS OF THE OUTER VOID** — in English, author unknown, circa 1924. Sanity loss 1/1D6; Cthulhu Mythos +5; average of 10 weeks to study and comprehend. **Spells:** Contact Deity/Nyarlathept, Candle Communication. See *Hermetic Order Papers 7*.
- **HOLY MYSTERIES OF THE GREAT RETURN** — in English, author unknown, ca. 1923. Sanity loss 1D2 / 2D4; Cthulhu Mythos +7; average of 13 weeks to study and comprehend. **Spells:** Call/Dismiss Yog-Sothoth, Cloud Memory, Implant Fear. See *Hermetic Order Papers 8*.

“... Therefore retaliation is now our sacred duty, to probe our purity of purpose, to make manifest the will of our Dreaming Lords, to pick up the sacred obligation of the flesh without limit and demonstrate the might and bite of those Who have begun to stir. Shall we wait as if paralyzed when blood frenzy is the pleasure of Those Whose reigns shall be without end or limit?”

— Excerpt from *Holy Mysteries of the Great Return*

Hermetic Order Papers 8





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

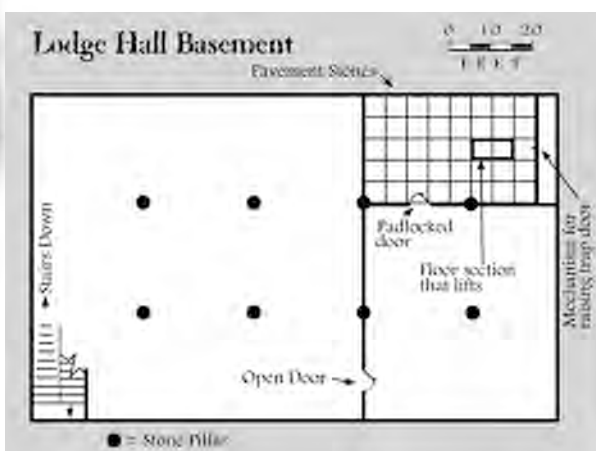
— Excerpt from *Catechism of the Knights of the Outer Void*

Hermetic Order Papers 7

Other Mythos tomes present are *Nameless Cults* (Bridewell edition), *Revelations of Glaaki*, *Cultes des Goules*, and *Cthulhu in the Necronomicon*. Many occult books also fill the shelves, but they have no Cthulhu Mythos significance.

The Basement

Consisting of three empty rooms and a mechanism controlling a trap door leading to caverns deeper in the earth, the Basement is reached by stairs down from the



back hall of the building's Ground Floor. Take the door between the back door and the pantry. This or the trap door to the caverns are the only ways into or out of the Basement.

The floors in the first two rooms are bare earth. All the walls are of heavy stone set in mortar. Both rooms are empty.

The door leading to the last room is locked. Inside, this room is like the others except that the floor is of five-foot-square stones set without mortar. If a player succeeds with a **Spot Hidden** roll while his or her character examines the eastern wall, the investigator notices an oddly-set stone. If the stone is pushed, a mechanism activates which raises a portion of the false floor. This is the only way to open the stairs, as the stones are very heavy and cannot be shifted even with a pry bar.

When the covering stone lifts up, the top steps of a steep spiral stairway can be seen, hollowed out through the immense granite formation beneath this part of the city. The steps corkscrew down for several hundred feet, to Level One of the caverns.

As the investigators make their way further and further down, the sounds of laughter and debate gradually recede into the silent blackness before them.

Their feet scrape against the chiseled granite steps. When someone slips a little, the hand-holds and wide stairs offer plenty of support to guard against a fall, but every step launches a fine rain of dust and drifting particles onto the heads and faces of those further below.

The Caverns, Level One

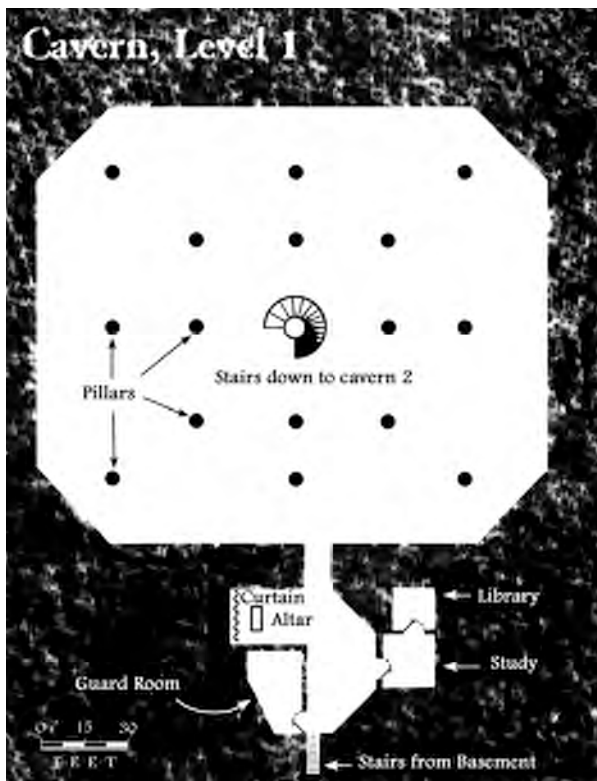
The caverns are not natural. They are far older than the city above, and far older than the ice which sealed them off for eons. Their original purpose is unknown, as is who it was who carved them out of the solid granite. There are three general areas in Level One. The first area recently has had added some wooden interior walls and ceilings to create rooms.

The Guard Room contains a few wooden tables. A large ring of keys hangs on the wall. If the investigators enter the basement a second time at a later date, two *custodes* will be manning the post. For a little more about custodes, see the “Characters” section at the end of this scenario.

The Study has a desk, a comfortable chair, and an oil lamp. A box of kitchen matches is in the desk drawer. Tucked away at the back of the drawer is the key to the door of the next room, the Library. A search of the desk or a successful **Spot Hidden** roll is needed to find the



Cavern, Level 1



There is an altar and a bas-relief on the wall behind the altar. A curtain currently covers the bas-relief. The altar is of stone, seemingly carved out of granite growing from the floor. It is stained with brownish material, probably blood. The bas-relief depicts Great Cthulhu striding across the earth, crushing humans as he goes. Above his head is something which might be mistaken for the sun by the player characters, but is a depiction in stone of the R'lyeh disk (successful **Cthulhu Mythos** roll to identify). The winged humanoid is dismayingly ferocious in stance and intent. Its eyes exert a steady hypnotic pull. Sanity loss to see this figure is 0/1D2 Sanity points.

The Pillared Vault: The final area in Level One is a vast arched room, some 250 feet corner to corner, high-ceilinged and echoic. Columns resembling great stone trees hold up the roof. The tree branches stretch up and out to blend with the arching ceiling. With flashlights and binoculars it may be seen that the branches more resemble ropy tentacles, and surely the angled lines sweeping toward the bases of the columns represent the bodies of enormous squids.

In the center of the room, a spiral stone stair winds down to Level Two.

key. Left open on the desk is a letter to Carl Stanford from a Duncan MacBain. For its text, see the **Hermetic Order Papers 9** nearby.

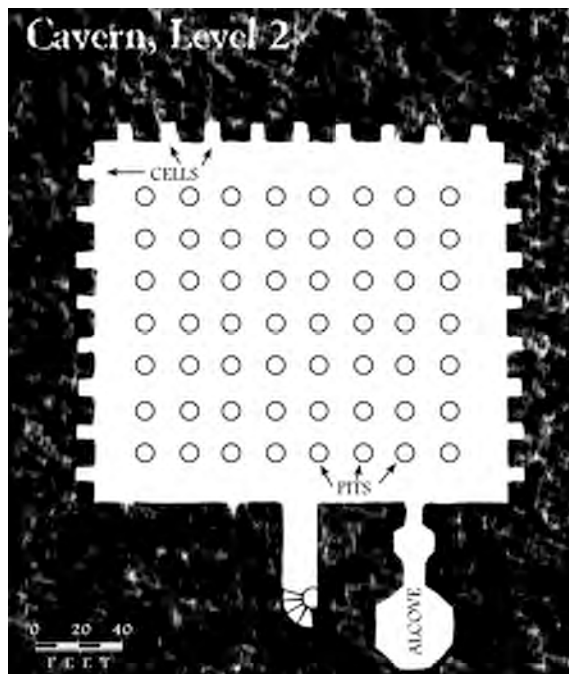
The Library door is STR 16. The door can be broken down by **matching one player character's STR against the door's** on the Resistance Table. With a success, the door collapses. This room contains a desk, a chair, and a large bookcase. The books in the case are mainly mathematical, philosophical, and scientific works. If all the books are removed from the bottom shelf, that shelf can be lifted, revealing a secret compartment in the base of the bookcase. This hollow contains an ancient copy of the *Necronomicon*, in Greek.

Let the investigators find the book on their own. Don't drop hints or make suggestions. If a player character should find it, and remain sane after reading it, he or she may be hunted down by its rightful owners, the Lords of the Silver Twilight. This treasure is powerful and important.

A cubical wooden box with a hinged lid sits in one corner. This belongs to Carl Stanford and is described at the end of this scenario. Lying on top of it is a small leather bound book, its pages blank except for notes pertaining to the spell Enchant Gate Boxes. (See "Magic Items and Spells" for more about the box or the spell.)

The Caverns, Level Two

This deeper level has the same dimensions as Level One, but three of its four walls are lined with cells, a total of





twenty-five of them. Many contain human remains chained to the walls. These continue to molder, perhaps left there for not yet having reached the proper degree of desiccation to work a Resurrection spell correctly.

● A slow tap-tap-tap comes from one cell. The cell contains a living person chained to the wall, who endlessly beats a shackle against the stone floor. For more, see the nearby sidebar, "The Man Who Disappeared".

There are also many pits in the floor of this level — a total of fifty-six — each about four feet in diameter, fifteen to twenty feet deep, and smooth-walled. A perforated iron lid resembling a manhole cover closes off most of the pits. Several long wooden ladders lay along the walls of the cavern.

Monstrous half-human things still live in about half of the pits. At the slightest sound these things respond with crying, bleating, and horrifying gibbering. It costs 0/1D2 S a n i t y points to hear their lamentations, and tears of sym-

MacBain House
Cannich, Scotland
12 January 19 —

Dear Mr. Stanford,
Greetings and felicitations.

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

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

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

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

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

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

Hermetic Order Papers 8



The Man Who Disappeared

Clark is thin, hungry, dehydrated, and almost dead. Unshaven and unkempt, his eyes have an empty look. If touched, the captive moans. His wallet identifies him. A successful **Know** roll associates him with the earlier newspaper article reporting his disappearance.

Clark's mind is gone. His Sanity is zero. Candidates who go insane during the higher rituals or who are caught prowling in secret areas of the lodge are brought here and chained in a cell. Keys to all the cells are kept in the Guard Room, Level One of the caverns.

Clark's stats are sometimes split. The initial values represent him as he was more than a week ago; the second value is as he is presently. If the investigators can offer him a little peace and quiet (not to mention a modicum of medical care) he will recover physically. Restoring his Sanity will take some time.

James Clark, age 34, Successful Boston Attorney

STR 13/10 CON 15 SIZ 12 INT 14 POW 13
DEX 10 APP 14/09 EDU 17 SAN 0 HP 14/08

Damage Bonus: +1D4 /+0.

Weapons: Fist/Punch 55%, damage 1D3 + 1D4
Oar 45%, damage 1D6 + 1D4

Skills: Accounting 15%, Bargain 50%, Climb 30%, Credit Rating 55%, Cthulhu Mythos 03%, Fast Talk 65%, Hide 30%, Law 70%, Library Use 40%, Navigate 20%, Persuade 79%, Sneak 25%, Spot Hidden 60%, Swim 35%.

Languages: Classical Greek 25%, Medieval Latin 40%.





pathy. If the keeper desires, a few of the pits can be uncovered; such open pits represent dangerous hazards for anyone moving about in the dark.

If the keeper wishes, the spiral stairs may continue down, level after level, but no provision for additional levels exists herein.

The Alcoves

The first of the two connected alcove rooms has wooden racks on either side, each rack full of lead bottles sealed with metal stoppers. They bear no visible markings. A sign above the racks to the left reads *Custodes*, and the sign to the right, *Materia*. Each bottle contains a bluish-gray powder, the essence of a once-living being.

The second and larger alcove room contains a table with an oil lamp, medieval torture instruments hanging along one wall, and some yellow robes fluttering from hooks along another. The floor bears a chiseled pentagram. Chiseled into the walls across from the entrance is the Resurrection spell. Reciting the spell forward brings a being back to life from the bluish-gray "essential saltes". Reciting the spell backward returns the already-resurrected being to dust.

If the investigators try to Resurrect someone from the *Materia*, the first one they pick will be a half-formed thing, like those in the pits outside. If the player characters insist on trying another bottle from the *Materia* racks, the keeper should make up some historical personage who will be utterly worthless to the group.

The best use for the Resurrection spell is to return John Scott to dust. To this end, the keeper should point out that the skin of whatever they resurrect reminds them of the skin of John Scott. If they do not try the spell, they will not make the connection, so they should be encouraged to try it.

A **D100 roll of INT x3 or less** allows the readers of the wall carvings to learn the Resurrection spell, but the writing does not convey how to create the essential salts needed to resurrect new people. The investigators who learn the spell are only able to turn resurrectees to dust, or to resurrect individuals from essential saltes already formed.

Magic Items and Spells

The following items and spells are particularly important to this scenario. Some of this information also appears in the core *Call of Cthulhu* rulesbook.

The Gate Boxes

The box in the Library on Level One is a plain wooden cube 18 inches high. One side is a hinged lid. When open, one sees only an empty wooden interior. The bottom appears solid, but anything touching the bottom from the inside will pass through this box and emerge from the matching box which is somewhere else. This is true for either box; the two boxes are magically linked, and passage is two-way. Touched from their outsides, both boxes feel entirely ordinary.

The box is big enough for most people to squeeze through. This box is SIZ 13. The SIZ of the box represents the average of the STR and SIZ of the largest person who can squeeze through. For example, a person of STR 12 and SIZ 16 cannot get through SIZ 13, because the average of the two is 14. If the person tries to squeeze through, he or she becomes stuck. Do not tell

IMPORTANT SPELL

ÆNCHANT Gate Boxes

Guides creation of twin magical boxes which thereby form the two ends of a magical Gate. Going through a gate box costs exactly the same magic points and Sanity points as going through a more conventional Gate, and the transit procedure is the same (see the spell Create Gate in the *Call of Cthulhu* rules).

First, make two identical wooden boxes to the SIZ desired. The boxes should be open only at one end. Then perform the necessary ritual, consisting of placing one's hands on the boxes and conceiving certain hyperdimensional lines and angles in one's mind for about five hours. Sacrifice POW 1 at this time. Each day thereafter, the boxes automatically drain magic points equal to half of the maker's, until they have absorbed magic points equal to the box's SIZ x100. A single Sanity point is lost for every full week of magic point drain. Once the necessary magic points have been taken, the boxes will work.



IMPORTANT SPELL

ENCHANT CANE

Creates an artifact which draws points of POW from victims, converts them to magic points, and stores them. The magic points are accessible to the owner of the cane, but to no one else. Casting the spell and creating the cane requires a week's work, a human sacrifice, 6 POW, and 1D6 Sanity points. Any wand-like object might be enchanted, but a cane is a typical object to use.

When anyone but the cane's creator touches the enchanted object for more than thirty seconds, he or she loses a point of POW, and the cane accumulates a magic point. The person losing the POW immediately feels suspicious and profoundly uneasy. The object can be held against the victim until his or her POW is drained away completely, and the soul sucked into the enchanted object. When a magic point stored in the enchanted object is used for some purpose, it is gone permanently and does not regenerate.

the investigators the actual capacity of the box — generalize and give them a chance to get stuck.

A spell, Enchant Gate Boxes, makes such boxes. Spell and box are the creations of Carl Stanford, and he is justly proud of them.

A Sword Cane That Holds Magic Points

Stanford habitually carries a black walking-stick with a silver tip and a silver head. It is a sword cane, intended for personal defense as well as convenience. The cane will hold an unlimited number of magic points. Magic points stored in the cane can be used as if the owner's own. The magic points do not regenerate, but new magic points may always be gathered. Carl Stanford's sword cane currently holds 160 magic points.

As a sword cane, this walking stick does normal damage, 1D6 + db. The blade does only physical damage; it does no magical damage. If the cane and its blade are separated, only the blade stores magic points.

Characters

The following presents background and game statistics

for the major characters in the adventure. In particular, keepers should try to keep Carl Stanford alive; he is written into later adventures and can be useful in the future as a recurring foil for the investigators.



Mr. Stanford

Carl Stanford

Though he is one of the most powerful wizards in the world, the investigators will be more concerned with Carl's colleague, John Scott. This is the way Stanford likes it — by maintaining a low profile, he gets to live long. He should always escape death in “The Hermetic Order of

the Silver Twilight” so that he may show up in later scenarios. If the investigators corner him, he will not hesitate to use Shriveling, Mindblast, or some other attack spell to escape. He has distinct advantages over the player characters.

His cane currently stores 160 magic points, so he can cast many spells before running short. Usually he leaves physical fighting to Max Reed, his chauffeur-bodyguard, who will readily give his life to protect his boss. Another advantage is Stanford's Gate Box, through which he can escape across a state or a continent in a few seconds. His greatest advantage is his high intelligence and great experience. No fool, even a magically powerful one, lives as long as Carl Stanford has.

Carl Stanford stands about 5'10", and weighs about 165 pounds. His meek face is slightly pudgy and entirely forgettable. He habitually wears glasses, but examination would show that the lenses are plain glass, without optical prescription. His brown hair is thinning. He usually wears a suit and tie. Stanford looks about 35 or 40 years old, but chronologically is some 300 years old.

CARL STANFORD, age 300+, Lord of the Silver Twilight

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

Damage Bonus: +1D4.

Weapon: Sword Cane 95%, damage 1D6 + 1D4

Spells: all spells in the rule book, plus others the keeper may choose.





Magic Items: His enchanted sword cane currently stores 160 magic points. His magical Gate Box is linked to a twin currently hidden in Hoosick Falls, near Albany, New York.

Skills: Archaeology 75%, Astronomy 20%, Credit Rating 60%, Cthulhu Mythos 49%, Dodge 50%, Fast Talk 85%, History 55%, Library Use 95%, Listen 60%, Persuade 90%, Sneak 80%, Spot Hidden 87%.

Languages: Arabic 80%, Classical Greek 95%, English 95%, Mandarin Chinese 80%.

John Scott

Two hundred years ago, John Scott lived on a farm located where the Hermetic Order's lodge hall presently stands. Scott found the caverns, and began the grisly work of robbing graves and reducing their contents to bluish-gray salts, which he could turn into the original people by means of the Resurrection spell. To obtain information such as where treasure was buried, he tortured these people. When finished, he would return them to powder. If he was not able to obtain all the remains of the person he wanted, but unknowingly went through the resurrection process, the result would be malformed — a humanoid grotesquerie. In the pits of the Level Two cavern, such failures are now found, condemned to live forever unless falling victim to bullet or blade.



Mr. Scott

Once Scott's schemes were uncovered, he was visited by a mob who killed him and destroyed his house. In 1912, Carl Stanford located the unmarked grave where Scott had been buried, and he resurrected Scott. Now Scott is a Lord of the Silver Twilight. He carries a silver-headed sword cane like Stanford's, but his currently holds only eighty magic points. Scott's greatest vulnerability is the Resurrection spell, which, if recited backward, will turn him into inert bluish-gray dust.

John Scott stands about 6'1", and weighs 170 pounds. His bony visage is aquiline, perhaps a little cunning. His skin is coarse, pocked, and reddened, as he suffered from roseacia. Nonetheless, his presence is commanding. When he enters a room, all eyes turn to him. His hair is thick and red, and his eyes pale, watery, arrogant, and cruel. He always wears a suit and tie. Scott

looks 30 or 35 years old, but is in fact more than 200 years old, brought back to life by wizardry.

JOHN SCOTT, age 200+, Noble Philosopher, Resurrected Revenant, Lord of the Silver Twilight

STR 12 CON 11 SIZ 14 INT 16 POW 16
DEX 10 APP 09 EDU 18 SAN 0 HP 13

Damage Bonus: +1D4.

Weapons: Sword Cane 75%, damage 1D6 + 1D4
Flintlock Dueling Pistol 70%, damage 1D6 + 1

Spells: knows all spells in the rule book, plus such others as the keeper may devise.

Magic Item: His enchanted sword cane currently holds 80 magic points.

Skills: Botany 60%, Chemistry 65%, Credit Rating 60%, Cthulhu Mythos 40%, Fast Talk 70%, Library Use 50%, Occult 45%, Persuade 80%, Spot Hidden 45%.

Languages: Classical Greek 75%, English 95%, Latin 80%.



Mr. Reed

Max Reed

Reed is Carl Stanford's bodyguard. He accompanies Stanford everywhere, acting as chef, chauffeur, valet, and butler. He carries a snub-nose .38 special in a shoulder holster and (up his sleeve) a seven-inch-long fighting knife that he keeps razor sharp. He is willing to die to defend his boss.

Max Reed stands about 5'11", and weighs about 185. He is exceedingly muscular with very little body fat. His blond hair is worn short, and he has a thickish British military-style mustache. A trained fighter and an accomplished murderer, Reed owns a variety of costumes and identification papers to help him in his work.

MAXIMILLIAN REED, age 30, Bodyguard and Gofer for Carl Stanford

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

Damage Bonus: +1D4.



Weapons: Fighting Knife 95%, damage 1D4 + 2 + 1D4
Fist/Punch 95%, damage 1D3 + 1D4
Head Butt 95%, damage 1D4 + 1D4
Kick 95%, damage 1D6 + 1D4
.38 Revolver 80%, damage 1D10
12-Gauge Shotgun 80%, damage 4D6/2D6/1D6
.30-06 Bolt-Action Rifle 80%, damage 2D6 + 4

Spell: Elder Sign.

Skills: Cthulhu Mythos 08%, Disguise 55%, Dodge 60%, Drive Auto 85%, Fast Talk 75%, First Aid 60%, Forgery 60%, Listen 70%, Martial Arts 88%, Persuade 75%, Serve 85%, Spot Hidden 70%.

Languages: English 60%, French 50%, German 48%, Spanish 70%.

Dr. Edward Call

The good doctor is a wealthy physician and the best possible ally in the Order for the investigators. He originally joined because he hoped to find others there who shared his eclectic interests. He is beginning to suspect that there may be something wrong about the Order, but he has no concrete evidence. He may keep his suspicions to himself. The investigators will have to approach him—he will not approach them.



Dr. Call

Trained at Kings College, Dr. Call has always been an anglophile. He usually wears a tweed suit with a waistcoat and tie. He's mostly bald with brown hair around the fringe, thick wire-frame eyeglasses, and usually is in great good humor, content with the world and himself. He no longer rides a horse, due to a riding accident that left him with a slight limp to his left leg.

Dr. EDWARD CALL, age 55, Convivial Surgeon

STR 12 CON 13 SIZ 11 INT 18 POW 11
DEX 16 APP 10 EDU 21 SAN 90 HP 12

Damage Bonus: +0.

Weapon: none.

Skills: Botany 50%, Chemistry 65%, Credit Rating 80%, Drive Auto 55%, First Aid 75%, Library Use 60%, Medicine 75%, Persuade 55%, Pharmacy 50%, Psychology 55%, Spot Hidden 60%, Surgery 90%.

Languages: English 80%, German 55%, Latin 40%.

Custodes

The *custodes* are strong but simple-minded humanoid creatures who can be resurrected to help Scott or Stanford handle a potentially dangerous or otherwise uncooperative resurrectee. The Custodes are identical, and fanatically loyal to their masters, Scott and Stanford. They will attack anyone else who resurrects them (such as the investigators). They are kept in bottles because it is convenient.



Custode

A custode is a single-minded humanoid created by magical means. Its face is a vapid mask, eyes staring, mouth slack. It has no hair. It only changes expression when it has decided to attack.

CUSTODE, A Sample Guardian of the Silver Twilight Lodge and Caverns

STR 18 CON 18 SIZ 18 INT 08 POW 06
DEX 12 APP 03 EDU 0 SAN 0 HP 18

Damage Bonus: +1D6.

Weapons: Fist/Punch 50%, damage 1D3 + 1D6
Grapple 50%, damage special
.45 Revolver 20%, damage 1D10 + 4

Skills: Climb 50%, Dodge 25%, Jump 25%, Listen 50%, Sneak 50%, Spot Hidden 50%.

Sanity Point Awards

If they find James Clark, recognize his condition, and do their best to rescue him, give each investigator 1D3 Sanity points.

If the investigators destroy John Scott, each investigator receives 1D4 Sanity points; if they fail, charge each investigator 1D3 Sanity points.

If the investigators steal Carl Stanford's Gate box from the Level One library, each investigator receives 1D3 Sanity points.

If they somehow destroy the lodge hall, award each investigator 1D4+1 Sanity points.





The investigators find that a businessman's organization has discovered a unique way to profit today from the future tomorrow.

“

Look to the Future” is a short scenario, playable in one full session or less. Because of that, the keeper might want peruse the Cannich adventure which follows this one, just in case. “Look to the Future” does have among its cast several powerful individuals whose presence or pursuit might well extend play for some time, but chances are that the investigators will see themselves as too weak and their foes as too strong to encourage a determined chase.

If John Scott survived the “Hermetic Order of the Silver Twilight”, the keeper may wish to have him reappear in a later scenario, perhaps to draw attention away from Carl Stanford. His appearance in this scenario, along with Stanford, Bryan Slim, and the armed cultists, would probably over-match the player characters.

Player Information

The Hermetic Order of the Silver Twilight has been broken up. John Scott probably has been returned to bluish-gray powder, and Carl Stanford has escaped. The investigators should be certain now that a group of evil cultists is working to return the planet to the clutches of the Great Old Ones. To hasten preparations for this catastrophe, the Lords of the Silver Twilight need money and magic points. A new front organization, Look to the Future, aims to satisfy these needs.

As the players meditate on their experiences with the Hermetic Order, the investigator with the highest APP receives a request from a banker friend, David Lee. Lee may be the banker for one or all of the player characters, or just a friend. See his letter *Future Papers 1*, nearby.

Look to the future

There is little information in libraries or newspapers about an organization called “Look to the Future”. David Lee has related everything he knows in his letter, except for the description of his “fabulous artifact” itself, which proves to be an aluminum frying pan lined with Teflon II. Only the people and events in the organization’s Meeting Hall will offer new leads.

The organization owns three structures — the Meeting Hall, the Brick Annex, and the Basement. The Brick Annex is an ordinary house, located behind the Meeting Hall, beyond an intervening vacant lot. The Basement is concealed under that empty lot. With a successful **Idea roll**, investigators notice



A Letter from David Lee
Dear _____

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

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

The head of the organization seems to be Mr. Lostalus Black, though the organization is remarkably secretive, and I have only his bearing and demeanor as evidence for my belief. Mr. Black claims to be a gifted psychologist. By subjecting our intelligent and sophisticated minds to certain peculiar psychological conditions, he claims that the membership's creativity will be released, and that we will be enabled to perform all sorts of physical wonders by metaphysical means. Thus we regularly meet together, and pay a nominal fee to support the organizers. He says we will be sharing in the grand discoveries that will come from this.

The psychological aura created by Mr. Black is certainly most queer. He begins by standing at a podium, while all of us (the attendees) are asked to meditate upon certain specific geometric shapes and designs. A sheet containing diagrams of the aforementioned designs is handed out to each member at the start of the meeting. While we meditate, Mr. Black begins by reciting some sort of invocation in nonsense syllables. He says that these syllables have been carefully chosen to elicit the proper subconscious response from us. As he chants, he begins to gesticulate wildly, and then we are all signaled to begin to chant a simple litany of our own.

Ong D'acta Linka,
Neblod Zin, Neblod Zin,
Ong D'acta Linka,
Yog-Sothoth, Yog-Sothoth,
Ong D'acta Linka,
Yarl M'ten, Yarl M'ten.

We repeat this nonsense chant for forty-five minutes to an hour. Mr. Black continues to energetically gesticulate and emit strange noises until he seems to reach some sort of finale, and he does a bit of stage magic — always the





same trick, but smoothly done. Then he gestures for us to stop. We then have tea or coffee. Many thuggish-seeming men assist Mr. Black now and then, as do two well-mannered men, a Mr. Bryan Slim and a Mr. Carl Stanford.

In addition to the monthly meeting which I have outlined above, we also have week-day inspirational seminars with various guest speakers. Mr. Slim seems to be the important organizer for these seminars, as indeed he is for the more esoteric monthly meeting. The thing that brought you to mind is that some of the speakers have urged us to join a fraternal lodge, thereby to enlarge our circle of friends and to make trustworthy business acquaintances. They specifically mentioned the Silver Twilight lodge as an excellent choice.

I must confess that Lostalus Black's methods seem to work. The organization has for sale many extraordinary artifacts they say were brought back from the future by our mental effort. I saw reason to believe those statements. Two months after I started to attend, Black came in with a perfectly astounding item, which he allowed me to purchase for \$100. It is well worth it, let me tell you! I will show it to you if you come. Many objects are marked with a copyright or trademark and dated far into the future.

Now for my reasons for distrusting Mr. Black. After each meeting in which we do the chanting, I feel head-achey and sick for some hours. I have noticed that since I joined the group, I have lost some of my former vitality and force, and feel as if my health may be deteriorating. I really could not say if this has any connection to "Look to the Future", but it seems suspicious to me, especially since I have noticed that my acquaintances in the group suffer from the same syndrome. Another reason for my distrust of Lostalus Black are his armed guards and the secretiveness that he keeps about himself and the organization. His guards speak no English or rudimentary English, and their crude behavior certainly does not inspire confidence in them or him, nor does his often-flamboyant dress-fizzes and such.

I would like you and your friends to visit a few meetings. I hope you can expose this organization for a fraud, or decide that it is open and aboveboard. If the organization is for real, I would like to be reassured about it so that I can rejoin it and continue to bid on those fabulous artifacts that it offers.

Hopefully yours,
David Lee



Keeper's Guide to this Adventure:

Engaging the future

This section offers a fun diversion for keepers and players that may work for your group. It is not important to the overall plot. The investigators should be present at one of the monthly meetings of the Look to the Future! Group. Events unfold as described in the text up until the chanting (and POW drain) occurs. At this time, Mr. Black “randomly” selects one or two audience members, who, of course, will be player characters. Hired thugs in tight suits escort them to the stage. At the conclusion of the ceremony, the characters will be thrown into the future!

It's recommended you send two players into the future, as it makes for a more interesting role-playing experience, but one would work just fine. Characters thrown forward in time automatically lose 1 POW, 1 CON, and should make an immediate **SAN roll (0/1)**. As soon as they suspect they may be ‘in the future’, they should make **another (0/1) SAN check**. The POW and CON loss will return after a few weeks of rest. The characters stay in the future only as long as the keeper wishes — snap them back to 1928 at the most dramatic or fortunate moment possible!

Keepers can certainly use any future time they wish, but here are a few suggestions:

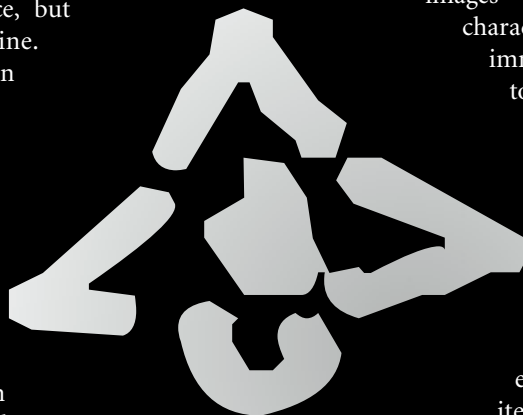
- 1971, warm spring day, the campus of Miskatonic University. There is a huge anti-war demonstration going on. Peace & Love at venerable M.U.! A pretty young woman wearing denim slacks and a peasant blouse (sans bra) sees the characters, “C’mon guys — we’re going to be late for the rally! Are you stoned or something? Hurry up slow pokes!”
- 1969, July 20, 4:18 P.M., any big city department store with dozens of televisions. Neil Armstrong lands on the

moon “Houston, Tranquility Base here. The Eagle has landed. That’s one small step for man, one giant leap for mankind.” A balding sales clerk in shirt and tie is watching the pictures on the screens, “Boy is that something, eh? I never thought I’d see the day . . .”

- 1978, humid summer evening, any suburban area, Drive-in theatre. The characters are caught in the middle of a large group of kids having a squirt-gun fight. One of them wears a “Star Wars” t-shirt.

Whatever time you use, this segment should be short and sweet. Remember to describe modern things as a person from 1928 might see them (a compact glass screen showing projected images — how unusual!) Have the characters get caught up in the immediate events without time to get their bearings. Allow them to ask crazy questions. Don’t let them to get too comfortable. Have an authority figure show up and question them. Give them a chance to grab some goodies from the future, but nothing too extreme. Useless, but fun items: Styrofoam, Etch-a-Sketch toy, any AC appliance such as a blow dryer, 8-track tape, plexiglass, cans of beer, etc. Should your clever characters decide to make for a library or try some quick research, use that opportunity to plant a cryptic clue before snatching them back to the 20’s.

Player characters who return from the future appear on the stage near Mr. Black. They are dazed and fatigued for 3-30 minutes (a -40% penalty to all skill checks and all actions, a **CON x3** roll reduces that penalty to -20%). Polite thugs help them back to the audience where they can babble to anyone who will listen about television sets, giant automobiles, or spaceships on the moon.





Selected Connections for this Chapter			
Paper #	Clue or Lead	Obtained from	Leads to
#1	letter	David Lee	New York cultists, L. Black, gewgaws
#2	drawing of R'lyeh Disk	Brick Annex or Hall podium	Scotland, raise/sink R'lyeh
—	Catechism of KOTOV	Brick Annex or Hall podium	knowing Silver Twilight
#4	In Old California	Brick Annex or Hall podium	mentions Hotethk tribe, Whateley, Arc of Vlastos
#3	computer	computer memory	mentions Belphegor, disk in Scotland, Arc of Vlastos in California, Easter Island.
—	time traveler appears and disappears	witnessed	magic being practiced

a fresh path connecting the front of the Meeting Hall and the back steps of the Brick Annex, trod through the grass of the vacant lot.

This scenario contains plans and descriptions for the Meeting Hall and the Basement, but only a description for the Brick Annex.

The Meeting Hall

This building resembles a fortified bunker. It is entirely of poured concrete reinforced with steel. The corners of the building are rounded, as if to help bullets bounce off. It has but one public entrance, a large arch with no door. There are no windows. A diagram of this place appears nearby. The interior benches are of wood, bolted to the floor. Indeed, the interior looks like a particularly dismal church. On the stage there are no seats, just a bare stone podium for a speaker.

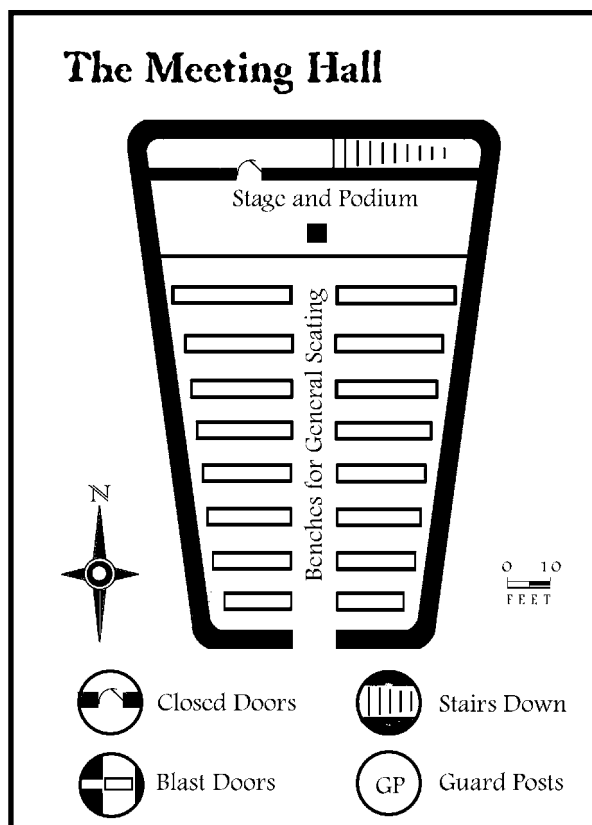
All "Look to the Future" meetings are held here.

The door behind the stage is kept locked. That door is STR 15; it can be forced by successfully **matching STR against STR** on the Resistance Table. It is narrow enough that only one person at a time can try to break it open. Bryan Slim carries a key to this door, as does each guard. One could be waylaid and mugged to obtain a key to the Basement.

The Brick Annex

Bryan Slim lives with three guards in this red brick three-story house not far from the Meeting Hall. Carl Stanford has been staying here as well. Slim and Stanford stroll between the Brick Annex and the

The Meeting Hall



Meeting Hall a dozen or more times each day. Intriguingly, if the investigators attend a monthly meeting, Mr. Lotalus Black is never seen anywhere but in the Meeting Hall.

- When the guards are off-duty inside the Annex, they still carry snub-nosed .38 revolvers in shoulder holsters, and daggers in their boots.





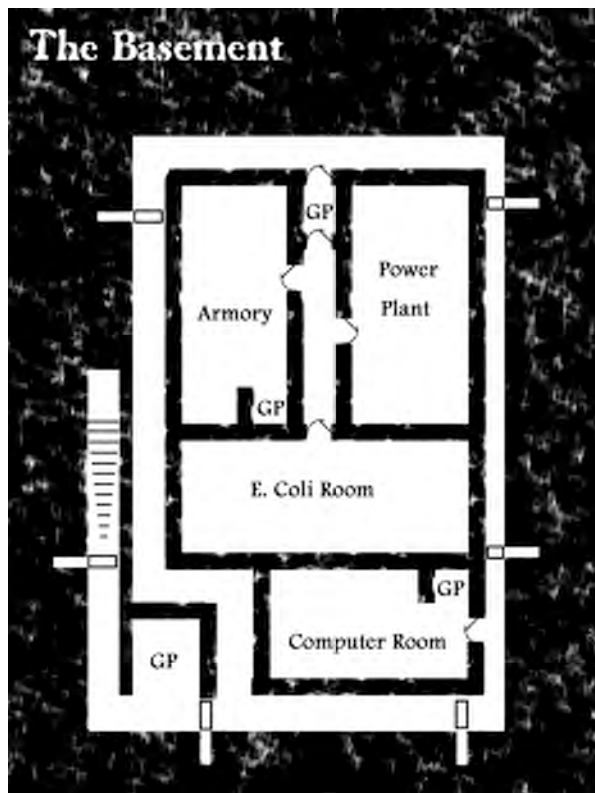
THE CELLAR is quite small, holding only a coal chute, coal, and a coal furnace to heat the building's radiators. Stairs lead up to the ground floor.

THE GROUND FLOOR consists of a parlor, a library and study area with several desks, a billiard room with a card table and a large console radio, a kitchen, and a bathroom. Stairs lead up to the second floor and down to the cellar. Exit the building through the parlor at the front or through the kitchen at the back.

- If the keeper wishes to make sure that the investigators learn about the R'lyeh Disk (See **Future Papers 2**), the Catechism of the Knights of the Outer Void (See **Hermetic Order Papers 7**), and Old California (See **Future Papers 4**), the study area on this floor is a fine place for those documents, one more believable than the podium in the Meeting Hall.

THE SECOND FLOOR has a bedroom for Bryan Slim, a bedroom for Carl Stanford, a spare bedroom (for John Scott, if he is here), and a shared bathroom. Stairs lead up to the attic and down to the Ground Floor.

THE ATTIC has three cramped beds for the guards, three small chests of drawers, and three chamber pots. Stairs lead down to the Second Floor.



The Basement

The Basement is completely buried underground, beneath the vacant lot that separates the Brick Annex and the Meeting Hall. The Basement can be entered only by taking the stairs behind the Meeting Hall's stage.

GUARD POSTS: There are four guard posts (marked GP) in the Basement plan. Armed with futuristic-looking automatic rifles, two guards man each post. See the "Characters" section for stats and firearm information.

- All the guards are Keepers of the Silver Gate, and thus subordinate to Bryan Slim, John Scott, and Carl Stanford. The guards fire at anyone wandering the Basement who is not a member of the Hermetic Order of the Silver Twilight, whether or not he is known to attend "Look to the Future" meetings. No mere attendee of that membership is allowed in the Basement. One guard always stays at each guard post, no matter what sounds are heard or what else happens. That means that only a single guard from each of the three other posts will come to the aid of a fourth guard post.

THE COMPUTER ROOM is filled with blinking lights and odd-looking metal consoles — it is a 1950's machine with stacks of punch cards in trays. An investigator making a successful **Electrical Repair** roll will be



Future Papers 2: Drawing of the R'lyeh Disk





able to turn on the computer. An investigator may then keyboard in questions, see them appear on a screen, be prompted by the machine for this or that number of the necessary data tray, and print out the answers. The computer is not too smart but is, of course, much advanced for the 1920's, when there were none at all. A question about Bryan Slim or Lostalus Black without the proper code word keyed in first (known only to Mr. Slim and Mr. Black) causes the computer to sound an alarm and shut down. A successful roll of **half or less of an investigator's Electrical Repair skill** starts the computer again. A successful **Mechanical Repair roll** turns off the alarm.

- If asked about the Silver Twilight, the computer prints out a report of some of its present business **Future Papers 3**. No other clues can be found in the computer room.

REPORTING.

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

Future Papers 3

THE POWER PLANT room has a strange, organic smell to it. A large steel tank fills the room. Dials and levers surround it.

The entire Basement is lit by electric lights and furnished with breathable air by electric fan. Once the shoggoth is released, the power goes off, the computer shuts down, the air stops moving, and the lights flicker and die. The investigators are left to grope in the dark, their only light source a phosphorescent monster oozing rapidly down the corridor toward them.

- One of Nyarlathotep's servitors provided the organization's power plant — a mass of shoggoth tissue kept confined and growing in a large vat. It pushes pistons to generate electrical

power for the entire installation. If an investigator fiddles with the levers, he or she needs a successful **Luck roll** not to open the tank's lid and release the shoggoth matter within. If the shoggoth matter is released, it will slop over the edge, rapidly fill the entire room, and then expand through the entire Basement.

- If freed, the shoggoth kills everyone it finds. It obliterates equipment and absorbs records. As soon as the shoggoth is let loose, klaxon horns sound, and the blast door in front of the stairs slams across the corridor. This door has over 200 hit points of armor. Though the blast door will contain the shoggoth within the Basement, "Look to the Future" will be ruined, and Bryan Slim will have to start all over again at another location, perhaps another city.
- If the investigators happen to have brought along the Gate Box from the first scenario, they can escape through it. The shoggoth, filled with mindless rage, will certainly destroy the Gate Box when it comes across it. The shoggoth has 30 hit points, and can fill up a corridor from wall to wall. If the players manage somehow to kill the thing, they will still be trapped underground, inside concrete rooms, with no light and no way out. Their bodies will be there for years before being found.

THE ARMORY contains twenty extra clips of 5.56 x 45mm ammo for the assault rifles. That sort of ammunition is not manufactured in the 1920's, so it would be possible to run out of ammo very quickly. Racks are present for other types of guns, but they have not yet been brought in. All of the assault rifles gathered by the time travelers are presently arming the guards. There is also a case of ammunition for .38 revolvers — one thousand rounds in twenty 50-round cardboard boxes.

THE E. COLI ROOM is so called because the words *E. Coli* are stenciled in black on the door. The room contains racks of vials containing a grayish-brown liquid — the black fever virus in culture. The room is refrigerated. If an investigator swallows black fever media, he or she will contract the disease, which is 100% fatal.

- Black fever is not from the future, but has been provided for the organization by Nyarlathotep's servants. Everyone injected with it contracts the disease without fail. Though its symptoms resemble those of earthly fevers, black fever is not of this earth. Those infected die within two weeks or so. The victim fights it for that number of days equal to his or her CON, suffering nausea, swellings, and chills near the end. The end is always death. On the bright side, black fever has no earthly vector. It is non-contagious — the only way to catch it is by injection.



The Weekday Meetings

“Look to the Future” mostly meets on weekday mornings. Bryan Slim usually does not attend these inspirational get-togethers, but Carl Stanford does, genially introducing the guest speaker. The lecturers have business themes for their talks, and nearly all of them are entirely innocent of the Mythos and the Lords of the Silver Twilight. The audience comes for the coffee, donuts, and a rousing talk with which to jump-start the work day. Increasing numbers of them buy futuristic gewgaws from the retail tables along the stage.

In the organization’s view, the purpose of these meetings is the cash sales. They also recruit attendees for the monthly Look to the Future meetings, thereby garnering more cash and points of Power. See the “Monthly Meeting” subsection below. Time travelers are sent into the future to burglarize stores or universities, and to bring back cartons of small gewgaws, lending credence to the fiction upon which “Look to the Future” is based. These gewgaws are things like disposable cigarette lighters, ballpoint pens, digital watches, plastic sunglass-

es, antihistamines, light-powered calculators, packs of filter cigarettes, penicillin tablets, and so on.

If the player characters attend a week-day meeting, they join several hundred business people in suits and overcoats, crowded around the tables at the front of the large room, just in front of the stage. They swallow coffee and doughnuts with abandon.

With just as much enthusiasm, the attendees line up to buy the minor gewgaws brought back by the time travelers. Business is brisk. With many radio stations in the area, for instance, battery-powered transistor radios have been popular, even though their asking price is a whopping \$34.95 each, and that in 1920’s dollars. A patient observer of the retail tables counts about two hundred sales in two hours, each sale averaging about ten dollars. That’s an average yield of about \$40,000 cash per month!

An Old Acquaintance

If any of the investigators have met or seen Carl Stanford, a successful **Spot Hidden roll** spies him set-





ting out clean coffee cups and manning one of the sales tables, wearing his best expression of smiling service.

If some of the investigators have talked with him at the Boston lodge of the Hermetic Order, Stanford looks up, and shouts greetings. "I never forget a face," he says, which is quite true. He has identified the entire group of investigators. "Say, our speaker's just about to begin. Come back of the stage after he's finished, and catch me up on the events in Boston."

Carl Stanford was clearly implicated in the Silver Twilight affair in Boston, and knows the police would like to talk to him, but he gives the nearest investigator the Hermetic Order's secret handshake and plays dumb.

If the investigators come backstage after the lecture, and he can maneuver them down the dim dark steps into the Basement, he'll have his guards attempt the murder of the investigators and feed them to the shoggoth. If his bodyguard Max Reed is alive and in the Basement, probably at least one investigator will die. If Stanford decides to flee, he'll use his Gate Box, then destroy its mate in Hoosick Falls, New York. Achieving that, he disappears without a trace — he'll be safe for years. Alternately, he adopts a physical disguise, hoping to avoid notice, and simply leaves with the rest of the crowd.

Meanwhile, he introduces Jay Randolph, whose topic is "How to Make That Important Sale". Needless to say, success depends entirely upon kindling the flame of enthusiasm within you.

The Monthly Meeting

The coordinator of the monthly "Look to the Future" meeting is Bryan Slim. Like Stanford, Slim keeps himself in the background. He is a member of the Order, a fifth degree Knight of the Outer Void. Each month he summons Nyarlathotep.

At the monthly meetings, Nyarlathotep is invoked and summoned a few minutes before the meeting begins. He then walks into the room in the guise of Lostal Black and begins the ceremony. Nyarlathotep then casts a magic spell, one of astounding power.

At the end of the chanting, each person present (except Nyarlathotep himself) loses 1 POW. This unwitting loss causes the headaches, next-day sickness, and decline of energy that some participants feel. The person sent into the future is usually one of the thugs hired by Bryan Slim.

For each point of audience POW the spell collects, the cultist travels a year further into the future. After 24

hours, the spell collapses, and the time-traveler rebounds into the past whence he came. This is dangerous: Sometimes only part of him comes back. Sometimes the traveler is catapulted into the distant past and is stranded there, never to return.

Up to a hundred members are present at any monthly meeting, so the time-traveler is able to go that many years into the future. For its own use, the organization has acquired a dangerous sort of power plant, a number of twenty-first century assault rifles, a 1950's era computer, and cultures of black fever.

When someone joins "Look to the Future" and begins to suspect that something wrong is going on, or tries to publicize the apparently magical gewgaws sold by the organization, then he or she is injected with black fever. Soon the interfering member is prostrate, wracked with fever. He or she is entered into a hospital and dies in a delirium. The threat to the organization is eliminated.

Attending a Monthly Meeting with Lostal Black

If the investigators attend a monthly meeting of the Look to the Future group presided over by Lostal Black, they too each lose a point of POW, and help send a time-traveler to the future. The time traveler, sometimes one of the guards, stands before Lostal Black as the chant reaches its climax, and then seems to suddenly implode into himself. He disappears with a sharp **snap!** like that from a loose connection in an electrical switch. There is a momentary gust of wind. Then Black's voice fills the silence, declaring that the glories of "Look to the Future" have barely begun.

Almost immediately the time traveler returns, with another electrical **pop!** Now the time traveler is laden with shopping bags and boxes — some bring back whole shopping carts stuffed with stolen goods. The traveler is taken away. His finds are priced and will be fitted into retail displays on the sales tables.

Meanwhile, Bryan Slim thanks the participants for their attendance, and motions for all the attendees to rise. Tentatively they do. The investigators too have headaches and feel disoriented. Everyone heads toward refreshment tables where hot coffee and tea await.

Keepers, all the attendees including the investigators have lost a point of POW. Players should not be informed of this until POW or Luck rolls are called for.

If the player characters attempt to interview Bryan Slim, he attempts to distract them, and may even invite



them to dinner, where he will try to infect them with black fever. If they attempt violence against Slim, he orders his guards to kill them. If they kill one or more investigators, Slim hides out to escape prosecution. A trial would be inconvenient.

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

Clues in the Podium

The following clues — two books and a sheaf of papers labeled “The R’lyeh Disk”, alternately could be found in the study of the Brick Annex, earlier in this scenario — or later, if they go to Bryan Slim’s for dinner.

- One book is a recently printed copy of the Catechism of the Knights of the Outer Void. This work was described in the scenario “The Hermetic Order of the Silver Twilight”. That organization’s name is printed on the title page.
- The sheaf of papers are English-language notes and recipes for using the R’lyeh Disk and the Arc of Vlactos to raise the sunken home of Cthulhu, an island continent somewhere in the Pacific Ocean. A somewhat fanciful drawing of the Disk and many explanatory glyphs are included. The image is **Future Papers 2**. There is no indication that the disk can divide into three unequal parts, but hereafter if the investigators see a portion of the R’lyeh Disk, they will recognize its connection with this drawing.
- The second book is titled *In Old California*, seemingly a memoir of A. Smith concerning his days in Alta California. The most interesting passage is quoted as **Future Papers 4**.

Sanity Awards

If the “Look to the Future” meetings were disrupted and brought to an end, increase each investigator’s Sanity by 1D6 sanity points.

If the investigators met Carl Stanford again and he eluded them once again, each loses 0/1D3 Sanity points.

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

— Excerpt from *In Old California*, by A. Smith,
no publisher, no Mythos references,
foreword dated 1884.

Future Papers 4

Characters

In human form Nyarlathotep may try to corrupt or trick foes by appearing as a friend. He is generally reluctant to reveal his supernatural powers unless pressed. Nyarlathotep usually reacts to challenges by summoning beings to carry off or otherwise dispose of his foes.

When in human form, Nyarlathotep can be slain by normal physical means. If slain, Nyarlathotep collapses. Then the body begins to quake and swell, soon bursting to release a huge clawed monster or some other form, as the keeper wishes. The rule book has stats for a nominal monstrous form.

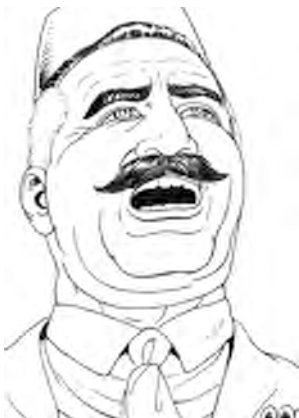
This colossus then rises from the split corpse and disappears into the sky, without further molesting the slayer. When in monster form, Nyarlathotep is more difficult to slay, but slaying still dispels him.





NYARLATHOTEP, Immortal Outer God in Human Form (Lostalus Black)

STR 12 CON 19 SIZ 11 INT 86 POW 100
DEX 19 APP 18 EDU 20 SAN 0 HP 15
MOV 12



Mr. Black

Damage Bonus: +0.

Weapons: every weapon 100%, damage as per weapon

Spells: he knows all Mythos spells; he can summon creatures of the Mythos at the rate of 1 magic point per POW point the creature has. He may summon a shantak, hunting horror, or servitor of the outer gods at the cost of a single magic point for each.

Armor: none, but brought

to zero hit points, he collapses on the ground and changes form. This is always to a more monstrous form, sometimes of spectacular SIZ. Viewers of this will lose a varying number of Sanity points. Nyarlathotep then flies away into interstellar space.

Skills: Nyarlathotep has every skill. All of his skills are at 100%.

Sanity Loss: no loss to see Nyarlathotep's human form. It costs up to 1D10/1D100 Sanity points to see him in another form.

CARL STANFORD, age 300+, Wizard, Lord of the Silver Twilight

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

Damage Bonus: +1D4

Weapon: Sword Cane 95%, damage 1D6 + 1D4

Spells: all spells in the rule book, plus others the keeper may choose.

Magic Items: His enchanted sword cane currently stores 160 magic points. His magical gate box is linked to a twin in Hoosick Falls, New York State, USA.



Mr. Stanford

Skills: Archaeology 75%, Astronomy 20%, Credit Rating 60%, Cthulhu Mythos 49%, Dodge 50%, Fast Talk 85%, History 55%, Library Use 95%, Listen 60%, Persuade 90%, Sneak 80%, Spot Hidden 87%.

Languages: Arabic 80%, Classical Greek, English 95%, Mandarin Chinese 80%.

BRYAN SLIM, age 30, Knight of the Outer Void, Summoner at Monthly Meetings

Bryan Slim is a man with black curly hair and pale skin. He stands about 5'11" tall, weighs about 140 pounds, has a prominent adam's apple, and wears thick gold-rim glasses. He usually wears shirt, jacket, and a dark conservative tie. On his left ring finger he wears a gold ring chased with the image of a serpent swallowing itself.



Bryan Slim

STR 14 CON 10 SIZ 13 INT 18 POW 12
DEX 08 APP 11 EDU 15 SAN 0 HP 12

Damage Bonus: +1D4.

Weapon: .32 Revolver 55%, damage 1D8

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

Skills: Archaeology 60%, Credit Rating 40%, Cthulhu Mythos 25%, Drive Automobile 60%, Fast Talk 80%, First Aid 60%, Hide 80%, Occult 90%, Persuade 50%, Pick Pocket 60%, Psychology 50%, Sneak 60%.

Languages: Arabic 90%, English 90%, French 50%.

The Guards and Their Weapons

All the guards are Hermetic Order of the Silver Twilight members, fourth degree Keepers of the Silver Gate. They are subordinate to Bryan Slim, Carl Stanford, John Scott, and other Order higher-ups.

The guards on duty in the Basement will shoot immediately at anyone who is not one of their comrades. Acceptable targets include lay members of "Look to the Future", none of whom are allowed downstairs. No matter what sounds are heard, one guard will stay at each guard post. Thus three guards — a single guard from each of the three other posts — will come to the aid of companions at the fourth.



The assault rifles are usually fired in short bursts of three bullets per burst. If a guard is disturbed or angered, he will fire a whole clip in a single round. In order to keep from doing this upon confronting armed investigators, the keeper must **roll D100 equal to or less than his INT x5** — if the roll fails, the guard fires off the entire clip and must then spend a round reloading. Each guard carries five clips of ammo. A few more loaded clips can be found in the Armory.

Sample “LOOK TO THE FUTURE” Guard

STR 11 CON 11 SIZ 14 INT 08 POW 04
DEX 12 APP 09 SAN 0 EDU 07 HP 13

Damage Bonus: +1D4.

Weapons: Fighting Knife 90%, damage 1D4+2+1D4
.38 Revolver 45%, damage 1D10
Assault Rifle (type unknown)* 35%, damage 2D8

**Base chance 25%, ammunition 5.56 x 45mm (not manufactured in the 1920's), base range 120 yards, attacks 1 shot, 3-shot burst, or full automatic fire of 20 shots per combat round, 20 round clip, hit points 12, cost unavailable, malfunction 98. The keeper may wish to substitute his own design or choose an existing one from the rule book weapons table.*

Skills: Dodge 25%, Hide 50%, Jump 45%, Listen 50%, Spot Hidden 50%.

KOTSG Guards: reuse as necessary

	1	2	3	4	5
STR	11	14	14	13	12
CON	11	11	11	10	12
SIZ	14	12	12	13	14
INT	08	09	08	07	10
POW	04	05	08	07	09
DEX	12	11	11	10	13
HP	12	12	12	12	13

Damage Bonus: +1D4

Weapons: Fighting Knife 90%, damage 1D4 +2 +1D4
.38 Revolver 45%, damage 1D10
Assault Rifle 35%, damage 2D8

Skills: Dodge 25%, Hide 50%, Jump 45%, Listen 50%,
Spot Hidden 50%.

KOTSG Guards: reuse as necessary

	6	7	8	9	10
STR	13	13	14	13	12
CON	13	15	15	10	12
SIZ	12	13	12	13	14
INT	07	09	06	11	13
POW	09	09	10	09	06
DEX	14	14	11	10	11
HP	13	14	14	12	13

Damage Bonus: +1D4

Weapons: Fighting Knife 90%, damage 1D4+2+1D4
.38 Revolver 45%, damage 1D10
Assault Rifle 35%, damage 2D8

Skills: Dodge 25%, Hide 50%, Jump 45%, Listen 50%,
Spot Hidden 50%.





A Denver millionaire's uncle has mysteriously disappeared after sending three puzzling letters. Fees and expenses to Scotland are provided.

"Coven of Cannich" is a sprawling scenario with thirty-odd characters for the keeper to play and keep track of. Most of their last names start with "Mac". Effort in understanding their varying motives and psychologies will be rewarded. Depending on the players' style of play and the energy of the keeper, this adventure requires two to four sessions of play.

The investigators encounter no difficulties until they reach the Scotland village of Cannich. There they must discover what happened to Henry Hancock, and decide what to do about it. Their investigations lead them to a conspiracy involving sinister serpent people, witches, and an artifact with which the Lords of the Silver Twilight plan to raise dream-haunting R'lyeh from oceanic depths.

The majority of the villagers do nothing to aid or hinder the player characters. Those villagers who may interact with the investigators are listed in the "Characters" section, at the end of this scenario.

"Coven of Cannich" divides into three general sections — the Hancock House, the Hancock Dig Site, and the MacBain House. Each location conceals a piece of the R'lyeh Disk. The investigators must find the three pieces of the Disk and keep them from falling into the hands of the witch-cult. If the Lords of the Silver Twilight have even one of the pieces, they may be able to create a new disk.

Firearms

For the most part, investigators will not be allowed to take firearms into Britain, whether or not they are U.K. citizens. Handguns and rifles will be confiscated by British Customs if the investigators have attempted to conceal them and surreptitiously bring them into the U.K. Explosives will be confiscated.

If the investigators declare their firearms, British Customs locks up the weapons during the visit, and returns the property when the party leaves the U.K. — if they also leave via their port of arrival. The player characters will be able to purchase shotguns if they can show a letter from a farmer permitting them to hunt on his land. Excellent shotguns and a variety of ammunition may be purchased in Inverness or in larger towns and cities.

Aim of the Scenario

"Coven of Cannich" is intended to confuse and misdirect the investigators. The Englishman, Tommy Hayes, really works for Scotland Yard, but the majority of the villagers, including the constable, suspect him of dealing with the witches. The



innkeeper, Fergus (secretly a witch), will attempt to make friends with the investigators so that he can give them false or misleading information. If they get too close to the truth, he will betray them and do his best to have them killed. The keeper should not make it easy for the investigators to figure out whom they can or cannot trust.

What Really Happened in Cannich

Henry Montague Hancock, an American big-game hunter and archaeologist, moved to the village of Cannich for a rest. During an African dig, his American friend and colleague, Dr. Adam Chisholm, had gone temporarily insane. The two archaeologists chose Cannich as a quiet, comforting place in which Dr. Chisholm might fully recover.

In Cannich, Hancock became friends with Dr. MacParlan. When he read the doctor's manuscript about a Roman expedition to Loch Mullardoch, he set out to locate the Temple of Aesathog mentioned in it. Hancock suspected that the god "Aesathog" mentioned in the manuscript should have been translated as "Azathoth".

Within two months Hancock and Chisholm had discovered a ruin on the shores of Loch Mullardoch. They made some hasty exploratory excavations. Their discoveries were rich enough that they sent for Andrew Kennedy, an authority on the Picts who identified many of the artifacts as of Pictish origin. They also found the skeletons and armor of Roman soldiers, as well as skeletons showing a number of deformities. Most importantly, they found a portion of the R'lyeh Disk. Hancock immediately hid it in a secret room in his basement — not because he knew what it signified, but because the disk was made of solid gold.

Excavating quickly proved too much work for the two men, and it would have been too much for two dozen. On the treacherous recommendation of Fergus MacInnes, Hancock and Chisholm hired the MacQuarrie brothers to dig exploratory shafts at likely locations. Hancock and Chisholm grew fearful about their tremendous find, and who or what it might attract. As the skeletons and artifacts grew in number, they



Mr. Hancock



Mr. Chisholm



Scotland, ca. 1920

abandoned all pretense at scientific archeology, and looted the site of whatever they could carry.

About the same time, Belphegor, a Son of Yog-Sothoth and a servant of the Silver Twilight, arrived with orders to find the R'lyeh Disk. The Lords of the Silver Twilight had long known that the R'lyeh disk had been lost near Loch Mullardoch. The time had come to find it.

Carl Stanford arranged for Belphegor to be aided by a local witch-cult led by Duncan MacBain, another Son of Yog-Sothoth. Once the R'lyeh Disk had been found, Belphegor was to take it to America. Passage for him and two companions has already been booked on a steamship.

Henry Hancock, who had already guessed the temple was an important Mythos site, obtained a star-shaped stone with an Elder Sign carved in it as protection. He also made sure that his two elephant guns were in good working order. The events in Africa that had unnerved Chisholm had taught Hancock to fear the worst and prepare to fight.





Keeper's Guide to this Adventure:

madness

This chapter will be your biggest challenge in running SoYS for two reasons: first, it has style that is radically different from the previous two chapters; second, it features a complex plot driven by numerous NPCs. Where Chapter 1 (The Hermetic Order of the Silver Twilight) presents dozens of faceless NPCs, "Coven" does not — a huge cast of characters awaits your investigators. If your players are not used to this type of scenario, it may take them a while to adjust. This chapter is more investigative as well. It will require interviewing skills, surveillance, and deduction.

It takes a good deal of work on your part to present this material in an enjoyable and coherent way, but the payoff is great. If you have a group of players who are low on bookkeeping skills, you'll want to help them out. Even the most detail-minded group will have a tough time keeping track of the huge cast of NPCs with similar names.

- Prepare two large index cards for each NPC, one for the players and one for the keeper. Photocopy the NPC's portrait on each. List her name, occupation, appearance, and/or other obvious important information (ex: Margaret MacNair, attractive young barmaid at King's Head Inn). This card will be handed to your players when and if they have a significant encounter with Margaret. On the keeper's version of this NPC card, you would also bullet-point information not known to the players (ex: Betrayed Henry Hancock to the Coven after being rebuked; Goes catatonic at mention of Hancock; Knight of Silver Gate, etc.) You should also reference a page number in the text.
- Strongly encourage your players to make notes on these index cards. Keepers should do the same (ex: "The American professor

asking about Romans!", or "he secretly read the telegram sent to Boston").

- Try to be attentive to your players and how they are interpreting and interacting with the various NPCs, more so than a 'normal' CoC scenario. Don't let them be overwhelmed with NPCs and forget something important. Cut them some slack, especially since "Coven of Cannich" will likely take several sessions to complete.
- Unless you're good at accents, don't even try it here. Make the setting come alive: bad weather makes for such a nice backdrop to this chapter.
- If done right, this chapter will resemble a good 1970's horror movie (without the bad wardrobe): remote village in the windswept Highlands, all sorts of strange and not-so-strange villagers, a traditional mystery to solve, old pagan ruins, dripping caverns filled with monsters, a sinister cult, and an ancient artifact at the center of it all. This is good stuff for an ambitious keeper! Although the large number of NPCs can be a burden, it's also the strength of this scenario: the players will get contradictory information and it's up to them to sort it out. Feel free to use an NPC to drive the action, derail investigators who are sniffing too close to the truth, or just to create a weird or ominous atmosphere in your game. In short, this chapter can easily be tailored to challenge any group without discouraging them. There's a lot going on here, and your investigators will become wrapped up in all of it on their quest for the R'lyeh Disk!

When a second piece of the R'lyeh Disk was found, the overzealous witches murdered Adam Chisolm for it. Before he died, he told the MacQuarrie brothers that Henry Hancock had found a similar piece, sealing Hancock's doom. Chisolm's body was buried at the dig site. The two MacQuarries then tortured Hancock in his own house, but he did not confess where he had hidden his portion of the R'lyeh Disk. They killed Hancock and hid his body in his house. They tore the house apart, but failed to find Hancock's piece of the disk. Then Henry Hancock's ghost manifested and drove them off.



When Belphegor failed to find the second piece, Alistair MacGillivray and Anne

Chantraine came to help him. Duncan MacBain also enlisted the aid of some serpent people.

The Roman Expedition to Loch Murdoch

Three versions of the narrative exist. Confusingly, each is titled *A Summary of the Expedition to Loch Murdoch*, and each may become available to the investigators.

All three manuscripts describe a Roman attempt to thwart minions of the outer gods. The versions do not differ in their internal wording, only in where they start and stop, and whether or not they include MacBride's innocuous note to Cardinal Rondal.



The keeper should determine which versions the investigators find and are able to read. The keeper should not volunteer any information about these manuscripts, but instead should wait until the players ask the right questions or look in the right places before revealing their existence.

- **Cannich Papers 13.** This version is the only complete manuscript. It is in the possession of Dr. Lorne MacParlan, who lives in Cannich. It is typewritten in English.
- **Cannich Papers 14.** This copy, held by Father MacBride, is attached to his handwritten letter in English to Cardinal Rondal. It details the exploits of Marcus Arturus in Scotland. This version quotes only a few paragraphs from the manuscript.
- **Cannich Papers 15.** This manuscript is a typewritten copy of the letter from Father MacBride to Cardinal Rondal. It is held by the archaeologist Andrew Kennedy, currently staying at the King's Head Inn in Cannich. It is in English. It quotes only the latter part of the narrative, and Father MacBride's end-note.

At Present

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

Under her leadership, the witches continue to excavate the site at Loch Mullardoch, hoping to find the

third piece of the Disk. They keep an eye on anyone who was connected with Henry Hancock and might lead the witches to the missing third of the Disk.

The witches now fear Henry Hancock's ghost, and none of them will enter the house that holds his body.

H. H. Hancock
Hancock House
Cannich, Scotland
May 12, 19 —
Dear Jacob,

My greetings to you, Jacob, and fondest regards to your father. I hope to join you this fall if They do not find me before I am able to leave Scotland. I realize that neither you nor your father have ever believed any of the strange legends which I have related to you, but I can turn to no one else. If my life is of any value to you, please look into this matter for me.

I am in desperate need of an artifact which I believe may be found in a museum at Kiskatonic University, in Arkham, Massachusetts. The object is a small greyish-green stone, shaped like a five-pointed star. I had hoped to find one at the dig, but I fear that work there is not going fast enough and that They will get their supernatural aid before I find the star-stone. Please make every effort to obtain the star-stone, but if word should reach you that something has happened to me, obtain the star-stone for yourself, for They will be on your trail soon thereafter.

Your Uncle,
Henry Hancock

N.B. — My father died ten years before the date of this letter. The reference to my father is a code between Henry and myself indicating authenticity and urgency of the message. — Jacob Hancock.

Cannich Papers 1



*J. H. Hancock
Hancock House
Cannich, Scotland*

*May 14, 19 —
Dear Jacob,*

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

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

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

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

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

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

*Give my greetings to your father.
Your Uncle,
Henry Hancock*

N.B. I do not recognize the "Sons of Yog-Sothoth" nor does "Belphegor" or "the French woman" make any sense to me. I would investigate this myself, were it not for my infernal gout. — Jacob Hancock.

Investigator Information

Agents of Jacob Hancock of Denver, Colorado, contact the investigators. Jacob Hancock is convinced that his uncle, Henry Montague Hancock, is in danger if not already dead. Though he has sent a telegram alerting the constabulary in Scotland of these fears, he also wishes to send the investigators there, to report to him directly as to what has been happening, and to aid Henry Hancock if needed. For this, he promises three hundred dollars per week per investigator upon conclusion of their task, and all travel and incidental expenses.

The agents also provide copies of three letters sent by Uncle Henry to Nephew Jacob. On each letter, Jacob Hancock has written additional comment or

Cannich Papers 2



information. See *Cannich Papers 1*, *Cannich Papers 2*, and *Cannich Papers 3*. Give copies of these to the players.

The agents also bring a head-and-shoulders photo of Henry Hancock, and another of Hancock standing with Dr. Chisholm, his partner in archeology. There is also a letter of limited authority from Jacob Hancock, which amounts to a set of instructions, most of the instructions ending with the words "send me a telegram", since Jacob hates to delegate authority.

A private Pullman car has been arranged for the investigators' transport to New York, perhaps as part of the 20th Century Limited. There are also tickets for the Clyde-bound *Ceres*, a crack Atlantic liner. If a player character doesn't have a passport or some other required document, a federal official greets them at the *Ceres* and issues the requisite documents on the spot. Player characters who live in other parts of the world receive similarly speedy special treatment.

The investigators have a day to pack. They'll be in Scotland six days later. From the Firth of Clyde, they go by train via Perth some two hundred miles through the Highlands to Inverness.

Jacob Hancock has supplied a letter of credit for the Royal Bank of Scotland, in Inverness, where the Hancocks have funds on deposit. The bank will issue three British pounds per investigator per day for casual expenses, beginning on the day they set sail aboard the *Ceres*. Banking hours are 10 A.M. to 2 P.M. weekdays. Good manners and ready cash will smooth over many difficulties, if not eliminate them entirely.

Clues in Scotland

Investigators who inquire about such things can put their time to good use while waiting to catch a train or have an automobile prepared. With the exception of *Cannich Papers 7* and *8*, these clues can be found in Glasgow, Inverness, or some other city, as the keeper sees fit. Most require successful **Library Use** rolls. Award these clues in the order presented.

If desired, a research assistant can be hired at £1 per hour in an urban location. **Roll her Library**

Henry Hancock
Hancock House
Cannich, Scotland
16 May 19 —

My Dearest Jacob,

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

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

Give my greetings to the rest of the family.
With fondest regards,

Henry H. Hancock

N.B. This letter is not really from Henry. My concern for my uncle's safety is based on the obvious falseness of this letter. For Adam was frightened by something they discovered in Africa and could not be persuaded to return to the continent, let alone to their dig site. — Jacob Hancock.

Cannich Papers 3





MEMBER RETURNS FROM CONGO BASIN

Henry M. Hancock disembarked at Southampton recently after a two month expedition somewhere along the Congo River's drainage.

The accomplished archaeologist indicated that he and Dr. Adam Chisholm had some success in locating evidence connected to an unnamed place termed by Dr. Chisholm as "a semi-mythic location". Owing to Dr. Chisholm's unfortunate illness their expedition was interrupted, and publication of their findings must await a fresh trip into the canyons of the Ituri-kendi.

The partners plan a new expedition next year. Meanwhile they look forward to the bracing air and sturdy virtues of Scotland, as they rest near Inverness.

Mr. Hancock would not comment upon a recent lurid article appearing in a London daily, *The Scoop*, except to castigate "whoever is responsible" for attributing feverish dreams to his stricken friend and partner, Dr. Chisholm.

— Proceedings of the Royal Geographical Society.

Cannich Papers 4

U s e

65% once per hour.

Grant a clue for each successful roll.

- **Cannich Papers 4.** An Edinburgh Patriot article tells of Henry M. Hancock's arrival from Africa with the intent to settle in the Inverness area. Dr. Adam Chisholm, Hancock's colleague, is to stay with him for a rest after suffering an illness in Africa. The article is copied from the most recent Proceedings of the Royal Geographical Society.
- **Cannich Papers 5.** The London tabloid *The Scoop* has lately published an article purporting to be an interview with Dr. Adam Chisholm, African explorer. The article relates an encounter with giant blood-sucking leeches.
- **Research Information.** This information can be found only in Inverness. The property clerk has recent records of two land purchases made in the Cannich area and up the river to Loch Mullardoch. One deed is in the name of

Henry Montague Hancock and the other is in the name of Linda MacArthur. Both properties had formerly belonged to the Crown. A hundred years earlier they both had belonged to the MacArthur family, but had been tendered to the Crown in lieu of taxes.

Any meaning in this information is left to the keeper. This entry is a red herring, unconnected with the plot or its characters

- **Cannich Papers 6.** This information is found in any post office. On the wall of the post office is a wanted poster for a man named Belphegor. He is wanted for murder and kidnaping. A reward of £1250 is advertised for information leading to his capture.

- **Cannich Papers 7.** Excerpt from *Great Witches of Britain* concerning Anne de Chantraine. The investigators or researcher cannot notice this entry until after they have met or heard of the present day Anne Chantraine.

- **Cannich Papers 8.** Excerpt from *Occult Brethren*, Clive Waite Jr., 1902, concerning another Anne de Chantraine. The investigators or researcher cannot notice this entry until after they have met or

Excerpt from the London Scoop

Dr. Chisholm: The rain forests there are absolutely trackless. It would take an army to hack their way through directly. One must approach circuitously, to the north, and then all the way round down from the top of the watershed, taking advantage of the river flow to be carried into the canyons.

The Scoop: It was in the unexplored canyons that you found a new danger, was it not, sir?

Dr. Chisholm: (visibly shuddering) Yes. The experience nearly drove me

The Scoop: Dreadful! Yet you plan to go back there?

Dr. Chisholm: My good friend Hancock is keen on it, and I have learned to trust his judgment utterly. By next year my hands will be steady enough for anything.

— From "Terror on the Edge of the World", *London Scoop*.

Cannich Papers 5



WANTED FOR MURDER AND KIDNAPPING



Known only by the name "Belphegor"
£1250 REWARD For Capture and Conviction

Date of Birth: c. 1880
Place of Birth: unknown
Male, of average height
Thought to be a recent resident of London.
Anyone with information about this criminal's whereabouts should alert their local officials via telegram New Scotland Yard.

Cannich Papers 6

heard of the present day Anne Chantraine.

- **Cannich Papers 9.** Map of a portion of the Highlands — this map should have on it none of the scenario references. This is the **PLAYER MAP** for the Cannich scenario.

INVERNESS

Located at the end of beautiful Glen More, Inverness is a large town of about 25,000 people. Its fine buildings, beautiful setting, cultural amenities, and long history earn it the title "the capital of the Highlands". The player characters can accomplish several matters here.

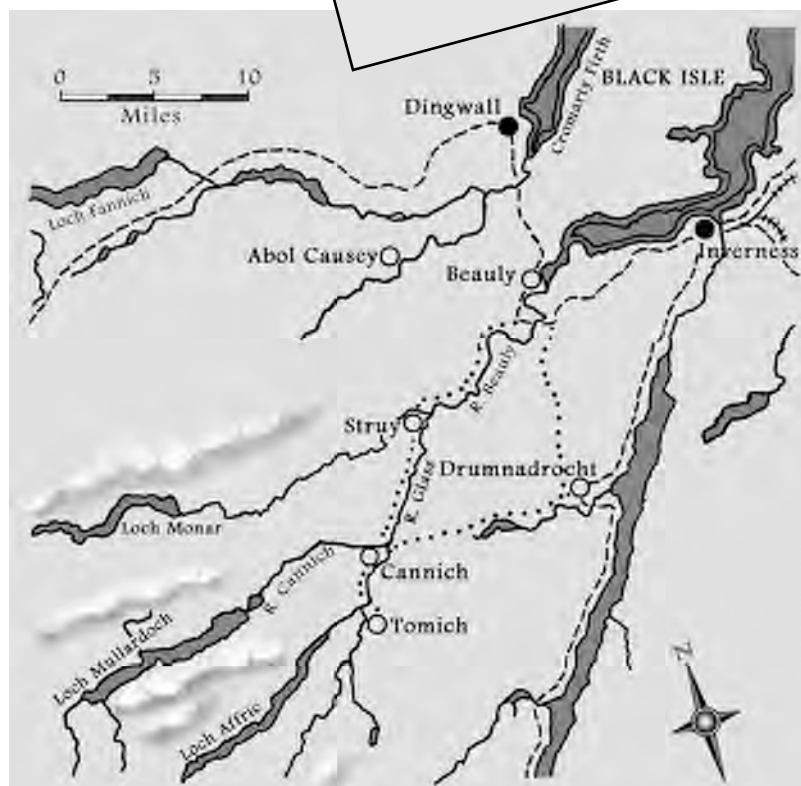
THE CONSTABULARY: They can contact Inspector Liam MacDougell concerning Jacob Hancock's earnest telegrams, and what he knows about

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

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

— Excerpt from *Great Witches of Britain*,
Alphonse Debeers, 1912.

Cannich Papers 7



Cannich Papers 9--Players Map





Inspector
MacDougell

the fate of Henry Hancock The rotund civil servant is somewhat apologetic:

"Well, no, we've not been able to locate Mr. Hancock nor Dr. Chisholm. They fired their help at where they were digging up at Loch Mullardoch. The house is closed up. The car is on blocks. There are reports that they had a change of plan and returned to Africa, and it

does look that way. Changes of plans often occur. But we admit we've found nary other traces so far, such as them purchasing steamship tickets or having registered at hotels. They are missing persons, but we have no leads. If your search turns up anything significant, call me immediately."

Inspector MacDougell also surrenders the door key for Hancock's Cannich home. "We had a wee quick peek

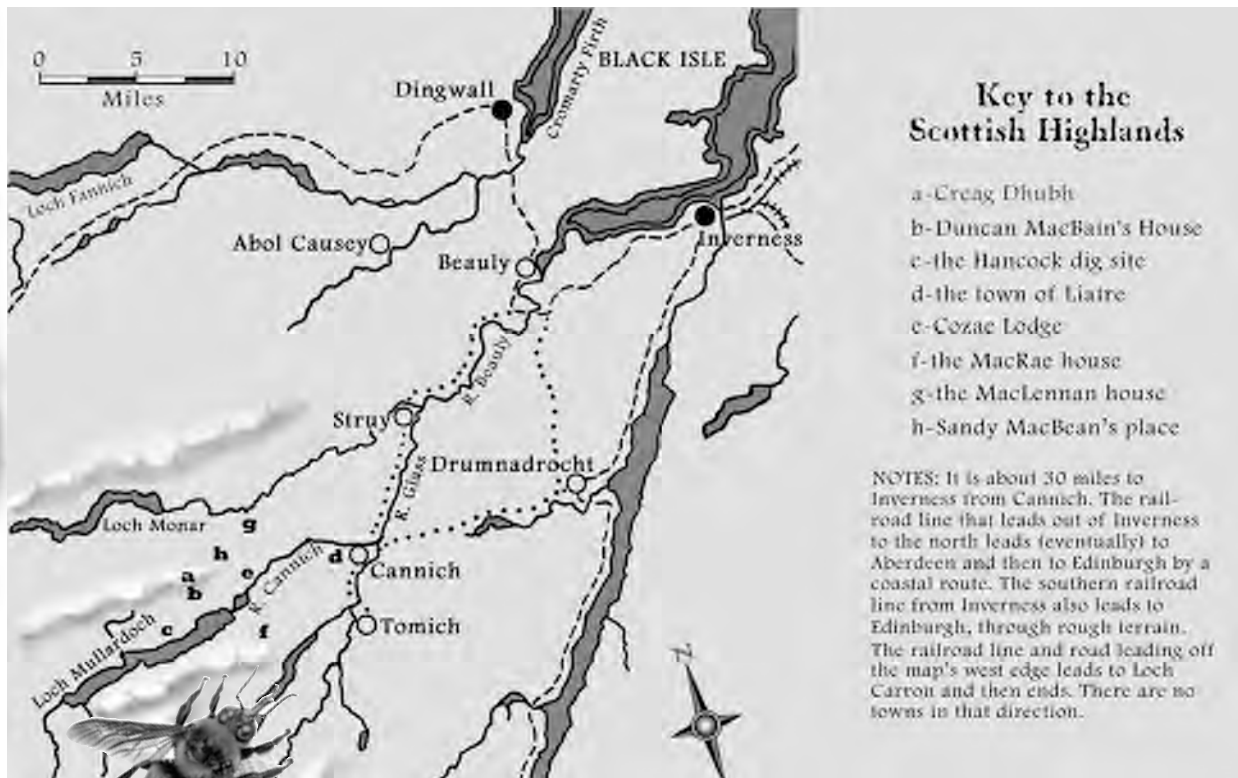
downstairs. Nothing of note." A successful **Psychology roll** suggests that MacDougell is not telling the complete truth.

- (MacDougell and a constable were frightened out of their wits by Hancock's ghost before they could inspect more than the Ground Floor of the house. Fearing dismissal, they did not report this, nor will either be eager to admit this privately.)

LIBRARY RESEARCH: Inverness has an intelligently assembled library, one which boasts a research assistant service. This mainly functions in the summer, during tourist season, but it is available the year round, at the rate of £1 per hour. Lizzie MacQuiddy is the available researcher, and she has Library Use 60%. If hired by the investigators, what she learns is found a little earlier than this entry, under "Clues in Scotland".

HIRE A MOTORCAR: In Inverness the player characters can hire a motor car (also hiring a driver is recommended) and motor west to Cannich where Uncle Henry Hancock lives. The best available machine is a 1926 Morris Oxford 1.8 litre limousine, 4 or 6-seater as the keeper wishes. There is plenty of petrol in Inverness

Keeper Map, with Sites Noted





at a shilling a gallon, and the driver points out a filling station and garage in Beaulieu as well.

The thirty-mile drive to Cannich takes more than an hour. For much of the way the car parallels the River Beaulieu, a highly regarded salmon stream. At other times the road winds through a maze of crofts — renters' fields fenced with stone, in which potatoes, oats, turnips, or barley are grown. Some fields are tiny, others are of ten or twenty acres. On the hillsides, herds of Cheviot sheep graze placidly. The green and stony mountains are beautiful, and the weather blustery and salty as it sweeps in from the sea.

CANNICH

Cannich is a village of more than a hundred people, crowding the high road at the intersection of the road to Glen Urquhart and Drumadroit. At Loch Ness, this alternate road leads back to Inverness and the Firth, or heads further southwest along Loch Ness. Cannich itself is a friendly place, used to strangers because of the sports fishermen who come to try their luck among the streams.

A number of locations follow, where questions may be asked or information found.

KING'S HEAD INN: Its large sign and car park welcome the traveler. The inn has a full bar, a small dining room, and eight rooms on two floors available by day or week. Fergus MacInnes is the owner, and lives on the property. Margaret MacNair is the bar maid. Wully MacMurdo is frequently in the bar, though at MacInnes' order he never takes a drink unless someone else pays for it. Keepers, all three are members of the Cannich coven.

- Prominently displayed is a painting of a kilt-clad man of considerable vigor. Any local proudly tells the curious that the painting depicts Sir Ewen Cameron, who in 1680 is said to have slain the last wolf of the Highlands.

MACNAB'S EMPORIUM & GENERAL STORE: MacNab has a functioning gasoline pump, the only such device for more than ten miles. The patron parks his car beside the pump, goes in and asks Mr. MacNab to attend. MacNab is rarely so busy that he cannot immediately emerge, unlock the pump, and confer concern-

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

— Excerpt from *Occult Brethren*, Clive Waite Jr., 1902.

Cannich Papers 8

ing the petrol to be purchased. MacNab is personally frugal, but he barely contains his contempt for those who fail to fill up their tanks.

MacNab's quarters are on the upper floor of the Emporium.

- MacNab stocks tinned food, various flours, tinned lard of several origins, vast numbers of mechanical parts, screws, bolts, and nuts, practical books, fashion magazines, hard candies, kerosene, batteries for electric torches, bolts of cloth, fishing gear, clothing, safety matches, axle grease, tin snips, needles and thread, axes, lanterns, chains, ropes, and so on.
- If ordered and paid for before 10 a.m., many additional items can be delivered via the Inverness omnibus at 1:30 p.m. the same day. MacNab uses his telephone to contact Inverness wholesalers.

POST OFFICE: Tammas MacIvar is the postmaster and village clerk. Patrons ask at a window for their mail or to buy postal stamps. Except on Sundays, a daily pickup brings mail to Inverness or Perth for sorting. Besides letters and packages, MacIvar also sorts out the town's official mail and brings it for disposition before the town council — mostly the larger property owners in the area.

- There is a functioning telephone at the Post Office, available for public use on a cash basis. There is also a facility for sending and receiving telegrams, though that line is presently down.

CONSTABLE'S OFFICE: Constable MacNeil maintains a tiny office and a modest apartment next door to the Post Office. MacNeil also has an office telephone, though none but he may use it. He can have Central open a direct line to the Inverness constabulary if needed.

- MacNeil is often seen bicycling up this glen or that, stopping to gossip and joke with the locals. When it's stormy, he catches up on paperwork. The constable has a good idea of what's happening for miles in any direction, but he does not know





about the coven. If he learns about the witches, that information begins to resolve many mysteries in his mind.



Hancock's Cannich House

Hancock's home is a ten minute walk west of the Cannich intersection, near the top of a low rise. Faced with red brick, it has a

Georgian façade and an air of quiet respectability. Hancock was fond of puttering in its largish rear garden. The Temple dig site that Hancock and Chisholm were developing is some ten miles west of Cannich, on the north shore of Loch Mullardoch.

The Ground Floor

ROOM 1. The Entry. In an umbrella stand near the front door can be seen Henry Hancock's walking stick. If the investigators talk at length with someone familiar with Hancock's habits, they will learn that he never went anywhere without his stick.

ROOM 2. A Closet. It holds several different styles of coats and sweaters. All have the initials "HMH" sewn into their linings. The front of the hunting jacket holds, in handy loops, 18 shells for a large-caliber elephant gun. There are twenty such loops.

Selected Connections for this Chapter

Paper #	Clue or Lead	Obtained from	Leads to
#1	letter from Henry H.	Jacob H.	star-stone, Scotland
#2	letter from Henry H.	Jacob H.	Sons of Y-S, Lorne, Belphegor, Margaret and star-stone, Adam, "French woman", Scotland
#3	letter from Henry H.	Jacob H.	Adam, return to Africa
#4	newspaper article	library	Hancock and Chisholm to move to Cannich, Scotland
#5	newspaper article	library	interview with Adam Chisholm
—	land purchase reg.	records	Hancock's deed registration
#6	reward notice	post office	Belphegor reward 1250 pounds
#7	Great Witches	library	Anne de Chantraine
#8	Occult Brethren	library	Anne de Chantraine
—	Insp. MacDougall	interview	Hancock, Chisholm are missing persons; keys to Hancock House
—	prior library research	Lizzie M.	various, see actual handouts and her function in Inverness
—	King's Head Inn	sign board	Fergus MacInnes, Margaret MacNair, Wully MacMurdo
—	reward poster	Post Office	Belphegor wanted 1250 pounds; Tammas MacIvar interview, keys
—	keys	Hancock's house	house contains Hancock's body, Hancock's ghost, & a piece of the R'lyeh Disk



- #10 *Nameless Cults* transcript evil cult at L. Mullardoch, reptiles, old California
- letter, interviews Mullardoch dig site buried here is Chisholm's body, reptilian skeletons, one part of R'lyeh Disk, and more
- Sandy MacBean interview saw MacBain and young woman talking with serpent person; has Elder Sign; directions to MacBain's house and standing stones atop Creag Dhubh
- Ian McDonald interview saw MacBain, young woman, and an Englishman at L. Mullardoch directions there, to MacBain, & Creag Dhubh standing stones; has seen "non-human creatures"
- Jamie MacNab interview saw MacBain chanting at the standing stones; he and Willie Wasse are silly old fools
- interviews breaking/entering MacBain house has *True Magick*, a list of the witch-cult, letter from Carl Stanford, Hancock's pocket watch, entry to Caves
- #11 list of coven MacBain House Lists Cannich area coven and current Silver Twilight degree
- #12 letter MacBain House Carl Stanford's instructions
- MacBain House Caves entrance serpent people, Mythos altar, Baby MacRae, chthonian, death rays, one segment of R'lyeh Disk
- Dr. Andrew Kennedy interview history of Mullardoch dig; reptilian skeletons, kraken in the Loch, MacParlan's mss.
- Tammis MacIvar interview Belphegor wanted poster, Silver Twilight mentioned; rumors of witch cult in area; suspicious Englishman in town; MacBain is harmless; Willie Wasse is harmless; Anne Chantraine staying with Ian MacLennan; Kennedy, MacParlan, and MacQuarrie bros worked with Hancock and Chisholm
- Dr. Lorne MacParlan interview authority on local folklore; knows serpent people legends; has mss. of the Roman exp. to L. Mullardoch
- #13 Roman Expedition MacParlan's manuscript Complete. Includes Belphegor, the hacking of the R'lyeh Disk, serpent people, temple of Aesathog, etc.
- #14 Roman Expedition MacBride's version truncated to the attack on the temple
- #15 Roman Expedition Kennedy's version truncated, mentions Marcus, the Pict clan, and the serpent people
- Tommy Hayes interview infiltrate Silver Twilight to learn Belphegor's contacts; under cover
- Angus MacNair interview Margaret involved in something dangerous; strange beings rumored in the forest
- Rab MacRae interview Little People took Baby MacRae
- Elizabeth MacRae interview witches led by Chantraine and MacBain kidnaped Baby MacRae, and Constable MacNeil will not help



ROOM 3. The Parlor. On one wall is a photograph of Henry Hancock standing next to a slain elephant, somewhere in Africa apparently. Everything is quite ordinary.

ROOM 4. The Living Room. There are a number of cushioned chairs here, a small table, and a lion's head over the fireplace. Also over the fireplace, just below the lion's head, is a two-weapon gun rack; one set of mounts holds a large-caliber elephant gun, but the other is empty. On the mantle are three small artifacts which Henry Hancock picked up in Africa. None of the artifacts appear extraordinary to a trained archaeologist. They come from the still unknown kingdoms of the Upper Nile. The carefully carved toothpick, the worked bone button, and the tiny dagger to be worn in the hair would be strange to a Scot.



ROOM 5. The Library. There is a single large chair and a table in the room. Bookshelves line the walls. A successful **Library Use** roll allows an investigator to see that someone has reshelfed a few of the books without bothering to place them where they belong, according to topic. The topics deal with the occult, British archaeological sites, and witchcraft. Reading any of the five out-of-place books costs the reader **0/1D2-1 Sanity points**, adds one History skill point, and increases by one the reader's Cthulhu Mythos skill.

ROOM 6. A Small Linen Closet. Fresh bed linens of good quality.

ROOM 7. A Closet. There is an old trunk here in which old clothes of a size appropriate to Henry Hancock have been stored. Someone has carelessly searched through it recently.

ROOM 8. A Bedroom. Holds a bed, bedstead, and armoire. Completely unmysterious — perhaps a guest room.

ROOM 9. A bathroom. The tub and WC have been added in the last few years.

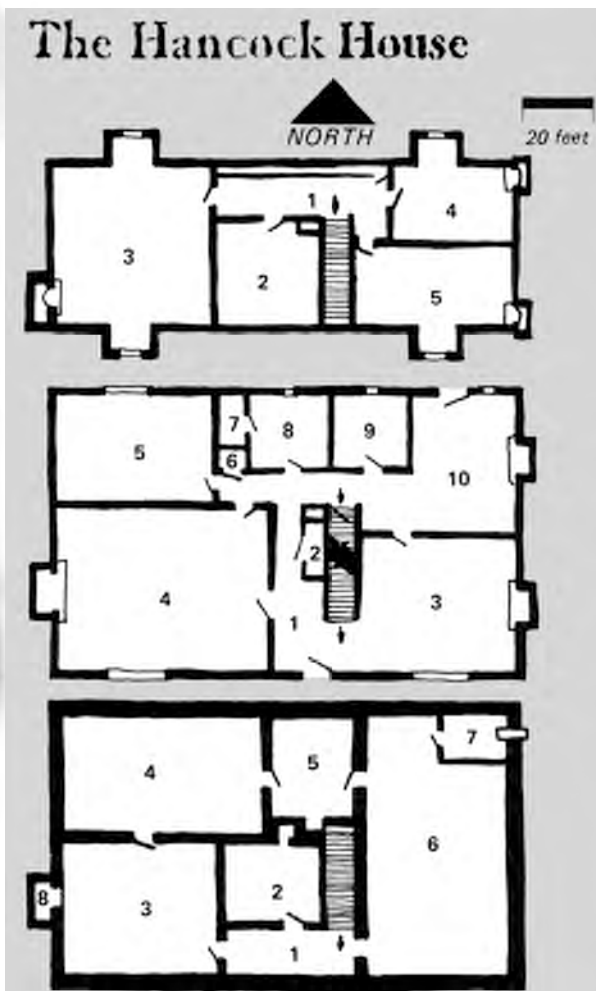
ROOM 10. The Kitchen. The original builder intended the owners to cook over the open fire in the fireplace, but a coal-burning stove has been added recently. The cupboards are well-stocked with food, most of which is now stale. The cupboards are disturbed and give the impression of having been searched hurriedly.

UPPER FLOOR

ROOM 1. A Hall. This hallway is noticeably colder than the rest of the house, though there seems to be no draft. There is also a strange stuffy odor.

There are paintings on the wood-paneled walls. One panel has been pried loose and then replaced with some care. A successful **Spot Hidden** roll is necessary to notice the tampering.

Behind the loose panel is a crawl space into which Henry Hancock's mangled body has been dumped. Hancock has been dead for several days now, tortured to death with many wounds. His ghost now haunts the house seeking vengeance on his slayers.





For more information see "Henry Hancock's Ghost" nearby.

- If the investigators discover Hancock's body, then the simplest thing to do is to notify the local police, in the person of Constable MacNeil, or to telephone Inspector MacDougell in Inverness. This is in line with their instructions from Jacob Hancock, and maintains good relations with the police.
- Once the body is found, the resulting large police presence (and their daylight hours) will stifle Hancock's ghost. They will search for Chisholm's body in the house, but those remains are at the Loch Mullardoch temple dig. The police will not find the secret Basement room, and the investigators should have access to the house (and a third of the R'lyeh Disk) in a few days.

ROOM 2. A Bathroom. Like the downstairs facility, the tub and WC have been added in the past few years.

ROOM 3. The Master Bedroom. This large room has been torn apart by searches. The carpet and bed are ripped up. The furniture is knocked about. Two large holes have been blown through the door. (They were made by Henry's elephant gun, which is broken and half-buried in the wreckage of the room.)

ROOM 4. A Bedroom. Unused for several years. There are dust covers on the bed, a small table, an armoire, and a chair. There are no ashes in the fireplace. Striking, however, are two large splinter-surrounded holes in the bedroom door, and two similar holes through the outer wall facing the door.

ROOM 5. A Bedroom. Same as Room 4, except that no elephant gun rounds have passed through it.

BASEMENT

ROOM 1. A Short Hall. The walls are of stone.

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

ROOM 3. A Trophy Room. The walls are lined with the heads of fifty animals. A successful **Zoology roll** indicates that all of them are native to Africa. The glass display case in the center of the room contains marksmanship trophies and medals embossed with Hancock's name. The walls of the room are expen-

Henry Hancock's Ghost

Henry Montague Hancock is now a ghost, one with a special motivation. He always manifests himself as semi-transparent, with open wounds from his torture session with the witches and dripping spectral blood. His legs are not visible; the whole lower half of his body trails off into a thin wisp of vapor. Seeing him will cost the viewer 1D2/1D8 points of Sanity and is a stomach-wrenching experience.

Though craving vengeance on his slayers, Henry Hancock's ghost cannot tell one human from another. He will attack anyone alone in the house at night. He has INT 16 and POW 16. If a group is in the house at night, the ghost waits to attack until one person is separated from the rest.

When Hancock attacks, he will suddenly swoop forward and appear to be clutching and gnawing at his victim. Each round of attack, **match Henry's POW 16 against the target's POW** on the Resistance Table. If the ghost overcomes the target's POW, then the victim loses 1D3 points of POW. If the victim overcomes Henry's POW, then the ghost loses 1D3 points of POW.

At the same time, each round that the ghost attacks, the target appears to take 1D3 points of damage, appearing magically as wounds on his or her body as the ectoplasmic talons strike. These illusions actually do no physical harm to the target, but they do convert into Sanity points lost by the target because the experience is so terrifying.

If the ghost drops to POW 6 or less, or if the ghost fails to overcome the target's POW for three turns in a row, Hancock's ghost retires for a week, to restore POW.

If the investigators bring Jacob Hancock with them, or if they can convince Henry's ghost that they are not the ones who killed him **and** that they were sent by Jacob Hancock, the ghost stops attacking and leaves them alone. (Persuading a ghost should be a difficult enough situation to bring out some player ingenuity.)

If the player characters discover Henry Hancock's body and have it buried, the ghost still haunts the house until the portion of the R'lyeh Disk in the basement also is removed. Merely removing the R'lyeh Disk will not put Hancock's ghost to rest. Both conditions must be met.

sive oak paneling. A successful **Spot Hidden roll** reveals a secret door leading to Room 8.

ROOM 4. A Large Workroom. Two large tables contain artifacts from Henry Hancock's digs. They are all conventional Pictish or Roman military items. A third table holds several partial skeletons. A successful **Medicine, Anatomy, or Zoology roll** identifies one skeleton's arms and neck as unusually elongated, with a malformed head







of almost serpentine proportions. A work bench with tools and a stool complete the furnishings.

ROOM 5. An Empty Room. The fireplace is clean, but has the makings of a coal fire laid in it.

ROOM 6. The Box Room. It is full of old junk, tools, and pieces of old furniture, all covered with sheets or protected in boxes.

ROOM 7. The Coal Cellar. This room is half-full of coal. The three or four rats here will scurry away.

ROOM 8. Henry Hancock's Secret Room. More a cabinet than a room, a small table nestles in the tiny space. On the table rests an iron box. This box has two locks built into it. If both locks are successfully picked, a sharp knife easily cuts the wax seal and enables the box to be opened. The box contains one of the three sections of the R'lyeh Disk. Together, iron box and this section of the R'lyeh Disk weigh about 150 pounds.



The Hancock Dig Site

The dig is on the north shore of Loch Mullardoch. For its map location, see the keeper's version of the Cannich area map at the beginning of the Cannich section.

The entire area sports excavated rubble. There is a camp site near the waters of the loch. A successful **History roll** identifies some of the artifacts as Roman, but identifies no others. Draw out the "Hancock Dig Site" plan as the investigators explore the site.

SITE A: Well Preserved Foundations. This small building may have been the residence of the temple settlement's leader. Henry Hancock put a tent over the foundations and it became the headquarters for the dig. Inside, two wooden tables are piled high with artifacts, including armor and equipment belonging to Roman legionnaires.

What is the R'lyeh Disk?

The disk is of solid gold an inch or so thick and a foot in diameter. The top of the disk bears an intricate latticework portraying a central winged figure, perhaps a bird or perhaps something more sinister. Sets of glyphs occupy the interior of the top, the rim, and the edge of the disk; at least one set is said to be in R'lyeh glyphs. The bottom or reverse side of the disk portrays an octopoid figure, with swirls and curves carved with runes and set with tiny gems that glow even in daylight.

For ease of movement, the roughly three hundred pound disk separates into three sections that were hacked apart by a Roman field officer two millennia ago. The disk is strongest when the three pieces are together, but additional ceremonies and another arcane focus, the Arc of Vlastos, may compensate for the absence of one or even two of the disk segments.

The R'lyeh Disk is a powerful magical talisman. It can guide the owner to the lost city of R'lyeh or give instructions on raising the city from the depths of the sea. The disk can also cause the city of R'lyeh to sink if it is already raised. The investigators should keep it with them rather than destroy it, if possible. They should of course destroy it rather than let it fall into the wrong hands. This can be done merely by melting the segments.

Touching or studying even a portion of the disk causes humans to feel dizzy and slightly nauseous. If the patterns and glyphs are studied first hand, the scholar's player must attempt a **Sanity roll** for each new day of study, at a daily cost of 0/1D4 SAN. If the roll fails, the scholar feels as though he or she is falling into the disk. The terror is fresh every day. Photos or rubbings of the disk may be studied without such effect.

Each segment of the R'lyeh Disk weighs nearly a hundred pounds. The keeper should not let the party carry the pieces very far without arranging some form of transportation.

To destroy the R'lyeh Disk, melt the gold. Once the disk is melted, it has no magical power. Depending on the year, place, and currency fluctuations, the gold is worth from about \$95,000 to \$135,000 U.S.

SITE B. Henry Hancock's Tent. Personal papers identify the former occupant. Many items and garments bear his ubiquitous monograph "HMH". The contents of the tent have been thoroughly searched, but little is damaged or apparently even taken. There is a five-pointed star-stone under the bunk. Among the papers is a hand-





written transcript of a few lines from a book identified as *Nameless Cults*. See **Cannich Papers 10**.

SITE C. Two Sets of Tent Stakes. This area had two tents pitched on it. They are now gone. (Duncan MacBain sank them in the lake to lend credence to the tale that Adam Chisholm had suddenly returned to Africa.) The tent stakes are still in the ground, but the ropes attaching the tents have all been recently cut.

SITE D. Former Stable. (Adam Chisholm's body is buried under the rubble in the southwest corner.)

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

SITE F. The Temple of Azathoth. This area must be excavated if anything is to be learned. A successful **Cthulhu Mythos or Archaeology** roll identifies the temple by analyzing displays over the altars. The bones of several humans and two seeming

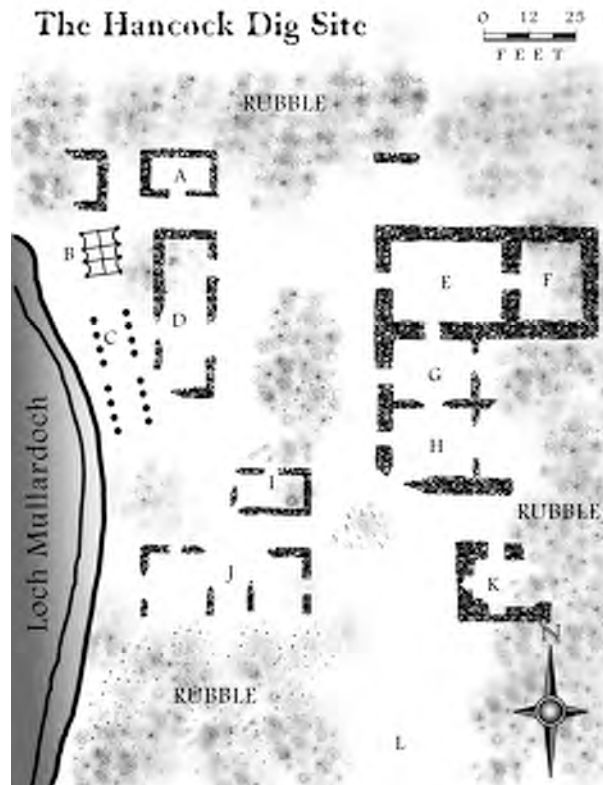
"An excellent example of an evil Pictish group is that from Loch Mullardoch, in Scotland. These Picts worshiped the being known elsewhere as the Daemon Sultan, but, as in some other locations, they performed this worship as bidden by beings of an older, and more malign species. Indeed, I know for a fact that these remnants from the days of pre-human reptiles even now walk the Earth.

"Another place where such beings may lurk is in North America, where the Great Old Ones were worshiped long before the advent of Columbus. I am here thinking of locations in Spain's Alta California province."

— *Nameless Cults*, version or translator unknown.

Cannich Papers 10

The Hancock Dig Site



large reptiles (serpent men) can be uncovered by further digging. Two humans can be identified as Romans because of their equipment. If a player character knows the Gate spell, he or she can see that a Gate once was a feature of the room. There is no way to tell where the Gate led to.

SITE G. Priests' Quarters. A few utensils and potsherds can be found in the rubble.

SITE H. Eating Hall. This area of the temple has been picked clean of artifacts.

SITE I. Storehouse. Buried beneath rubble and the skeleton of a Roman is the third portion of the R'lyeh Disk.

SITE J. Barracks. Non-Roman pottery shards and weapons are easily found.

SITE K. A Fortified Tower. A large number of skeletons are buried in the rubble to the north. Not all of the skeletons are human — some are either malformed humans or humanoid reptiles (serpent people).



SITE L. The trail south leads to Cozae Lodge and the road to Cannich.



The MacBain House

Duncan MacBain lives in a stone cottage with a thatched roof. His home rests beneath a low cliff on the side of Creag Dhubh, a mountain. A well-kept trail leads from his house to the top of the mountain and another fork of the trail leads to the woods near Cozae Lodge. A good freshwater spring emerges further down the hillside below the cottage.

The cottage door is the only way into the building. It is locked with a hasp and an old padlock — any successful **Locksmith** roll opens the padlock, or the hasp or circlet could be pried free.

POINT 1. Main Room. A large wooden table takes up most of the space. It is cluttered with papers, seven old books, and various arcane implements. The papers are in Duncan's own code and of little value to anyone else. A single battered chair is the only other item in the room. A curtained archway leads to MacBain's bedroom.

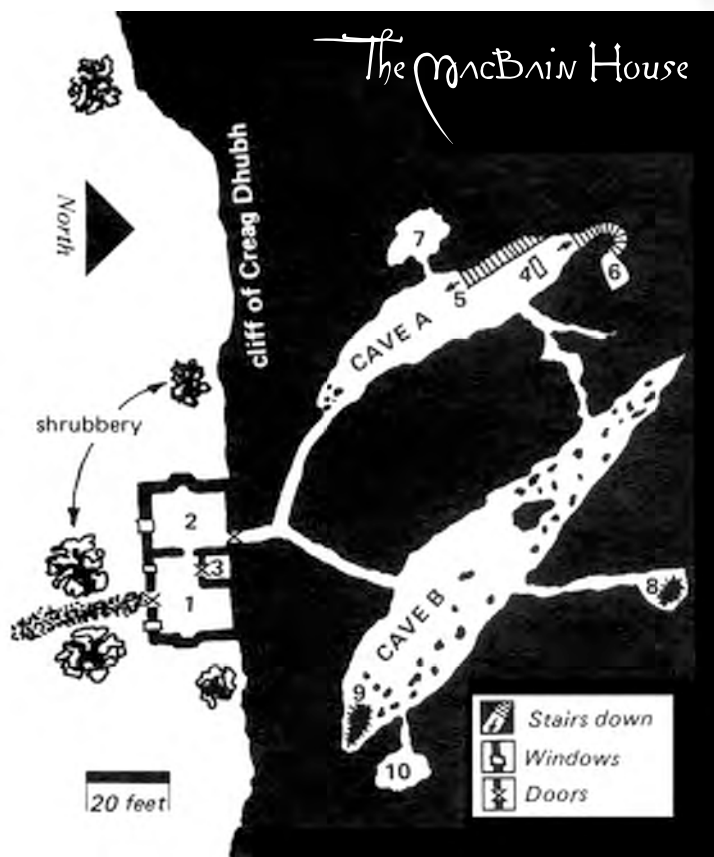
- There are six books on magic and the occult. Reading them all raises the reader's Occult knowledge by 25 percentiles, but these books are not insightful enough to increase anyone's skill beyond Occult 50%.
- The seventh book is *True Magick*, in English, by Theophilus Wenn, 17th century. This version is a copy in 19th century longhand of the original manuscript, with no major errors. It is a veritable encyclopedia of Devil's lore. Sanity loss 1D4/1D8; Cthulhu Mythos +6 percentiles; average 24 weeks to study and comprehend. Spells: *Call for Spirit of the Air* (Summon/Bind

Star Vampire, Call Forth the One (Summon/Bind Servitor of the Outer Gods, *Call Forth the Winged One* (Summon/Bind Byakhee), *Speak with the Dark One* (Contact Deity/Nyogtha).

- Fastened to the bottom of the chair is a list of all coven members in the Cannich area. The list also includes their current Silver Twilight degrees. See **Cannich Papers 11**.
- Fastened to the bottom of the chair is an undated letter from Carl Stanford to MacBain. See **Cannich Papers 12**.

POINT 2. The Bedroom. It holds a battered brass bedstead with a feather bed, dirty sheets, and a down comforter. An ancient and battered wardrobe stands against the north wall.

- A second bed, a crude one, has been prepared on the floor, and is neatly made up as though the second sleeper is sure to return.
- Beneath the bed is a small box containing junk and a gold pocket watch with the initials "H.M.H." engraved on the back.
- The wardrobe contains a items of clothing, several candles, and a box of matches.





- Behind the battered wardrobe and a heavy curtain is the mouth of a hand-hewn tunnel into the granite cliff. Both Cave A and Cave B can be reached from this entrance.

POINT 3. The Kitchen. A small scullery and pantry, and a wood-burning cook stove; a few dirty pots, pans, and plates; a dozen tins of food; and a half-empty bottle of whiskey.

The Caves

There are two, Cave A and Cave B, and a variety of items and passages connected with them. Together they compose an anteway to an enormous serpent folk complex far underground.

The serpent people do not expect an invasion

(Carl Stanford to Duncan MacBain, no date or address).

Dear Mr. MacBain,
This letter will introduce you to Belphegor, a valued member of our Order. He is sent to you to aid you in your search for the missing sections of the B'lyeh Disk. Maintain your surveillance of Jacob Hancock's agents. They may find another portion of the Disk at any time. If they do, you must think of our Lord and grant them no mercy.

I expect that you will soon find the Disk. Your passage and that for Belphegor have been arranged by our people in London. Both of you must be on that ship when it sails.

Obeys Belphegor as you would obey me. Glory to the Gods. Ygg-Pothoth Nebled Lin.

With confidence in your abilities,
Carl Stanford

Cannich Papers 12

COVEN MEMBERS

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

Cannich Papers 11

of their caverns and will not be alert. Nonetheless, if any player fails a **Sneak roll** for a character, or if any player character deliberately makes a loud noise, such as screaming because of temporary insanity, the forewarned serpent people will try to ambush the group.

Serpent person Seven (found in the "Characters" section) calls the chthonian if suspecting trouble. Seven avoids combat but deftly casts spells. The other nine serpent people attack regardless of risk to themselves because they count on serpent person Seven to use the Resurrection spell on them should they die. These nine are somewhat degenerate examples of their race,



and have low INT; number Seven is also a demon with the death ray.

Cave A

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

POINT 4. An Altar. Brown stains and carvings cover it. Seeing it costs **0/1/D3 Sanity points**. A successful Cthulhu Mythos roll reveals that the altar is dedicated to Nyarlathotep, the Crawling Chaos.

POINT 5. Stone Steps Up. Countless feet have trod this worn passage. The steps lead up to a secret door near the standing stones at the top of the mountain.

- Two serpent men guard the upper passage 75% of the time. If they detect intruders, they fire their death rays from the head of the stairs until aid arrives. For information about these weapons, see the serpent people entry in the "Characters" section.

POINT 6. Stone Steps Down. These narrow steps lead into the bowels of the earth, to the living quarters of the serpent people and to a massive tunnel complex that extends below for miles. Seven serpent men are here 75% of the time.

POINT 7. The Bone Room. It is littered with countless numbers of human remains. All have been ritually sacrificed by the serpent people.

- At the southern end of the room is a wooden box lined with blankets. The box contains the still-living Baby MacRae. If the investigators do not search the room, the baby starts to cry, so that they will hear him and rescue him.
- If the investigators take more than a few days to reach this location, the keeper may wish to have them be too late, in which case they will find the baby's body among the litter of bones.

SERPENT LEADER SEVEN, age thousands of years, full atavism

STR 13 CON 18 SIZ 12 INT 20 POW 18
DEX 16 MOV 08 HP 15

Damage Bonus: +1D4.

Weapons: Bite 75%, damage 1D8 + POT 18 poison
Death Ray 95%, damage is 30 minus target CON.

Armor: 1-point scales.

Spells: knows all spells discussed in the <Call of Cthulhu> rules, but the following are the most apt: Conjure Glass of Mortlan, Consume Likeness, Contact Deity / Yig, Deflect Harm, Dust of Suleiman, Enchant Knife, Mesmerize, Mindblast, Power Drain, Resurrection, Voorish Sign.

Skills: Brew Plutonian Drug, Cthulhu Mythos 40%, Dodge 76%, Hide 70%, Listen 90%, Jump 70%, Spot Hidden 88%, Sneak 75%, Swim 70%, Track Heat Image 75%.

Serpent Person Number

	1	2	3	4	5	6	8	9	10
STR	13	13	11	13	12	13	12	16	11
CON	08	10	11	09	10	13	13	12	17
SIZ	05	07	06	05	05	04	06	07	06
INT	08	09	08	07	09	07	07	05	04
POW	09	09	10	09	09	09	07	11	13
DEX	14	14	11	10	11	11	10	11	12
HP	07	09	09	07	08	09	10	10	12
Death Ray †	40%	45%	40%	35%	45%	35%	35%	25%	20%
Bite*	35%	35%	40%	35%	45%	50%	35%	35%	60%
Damage*	1D8	1D8	1D8	1D8	1D8	1D8	1D8	1D8	1D8
POT*	.8	10	11	9	10	13	13	12	17

† Death Ray damage: 30 MINUS target's CON.

*in biting, serpent person also injects poison of POT equal to its CON. Damage = Bite damage.

Armor: 1-point scales.

Sanity Loss: 0/1D6 Sanity points to see a serpent person.

Cave B

This is a large natural cavern, obscured by many stalactites and stalagmites. It connects with Cave A. Normally this portion of the caverns is empty.

POINT 8. A Slime-Covered Tunnel Mouth. It leads nearly straight down. If the serpent people discover intruders, they call a chthonian. It clambors up via this tunnel or up the tunnel marked "9" on the map. Investigators who attempt to rappel down either of these tunnels are met by the chthonian, whether or not it has been called.



POINT 9. Another Deep Pit or Tunnel Mouth. Faint traces of slime can be made out along its northwest edge. See also Point 8.

POINT 10. A Small Chamber.

- The serpent people have left two death ray devices hanging on a wall. For information about these weapons, see the serpent people entry in the "Characters" section.
- There is a rack of dried meat. This is human jerky. Anyone realizing this after a successful **Medicine or Art (Gourmand)** roll loses 0/1D2 Sanity points.
- The witches murdered Adam Chisholm and lugged that third of the R'lyeh Disk here for safe-keeping.

Characters

MEMBERS OF THE COVEN

Most local residents avoid foreigners and have little to do with them. The recent events involving Henry Hancock are known to no one except the witches until Hancock's body or Chisholm's body is found and exhumed.

Belphegor

A slim, finicky, fastidious young man. His wanted poster is clean-shaven, but now he has started a beard. Dark-haired. Always wears one of several cheap suits.

He was sent to lead the witch coven's search for the R'lyeh Disk, but has been replaced by his senior, Anne Chantraine, because he was unable to find all of the R'lyeh Disk. He carries a knife in a shoulder sheath under his jacket at all times. This is an illegal concealed weapon. Carl

Stanford has promised to teach him the spell *Steal Life* as soon as the R'lyeh Disk is recovered, so he is highly motivated and perhaps incautious. He is currently wanted regarding a series of London-area murders.



Belphegor



Non-Player Characters by Location and Function

Each name is followed by place of residence and a brief note of identification. Statistics and more detailed personality notes for these non-player characters appear in the "Characters" section.

Cannich

Potential Allies

Tommy Hayes, King's Head Inn, a member of Scotland Yard, investigating Belphegor by infiltrating the witches' coven.

Angus MacNair, a farmer whose sister joined the witches.

Sandy MacNeil, the local constable.

Rab MacRae, Elizabeth's husband, a farmer.

Information

Andrew Kennedy — staying at King's Head Inn, archaeologist and Pict specialist

Tammas MacIvar — postmaster.

Jamie MacNab — owner of the only store in town

Dr. Lorne MacParlan — local doctor and a scholar

Elizabeth MacRae — mother of Baby MacRae. Her child was kidnapped.

Coven Members

Anne Chantraine — real leader of the witches, a Master of the Silver Twilight

Alistair MacGillivray (KOTOV) — King's Head Inn, a teacher

Fergus MacInnes (KOTSG) — owner of the King's Head Inn

Ian MacLennan (KOTOV) — the wealthiest farmer in the area

Wully MacMurdo (KOTSG) — the town bully

Margaret MacNair (KOTSG) — barmaid at the King's Head Inn

Willie Wassle (KOTSG) — a farmer but now insane

Cozle Lodge

Information

Sandy MacBean — a shepherd

Ian MacDonald — a farmer

Juverness

Information

Father Andrew MacBride, a Catholic priest.

Lintre

Information

Rabbie MacLaren — a trapper

Coven Members

Andrew MacQuarrie (KOTOV) — a farmer

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

MacBain House

Coven Members

Belphegor (SOYS) — the apparent leader of the witches

Duncan MacBain (SOYS) — the real leader of the witches after Anne Chantraine

Non-Player Character Index by Function and Page Number

Coven Members

Belphegor	Andrew MacQuarrie	65	Strictly Information	Potential Allies
Anne Chantraine	Jamie MacQuarrie	66	Andrew Kennedy	Tommy Hayes
Duncan MacBain	Serpent People	67	Sandy MacBean	Angus MacNair
Alistair MacGillivray	Willie Wassle	66	Father Andrew MacBride	Sandy MacNeil
Fergus MacInnes			Ian MacDonald	Rab MacRae
Ian MacLennan			Tammas MacIvar	Elizabeth MacRae
Wully MacMurdo			Rabbie MacLaren	
Margaret MacNair			Jamie MacNab	
			Dr. Lorne MacParlan	



BELPHEGOR, age 33, Son of Yog-Sothoth

STR 09 CON 11 SIZ 10 INT 14 POW 16
DEX 12 APP 16 EDU 18 SAN 0 HP 11

Damage Bonus: none.

Weapons: Thrown Dagger 90%, damage 1D4
Dagger 75%, damage 1D4

Spells: Call / Dismiss Yog Sothoth, Contact Chthonian,
Contact Deep Ones, Contact Serpent People, Contact

Deity / Cthulhu, Contact Deity / Nyarlathotep, Create Gate, Dread Curse of Azathoth, Elder Sign, Mindblast, Shrivelling, Summon / Bind Byakhee, Voorish Sign.

Skills: Archaeology 25%, Astronomy 70%, Cthulhu Mythos 21%, Drive Automobile 35%, Hide 45%, History 50%, Listen 80%, Sneak 75%, Occult 90%, Persuade 95%.

Languages: English 80%, French 40%, Italian 95%, Latin 80%.



IMPORTANT SPELLS

ENCHANT PROJECTILE

Enchants small projectiles such as sling stones, arrowheads, or bullets, of a number that may be taken up with one hand. The caster must sacrifice 1 POW and 1D4 Sanity points, and must quench the projectile(s) to be enchanted in the blood of a creature of SIZ 4 or greater. The spell may be cast in about an hour. Once enchanted, a projectile inflicts an additional +1 hit point of damage — thus an enchanted .22 handgun round inflicts 1D6+1 points of damage. An enchanted projectile inflicts full damage against creatures vulnerable only to magic weapons, or who are normally invulnerable to impaling weapons. Armor protects normally against enchanted projectiles.

ENCHANT CLUB

Enchants one large, medium, or small club. The caster sacrifices POW 1 and 1D4 Sanity points, and must quench the weapon in the blood of a SIZ 4 or greater creature. Casting the spell takes about an hour. Once enchanted, a club inflicts an additional hit point of damage (e.g., 1D6+1 for a small club or 1D8+1 for a large club), plus damage bonus. An enchanted club inflicts full damage against creatures vulnerable only to magic weapons, and acts as an impaling weapon against any creature or substance, including ones normally resistant to impaling weapons. (In other words, a successful attack roll at one-fifth of normal skill or less inflicts double damage.) Armor provides normal protection against an enchanted club.

ANNE CHANTRAINE

Beautiful, long blonde hair, sometimes wears an arch expression. Usually wears a sweater. Looks about 19 years old.

She has assumed leadership of the witches' coven in Cannich. She presently staying at Ian MacLennan's home.

Anne Chantraine appears to be a young Frenchwoman of great beauty, but she was born in Scotland in 1603, making her more than three hun-

dred years old. She was arrested for practicing witchcraft when she was seventeen, but escaped with the aid of associates, who replaced her with another girl of similar appearance. Chantraine fled to France where she learned the spell Steal Life.

In 1657, she was a founder of the Lords of the Silver Twilight. When things became too dangerous for her in France, she went to London where she met Carl Stanford. She returned to Scotland in 1730, unchanged in appearance after more than a hundred years.

She was arrested for witchcraft in 1745, but was released when she beguiled a local

peer of the realm. She then traveled to the Americas, hoping to see John Scott, only to learn that he had been killed. She had met him years before when she



Miss Chantraine

had visited Boston. She went into hiding for several decades and in this time studied history and the occult with great diligence.

Her research and that of other members of the Silver Twilight revealed the location of R'lyeh, and how the drowned city might be raised. Since then the Lords of the Silver Twilight have sought to restore R'lyeh and see the doors of Cthulhu's palace open.

When Belphegor had trouble finding the R'lyeh Disk, Carl Stanford asked her to go to Cannich and take command.

Since Anne is nearly immortal, she is cautious and never does anything to put herself in physical danger. She conceals a .22

automatic on her person, even sleeping with it. She seldom carries extra ammunition since it would be difficult to conceal.

She relies on her seeming youth and innocence for protection.

When Carl Stanford wanted to establish the Hermetic Order of the Silver Twilight, Anne de Chantraine recommended John





Scott's farm as a site. Stanford did better than that: he resurrected John Scott, and had him build up the Order.

She is wanted by the Soviet Union. She killed two soldiers and escaped during the confusion when Petrograd (St. Petersburg) was taken by the Bolsheviks in 1917. She hopes that the passage of time will cause them to forget about her so that she can reclaim her property there.

ANNE CHANTRAINE, age 317, Lord of the Silver Twilight

STR 10 CON 10 SIZ 09 INT 17 POW 16
DEX 14 APP 17 SAN 0 EDU 35 HP 10

Damage Bonus: none.

Weapons: .22 Short Automatic 90%, damage 1D6 + 1
Fighting Knife 80%, damage 1D4 + 2 (not normally carried)
**The enchanted bullets do full damage against creatures that can only be harmed by magical weapons.*

Spells: in particular Enchant Projectile, Mindblast, Power Drain, and Steal Life, all spells in the rule book, and other spells as the keeper may desire.

Skills: Archaeology 65%, Astronomy 75%, Bargain 55%, Cthulhu Mythos 55%, Disguise 65%, First Aid 90%, Hide 70%, European History 90%, Law 35%, Library Use 79%, Listen 75%, Locksmith 80%, Natural History 90%, Navigate 55%, Pharmacy 45%, Poisons 90%, Psychology 87%, Sneak 90%, Spot Hidden 90%.

Languages: Arabic 77%, English 90%, French 99%, German 58%, Greek 56%, Latin 93%, Russian 60%.

Duncan MacBain

An old, gnarled, evil-expressed man with thin gray hair.

Duncan MacBain is a personal friend of Carl Stanford. They regularly correspond. MacBain led the coven until Belphegor arrived. The villagers think of MacBain as a crazy old man. He lives alone on Creag Dhubh in a small stone house with a thatch roof. Built right against a cliff, the house conceals the entrance to the caves of the serpent people.



Mr. MacBain

He has made friends with the few serpent

people who regularly visit the surface, and can enlist their aid if necessary.

MacBain often tramps about the forest carrying his shotgun. He seldom leaves home without it. He even takes it with him when he goes into Cannich to buy supplies. No one pays him any attention.

DUNCAN MacBAIN, age 74, Son of Yog-Sothoth

STR 13 CON 08 SIZ 09 INT 10 POW 12
DEX 10 APP 07 SAN 0 EDU 12 HP 09

Damage Bonus: none.

Weapon: 20-Gauge Shotgun 60%, damage 2D6 / 1D6 / 1D3

Spells: Brew Space Mead, Contact Chthonian, Contact Ghoul, Contact Serpent People, Summon / Bind Byakhee, Summon / Bind Hunting Horror, Summon / Bind Servitor of the Outer Gods, Voorish Sign.

Skills: Astronomy 80%, Cthulhu Mythos 20%, English 60%, Fast Talk 80%, History 50%, Latin 13%, Listen 40% (he is hard of hearing), Natural History 80%, Occult 75%, Persuade 70%.

Languages: English 60%, Latin 13%.

Alistair MacGillivray

He is a thin and crafty man, often adeptly removing change from the bar or picking up someone else's fresh drink. If caught, he apologizes with deep sincerity.

Carl Stanford sent MacGillivray to Cannich, feeling that MacBain could use his skills. Hailing from



Mr. MacGillivray

Galashiels in the south, he is presently staying at the King's Head Inn, in Cannich. He represents himself as a school-teacher on an extended holiday, but since he is a Lowlander many here find him and his manners suspicious. When the Hancock and Chisholm bodies are found, he is one of those grilled by the detectives from Inverness.

If questioned by the investigators, he gives no useful information.





ALISTAIR MacGILLIVRAY, age 40, Knight of the Outer Void

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

Damage Bonus: none.

Weapon: Fighting Knife 75%, damage 1D4 + 2

Spells: Call / Dismiss Azathoth, Dread Curse of Azathoth, Mindblast.

Skills: Archaeology 15%, Bargain 50%, Credit Rating 50%, Cthulhu Mythos 19%, Drive Automobile 30%, History 60%, Library Use 80%, Navigation 70%, Sneak 50%, Swim 60%.

Languages: English 75%, French 33%, Latin 25%.

fergus macInnes

A large, strong man who is both greedy and dangerous in a fight. He owns the inn; little goes on in it in which he does not have a hand.

MacInnes is ambitious and desires power over his fellow villagers. He recently joined the witches' coven hoping that it might aid him in his ambitions. He owns the King's Head Inn in Cannich.



Mr. MacInnes

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

MacInnes makes a show of befriending those staying at the inn so that he can keep the coven informed on their activities.

If questioned about Henry Hancock, he guesses that Mr. Hancock and Mr Chisholm returned to Africa. He says that Mr. Chisholm had been dismayed to learn that a few wolves still roam this part of the highlands. (This is not true, but the

notion is taken as true by those who run sheep in this area.)

FERGUS MacINNES, age 47, Initiate of the Silver Twilight

STR 15 CON 12 SIZ 14 INT 10 POW 10
DEX 10 APP 09 SAN 0 EDU 08 HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3 + 1D4
Lager Bottle 60%, damage 1D8 + 1D4
Throw Lager Bottle 55%, damage 1D8

Spell: Bless Brew.

Skills: Accounting 35%, Brew Ale and Stout 75%, Credit Rating 65%, Chemistry 25%, Cthulhu Mythos 03%, Dodge 55%, English 25%, Fast Talk 75%, Occult 75%, Persuade 65%, Sneak 60%, Spot Hidden 55%, Taste 50%.

ian MacLennan

A hearty man, frequently genuinely entertaining, but just as often his humor has a cold edge to it that verges on threat. Dresses well, and is always well groomed.

The wealthiest farmer in the area, MacLennan is a member of the church choir at the local Church of Scotland and a model citizen. He shelters a harmless local madman, Willie Wassle. Anne Chantraine also stays with MacLennan, a matter for some gossip, but MacLennan has enough money that the idle tongues lack conviction. No one on his farm owns anything that would link them to supernatural matters.

MacLennan often finances the Cannich coven, and its members do all they can to protect his respectable presence and high credit rating.

IAN MacLENNAN, age 43, Knight of the Outer Void

STR 14 CON 15 SIZ 15 INT 10 POW 10
DEX 11 APP 08 SAN 0 EDU 10 HP 15

Damage Bonus: +1D4.



Mr. MacLennan



Weapons: Fist/Punch 65%, 1D3 + 1D4
 Fighting Knife 85%, damage 1D4 +2 +1D4
 20-Gauge Shotgun 70%, damage 2D6 / 1D6 / 1D3

Skills: Accounting 35%, Art (Singing) 75%, Bargain 60%, Botany 75%, Climb 75%, Craft (Farming) 70%, Credit Rating 68%, Cthulhu Mythos 18%, Drive Automobile 50%, English 50%, Fast Talk 60%, Listen 55%, Natural History 55%, Spot Hidden 30%.



Mr. MacMurdo

Wully MacMurdo

A very strong man, with shoulders like an ox — he's not too smart, but smart enough. His dark hair is usually unkempt. He usually wears an expression as if puzzled or seeking something — "A clean shirt," is frequently the joke.

Physically, he is the strongest witch. He does all the heavy work. He lives in Cannich. If he senses a fight approaching, he makes a club by snapping a piece of furniture or ripping away a fat tree limb.

If anyone questions him, especially about unusual happenings, he will tell a large number of tales about werewolves. He cannot be tricked into betraying the witches.

WULLY MacMURDO, age 28, Keeper of the Silver Gate

STR 18 CON 16 SIZ 15 INT 09 POW 08
 DEX 10 APP 08 SAN 0 EDU 03 HP 16

Damage Bonus: +1D6.

Weapons: Fist/Punch 80%, damage 1D3 + 1D6
 Large Club 70%, damage 1D8 + 1D6

Skills: Cthulhu Mythos 14%, English 30%, Hide 35%, Listen 80%, Natural History 45%, Sneak 50%, Spot Hidden 35%, Track 15%, Zoology 10%.

Margaret MacNair

MacNair is barmaid at the King's Head Inn. Dark hair, trim figure, and only 23 years old. She was a lively girl if not an outright lusty one before Henry Hancock moved to Cannich.

She fell in love with him and provided him with a star-stone Elder Sign. When he failed to reciprocate her affections, she betrayed him to the coven. His death left her temporarily insane, and she lost all memory of Hancock. At present, she becomes catatonic if his name is mentioned.



Miss MacNair

MacNair will not consciously betray the coven, but someone with Fast Talk might be able to trick her into revealing something so long as Henry Hancock is not mentioned.

MARGARET MacNAIR, age 23, Knight of the Silver Gate

STR 12 CON 12 SIZ 10 INT 11 POW 12
 DEX 14 APP 13 SAN 20 EDU 04 HP 11

Damage Bonus: none.

Weapon: Small Club 50%, damage 1D6

Spell: Elder Sign.

Skills: Accounting 25%, English 30%, First Aid 60%, Listen 50%, Spot Hidden 30%.

Andrew MacQuarrie

He is blond, with a bad complexion. He has a surly stare. Andrew lives with his brother Jamie in the hamlet of Liatrie, near Cannich. The brothers are staunch members of the witches' coven, but they tend to be wild. They

are personally responsible for several murders, including Hancock's and Chisholm's. Not all the murders were necessary. The brothers protect the coven by their violence.



Mr. A. MacQuarrie





ANDREW MacQUARRIE, age 30, Knight of the Outer Void

STR 12 CON 14 SIZ 12 INT 12 POW 14
DEX 11 APP 12 SAN 0 EDU 04 HP 13

Damage Bonus: none.

Weapons: Fist/Punch 70%, damage 1D3

Fighting Knife 60%, damage 1D4 + 2

20-Gauge Shotgun 65%, damage 2D6 / 1D6 / 1D3

Spells: Brew Space Mead, Create Gate.

Skills: Cthulhu Mythos 20%, English 50%, First Aid 30%,
Listen 55%, Occult
50%, Track 40%.

Jamie

MacQuarrie

Jamie is Andrew's younger brother, also blond, bad complexioned, and surly. Of the two, Jamie is a little stronger and takes care of the violence, while Andrew is a little smarter, and picks the fights. Jamie greatly admires Andrew and tries to emulate him at every turn.



Mr. J. MacQuarrie

JAMIE MacQUARRIE, age 27, Keeper of the Silver Gate

STR 13 CON 13 SIZ 12 INT 11 POW 12
DEX 12 APP 11 SAN 0 EDU 06 HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 80%, damage 1D3 + 1D4

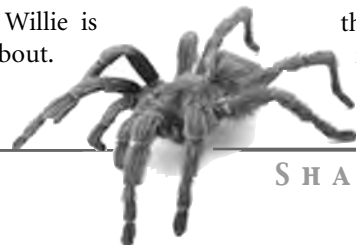
Fighting Knife 65%, damage 1D4 + 2 + 1D4

20-Gauge Shotgun 50%, damage 2D6 / 1D6 / 1D3

Skills: Archaeology 10%, Cthulhu Mythos 15%, English
40%, Natural History 40%, Occult 25%, Sneak 70%, Spot
Hidden 50%.

Willie Wassle

Willie doesn't usually bathe, or shave, or bother to button his shirt. He has an airy sense of bemusement about him. Willie is truly crazy. He constantly babbles about *Azzadod the Great*. Anyone listening to him for a few seconds will be convinced that he should be locked up, but also understands that Willie is harmless and no one to worry about.



He lives in a lean-to behind Ian MacLennan's barn. MacLennan knows that Willie is harmless and watches out for him.

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



Mr. Wassle

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

WILLIE WASSLE, age 62, Knight of the Silver Gate

STR 09 CON 08 SIZ 10 INT 12 POW 07
DEX 12 APP 05 SAN 0 EDU 06 HP 09

Damage Bonus: none.

Weapons: Enchanted Club 60%, damage 1D8 + 1

Spells: Call / Dismiss Azathoth, Elder Sign, Enchant Club.

Skills: Cthulhu Mythos 19%, English 30%, Listen 50%,
Occult 90%, Sneak 75%, Track 45%.

Dr. Andrew
Kennedy

Kennedy is an archaeologist from Edinburgh and a friend of Henry Hancock and Adam Chisolm. He is staying on at the King's Head Inn for a few days, hoping that his friends will turn up alive. But he fears that if he stays much longer, he will disappear as did Henry and Adam.



Dr. Kennedy

Kennedy teaches at the University of Edinburgh. He is an average sized man, always well dressed and groomed in a tweedy academic style. He's lost most of his hair. He wears wire-rimmed glasses.



Serpent People

All serpent people are armored with 1 point scales, and each can bite for 1D8 damage plus poison of POT equal to the serpent person's CON.

It costs 0/1D6 Sanity points to see a serpent person.

Of the group in this scenario, only serpent man Seven knows spells, but he knows all of the spells listed in the *Call of Cthulhu* rules. The other serpent people are his degenerate guards and gofers. They are in contact with other groups of serpent men and, given time, can bring many of their race to the doors of Creag Dhubh.

Seven is a sleek, mottled monster, with a long neck, a head resembling that of a huge viper, and a whip-like tail. He wears a mottled robe. His hands are smoothly scaled with only hints of claws at the fingertips. His cohorts, by contrast, are stumpy, dwarfed things, warted and rough, cross-breeds with humans, and with an anthropoid air about them. Even their walk is ape-like, almost quadrupedal. Seven, their leader, towers over them.

The arcane science of the serpent people has given them a good weapon in the death ray. All ten guards wear this sidearm. The death ray is made of bluish crystal, gleaming strangely in any light. Its twisted handgrip does not fit the human hand well. A large blister of purple-veined blue glass surmounts the hand grip, and six thin rods of silvery hue project forward from the weapon, forming a sort of barrel. Inside the blister sloshes a silver liquid, somewhat resembling mercury. When the death ray's trigger-like mechanism is squeezed, flashes and staccato shards of light race out of it to the target. Each firing generates a sharp thin sound, like the crack of a whip.

A victim shot with a death ray takes damage equal to 30 minus his or her CON. By way of example, if the death ray struck a char-



Serpentman Seven

acter with CON 18, it would cost him $30-18=12$ hit points. Any sort of armor dissipates the force of the ray to the extent of its numerical armor rating.

The death ray can be fired twenty times before it needs recharging with more silver liquid. The base chance for a human to use a death ray is 05%. These fragile weapons have 4 hit points each. Special care should be taken when removing them from their protective cases.

Chthonian

A chthonian is an immense squid-like being who burrows through earth and rock rather than swimming through the sea. Slime coats its elongated worm-like body. Adults are telepathic and highly intelligent. The creature can burrow to great depths into the earth. It has eight powerful tentacles. See the *Call of Cthulhu* rules for more information.

Seven can summon this chthonian to its aid.

CHTHONIAN, adult, Greater Independent Race

STR 53 CON 41 SIZ 45 INT 26 POW 16
DEX 10 MOV 6/1 burrowing HP 43

Damage Bonus: +5D6.

Weapons: Tentacle x 1D8 75%, damage 2D6 + blood drain (1D6 CON)

Crush 80%, damage 5D6 in 4.5 yard radius

Armor: 5-point hide and muscle; regenerates 5 hit points per round until dead.

Spells: 1D6 spells connected with Shudde M'ell and great old ones tied to this earth, such as Cthulhu, Y'Golonac, Yig, etc.

Sanity Loss: 1D3/1D20 Sanity points to see a full adult chthonian.

Andrew Kennedy can tell the investigators about the work that he, Adam, and Henry were working on. They discovered the site on the north shore of Loch Mullardoch. Hancock and Chisholm were led to look there by a Latin manuscript McParlan found in Inverness and translated. Kennedy has a transcript of part of it, but is reluctant to let the investigators read the words without his friends' permission. (See *Cannich Papers 15* nearby.) He directs the investigators to Ian MacDonald, who can direct them to the dig site.

Henry Hancock believed that the dig site contained the Temple of Aesathog mentioned in the manuscript. They found traces of Pictish inhabitants at the site, but found nothing definite until a few days before their disappearances. That day they unearthed two human skeletons with

Roman weapons and bits of Roman armor. They also discovered skeletons of a large reptile with which they were totally unfamiliar. That night they saw a huge creature like a slimy kraken near the shore of the loch. Kennedy's friends were troubled enough by this vision that Hancock sent a letter to his nephew in the United States, and suspended work at the site. That same night he uncased his two elephant guns. Hancock offered one to Kennedy, who chose instead to move into the village. A few days later Hancock and Chisholm disappeared.

Kennedy is frightened and will leave for Edinburgh as soon as he finishes documenting the work that's been done. He fears that he will forget things if he delays in writing it down.



A Summary of the Expedition to Loch Mullardoch

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

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

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

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

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

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

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

Sincerely,
Andrew MacBride



Dr. ANDREW KENNEDY, age 45, Scholar and Authority on the Picts

STR 11 CON 12 SIZ 11 INT 15 POW 13
DEX 12 APP 13 SAN 72 EDU 25 HP 12

Damage Bonus: none.

Weapon: 20-Gauge Shotgun 60%, damage 2D6 / 1D6 / 1D3

Skills: Anthropology 30%, Archaeology 79%, Celtic Artifacts 68%, Celtic Lore 79%, History 70%, Lecture 65%, Listen 50%, Persuade 75%, Pictish Peculiarities 88%, Spot Hidden 68%, Ride 45%.

Languages: Brythonic 65%, English 99%, French 88%, Classical Greek 77%, Classical Latin 78%, Scottish Gaelic 66%.

Sandy MacBean

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

MacBean is a wiry man, intelligent and alert, with a face deeply lined and with mobile expression. He always wears a wide-brimmed leather hat and keeps his hair long to turn the weather from the nape of his neck.

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

He tells tales of a race of serpent folk who are great sorcerers and witches. These creatures live in caves beneath the mountains, and skulk in the Glen Cannich forest. Lately they have been more active than usual, though the numbers that come to the surface have diminished. A few days ago MacBean saw a serpent man talking to old Duncan MacBain and a beautiful young woman.

The shepherd knows where the Hancock dig site is, but never goes there. He also can give directions to



Mr. MacBean

MacBain's house and the circle of standing stones atop Creag Dhubh.

MacBean has lately heard that farms and shepherds have lost sheep to wolves or wild dogs, but so far his have been spared. He thought he saw a werewolf once, but could not be certain.

MacBean's one constant companion is Keatey, a mongrel border collie. She is as good a shepherd as MacBean.

SANDY MacBEAN, age 50, Shepherd of Creag Dhubh

STR 12 CON 17 SIZ 10 INT 12 POW 12
DEX 14 APP 09 SAN 60 EDU 05 HP 14

Damage Bonus: none.

Weapons: 16-Gauge Shotgun 60%, damage 2D6+2 / 1D6+1 / 1D4

Skills: Climb 60%, Listen 80%, Natural History 70%, Sheep Lore 90%, Spot Hidden 75%, Track 40%.

KEATEY, age 4, female Border Collie

STR 09 CON 16 SIZ 04 POW 10 DEX 14
MOV 09 HP 10

Damage Bonus: -1D4.

Weapons: Bite 55%, damage 1D6

Skills: Dodge 90%, Follow Commands 99%, Herd 80%, Listen 99%, Scent 95%, Sneak 85%, Track 95%.

Father Andrew MacBride

Father Andrew is the somewhat pudgy Catholic priest for Cannich and much of the neighboring glens and mountains. He habitually peers over his glasses at those with whom he converses.



Father MacBride

MacBride will allow the investigators to read his copy of the Roman expedition manuscript if they ask for it. He will not volunteer it since he has no idea that it could possibly interest them. (See *Cannich Papers*

14.) He will be more interested in the state of their souls than in telling them obscure folktales.





re: the expedition to Loch Mullardoch

Cannich Papers 14
Fr. MacBride's translation,
plus his note to the Cardinal

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

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

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

*Sincerely,
Andrew MacBride*

FATHER ANDREW, age 60, Local Priest and Confidant

STR 10 CON 09 SIZ 13 INT 12 POW 12
DEX 09 APP 11 SAN 66 EDU 15 HP 11

Damage Bonus: none.

Weapon: Admonishment, painless the next day.

Magic: Transubstantiate.

Skills: Church Lore 60%, Fast Talk 35%, First Aid 45%, History 40%, Listen 50%, Natural History 35%, Persuade 60%, Psychology 60%, Praise the Lark Ascending 70%.

Languages: English 60%, Latin 25%.

IAN MacDonald

MacDonald owns a farm at Cozae Lodge, a couple of miles below Loch Mullardoch. All consider him to be an authority on Glen Cannich.

A bachelor farmer, MacDonald's dress is decent but untidy, and rarely spotless. His face is weathered. He is a reserved man; it takes a pint of ale in his hands to get him to unwind. Once he becomes your friend you may depend on him, but that friendship may take many years to develop.

Over a friendly cup he'll talk at length on any subject his companions desire. He will give directions without the drink, but they are clearer and better with it. He knows how to find the Hancock dig site, the ring of standing stones on Creag Dhubh, and the MacBain House.

Ian recently saw Duncan MacBain talking with a foreign woman and a Sassenach (Belphegor the Englishman) near the shore of the loch. He has often seen Duncan and several local men (among them the



Mr. MacDonald



MacQuarrie brothers) doing strange things near the standing stones.

If the investigators successfully **Persuade** or **Fast Talk** him in a discussion of strange events, he'll tell of the non-human creatures he has seen near Loch Mullardoch, and in the forest. These creatures "looked like a cross 'tween a Chinaman and a great viper." He fled and saw no more.

IAN MacDONALD, age 64, Relisher of Local Lore

STR 12 CON 11 SIZ 13 INT 10
POW 10 DEX 13 APP 10 SAN 50
EDU 06 HP 12

Damage Bonus: +1D4.

Weapon: Single-blade Axe and Maul Head 70%, damage 1D8+2+1D4

Skills: Bargain 24%, Credit Rating 30%, Drive Auto 30%, English 50%, Law 25%, Listen 40%, Mechanical Repair 45%, Natural History 55%, Operate Heavy Machine 35%, Track 20%, Zoology 30%.

TAMMAS MacIVAR

MacIvar is a small, fidgety man, often impatient with those who drop by to rehash old village business or who bring in poorly wrapped packages to mail. He always wears a plain black suit and a bow tie. His hair is smoothed down and neatly parted. His nose is a little too long and his ears a little too large to be fashionable.

The local postmaster and town clerk, he and Constable MacNeil are the only government presence in Cannich. MacIvar is well-educated by local standards, and not superstitious. He loves to gossip.

Once convinced that the investigators are the legal representatives of the Hancock family, he will give them a set of keys to the Hancock House, if they do not already have keys from Inspector MacDougall. MacIvar declares that Henry Hancock was a great man. Hancock planned to settle in Cannich and consequently had purchased a fine house. He gives the player characters directions for finding the house and warns them that some villagers believe the Hancock place to be haunted, since strange noises and furtive movements have sometimes been connected with it. The group might prefer to stay in the King's Head Inn.

Pinned up in the anteroom are a number of wanted posters. One is for a man calling himself Belphegor. See **Cannich Papers 6**. Scotland Yard wants to question Belphegor. If MacIvar notices any interest about the poster from the investigators, he practically gushes:



Mr. MacIvar

"Evidence connects him with a secret society, the Hermetic Order of the Silver Star. This secret society is thought to be involved in kidnappings and murders in the London area!"

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

- *There is a suspicious Sassenach (Englishman) in town who calls himself Tommy Hayes. If anything funny is going on in the area, he is probably the cause.*
- *If asked about Willie Wasse or Duncan MacBain he admits that they are not in their right minds, but they are harmless old folks.*
- *Ian MacLennan is a substantial man in Cannich's eyes. A bonny lass of a French girl is staying with him at the MacLennan farm. She is supposed to be Ian's cousin, MacIvar thinks that she is nay blood relation, though he says nothing against either of them. Her name is Anne Chantraine. She's turned the heads of every man in town. She is kindly, though, and has befriended many local folk.*

If the investigators ask about people who worked with or know Henry Hancock, MacIvar directs them to Andrew Kennedy, who is staying at the King's Head Inn, and to Dr. Lorne MacParlan who was Henry's friend. He says that the MacQuarrie brothers also worked for Mr. Hancock. They live in Liatric, which is about two miles up the River Cannich. The MacQuarries seldom come into Cannich village.

If asked about Adam Chisolm, MacIvar says that he and Mr. Hancock went back to Africa.

TAMMAS MacIVAR, age 47, Village Voice of Reason

STR 09 CON 10 SIZ 09 INT 13 POW 10
DEX 10 APP 11 SAN 50 EDU 12 HP 10

Damage Bonus: none.

Weapons: none.

Skills: Accounting 24%, Bargain 15%, Credit Rating 22%, English 30%, Fast Talk 30%, Listen 50%, Spot Hidden 40%.





Rabbie MacLaren

A thin, deft, weather-beaten man, extremely shy with people he does not know. In Cannich, that means everyone but Father MacBride and Jamie MacNab.



Mr. MacLaren

MacLaren comes and goes like a ghost. MacNab buys Rabbie's bounties, and registers them for himself, keeping MacLaren's name off the rolls. MacNab also buys MacLaren's pelts. MacBride hears MacLaren's confession, but has not heard it for

nearly a year.

Rabbie MacLaren is a trapper who hunts and traps throughout the West Highlands. He is a loner, and a habitual poacher. The player characters need a successful **Persuade** or **Fast Talk** roll to get him to talk to them. A bribe of a half crown or so also works reliably. Wisely, he will not talk where the staff or owner of the King's Head can see him.

- MacLaren saw Duncan MacBain, the MacQuarrie brothers, Fergus MacInnes, and Margaret MacNair at the standing stones on Creag Dhubh, behaving in a most peculiar fashion — dancing and carousing in the nude.
- The night that Adam Chisholm supposedly left for Africa, Rabbie saw him at the dig site with the MacQuarrie brothers. They seemed to be quarreling.
- He also saw the MacQuarrie brothers skulking about the Hancock House the day before Hancock was reported gone. He suspects that they know more about Mr. Hancock's disappearance than they avowed during the constable's inquiry.
- If asked about wolves, he smiles wanly. "Nay, nary a wolf since Sir Ewen's day."
- MacLaren knows nothing of witches and magic, but admits that such things might be possible. His grandmother told him of such things.
- If asked about the serpent people, he will not speak of them. His obvious fear indicates that he knows of them and probably has seen them.

RABBIE MacLAREN, age 49, Silent Stalker of the Highlands

STR 13 CON 14 SIZ 09 INT 11 POW 08
DEX 15 APP 07 SAN 40 EDU 06 HP 12

Damage Bonus: none.

Weapons: 20-Gauge Shotgun, damage 2D6 / 1D6 / 1D3
Steel Traps 80%, damage varies 1D2 to 2D4

Skills: Bargain 50%, Dodge 45%, English 50%, Listen 50%,
Natural History 55%, Sneak 75%, Spot Hidden 60%,
Track 45%, Trap 80%, Zoology 30%.

Jamie MacNab

He is a thin, energetic man with a pot belly. He keeps shop hours at his Emporium and also a complicated schedule of related activities — letters, phone calls, deliveries, and small ventures such as Rabbie MacLaren's pelts.

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



Mr. MacNab

- MacNab does not believe in the supernatural and will not help the investigators because he cannot imagine how to make any profit from putting ordinary people in jail. If Belphegor is arrested, MacNab's attitude will change radically, and he'll befriend the investigators and the police.
- If asked about it, MacNab tells his listeners that wild dogs have been killing the sheep, not wolves.

JAMIE MacNAB, age 48, Penny-pinching Owner of MacNab's Emporium

STR 11 CON 11 SIZ 13 INT 12 POW 13
DEX 12 APP 10 SAN 65 EDU 11 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Accounting 35%, Bargain 70%, Credit Rating 45%,
English 60%, Fast Talk 45%, Law 30%, Listen 50%,
Persuade 40%, Psychology 55%.



Dr. LORNE MacPARLAN

MacParlan is nearly ninety, white haired, and hard-of-hearing. He rises from or sits in a chair with difficulty. He still loves to talk, however, and his voice is strong.

MacParlan is the only medical doctor in the Cannich area; in fact, he is the only one before Inverness, thirty miles away. Though he no longer practices medicine because his eyesight is nearly gone, he is trusted and revered by everyone. MacParlan is old, and cannot help the investigators with more than his knowledge, though he would be a staunch ally if forty years younger.



Dr. MacParlan

MacParlan is an authority on local folklore and knows many local legends and stories. He personally does not believe in the supernatural, but can be a great help to the investigators. The extent of information learnable from Dr. MacParlan is left to the keeper to decide. Some of his areas of knowledge are bulleted below.

- He can relate local tales of witchcraft.
- Dr. MacParlan has the complete version of a manuscript describing a Roman expedition to Loch Mullardoch and the Temple of Aesathog. That was what Hancock and Chisholm believed they were excavating at Loch Mullardoch. See *Cannich Papers 13* nearby).
- MacParlan also knows legends about the serpent people and the temple they once had in the area. There are traditions suggesting that the ancient Druids once interbred with the very serpents that they worshiped, and that the unions gave rise to a spawn of half-human snakes who ravaged the area until Sir Gawaine of the Round Table exterminated them. Once in a while some rude shepherd or wayfarer still reports seeing one of these beings. Perhaps the rustic has merely seen the ghost of such a creature, released for a period from hell. Somewhere in the region, the great temple of these beings is supposed to be hidden, either underground, or within a lake. The temple is the site where they worshiped the Devil, and is supposedly still guarded by a great dragon, which Gawaine spared, so that the wicked would not be tempted to re-enact the evil rituals that created the man-snakes.

Dr. LORNE MacPARLAN, M.D., age 89, Beloved General Practitioner

STR 08 CON 08 SIZ 11 INT 12 POW 07
DEX 08 APP 08 SAN 35 EDU 21 HP 10

Damage Bonus: none.

Weapons: none.

Skills: Credit Rating 55%, English 90%, First Aid 55%, Latin 70%, Listen 50%, Medicine 60%, Persuade 40%, Psychology 60%, Spot Hidden 05%.

Potential Allies

Tommy Hayes

A large, athletic man, Tommy Hayes is not as big as Wully MacMurdo, but few men are. Hayes has sandy hair and a bland say-nothing demeanor. He is always ready with a friendly joke.

His cover story is that he knifed a bloke in London and fled to Scotland. In truth he is an expert with the



Mr. Hayes

knife, but Hayes works for Scotland Yard, assigned to their Special Branch. He is trying to learn more of Belphegor, a man wanted for questioning by the police of several European countries. Hayes is trying to learn more of Belphegor's foreign contacts and seeking to infiltrate the Hermetic Order. He does not realize how

dangerous his plan is. He'll do nothing to change his plan unless given very strong proof of its futility. He will not break his cover except under extreme duress.

Being English and what the Scots call a Sassenach, Hayes is distrusted by most local people. They easily attribute all manner of evils to him, but successful **Psychology rolls** will tell the users that this is caused more by the prejudices of the people than anything Hayes has done. He stays at the King's Head Inn. He has quickly risen in the cult to be a Keeper of the Silver Gate.





A Summary of the Expedition to Loch Mullardoch

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

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

Platorius Nepos had asked, nor ordered, Marcus to pursue a man named Belphegor and return him for trial.

Marcus also was to try to find a golden disk with intricate carbing and strange runes, and to destroy it's magic by melting it down. The governor's presence alone suggested the urgency of the quest, but sending an entire century into the Pictish lands north of the wall at a time when soldiers were all too few astounded all who learned of it.

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

They pushed north on Belphegor's trail.

Marcus went alone into the camp of the Picts and, after giving the chief gifts, explained the nature of the expedition. The Picts captured him and tied him in one of their huts. They would

have killed him except for the fortuitous arrival of a holy man, John, whom the Picts respected and feared. John asked the Picts to release Marcus and return his belongings, which they reluctantly did.

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

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

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

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

Marcus cut down the serpent priests with his sword and Namatian tried to break the golden disk. All of his efforts failed until Marcus lent him his sword. The sword cut through the disk and with a few strokes the disk was cut into three sections. Namatian was building a fire to melt it down when a great beast came from the mountain and attacked the remaining soldiers. Its wounds healed themselves as fast as they were inflicted. Marcus discovered a serpent priest who had escaped the slaughter of his companions and, when he killed him, the

beast went mad. The ground began to shake and the temple collapsed, killing all but Marcus, who was pushed through the doorway into the other world. The rest of the expedition died in the rubble.

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

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

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

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

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

Cannich Papers 13--The Latin Manuscript,
found and translated by L. MacParlan



TOMMY HAYES, age 32, Undercover Sergeant Detective and KOTSG

STR 14 CON 13 SIZ 14 INT 14 POW 12
DEX 12 APP 10 SAN 55 EDU 12 HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3 + 1D4

.38 Revolver 70%, damage 1D10

Fighting Knife 80%, damage 1D4 + 2 + 1D4

Spells: Elder Sign.

Skills: Bargain 33%, Drive Automobile 50%, English 60%, Fast Talk 70%, First Aid 40%, Hide 50%, Law 35%, Listen 70%, Persuade 60%, Police Procedure 70%, Sneak 75%, Spot Hidden 75%, Track 40%.

Angus MacNair

He's an easy-going sort, friendly and smiling for the most part. He's also a hard worker, experienced in farm work and at most construction jobs. His hair is blondish, and his face and arms thoroughly freckled. He wears a small bushy moustache.



Mr. MacNair

MacNair lives in Cannich with his sister Margaret. She works at the King's Head Inn. He knows she is involved in something secret and perhaps dangerous, but does not know the details.

MacNair worked for Henry Hancock for several weeks, and quickly grew friendly with the man. Once Hancock's body is found, MacNair

will try to find the murderer. Rather than work alone, he'll join the investigators if they can convince him of their good intent with a successful **Fast Talk** or **Persuade**.

- He relates tales of werewolves killing sheep, but he believes that ordinary wolves or perhaps wild dogs are responsible.
- Angus MacNair has heard rumors of strange beings in the forest, but knows little. He recommends that the investigators ask Rabbie MacLaren or Ian MacDonald.

ANGUS MacNAIR, age 26, Doting Brother of Margaret

STR 11 CON 14 SIZ 13 INT 12 POW 13
DEX 14 APP 11 SAN 65 EDU 04 HP 14

Damage Bonus: none.

Weapons: Fist/Punch 50%, damage 1D3

20-Gauge Shotgun 45%, damage 2D6 / 1D6 / 1D3

Skills: Climb 75%, Hide 75%, First Aid 60%, Listen 80%, Natural History 65%, Sneak 70%, Spot Hidden 60%.

Sandy MacNeil

Constable MacNeil is square-jawed and rangy, ginger-headed, with friendly eyes that comprehend but rarely judge. He grew up in Inverness, and is well-respected in Glen Cannich.



A practical man, he does not believe in the supernatural. He is devoted to the law and will not willingly break the law even to catch a criminal. If the investigators should do something illegal, he will hunt them down and turn them over to his superiors.

Constable MacNeil

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

MacNeil will join the investigators if they can give him proof of wrong-doing, but will not allow anyone to gun down witches except in self-defense. He will suspect anyone who carries a firearm other than the customary shotgun of the local farmers, and will confiscate such arms when practical to do so. Once the investigators locate either Chisholm's body or Hancock's, MacNeil is their firm ally.

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

SANDY MacNEIL, age 33, Constable for the Cannich Area

STR 14 CON 12 SIZ 16 INT 14 POW 11
DEX 12 APP 12 SAN 55 EDU 14 HP 14

Damage Bonus: +1D4.

Weapons: Small Club 50%, damage 1D6 + 1D4

Skills: Bargain 35%, Climb 60%, English 60%, Fast Talk 55%, First Aid 80%, Law 20%, Listen 45%, Persuade 40%, Police Procedure 60%, Repair Bicycle 95%, Sneak 70%, Spot Hidden 75%, Swim 60%, Track 25%.





Rab MacRae

MacRae is a tough, soft-spoken man. He's dark-haired and baby-faced. He is capable of enormous effort in the fields, and his hard work has led him to prosperity.

But now his baby daughter has been stolen. He is very superstitious, and believes that the "little people" took away his daughter and that there is no hope of finding her. Nonetheless, he will aid anyone who searches for her.



Mr. MacRae

RAB MacRAE, age 28, Prosperous Farmer

STR 13 CON 16 SIZ 12 INT 10 POW 15
DEX 09 APP 13 SAN 68 EDU 13 HP 14

Damage Bonus: +1D4.

Weapon: 20-Gauge Shotgun 60%, damage 2D6 / 1D6 / 1D3
Sickle 35%, damage 1D8 + 2 + 1D4

Skills: Art (Sing) 60%, Bargain 40%, Botany 45%, Climb 85%, Credit Rating 50%, Dodge 45%, Electrical Repair 25%, English 50%, First Aid 30%, Gaelic 50%, History 35%, Jump 70%, Listen 65%, Mechanical Repair 80%, Natural History 60%, Operate Heavy Machine 75%, Ride 50%, Spot Hidden 55%, Swim 50%, Throw 60%.

Elizabeth MacRae

She wears her black hair gathered at the nape. Her expression is always one of mourning. If she was happy, she would be thought beautiful. Her husband still thinks that she is, but life is quickly going cold for both of them.

Elizabeth MacRae believes that her baby daughter was taken by witches and that if Constable MacNeil would only interrogate Anne Chantraine, he would learn of her daughter's fate. She eagerly tells stories of witches to everyone who will listen, and adds that she knows Miss Chantraine is the leader, but that she fears the coven too much to act against them. She also claims that Duncan MacBain is a warlock and has a sea monster from the loch as his servant or familiar.

Mrs. MacRae will not actively help the investigators, for at present she is sunk into depression and despair. However, she will support her husband's efforts, and she



Mrs. MacRae

will give the investigators all the information she knows. She'll try to get them to swear an oath to do their best to find her child. If she regains hope, she joins the investigators whether or not her husband approves.

ELIZABETH MacRAE, age 21, Wife of Rab MacRae, Mother of Baby MacRae

STR 11 CON 14 SIZ 09 INT 16 POW 12
DEX 12 APP 13 SAN 60 EDU 11 HP 12

Damage Bonus: none.

Weapon: none.

Skills: Art (Sing) 35%, Bookkeeping 20%, Bargain 60%, Climb 45%, Credit Rating 35%, First Aid 50%, History 25%, Natural History 50%, Persuade 45%, Psychology 40%, Spot Hidden 50%.

Sanity Rewards

If the investigators discover the use of the R'lyeh Disk and keep it from the serpent people they each receive 1D6 Sanity points. The keeper should not tell them too much about the disk. It is likely that they will not recognize the significance of the disk until later in the campaign when they find the other artifacts being sought by the Lords of the Silver Twilight.

If the player characters rescue Baby MacRae, each gains 1D10 Sanity points.

The deaths in battle of Belphegor, MacBain, or Chantraine — or their arrest and conviction — grants 1D4 Sanity points each, for each witch. The witches' deliberate assassination costs 1/1D3+1 Sanity points per villain.

Laying Henry Hancock's ghost to rest gains them 1D6 Sanity points each.





Who, or what, haunts the filming location where a famous motion-picture director died?



Mr. Winwood

The player characters receive a telegram from millionaire businessman Grant Winwood, a man who is frequently in the news. He promises good pay and all expenses if the player characters will investigate strange events on location at his newest film production. This nice offer would not have been made unless something macabre and dangerous was afoot. New terrors surely await the investigators.

Keeper's Information

"Devil's Canyon" is a relatively uncomplicated adventure for players and player characters who have some experience. The spectral hunters are foes who have not been encountered before. Until their puzzle is solved, they'll prove tricky and deadly to a variety of investigators. Do not be surprised if casualties mount, or if several trips to Devil's Canyon are needed before the job is done. As always, careful research rewards the player characters, but that research may also stretch play into two sessions and several encounters with the spectral hunters.

This scenario can be presented in various ways. For instance, the keeper can leave Winwood in Hollywood, or have him insist that he accompany the group when it visits Devil's Canyon. If Winwood accompanies them, his belief in the occult can divert the investigators from evidence of the Mythos toward a red herring of ghosts or wraiths connected with the area. Perhaps he can prevail on someone to give a seance, in order to ease the spirit of whatever haunts Devil's Canyon. The spectral hunters will welcome the call.

Too, when the Hotethk tribe moved to the Los Angeles pueblo in the 1840's and disappeared from history, they may have kept their community identity. Perhaps they continued to watch over their village, over the Arc of Vlactos, and over the six left to guard the Arc. If the tribe still exists as a coherent group, its members may be prepared to create new spectral hunters at Atlas Films itself. Their depredations at Atlas Films would surely force Winwood to abandon any thought of Devil's Canyon.

The Hotethk Tribe

For centuries the Hotethk worshiped Yig, Shub-Niggurath, and other Great Old Ones and Outer Gods. They dwelt in a rugged and inhospitable portion of the





Keeper's Guide to this Adventure:

An Element of Horror

Devil's Canyon presents a perfect opportunity for keepers to evoke that rarest of moods in role-playing games: suspense! Previous chapters of SoYS have led the players down more traditional investigation paths. The first part of "Devil's Canyon" continues in this vein as the characters meet Mr. Winwood and begin their investigations in Hollywood. Keepers who elect to run this chapter in two or more sessions should try to break the action just as the group is leaving Los Angeles. For maximum effect, complete the remainder of the chapter in one session. This will involve a long evening of gaming, so make sure you tell your players in advance!

Once your group bounces down that track into the desert, all your GM-ing energy should be directed towards evoking a mood. Suspense is defined as "anxiety or apprehension resulting from an uncertain, undecided, or mysterious situation." As any keeper will tell you, it is difficult to achieve, but the payoff is tremendous. A good, tense, suspenseful situation is at the heart of any great horror story, film, or role-playing game. The desert section of "Devil's Canyon" provides the mysterious situation and desolation, the rest is up to you:

- **Evoke the mood!** It may sound simple, but run this section at night. Use candles or lanterns if possible for light. Eliminate 'real world' distractions. Your goal is to make it easier for your players to become immersed in the reality of the game. By blunting the 'reality' of the gaming environment (i.e., your basement, or living room), you can go a long way towards this goal.
- **Know your Players.** If you have a bunch of jokesters, you should talk to them ahead of time about staying in character during 'key' moments, especially early in the game. Nothing disrupts a suspenseful game more than out-of-game jokes and conversation. 'In-character' joking and humor should always be allowed, as some players deal with stress this way.
- **Music:** Many Keepers swear by background music in all their games. You should use it here. Any ambient, desolate, or windswept material without lyrics will do, as would Spaghetti Western themes. Think about the vast desert at night, the deserted sets, the stars...
- **Keep it Under Wraps!** It is very important to keep your players guessing. Don't let them see the monsters! Build the suspense with glimpses and fragments, and hold off as long as possible. Their investigations of weird events and noises should be inconclusive. To this end, you should alter a small plot element from the Hollywood segment...
- **The Outtake Reel:** Mr. Winwood is not in possession of an intact reel of "Prince of Babylon Outtakes". He thought he

destroyed the only copy (the partially burned reel in Von Varnstein's office). The other copy is hidden in a dusty locker somewhere on the set of "Prince of Babylon", perhaps with Von Varnstein's odd lenses. This change of scenery will add a real sense of dread and power to the viewing. Instead of watching it in a comfortable Hollywood mansion, it will be viewed in the abandoned movie set where it was actually filmed! Keepers altering their plots in this way should add the following items to the group gear: 1 gasoline generator and 10 gallons of fuel. A dusty projector can be found in an equipment shed somewhere. (Mechanical or Electrical Repair + 1 hour to make ready, failure doubles time.)

- **Watching the Outtake Reel:** The three scenes depicted are unnerving when viewed normally. If the players view them through the special lenses, they reveal the Spectral Hunters in all their horror. In a suspenseful game, you don't want to be this direct. The Hunters should never be seen clearly on film (and you should reduce SAN losses accordingly). Describe the mysterious scenes using evocative terms, such as: vaguely human-like, odd lighting, ghost-images, double images, uncanny shadows, etc. It should be obvious that the lenses reveal something in those scenes, but the nature of that something isn't clear. Perhaps a Physics or Photography roll would offer explanations, but somehow they fall short. Maybe one of the scenes appears to show a monstrous figure caressing Miss Anikova, but suddenly the lighting changes and the figure now appears as an undulating humanoid shadow. Your players will use their imagination to fill in the gaps in your descriptions, and that is a good thing! The implied monster can be far scarier than the actual monster.
- **Building Suspense:** In practical terms, you should allow the players to poke around the set. Remind them of the remote desert, the ceaseless wind, the abandoned movie set. Play up to their fears and suspicions. At night, the desert is a cold, mysterious place and those lanterns don't throw much light. If the generator is running, its noise drowns out the surroundings. The Spectral Hunters can be used to accomplish just about anything the keeper wishes, so make sure they are busy! Items will fall off shelves, doors will slam (in the wind?), lanterns will go out, floor-boards will creak, the generator will stop, light items will blow noisily across the set — all when no one is looking, of course. Avoid obvious tampering. Everything the Hunters do early in this segment could have a normal explanation. Allow an investigator to corner one of the "monsters" in an old shed, only to have a startled kangaroo rat or gopher spring out from under a dusty tarp! That semi-human scream from the gully might turn out to be a hungry coyote. Don't overuse this trick — once is enough.



Mojave Desert called Devil's Canyon. There they were able to continue their foul rites well into the nineteenth century.

Insane shamans led them. They lived in a small, Mesa Verde-like adobe village. To supplement their sparse crops, they occasionally devoured wandering hunters from other tribes.

In 1837, his gods guided Oliver Whateley to the Hotethk. He posed as an evangelical, but he was actually a Lord of the Silver Twilight, recently arrived in the New World. He was sent to the Hotethk to collaborate with them on mind-blasting magics. In 1843, Whateley entrusted the Indians with a potent tablet of stone inscribed with glyphs. The stone tablet was termed the "Arc of Vlactos", an important component of a master spell to promote the rising of R'lyeh. Whateley never returned from a trip for supplies. Shortly thereafter, the Hotethk tribe also disappeared, or so it seemed.

The investigators probably already know that "Devil's Canyon" was mentioned prominently in the book *In Old California*, as related in the scenario "Look to the Future". A quotation describes Whateley's visit to the tribe and hints that he may have left the Arc of Vlactos with them.

In fact, the Hotethk used one of Whateley's spells to transform six shaman elders into six immortal monsters known as *spectral hunters*. These six would guard the Arc until a new wizard came to claim it. Meanwhile, the Hotethk tribe moved west and blended into the people of the Los Angeles pueblo. Nothing more is known of them.

The spectral hunters remained in Devil's Canyon, killing those who ventured near. They could become

invisible and/or immaterial at will. Their activity gave rise to the area's current name, Devil's Canyon.

Then von Varnstein brought his cast and production crew to Devil's Canyon. They numbered in the hundreds. That many people had never been there before. The spectral hunters chose not to kill the intruders because that might attract even greater notice. They decided to frighten von Varnstein and those he brought. Some might die, but more would run when frightened or made insane. The spectral hunters invisibly mingled with the cast and production staff, causing them to lose Sanity by spectral hunter presence and activities. The obscene rituals that once echoed through the canyon cast auras that depressed and sickened the newcomers.

Scores of cast and crew fled or resigned. The female lead, Monica Anikova, returned to her native New York City. There she died when she fell (or jumped, or was pushed) from a window. The male lead, James Raven, went permanently insane. He now wanders Hollywood in a gibbering daze.

Dismayed, von Varnstein came to perceive that an unseen entity or haunt had wrought havoc among his cast and crew. He obsessively worked to create an optical device that at last rendered the spectral hunters both visible and susceptible to physical weapons. Soon after, however, he succumbed to insanity and shot himself with the gun he had intended for the monsters. All production halted, and the location was abandoned. All that now remains of von Varnstein's film, *Prince of Babylon*, are the shunned, deserted movie sets slowly crumbling into dust deep in the Mojave Desert.

Grant Winwood is still deeply troubled by the death of his friend, von Varnstein, not to mention the loss of

● **What Happened to Bob?** As a whammy, have Bob the stagehand go missing at some point. He has gone insane, either from a direct confrontation with a Hunter or from viewing the Outtakes reel (either with the PCs or on his own). It's up to you. Bob is now lurking about the set, acting as if he were one of the players in "Prince of Babylon". He is responsible for some of the odd noises and events. Perhaps he is convinced the investigators are the marauding brigands from the movie, and will try to kill them at some point. Bob will attempt to chivalrously "rescue" any female investigator. Keepers have plenty of flexibility here. Maybe Bob elects to disable the two cars so there is no escape. Perhaps he fashions a set of bizarre Von Varnstein goggles after viewing the outtake reel, thus ruining one of the lenses. He wears them constantly. Maybe he will babble an important clue that will help the investigators. Bob will eventually recover his wits if the players can subdue him and get

him some rest (SAN reward of +1). He will not recover so long as a Hunter is nearby.

Finally, be ready for the climactic encounter with the Spectral Hunters. By this time, your investigators should be sufficiently paranoid and jumpy. Their cars are useless, and an unseen enemy is methodically trying to kill them. Hopefully, they have located the Arc of Vlactos and the horrible Kachinas that are the key to destroying the Evil here. The Hunters will begin killing one investigator per night at whatever time you feel is right. If possible, they will use creative methods to do so (crushed underneath a car, dozens of scorpion bites, etc.) Don't feel you have to start killing investigators immediately. Allow the game events to dictate the action and have the Hunters react accordingly.





the money he sank into the project. He takes the investigators into his confidence, tells them the story of von Varnstein's death, and renews his offer to pay them to investigate the ghostly scene of Eric von Varnstein's death.

Investigator Information

Grant Winwood

The player characters receive an urgent telegram from Grant Winwood, the movie mogul. See *Devil's Papers 1*. If the investigators will help him, he offers all expenses, and fees of \$700 per person per week.

Winwood is an important businessman who inherited a railroad fortune and used it to branch into oil, stocks, and movies. Information about Winwood can be found in the newspaper files of any library. He is an old-timer in the movie business. Most notably, he has for many years backed the late Eric von Varnstein, whose films have won international acclaim. This master of the cinema recently died while shooting *Prince of Babylon*, an expensive desert epic. The San Bernardino County coroner's inquest ruled his shooting a hunting accident.

Winwood is also famous for his belief in almost every facet of the occult. Newspapers claim that many of his investments are made on the basis of his daily horoscope or from the portents of the *I Ching*.

The investigators reach Hollywood from Scotland by luxury liner and train. They are met by a car and driver from



Mr. von Varnstein

Winwood, asking them to come to his house at 7 o'clock that evening. When the investigators arrive, they will be shown through a large Spanish-style mansion to the millionaire's book-filled office. Winwood has a huge collection of books on magic and the paranormal, which any investigator who makes his **Occult roll** can identify as consisting of about 50% significant work and 50% trash. The significant works include a valuable first edition of Frazer's *The Golden Bough* and a hand-printed Latin volume titled *Secrets of the Adamites Revealed* by H. Bosch. The latter

Devil's Papers 1: telegram from Grant Winwood

 World-Wide Telegraph <i>The Globe in Seven Minutes</i>					
CAIRO	VANCOUVER	HONOLULU	MEXICO CITY	LONDON	MELBOURNE
BERLIN	GENTLEMEN YESTERDAY I MET WITH JACOB HANCOCK STOP HE RELATED YOUR ACHIEVEMENTS IN SCOTLAND STOP PLEASE ADVISE YOUR PRESENT AVAILABILITY BY RETURN WIRE STOP I WISH YOU TO INVESTIGATE THE DEATH OF ERIC VON VARNSTEIN STOP I BELIEVE HE DIED VIA SUPERNATURAL AGENCY STOP FEES AND TRAVEL ARRANGEMENTS FOLLOW AT YOUR AGREEMENT STOP IF AVAILABLE YOU SAIL FROM SOUTHAMPTON IN TWO DAYS STOP SIGNED WINWOOD END				CAPE TOWN
ROME					NEW DELHI
BUENOS AIRES					MANILA
SAN FRANCISCO		HOME OFFICE: NEW YORK		CHICAGO	
WWT makes good-faith effort to receive, transmit, and/or deliver all communications, but can share no responsibility for incomplete, inaccurate, stolen, misconstrued, missent, or missing communications, whether by negligence, mistake, conspiracy, error, war, or act of God.					



Selected Connections for this Chapter

Paper #	Clue or Lead	Obtained From	Leads to
#1	...telegram from Winwood	J. Hancock	von Varnstein, supernatural agency
—	Grant Winwood	interview	von Varnstein, James Raven, Pierre Baptiste, location haunted
—	Pierre Baptiste	interview	von Varnstein, strange events
—	James Raven	interview	“You are trying to hurt my friends.”
—	Roseanna Bartlett	interview	cash for Devil’s Canyon gossip
—	various sources	library	historical mentions of Devil’s C.
#2	 <i>Kinship, Inheritance</i>	library	ancient chant, Oliver Whateley, Silver Twilight, Hotethk, Yig, ghostly form
—	von Varnstein’s outtakes from <i>Prince of Babylon</i>	Winwood	chest contains 2 special lenses and personal effects
#3	...player map of Devil’s Canyon	library	schematic map without code letters
—	items in storage shed	exploration	three von Varnstein lenses, two flashlights, one .22 rifle
—	circle of fear	Zoology or Spot Hidden	animals avoid the area, rockslide at Hotethk village, uneasy feelings
—	Hotethk village	exploration	Child of Yig, pictographs, spell, Arc of Vlactos, kachina dolls

book is a fake, but it would fetch a high price from an unsuspecting book dealer.

Winwood himself is pleasant, although single-minded and superstitious. A large, loud, beefy man, he is intelligent enough to know when to listen. He is also a true card-shark. He is almost immune to Fast Talk and Persuade, while a **successful Occult roll** almost always coaxes information from him. He tells the player characters that von Varnstein actually committed suicide and that many other members of the film company left because of a malign presence infesting Devil’s Canyon. This presence manifests itself as an intangible but powerful aura of doom and foreboding that lingers about the set. No *outré* physical manifestations occurred, though some equipment was destroyed under fairly mysterious circumstances. The only surviving members of the production with whom Winwood maintains contact with are the leading man, James Raven, and the head cameraman, Pierre Baptiste. Monica Anikova, the female lead, recently died, perhaps by suicide.

Raven is now quite insane, and lives off a pension given him by a sympathetic studio. He can sometimes

be seen around the production offices in Hollywood, where he talks to invisible friends and lunges at them with his foil (he was once a champion fencer). Baptiste lives in Hollywood and works as a freelance photographer. Winwood gives them Baptiste’s address and the studio’s address, Atlas Films Inc.

What Else Winwood Knows

Von Varnstein handpicked his cast and began filming in 192-. Everything was under his traditional veil of secrecy. He built elaborate Babylonian sets costing about half a million dollars, a stupendous cost for that era. He erected the sets — along with temporary quarters for cast and crew — on a strip of rented land in a remote area of the Mojave. The choice of Devil’s Canyon proved to be a fatal mistake.

Winwood expects the investigators to stay in Hollywood for about a week, collecting information, preparing any equipment, and generally living at his expense. After a week or so, he wants them to go to Devil’s Canyon and gather data for another week. Along with supplies, he provides a key to the cast’s quarters in





Devil's Canyon. He also volunteers two stagehands who will drive them to the canyon and stay with them there if they wish (the stagehands work for Atlas, but were not members of the *Babylon* production team and know very little about it). He also gives them a set of keys and passes that will get them into Atlas Studios and allow them to inspect von Varnstein's office. At the end of two weeks, Winwood wants an oral presentation from the investigators on what they found in the canyon and what they feel should be done, if anything. If Winwood discovers that the investigators are leaking secrets to the press, all terms of the investigators' deal with him will be broken.

At The Studio

Atlas Films Inc. is a prosperous studio. Investigators arriving with passes will be given a guided tour of the buildings and departments by security guards, during which the player characters see several films being shot on its stages. The tour takes an hour. At the keeper's option, they run into a famous 1920's film personality such as Buster Keaton, Louise Brooks, a Barrymore, Harold Lloyd, a young William Powell, Lon Chaney, etc. They also see a large photograph of Eric von Varnstein — a thin, intense man, mostly bald, with a strong, aquiline nose. The photo is bordered in black.

As they turn another corner, they encounter a filthy tatterdemalion — a man whom they recognize as James Raven. No roll is necessary — his famous cleft chin and dark curly hair are unmistakable. The unshaven Raven frowns at them with a bilious expression, then mutters something before being shooed away by the guard. The guard swears that he is not actually James Raven at all, but rather a minor actor working on an upcoming Atlas release.

The only area of interest at the studio is von Varnstein's office. The investigators are let into the office by the studio police. If asked, the police say that Mr. von Varnstein always gave orders not to clean his office unless he was present. The office itself is a room as bare as a closet, containing a desk, a wastebasket, and a few files in a wooden cabinet. The papers in the cabinet and on the desk are requisitions for oceans of paint, forests of lumber, and truckloads of canvas for sets. The investigator who studies these sheets and gets a successful Accounting roll understands that *Prince of Babylon* was entirely within budget, for all the hype about its reported expense.

Late in the course of production, more than \$400 was spent on a special order of camera lenses. Anyone making a **Spot Hidden** roll notices a small sheaf of papers lying under the desk. These pages, written in von Varnstein's hand, are in meandering, incoherent German. They are a set of disconnected personal and professional notes. A successful **German roll** is necessary to understand them. Having read them, the investigator deduces that the director felt that some strange, perhaps supernatural entity was affecting his film. He experimented with a variety of chemical and optical techniques to define and resolve this inexplicable presence.

If the investigators bother to search the trashcan, they will find a charred and melted reel of film labeled *Outtakes Prince of Babylon reel 2*. The film is badly burnt and in no condition to be shown, but its existence disproves Winwood's statement that no film was shot. After two hours, the studio police return to eject the investigators and lock up the office again.

If Winwood is confronted with the film, Winwood admits that a number of outtake reels were compiled, and in fact he has one in his home. With a successful Fast Talk roll, the investigators convince him that they



need to see the film, and reluctantly he invites them to a private screening at his house. He does this only after warning them that the film contains certain scenes hideous to human eyes, which is why he suppressed every remaining copy. Should the investigators get to see the film, see the section titled "The Film" later in this adventure.

Pierre Baptiste

If they happen to visit his house, Pierre Baptiste talks to the investigators about his experiences on the set of *Prince of Babylon*. Baptiste is an athletic man, well tanned from day after day of tennis. He keeps his dark hair pomaded and smoothly combed and parted.

Baptiste describes von Varnstein as a brilliant, driven man, versed in every aspect of filmmaking. He was certain that the same evil presence troubling the production company manifested itself somehow in the completed takes of the movie. He spent hundreds of hours on the set trying different combinations of lenses and filters in an effort to capture whatever strange force was invading the film. In the last few days of his life, Varnstein seemed to have hit upon the right approach, and spent hours wandering through the desert night with a camera, a flashlight, and a weird optical device. A week later, he was found dead in the canteen. He had stabbed out his eyes with a pair of forks and then shot himself in the eyes.

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



Mr. Baptiste

Roseanna Bartlett

Sometime during their stay in Hollywood, a fast-talking, overly made-up woman with a New York accent and a huge expense account approaches one or more of the player characters. She is Roseanna Bartlett, gossip columnist for the Los Angeles *Globe-Republican*. She keeps close watch on Grant Winwood, and has learned

that he has hired a crew of "psychic investigators". Roseanna wants to know everything the investigators know, and she will pay up to \$800 in cash to hear about it. She pays only in small increments, however, coaxing information from the investigators for a little money, then a little more information for a little more money, and so on. She is careful not to overspend. If the



Miss Bartlett

investigators leak information to her about Devil's Canyon, von Varnstein, etc., it appears in her column the next day. True to his word, Winwood discharges the player characters upon reading that column. If she finds out that the player characters are going to Devil's Canyon, she will ask to go along. Winwood does not want her to go, and if he discovers that the investigators brought her, he will withhold their money.

James Raven

If an investigator works alone in or near Atlas Studios, James Raven the lunatic soon confronts him or her. Raven sneaks up as quietly as possible, then leaps out of the shadows and points his foil at the investigator, yelling madly, "You are trying to hurt my friends! They told me so!"

His target should be told that the button tipping the blade of Raven's foil has been removed. The shaft is



Mr. Raven





Kinship, Inheritance, and Worship in the Mojave Desert, 1804-1900

By Dr. K. J. Scott. University of California Press, 1919. The monograph addresses those native-born in the Mojave, including the Hotethk. This publication is missing from UCLA's archives, but telephone calls locate it on file at UC-Berkeley. It can be borrowed from that institution, arriving in 1D4+1 days. The report is technical enough to require successful English and Anthropology rolls to understand its context and detail.

The study states that the Hotethk were outcasts banished by the Hopi. Other tribes hated the Hotethk because they also worshipped a corn/fertility god called the "Black Beast" who required cannibalism as part of its rites. They also worshipped Yig, Father of Serpents.

In the mid-nineteenth century the Hotethks had extended contact with a missionary named Oliver Whateley. Whateley belonged to an organization called the Lords of the Silver Twilight, about which the author can only provide the name. Instead of turning the Hotethk from their cruel religion, however, Whateley perversely encouraged the Hotethks and provided artifacts and knowledge that strengthened their connection with the Black Beast and with Yig.

The Hotethk vanished in 1843. The author conjectures that they died of smallpox, but neighboring tribes believed that the Hotethk had found a way to live on in ghostly form. In this form they could be destroyed only by "burning their souls" while reciting an ancient chant "that came from those who live under the world". The report offers a transliterated version of the chant but does not discuss its use or otherwise define how to give the chant. For the chant, see *Devil's Papers 2*, nearby.

Anyone with at least History 20% or Anthropology 20% understands that the paper's information comes from ethnographic sources — transcribed conversations with living Indians, ranchers, and the like. If the player characters investigate further, they learn that Dr. Scott recently vanished while doing research in Central America.

wickedly sharp. Raven's toy has turned into a lethal weapon. Raven intends to attack and kill the investigator he has been stalking, but breaks off and flees whenever he loses three or more hit points during the fight. If the investigator tells Raven that he also knows of those "friends" that Raven mentions, Raven does not attack, nor will he if the investigator somehow diverts his atten-

tion, symbolized by a successful **Fast Talk, Persuade, or Psychology roll**.

Should Raven's behavior be reported to Winwood, to the police, or to studio security, they are promised that Raven will be taken care of, perhaps punished. Unless the player character is wounded or killed, however, nothing will be done.

Local Resources

The San Bernardino County Land Office has papers showing that Devil's Canyon is being rented to Atlas by a rancher named Dennis Smith. Mr. Smith owns thousands of acres of desert land in Lucerne Valley and beyond toward Joshua Tree. He is happy to loan it out to anyone who wants it, especially oil companies. Mr. Smith currently vacations in Rio.

At any library, investigators can learn a little about Devil's Canyon. A single successful **Library Use roll** finds two items.

- A journal by Fr. Josepha, a Spanish missionary, mentions the Hotethk tribe in passing. He describes them as "blasphemous, unconvertible savages, hated even by their fellow-heathens".
- A story in the *Los Angeles Globe-Republican* of June 7, 1899, reports that four men were killed in Devil's Canyon by a mountain lion. A lion-hunt ensued, but was abandoned after two dogs disappeared and a man was killed in a rockslide. This source mentions the Hotethk's small adobe village a quarter of a mile from the main canyon.

A second successful **Library Use roll** turns up an anthropological monograph titled *Kinship, Inheritance, and Worship in the Mojave Desert*. For more about it, see the nearby sidebar.

In von Varnstein's Wooden Chest

Grant Winwood possesses a large wooden chest containing personal effects of the late von Varnstein. He shows them to investigators if they insist. The most interesting objects in the chest are a reel of outtakes from *Prince of Babylon* and a pair of unusual 16mm camera lenses.

Each lens is a barrel nearly two feet long and six inches in diameter at the outer end. The other end narrows and is threaded to fit an ordinary motion picture camera. If an investigator looks through the lens from the camera end, he or she sees everything in a very dark shade of blue. Most objects become invisible unless they are well lit. The effect is very like that achieved by a dark



color filter. A beam of light shone in from the camera end leaves the barrel as a cone of blue light. This cone can be increased or decreased in size by twisting the barrel to focus it.

Should investigators turn the barrel around, to look the other way through the barrel, they see nothing but eye-straining swirls of incomprehensible shapes and colors. If they open one of the lens casings, they may break or misalign the delicate glasswork inside — the chance of not doing so is equal to the investigator's INT + DEX as a percentage. An investigator with a successful Physics roll realizes that the arrangement of lenses and prisms inside von Varnstein's lens barrels does not conform to conventional ray tracing or the laws of optics.

The Outtakes Reel

The film, *Prince of Babylon*, is a desert action-romance melodrama in the style of *Beau Geste* and *The Four Feathers*. Winwood's outtake reel runs about thirty minutes and consists mostly of retakes of the same scenes, sometimes dozens of them. Other snippets are plainly alternate versions of scenes that have been discarded as hopeless. The finished product was estimated to be about four hours long — much of the film, of course, was never shot. Nothing on the outtakes reel is visibly horrible or extraordinary. However, some scenes have a disturbing subliminal quality that costs viewers Sanity.

The first dangerous scene is an unremarkable shot of several scimitar-wielding dervishes charging across the desert toward a gang of rival warriors. While the investigators' eyes assure them that there is nothing unusual presented in this scene, the depths of their psyches tells them that awful and malign forces were present in the area where this footage was filmed. Viewers lose 0/1 Sanity points when watching this scene for the first time.

Another disturbing stretch of film occurs about seven minutes later. In Arabian garb, leading man James Raven stands in front of a wall on the set and mouths lines to someone behind the camera (the captions have not been spliced into this reel). The same terrible, unseen presence discernable in the first scene is also present here, although this time it is even more disquieting. Investigators viewing this scene lose 0/1D3 Sanity points.

Five minutes later, the last terrible scene begins. In this brief sequence, the female lead, Monica Anikova, is seen in an opulent interior set, stretched across a Roman-style couch and peeling grapes, perhaps awaiting her lovers. If the viewer studies Miss Anikova's face

during this scene and gets a successful **Psychology roll**, it's apparent that she is trying hard to conceal feelings of fear and disgust. Anyone who declares that he is inspecting the screen carefully and gets the help of a **Spot Hidden roll** notices faint ripples and moving impressions on her dress. The cause of these slow movements is not apparent. This is the final and most disturbing of the haunted outtake sections, and watching it will cost the investigators 0/1D6 Sanity points.

Some of the investigators may project the outtake reel through one of von Varnstein's special lenses. If they attach the barrel to the projector by the screw-on camera end they will see nothing but a jumble of colors and shapes. If they rig the camera end toward the screen they will receive a psychic shock, one that strengthens Winwood's resolve if he sees the results.

The film looks the same as it did before, except that it carries a strong bluish cast where it previously was black and white. The three Sanity-loss scenes are differ-

Devil's Papers 2

An Ancient Chant from Under the World

Sado Gawah, Sado Gawah, Sado Gawah
 Vith ru Zloygim, Vith ru Zloygim, Vith ru Zloygim
 Borgo Keen Yan, Borgo Keen Yan, Borgo Keen Yan
 Sado Gawah, Sado Gawah, Sado Gawah
 Vith ru Zloygim, Vith ru Zloygim, Vith ru Zloygim
 Borgo Keen Yan, Borgo Keen Yan, Borgo Keen Yan
 Sado Gawah, Sado Gawah, Sado Gawah
 Vij ra Zloygim, Vij ra Zloygim, Vij ra Zloygim
 Borgo Keen Yan, Borgo Keen Yan, Borgo Keen Yan
 Hi! Hi! Hi!
 Borgo Yan Yan, Borgo Yan Yan, Borgo Yan Yan
 Borgo Sado Yan, Borgo Sado Yan, Borgo Sado Yan
 Borgo Gawah Yan, Borgo Gawah Yan, Borgo Gawah Yan
 Borgo Barwah! Borgo Barwah! Borgo Barwah!
 Vij ra Zloygim, Vij ra Zloygim, Vij ra Zloygim
 Borgo Yan Yan, Borgo Yan Yan, Borgo Yan Yan
 Sado Gawah, Sado Gawah, Sado Gawah!
 Sado Gawah, Sado Gawah, Sado Gawah!
 Sado Gawah, Sado Gawah, Sado Gawah!
 Hi! Hi! Hi!





ent: instead of no visible malign presence, a malign presence is horribly obvious in each one.

- In the initial scene, viewers notice a group of three or four large humanoid beings weaving and shambling in the background. They are not close enough to be identified or to disrupt Sanity, but it will be clear to the viewers that the dark shapes on the screen are not human.
- In the second disturbing scene, a large, ugly monster stands in full light behind James Raven. The creature is a spectral hunter, described with statistics on page 90. With a successful **Cthulhu Mythos** roll, investigators who view it recognize the creature as a minor monster — spectral hunters are uncommon enough that the investigators cannot easily identify them. Seeing the immobile spectral hunter on film costs 1/1D4+1 Sanity points.
- Shortly after the beginning of the third terrible scene, two spectral hunters are seen to climb through the window of the set in which Miss Anikova languorously awaits her lovers. They shamle toward her and begin to rub their loathsome rubbery claws over her body in a revoltingly suggestive manner. Then they leer directly into the camera as the scene ends. Investigators note that the spectral hunters cause almost no effect by their presence — they do not leave visible footprints, rustle curtains, or act on anything else in the physical universe save for the slight impressions on Miss Anikova's dress. Seeing all this on film costs the investigators 1/1D8 Sanity points.

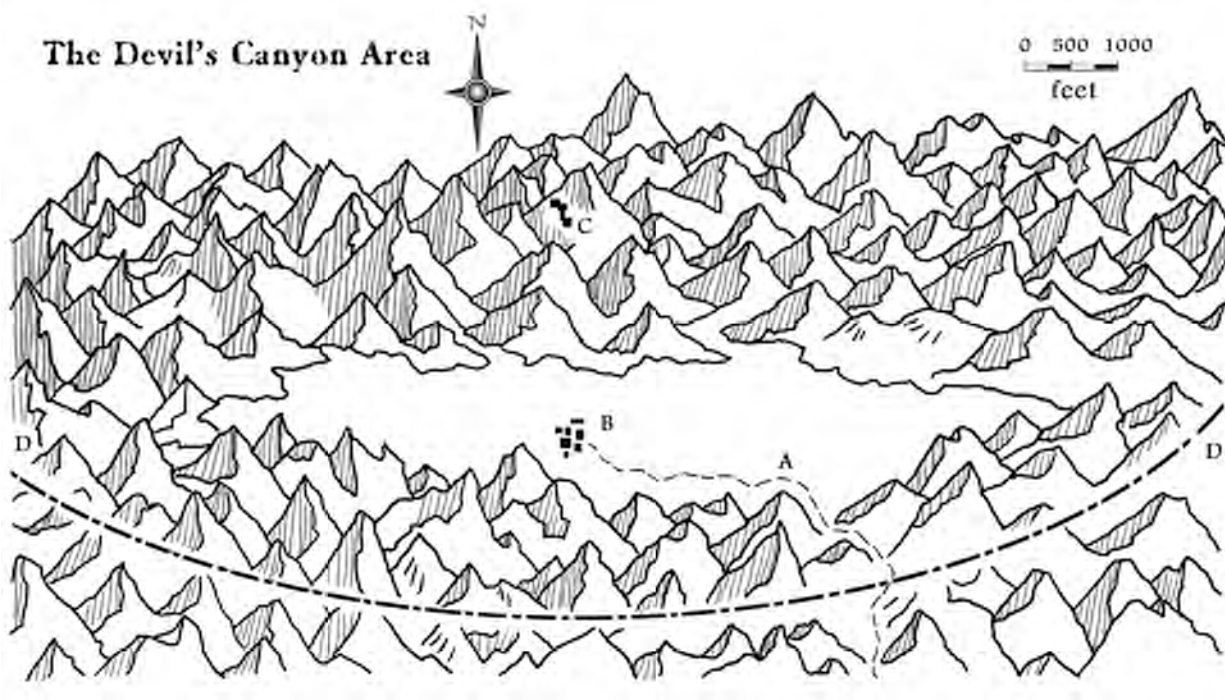
Devil's Canyon

Winwood supplies two touring cars for the trip to Devil's Canyon. Both are big, powerful cars, easily seating six. Trunks and tops are stocked with supplies — from bedding to tarpaulins, kindling to flashlights, coffee to dinner wine. He also supplies two stagehands as guides, drivers, and cooks — one is Bob, and the other Bill. See their statistics at the end of this scenario. The player characters are welcome to bring other vehicles, more supplies, and so on, but they should make clear what they are bringing, and state who is driving, and who is in the vehicle.

Los Angeles is about sixty miles behind before the vehicles reach San Bernadino. The road to Big Bear squiggles up for miles at grades varying from 10% to 14%. Driving the narrow, twisting graveled road over the piney mountains is a slow business — there are no places to pull off the road, no lane markers, and the slowest vehicle always sets the speed. The keeper may



The Devil's Canyon Area



Devil's Papers 3: Keeper's Map

call for extended **Drive Auto** rolls, varying **DEX** rolls and **Luck** rolls, and **Mechanical** and **Electrical Repairs** to get moving again. Primary concerns include overheating on upward grades, condition of tires on gravel, passing or pulling off the road, aggressive driving by vehicles heading in the opposite direction, and condition of brakes on lengthy downward grades.

The top reached, the Oushenbury Grade hurtles down from Baldwin Lake toward Victorville at inclines of up to 18%. This part of the road is nearly straight for several miles. This is a dangerous amount of highway to ride the brakes on, so most vehicles shift to lower gears enough that they go down no faster than do approaching vehicles go up. Now and then the glint of a wrecked vehicle off the side of the road catches the eye.

At the bottom of the grade is the Lucerne Valley, offering good forage for cattle close to



Stagehand Bob



Stagehand Bill

the mountains, but rapidly turning into wasteland and outright desert as the valley broadens east. The cars turn right, off of the road to Victorville and head south into the valley, not far from the forlorn mailbox of the Box "S" ranch.

After a couple of miles, the land breaks up, becoming rocky and hilly. The dirt track narrows and steepens. The drive continues for most of an hour, the road hemmed in by the weird shapes of joshua trees and bushes and cactuses full of long whitish thorns. An old barbed wire fence occupies first one and then the other side of the roads. Drifts of tumble weeds stack up on the fences and narrow the vision all the more.

At some point, all the investigators sense that a feeling of foreboding and disorientation has come over them without their noticing when or how. "Feel that?" Bill or Bob ask. "That weird sort of





tension, like you're looking for something that isn't there? Whoo-eee! I never thought I'd be coming back here. There's some bad stuff up ahead, my friends. Winwood brought me out this time, but I hope I never have to come back here again, and I double hope that you can finish your business real, real quick now that we're here."

As the keeper wishes, Bill or Bob can give out firsthand impressions and information about Devil's Canyon, but it will be better if the player characters encounter the canyon for themselves.

The car slows considerably, and noses down slightly. The land suddenly opens. The road has narrowed yet again, now to wind down the side of cliffs perhaps two hundred feet high. Dull brown, spiny, narrow canyons and ravines breach the cliffs. A broad, level valley is framed by the opposing cliffs, swept with sand dunes like a miniature Sahara. In the center, rising up like a mirage, thrust walls and battlements, domed mosques and soaring towers, palaces, tombs, and secret bowers. Not far away are also prosaic slope-roofed shacks — once quarters for cast and crew. The autos stop before them, and Bill and Bob start to unload gear and supplies for the cook shack.

The following location descriptions are keyed to the letters on the keeper's schematic map of the Devil's Canyon area. The investigators will be able to purchase a version that shows land formations but not buildings: give the players the handout *Devil's Papers 3*.

Road (point A)

This steep, winding, dirt-and-rock track connects Devil's Canyon with the rest of the world. It is twenty-five miles to the road running between San Bernardino and Victorville. If investigators choose to travel on this road at speeds greater than 20 mph, a **Drive Auto roll** will be necessary every turn they do so. If the roll fails, the investigators risk anything from being stuck for a few hours to rolling off a steep cliff, depending on the immediate terrain.

Movie Sets (point B)

Von Varnstein's *Prince of Babylon* sets have fallen into considerable decay in the four months since they were last used. Most of the valuable decorations departed with the film company, leaving hundreds of yards of tattered and flapping walls, and bare interior rooms without ceilings. The largest complete structure (that is, a full building rather than false-fronts and propped-up



Devil's Papers 4

walls) is the wood-frame defensive tower in which the last scene was filmed. The cavernous banquet hall, which served as set and as dining hall for cast and crew, is in good condition.

Near the sets are barracks-like buildings that sheltered the production company. Investigators will find that these buildings can easily house at least two hundred people, and thus offer vast space for the small number of player characters. Investigators who search an adjacent equipment storage shed find a crate containing three more of von Varnstein's strange lenses, an unloaded .22 rifle, and two functioning flashlights.

Hotethk Adobe (point C)

The ancient village of the Hotethk is situated in a narrow canyon about a quarter of a mile from the Babylon set. It can be found easily if anyone bothers to explore along the cliffs. The village is defended by stacked rocks arranged on the clifftops by the spectral hunters; hitting a target hundreds of feet below may prove as difficult for spectral hunters as for anyone else.



The Hotethk village is a jumbled set of small adobe rooms in a narrow cleft to one side of the wash. Investigators can easily see that the ruin could never have held more than thirty people. All rooms are entered from their roofs.

The most interesting feature in the ruin is a large central chamber. The chamber contains a fire pit, a series of pictographs on the walls, and a Child of Yig — a large tom rattlesnake. Charitable keepers may allow **Spot Hidden rolls** before entering.

- Child of Yig has Bite 40%, venom POT 20, 5 HP. Add SAN 1 if the child is killed; halve firearm chances to hit (but keep normal chance for shotguns).
- the pictographs show humans and large, black creatures resembling spectral hunters dancing about a fire. A successful Anthropology roll judges that the images show a transformation or coming-of-age ceremony. At the bottom of the fire pit lies a small, leather-bound box. If the box is moved, any successful **Spot Hidden roll** notices part of a carved stone slab buried in the ashes.
- The box holds a yellowing sheaf of papers which Whateley left behind for the Hotethk. On the papers is written the spell that transforms a human into a spectral hunter (Become Spectral Hunter). The spell requires a sacrifice of POW 2, the blood of several animals, and the loss of all Sanity points by the recipient of the spell. See the Call of Cthulhu spell Become Spectral Hunter.
- The stone slab is the Arc of Vlastos. It measures roughly one foot wide and two feet long, and weighs about sixty pounds. For a fanciful recreation of it, see the illustration nearby.
- Buried beneath the stone slab of the Arc are six ugly kachinas (Hopi doll-like ceremonial figures). These kachinas correspond to the six spectral hunters currently infesting Devil's Canyon.

If a kachina is destroyed or damaged, the spectral hunter with whom it is linked will be dispelled until it magically forms a new kachina. This takes a week. But if someone smashes such a kachina while repeating the ancient chant recorded in Scott's monograph, the linked spectral hunter(s) never returns.

If the kachinas are in danger of destruction, the spectral hunters do everything in their power to defend themselves.

Circle of Fear (point D)

The spectral hunters have a one-mile-in-radius circle of influence centered on the Hotethk ruins. This is the wandering ground of the spectral hunters. The circle of

fear concentrates the magical forces associated with spectral hunters. It has several particular properties.

- Whenever a human or a group of humans approach the old Hotethk adobe, the hunters try to kill at least one member of the party by causing a rockslide in the arroyo. Each player character needs a successful **Dodge roll** or he or she loses 3D6 hit points. The hunters will then cause their footprints to appear and disappear, to scare away the remaining investigators.
- Spectral hunters will not and cannot leave the circle of fear.
- Similarly, almost no animal life is found anywhere in the circle of fear, even down to insects. Birds fly around it rather than over it. This will be obvious and disturbing to anyone staying overnight in the circle and getting successful **Zoology** or **Spot Hidden rolls**.
- Asleep or awake, all characters in the circle of fear lose 0/1 SAN per day. This routine continues so long as the investigators stay within the circle, or until the spectral hunters are destroyed. Sanity lost because of the circle of influence accumulates for determining indefinite insanity. For example, if an investigator stays in the circle of fear long enough to lose 9 Sanity points, it counts as if he or she had lost all nine at once. This is not true for temporary insanity.

Attacking the Investigators

The spectral hunters are at once sadistic and cowardly. They know that human weapons can kill them if they are spotted, and so they keep a healthy distance from the investigators until they see a chance to steal or destroy the special lenses. They are already aware that the lenses make them visible. Their attempts to kill the investigators will be slow and methodical rather than frenzied all-out assaults. They intend to drive the investigators insane before they slaughter them.

The spectral hunters' first move is to cut off physical escape from Devil's Canyon. If the investigators leave their vehicles unwatched for more than ninety minutes, the hunters will move in, rip out the engines, and lay them in the cars' front seats. If the investigators attempt to flee on foot, the hunters try to separate and kill them before the player characters can emerge from the one-mile circle of fear described earlier.

While the investigators stay in Devil's Canyon, the spectral hunters will try to kill one of them each day. If possible, they entice individuals away from their fellows and slay them secretly. If they must, of course, they also will slay investigators in plain sight. Remember that spectral hunters can become invisible and immaterial at



will. They will try to lead their foes astray with banging windows, creaking floorboards, or footprints in the sand that appear and disappear for no obvious reason.

When they do kill a person, they often return the body to his comrades after it has been defiled or mutilated in some disgusting, mind-blasting way. They will never miss a chance to promote distrust or strife among the investigators. Keep in mind that spectral hunters can only be seen and heard if they want to be, and can watch unobserved almost every action the investigators take.

About Spectral Hunters

Spectral hunters are large, hideous bipeds six or seven feet in height. Rubbery, jet-black skin covers their bodies. Their eyes are large and red, and their mouths are wide and filled with rows of shark-like teeth. Their long, tapering noses match their general appearance — horribly thin and reedy with the exception of a distended abdomen. Their limbs terminate in gross appendages. While their feet resemble those of men, their hands are huge, crab-like pincers. Because spectral hunters are slightly immaterial, they often seem to float or hover over the ground like big ugly balloons. Spectral hunters have no known language. Spectral hunters are a created race, made from the bodies of those who knowingly volunteer to become monsters. They are often left behind to guard some important site.

They can be formidable foes, but are easily destroyed by those who know their weaknesses.

- They can become invisible, which lowers enemy chances to hit by the spectral hunter's POW x5 percentiles. If the keeper wishes, a successful **Listen roll** could locate a spectral hunter.
- When in immaterial form, spectral hunters can be wounded or killed only by enchanted weapons and spells. Their major handicap is that certain wavelengths of light leave them visible.
- A lens such as the one von Varnstein built reveals spectral hunters when the illumination plays over them.
- A second weakness is that the spectral hunger is always tied to some kind of artifact or ceremonial device which holds its soul. The hunter can never leave the one-mile area around this object, and if the artifact is destroyed properly, the spectral hunter dies.
- A spectral hunter can attack once per round, either with bite or pincer. Hunters are able to parry with their pincers and can do this every round in addition to attacking. They usually attack when invisible, which gives them a +20% chance to hit.

SPECTRAL HUNTERS (Lesser Servitor Race)

Characteristics	Average
STR 3D6 x2	21
CON 2D6+1	8
SIZ 3D6+8	18-19
INT 2D6+6	13
POW 5D6	17-18
DEX 3D6	10-11
MOV 8	
HP	13-14

Damage Bonus: +1D6.

Weapons: Pincer 50%, damage 1D6 + 1D6
Bite 30%, damage 3D6

Armor: 1-point hide.

Spell: Contact Deity / Yig

NB — There are six spectral hunters in this scenario. At the keeper's option, more or fewer could be included.

Sanity Cost: Seeing a spectral hunter costs 1/1D6+2 Sanity points.

Statistics

SPECTRAL HUNTERS

	1	2	3	4	5	6
STR	34	22	24	16	24	12
CON	06	08	08	12	07	12
SIZ	18	20	14	18	23	26
INT	08	13	16	12	12	16
POW	26	21	15	15	18	12
DEX	13	08	05	15	12	06
HP	12	14	11	15	15	19
Pincer Attack	55%	60%	45%	60%	50%	60%
Damage	3D6	3D6	2D6	2D6	3D6	2D6
Dam. Bonus	2D6	2D6	1D6	1D6	2D6	1D6
Bite Attack	35%	55%	45%	45%	45%	20%
Damage	3D6	3D6	3D6	3D6	3D6	3D6

Armor: 1-point hide.

Sanity Cost: Seeing a spectral hunter costs 1/1D6 + 2 Sanity points.

JAMES RAVEN, age 35, Wandering Madman Actor

STR 13	CON 12	SIZ 14	INT 13	POW 09
DEX 13	APP 16	SAN 15	EDU 13	HP 13

Damage Bonus: +1D4.

Weapon: Sharpened Fencing Foil 83%, damage 1D6 + 1 + 1D4



Skills: Art (Acting) 75%, Dodge Drive Auto 25%, French 35%, Listen 60%, Ride 65%, Sing 65%, Swim 55%, Track 25%.

ROSEANNA BARTLETT, age 42, Gossip Columnist, wears too much makeup

STR 10 CON 09 SIZ 10 INT 14 POW 15
DEX 08 APP 12 SAN 65 EDU 12 HP 10

Damage Bonus: none.

Weapons: none.

Skills: Accounting 30%, Art (Oratory) 70%, Bargain 60%, Credit Rating 55%, Hollywood Lore 90%, Fast Talk 85%, Journalism 35%, Law 35%, Listen 85%, Persuade 60%, Psychology 65%, Sneak 40%, Spot Hidden 50%.

STAGEHAND BILL, age 30, blond hair, strong jaw

STR 11 CON 13 SIZ 14 INT 14 POW 09
DEX 14 APP 12 SAN 45 EDU 12 HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3 + 1D4

.45 Revolver 80%, damage 1D10 + 2

Skills: Be On Time for Work 90%, Craft (Carpentry) 50%, Craft (Camp Cooking) 65%, Dodge 60%, Drive Auto 45%, Electrical Repair 40%, Fast Talk 30%, Film Lore 55%, Mechanical Repair 65%, Operate Heavy Machinery 60%, Paint Sets 65%, Pour Cement 45%, Stagecraft 55%.

STAGEHAND BOB, age 27, brown hair, strong jaw, moustache

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

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3 + 1D4

.32 Revolver 50%, damage 1D8

Skills: Be On Time for Work 78%, Craft (Carpentry) 55%, Craft (Camp Cooking) 60%, Dodge 60%, Drive Auto 55%, Electrical Repair 50%, Fast Talk 40%, Film Lore 45%, Mechanical Repair 55%, Operate Heavy Machinery 50%, Paint Sets 45%, Pour Cement 35%, Stagecraft 45%.

Sanity Awards

For solving Grant Winwood's Devil's Canyon case, 1D3+1 Sanity points per investigator.

Each investigator receives 1D2 Sanity points per spectral hunter fought and destroyed, up to a maximum of 8 Sanity points.

For treating James Raven with care and preserving his life, 1D2+1 Sanity points.





A fellow occultist invites the investigators to Maine where they can compare notes. Together they may be able to rid the world of the Silver Twilight.

Now that the investigators have managed to defeat the Hotethk monsters, have at least one piece of the R'lyeh disk, and have found the Arc of Vlastos, they are ready for this scenario. Even if the player characters have not performed any of those feats, the keeper should run this adventure. However, by the start of "Watchers of Easter Island", the investigators *will* need to have obtained a piece of the R'lyeh disk and either the drawing of the Arc of Vlastos or the true stone Arc. If the player characters have not managed to obtain these in the past scenarios, the keeper should make sure that they obtain them during *this* adventure — where or how is now at the keeper's discretion.

"The Worm That Walks" represents a succession of three deadly encounters, intended to re-emphasize to the possibly over-confident investigators the still-deadly capacity of the Silver Twilight, and to energize the investigators toward the upcoming showdown at Easter Island and R'lyeh. The destruction of the Silver Twilight is within the grasp of the player characters, but triumph will not be easy, for Edwin is not who he seems to be.

Keeper Information

The real Christopher Edwin died five months ago from a lung disease he caught after being inoculated with it by a member of the Silver Twilight. His body has been replaced by a mi-go masquerading as him. The mi-go is an ally of the Lords of the Silver Twilight.

The false Edwin aims to lead the investigators, who have severely annoyed the Silver Twilight, into a succession of deathtraps.

If they cross-check Edwin's story, the investigators learn that Edwin's story about the Woodie house and Malcolm Smith is largely fabrication. If the investigators visit the county seat at Wiscasset, research shows that a Clarence Woodie, who had adopted three boys, did indeed die in that house fifty years ago, and that the boys were hanged for his murder. The villagers once thought that the house was haunted, but no longer. Malcolm Smith bought the land and vanished.

Now it is up to the investigators to prove their mettle and not be deceived by half-truths and deadly lies.



Investigator Information

After their stint in Devil's Canyon, a Mr. Christopher Edwin contacts the investigators by letter. See *Worm Papers 1*, nearby.

He makes no explanation of how he learned of the player character's exploits, or how he knows their current location. Enclosed in the letter are, indeed, a number of first-class train tickets, one for each member of the party. The tickets provide passage to Portland, Maine, from whence the investigators must bus or drive north along the coast to the tiny village of Salk Harbour, a trip of about two hours.

Arriving at Salk Harbour, they see a typical Maine village. Even accounting for the local cannery and a lot of boats, Salk Harbour numbers no more than 800 or 900 souls. There is a small business district on a street running to the harbor, and individual homes are set out haphazardly further inland.

Just out of town, toward a great hill that stands west of town, sits an imposing mansion. Anyone in town who is asked will be able to tell the investigators that the manse is, indeed, the home of Christopher Edwin, "poor fellow". If the investigators ask why he should be called "poor fellow" the fisherman or townsman looks askance at the questioners for showing such forwardness at short notice, and moves along.

At the home of Mr. Edwin, the front door appears to open by itself. A voice calls for them to enter. When they do, Christopher Edwin enters from a side hall. He is an elderly, pale man who is confined to a wheelchair. Edwin explains that the front door has a new electrical opening device so that he can open it from within by merely flipping a switch. He fell sick several months ago, and lost the power to walk. If the investigators study him, they see that he does look somewhat gaunt and pale, as if what he says is true. His hands are kept rigidly on the blanket on his lap except when he gestures, which he does frequently. He points the investigators toward rooms upstairs in which to freshen up. Supper is at 5:30. Then they can talk.

Supper is cooked and served by Molly Brown, a frowning, silent, middle-aged woman in a calico frock and wool shawl. Edwin has brought her in to help out while the investigators are visiting. Though her cooking

Salk Harbour, Maine
Dear Sirs:

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

Worm Papers 1

is tasty,

everyone notices that Edwin eats little of it. He comments that his appetite has been poor.

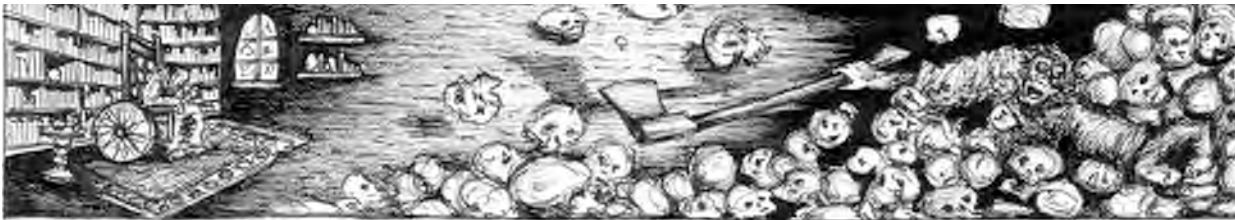
After dinner, Molly leaves until the next day, as has been arranged. If the investigators have any questions to ask her, now would be a fine time. She knows nothing, however, except that Mr. Edwin is a model employer. She will resent being too closely questioned — a successful **Psychology** roll shows that she takes the questions as personal accusations against her.

Over supper, then, or around the fireplace a



Mrs. Brown





Keeper's Guide to this Adventure:

Campaign Continuity

The Worm that Walks is a watershed chapter in the campaign. Up to this point, the investigators have been pursuing the Silver Twilight and have a pretty good idea that they are planning something really bad. The many threads are coming together. Your players, armed with critical Mythos knowledge, should have several key artifacts that will allow them to disrupt the plans of the Silver Twilight. After this chapter, the characters are off to Easter Island where the nature of this evil plot will come into focus. From there, it's on to R'lyeh itself! Time will be short. There will be no more room to gather resources and perform research — the stars are right and action is required! The insidious plot of Carl Stanford and the Silver Twilight is about to be hatched and only the investigators are in a position to stop it.

As Sandy Petersen says in his introduction, this chapter is explicitly designed to kill an investigator or two. That said, you need to decide how *The Worm that Walks* fits in with your group and your campaign. If you've had a low body count up to now, or if the investigators are feeling sure of themselves, you should definitely bring this chapter to bear as written. If they have had a fairly easy time in Boston, the Mojave Desert, and Scotland, then you should give them a taste of the fearsome power of Stanford and the Cult. This chapter will do it. It will not be too difficult to introduce a replacement character before the party ships off to the South Pacific.

On the other hand, if your investigators have had a rough go of it, then you might not want to slaughter them here. This chapter can still be run, but in a toned-down fashion by using SAN loss, near-death injuries, broken limbs instead of death. Player character death is always an effective way to keep things tense, but it can also be a drain on a smaller group. Even a larger group can grow weary of introducing new characters, especially at this late stage of the campaign. By now, you should have a good feel for your players and what they want in a *Call of Cthulhu* campaign. Remember, you're all playing to have fun! Each keeper will have to decide how he or she wants to proceed.

Practically speaking, *The Worm that Walks* is not an important chapter in the scheme of things: the only vital clue to be had is the gloating letter from Stanford to Edwin concerning the upcoming ritual in the South Pacific. Its value lies in terrifying the characters and making them realize what they are up against. Regardless of how you run this section, you should allow your investigators access to the letter. It is recommended that you "customize" it to

suit your group. Simply type the letter as written then edit the text. Make specific references to things your investigators have done and to individual character names. If your group has missed out on any vital information, use this letter to fill them in (or at least hint that they've missed something).

Running the Three Sections

- **The Woodie House:** If your investigators have a few gun bunnies in their ranks, this hillbilly creep-fest will be a ball to run! Ahead of time, prepare a tactical map of the house and grounds. Use miniatures if you have them. If your group has enough firepower, run this chapter as-is, shotguns blazing! Should your group consist of mild-mannered professors, you'll want to tone down this house of horrors lest they be turned into hamburger.

You can do this while keeping the same homicidal tone by simply reducing the Woodie's attack skills by 25% or so, and/or lowering their DEX scores.

- **The Sailing Trip:** This section may be a bit over-the-top depending on your campaign style. It's hard to be subtle with a shoggoth! Watch out for that big SAN loss! If you decide to use this section, perhaps your characters only catch glimpses of translucent slimy tentacles or of a vast quivering jelly-like mass as their yacht goes down. There are all sorts of unnamed Mythos beasts in the seas

- **The Worm that Walks:** Of the three, this is the creepiest and should definitely be run. You'll need to get an investigator to the hospital by some means (either the Woodie shootout or the poisoned dinner should do it), preferably before they've begun to suspect old Edwin is up to anything. There's something fundamentally horrific when a rotting corpse-thing attacks you in a hospital! The Worm is very dangerous and hard to kill, and you should be aware of that when running this section.

When you conclude this chapter, most likely as your group confronts Christopher Edwin, resist the temptation to reveal the mi-go as it abandons his body. It will appear much stranger to your players when they realize he was nothing more than a lifeless animated body in a wheelchair, somehow kept alive by ... something. They don't need to know how. Should they call in the authorities, they are "baffled at how well preserved this five month-old corpse is, and the sheriff would like to ask you some questions, sirs ..." In *Call of Cthulhu*, sometimes you simply can't get all the answers





Christopher Edwin's Statement

"Fifty years ago, a man named Clarence Woodie lived north of town. He had a reputation for being an evil and vengeful man. He would kick dogs to death for snapping at him. He would poison a neighbor's sheep if it stepped onto his land. He never married, but adopted three boys from the county orphanage. He raised them in his evil ways, and they were as wicked as he, I dare say.

"When he suddenly died, the boys found a tin box stuffed with money under his bed. They claimed that they came upon it by accident. The townsfolk did not believe this story, and neither did the police, who arrested the lads on a charge of smothering their foster father for his money. All three were hanged — they were in their early twenties by then — and they were buried in unmarked graves. Then a strange thing happened. The person who bought the Woodie house was found dead with a rope burn about his throat, as if he had been hung! Only he was found lying in his bed, with no rope at hand.

"Later on, several other people, including two tramps, also died in that house, their throats mysteriously marked by rope as though from a hangman's knot. I think, and I feel you may agree with me, that the damned spirits of Woodie's boys lingered about that house, murdering whoever stayed there too long.

"Finally, no one would enter that house, and it fell into disrepair. Thus it remained for over forty years. But last year a person came to town who had once belonged to the Silver Twilight and he bought the land on which the old house stood. He did not sleep in the place, but villagers whispered that he performed strange acts there, and that he was trying to invoke or tame the haunts that lived there. His name was Malcolm Smith. In any case, before I fell sick, I spied on him trying to converse with the house's ghosts. When I saw the wraiths themselves speak with him, I fainted dead away!

"I contacted you because I've guessed what Mr. Smith was trying to do. He realized that the haunts had a powerful magical aura, and he was

trying to tap it for some magical act. He was actually weakening the ghosts — not to destroy them, but to steal their energy to perform magic. Smith disappeared just before I fell ill. Even though weakened, the specters managed to destroy the man who was vampirizing them. When I listened to their conversation, this is what I heard:

"Ye fiends of night! Ye ghosts of the damned dead! Ye spirits of evil and sin! Come! Come! Come and yield up your criminal power to me! Free your weakening resolve from this place of your crimes, and release your energy! Reinforce me with the magic and power of your being! I must wax and you must wane! Strengthen me at your despair!"

"That's what Malcolm Smith chanted. Then, the faint ghost of a man, its head lolling at one side as though the neck was cracked, appeared.

"'Depart from us,' said the ghost. 'Leave us be . . . cease tormenting our pains and anguish . . . leave us or let us feast upon your fear, as we have done to others . . . sacrifice yourself to our hunger or depart from our horror . . .'

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

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

"Help me! I am wealthy, and wish my last acts to be good ones — perhaps I can be instrumental in destroying the Silver Twilight and thus saving the world from the evil that will surely descend upon it if they triumph!"





little later, Edwin begins to talk. He displays a fair knowledge of the Cthulhu Mythos. He tells the investigators that he knows of the evil of the Silver Twilight. In fact, while investigating them, he was nearing what he felt would be amazing discoveries when he was struck down by his illness. He wonders if the illness was entirely natural. He gladly shows the investigators his notes about the Silver Twilight, but perhaps oddly there is nothing in them that they did not already know.

- *John Scott was a returnee from the dead.*
- *A Silver Twilight agent named Whateley went to California and contacted Indians there nearly a century ago.*
- *The Silver Twilight lodge in Boston was built over the ruins of John Scott's farm.*
- *in Scotland, a coven of witches was tied to the Silver Twilight.*

Christopher Edwin is physically incapable of taking an active part in the hunt for other members of the Silver Twilight, but he is willing bankroll the investigators' investigations. At this point, he pulls out a checkbook and writes each person in the party a draft for \$150.



They can cash their checks in Portland when they wish. All are genuine and all will be accepted without delay.

Meanwhile, Edwin has a local mystery for them to explore. His wet and whispery voice almost hums with the mucus and phlegm that his diseased and weakened lungs and throat produce. Give the players **Worm Papers 2**.

Once they've digested "Christopher Edwin's Statement", the investigators should be given a chance to accept Christopher Edwin's hospitality while they stay in the village, and be encouraged to explore the old Woodie house up the road and into the woods, to search for the truth about Malcolm Smith.



The first Deathtrap: the Woodie House

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

Jonas, Zeke, and Isaiah, the three madmen, have been notified of the coming of the investigators. They are armed and ready.

General Family Tactics: Isaiah waits quietly in his bedroom, hiding in his pile of stinking bones until someone enters his room, even if he hears sounds of shots and struggling. Isaiah is the maddest of the three and is quite satisfied to stay where he is. He spends hours with his bones every day anyway, so it is easy for him. He will never surrender. If the investigators flee, he chases after them. He can out-run anyone with a lower STR and CON. If Isaiah attacks, Zeke will come running in from the woods.



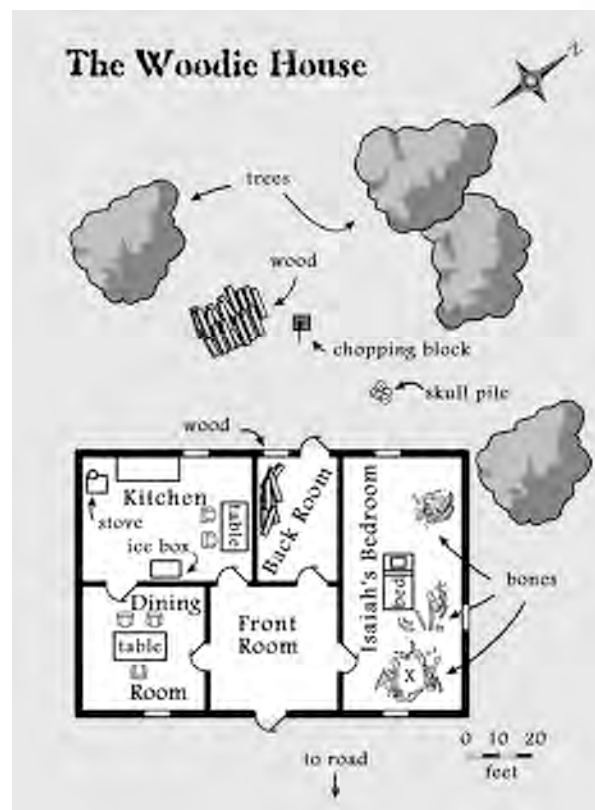
Mr. Jonas Woodie

Jonas is hiding on the roof, crouching behind the chimney on the roof where he can't be seen from the ground. When he hears voices in the backyard, he will roll to the edge of the house and begin to fire at those he sees. Since only his head and arms will show, those shooting at him have a one-third normal chance of success. When

firing starts, he probably will open fire more than 20 feet from the investigators, so no one will be at point-blank range, or he may drop down from the roof and enter the house. If Jonas is wounded badly (more than half-damaged) or he runs out of ammunition, he will roll behind the chimney, reloading if his gun is empty. If seriously wounded, he will just lie hidden, firing at any heads peeping over the edge of the building.

In the front yard, Zeke is hidden in the underbrush or trees. He waits and does nothing until the investigators run into his father or brother. If he hears his brother shout in his room, he runs for Isaiah's door to help. If he hears his father start to shoot from the roof, he runs around the side of the building and fires at the investigators from the building's corner.

This grim trio will not surrender. If one is taken alive, he will not speak even under torture, except to curse the investigators and swear vengeance from beyond the grave if killed. Any such vengeance is up to the keeper.



Front Room

This is the room that the house's front door opens into. It is small, box-like, and claustrophobic. Four doors lead from it, opening into the other four rooms of the house.

Isaiah's Bedroom

The haunt of the insane Isaiah, the youngest and worst of the three killers. His bed is only a crude mattress on

Selected Connections for this Chapter

Paper #	Clue or Lead	Obtained from	Leads to
#1	Edwin's Mythos knowledge	unknown	deathtraps
#2	Edwin's statement	C. Edwin	Woodie House, Malcolm Smith
—	ptomaine poisoning	Edwin's dinner	hospital rooms, yachting
—	afternoon cruise	Edwin's yacht	shoggoth attack
—	private hosp. rooms	Edwin paid for	Worm That Walks
#3	letter to "C. Edwin"	C. Stanford	R'lyeh Disk, Arc of Vlastos, Easter Island Watchers, Cthulhu, more





the floor, but his room has been highly decorated. Bones from all sorts of wild animals are piled around the room. They are cleaned as well as he could manage, but a rank and foul stench still rises from the room. If the player of the investigator opening the door makes a successful **Spot Hidden** roll, his character notices a human skull sitting half-hidden near a pile of antlers.

As the investigators enter the room, they are due for a bad surprise. Isaiah has buried himself within the large bone pile marked "X". He is completely hidden, and cannot be detected until he moves. He cannot see the investigators, but he can hear them, and when one steps on the squeaky board he knows so well is beside the bone pile, he suddenly shoots up from the bone pile like an avenging demon, hatchet in hand, and tries to cut down the nearest investigator. Those within the room are so startled that each needs a successful Sanity roll or loses 1D6 Sanity points as the wild-eyed madman lunges upward, clutching his hatchet and looking more like monster than man, drooling and draped in rotted bones and matted hair.



Mr. Isaiah Woodie

All the defenders have their DEX ranks halved in this round. Isaiah automatically gets the first blow at the closest target, therefore, but the investigators will not be able to attack. The defenders can still parry or Dodge attacks coming from the front or the side.

After the first round, call for **Idea rolls** for all the investigators. Those with successes recover from their shock and can now react as they think best — fleeing, firing their guns, or whatever. Those failing the Idea roll still are stupefied enough that they cannot attack, though they can parry or Dodge at their normal DEX ranks.

Isaiah swings every round, and continues to chop frenziedly at a single opponent without changing targets. When that target falls, then Isaiah will choose a new target. The room is small, and Isaiah will be right in among the milling investigators. If shots are fired, one may hit a friend. If an investigator fires a shot and misses Isaiah, his player must roll again to see if the bullet has struck a friend. For each stray round fired, there is a

cumulative 5% chance or more of hitting a friend in the room. For example, if five investigators are in the room, and one shoots at but misses Isaiah, the shooter has a 20% chance of hitting a friend. If the shot does hit a friend, it will not be an impaling wound, just a normal hit, and it will hit no additional friends.

Unless they are engaged in battles of their own, when the other inhabitants of the house hear Isaiah's war-cry, they come to aid him. They rush to his door and try to gun down investigators at whom Isaiah is not currently attacking. If Jonas or Zeke shoots at a given investigator, he also has a 5% chance of randomly hitting a person in the room, including Isaiah.

However, if an investigator within the room decides to shoot at someone at the door, he has no chance of hitting a comrade. If the investigators try to defeat Isaiah by slugging him or by using daggers or other melee weapons, they hit no one but their target.

The Dining Room

A great slab of wood serves as a table top. It dominates the room. Two uprooted stumps support it. The glowing lamp hanging above the table is especially horrible in the near-darkness of the house — it is obviously formed from the stretched globular skin of a human head. As it swings slowly around in the gust of air produced by the door's opening, the investigators clearly see the stitched-up eye- and mouth-holes. This sight costs observers 0/1D4 Sanity points.

The three chairs at the table are crudely made. There are two doors in this room.

The Kitchen

The keeper can probably guess the horrible sights to be found in the butcher shop for a cannibal den. Player characters entering here need an immediate **Sanity roll costing 0/1D4**. He or she sees a kitchen, well-equipped in an old fashioned way. Hands, feet, and more grisly bits of human debris are spread by the stove and on the counter top.

The Icebox: Jonas has wired a sawed-off shotgun to the handle of the icebox. Whoever opens the icebox takes a double charge of buckshot right to the torso — a total of 8D6 points of damage! However, just when the character is on the verge of opening the door, if the player can successfully roll **Spot Hidden**, he or she notices a little piece of wire coming from the inside of the icebox and winding around the handle. A successful **Mechanical Repair** roll unravels this wire without diffi-



culty, but a failed roll sets off one of the barrels of the gun, striking the would-be disarmer for 3D6 hit points (the icebox door subtracts somewhat from the damage). If the Mechanical Repair roll succeeds, and the door is opened, the shotgun becomes visible, and anyone with INT 9 or better instantly perceives the diabolical trap that has been created here. There are no human parts in the icebox — after all, the iceman does not come by these parts of the woods too often. The trap was here merely for the inquisitive, suiting the malignant mind of Jonas.

The Back Room

This room is full of chopped wood, more bones (no human ones here), and tools. Tins of kerosene supply fuel for the lamps of the house. There is a double-bladed wood axe. There are two working flashlights and two rusted shotguns with some ammo. The shotguns are so rusty that, if fired, they will explode in the firer's face, costing the player character 1D6 hit points, and having a chance of blinding him in one or possibly both eyes. Have his player **roll Luck twice** — each roll failed means that one eye has been blinded. If both rolls fail, the investigator is blinded for life, and must retire from active life as an investigator. In any case, his immediate ability with most skills drops to zero for a while, unless he or she loses only one eye and the player is able to make a successful **Sanity roll** to keep the character in the game.

The people of the house know that the guns are treacherous and keep them solely as trophies of those who fell to them in the past. One has already blown up in Zeke's face (his eyes were saved, but his face was badly scared). Any investigator with Rifle 50%, Shotgun 50%, or Mechanical Repair 30% sees immediately that the guns are dangerous to fire.

The rear door here opens into the back yard.

The Back Yard

In the back is a long stack of split wood covered with tarpaulins. There is also a chopping block. A little pile of human skulls rests in one corner of the yard. Grim dark trees seem to close tightly around the yard. Hiding on the roof of the house is Jonas, who crouches behind the chimney on the roof so that he can't be seen from the ground. When the fighting starts, he may roll to the edge of the house and begin to fire at those he sees, or drop down from the roof and enter the house.



Mr. Zeke Woodie

The Front Yard

In the front, Zeke lies hidden in the underbrush and trees. He waits and does nothing until the investigators encounter his father or brother. Zeke's face is horribly scarred (remember the shotgun accident?) and an investigator seeing him under the tense conditions here at the house needs a **Sanity check for**

1/1D4 Sanity points. If he hears Isaiah shout from his room, Zeke runs for Isaiah's door to help him. If he hears his father's .45 open up from the roof, he runs around the side of the building and fires at the investigators from the building's corner.

JONAS, age 55, murderous madman father

STR 10	CON 15	SIZ 12	INT 08	POW 17
DEX 12	APP 07	SAN 0	EDU 03	HP 14

Damage Bonus: +0.

Weapons: Large Club 65%, damage 1D8
.45 Revolver 50%, damage 1D10 + 2

Skills: Dodge 45%, Hide 50%, Jump 40%, Listen 45%, Sneak 60%, Spot Hidden 55%.

ZEKE, age 35, older murderous madman son

STR 08	CON 13	SIZ 13	INT 07	POW 11
DEX 11	APP 07	SAN 0	EDU 05	HP 13

Damage Bonus: +0.

Weapons: .45 Revolver 50%, damage 1D10 + 2
Butcher Knife 50%, damage 1D6

Skills: Dodge 30%, Hide 70%, Jump 30%, Listen 65%, Sneak 40%, Spot Hidden 65%.

ISIAH, age 30, younger murderous madman son

STR 14	CON 16	SIZ 16	INT 04	POW 10
DEX 14	APP 04	SAN 0	EDU 04	HP 16

Damage Bonus: +1D4.

Weapons: Fist/Punch 80%, damage 1D3 + 1D4
Hatchet 75%, damage 1D6 + 1 + 1D4

Skills: Dodge 35%, Hide 80%, Jump 50%, Listen 55%, Sneak 40%, Spot Hidden 45%.





The Return

After the investigators returned from the Woodie house, probably with some wounded and at least one dead, Christopher Edwin is perturbed and solicitous. He pays for all medical expenses, and hires private hospital rooms for each of the wounded. He treats the survivors to a grand meal. Sadly, after the meal, all those present exhibit symptoms of ptomaine poisoning, including himself. He pretends to hire a private nurse for himself. He will, again, hire private hospital rooms for the afflicted investigators. Ptomaine poisoning has a POT of 15 and manifests itself as severe intestinal distress (nausea, fever, headache, abdominal cramps, diarrhea, vomiting). **Match the POT of the poison against the target's CON rating.** If the poison overcomes the target's CON, the target loses hit points equal to half the poison's POT (8, in this instance). If the poison fails to overcome the target's CON, no damage is taken by the target, Onset time and duration of the poison's effect is 3-12 hours. Successful **application of the Medicine skill** allows the target a second **Resistance Table roll** to defeat the poison. If the poison still overcomes the target on this second roll, the poison's damage effects run their course as described.

Sanity Award

Surviving investigators who participated in the fight with the terrible trio gain 1D3 Sanity points each. Those who did not go to the Woodie house get no rise in Sanity.



The Second Deathtrap: the Sniling Trip

Waiting for their friends in the Portland hospital to heal may be somewhat tedious for the unwounded investigators. The keeper has an excellent suggestion to make. Their host, Christopher Edwin, has a small steam yacht that the investigators could take out to sea for a little jaunt around the bay. He cannot go to sea anymore (sigh!) but he would be glad to let the investigators do so. Point out that the weather is good. Encourage the investigators to take advantage of the offer. This will give them a chance to relax. The keeper, if he is of a diabolical

turn of mind, may even promise the players that he'll restore a few more Sanity points to the investigators after a wholesome afternoon cruise.

On the Water

The investigators on Edwin's yacht will soon envy their comrades' safety in the hospital. A successful **Operate Heavy Machine roll** gets the vessel's steam up. Once the player characters choose a captain, they can cast off and ease the *Fair Lady of Bath* away from the dock. Alternately, Edwin can supply a local sailor, Cap'n Bob, who knows the vessel and doesn't drink.

- *Keepers, the illustration of the shoggoth and boat is vigorous and a lot of fun, but inaccurate. The Fair Lady sleeps six, has a vertical prow, flat decks, and a railing all around. She is coal-fed — her single stack leaves a dirty smudge in the air as she goes, at up to 14 knots with smooth seas and maximum pressure. Her saloon is mostly above decks, and has a number of sturdy windows granting fine views.*

When a half mile or so from shore, the water around the boat begins to bubble and turn black. Then a monstrous shoggoth shoots up from the water, and plunges itself onto the boat. Give enough warning about the bubbling water, strange moanings, the decks suddenly canting forward, etc., so that everyone can get on deck or prepare the emergency launch at the stern for an escape.

If Edwin has supplied Cap'n Bob, the fellow goes temporarily insane as soon as he sees the shoggoth. He shouts "Every man for himself!", jumps overboard, and starts swimming toward land. Perhaps the shoggoth eats him, or perhaps he recovers his senses after a few rounds and paddles back to offer help to the investigators. Seeing the shoggoth costs 1D6/1D20 **Sanity points**.

When the monster hits the boat and hangs on, its enormous weight rapidly sinks the vessel — although for the first few rounds, its buoyancy actually keeps the boat partly afloat, at least until it breaks away the whole bow section of the yacht. When the shoggoth lets go, the bow section sinks like a stone. One round later, the rest of the *Fair Lady* follows its bow to the bottom.

The investigators may fire their guns, hit the shoggoth with enchanted weapons, or do anything else they please, but the shoggoth sinks the boat in five rounds after it attacks, whether the shoggoth is then dead or alive. The investigators must launch the lifeboat and escape from the yacht. Those aboard the *Fair Lady* when it sinks do not survive.

Those below decks when the shoggoth arrives are doomed if they are inside and forward — the mass of



The Catch

the shoggoth fills the passageway and all the portholes, and there is no way out unless the player characters happen to have Carl Stanford's magic box from the first scenario. If they do, they can escape through it. The shoggoth will crush the magic box along with the *Fair Lady*.

Every round the investigators waste by grabbing things, casting spells, or attacking the shoggoth brings them a round closer to deaths by drowning or as shoggoth fodder. With a successful **Idea or Heavy Machine roll**, the player character also realizes that the *Fair Lady*'s boiler will explode whenever the cold seawater engulfs it — another reason to get clear of the sinking boat quickly.

Launching the *Fair Lady*'s lifeboat requires a successful **Mechanical Repair roll**, and only two people may try per turn. To succeed, their players' rolls need not be on the same or even on consecutive turns. Don't be too exacting about time — successes means safety, failures mean death.

The shoggoth ignores investigators in the lifeboat. It is happy to sink the yacht and eat what it finds in the flotsam. Since there is no likely way to kill this partic-

ular shoggoth except by the inevitable exploding boiler, the investigators do not gain Sanity from this consequence.

If the investigators fail to launch the lifeboat, they are dumped into the water. If the shoggoth is still alive when the yacht sinks, any investigators treading water will soon die, as the shoggoth grabs them one by one from below. If the shoggoth has been somehow killed, then the investigators can try to swim to shore. But they should hurry, because the boiler will explode on round six, and it is an extremely powerful blast, one that destroys the shoggoth and anyone nearby.

It takes a successful **Swim roll** to reach shore. Player characters may try as often as they like, but in this case two consecutive failed Swim rolls mean death by drowning.

THE SHOGGOTH FROM THE WATER

STR 63	CON 42	SIZ 84	INT 04	POW 09
DEX 03	MOV 10/03 roll/swim			HP 63

Damage Bonus: +8D6.

Weapon: Crush 70%, damage is db





Spells: none.

Armor: none, but (1) fire and electrical attacks do only half damage; (2) physical weapons such as swords or guns do only one hit point of damage per hit, impaling or not; (3) the shoggoth regenerates two hit points per round.

Sanity Loss: 1D6/1D20 Sanity points to see a shoggoth.



The Third Deathtrap: the Hospital

Christopher Edwin has sent a peculiarly horrible messenger to those in the private hospital rooms that he bought. It is the Worm That Walks.

The Worm That Walks is a loathsome being that looks like a human corpse decayed into hues of green, black, and blue. Dripping pieces of flesh hang from it. Prodigious talons dangle from the apparition's fingers, and from the undead monster's sockets stare lidless bare eyeballs. The secrets of this thing's origin or creation are unknown, but surely gods of madness and fear had to do with it.

The Worm That Walks has the ability to cloak its body with the appearance of a normal human for brief periods of time. Reading its intended victim's mind, the thing may take on the shape of someone trusted by him. The Worm masquerades as a normal human to get close to its victims and cannot fully manifest itself until it has drained away some of their magic points. It will not attack until its target is alone in the hospital room.

The Worm is a blood-lusting horror. The creature must, however, have a psychic link to its victim. The thing creates this psychic link with its target by **overcoming his or her POW with its own** on the Resistance Table. Once it has overcome its target's POW with its own, the Worm That Walks immediately drains six magic points from the victim. These stolen magic points are used by the creature to fully manifest itself. Until it has gotten some of its intended victim's magic points it cannot appear in its true form, but instead appears as a normal human. The Worm That Walks can glut its appetite for blood only when it is fully manifested in its true form. The creature may visit its intended victim several times, its hideousness cloaked and disguised until it has managed to overcome the target's POW.

Once the Worm has formed a psychic link with the target and has drained off a portion of his or her magic points, it does not flee or try to escape confrontation. It instead fights and slays as many as it can.

Only after killing its victim does it vanish back to its alien dimension.

Other Attacks: The Worm That Walks attacks twice each round with its great claws, rending a victim to bits. In its false forms it can cause any bullets or other weapons to pass through its immaterial manifestations, leaving the creature unharmed; it cannot be harmed by material weapons except when in its true form. In that form firearms are still useless, doing no damage, although all other types of weapons inflict normal damage to the thing. If the Worm That Walks is slain, its essence escapes back to its plane, where it reforms. The physical body left behind looks like nothing more than a horribly decayed human corpse with long, cracked fingernails.

Suggestions for This Scenario: Each night after midnight, the chosen hospitalized investigator is awakened by a cold and clammy hand being placed on his face. When he awakes, the hand is withdrawn, and the player character sees the face of a non-hospitalized friend grinning mirthlessly. Then the false investigator walks out of the room without saying a word. This event will be repeated until the Worm manages to overcome the investigator's magic points. Then, upon awakening, the investigator sees his friend's face melt away into the monster's true form, and it will attack.

Prudent investigators may station guards outside the door of the Worm's target, and then rush in upon hearing their friend scream. This would give the Worm a combat round in which to attack in, but the helpless friend may survive. If the Worm is destroyed by attacks other than firearms, its body will remain, but it appears to be no more than the horribly decayed corpse of a human being. After death, the long claws wither to be long fingernails — monstrously long, to be sure, but still fingernails. Police and staff may have trouble explaining a rotted corpse in a hospital.

If the investigators set an ambush for the monster and there is more than one person in the hospital room of its target, it will go elsewhere in the hospital and kill someone else. The investigators will hear of this, and will probably eventually plan to stop the monster. But it will manifest only when one of the player characters is alone, and try to overcome its target's magic points.

The Worm That Walks, Putrefied Horror

STR 16	CON 15	SIZ 11	INT 06	POW 11
DEX 15	MOV 08			HP 13

Damage Bonus: +1D4.



Weapons: Claw * 50%, damage 1D6

* May attack with each claw once per round.

Armor: none, but the Worm That Walks can be harmed only when in its true form and then only by non-firearms.

Spells: none.

Sanity Loss: 1D3/1D10+1 Sanity points to see the true form of the Worm That Walks.

Christopher Edwin and Victory

By now the investigators almost surely have lost a few of their number. If they are intelligent, they should be suspecting that something is wrong, if they think about it. For instance:

- Christopher Edwin urged us to visit the Woodie house, where we expected to meet ghosts at worst, or maybe a sorcerous Malcolm Smith. Instead, we met three stout and hardy madmen who were prepared for our arrival, and who gleefully ambushed us.
- Christopher Edwin sympathized with us and maybe prepared the ptomaine-poisoned dinner we ate. He also was nice enough to hire private rooms for each of who needed medical treatment. In one such room, some sort of terrifying monster attacked our injured friend.
- Christopher Edwin also volunteered a cruise aboard his yacht, and off we blithely sailed. Then a horror beyond imagining rose from the deeps and nearly killed us all.
- Maybe, just maybe, Christopher Edwin is not on our side.

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

- “Gee, that sure was an odd coincidence, those three guys waiting in ambush for you. Just like they were expecting you. I wonder if someone could have warned them. Naw, of course not. Only Christopher Edwin knew that you were going, and HE couldn’t have told them.”
- “Christopher Edwin was sure nice to let you guys sail around in his yacht. It’s a pity that a shoggoth just happened to come by while you guys were out having fun. I wonder what the chances were of a shoggoth choosing that exact part of the sea

Y’thkapg-Nyarlahotep,
Your words are true. We seek the
destruction of those who kept the R’lyeh
Diske from us, and who may have discov-
ered the Arc of Vlastos. Their deaths are
foreordained by the Old Ones of space
and time. Praise Shub-Niggurath!
We, the instruments of the Old Ones,
must act for the Old Ones one more time.
Your plan, to befriend and then to slay
our enemies, is good. You are the
strongest of our group to remain in
America, now that most of us must set sail
to participate in His Rising. With the
Watchers of the island, we mark the
approaching days of Our Lord’s release,
and we have amassed enough power and
wizards to insure the fruition of our Great
Lord’s desires. Only guard us from our
enemies, who yet resist our will. We can
take no chances. At His Vault, any sol-
diery will aid them, not us. Many of us
are yet vulnerable to bullets and steel. Do
as we have designed.
Cthulhu fhtagn!
Carl Stanford

Worm Papers 3

to wander

about in? Must be slim.”

Or the keeper can sigh at his players’ obtuseness and create more deathtraps for their characters to blunder into. The style for additional traps should be obvious from what has happened before. The mi-go Christopher Edwin manipulates the investigators into doing something apparently safe (like resting in a hospital bed or going sailing) and then, when they’re relaxed and vulnerable, he hits them with a deadly attack.

The alien Christopher Edwin has the resources of the Silver Twilight upon which to draw, but all the leaders of the Twilight are out of town (they have set sail to Easter Island), so only their flunkies and servitors can easily come to help. The mi-go impostor can call upon grisly monsters galore, but only one or two at a time. He





does not have anything equal to the caliber of a shogoth.

Victory

When the investigators figure out that something is wrong and confront Christopher Edwin, he will try to flee from them by dropping his mask and false arms, and flying out the window as a mi-go. If he escapes, he does not bother the investigators again. If they manage to kill him before he escapes, he melts in a few hours. (See the end of this adventure for Sanity point awards.)

Among his effects, they find an unopened letter. The address on the envelope reads *Christopher Edwin, General Delivery, Salk Harbour, Maine*, and bears a recent postal cancellation — Valparaiso, Chile. See the *Worm Papers 3* nearby.

DECEITFUL MI-GO, posing as Christopher Edwin

STR 11 CON 11 SIZ 11 INT 16 POW 15
DEX 16 MOV 7/9 fly
HP 11

Damage Bonus: +0.

Weapons: Nippers inside false arms 30%, damage 1D6 + grapple

Armor: none, but the extra-terrene body causes all impaling weapons to do minimum possible damage.

Spells: Contact Deep One, Contact Mi-Go, Deflect Harm, Summon/Bind Dimensional Shambler, Summon/Bind Nightgaunt, Summon/Bind Star Vampire.

Skill: Mimic Edwin's Voice 90%.

Sanity Loss: 0/1D6 Sanity points to see a mi-go.

Sanity Award

For exposing Christopher Edwin as a fungi from Yuggoth, give each surviving investigator 1D10 Sanity points.





An unimaginable South Pacific evil awaits the fruition of the Silver Twilight's efforts. But Easter Island holds a key to the organization's defeat.

In Easter Island, members of an archaeological group and some local people have disappeared a week after the team made an unusual discovery. The disappearances number thirteen, including six members of the university archaeological team, three native islanders, two shepherds, and two sailors from the Chilean military garrison.

These seemingly random disappearances occurred the night after the discovery of several statues and clay vases at a location where the inhabitants once held funeral rites. All the finds exhibited "fish-man" motifs and references, a theme previously unknown on Easter Island.

As the investigators may be able to discover, an undead servant of the Great Old Ones has captured the missing people and is sacrificing them, one every three nights — storing their POW into magical statues on the slopes of Rono Raraku, a volcano near the eastern tip of the island.

Keeper Information

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

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

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

After carving the statues and the sanctuary, the deep ones kept watch over the island and built tunnels for homes and storage. Millennia passed, leaving the deep ones at peace to practice their blasphemous rites and sacrifices.

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

Centuries passed, and as the number of human and hybrid cultists increased, the deep ones and those most like them slipped back to the ocean,





until the island belonged solely to full humans. A few deep ones remain today in island tunnels that connect with the sea.

The human cultists continued their tasks for hundreds of years. They erected many statues in imitation of Cthulhu's stone watchers. When a second migration of humans reached the island, they were shocked and disgusted by the cultists and their rituals, but the cultists outnumbered them.

A wise man among the newcomers understood the evil that the newcomers faced. He knew spells which would aid his folk, and he gave them the Crystal of Noa. With this magical aid, the newcomers destroyed the cultists in a great battle.

Once the ceremonies and sacrifices ceased, the power of the watcher statues gradually decreased. As their power ran out, some of the statues decayed, as rock will do under the abrasion of the elements, until the watchers were indistinguishable from the other statues.

Now an undead worshipper of Cthulhu, through magic and study, has divined the purpose of the statues and knows that the time is near for the Great Old Ones to awake. He has come to Easter Island in an effort to awaken all the watcher statues before R'lyeh rises from the sea. He captured the people recently missing. They will be sacrifices to achieve his ends. He is a Lord of the Silver Twilight.

Geography and Climate of Easter Island

Easter Island is a small volcanic island at about 27° South latitude by 109° West, about a thousand miles to the northeast of where R'lyeh will rise. Easter Island is some forty-five square miles in area and roughly triangular in shape, its three sides approximately fifteen, eleven, and ten miles in length, respectively.

The island is comprised entirely of volcanic tuff and lava. Large magnetic variances have been noticed in the area. Compasses have a 10% chance to give incorrect readings at any given time.

There is no harbor. No port facilities exist. A close-in anchorage is dangerous; for instance, off Hanga-Roa a 20% chance per day exists that a ship anchored near shore will be swept onto a coral or lava reef. To be safe, ships must anchor in deep water, well off the island, transferring passengers, goods, and supplies to shore by small boat.

The island's climate is temperate, with temperatures between 40 and 60 degrees Fahrenheit in the cold, wet months (June through November). During the rest of the

year temperatures run from 70 to 90 degrees. In the cold months there is a 30% chance per day of rain and a 5% chance of heavy thunderstorms that may endanger ships at sea. In the summer there is a 15% chance of rain per day, with a 01% chance of heavy storm conditions.

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

Government and Population of Easter Island

In the 1920's, the island has one village, Hanga-Roa. The military governor is headquartered there. The island has been a Chilean protectorate under the control of the Chilean Navy since late in the last century.

The island population consists of some eleven hundred residents, all of whom live, by military order, in the village. There is also a garrison of about a hundred Chilean troops and officers. A dozen or so extra-nationals have obtained the right to raise herds of sheep on the scrub of the island, and most of them also have families.

The official language as well as the default tongue of the island is Spanish. A smallpox epidemic in 1862 nearly wiped out the Polynesian-speaking population. Some of the officers and foreigners also speak English.

In the past, farmers complained that residents were acquiring island sheep without permission. Polynesian residents are now confined to Hanga-Roa and nearby farms by a 9 p.m. curfew unless able to show a pass from the *Gobernador Militar*, Capitán Manuel Pereira. Armed sailors patrol the streets to enforce this stricture.

Player Information

The player characters have had small clues concerning Easter Island as far back as the "Look to the Future" adventure. The friendly banker, David Lee, who brought their attention to the New York City organization, is now in South America, and sends a telegram from Valparaiso, port city for the capital of Chile, Santiago. See the nearby handout, **Watchers Papers 1**.

Any investigator reply seeking more information gets a second telegram from David Lee about five hours later. See **Watchers Papers 2**.

A little research can show that Lee's second telegram misstates "closest landfall". The islands of San Felix and San Ambrosio are west of Antofagasta 500 to 600 miles, and Juan Fernandez is a similar distance west of Valparaiso. Since tensions arose between Chile and her



Keeper's Guide to this Adventure:

'Ware the Watchers

Easter Island: could there be a more classic location for a *Call of Cthulhu* scenario? Much of the material in this chapter is factually based on the culture, places, and traditions of the Rapanui. Keepers are encouraged to do a little outside research before running this chapter to get a better handle on this. Create additional handouts (photographs and such) to make this wonderfully exotic location come alive!

The first half of this chapter is a fairly straightforward and non-lethal investigation, while the second half presents a daunting physical challenge. There are all sorts of ways to die on Easter Island! It's very likely your investigators will find themselves losing HP and SAN at an alarming rate. As always, tailor this chapter to present a suitable challenge for your group of investigators, and be flexible when running it. Should an encounter go badly, you should make adjustments on the fly.

The Rongorongo

The *rongorongo*, or mysterious hieroglyphic script of Easter Island predates the twentieth century and is the oldest known written language in Oceania. French missionaries in the Pacific heard stories that hundreds of these "talking boards" existed on Easter Island, but it was Bishop Tepano Jaussen of Tahiti who made the first serious attempts at translation in the 1880's. His work with a native Easter Islander named Metoro, was the basis for much translation scholarship, really up until the 1950's. Unfortunately, Monsignor Jaussen's work was wildly inaccurate, which led to all sorts of fantastic theories about the origins of *rongorongo*. Perhaps the most interesting one for a *Call of Cthulhu* game is a 1930's claim that the script had evolved from an Indus Valley script dating back to 2000 B.C. Other claims linked *rongorongo* to Chinese script, pre-Incan hieroglyphs, Viking runes, Hebrew, and even mythic Lemurian! Could it be the lost language of R'lyeh itself?

Today, only twenty-six original examples of *rongorongo* exist. It is speculated that most were destroyed in the 19th century to appease Christian missionaries. Other, more interesting stories hold that many were hidden away on Easter Island. Naturally, keepers are encouraged to explore this route!

The script itself is formed of graceful anthropomorphic glyphs and symbols carved into wood or stone. Many of these glyphs are vaguely Cthulhoid in nature, seeming to represent men with tentacles, odd monsters with many limbs, humans with misshapen heads, etc. Oddly, alternating lines of script are read upside-down, so the tablet must be rotated as it is read.

In this scenario, only the *Tangata-Manu* (the Priest of the Birdmen) can accurately translate *rongorongo*. Father Jorge and Professor Methridge have rudimentary knowledge in this area,

but can't really understand it. Surely Carl Stanford could decipher it! None of the native Islanders can read it (slave raids and epidemic disease virtually wiped out the Rapanui in the nineteenth century). Their spoken language, also called Rapanui, does not really correspond to the strange *rongorongo* glyphs.

Professor Methridge

The Professor and his three surviving graduate students provide an excellent wild-card in this chapter. Keepers have a lot of flexibility with him in several ways:

- Any of the three surviving graduate students would make a good replacement investigator for this chapter.
- His nationality and scholastic sponsorship are left up to the keeper. These should be selected for maximum effect, depending on how you present Methridge (see below).
- Methridge's exact research is left vague, but should be detailed according to your campaign. This is especially true if you have any anthropologists, archaeologists, or similar player characters. They will want to know exactly what he was researching! Even less scholarly investigators will probably inquire about his studies, so you should have something in mind.
- If your investigators are breezing along or require more of a challenge, play Methridge as a secretive, obsessed loner with suspicious motives. He is convinced he was on the verge of a scientific breakthrough before the kidnappings. He is sure the investigators have something to do with it! How dare they think they can steal my work? He is not a cultist, but your players may certainly suspect this. He appears more concerned about his work than about his missing students. Maybe the Professor has corresponded with Carl Stanford in some capacity? In this role, Methridge can play a terrific academic foil. Have him show up at the most inopportune time, or just after your investigators have made a tremendous discovery. Perhaps he has gained the trust of Capitan Pereira, who has assigned a diligent squad of Chilean riflemen to accompany him. In short, Methridge can make life on the island very difficult for the investigators.
- If your group is small or needs some help, present Methridge in a more favorable light. He is desperately concerned for his lost students and wants to do all he can to help. He thinks he was on the verge of translating a newly-discovered *rongorongo* tablet when the kidnapping occurred, and they stole the tablet as well! Luckily, Methridge made a rubbing, which he would be glad to show the investigators. From there it's up to you. The rubbing could contain any sort of cryptic and/or valuable information about the Crystal of Noa, the Caves, the fishmen, R'lyeh, the Long-Ears, whatever. Of course, only the Priest of the Birdmen can actually translate the script, should the characters think to ask him. (Methridge's translation is very spotty at best and only hints at the contents.)





neighbors, the Chilean Navy has routinely monitored these islands. The rumor-mill in Santiago holds that Stanford will appear at Easter Island or flee north to the Galapagos. Ecuador claims those islands, but has placed no civil or military force on them. A few beachcombers and scores of Norwegians live on the Galapagos. Further south, Chile becomes an archipelago of hundreds of islands, but there the many naval patrols would have spotted Stanford's ships.

Travel Arrangements

For the investigators, getting to Isla de Pascua (Easter Island) involves going nearly 3000 miles by train from Portland, Maine, to San Francisco or Los Angeles. From there they could sail to Valparaiso. A regular supply ship connects Valparaiso with Easter Island.

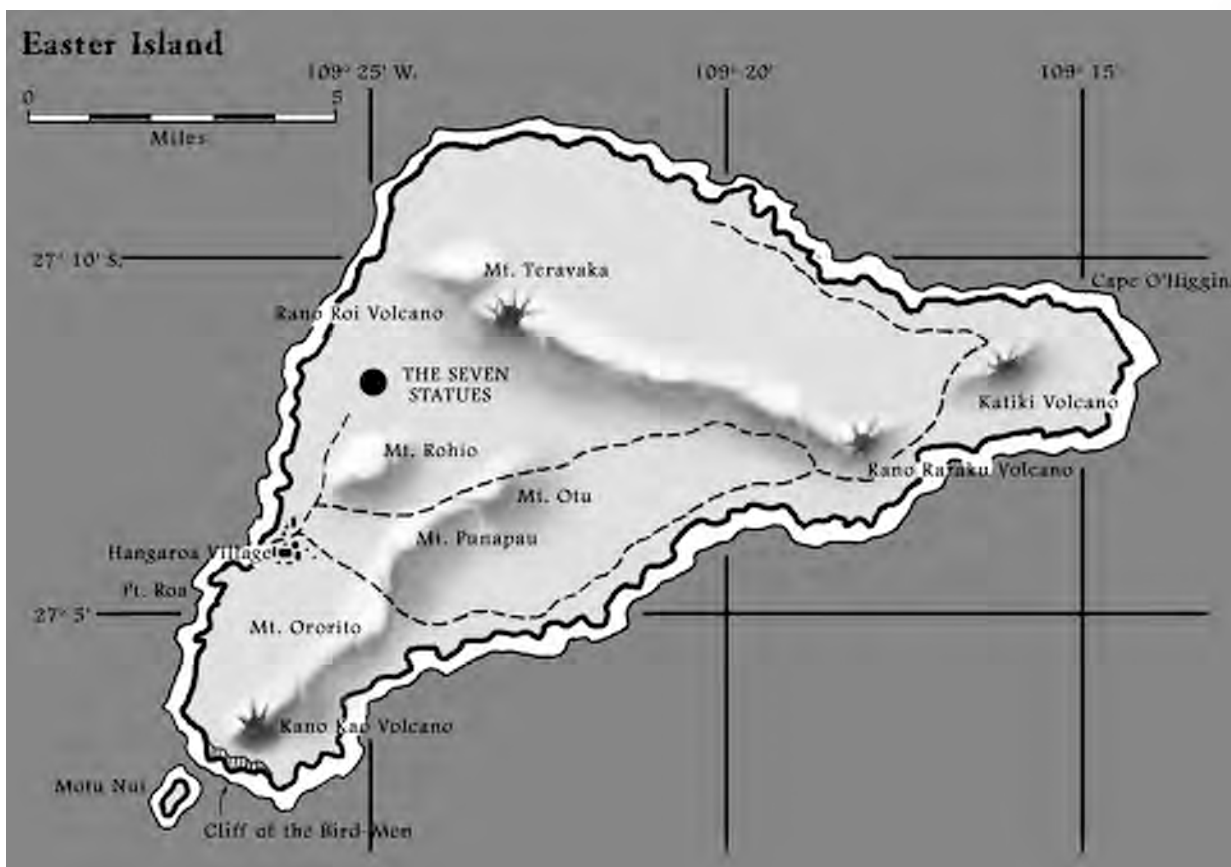
Sailing to Valparaiso takes twelve days by steamer or twenty days by freighter; the biweekly supply ship to Easter Island takes slightly less than eight days. The cheapest fare is \$116.10 per person for the entire trip — one way. What the investigators need is the fastest way possible.

Travel time by chartered or purchased vessel from San Francisco or Los Angeles directly to Easter Island is 14+1D6 days.

- *Purchasing their own ship costs \$80,000 to \$100,000. Such a vessel would be at least eighty to hundred feet long, and displace at least 3500 tons. She would be steel hulled, have two oil-burning steam engines, a range of at least 6000 miles, handle well in heavy seas, have two to four cargo hatches, and mount booms fore and aft.*
- *Chartering a similar vessel costs about \$2000 a week, plus insurance. The ship which will carry the player characters, their equipment, and a crew of at least ten non-player characters, some of whom have good Navigate, Spanish, Operate Heavy Machine, Pilot Ship, and Mechanical and Electrical Repair skills. The crew is already familiar with the ship. She is in good shape. They need only top off her tanks and be gone.*
- *A zeppelin could get to the island and land there (hitching a cable to one of the statues, perhaps), but the governor might not like it. No airplane with a routine operating range of even 2000 miles exists in this era. There is no airstrip on the island. A seaplane could not take off in the rough seas that normally surround Easter Island.*

Selected Connections for this Chapter

Papers #	Clue or Lead	Obtained from	Leads to
#1	telegram	David Lee	Chile, Carl Stanford
#2	reply telegram	David Lee	Carl Stanford escapes w/ 2 ships and 88 crew
—	disappearances on Easter Island	David Lee at lunch	Easter Island, rumors of Carl Stanford
—	Captain Pereira	mistaken identity	Prof. Methridge, housing, town, disappearances, residents, etc.
#3	behavior on island	Governor's Office	a friendly Pereira
#4	statement	Prof. Methridge	dig sites, mummies, fish-man artifacts, disappearances, etc.
—	Pereira's safe	Methridge	Mythos items (1 vase, 3 statuettes)
—	Mythos vase	Pereira's safe	black lotus residue
—	sheep ranchers	interview	strange lights, chants at Rano Raraku
—	Father Jorge	dinner, interview	history of the island
—	garrison sailors	interview	large flying things
—	native residents	singsong	Tangata-Manu (priest)
—	islander priest	interview	island tradition, Gifts of Noa, sea eagle, cave of evil on Rano Raraku
—	disappearances	exploration	deep one caves on Rano Raraku



- Investigators should take their passports with them and get visas for Easter Island at Chile's Los Angeles or San Francisco consulates.

If the investigators Stop at Valparaiso

At least one of the party knows David Lee and arranges a visit with him. Perhaps they all have lunch together. Lee is a quiet man in his late twenties, conservative in demeanor and formal in dress, dark-haired and thin. Shy smiles frequently ripple across his face.

If an investigator has decided to take out a loan with Lee's bank to finance the trip or to buy a ship, they have something of substance to discuss.

There has been no word at all concerning Carl Stanford's ships and expedition. No one in the South Pacific has seen them. But Lee does have some news. On Easter Island, about a dozen people disappeared a few days ago. Lee does not have details, but apparently the island's authorities are quite concerned. Many radio

messages have passed between Hanga-Roa and Santiago. This morning, the American ambassador was notified that units of the Chilean navy, among them the cruiser *O'Higgins* and a company of marines, have been ordered to Isla de Pascua. The matter seems serious, and no flash-in-the-pan episode.

No news service or newspaper exists on the island. Information is limited to government handouts and Naval Office rumors. Lee speculates that the island has suffered some minor political revolt, but in the same breath he admits he is only guessing.

That evening, he has further information. At least five of the people missing on Easter Island are American nationals, part of an archaeological expedition at work on the island. Professor Winthrop Methridge was the man heading the team.

Presumably the investigators book passage on the regular service to Isla de Pascua, or they have ocean-going transport of their own. After some days of delay, they sail to the island without difficulty.





World-Wide Telegraph
The Globe in Seven Minutes

CAIRO
VANCOUVER
HONOLULU
MEXICO CITY
LONDON
MELBOURNE

BERLIN
VALPARAISO
CAPE TOWN

ROME
SIGHTED CARL STANFORD STOP REPEAT SIGHTED CARL STANFORD
NEW DELHI

BUENOS AIRES
STOP DISGUISED BUT UNMISTAKABLY HIM STOP HE HAS
MANILA

DAVID LEE
CHARTERED TWO SHIPS HERE STOP DESTINATION IN EASTERN

SHALL I LEARN MORE QUESTION MARK STOP

SAN FRANCISCO
HOME OFFICE: NEW YORK
CHICAGO

WWT makes good-faith effort to receive, transmit, and/or deliver all communications, but can share no responsibility for incomplete, inaccurate, stolen, misconstrued, missent, or missing communications, whether by negligence, mistake, conspiracy, error, war, or act of God.

Watchers Papers 1: Cable From David Lee

If the Investigators Go Directly to Easter Island

Regular direct service exists only between Easter Island and Valparaiso. With their own ship, the player characters reach Easter Island in a single bound of some 4500 miles. The captain nears the island but stays well offshore, and lowers a ship's boat. The investigators disembark without difficulty, and are soon trudging up the beach toward the village.

- If for some reason, the player characters avoid the village to go ashore elsewhere, there is a 30% chance per day that they will be spotted by a Chilean Navy patrol, who will attempt to arrest them. Resisting arrest or causing the death or injury of one of the sailors results in criminal charges. The responsible investigator or investigators will be shipped to mainland Chile for trial.
- The keeper is also reminded that the Chilean cruiser O'Higgins, two destroyers, and a supply ship are somewhere in these seas, looking for Carl Stanford. Those ships can show up when needed. The O'Higgins is obsolete, but her guns still work.

Their arrival at Hanga-Roa does not go unnoticed. A welcoming party of Chilean sailors is led by an animat-

ed young lieutenant. As he nears, they see that he wears a sidearm. The lieutenant heads implacably toward whichever investigator is the pudgiest or whoever has the largest SIZ. He gestures a greeting. "Señor Carl Stanford? I have the honor to subject you and your companions to arrest!" He gestures to his men. A few advance and begin to affix manacles to the party, while most casually point their rifles from the hip. "Come this way, please, gentlemen."

Welcoming Sailors

	Lt.	01	02	03	04	05	06	07	08
STR	12	14	17	13	13	16	14	13	14
CON	11	12	08	11	13	12	14	10	13
SIZ	13	11	13	16	12	13	14	12	12
INT	11	09	08	10	10	09	12	11	11
POW	12	11	10	08	14	11	07	12	11
DEX	14	10	09	11	12	10	08	12	10
HP	12	12	11	14	13	13	14	11	13

Damage Bonus: +1D4.

Weapons: Fist/Punch 45%, damage 1D3 +1D4

.30-06 Rifle 40%, damage 2D6 + 4

(Sailors 01-08 carry rifles)

.45 Revolver 40%, damage 1D10 + 2

(only Lieutenant carries a .45)

Grapple 40%, damage special



Watchers Papers 2: Second Cable From David Lee

Ww
World-Wide Telegraph
The Globe in Seven Minutes

CAIRO	VANCOUVER	HONOLULU	MEXICO CITY	LONDON	MELBOURNE	
BERLIN	VALPARAISO					CAPE TOWN
ROME	STANFORD SET SAIL MINUTES BEFORE POLICE ARRIVED STOP NO					NEW DELHI
BUEENOS AIRES	ONE KNOWS TO WHERE STOP EASTER ISLAND CLOSEST LANDFALL					MANILA
	STOP POLICE CHARGE STANFORD FOR GRISLY MURDERS AT LA					
	CALERA CHILE STOP REMEMBER I FLOAT LOANS STOP					
	DAVID LEE					
SAN FRANCISCO	HOME OFFICE: NEW YORK	CHICAGO				

WWT makes good-faith effort to receive, transmit, and/or deliver all communications, but can share no responsibility for incomplete, inaccurate, stolen, misconstrued, missent, or missing communications, whether by negligence, mistake, conspiracy, error, war, or act of God.





Skills: Chilean History 15%, Chip Paint 55%, Dodge 35%, Electrical Repair 20%, First Aid 35%, Insult Marines 60%, Line Up for Dinner 70%, Mechanical Repair 30%, Navigate 15%, Operate Heavy Machine 15%, Pilot Boat 30%, Sneak 20%, Spot Hidden 30%, Swim 35%.

Languages: Spanish 50%, Polynesian 10%.

The sailors are armed with bolt-action, six-round clip-fed .30-06 rifles, accurate to 400 yards or more, and doing 2D6+4 hit points per bullet hitting home. There is really no alternative to cooperation. No matter how vehemently they deny connection with Carl Stanford, the officer's orders are to bring the suspects before Capitán Pereira.

Capitán Pereira

The military governor of Isla de Pascua is Capitán Manuel Pereira of the Chilean Navy. Patches of silver mark his hair at the temples. He is 42 years old, and still



Cptn. Periera

handsome. He has been posted to the island for twelve years. He is pompous in the presence of strangers, and makes a great show of doing things efficiently. A successful **Psychology roll** shows him to be paranoid and frustrated, for he believes he should have been promoted to a better post years ago. He is correct in believing this.

CAPITÁN MANUEL PEREIRA, age 42, Military Governor of the Island

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

Damage Bonus: +1D4

Weapons: .45 Revolver 60%, damage 1D10+2
Fist/Punch 50%, damage 1D3 + 1D4
Rapier 30%, damage 1D6 + 1D4

Skills: Accounting 20%, Astronomy 25%, Bargain 45%, Credit Rating 60%, Dodge 35%, Electrical Repair 20%, Fast Talk 40%, History 35%, Law 20%, Mechanical Repair 30%, Navigate 45%, Operate Heavy Machine 25%, Persuade 25%, Spot Hidden 50%, Swim 50%.

Languages: English 20%, Polynesian 25%.

When the investigators are brought in, Capitán Pereira studies the group. He asks for their passports. If the player characters came directly from the United States and have the correct visas, properly dated, his manner becomes more relaxed. If one of the investigators speaks good Spanish, the capitán is yet more favorably inclined.

Pereira studies each visa. After a time, he sends two radiograms. For an hour or so, uncomfortable silence exists in the office. Pereira turns to other work. Then a subordinate brings replies via radiogram. "Your visas appear to be in order," Pereira announces carefully. "However, you should have told the consulate that you intended to supply your own transport. Our visitors usually arrive on the supply ship." He orders the removal of their manacles. Coffee is served all around.

He calls in an enlisted-man stenographer. He asks the investigator accused of being Señor Carl Stanford if he is in fact that man, and if not, what his true name is. He asks if that investigator has ever been in La Calera, a

Watchers Papers 3

Rules for Visitors

Posted by the Office of the Gobernador Militar

1. While in the village, visitors must abide by the 9 p.m. curfew.
2. No firearms are allowed on the island. Firearms are to be surrendered against their return upon departure. Weapons aboard a visiting ship may remain there.
3. The military garrison is essential to the national duty. No sailors are available at any time to accompany visitors. In the interest of efficiency, no enlisted man will respond to questions from visitors.
4. Visitors may hire native residents as guides and workers, but visitors will be responsible for every sheep stolen near their passage.
5. Information of criminal activity must be reported to the Military Governor. Failure to do so is a criminal offense.
6. Visitors also must keep the Governor's Office informed as to their whereabouts and plans. Visitors may not make arrests or undertake other police activities.



Chilean town. He asks if he knows a Rita Odúl or a Carmen Finos-Perez, or participated in the murder of two unidentified women in La Calera. Finally, he asks if the investigator knows anyone in Chile who might supply a character reference. The same questions are asked of each player character. The stenographer types up their responses. Each investigator must sign his or her respective statement. The stenographer leaves the office.

"Now, gentlemen, I wish to know what business brings you to this god-forsaken island, and how long you wish to stay. The timing of your arrival, the extraordinary kidnappings here, and the mysterious expedition of the murderous Carl Stanford and the eighty-eight other members of his party begs my interest and is clearly within my responsibility and authority. You will tell me the truth without decoration. How are these events connected?"

To gain Capitán Pereira's cooperation, this question must be answered in some detail. If the investigators tell the truth about the Silver Twilight, its blasphemous and murderous intent, and explain their own participation in an international effort against the cult, that will be enough for Pereira to believe. They should ignore describing the Cthulhu Mythos, but emphasize Carl Stanford's insanity. Pereira will like the international angle, because it promises to bring him onto the larger political stage he has long craved.

Grant Winwood, Jacob Hancock, or Inspector MacDougell of the Inverness police might serve as useful references. David Lee, if still in Valparaiso, would be superb. Grant Winwood is known by name to Pereira, who often has little to do but scan film magazines. With a successful **Fast Talk** roll, the investigators' tale of the suicide of the famous director Eric von Varnstein brings tears to the Capitán's eyes.

If the investigators convince Capitán Pereira that they are telling the truth, he promises nothing, but grants them a free hand outside the village and farms as long as they kill no sheep. He writes a note of introduction to Professor Methridge, who can answer questions about the kidnappings, and who also can find them temporary housing.

If the investigators fail to convince Pereira, he throws them off of the island after allowing them to interview Professor Methridge. They'll have to stay aboard their ship and come ashore surreptitiously, for which they may be arrested, or return to Valparaiso aboard the supply ship and then either return aboard their own ship or use it to pursue Carl Stanford toward soon-to-be-risen R'lyeh.

If the Investigators Arrive from Valparaiso

If the player characters arrive from Valparaiso aboard their own ship, matters proceed much as if they arrived directly from the United States. If they arrive aboard the regular supply ship, matters go just as they had when Pereira inspected their visas in the section above.



Methridge

This time they are met on the beach by the leader of the university team, Professor Winthrop Methridge, alerted by radiogram (after a lunch between David Lee and the American *charge d'affaires*), and by a Chilean naval lieutenant. The lieutenant has orders to bring the group to Capitán Pereira. Methridge offers to accompany them and

on the way fills them in on what happened recently. He also answers general questions about the island. See **Watcher's Papers 4**, nearby.

Methridge is a thin, intense man about fifty years old. Presently he is much troubled by the loss of more than half his group. He makes no guess at the reason for the kidnapping, but that is surely what happened, and it is all connected with his archaeological work. See **Watchers Papers 4** for more about the archaeological work.

PROF. WINTHROP METHRIDGE, age 50, Leader of the Archaeologists

STR 14	CON 10	SIZ 10	INT 15	POW 15
DEX 12	APP 09	EDU 21	SAN 70	HP 10

Damage Bonus: +0.

Weapon: none.

Skills: Anthropology 30%, Archaeology 70%, Astronomy 15%, Bargain 45%, Conceal 35%, Credit Rating 45%, Cthulhu Mythos 01%, Drive Auto 30%, Fast Talk 25%, First Aid 35%, Geology 25%, History 40%, Jump 30%, Library Use 50%, Occult 05%, Persuade 55%, Photography 25%, Psychology 30%, Sneak 25%, Spot Hidden 60%, Swim 40%.

Languages: French 55%, German 55%, Latin 15%.





Professor Methridge's Statement

"We landed as a team on the island three months ago, after gaining full permission from the Chilean government to conduct excavations. We then surveyed the island, a large job that took about six weeks. After that, exploratory trenches were dug in likely spots, including an old funeral monument and an abandoned village.

"At two locations we made most interesting finds. At the site of the abandoned village, east of the Katiki volcano, we found a layer of burned material two feet under the surface. This evidence of a large fire there several thousand years ago is noteworthy because there is little vegetation on the island. That may eliminate a forest or brush fire as a cause.

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

"In measuring the site, one of our graduate students stumbled upon a hidden crack, which had opened to reveal a hollow interior, a sort of catacomb. This catacomb contained sixteen mummified bodies standing in niches. A vase and three statuettes were also discovered here. A few hours after this discovery, the kidnappings began.

"Those who disappeared include six members of the university archaeology team, three native islanders, two shepherds, and two sailors from the Chilean military garrison.

"These seemingly random disappearances occurred the night after the discovery of the several statuettes and the clay vase. Those finds had 'fish-man' motifs and similar graphical references, a theme unknown before on Easter Island.

"The vase and statuettes are held by Captain Manuel Pereira, the military governor of the island."

Watchers Papers 4

The Artifacts in Pereira's Safe

If the investigators ask about the artifacts found by the university archaeology team, and can make successful **Persuade or Fast Talk** rolls, Pereira will allow them to examine the artifacts. He keeps the artifacts in his office safe.

There are three statuettes and one clay pot. The statuettes are nearly identical. Each is about a foot high, depicting a humanoid figure. There is webbing between the fingers and toes. The face and head are vaguely human. The eyes and mouths of the figures are large and frog-like. The ears have extremely long lobes. A successful Cthulhu Mythos roll suggests that the three figures are distorted likenesses of deep ones.

The vase is decorated with the picture of a crouching man facing another crouching figure resembling the three statuettes. Between them is a strange design, one recognizable as part of the stone Arc of Vlastos, most likely found in the "Devil's Canyon" adventure.

A thin, dried film of a resinous substance covers the interior of the vase. A successful **Occult, Pharmacy, Chemistry, or Cthulhu Mythos** roll identifies the substance as the concentrated tar of the Black Lotus flower, a rare hallucinogen. In this powerful form it is a POT 15 poison. Anyone who tastes it needs a successful **Luck** roll. Success means only a small amount was ingested, costing five hit points as well as having the following effects. In ten minutes the taster is in a comatose state for 1D12 hours. While comatose, hallucinations reveal visions of great cities of the deep ones far below the surface of the sea, without adding points to Cthulhu Mythos.

If the Luck roll fails, then the taster takes the full effect of the poison, which occurs within two minutes. If he or she survives, the hallucinations mentioned in the preceding paragraph still happen.

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

Village of Hanga-Roa — Military Enclosure

This section of the village houses some two hundred Chileans, foreigners, and their families. Most buildings belong to the government — barracks for the garrison,



administration offices, and so on. The remainder house families of the officers and some of the civilian sheep ranchers.

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

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

The Five Rancheros

Most rancheros are staying within the village area until the mysterious disappearances are resolved, but five rancheros have decided to conduct business as usual. They are normally out of town. Each packs a .22 pistol and twelve rounds that do 1D6+2 damage. They care for their flocks, but each has a 10% chance per day of not coming back, due to capture by deep ones. Investigators exploring the island have a 20% chance per day of meeting one of these men guarding his flock.

All sheep ranchers can tell the investigators about strange lights seen on the slopes of Rano Raraku volcano during the last two weeks at intervals of three days, around midnight each time. If the investigators contact any of the five ranchers outside the village, they tell of lights flashing from the hillsides, of figures standing around the stones, and of voices chanting. If an investigator's player can make a successful **Fast Talk** or **Persuade** roll, the ranchers try to repeat what they heard — *Ehyayaya N'gaiaiai vultgn mingualf Cthulhu pharmgmn*. These stockmen now fear the area around the volcano and keep their sheep well away from it.

Village of Hangaroa

— Native Section

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

These people live in poverty, with little proper clothing. Many residents wear cast-offs from the military section. If the investigators hire them as bearers or



guides, they find them jovial, kind, and helpful, unlike some of the Chilean descriptions. If the player characters talk to them about what is happening on the island or about Mythos things or ideas, they become silent and mumble something about *Hanau-Eepe*. If an investigator buttonholes an Easter Islander and the player succeeds with a **Persuade** or **Fast Talk** roll, the islander explains that the Hanau-Eepe were evil men who lived on the island many years ago. There have not been any of these people for hundreds of years, but the villagers think that somehow they have had something to do with the kidnappings.

The investigators easily could hire many islanders but the Governor's office will not allow the hiring of more than six. The islanders do not desire money for payment, but request food, clothing, shoes, and similar goods.

A three-foot wooden fence surrounds the village area. Residents must carry a pass to go beyond it after the 9 P.M. curfew.

Quarters and Disappearances

Professor Methridge and the three remaining members of the archaeological team can be interviewed about the kidnappings. All are staying with families of the missing sheep ranchers and are American citizens. The investigators can make similar arrangements for no charge — the families feel safer when more people are around.





Breakfast and dinner (mutton or fish) comes with the deal.

The disappearances took place recently, as the keeper wishes to coordinate the disappearances with the arrival of the investigators. All those missing had camped in the hills at the Ahu-moai site. They vanished without a clue. Searchers found their tents and cold fires. The native residents who disappeared were their bearers and diggers. The sheep ranchers were tending their flocks nearby the Ahu-moai site. The sailors had investigated a sheep kill and were returning at night.

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

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

Father Jorge

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

He is fifty years old, obese, and devout. His hobbies are food and anthropology.

An epicure, he invites the investigators to a magnificent seafood dinner at his home once he hears of their arrival. He maintains a careful selection of Chilean wines.

His other hobby is anthropology, especially South Sea island cultures. He speaks Polynesian well. His home overflows with books on food and drink, and anthropological journals. A successful **Library Use** roll allows investigators to find any information they are looking for about Easter Island native culture.

The Father is a practical man. He studies legends and histories because he wishes to understand the people better. He is not superstitious and if the investigators



Fr. Jorge

bring up Cthulhu Mythos information he will listen with great interest, but will not believe a word of it. He is in poor physical condition, and will not help the investigators explore the island.

FATHER JORGE HAEDO, age 50, Catholic Priest for the Island

STR 12	CON 07	SIZ 13	INT 11	POW 10
DEX 09	APP 08	EDU 13	SAN 65	HP 10

Damage Bonus: +1D4.

Weapon: none.

Skills: Accounting 15%, Polynesian Anthropology 45%, Bargain 40%, Church Doctrine 40%, Credit Rating 40%, First Aid 40%, Gourmet 45%, History 20%, Library Use 40%, Natural History 35%, Occult 15%, Psychology 44%.

Languages: English 25%, Latin 25%, Polynesian 70%, Spanish 75%.

If the investigators do bring up legends or stories concerning magic or the Cthulhu Mythos, Father Jorge cites the general superstitions of mankind. As an example, he cites sailors who report strange things flying around Rano Raraku and Rano Kao. He dismisses the tale as obviously a low, fast-moving cloud combined with the active imaginations of illiterate men. He is confident that there is a logical, though possibly criminal reason for the current disappearances.

If the investigators discuss the people of Easter Island, Father Jorge will give some or all of the following information if they seem interested.

- *Until the coming of the Church, the islanders worshipped Make-Make, a pagan god of creation.*
- *A religious cult died out many years ago. It involved some form of "bird man", carvings of which can be seen on rocks all over the island. It was called the Tangata-Manu, the Cult of the Birdman.*
- *When the Tangata-Manu wished to elect a new priest, the aspirants would line up on the Cliff of the Birdmen at the base of Rano Kao, dive into the water at a signal, and swim for the small island of Motu-Nui, which had religious significance. The first man to reach the island became the new priest.*
- *Islanders say they were not the first people on the island, but were preceded by a people called the "Long Ears". It was the Long Ears who raised the island's famous statues.*
- *The statues are called "moai". Some are supposed to have magical powers that protect them while others do not, and are nearly effaced by the effects of the weather. The most perfect statues are those on the slopes of Rano Raraku.*



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

Military Garrison

The investigators may wish to talk to one or more of the Chilean sailors to gather more information. The sailors have 2D6 EDU and speak only Spanish. If the investigators question a group of sailors in Spanish, they get no answers and are reported to Pereira: each member of the group is afraid the others will report him.

If they can find a man alone, while on guard duty or otherwise alone and a player succeeds with a **Fast Talk roll**, he or she will be told of several creatures seen flying across the night skies of the island, especially around Rano Raraku and Rano Kao. Men on night patrol always notice these things, none of which have been seen clearly. The sightings are new — they began shortly before the kidnappings.

These objects vary in size. Some are man-size, others three or four times as big. All have wings. Many have seen these things but have not reported them for fear of Pereira's anger. Father Jorge knows of them from the confessions of the troops. The sailors believe that these creatures are sendings of the Devil and want nothing to do with them.

The sailors also mention strange glowing lights on the slopes of Rano Raraku. They believe this volcano leads down to Hell. No sailor has ever gone near the lights, but they all know that the lights occur every three nights, at about midnight.

The Singsong

Every night the Easter Islanders hold a singsong somewhere in their part of Hanga-Roa. It is supposed to be very pleasant to hear.

Father Jorge recommends it if the investigators wish to learn about the native islanders. The investigators can also learn about it if they are in town at night and receive a successful **Listen roll**, or if they inquire what the residents do at night, or if they inquire what sort of entertainment might be had in the evening.

The singsong always starts shortly before dark falls, and continues until about 10 P.M. Many songs are sung. But just as the sky in the west darkens and all the stars become visible, the natives break off whichever song they were singing and break into a new, very rhythmical song. A successful **Mythos or Occult roll** tells the inves-





tigators that the song has the form of an incantation, but that its purpose cannot be defined. If the player characters ask any of the people what the song is, they are told that it is customary that the song be sung just as all the stars come out, and has been so for hundreds of years.

At the singsong, an old and revered man leads the songs. If an investigator impresses him with a short speech in heartfelt **Spanish** (D100 result of 01-25), and asks about the disappearances on the island, the old man says that a great evil is loose, but that he does not know what it is. The other islanders warm to the investigators. They tell them that the last priest of the Birdmen still lives and that he dwells in a secret cave in the side of Rano Kao. If the priest of the Birdman wishes, he could help the investigators. The islanders can provide a guide whom the investigators may hire to take them to the priest, the *Tangata-Manu*.

The Tangata-Manu

The cave of the Tangata-Manu is high up the side of Rano Kao. The cave is difficult to find and a guide will always be needed. It is above the Cliff of the Birdmen. Each investigator needs a successful **Climb and Jump** rolls to reach the cave. If either roll fails, the player must make a successful **Luck** roll or the investigator falls for 3D6 hit points of injuries.



The Tangata-Manu

At the mouth of the cave an old man who looks at least ninety, but is actually twice that old, meets them. He speaks to them in English. He is less than five feet tall. He has no teeth. He wears a feather loincloth and cape. He tells them he is the Tangata-Manu, the priest of the Birdmen. If asked where he learned English he replies that he has learned all the languages of the world from the birds of the air, which fly everywhere.

The guide explains how the investigators know of the cave and why they are on the island. The priest invites them in. Before he lights a torch, they hear scuffling noises. Strange signs cover the walls. Those with any points in Cthulhu Mythos recognize many Elder Signs mixed into the patterns.

The cave of the Tangata-Manu is a straight tunnel, with only a sleeping pallet and the items described. A giant sea eagle always acts as guard for the priest. This creature made the scuffling noise as the group entered. It will defend the priest to the death.

The priest asks why the investigators have come to the island. If they tell the truth (he knows if they do not), he gives them more information:

- *The islanders were not the first people on Easter Island.*
- *The Hanau-Eepe, the Long Ears, were here first.*
- *The Long Ears changed from fish to men in ten generations. They were not like us.*
- *They built the moai and the place of star-watching which is on this mountain.*
- *They told the first of our people who came to the island that the island was sacred to their priest, who lives below the water.*
- *When our people first came they welcomed us, but then they killed some of us most horribly, as food for the moai.*
- *The moai are somehow alive, but this is not really understood.*
- *The first Tangata-Manu prayed to the old gods of the sky for aid and was answered by the god Noa.*
- *With the knowledge given to him and the Crystal of Noa, we destroyed the Hanau-Eepe in a great war and burned their bodies. This explains the layer of burned matter found by the archaeologists.*
- *Finally, if an investigator seems apt to the priest, he has four spells and a skill which he will teach if an investigator decides to follow him and become a priest of the Birdmen. That will take many months of apprenticeship.*

The Three Gifts of Noa

He may then offer to let the player characters use the three Gifts of Noa to destroy the evil.

The first item he lends is the Mask of Noa. It is carved of wood. When worn, it allows the wearer to breathe underwater. The first wearing of the Mask costs **1D6 Sanity points**. Every five minutes of Mask use costs **1 magic point**.

The second gift he lends is a set of directions to the Crystal of Noa, and an explanation of the Crystal's use. It is the size of a man's hand and glows softly. When the words *Noa Noa nafl' ftaghn* are spoken while holding the Crystal, it emits a bright flash and a thin beam of light doing 1D3 hit points each round to whomever or whatever it is aimed at. The Crystal has a range of a hundred yards. It never misses. Each firing of the



Crystal costs the user 1 magic point. The Crystal was put in a very safe place after the defeat of the Hanau-Eepe — the Mask of Noa was used to dig a tunnel to the island of Motu-Nui, and at the end of the tunnel the Crystal was hidden away.

The third gift is the Spear of Noa, but this the priest will not lend unless the investigators swear to purchase enough clothing and footgear to clothe and shoe all the Polynesian residents of the island. In Chile, this would require about eleven thousand dollars, or ten dollars per islander resident. Like the other gifts of Noa, the Spear of Noa is magical, automatically striking the correct target for 1D10 hit points when thrown. It cannot be Dodged, and no DEX roll can prevail against it. The Spear may be thrust, but then a normal roll to hit must be made — the spear automatically hits only when thrown. This counts as a magic weapon against various monsters, including lesser and most greater servitors.

The Tangata-Manu says that there is an entrance to the cave of the evil god in the side of Rano Raraku volcano. To find it they must go to *Orongo*, the place of star watching. It is a circle of low stones. There they must find the sign of the frog on one stone and sight from it across the keystone. That point marks the entrance to the cave of evil.

To find the cave of the Crystal of Noa, they must go to the Cliff of the Birdmen and look to Motu-Nui, the sacred island. Fifty feet below the surface is the cave. It was to this outcropping of rock the aspirants to priesthood would swim when choosing a new priest.

TANGATA-MANU, age 175 years, Priest of the Birdmen

STR 08 CON 15 SIZ 05 INT 15 POW 15
DEX 10 APP 17 SAN 52 EDU 06 HP 10

Damage Bonus: -1D4.

Weapons: none.

Spells: Charm Animal, Command Animal (Giant Eagle), Command Porpoise, Enchant Spear.

Skills: Speak All Common Living Languages 60%, Speak with Birds 80%.

GIANT SEA EAGLE

STR 26 CON 11 SIZ 16 POW 15
DEX 18 MOV 5/12/20 walk/fly/dive HP 14

Damage Bonus: +2D6.

Weapons: Beak 75%, damage 1D10
Claw 50%, damage 3D6 + 2D6

Skills: Listen 80%, Sense Approaching Storm 90%, Snatch from Water or Ground 90%, Spot Hidden 99%.

The giant sea eagle may attack three times each round, once with each claw and once with its beak. If it is attacking by swooping down from a height, it may not bite, but the claws will do double damage if they hit the target. This giant eagle is able to pick up and carry a human of SIZ 11 or less for short distances without harm — if it wishes.

Orongo, The Place of Star Watching

This spot is simply a collection of stones and holes dug into the side of Rano Kao. A successful **Spot Hidden** roll allows investigators to notice the entrance to the cave of evil on the side of Rano Raraku, as long as they have already met the Tangata-Manu and have been told about it. If they are simply exploring, noticing the entrance requires successful **Luck, Archaeology, and Spot Hidden** rolls, all by the same player.

Motu-Nui, The Isle of the Crystal

If an investigator has donned the Mask of Noa, or has diving equipment, and is looking for the entrance to the underwater cave, successful **Luck and Spot Hidden** rolls reveal the cave. Each attempt to find the entrance takes fifteen minutes. The entrance to the cave is always guarded by 1D3 deep ones, but they will not enter the cave. An investigator with Swim 80% or more may find the cave entrance without artificial or magical aids.





Inside the tunnel is a softly glowing crystal about the size of a man's hand. It rests in the sand, at the center of an Elder Sign. Whoever removes the crystal from its resting place magically loses 1D6 hit points, as if electrocuted. Healing is normal.

This will only happen once to whoever removes the Crystal from the Elder Sign. The stone can be stored again in the center of any Elder Sign, and no creature, henchman, or sorcerer of the great old ones can disturb it until a human of decent intent first moves it and loses the hit points. The crystal's other powers have been described earlier.

Rano Raraku

On the slopes of Rano Raraku are fifty-three *moai*, the original statues built by the deep ones to serve as Watchers for the rising of R'lyeh.

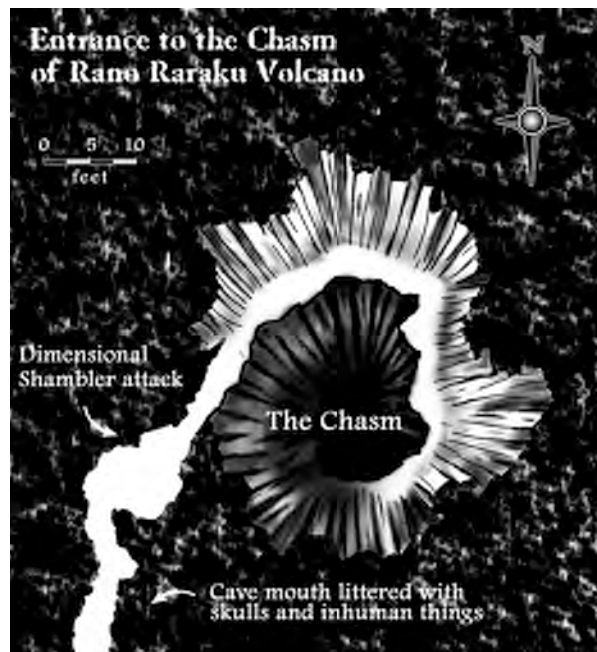
The statues stand about three hundred feet up the side of the mountain. They face various parts of the encircling ocean to the west and south. None face toward North or South America.

Four hundred feet up on the southeast side of the mountain is a hidden entrance. This is the cave of evil. It leads to a buried monolith deep within the mountain. Jutting cliffs and boulders conceal the entrance so that it cannot be seen from above or below. Accidentally discovering the entrance requires the investigators to be at the right height on the mountainside. To reach the entrance requires one or more successful **Climb** rolls to get there, and a successful **Idea** roll and a halved **Spot Hidden** roll to notice the probability of an entrance. Two attempts per day are allowed to find the cave mouth. At night, there is a 40% chance of encountering a party of five deep ones patrolling the mountain.

If the player characters have seen Rano Raraku from Orongo, the place of star watching on the side of Rano Kao, only a successful **Spot Hidden** roll is needed to find the cave mouth.

The cave mouth is fifteen feet across; its lips are carved with images of human skulls interspersed with monstrous things — tentacles hanging from their faces. A successful **Cthulhu Mythos** roll identifies these dismaying images as related to Cthulhu and his spawn. A dank, rancid smell comes from the dark interior.

When the investigators pass the carvings, a magical ward summons a dimensional shambler to the attack. The shambler pops into existence at the widening of the passage indicated on the nearby plan, "Entrance to the Chasm of Rano Raraku". The shambler does not leave



this area, though it can maneuver all about this wide part of the cave. When half of its hit points are gone, it shimmers, fades, and tries to grab one of the investigators and then return to its rightful dimension.

DIMENSIONAL SHAMBLER

STR 19 CON 17 SIZ 19 INT 08 POW 11
DEX 10 MOV 07 HP 18

Damage Bonus: +1D6.

Weapon: Claw* 35%, damage 1D8 + 1D6

can attack with both foreclaws at once, at the same DEX rank.

Armor: 3-point thick hide.

Spells: none.

Skills: Climb 20%, Dodge 20%, Grapple 20%, Listen 40%, Sneak 20%, Spot Hidden 30%.

Sanity Loss: 0/1D10 Sanity points to see a dimensional shambler.

If guns are fired during this fight, those in the Sanctuary of the Monolith (below) hear the reports and make defensive preparations or come up to investigate.

The cave of the shambler opens to a chasm about sixty feet across. The smell of rotting flesh wafts up from the bowels of the volcano. Around the interior of the chasm a way spirals downward, cut from the lava tuff of the island. This spiral ramp varies from one to three feet wide with no handholds. Lacking climbing rope or other aids, characters need **five consecutive successful Climb rolls** to reach bottom. The chasm is a hundred



feet deep, so a fall from the top would cost 10D6 hit points.

Every twenty feet there is a 20% chance (non-cumulative) that the tuff crumbles under the weight of a character. A successful **Luck roll** is then needed to prevent a fall.

At the bottom of the chasm is another wide, high area. A tunnel leads to the north. A faint light comes from it. The stench now increases enough that humans will be nauseated and each character must subtract six from his or her DEX, until reaching fresh air. If a character's DEX is reduced to zero or less, he or she collapses and must be carried from the caves at some point.

Sanctuary of the Monolith

A winding tunnel leads to another cave at the bottom of the chasm, into a larger, natural cavern eighty feet across and twenty feet high.

In the center is a chiseled stone slab approximately three feet thick, six feet wide, and eight feet high. Blasphemous images cover it, of such malignance that merely looking these depictions automatically costs a Sanity point.

Set atop the monolith is a statuette of Cthulhu, recognizable by anyone with **Cthulhu Mythos 05% or more**. Though the statue is made of the green stone of Mnar, tendrils of sickening gray smoke waft up from the

monolith itself. The smoke drifts up toward the ceiling of the cavern, which cannot be seen due to the thickening cloud. The horrible stench may be coming from the smoke.

Before the monolith is a natural stone podium or altar. Upon it is a large book, one by two feet in size, and three inches thick. It is bound in black material. The book is a copy of the *R'lyeh Text* which has been translated into English. It has lost nothing in the translation. *Sanity loss 1D8/2D8; Cthulhu Mythos +15 percentiles; average 54 weeks to study and comprehend.* **Spells:** Call Cyaegha, Contact Cthulhu, Contact Deep Ones, Contact Father Dagon, Contact Mother Hydra, Curse of the Stone, Grasp of Cthulhu, Wave of Oblivion.

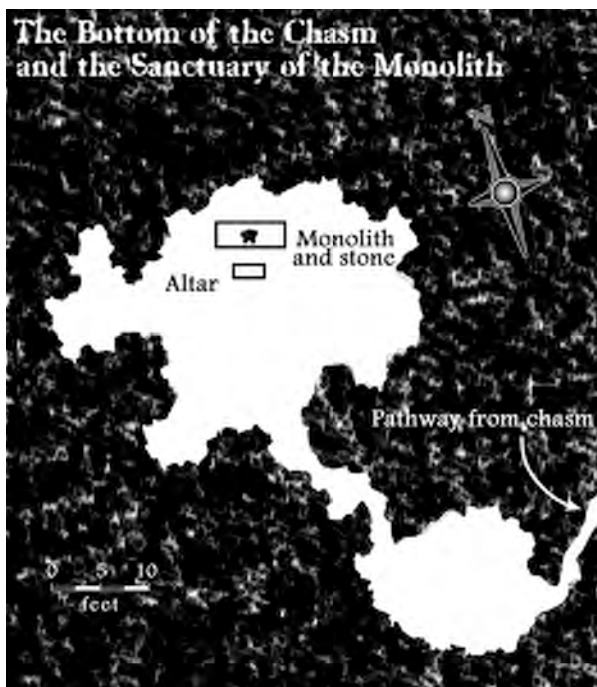
This book belongs to the Crawling One, who uses the sanctuary as a lair when not making sacrifices or consulting with the deep ones. If the player characters touch the book or the monolith, or if a deep one or the Crawling One orders it to, the monolith will attack.

The Monolith

If the monolith attacks, the gray smoke coming from the stone slab separates into 1D8 strands, each like a tentacle. At the same time a quiet chanting will start, "*Eyahyahayhaaahaaahaaa nguluiiii yagagaga Cthulhu nafl taghn*," and quickly increase in volume until in five rounds it is loud enough to cost a hit point per round by its very intensity. This damage is done to all within the chamber, except the Crawling One.

Each tentacle of smoke now has STR 5. Each tentacle of smoke attempts to throw rocks, hit, trip, and otherwise impede investigators. Each tentacle action has a 30% chance to hit or otherwise succeed. If a tentacle of smoke successfully grabs or hits, it wraps around the target and tries to lift him or her by a **Resistance Table match of STR 5 vs. player character SIZ**. If the tentacle fails to lift the player character, it hangs on until other tentacles also hit the character — then they combine STR to try to lift him or her. This continues until they are able to lift the investigator to the cavern roof and smash him or her down against the floor, doing 2D6 damage. The tentacles keep this up, smashing their target on every second round until he or she dies, or until the monolith is destroyed. An investigator who has been lifted by the tentacles cannot break loose, and is doomed.

Once grasped by a tentacle, an investigator cannot break free except by forcing his or her way to the Sanctuary's entrance and entering the tunnel that leads





up out of this evil place. In order to do this, he or she must succeed in a **Resistance Table match of STR vs. tentacle STR**.

- At the keeper's option, each tentacle also has the power to drain blood through the skin of the victim, draining one hit point per tentacle per round. The investigators can see red streaks suddenly shoot up the gray smoke tentacles. The monolith can continue these attacks indefinitely. Seeing the monolith feeding on blood costs 0/1D4 Sanity points.

Fighting the Monolith

CTHULHU'S STATUETTE: Though non-magical weapons will not affect it and bullets simply bounce off, the monolith can be destroyed or prevented from working in a number of ways. If the statuette of Cthulhu atop the monolith is shattered, the monolith will cease action. The statuette can only take 30 points of damage from a magical weapon before shattering. No non-magical weapons can harm the smoke tentacles.

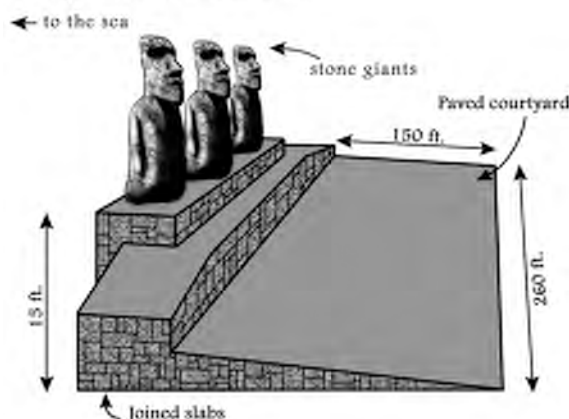
EXPLOSIVES: Dynamite, nitroglycerin, or black powder in sufficient quantity would damage the monolith, but not the all-important statue. A powerful blast would also cause parts of the roof to cave in, and require successful **Dodge rolls** for all investigators (or take 2D10 points of damage from falling rocks). There is a 40% chance that a strong explosion will seal the exit, trapping the investigators.

ELDER SIGN: If an investigator carves an Elder Sign into the monolith, that sigil will seal it off from Cthulhu. All attacks will cease.

CRYSTAL OF NOA: There is one way in which monolith and statuette can be completely destroyed. The Crystal of Noa must be smashed against the side of the monolith. If it is thrown, an investigator of STR 16 or more must make the **Throw roll**. If the crystal is smashed against the monolith by hand, it automatically breaks, but the investigator doing the smashing loses 3D6 hit points from the shock.

When the crystal is broken, blinding light engulfs the monolith. Everyone watching needs a successful **Luck roll**, or he or she goes blind for 1D6 days. In addition, the chanting rises to a violent shriek for one round, causing everyone in the room to lose an additional 1D2 hit points. Then both light and noise die away, and only a blackened pile of molten rock will remain in the Sanctuary. Leaving the cave, the investigators see that all the moai on the slopes of Rano Raraku have crumbled into rubble.

Diagram of the Ahu-Moai



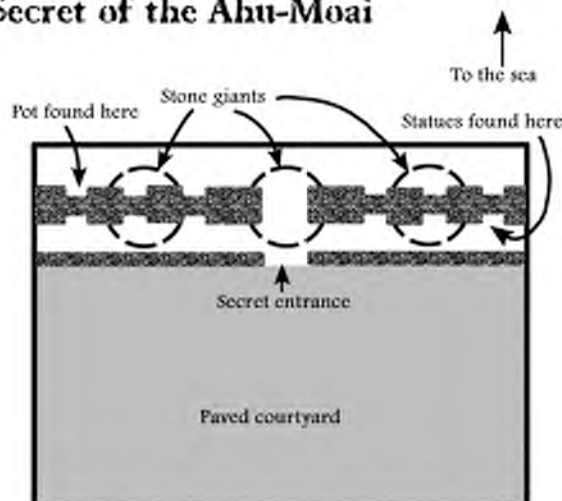
The Ahu-moai

There are several Ahu-moai scattered over the island. They were used as burial chambers for priests of the Old Ones after the majority of the deep ones left. A successful **Archaeology or Chemistry roll** indicates that the mummies are at least a thousand years old. If examined closely, the bones exhibit the taint of the deep ones. This can be confirmed by a successful **Cthulhu Mythos, Medicine, Anthropology, or Biology roll**. If the investigator has no Cthulhu Mythos points, the emotional shock of this confirmation costs 1/1D3 Sanity points.

Tunnels of the Deep Ones

The deep ones built these tunnels when they dwelt in force on the island. Lava rock decays fairly rapidly, so

Secret of the Ahu-Moai





most of these tunnels have collapsed. The only entrance is in the side of Rano Roi; the only exit is in the ocean. Some side tunnels are still open, and it is in one of these that the deep ones hold their remaining human captives.

There are fifteen deep ones in the tunnel complex. Five stay with the humans. Every night, the remaining ten break up into two groups, one of which patrols Rano Raraku while the other searches the hills for animal or human prey. They have a 10% chance of coming upon a lone shepherd or a sailor, or of finding investigators who are out on some mission.

The tunnel system's entrance can only be found by tracking the deep ones back to their lair. The deep ones have a 30% chance to realize that they are being followed and consequently setting an ambush. A character following the deep ones must receive a successful **Track** roll.

Every third night, one of the remaining human captives will be sacrificed. He is brought by ten of the deep ones to the line of moai on Rano Raraku.

If attacked, the deep ones defend themselves, but if they lose more than three of their group, all flee to the sea.

If the Crawling One is still alive and the deep ones are driven from the island, they will summon a spawn of Cthulhu, who will attempt to kill all the investigators, even leveling the village of Hanga-Roa if necessary. If the investigators manage to kill all the deep ones but not the Crawling One, a spawn of Cthulhu will be summoned by other deep ones in a month's time. If the Crawling One is destroyed, the deep ones will not bother to summon the Spawn.

All deep one human prisoners have gone insane. All have undergone terrible shocks. If a player character successfully **Psychoanalyzes** a prisoner, he or she tells of being overwhelmed by the fish-frogs and by a hooded thing on the back of a great winged horror. If the prisoner is asked for more detail on the hooded rider, in reply there is only the cry, "The worms! The Worms! THE WORMS!" and then he or she lapses into catatonia.

Deep One Guards

	1	2	3	4	5	6	7	8
STR	14	13	19	20	16	21	23	21
CON	07	09	08	11	12	09	08	09
SIZ	19	20	21	16	21	14	12	12
INT	11	15	08	07	07	12	11	11
POW	08	11	10	08	11	07	12	11
DEX	08	10	09	11	10	08	08	10
HP	13	15	15	14	17	12	10	11

MOV 8/10 Swim

Damage Bonus: +1D6

Weapons: Claw * 35%, damage 1D6 + 1D6

Hunting Spear ** 35%, damage 1D6 + 1D6

* they may attack with each claw per round.

** deep ones thrust with these underwater; they do not throw them through the air.

Armor: 1-point skin and scales.

Spells: Contact Cthulhu, Contact Spawn of Cthulhu, Enchant Moai.

Skills: Hide 47%, Scan in Dim Light 66%.

Sanity Loss: 0/1D6 Sanity points to see a deep one.

The Crawling One

"The nethermost caverns are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that





the soul of the devil-bought hastes not from his charnal clay, but fests and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."

-H. P. Lovecraft, "The Festival".

This quote can be found by anyone possessing a copy of the *Necronomicon* who has successfully studied the book.

The Crawling One is composed of thousands of worms and maggots. Each squirming member is individually alive and constantly moving, though they always hold to the general shape of a human body. Crawling Ones cannot speak, but can write messages. It is unnecessary for them to use words in performing spells or when communicating with their monstrous wards and gods.

The Crawling One on Easter Island serves Great Cthulhu. He is one of the Lords of the Silver Twilight. He came to the island on his mount, a shantak, and contacted the deep ones a little over a month ago. He arranged for the aid of the deep ones now living in the tunnels below Rano Roi. He helped to capture the humans from the back of his shantak. The mighty wings of his beast beat out every trail that rescuers might have followed.

Since then, the Crawling One has followed the ritual of sacrifice for restoring Power to the moai. Every third night at midnight, he has the deep ones bring a captive to the moai of Rano Raraku. The ritual chant is performed by the deep ones present, and takes ten minutes, after which a dagger is plunged into the captive. All the victim's Power flows into the dagger, which then glows as if white-hot.

The Crawling One points the dagger at three statues in turn, and a lightning-like bolt of power arcs from the dagger point to each moai. The Power divides equally among the three statues. This is the flashing light which the soldiers and shepherds have seen over the last few weeks.

If watching the ritual and observing the statue closely, the observer sees the statue twitch and its eyes open. The statue's eyes look just as if alive — wet and glistening. After the first pulse of energy, the statue soon settles back into immobility. Anyone seeing the statue's eyes or seeing them move loses 1/1D6 Sanity points.



The Black Tarry Pitch

The Crawling One always carries a small leather bag that contains its main weapon, a supply of black, tarry pitch. The Crawling One can throw it accurately at up to twelve yards. Hitting a target, the pitch adheres and begins to pulse and swell, sucking out the mind of the victim. Each round that the pitch remains attached, it drains 1D6 INT from the target.

The pitch may not be removed by any normal means. It continues to drain INT for three rounds, whereupon it hardens and drops off. If the victim's INT is reduced to nothing, the victim dies. If the victim's INT is zero, he or she survives as a vegetable. INT 1-4 indicates various degrees of mental retardation. No earthly technique can reverse the awful effects of this stuff.

The pitch works only on humans. If the investigators manage to slay the Crawling One and get his bag, they may want to try to use the pitch. Because it is such a ghastly weapon, using the pitch costs 1D3 Sanity points for each use. If the pitch is touched with bare or gloved hands, it adheres and drains the toucher's INT. The pitch may be safely thrown by a non-human or by using a metal scoop or some similar implement. There is enough stuff in the pouch for ten throws, but reduce that amount by the number of throws made by the Crawling One before his destruction.

Since different statues are charged by the ritual each time, the area of sacrifice also changes. After the sacrifice, the deep ones take the body back to the tunnels and consume it, leaving fragments for the Crawling One.

Between sacrifices, the Crawling One remains either in the sanctuary of the Monolith or flies the shantak to Rano Kao, where he uses Orongo, the place of star watching, to determine how close R'lyeh is to rising.

The Crawling One usually is at the place of star watching from midnight to 2 a.m., except on the nights of sacrifice, when he is away from the sanctuary all night. The Crawling One does not sleep.

CRAWLING ONE, ageless, Lord of the Silver Twilight

STR 06 CON 14 SIZ 10 INT 14 POW 20
DEX 08 MOV 08 HP 12

Damage Bonus: -1D4.

Weapons: Black Tarry Pitch 80%, damage special* (see nearby sidebar).

Various other weapons per base chance, damage as per weapon type.

Armor: none; however due to the soft and resilient quality of the crawling ones' bodies, normal weapons do minimum damage to the things. Bullets only do a single point of damage upon striking a crawling one, except for shotgun pellets, which do minimum damage for that gauge of gun and range. Fire, magic, spells, and enchanted weapons inflict normal damage to a crawling one.

Spells: Contact Deep One, Contact Cthulhu, Contact Spawn of Cthulhu, Dread Curse of Azathoth, Enchant Moai, Summon/Bind Dimensional Shambler, Voorish Sign.

Sanity Loss: 1D3/2D10 Sanity points for seeing a crawling one.

The Captives

When the scenario opens there are still nine humans captive in the tunnels at Rano Roi. One will be sacrificed the night the investigators arrive and the rest will be sacrificed every third night thereafter. The investigators have until the last sacrifice is made to stop the deep ones and the Crawling One, giving them 25 days from their arrival on the island.

If the players fail to stop the moai from being charged, they can still prevent effective use of the moai by destroying the monolith. If a spawn of Cthulhu attacks the town, the military governor allows the player characters full use of all supplies and ammunition.

When all the moai are charged, they become indestructible, and when R'lyeh rises, the Messenger of the Old Ones will be called to the island. This will give the players difficulties in the last scenario, "The Rise of R'lyeh".

For each captive of the deep ones that the investigators manage to rescue, each rescuer gains 1D3 Sanity points. If the monolith is destroyed, another 1D8 Sanity points will be gained.





The investigators pit their feeble resources against the combined might of the Lords of the Silver Twilight and the alien strength of the Cthulhu Mythos.

Keeper Information

By this time, players should know that the goal of the sinister Lords of the Silver Twilight is to raise the corpse-city of R'lyeh — “Earth’s supreme horror”. The investigators have just finished operations on Easter Island. They know that the cult has made many preparations, has many resources, and that the day of horror is almost at hand. To help the players understand the final step in the campaign, the keeper may need to give them some more information. Suggestions about this can be found in “The Present Situation” and “The Problem”, the following subsections.

The investigators should still be on Easter Island. If by some mischance they are elsewhere, adjust their information to fit their location. For example, Chile’s Captain Pereira plays a role in “The Voyage” — if the players have the investigators in San Francisco, perhaps an American navy officer can be substituted.

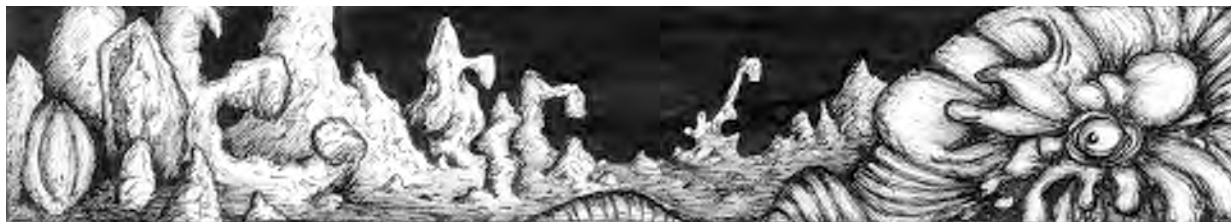
The Present Situation

The investigators may have learned the secret of the Watchers, and they have almost certainly done away with the monstrous Crawling One. More importantly, they have good reason to believe that Carl Stanford and the other Lords of the Silver Twilight will soon preside over the rising of the ancient island continent of R'lyeh and its sleeping master, Great Cthulhu. The Crawling One was sent to Easter Island to prepare the Watchers; the coven in Scotland desperately tried to gain the R'lyeh Disk; in Maine, the Silver Twilight recently and persistently tried to kill all the investigators. This coordination is world-wide.

As the investigators prepare their next step, appalling news arrives by way of the Chilean navy. Seismographs indicate much underwater activity a thousand miles south of Easter Island. The commander of the Chilean Navy feels that it would be inappropriate to send naval vessels to investigate the matter just now, given that tensions continue to run high with Chile’s neighbors (especially Bolivia). Wishing to keep all ships close at hand, he also recalls the *O’Higgins* and her escort from Easter Island.

The admirals recognize the importance of the sea-quakes, and want the phenomenon investigated. Professors from the University of Santiago speculate that the seismic activity heralds the rising of a new island. If so, naturally the Navy wants Chile’s territorial rights to be asserted over any new land, whether or not it is colonizable. At Captain Pereira’s behest, they decide to commission the investigators to survey the area of the sea-quakes.

To combat the Cthulhu Mythos, however, the player characters need the R'lyeh Disk, the Arc of Vlastos, and the spell information contained in preceding episodes. In poring over this stuff, each player may each attempt one



Cthulhu Mythos roll. If any succeed, then the group has figured out a potential use for their materials.

If all the Mythos rolls fail, then the keeper will need to give the information to them some other way. A convenient source might be a short interim scenario, in which the investigators' reward is a letter from Carl Stanford to one of his cronies, relating the same use for the Cthulhoid materials.

The Problem

However the investigators find their information, they see that the R'lyeh Disk, the Arc of Vlastos, and the spell information together can raise up from the depths the cyclopean island city of Great Cthulhu. Sensible players assume that the Lords of the Silver Twilight also has this information, and that the island reported to be rising may well be the dread land of R'lyeh itself, summoned from the sea by the Lords of the Silver Twilight. Is this where Carl Stanford will be found?

Careful examination of the materials and of the spell description suggests that Cthulhu's return may be premature. Perusing their Mythos books, the player characters learn that Cthulhu may only return when the stars are right. The stars actually are not quite right yet, though they are close. Use of the power contained in the R'lyeh Disk, the information in the Arc of Vlastos, and the spell description would allow the rise of R'lyeh a few years before the prophesied date. Without the R'lyeh Disk, the Lords of the Silver Twilight will be forced to muster every resource to raise R'lyeh before the propitious hour. Naturally, this will not deter them.

If the players have a book dealing with the Cthulhu Mythos, **roll D100 for a result equal to or less than 5 times the book's Cthulhu Mythos percentiles**. Success confirms all of the above information as well as determining that Cthulhu's personal tomb will be difficult to open and delay the process perhaps for some days. The tomb would be easy to open when the stars are right.

Strangely enough, the date that Cthulhu wakes is nowhere found in the investigators' notes — it is still at least a year or two in the future. To have any effect, a potent spell and concerted effort will be necessary for success in such a premature effort. Of course, once Cthulhu is out and ravaging once again, he will not care that he has been freed a few years ahead of the optimum time and, due or not due, he will immediately subjugate and destroy all human civilization.

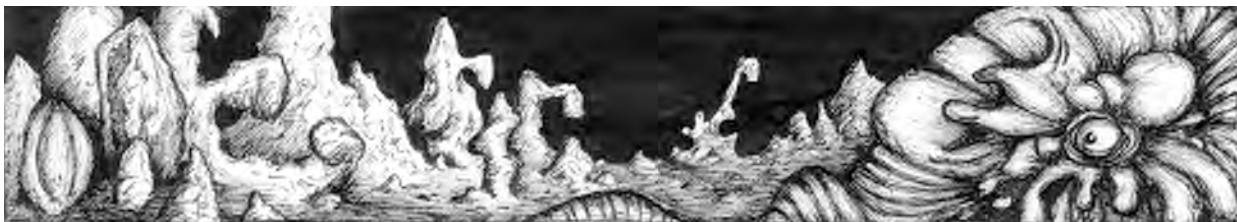
A Solution

Some hope exists. Opening Cthulhu's tomb ahead of the appointed astronomical time requires a spell related to the spell for raising the isle from the sea bottom. In fact, it is similar enough that using it might interfere with the tomb opening. If performed right, this interference would reverse the island's rise, and cause it to sink again. The investigators must land upon R'lyeh itself, and then throw the reverse of the last part of the Raise R'lyeh spell while the cultists are still chanting their own spell to open Cthulhu's tomb. The effects of the two spells will combine, and their energies will sink the island once again. To be most effective, the reversed spell must be cast from the top of the *Blue Monolith*, as is already clear from the spell information.

The investigators have a choice. They can ignore their destiny and refuse to seek out the halls of Cthulhu, or they can forge ahead and try to sink the isle of R'lyeh. If they shirk from the ultimate encounter with the Silver Twilight, the keeper has a few choices of his own. He might destroy the world with Cthulhu's release, thereby ending the campaign. Then he could start a new campaign. In it he could decide that the Silver Twilight's spells did not work as well as expected, and that they failed to release Cthulhu. This would leave Carl Stanford and the surviving Lords of the Silver Twilight as villains to plague the investigators during later adventures. Or, the keeper could assume that some other band of non-player character investigators had come to the same conclusions as the players — but they had gone on to take the place of the players' investigators and solved the problem. The keeper will probably wish to have these noble, self-sacrificing, enviably effective characters all perish when R'lyeh sank, to keep them from cluttering up future scenarios. In this third case, the keeper may or may not wish to have Carl Stanford and company get away, having failed to release Cthulhu.

In any case, investigators who refuse to fulfill their responsibility to save the world from Cthulhu and the terrible Great Old Ones leave open the possibility of having the world destroyed and lorded over by the foul star spawn of the Elder Races. If this happens, it is reasonable to force the player characters to lose SAN, because they are guilty of not having tried to stop the greatest horror conceivable. Their nightmares will be unceasing. The keeper may decide much Sanity the investigators should lose, but 3D6 Sanity points should be fair.





Keeper's Guide to this Adventure:

Behind the Screen

Finally, after months of battling obscene horrors and insidious cultists around the globe, it has come down to a showdown at R'lyeh. Great Cthulhu lies not dead but dreaming, awaiting the slow dance of the stars. Carl Stanford and his loyal followers are not so patient, and have begun to hasten the arrival of the Great One. Only the investigators are in a position to stop them! The fate of the world hinges on their decisions. With some preparation, you can give your players a dramatic and satisfying conclusion to this campaign.

More than any other, this chapter should be run in reaction to your players' actions, allowing them to dictate the final course of events. Why? The challenges that face the investigators at R'lyeh are ludicrously fearsome. Not only do they have to thwart the resurrection of a God, but they have to negotiate a non-Euclidian four-dimensional necropolis to do so! Oh, and there's also a small army of insane cultists led by an immortal sorcerer, and an alien Guardian-Thing. In short, this chapter is deadly enough to wipe out any group of investigators, no matter how well-armed or well-prepared. As we all know, this is no fun and it's no way to end a great campaign. That's where a good keeper enters the picture.

While other chapters have been scripted and detailed, this one is not. The course of events should be left up to your investigators, specifically in the way they approach the final confrontation. Do they plan a frontal assault with bandoliers of dynamite strapped across their chests? Are they going to sneak towards the Crypt avoiding the obvious approach? Maybe they think they can infiltrate the ranks of the cultists to gain a closer vantage point? Perhaps an aerial bombardment from the Graf Zeppelin or an underwater approach via U-Boat? All of these are valid strategies for different groups. As keeper, you should keep an open mind. Don't rule out an option, no matter how unusual. Ultimately, this will provide a more satisfying conclusion for your group as they will feel their decisions have made a difference. So how, exactly, does one accomplish this piece of keeper trickery?

First, make absolutely sure you know exactly what equipment, artifacts, spells, and items your group has in its possession. Ideally, they will have the complete R'lyeh Disk, the Arc of Vlastos, and the Raise R'lyeh Spell. The text describes how these items might be combined to foil Cthulhu's resurrection. Should your group not have this complete arsenal, don't worry about it. You can have any missing items in the possession of Carl Stanford and his cultists. Alternately, you can simply ignore the missing artifact. Maybe it's not required after all so long as your investigators use their resources carefully.

By now, you should have a pretty good idea of how your group is going to tackle this chapter. You should know their tendencies. If you aren't sure, just listen to them! It's a small matter to do a bit of extra preparation based on how they are likely to approach R'lyeh. For example, your investigators are armed to the teeth and have

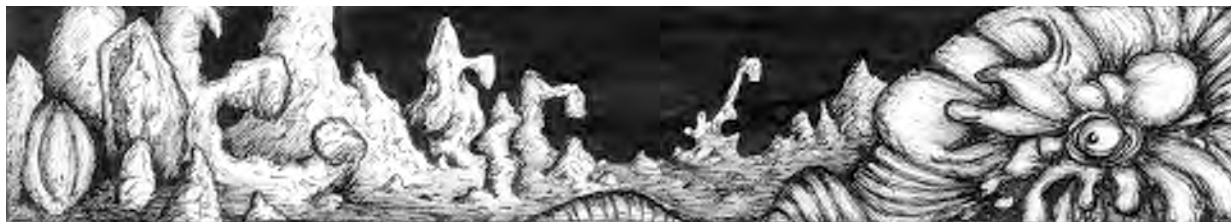
somehow recruited a Chilean destroyer to accompany them. It's fair to assume they are planning a Normandy-style assault on the tomb. In this case, prepare a more detailed tactical map of R'lyeh. Brush up on your heavy weapons rules. Consider using miniatures or cardboard counters. Decide how you want to handle naval bombardment. On the other hand, a party of antiquarians and feeble professors may try a more intellectual approach, perhaps using arcane knowledge gleaned from the *rongorongo tablets* of Easter Island. Give them a chance to use this lore to their advantage.

In any event, the exact course of events should play out in dramatic fashion, more or less according to the plans of the investigators. Resist the temptation to slaughter player characters before the final confrontation, or to throw cultists at them to "soften them up". Should they become "lost" between the angles of R'lyeh, have them reappear somewhere else rather than simply kill them. After all they've been through, they deserve to glimpse the Final Horror. If this means ignoring the Guardian-thing, or fudging a combat roll, then so be it. The *Rise of R'lyeh* is one chapter where the story is more important than the game (at least until the end!)

Finally, all action should hint at the obvious summoning/raising of Great Cthulhu. This catastrophic event is imminent and casts an ominous darkness over the puny struggles of the humans. Reinforce this bleak atmosphere by describing the slimy angled basalt, the inhuman scale of the towers, the low roiling green clouds, the putrid stench of seaweed and fish, the sounds that are not sounds in your head, the fleeting chants of unseen cultists. Once that cyclopean crypt door begins to open, all bets are off. The survival of the human race depends on the investigators' actions in the next few minutes! At this point, let the dice dictate the carnage. If your investigators come up with a sufficiently logical or creative use for the artifacts they have, then allow them a chance to use that plan. Employ Carl Stanford and his cultists liberally, as they will insanely resist the efforts of the investigators.

More than anything else, have fun with this final chapter! It is one of the great archetypal scenes in *Call of Cthulhu* and one your players will remember for a long time regardless of how many investigators make it out alive or sane. Make sure you end *Shadows of Yog-Sothoth* with a bang!

... and all the earth will flame
with a holocaust of ecstasy and freedom...



The Voyage

For the rest of this scenario, the investigators are assumed to be heading to what they suspect to be R'lyeh. It is also assumed that the players and the keeper together have devised a plan to for the investigators to follow once they get there. Captain Pereira, Easter Island's military governor, in concert with his superiors in Santiago provides the investigators with fuel, supplies, and a small ship and crew if the player characters do not already have one. They and the remnant of archaeologists are the most qualified personnel for the expedition within thousands of miles.

Captain Pereira wishes them well and provides navigational maps of the area — a large "X" is marked where the new island is supposed to be located.

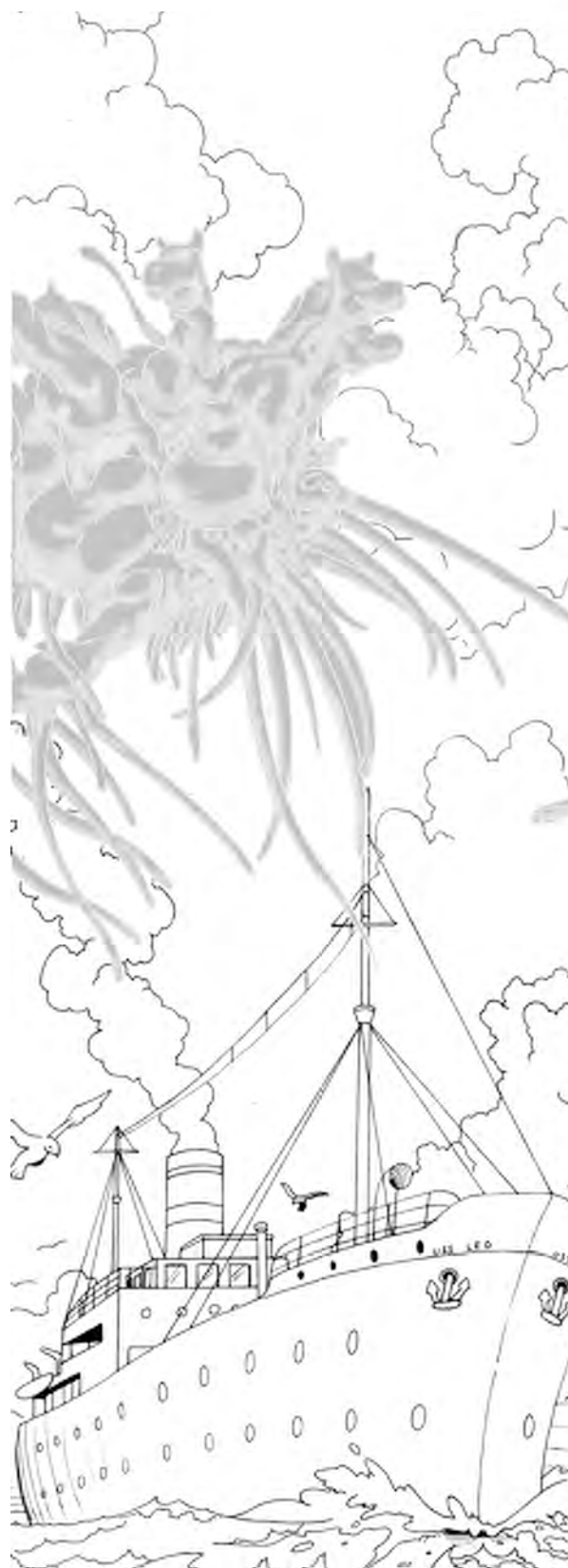
Just before they leave, Pereira quietly informs them will that he has a new radiogram from Santiago. Apparently three tramp freighters, manned by lower-caste types, left from Puerto Montt a day ago, bound for the area of the sea-quakes. The owners of these ships have bad reputations, and the Navy fears that the freighters' crews may try to claim any emerging island for a rival South American power. Or the crews may try to loot any island ruins, or perform some other sinister act. Some of the captains of these ships have been accused of piracy.

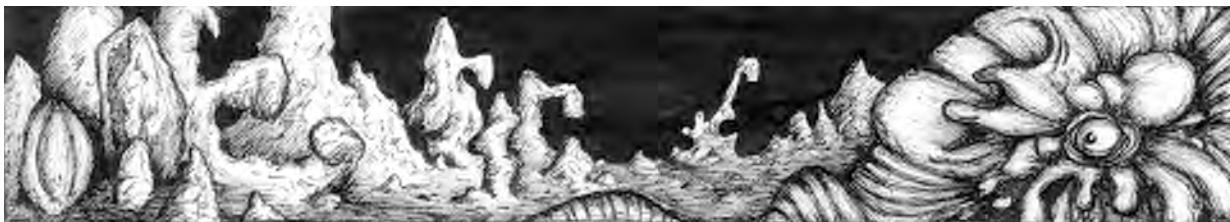
Pereira contributes a .38 revolver for each member of the party, as well as bolt-action rifles (damage 2D6+4). He will also arm two of the party members with Thompson submachine guns. There is plenty of ammunition to go round. He will not give them explosives (there are none on the island) or more potent arms, and may become suspicious of the investigators if they press him for more. He can hardly afford to outfit a powerful military force without taking undesirable responsibilities. In the name of Chile, he gratefully wishes them calm seas and a successful voyage.

The trip will pass uneventfully unless the investigators failed to disarm the watchers of Easter Island in the previous scenario. If they did fail, look just below at the section "The Messengers of the Old Ones" to see what happens first to the hapless investigators.

The Messengers of the Old Ones

It is possible that the investigators have headed toward R'lyeh without having disarmed the watchers on Easter Island. If so, then a messenger of the Old Ones overtakes





their ship hours before the investigators can reach R'lyeh.

While the investigators steam along, the sun darkens and the sky becomes leaden. The ocean surface becomes oily and still, and all clouds will flee away. Then an enormous black shadow falls across the ship. A gigantic writhing mass is clawing its way across the sky, heading straight for the calculated position of R'lyeh. As the horrified group watches, it suddenly pulses green and a pale, corpse-white, then breaks up. Small twisting masses fly from it to all sectors of the sky. Within an hour, nothing remains visible of the original mass. All the other pieces vanish beyond the horizon, but a single chunk moves steadily towards the investigators' ship. Viewing this costs each observer 1D6 Sanity points. There is no chance to reduce the loss with a successful Sanity roll.

The thing moving toward the investigators soon resolves itself into a large and terrible mass. It continually throws out glutinous streamers and seems to be pulling itself through the air. In form, it is best described as looking like a mass of eight or ten black horses all fused together and galloping in different directions at the same time. When it nears the ship, longer knotted tendrils and strings begin to drop from its lower portion. It moves at a good pace, upward of thirty knots. It becomes obvious that an attack is imminent.

A messenger is immune to all mortal or physical weapons of any nature. It is translucent, and half-immaterial. Only spells or enchanted weapons can harm it. It continues to attack the investigators until it is slain.

To attack, a messenger moves over its target, then suddenly whips a cluster of strands around the hapless victim. It then pulls him up and eats him. Each round that the individual is held in the strands, he or she loses 1D3 hit points, 1D4 points of CHA, and 1D6 Sanity points as the character's flesh and face is eaten away by caustic enzymes.

The CHA loss comes from the terrible acid burns sloughing away the victim's visage. If a character loses over one-third of his total damage from the acid, he is rendered completely blind. Each 2 points of APP lost reduces the character's ability by 05% in communication skills such as Bargain, Fast Talk, and Persuade. The APP loss is permanent, though perhaps treatable by medical specialists. Hit point damage heals naturally.

During the fight against this monster, the ship's crew keeps the ship underway. They are mostly below decks or on the bridge. The monster attacks only the investigators. It will not enter interior spaces of the ship.

Messenger of the Old Ones, Avatar of Nyarlathotep, Herald of the Cataclysm

STR 25 CON 20 SIZ 50 INT 12 POW 16
DEX 14 MOV 35 HP 35

Damage Bonus: none.

Weapon: Tendrils 80%, damage per round 1D3 hit points, + 1D4 APP, + 1D6 Sanity points

Armor: none, but immune to all non-magical weapons; takes normal damage from spells and enchanted weapons.

Spells: none.

Sanity Loss: 1/1D10 Sanity points for seeing a Messenger.

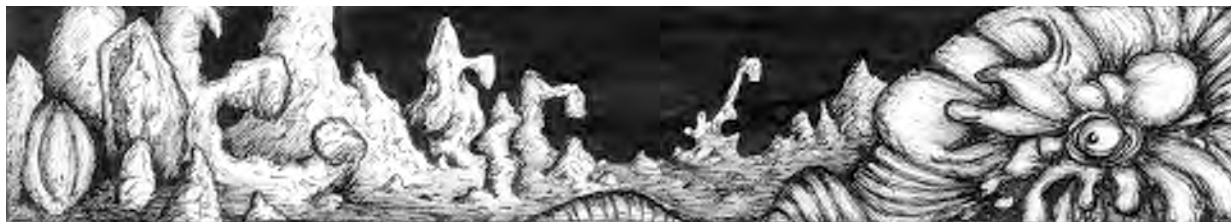
Whether or not it has been harmed, the monster departs after killing three investigators. Killing it gains the investigators no Sanity award — it has appeared because of the investigators' earlier failure to destroy the watchers of Easter Island. Merely slaying a messenger is of little significance. Remind the players that they saw hundreds of these things fly across the ocean after departing from the original mass!

If the investigators succeed in sinking R'lyeh, these messengers are still active and present. The keeper may wish to use them in future scenarios, either by themselves or with whatever Elder Horrors they have managed to awaken from eon-long slumbers.

The Island of R'lyeh

The island is a horrible black and slimy mountaintop thrusting up from the ocean. Bloated sea creatures gasp their lives out on the muck; dripping seaweed is everywhere. It is evident that the island has been raised for a few hours, but not more. There are thousands of huge stone buildings and monuments in black or green stone. These enormous cyclopean buildings are built to an unearthly geometry. Seeing the terrible corpse-city for the first time forces all players to attempt **Sanity rolls**, at 1D3/1D8 Sanity points each. After glimpsing the city of dread, the ship's crew refuses to go ashore. Even under threat of bodily harm, they will remain on their ship. The investigators must be on their own. Several other small ships can be seen anchored off shore, riding easily in the calm, oily waters. No one seems to be aboard. The investigators will need to take one of their ship's boats to go ashore.

More giant monuments are visible underwater, and the tops of some break the surface of the sea. The player characters' ship does not dare to approach to less than



four hundred yards from the island, for fear of impaling her on the jagged crown of one of these immense buildings. Because of the non-Euclidean nature of the geometry, it is not even possible to be sure to just what direction a given monument rises — clearly a navigation hazard.

Toward Cthulhu

A map of the island is included for the keeper. A version of this appears nearby as a handout, *R'lyeh Papers 1*. The players should be provided with the outline and asked where they wish to land. It is obvious that there is much, much more of the city still beneath the sea. Only the tip of the city's highest mountain presently soars above the slowly lapping oily sea.

The entire island is covered with stone structures, mostly black or gray-green, but with a few other colors present. A great black building dominates the island's peak. With a successful **Listen** roll, the characters hear hoarse voices raised in a horrid chant from the direction of that peak. From the number of anchored ships and

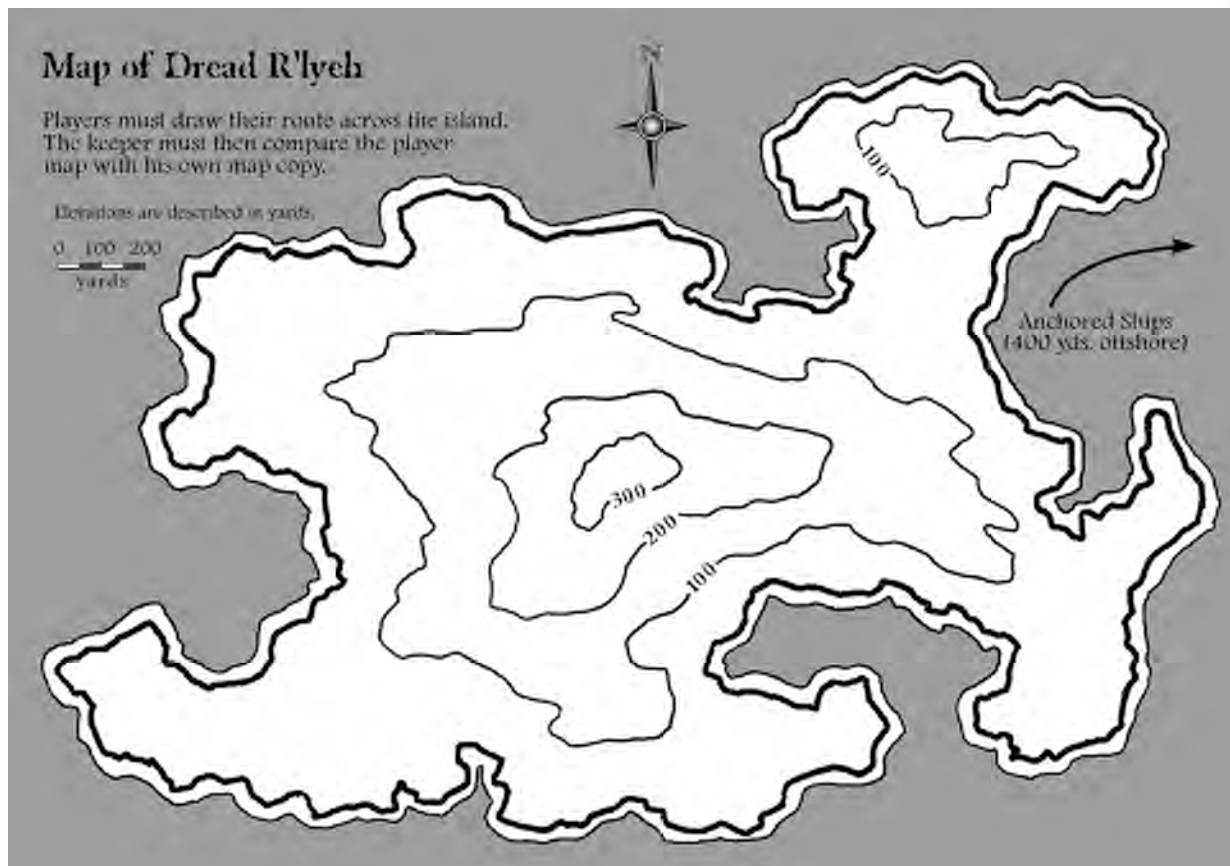
the loud sounds of many voices there are a hundred or more cultists on the island, probably more. Even the most aggressive investigators understand that the group cannot automatically prevail against ten or twenty times their number on this island of evil.

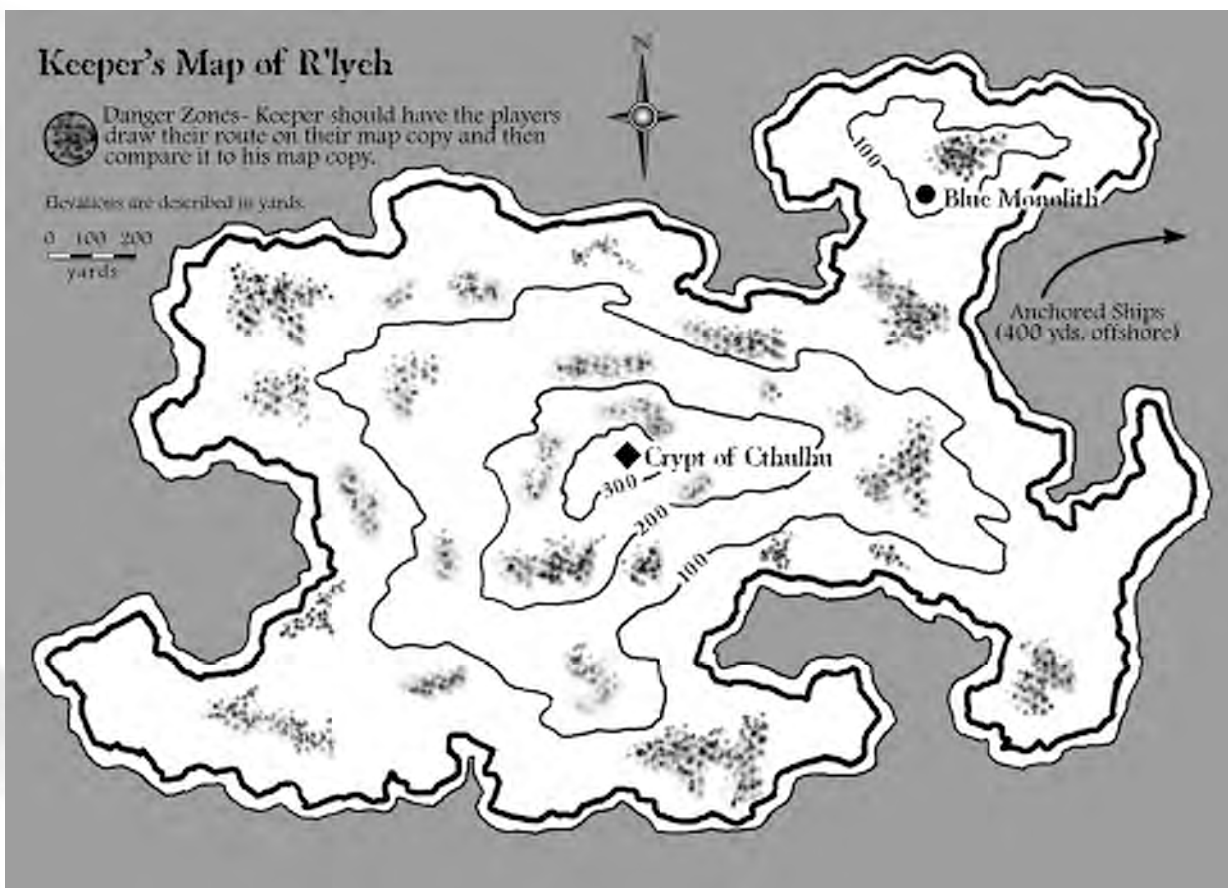
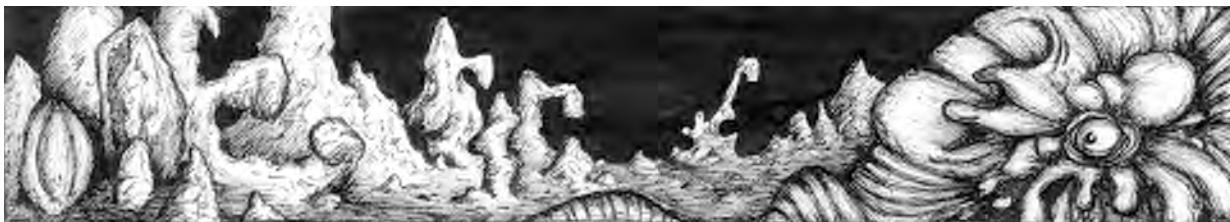
Danger Zones

Certain parts of the keeper's map, shaded darker than the rest, are labeled "Danger Zones." These zones are places where the mix of the island's architecture and magical power becomes stronger. These places look like the rest of the island (that is to say, terrifying) but the dimensional angles and auras there are more powerful.

- When the player characters first enter one of these zones, the investigator with the lowest Power will simply disappear somewhere en route. He or she steps behind a rock and never comes back, or is swallowed up by an angle of masonry, or is erased by something equally mysterious. Vanishing, the character may or may not leave behind a despairing wail. He or she has been transported to some mystic place between the

R'lyeh Papers 1





R'lyeh Papers 2

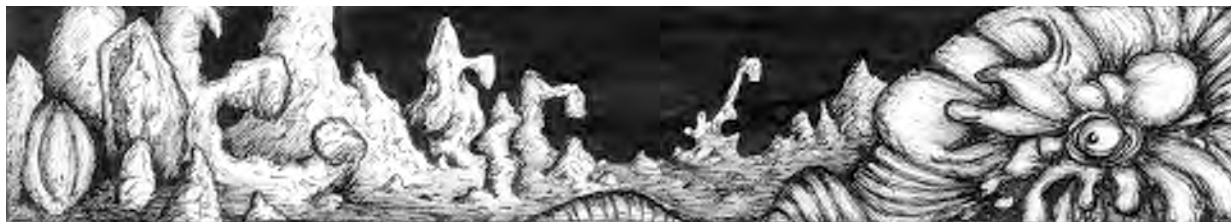
planes, to another world, or to a state of being. Perhaps he or she has been annihilated body and soul. It is entirely at the keeper's discretion whether or not the vanished character ever reappears. If a character does, he or she should suffer a massive Sanity loss — perhaps as great as 1D100!

- The second and later times a party enters a Danger Zone, they have a chance equal to their highest **Spot Hidden** to notice that the angles and geometry resemble the last Danger Zone they encountered. All the characters may try a **Cthulhu Mythos roll** if they have noticed that they are once again in a Danger Zone. If one of the characters succeeds, he will be able to partially comprehend the nearby angles, and he can lead the party to safely traverse the region. If the investigators fail to Spot Hidden or if they fail their Cthulhu Mythos rolls, then the player whose character now has the lowest Power must attempt a **Luck roll**. Failing the roll, that player character vanishes. Repeat this procedure every time the investigators enter another Danger Zone. Increase the chance for a successful Spot Hidden by 20 percentiles each time another Zone is entered.

The Ships

If the player characters investigate the anchored ships, they will find that they are unmanned, except that each ship has a magical guardian—a fire vampire lurking on the bridge. (If the players enter a ship, they may see a flash of light, like a will-o'-wisp, out of the corner of their eyes.) The flame vampire tries to lure them into places where they can be separated and killed individually. If it must, the fire vampire attacks groups of player characters. It will not enter engine rooms, since arcane signs have been painted on the door and walls to keep it out — even the cultists don't want a fiery being near fuel and oil! The flame vampires do not leave their individual ships, fearing the surrounding sea.

Each ship has a small shrine to Cthulhu. There is a little gray-green statue of Great Cthulhu himself in it. Beholding the blood-stained shrine costs 0/1 Sanity point.



The Blue Monolith

To find the Blue Monolith, the investigators must pass within two hundred yards of it. From a greater distance, huge blocks of stone obscure it. Within two hundred yards, a successful **Spot Hidden** sights it. Within a hundred yards, everyone sees it: a tall, perfectly cylindrical pillar of bluish-gray stone angling into the sky. It is like a pillar. There are no visible openings or windows in the Blue Monolith. Because of the skewed angles of the surrounding buildings, the investigators cannot tell whether the monolith is upright or teetering to one side (like the Leaning Tower of Pisa). In fact, the investigators cannot tell if the horizon is level or if sea and sky still meet. R'lyeh is like a different, more ancient, much more malign planet.

The Blue Monolith is too sheer to climb by any means, even though it may be slightly tilted — as previously mentioned — its verticality is hard to judge. The monolith is about a hundred feet in diameter. As the characters ponder the problem, they might consider somehow hurling Carl Stanford's magical box to the top of the monolith, or summoning some flying monster to carry them there. Another route to the top of the monolith is a large panel of blackish green stone, placed askew on the side of the monolith just two yards up from the base. If the investigators push on this strange piece of rock, it slides inward, a cloud of darkness visibly leaves, and an opening will be revealed. Anyone stepping inside finds himself or herself in a small blue room with glowing walls. If the player characters fight to escape (there is no visible exit once within) a wall collapses, and they find themselves on top of the monolith with another panel of the black-green stone behind them, set into the roof. If they go back through this top panel, they again will be within the blue glowing room, and firmly striking any wall once again deposits them at the monolith's base.

At the Blue Monolith itself is a defending creature akin to the deep ones. It is the Guardian Thing; see the nearby sidebar.

Concluding The Scenario

From the top of the Blue Monolith, the player characters can clearly see the hillock atop which Cthulhu's terrible tomb lies. Dozens of cultists leap naked around that site. As the player characters intone *their* spell, they feel the island start to rumble under their feet. The cultists falter in their wild leaps and chants, but dare not cease.

When the investigators finish their spell, they see the black panel of Cthulhu's tomb forced open wide, and Great Cthulhu himself leaves his grave. He immediately wades through the mass of his worshippers, crushing and knocking them aside, and strides straight for the blue monolith from which the investigators gape. Each character atop the monolith is psychically compelled to look at Cthulhu, a vision which costs each 1D10/1D100 Sanity points. The psychic aura of horror and doom associated with the release of Cthulhu is so strong that few human minds can withstand it. All the investigators' eyes are riveted to Cthulhu's horrific form as he approaches.

Statistics and notes for Cthulhu can be found in the *Call of Cthulhu* rules. For the keeper's purposes the time will be better spent describing the irresistible Titan and his terrifying charge toward the player characters.

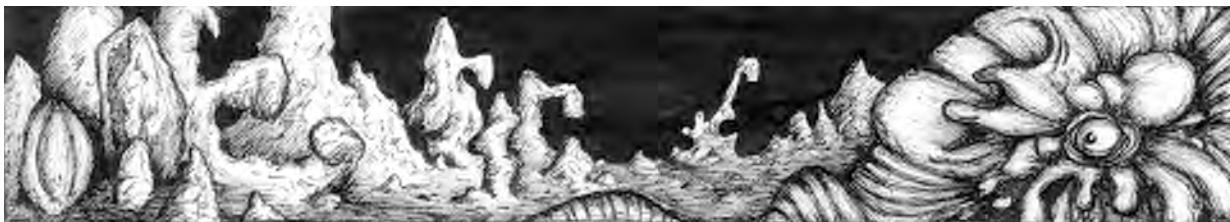
Those remaining sane can escape from the top of the monolith and run for their boat. At all times, Cthulhu knows the exact position of the investigators, and he will try to stop them or to cut them off before they can reach their boat. Assume that he moves at about the same speed as the frenzied investigators. If he reaches them before they get to the launch, he stops for a round and scoops up a handful of his foes in his claws. That gives the remaining investigators a slight advantage. When the investigators reach their anchored ship, they easily persuade the few still-sane members of the crew to steam away from the cursed place as swiftly as possible.

About an hour or so after the ritual was intoned from the Blue Monolith, the island of R'lyeh sinks. Those cultists still on shore (including the majority of the Silver Twilight, and perhaps Carl Stanford) sink with R'lyeh. Their ships are sucked down by the pull of the island, and everyone aboard them also dies. Feeling the island a-quiver, Cthulhu retreats to his black cavern to await a more propitious time for release. His time is soon, but not yet.

Characters who try to fight it out with Cthulhu should be mangled and obliterated. Even the lauded Elder Sign is impotent against such a being. For example, if an investigator held up the Elder Sign before Cthulhu, hoping that he or she will not be grabbed by Cthulhu's claws, the keeper is well-justified in permitting a small star-shaped piece of the character's body to escape annihilation. The part of the body covered with the Elder Sign is perfectly protected, just not the rest of the victim.

If the characters decide to climb Cthulhu's hilltop and fight the cultists there, let them. There are more





The Guardian Thing

It resembles a gigantic hybrid of octopus and toad. It radiates a strong feel of evil. The creature is vaguely toad-shaped, but long tentacles sprout from its body in random spots, as though the creature were diseased, and these cancer-like growths were symptoms of its pain.

The player characters do not see it until they are right on top of it. It rises out of a mucky black hole full of sea water. Perhaps a halved **Spot Hidden** roll could be allowed to notice that the sea water is suddenly beginning to steam. The first round of combat begin normally. All the investigators will be within range of the Thing's tentacles, and the Thing will be at close range.

- *This monster fights to the death. It can attack with up to four tentacles at once. If a player character is hit with a tentacle, he or she is then pulled to the creature's body and held tightly. From then on, the character is attacked by the monster's claws instead of the tentacle.*
- *The Thing has two claws, and can use them both each round that a victim is held by a tentacle. The keeper may arrange multiple attacks, but the guardian thing is so strong that there is little likelihood of a victim lasting even that long.*
- *In addition to tentacles and claws, the monster can attack with a long frog-like tongue each round. If the tongue hits, the target takes damage and the player must roll STR x4 or less on D100 to keep the character from being yanked into the thing's mouth. Once inside, he or she dies instantly from the corroding alien acid of the creature's interior.*
- *A successful Dodge roll avoids the tongue's attack, but the sweeping attacks of the tentacles are too swift to be dodged. The claws cannot be dodged, as they only attack victims already held immobile by the tentacles.*

Because of the peculiar perspective of this island, an investigator's chances to hit with a firearm are not doubled at point-blank range unless the character is currently insane. (This latter category includes all the cultists currently present on the island.) If the characters defeat the guardian monster, they will need to get to the top of the Blue Monolith.

The Guardian Thing

STR 30 CON 20 SIZ 60 INT 04 POW 20
DEX 10 MOV 10 HP 40

Damage Bonus: +5D6.

Weapons: Tentacle (4) 20%, damage 1D6 + grabs
Claw (2) 45%, damage per claw 5D6 + 5D6
Tongue 75%, 2D6 damage + adheres

Armor: This creature has no armor, but treat impales as normal damage. If it is killed, it dissolves slowly into bubbling blue jelly, which then evaporates.

Sanity Loss: 1D2/2D6 Sanity points to see a Guardian Thing.

than a hundred cultists present, including Carl Stanford himself, many of them Lords of the Silver Twilight. All the mundane cultists are armed with old carbines. Each has a 25% chance to hit, fires once per round, and each successfully aimed bullet costs 2D6 hit points. Because of the weird perspective of the island, sane individuals cannot double their chances to hit at point-blank range. Insane individuals are not bothered by such problems.

GENERIC CULTIST, Homicidal Worshipper of Cthulhu

STR 13 CON 13 SIZ 13 INT 10 POW 10
DEX 13 MOV 08 EDU 03 SAN 0 HP 13

Damage Bonus: +1D4.

Weapons: Old Carbine 25%, damage 2D6

Fighting Knife 55%, damage 1D4 + 2 + 1D4

Fist/Punch 55%, damage 1D3 + 1D4

Spells: Contact Deity / Cthulhu, others as the keeper deems appropriate.

Skills: Art (Ritual Frenzy) 50%, Climb 45%, Craft (Knot-Tying) 40%, Cthulhu Mythos 35%, Dodge 35%, First Aid 35%, Jump 40%, Listen 40%, Navigate 45%, Occult 20%, Psychology 15%, Sneak 30%, Spot Hidden 30%, Swim 55%, Throw 40%, Track 20%.

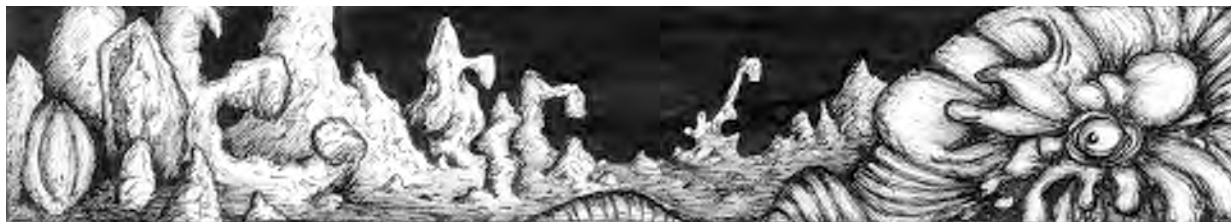
Conclusion

This is the last scenario in the campaign. If your players have played well, they have destroyed one of the most powerful secret organizations in the world, as well as narrowly averting the ultimate peril to life and sanity. There should be enough unused ideas and leftover non-player characters for the keeper to form a few additional scenarios if need be.

If the players have played the whole campaign through, and returned Cthulhu and cultists beneath the waves, each investigator realizes that he or she has helped defeat Cthulhu himself. Their players may add 1D100 Sanity points to their investigators' current scores, up to a maximum of 99 minus the individual's Cthulhu Mythos points. Unless the keeper was too soft-hearted earlier, investigators surviving this scenario well deserve such a redeeming award.

This has been a tough series of battles. Your players deserve congratulations.







Two bonus adventures provide new players an introduction to Call of Cthulhu roleplaying and insight into the nature of the Mythos.

People of the Monolith

A beginning adventure! A book publisher wants details of the life of an obscure but promising young poet who wrote one memorably disturbing poem.

In memoriam: Robert E. Howard

*They say foul beings of Old Times still lurk,
In dark forgotten corners of the world,
And gates still gape to loose,
On certain nights,
Shapes pent in Hell.*

— Justin Geoffrey, *People of the Monolith*.

Keeper Information

This scenario introduces the mysteries of the Cthulhu Mythos. No harm to the investigators can happen, except by insanity. The purpose of this adventure is to open doors to further scenarios and to interest players in further pursuing entities of the Cthulhu Mythos.

The player characters are in Briske, Hungary. The players really need no explanation of that, but some rationales can be found just below. From these introductions, the investigators can go to a university or library to do further research before embarking for Europe.

- A book publisher approaches one or more of the investigators and offers them some cash to help research a part of Justin Geoffrey's life. Justin Geoffrey was a promising young poet who died in a madhouse some years ago. The publishers would like the investigators to unearth the reasons Geoffrey had for writing his strangest poem, "People of the Monolith". Some say that this poem eventually caused the poet's death. The publisher knows that Geoffrey was traveling somewhere in Hungary then, but the only clue to his destination is the word Xuthltan, mentioned in one of his letters. The publisher has been unable to locate this place-name on any map of Hungary. The publisher would like the player characters to write descriptions of the area Geoffrey traveled, as well as draw or photograph the countryside, and gather information about Geoffrey from residents, or photograph particulars that may have prompted him to write his poem. For this, the pub-



lisher offers \$500 plus expenses. "Golden Goblin" is one possible firm, but the keeper is welcome to suggest some other.

- The player characters hear an interesting story. Perhaps they learn it in a tavern, at a scientific seminar, or come across it in some moldy old book. According to the tale, there is in Hungary a mysterious Black Stone that drives normal men mad to behold. If a piece of the stone is chipped off on Midsummer's Night (the upcoming eve of June 23rd), a demon will grant the holder of the chip a wish.
- A passage from the book *Nameless Cults*, by a Von Junzt, might aid the investigators in searching out the Black Monolith. This passage can also be found in *Inaussprechlichen Kulten*, the German original of *Nameless Cults*.
- Otto Dostmann's theory that the monolith is a remnant of a Hunnish invasion and had been erected to commemorate a victory of Attila over the Goths is as logical as assuming that William the Conqueror reared Stonehenge.

Library Research

This section is organized in the following order: first, the book title, then the author's last name, then the place and date of publication, then pertinent information found in the book concerning the subject being researched. Finding a given book requires a successful **Library Use roll**. Some of the books are hard to find, so the chances for success are reduced. Try to give each investigator an equal chance to do this important research.

Remnants of Lost Empires, Dostmann, Berlin, 1809. The chance to find this rare book via **Library Use** is **half normal**. The volume is in German. Dostmann dismisses the stone or monolith as comparatively modern. He admits his inability to make out defaced characters on the black stone, but states that they are definitely Mongolian in origin. Dostmann also states that the village nearest to the Stone is called Stregoicavar, which means "Witch-town".

Magyar Folklore, Dornly, New York, 1901. In the chapter on Hungarian Dream Myths, Dornly mentions the Black Monolith and says that it is believed that anyone sleeping in the vicinity of the Stone will have monstrous nightmares for the rest of his life. He also relates some peasant tales of people who visited the Stone on midsummer's night and died raving due to the horrors they experienced on that night. He says that the ancient name of the area was Xuthltan, which is an odd, non-Magyar name.

Back Roads of Hungary, Rachismoff, London, 1892. Rachismoff mentions the "beautiful and fertile" valley of Stregoicavar high up in the Carpathians. He says that the lower valley of Stregoicavar is the location of the battle of Schomvaal, where, in 1526, Count Boris Vladinoff made a stand against the Mohammedan forces of Suleiman the Magnificent. "The town can be reached," Rachismoff says, "by a pleasant three day ride from Biske, during which many ruins of the war with the Turks are visible from either side of the coach."

Turkish Wars, Larson, London, 1890. This six-volume set contains a chapter on the battle of Schomvaal. Larson says that, during a lull in the fighting, "an aide brought to [the Count] a small lacquered case which had been taken from the famed Turkish scribe and historian, Selim Bahadur, who had fallen in the fight. The Count took therefrom a roll of parchment and began to read, but he had not read far before he turned pale and, without saying a word, replaced the parchment in the case and thrust the case into his cloak. At that very instant, a hidden Turkish battery opened fire, and . . . the walls crashed down in ruin, completely covering the Count". The Count's army went on to be defeated by Suleiman's armies, and his corpse was never recovered. The last lines of the chapter state, "Today the natives point out a huge and moldering ruin near Schomvaal beneath which, they say, still rests what the centuries have left of Count Boris Vladinoff."

Myths and Magic, Schuman, New York, 1912. Schuman's book is uncommon. The chance to find this book is equal to or less than a **halved Library Use roll**. Schuman mentions the ancient town of Xuthltan and the evil practices of the locals. He states that they once kidnapped young ladies to use in the village's unholy worship services. Their organization was broken up by a Turkish invasion in which all the villagers were slain. Lower valley dwellers from Schomvaal rebuilt the village and renamed it Stregoicavar.

Stregoicavar

This village is on no map of Hungary, but Biske can be. Biske is eighteen miles west of Budapest, roughly toward Bakony Forest. Stregoicavar is reached from Biske by a three-day coach ride.

On the uncomfortable ride from Biske, the driver points out a mossy ruin to one side and explains that it is the tomb of Count Boris Vladinoff, who was killed by the Turks centuries ago. This is all that he knows of the incident. He just brings the mail to Stregoicavar from





Biske. He lives in Biske, and will not stop the coach between inns, for fear of losing his job for tardiness. Stregoicavar proves to be a drowsy little town, a postcard from the eighteenth century.

The Innkeeper

The owner of Stregoicavar's only inn is a talkative fellow. He mentions that the last foreigner to have visited here was years ago — an Englishman. This was Justin Geoffrey. If the investigators notice this mention of an Englishman and ask about him, the innkeeper tries to recall more. He remembers that the man was young, and that he was a poet. Also, that the Englishman died soon after leaving the village, "But that was surely due to his looking too long at the Stone."

Though he knows nothing more of Geoffrey, if the innkeeper is pressed for information (and if his memory is warmed with extra coin) he tells other stories. He surely tells of overly-curious lower-valley dwellers, and one in particular "who scoffed at our tales of the stone and went up to see it on Midsummer's Night." [Here the innkeeper crosses himself.] "When he returned, he was incapable of intelligible speech, but could only gibber and moan until the day he died."

If a player rolls a successful **Bargain, Fast Talk, or Persuade roll**, the innkeeper has two more pieces of information about the Black Monolith. Pointing out the stone on a nearby hill, he says, "There, beyond the face of that bluff, stands the cursed rock. Once men tried to destroy it, but each man who laid hammer or maul against it came to an evil end. So now folk shun it."

He also tells of his nephew. "My nephew, Laszlo, was very small. He became lost in the woods and slept near the Stone. To this day, under the full moon, he is tormented by foul dreams, and wakes nights in a cold sweat."

Having related these things, he encloses his coin in his purse and brushes his hands together. "It is not pleasant nor proper to think on such things," he says, and excuses himself.

Other Information in the Village

The characters can easily learn that the current inhabitants have no ties to the former residents, who were massacred by the Turks. The average villager believes that the previous villagers were some sort of Devil-worshippers, who are doubtless better off dead.

The innkeeper's nephew, Laszlo, is vague about his nightmares. Though the dreams are vivid and sharp as

they occur, they leave no lasting impression on his waking mind, at least none that he would willingly share with others.

The Schoolmaster, Istvan Szabo, is willing to talk about the Black Stone. He believes that a witches coven once existed in the region, and that possibly many of the former villagers were members of a fertility cult of some sort. He says that the town was not always known as Stregoicavar, but that it was originally called Xuthltan, "which may have had something to do with the villagers' religion." A successful **Anthropology or History roll** indicates that the name "Xuthltan" does not derive from any language spoken historically in Hungary. Istvan does not believe that the ancient villagers erected the monolith, but he does think that it was used as a center for their activities.

The Black Stone

A narrow trail winds up the mountainside to the summit where the Black Monolith soars. The stone is octagonal in cross-section, about sixteen feet tall, and about eighteen inches thick. It had once evidently been highly polished, but the sides are abraded, as if savage efforts had been made to deface it. Little more was accomplished than flaking off bits of stone and mutilating the characters which once marched up the Monolith in a spiraling line to the top. A successful **Anthropology roll** determines that these characters are of no commonly known language. A successful **Geology roll** points out that the stone is of no familiar stone, is evidently volcanic in nature, and excessively hard. A successful **Archaeology roll followed by a successful Luck roll** points out that the markings are reminiscent of similar markings found on a gigantic, strangely symmetrical rock in the Yucatan. The marks are suggestive, not identical — and the Yucatan markings have been dismissed as the idle scratchings of a bored Indian.

If visiting the Stone at night, a sort of breathless intensity is felt. Glimpses of the cliffs create the illusion that the investigator is in the center of a vast city, with cyclopean towers rising about one. Anyone out here at night loses 0/1 Sanity point.

If the Stone is visited on midsummer's night, a ghostly and sadistic ceremony becomes visible, culminating in the sacrifice of a young woman and child. The summoning brings forth the specter of a huge green toad that squats upon the top of the monolith, and dominates the ghostly followers below. This horrific spectacle is a ghostly memory of a ceremony that





occurred hundreds of years ago. If a character wishes to make a memorable photo or drawing of the monolith as requested by the publisher, the keeper may wish to grant an **Art (Draw) or Art (Photo) skill equal to DEX 2 + INT + POW.**

Throughout the ceremony, all watchers must receive Sanity rolls. The ceremony begins at midnight.

- At 12:30 A.M., a **Sanity roll** costs the investigators 0/1D3 Sanity points. From midnight to 12:30 A.M. the ghostly congregation forms and moves toward the stone — all in absolute silence. From 12:30 to 1 A.M. a carnal dance swirls around the stone as a young female cultist dances about the stone while being lashed by the group's depraved shaman. The rest of the congregation ties their captives to a fat log in front of the monolith.
- At 1 A.M., a second **Sanity roll** costs the investigators 0/1D6 Sanity points. From 1 A.M. to 1:30 A.M. captives are slain, and the toad-god appears.
- At 1:30 A.M., the third and last **Sanity roll** costs the player characters 1D6/1D20 Sanity points.

Text, Drawings, and Photographs

Drawings made of the stone may well convey a feeling of dread and fear in the beholder. Anyone creating such an image must automatically lose 1D10 points of Sanity for working so closely with the Black Monolith's likeness. Other than the artist, anyone seeing the drawing loses 0/1D3 Sanity points. This picture inspires enough fear enough that it may be useful in attracting others to help investigate aspects of the Cthulhu Mythos.

If a photo is made of the Black Stone on midsummer's night, the creator automatically loses 1D6 Sanity points. Those seeing the picture lose 1 Sanity point. The ghostly ceremony and the toad god do not show up on photographs.

Quotes from his poetry set into the text best serve the publisher's purpose.

The Count

Boris Vladinoff is buried where everyone says he is. With his bones is a sealed lacquered box. Within is a yellowed parchment written in Turkish by Selim Bahadur, which tells of what he and his raiders found in the valley of Xuthltan. There was a grim cavern high in the hills where the Turks hemmed in a monstrous bloated thing, slaying it with fire, weapons said blessed by Mohammed himself, and ancient incantations from Arabic tribal sorcery. It mentions that seven of the Turks were killed — how, Selim does not say. Reading these notes adds +4 percentiles to the Cthulhu Mythos skill, and costs the reader 1D2/1D4 points of Sanity. There is a chance of gaining a magical spell from these notes. If the reader's player can roll **D100 for INT x3 or less**, the reader learns an Arabic incantation for the spell Dust of Suleiman. This spell is explained in the *Call of Cthulhu* rules.

Getting Paid

No matter how hard the investigators search, they find no trace of Justin Geoffrey's visit. As with any poet, his poems must memorialize him.

For player characters to receive the promised \$500 from the publishing company, plus traveling expenses, they must present the company with text and drawings or photographs of the valley of Stregoicavar. A description and photo of the monolith itself would be useful in convincing them that the material is accurate. They have no use for demented stories about toad gods and pagan ceremonies. They have no use for photos attempting to depict the ceremony, but powerful drawings relating such folk legends may be eagerly seized upon.





The Warren

Jerry Maklin, an associate of the player characters, has disappeared. Is he linked to an unexplained explosion at a deserted house?

Keeper's Information

The Boucher estate is infested with degenerate bouchers. These small-B bouchers are the last of the family. Clan Boucher has been wildly inbreeding since before moving to the New World in 1712. In Massachusetts, they continued their ways and their worship of Y'golonac. Save one, no boucher now even appears to be human. They have become a new Mythos species.

Jason Porter hired Jerry Maklin to demolish the Boucher house and a large greenhouse nearby. Maklin blew up the outbuilding, then decided to set multiple explosive charges in the basement of the main house. He noticed a tunnel there (it led to the warren) but he ignored it and set to work planting his charges. Disturbed by Maklin's invasion and terrified by the first explosion, a swarm of bouchers attacked and killed him. His remains lie in the basement not far from the stairs, next to four neatly taped dynamite bundles, six sticks each.

In addition to the animal-like bouchers beneath the house, there is another and more dangerous inhabitant, Philip Boucher, the last living Boucher who looks and acts human. He was first possessed by Y'golonac twenty-two years ago and has aged little since. Philip has delusions of grandeur. He believes that someday he will lead an army of his kin out of the house, and gather about him a host of those who desire to release the Old Ones. Despite these fantasies, he feels on another level that he is guilty of great evil, and sometimes acts almost rationally and sympathetically. It is in that accessible state in which the player characters will find him.

Player Information

In a recent *Boston Globe*, the investigators notice a report of a loud explosion on the outskirts of Westwood, a small community southwest of Boston. Initial reports placed the noise at the Boucher estate, a

long-deserted house and grounds. A later edition retracted that speculation. Two days later still, an article on page nine stated that Jerry Maklin, a demolitions expert and friend of the investigators, had been missing for three days. He left no word of his whereabouts with friends or family. Police have been notified and hope to solve the case swiftly and without incident.

The List of Clues

The clues are intended to help the players unravel part of the mystery before actually going to the Boucher estate. To use the clues, have the player characters state where they are going to look that day. In each clue, its location is italicized. Allow the investigators to inspect no more than three locations per day.

When the characters arrive at a location, role-play the situation, taking on the different personalities of the likely information sources. Searching for clues can be one of the most enjoyable parts of the game!

At some point during play, the players must succeed with the roll or rolls at the end of a clue to gain the clue's information. Success indicates that the player character has gotten into the building, found the necessary book, or whatever. Failure indicates that the investigators did not succeed, but they can try again on some later day.

Of course, the investigator must be looking for a clue that exists: someone looking for books on the occult will not stumble upon an obituary. The keeper may hint at or reveal locations that the players do not deduce, as he or she sees fit. Some clues lead to other clues; the keeper should strive to keep the player characters on a meaningful trail as they work through the clue list.

(1) **At the home of Jerry Maklin** the characters are given the brush-off. The relatives tending the house say that the police are taking care of everything. No roll of the dice here gets any questions answered or achieves entrance to the house. In fact, there is no information here.

(2) **At the office of Jerry Maklin** the investigators find papers in his unlocked safe indicating that he was hired by a Jason Porter to demolish the Boucher house. In pen on one of the margins of a paper are scrawled, ASAP and NQA. An envelope containing thirteen new \$50 bills is in the safe, the \$650 amount noted to be the Boucher house demolition fee.

- The entry roll needed here varies with the time of day. If they approach the office during the day, they each investigator needs a successful **Luck roll**, or he or she is approached by a



patrolman and warned away. Persistent player characters wind up in the precinct house, questioned by bored detectives until late in the evening.

- By night, each investigator needs a successful **Sneak** as an entry roll, or it's off to the precinct house when the night watchman hears them. The door to the office in the Bolling Building is of STR 12. There is no alarm system. The door could be forced easily. A successful **Search** reveals nothing but the information in the safe.

(3) **At the Hall of Records**, the player characters learn new things.

- The deed for the Boucher estate is held by Jason Porter.
- Concerning the history of the Bouchers, there is but one birth recorded for the Boucher family after they moved to Westwood in 1712. That entry was twenty-two years ago, when Priscilla Boucher gave birth to Jason Philius Boucher, on Dec. 15, 1899, at Boston Memorial Hospital.
- There is also a death certificate for Priscilla, dated three days after Jason's birth. The cause of her death is entered as "severe lacerations from dog bites".

(4) **At the offices of the Boston Globe**, the investigators may find an article headlined "A Beast in Boston". It tells the tale of two drunks who claimed to have seen a monster in the vicinity of Boston Memorial Hospital. The monster is described as a large, vaguely human creature which loped out of a side street and knocked over one of the drunks. The man said that "it felt like an overripe tomato and that it smelled like it was a week dead. Its red eyes seemed to glow and its face was doggyish." The article goes on to make fun of the two men, but a successful **Cthulhu Mythos** roll establishes that the creature may have been a ghou. The article appeared on Christmas Day, 1899, and the creature was supposed to have been seen on Dec. 18 — the same day on which Priscilla Boucher died. A successful **Library Use** roll is needed to find this article.

(5) **Player characters from the Boston area** may remember reading about the disappearance of several children in the Westwood area over the past few years. Those children were never found, and their cases are still open. Investigators need a successful **Idea** roll to remember this.

(6) **At Boston Memorial Hospital**, the investigators find no one there who was working there when Priscilla died. One nurse on each shift will know of the episode, though, and she definitely remembers that the baby was healthy, and that it was put up for adoption. The Chief of Staff can give the players the address of Priscilla's

nurse, Susan Newman. It takes a successful **Fast Talk** roll to get into the hospital and talk to the nurse. A successful **Medicine, Persuade, or Bargain** roll is needed to get Susan Newman's current address.

(7) **At the nurse's home**, the investigators meet Newman, an elderly woman who offers them tea and biscuits. She remembers Priscilla Boucher's death clearly. She was just down the hall when she heard the baby begin to cry. When Priscilla screamed, Nurse Newman began to run. She opened the door and glimpsed a shadow on the fire escape. The window was open and the curtains blowing. Priscilla was dead. She thinks that the baby was adopted through the Martin Adoption Agency. She remembers Mrs. Boucher as a rather repulsive, strangely naive young woman. A successful **Psychology** roll gets Susan Newman to talk freely; it indicates that Newman has always felt guilty about Priscilla Boucher's death, but that Newman is blameless.

(8) **At the Martin Adoption Agency**, the investigators are told that all the records are confidential. However, a successful **Psychology** roll suggests that paying \$20 to the clerk will get them what they want — an hour's look through the files. Jason Boucher was adopted by Bob and Wilma Porter, at an address in Providence, Rhode Island. A successful **Fast Talk** or **Credit Rating** roll convinces the clerk to accept the bribe. A successful **Library Use** roll turns up the Porter file.

(9) **At the Providence home of Robert and Wilma Porter**, the investigators learn that Robert died in the great influenza epidemic of 1919, and that Wilma died about six months ago in a car accident. Their son moved to Boston. This information takes no skill rolls to find out — the Porters' former neighbor is quite garrulous.

(10) **At the Library**, the investigators find a death notice for Jason Porter in the *Globe*, dated three days ago. Cause of death is unlisted. No date or funeral home is given. A successful **Library Use** roll turns up this notice.

(11) **At the Hall of Records**, a death certificate can be found for Jason Porter. The cause of death listed is heart attack, but the certificate itself is a forgery. It requires a successful **Library Use** roll to find the certificate (it's not yet been put into the *Book of Deaths*). A successful **Know** roll is needed to recognize that it is a forgery.

(12) If the players realize that Jason Porter is still alive somewhere, they may wish to interview him. A survey of the Boston area phone books and street address directories turns up no Jason Porter, but a Jeff Porter is listed in north Boston. If the investigators visit him, he behaves





very nervously. A successful **Psychology** roll determines that he is nervous for reasons not connected with the investigators. If the investigators behave politely, he quickly admits that he is Jason Porter and then tells his story. See the **Warren Papers 1** nearby.

If the investigators ask Jason Porter if he saw anything unusual at the Boucher estate, or if they ask him why he is in hiding, he requests that they leave, and will say nothing more.

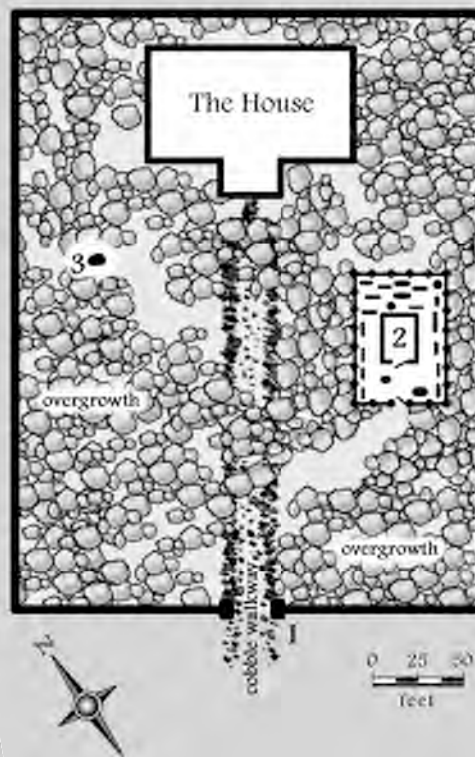
The Boucher Estate

It's possible that no one has noticed Jerry Maklin's new Model A Ford parked on the street near the estate. Did the family mention

Warren Papers 1
Jason Porter's Statement

"After the death of my adopted mother Wilma, I was contacted by a Boston law firm. They told me I really was Jason Boucher, and that Priscilla Boucher was my real mother. I've since learned she died of dog bites. How horrible! They informed me that I was the sole heir to the Boucher fortune — almost \$50,000 in gold, more in stocks and bonds, as well as the family estate. I visited the estate just long enough to see that the house was unlivable, so I decided to have it demolished and to build something else in its place. I hired Jerry Maklin to demolish the old structure, and now he's disappeared. That's all I know."

The Boucher Estate



his car to the police? Do the investigators know him well enough to recognize his car?

The Grounds

The yard is overgrown, and has not been cared for in years. An eight-foot stone wall surrounds the grounds. It is impossible to see more than ten or fifteen feet into the brush. The trees are covered with ivy and creeping vines, and full of twittering and rustling. An investigator with a successful **Zoology** or **Biology** roll will be unable to identify the species of bird or animal making the noises, but he or she feels that something about it is wrong or threatening.

(1) **The Gate:** Hanging onto the rim of the stone wall are the remains of an iron gate, which has suffered at the hands of the elements and is no longer an obstacle.



(2) **The Graveyard** There are eighteen headstones in this small cemetery, with such phrases as “Arlene Boucher, Mother” chiseled on them. The stones bear no religious phrases or symbols, Christian or otherwise. The markers are long overgrown. Many have fallen over. If a random grave is exhumed, it can be seen that the coffin has been scratched open, and that no corpse is present. The ground is loose, as though recent digging had taken place.

- The central mausoleum in the graveyard is an imposing marble structure. Its stones show lots of leaf work and the names of many, many Bouchers. A successful **Spot Hidden roll** notices ugly little sculptured faces peering from between the stone leaves.
- Two verdigrised bronze doors open to the interior, which is filled with cobwebs and smells rank and musty. In the center sits a single bronze casket upon a stone slab, the resting place of Jason Boucher, 1734. The walls contain niches for dozens of caskets more. All are embossed with the names of those entombed. At the back of one of the coffin-compartments is an

entrance hole which leads down to the warren. A fetid stench rises from it.

(3) **An Entrance Hole:** Well-concealed in the undergrowth, this three-foot-in-diameter hole leads into the warren below. A vile stench rises from it, a mixture of grave rot and sulfur. A successful **Spot Hidden roll** locates the hole. A **halved Luck roll** allows a searcher to blunder into it. In either case, the character must be actively searching in the brush. If the investigator receives a successful **Listen roll**, he or she notices that the twittering noises in the leaves get louder near the hole.

The Boucher House

At the end of the cobblestone drive stands the house. A sprawling place, weather and time have dulled the fine white paint to pasty gray. There is a large hole through the roof of the building. Parts of the hole are charred while areas inside the building seem to have been only recently exposed. Boarded-up windows stare down at

The Boucher House





the characters as if the house was a blinded beast. An out-building to the rear (not shown on any map) has been leveled, perhaps by an explosion.

Over centuries, the house has been added to, but only laterally, as though some unknown law held one floor and one floor only to be desirable. The roofline has many low peaks, but the ceilings of the rooms rise to meet them — there are no attics or crawl spaces. The exterior was regularized in 1895.

All the cross-references to rooms on this level of the house are “House Rooms”. The cross-reference to rooms in the Warren is “Warren Rooms”.

(1) **The Porch:** A large wooden porch, with a hanging chair-swing and three rockers is before the house. The four items are falling apart.

(2) **Entry and Formal Parlor:** This large room has three couches and a number of side tables. A large leather-bound Bible sits on the center table. If inspected, all its pages are found to be blank.

(3) **The Study:** The door is locked. To break down the door, **match a single investigator's STR against the door's STR 12** on the Resistance Table.

- *Inside is a desk, a chair, and a bookshelf. Anyone receiving a successful **Spot Hidden** roll finds the secret compartment in the desk. Inside is a piece of parchment, a page from the dread Revelations of Glaaki. Reading this page adds +2 percentiles to one's Cthulhu Mythos and costs 1 Sanity point. The page is evidently from an ancient, hand-translated copy of the Revelations. See the **Warren Papers 2** handout.*

(4) **The Library:** The room is lined with bookshelves, and a table with four chairs sits in the center. In one of the bookshelves is an account of a voyage from Boston to Newburyport, in which the captain claims to have seen mermaids off Innsmouth.

(5) **The Dining Room:** A very long table occupies the center of this room. An empty china hutch stands against the north wall. In the northeast corner of the room, hidden by debris and wrapped in a dirty brown cloth, are six silver spoons worth \$2 each, if the investigators want to loot them. A successful **Spot Hidden** roll is needed to spot the cloth.

(6) **The Kitchen:** Very little is here. All of the non-canned foods look as though the rats have gotten into them. If the characters make a **Spot Hidden** roll, they will find a small skull, resembling that of a monkey or deformed child. A successful **Zoology** roll suggests that

*Those who warshyp thes
most holy of gods ar afton
alloed to transend mere
humanne shape, and to
become hys minions. Thys I
have seene, and grat is ther
glori. They tayk the form of
man, yet it is not the form of
man. Ther streng is moor
then thet of mere man, as is
ther quiknesse. They liv afton
in cavs and carvernes benyth
the worlde, were onlie
Y'GOLONAC, and the others
who no of hyme can fynd
them.*

Warren Papers 2: A Passage from the Revelations of Glaaki

the skull is badly malformed, and definitely of a young or dwarfed human.

- *Stairs lead down to the cellar. Nailed boot prints leading down are outlined in the dust.*

(7) **Storage:** Entered from the kitchen. Once a pantry, much broken glass is on the floor. If anyone tries to search through it, the player needs to roll **DEX x2 or less** on D100, or the player character takes a cut of 1D3 hit points. With a **failed Luck** roll, the hand is cut in such a way as to not be able to use a firearm effectively until it is healed, which would take at least a week.

- *A successful **Spot Hidden** done while searching (and possibly getting one's hands cut to ribbons) exposes a small skull, similar to the one in the kitchen (room 6). If the skull was not found in the kitchen, here is another chance.*

(8) **Washroom:** Two large tubs and a bag of lye soap. There are also three boxes of springless clothes pins.



(9) **Water Closet:** This room holds only a non-functional toilet.

(10) **The Game Room:** A billiards table dominates the room. In the southeast corner of the room is an unusual chess set. All the pieces represent strange and bizarre creatures. Any player character with **Cthulhu Mythos 10%** or more recognizes the king as Cthulhu himself. Anyone with **Cthulhu Mythos 15%** or more recognizes the rest of the pieces as well: the Queen is a faceless sphinx, an old form of Nyarlathotep. The bishops are fungi from Yuggoth, the knights are deep ones, and the rooks are strange peaked buildings — R'lyeh? — Carcosa? With a successful **History roll**, an investigator recognizes some of the pawns. One is an English prime minister, another a German chancellor, an American general, and so on, representing various great leaders from the mid-1800's. The pieces of one side are bright pink; the other side is a bilious green. Examining the board closely reveals vague outlines of planets, stars, and galaxies. Those seeing the chess set for the first time lose 1/1D6 Sanity points. If the player characters take the chess set, they could keep it as a curio, or sell it for up to \$350. The workmanship is quite good.

(11) **A Water Closet with Bath:** As per Room 9, except that there is also a bathtub. A curtain encloses the bath, and this curtain is closed.

(12) **Storage:** Among garbage and old furniture is a small box. On the box is a label in French: *pour l'air; deux heures*. Inside the box are five pills. Anyone taking one of the pills will be immune to the effects of the gas in Warren Rooms 6 and 7 for two hours after taking the pill. The immune effect starts in about fifteen minutes after taking the pill. Find the box by searching the room and making a successful **Spot Hidden roll**.

(13) **Bedroom:** Meant for the use of guests, this room contains nothing that would arouse any suspicion. A thorough search with a successful **Spot Hidden roll** uncovers another skull like those found in House Rooms 6 and 7.

(14) **Bedroom:** As per House Room 13 just above.

(15) **Bedroom:** This room is difficult to enter. If the player characters persist, they need a half an hour to get in. When they do, they see that the door was blocked by rubble, piled up from the inside. Rubble lies within, and three more of the mysterious skulls.

December 21, 1899
Today I heard a strange chanting noise from the other side of the house. I could not understand a single word of the language, but it contained too many consonants for my liking. As the noise grew louder, so did the storm outside. When at last the chant reached its frenzied conclusion, a thunderous bolt of lightning struck the house. I rushed to the door and found it stuck. I am sitting now waiting for rescue. It has been eight hours.

Philus A. Eckard

Warren Papers 3: The Last Statement of
Philus A. Eckard

(16) **Bedroom:** It takes almost an hour for the player characters to push their way into this room, because of the rubble blockage. Inside, a skeleton sits upright in a chair behind a desk. The unfortunate victim seems to have been trapped when the roof collapsed. Any investigator receiving a successful **Spot Hidden roll** notices that the skeleton is unclothed, and has no toes. The window is boarded up, and the wood and nails look quite old — much older than those in other parts of the house. On the desk is a scrap of parchment. See the handout, **Warren Papers 3** nearby.

(17), (18), (19), (20), (21) **Destroyed Rooms:** These rooms are ruined. Searchers need an hour per room. A successful **Spot Hidden roll** for House Room 18 reveals a complete dwarfed skeleton, capped off with another of the mysteriously malformed skulls found in House Rooms 6, 7, and 13. A successful **Anatomy, Biology,**





Medicine, or Zoology roll allows the investigator to know that the skeleton is definitely that of a human, though degenerate and hideous in form. The investigator knows that the skeleton is that of an adult, despite its dwarfed size. This perception costs 1/1D4 Sanity points. The skeleton may well be of worth to a museum of comparative anatomy.

(22) **Bedroom:** In 1899, this was the bedroom of Priscilla Boucher, daughter of Charles Boucher. All that remains is a rotting bed containing a rat's nest. If anyone disturbs the bed, the rats stream out, and try to run out the door. They are fearful, for the Bouchers love to catch and eat them. Trying to kill the rats is useless and impossible. Under the bed is a romantic photograph of a young man. On the back of the portrait is written "To Priscilla. Love, Philius."

(23) **Bedroom:** Once the room of Charles and Martha Boucher, now there is only a ruined bed and a rotting desk. In the desk's wreckage are notes describing how to carry out a service to Y'golonac in an acceptable and significant manner. Reading this costs 1D3 Sanity points and adds 3 percentiles to Cthulhu Mythos.

(24) **Storage:** This small room is cluttered with junk. Given a successful **Spot Hidden roll**, the player character finds a box. In the box is a set of black robes and a gold-hilted knife. These are for use in the worship ceremony for Y'golonac, as described in the notes from House Room 23. The robes have no cash value, but the knife is worth about \$100 because of the gold and the craftsmanship.

(25) **The Nursery:** Here, among stuffed toys and fairy-tale books, the investigators find a jumble of tiny bones in a crib. These bones once belonged to infant Philip Boucher. Some are cracked open, perhaps for the marrow. If the bones are disturbed, they easily crumble to dust. A successful **Know roll** suggests that the bones are about twenty years old, or older.

(26) **Howard Boucher's Room:** On the desk here is a diary dealing with strictly mundane affairs.

(27) **Watercloset and Bath:** Whenever investigators near this room, they hear the sound of running water. However, if they open the door, they find the tub dry and filled with dust.

(28) **Bedroom:** This is Philip's room, oldest of the Boucher brothers. Volume 12 of the *Revelations of Glaaki* lies open by the bed. Contact Deity / Y'golonac is

learned automatically by reading the book. Page inserts impart Contact Ghoul and Shrivelling.

(29) **Bedroom:** This room was used by some of the Boucher cousins. The room contains three beds, a chest of drawers, and a closet. The chest of drawers contains old clothing, and a hand mirror (in the top drawer). If the players want to steal it, the hand mirror, which is gold inlaid, could be sold for \$80 or so at an antique shop.

(30) **Prison:** This room holds sacrifices for the temple. Sacrifices were drawn from every level of society, but none were ever traced to the Bouchers. The room contains two empty sets of manacles bolted into the wall.

(31) **The Temple:** A small altar and bizarre frescoes adorn this room. Those looking at the walls lose 1/1D4 Sanity points. A successful **Cthulhu Mythos roll** establishes that the frescoes illustrate the great old one Y'golonac, and minions. The west wall holds an interesting triptych. The first panel shows a priest bending over an altar holding a human sacrifice. The second section shows the same altar, but the priest has a shrunken head, and his body is larger. His hands are extended and red lines are on both palms. Rays of yellow extend from him. In the third panel, a glowing, headless body, naked and bloated, has replaced the priest. Red gaping mouths disfigure the palms of its hands.

The altar in this temple room is bloodstained. The top slides off the altar if anyone tries to move it. Steps within it are revealed. They lead down into darkness, and open not far from Warren Room 2.

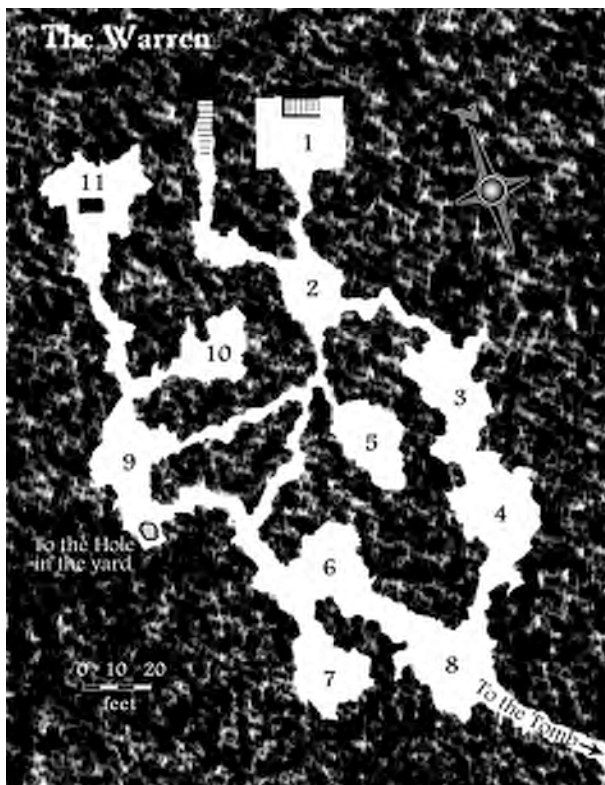
(32) **Bedroom:** This was the room of another Boucher. Vermin have ruined the bed and chest of drawers in the room. They contain nothing of value or interest.

The Warren

This level smells of sulfur, smoke, and rot. Except for the basement, cross-references on this level are termed Warren Rooms.

(1) **The Basement:** It is quite dark here, and the air is stale. There is a coal furnace and a bin of coal in the northwest corner of the room. Steps lead upstairs. Near the middle of the south wall are four bundles of dynamite, each of six sticks, with slightly corroded blasting caps nearby. Since this is where Jerry Maklin was consumed, some evidence of his presence, like a gnawed wallet or the keys or his car, might gratify the investigators.

● In the wall by the dynamite is a secret door set into the stones. A successful **Spot Hidden roll** finds it.



(2) **The Outer Den:** There is a 20% chance that there are 1D4 bouchers are here. The room is covered ankle deep in goo, horribly rotting flesh, and cracked bones. If examined, these bones are identical to the bones upstairs, but fresher. If the bones upstairs have not been seen, all that can be told about these is that they are from a smallish animal — maybe a dog or goat.

- A passage from Warren Room 2 and stairs up emerge in House Room 31, the Temple Room, where the top of the altar moves aside.

(3) **The Inner Den:** 1D6 bouchers always occupy this location. If the investigators carry bright lights, then the creatures run for the shadows, and the investigators notice only a flash of gray and hear only high-pitched squeaks from the corners of the den. The bouchers are frantic to get out of the room. If the exit is barred, they attack the player characters. Firing a gun frightens these bouchers off, but in 1D20 minutes, the investigators will be attacked by a group of 2D6 bouchers, attracted by the explosion. This larger band will not be frightened by gunshots.

(4) **The Mud Room:** There is a seemingly thin sheet of dirty water in the room. Combined with the dirt floor, over time the lack of drainage has created a treacherous

mud bog. If an investigator enters this chamber and pokes around (there are interesting bubbles and stuff which may be an attraction), then each round the player must succeed with a **D100 roll of SIZ x5** or more, or the investigator becomes thoroughly entrapped by the mud. Each round thereafter, the player character is sucked further into the mud. In four rounds, he or she is pulled under the mud, and drowns.

- No matter how desperate, he or she is utterly unable to escape. The player character may be rescued by a successful **Resistance Table match of combined rescuer STRs against the mud's STR**. The mud's STR equals the entrapped investigator's SIZ +20.

(5) **The Other Den:** There are 1D6 bouchers here, plus any others that escaped from the Outer or Inner Dens. These bouchers attack any intruders. If the adults are killed, three horrifying infant bouchers are found here.

(6) **Cave of Gases:** A noxious greenish gas fills this room, hanging from about three feet above the ground to the ceiling. The gas smells of rot and sulfur. Each round that the characters are in the room, the players must again **match the gas's POT 13 against player character CONs** on the Resistance Table. Failure costs each investigator 1D6 hit points, and the players must then roll their investigators' **CON x5 or less** on D100, or the characters faint for 1D6 rounds.

- If the player characters have swallowed the pills found in House Room 12, the investigators can breathe the gas without difficulty. In any case, if the player characters think to crawl under the gas, on their hands and knees, they will be safe from the gas. However, crawling characters will be at a disadvantage if bouchers attack.

(7) **The Gas Source:** In the center of this chamber is a large pit, from which emanates a greenish smoke. This is the source for the gas hanging in both this room and Warren Room 6. The player of any character entering this room must successfully **match the gas's POT 13 against the character's CON** on the Resistance Table, and continue to do it so long as the character is in the room. Those investigators who have taken one of the pills found in House Room 12 are exempt.

- Succumbing to the gas means that the investigator loses 1D6 + 3 hit points, and that he or she faints for 2D6 minutes. A successful **First Aid roll** wakes the victim in half that time.
- If the player characters decide to investigate the pit in Warren Room 7, allow them to lower someone down on a rope. He will rapidly vanish into the gas. After trailing out 75 feet or so of rope, the investigator screams something about snakes, and the





rope goes limp. The rope may be pulled up, but there is no one at the end of it. If the lowered player character had a knife, the rope has been cut — otherwise, it has been untied. The gas in the pit has an insidious hallucinogenic effect which is strong enough to affect even those who have taken the pills from House Room 12. The hapless explorer in the pit has been overcome by the gas, and suddenly perceived the rope in his hands as a monstrous serpent. Naturally, he released his grip on it. He fell to his death. There is no good way to explore this chasm without specialized equipment such as deep-sea diving gear.

- The player of an investigator who has been in Warren Room 6 and breathed this gas must roll D100 equal to or less than CON x3, or the investigator succumbs to the hallucinogenic effect of the gas. (The pills from House Room 12 prevent this.) For the next three hours, whenever an affected character enters a new room of the warren, he or she has a 25% chance to hallucinate. Some Warren Room descriptions suggest appropriate hallucinations, but otherwise the keeper must use his or her imagination to frighten and harass the player characters. Do not tell the investigators what is happening to them.

(8) **The Ghoul Room:** This area is a foot deep in slime, bones, and other unwholesome, unidentifiable objects. Some bones are obviously from cattle and horses. Other remains are all too dreadfully human.

- Ten bouchers occupy this room. They attack immediately. They feed on everything imaginable: the mummies in the crypt, the corpses in the graveyard, livestock, hapless children, pets, rats, and each other — you name it, they eat it. If they can, they'll sample the investigators as well. Should more than five of them be killed, the remainder flee through the mausoleum exit to the outside, or scurry into other parts of the warren.

(9) **The Root Room:** Five bouchers hide among the thick twisted roots which descend into this room. Anyone suffering from hallucinations (or who is temporarily insane) may decide that the roots are tentacles or snakes, and begin to attack them. He or she may well decide to start to shoot at the roots, or flee in fear. The bouchers in the roots will not attack unless a player character starts to bleed, or if the bouchers are somehow disturbed. If someone were to attack the roots, the bouchers would certainly be stirred up. Anyone thinking that the roots were tentacles or snakes would not bother with fighting the bouchers until he or she was sure that the tentacled thing or the serpents were dead.

(10) **The Innermost Den:** Eight bouchers wait here. They attack without hesitation. After two rounds of combat, the bouchers suddenly stop attacking, and cower back from the investigators. At the same time, the

characters will hear the distinct *click!* of a shotgun's hammer cocking. A voice behind them will say, "Put down your weapons. I won't harm you so long as you cooperate. There now. Follow me! You've no idea how long I've been waiting for someone who could understand me to show up. I've waited so long!"

This is Philip Boucher. He looks about thirty years old. His black curly hair is unfashionably long, and his beard is unkempt, but he is quite handsome. The keeper should encourage the player characters to obey him. Boucher has the drop on them with a shotgun. If any hot-headed investigator tries to attack, Philip will shoot at him — and Philip has Shotgun 80%. If he is forced to shoot, he quickly re-aims the gun at the surviving characters. "I really didn't want to do that. I hope that he isn't dead. Please don't try to hurt me any more. I don't want to hurt you, after all." Philip also carries a loaded .45 revolver on his hip. If the characters still try to behave aggressively, he'll whistle piercingly, and all the remaining bouchers in the warren will cluster around the area's entrance threateningly. In total, there are fifty-one bouchers in this warren. Philip, by hook, crook, or





force, makes the characters precede him to Warren Room 11, the altar room.

(11) **The Altar Room:** There is an altar in the center of this area, similar to that in House Room 31. Philip Boucher sits down and tells his story, holding his weapon before him.

"For years, I don't know how many, I have lived here beneath my former home. It began the day that Father said we were to call the Living God. He said it was time, and I was not one to argue. The bell rang, so that the service would begin in ten minutes. I went to Philius' room — he was a friend staying with us — and bolted his door from the outside. On the way back I realized what my family was trying to do. We planned to bring a thing that should not be into the world. I could not go on, though I was already late, and the chant had started without me. I knew then that I was wicked. Thunder split the house, and I heard Father roar from nearby. I ran to the temple, and all my family was there, looking different now that they had called upon Y'gonolac. They were hunched over and whimpering, but I fainted.

"Since that evil day, all of my family has turned into those things out there."

Successful **Sanity rolls** are needed at this point, or every player character loses 1D3 Sanity points. Philip continues.

"I have tended them and fed them, but that is not the worst thing that has happened to me. I, too have changed . . ."

- *At this point, Philip Boucher begins to transform into an avatar of Y'gonolac. His body swells, splitting his shirt, and starts to glow. His head withers, blackens, and shrinks into nonexistence, while wet red maws open in his hands. All the player characters must receive **Sanity rolls** costing 1/1D20 Sanity points. Anyone going mad as a result of this sight runs to the dynamite, and then sets it off, possibly destroying the house, and certainly destroying themselves. When Philip begins to transform, all the bouchers flee. He needs three rounds to complete his transformation, so sane characters can have a head start on him to get away.*

If player characters remain behind, or try to attack Y'gonolac, the god attacks the character with the highest Cthulhu Mythos skill, casting a Shrivelling spell with a strength of 10 magic points.

He will then attack at random, subjecting those he can grasp to horrific pain as their souls are drained away at the rate of one point each of INT and POW per round. If Y'gonolac loses 75 or more hit points, then he



collapses and gradually reverts into the corpse of Philip Boucher.

For more about Y'gonolac's attacks, see the *Call of Cthulhu* rules.

PHILIP BOUCHER, looks 30, avatar of Y'gonolac

STR 13	CON 15	SIK 10	INT 13	POW 16
DEX 09	APP 13	EDU 18	SAN 0	HP 13

Damage Bonus: none.

Weapons: 20-Gauge Shotgun 80%, damage 2D6/1D6/1D3
Fist/Punch 50%, damage 1D3
.45 Revolver 40%, damage 1D10+2

Spells: Contact Ghoul, Contact Deity / Y'gonolac (he doesn't actually need to cast this spell now), Shrivelling.

Skills: Accounting 80%, Astronomy 30%, Bargain 35%, Botany 30%, Credit Rating 01%, Cthulhu Mythos 40%, Dodge 45%, Fast Talk 40%, Geology 90%, Hide 50%, History 75%, Persuade 50%, Psychology 30%, Swim 55%.

Languages: French 70%, Latin 50%.

BOUCHERS, Lesser Servitor

Bouchers are small, hairy humanoids. They were once human, but because of their foul practices and inbreeding, they have degenerated to a near-animal state. Matted gray fur, rotting teeth, and a high-pitched twittering voice characterize them. Bouchers look like gigantic man-rat hybrids. Perhaps Y'gonolac somehow





melded the human form with that of a slaving, voracious rat to create them, or perhaps the bouchers devolved to a rat-like state because of their preferred haunts — the dank warrens and filthy burrows beneath their old home.

Characteristics

char. roll average

STR	2D6	7
CON	2D6	7
SIZ	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
MOV	10	

Damage Bonus: -1D4 / +0.

Weapons: Bite* 40%, damage 1D3

Claw* 25%, damage 1D3

* A boucher can attack with two claws and a single bite each round. If it hits with its bite, it hangs onto its target and keeps on biting, deepening wounds automatically with the bite each round thereafter until it or its target dies. As it hangs on, it and its victim have a +20% chance to hit each other, but the players of those trying to hit the boucher need a D100 roll of DEX x5 each time their characters strike, or they hit their friend instead.

Armor: none.

Skills: Dodge 35%, Hide 40%, Listen 50%, Track 35%.

Sanity Loss: 0/1D6 Sanity points to see a boucher.

Some of the Bouchers

re-use these as needed.

	1	2	3	4	5	6	7	8	9
STR	03	05	06	02	07	07	10	11	05
CON	07	10	07	10	08	08	05	08	11
SIZ	02	04	06	06	07	11	10	07	03
POW	14	15	12	14	04	12	09	13	10
DEX	14	15	11	10	07	15	10	09	08
HP	05	07	07	08	08	10	08	08	07
1D3 Bite	40%	45%	40%	35%	30%	45%	40%	40%	35%
1D3 Claw	25%	30%	25%	20%	15%	30%	25%	25%	20%
Dam. Bonus	-1D6	-1D6	-1D6	-1D6	-1D4	+0	+0	+0	-1D6

Other Bouchers

	10	11	12	13	14	15	16	17	18
STR	08	08	10	06	12	03	07	08	07
CON	07	08	08	06	08	05	07	03	07
SIZ	08	10	11	07	08	08	03	05	10
POW	06	12	09	14	13	07	07	09	08
DEX	11	09	10	11	10	11	13	10	13
HP	08	09	10	07	08	07	05	04	09
1D3 Bite	30%	55%	50%	45%	45%	20%	55%	55%	25%
1D3 Claw	15%	40%	35%	30%	30%	05%	40%	40%	10%
Dam. Bonus	-1D4	+0	+0	-1D4	+0	-1D6	-1D6	-1D4	+0

And More Bouchers

	19	20	21	22	23	24	25	26	27
STR	04	06	07	03	07	08	11	12	06
CON	07	10	07	10	08	08	05	08	11
SIZ	03	05	07	10	08	12	11	08	06
POW	14	15	12	14	04	12	09	13	10
DEX	14	15	11	10	07	15	10	09	08
HP	05	08	07	10	08	10	08	08	09
1D3 Bite	50%	45%	30%	35%	40%	25%	30%	50%	45%
1D3 Claw	25%	30%	25%	20%	15%	30%	25%	25%	20%
Dam. Bonus	-1D6	-1D6	-1D4	-1D4	-1D4	+0	+0	+0	-1D6



As the investigators discover them, give these handouts to the players. The page numbers reference the handout reproduced in the scenario text.

The Narrative of Clyde Whipple

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

— Cultist speech overheard and quoted.

"Scott's farmhouse stood just one hundred rods north of the old Anglican graveyard, near the Cambridge Road. That cemetery was later moved nearer to the bay."

— Whipple locates the farmhouse beneath which were caverns.

"Redoubled in their volume, the noisome complaints bit so grimly at our hearts that we feigned retreat from the cavern so that we might reload our weapons in semblance of order. Our minds determined, we returned and volleyed into those horrors, then held up our lamps in survey. Men with many heads, men with twisted features, things with the features of frogs and outright demons twisted and died on the floor, loosing a stinking exudate. Others whined and fruitlessly tugged against their chains. We silenced them all."

— Whipple's party finds the caverns.

Hermetic Order Papers 1 (p. 8)

Cambridge Man Missing

Police today sought the information from the public concerning the puzzling disappearance of Mr. James Clark from his home at 1312 Newton Circle, Cambridge, Mass. He was last seen at home by his wife at about ten o'clock on Monday night.

Mr. Clark is of medium build, brown hair, and 34 years of age. An omnibus driver reports seeing a passenger resembling Mr. Clark headed toward Boston at about 2:30 in the morning. Mr. Clark keeps a law office in Boston.

His is a public spirited, outgoing personality. Friends at Masonic Hall and at the Hermetic Order of the Silver Twilight expressed dismay when apprised of his disappearance.

Boston Globe.

Hermetic Order Papers 2 (p. 12)

INFANT STILL MISSING; MOTHER PROSTRATE

Authorities seeking young Erin O'Malley, aged six months, today broadened their search for the missing infant by issuing a warrant of arrest for one Karl Sanford, of 18 Trimountaine Close, whereabouts presently unknown.

Neighbors give contradictory descriptions of Sanford, and have little

to report of him except for his disagreeable demeanor and secretive behavior.

Lieutenant of Detectives Beneke urges all who know of this man to step forward and do their duty by City and Commonwealth. Any Boston policeman will direct the inquiring citizen to Lt. Beneke.

Friends and family report that Mrs. O'Malley is prostrate with grief and begs whomever has taken the infant to return her, with the blessings of God.

—Boston Globe.

Hermetic Order Papers 4 (p. 13)



MOTIVATE YOUR EMPLOYEES!

INSPIRE YOURSELF!



**Look To The Future
and Carl Stanford**

this week present

B. Ramsdale Brown

Profits in Your Own Back Yard

We are the Businessman's Friend

Meeting and Coffee every Monday morning, 50 cents

The Crullers Are on Us!

320 Back Bay Lane — 7:30 a.m. sharp



***Boston Witches Recalled by
Historian (cont.)***

... These benighted individuals seemed to their fellow colonists to be hostile to the very tenets of Christianity, and transcripts from the era of the witch trials document their confidence in their own dark powers. Though they were often put on trial, an alarmed citizenry sometimes rose up against them without the benefit of lawful arrest or trial, as happened to the Cambridge area warlock John Scott in 1721. Scott was attacked and captured, found guilty of witchcraft by acclamation, burned alive in an enormous bonfire, and buried in an unmarked, unhallowed grave, all on the same day before seven o'clock in the evening. Neighbors swore he had created monsters and brought the dead to life in secret caverns located on his farm. His farm would be fascinating to explore, but unfortunately its precise location has been lost for centuries.

— Boston Globe.

Hermetic Order Papers 5
(p. 13)

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

— Excerpt from *Catechism of the
Knights of the Outer Void*

Hermetic Order Papers 7 (p. 20)

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

— Excerpt from *Entering the Silver Gate*

Hermetic Order Papers 6 (p. 19)

“... Therefore retaliation is now our sacred duty, to probe our purity of purpose, to make manifest the will of our Dreaming Lords, to pick up the sacred obligation of the flesh without limit and demonstrate the might and bite of those Who have begun to stir. Shall we wait as if paralyzed when blood frenzy is the pleasure of Those Whose reigns shall be without end or limit?”

— Excerpt from *Holy Mysteries of the
Great Return*

Hermetic Order Papers 8 (p. 17)



MacBain House
Cannich, Scotland
12 January 19 —

Dear Mr. Stanford,
Greetings and felicitations.

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

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

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

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

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

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

Most sincerely,
Duncan MacBain



A Letter from David Lee

Dear _____

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

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

The head of the organization seems to be Mr. Lostalus Black, though the organization is remarkably secretive, and I have only his bearing and demeanor as evidence for my belief. Mr. Black claims to be a gifted psychologist. By subjecting our intelligent and sophisticated minds to certain peculiar psychological conditions, he claims that the membership's creativity will be released, and that we will be enabled to perform all sorts of physical wonders by metaphysical means. Thus we regularly meet together, and pay a nominal fee to support the organizers. He says we will be sharing in the grand discoveries that will come from this.

The psychological aura created by Mr. Black is certainly most queer. He begins by standing at a podium, while all of us (the attendees) are asked to meditate upon certain specific geometric shapes and designs. A sheet containing diagrams of the aforementioned designs is handed out to each member at the start of the meeting. While we meditate, Mr. Black begins by reciting some sort of invocation in nonsense syllables. He says that these syllables have been carefully chosen to elicit the proper subconscious response from us. As he chants, he begins to gesticulate wildly, and then we are all signaled to begin to chant a simple litany of our own.

Ong D'acta Linka,
Neblod Zin, Neblod Zin,
Ong D'acta Linka,
Yog-Sothoth, Yog-Sothoth,
Ong D'acta Linka,
Yarl M'ten, Yarl M'ten.

We repeat this nonsense chant for forty-five minutes to an hour. Mr. Black continues to energetically gesticulate and emit strange noises until he seems to reach some sort of finale, and he does a bit of stage magic — always the same trick, but smoothly done. Then he gestures



for us to stop. We then have tea or coffee. Many thuggish-seeming men assist Mr. Black now and then, as do two well-mannered men, a Mr. Bryan Slim and a Mr. Carl Stanford.

In addition to the monthly meeting which I have outlined above, we also have week-day inspirational seminars with various guest speakers. Mr. Slim seems to be the important organizer for these seminars, as indeed he is for the more esoteric monthly meeting. The thing that brought you to mind is that some of the speakers have urged us to join a fraternal lodge, thereby to enlarge our circle of friends and to make trustworthy business acquaintances. They specifically mentioned the Silver Twilight lodge as an excellent choice.

I must confess that Lostalus Black's methods seem to work. The organization has for sale many extraordinary artifacts they say were brought back from the future by our mental effort. I saw reason to believe those statements. Two months after I started to attend, Black came in with a perfectly astounding item, which he allowed me to purchase for \$100. It is well worth it, let me tell you! I will show it to you if you come. Many objects are marked with a copyright or trademark and dated far into the future.

Now for my reasons for distrusting Mr. Black. After each meeting in which we do the chanting, I feel head-achey and sick for some hours. I have noticed that since I joined the group, I have lost some of my former vitality and force, and feel as if my health may be deteriorating. I really could not say if this has any connection to "Look to the Future", but it seems suspicious to me, especially since I have noticed that my acquaintances in the group suffer from the same syndrome. Another reason for my distrust of Lostalus Black are his armed guards and the secretiveness that he keeps about himself and the organization. His guards speak no English or rudimentary English, and their crude behavior certainly does not inspire confidence in them or him, nor does his often-flamboyant dress-fezzes and such.

I would like you and your friends to visit a few meetings. I hope you can expose this organization for a fraud, or decide that it is open and aboveboard. If the organization is for real, I would like to be reassured about it so that I can rejoin it and continue to bid on those fabulous artifacts that it offers.

Hopefully yours,
David Lee





REPORTING.

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

Future Papers 3 (p. 34)



Future Papers 2: Drawing of the R'lyeh Disk (p. 33)

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

— Excerpt from *In Old California*, by A. Smith, no publisher, no Mythos references, foreword dated 1884.

Future Papers 4 (p. 37)

Excerpt from the London Scoop

Dr. Chisholm: The rain forests there are absolutely trackless. It would take an army to hack their way through directly. One must approach circuitously, to the north, and then all the way round down from the top of the watershed, taking advantage of the river flow to be carried into the canyons.

The Scoop: It was in the unexplored canyons that you found a new danger, was it not, sir?

Dr. Chisholm: (visibly shuddering) Yes. The experience nearly drove me

mad. Being forced to run the gauntlet of the river-borne *dingi-dingi* was utterly terrifying. The things are like motile leeches, but much larger, the size of horses. Lord! And they are very good swimmers. One of them can exsanguinate a man as quickly as you or I might skin a rabbit.

The Scoop: Dreadful! Yet you plan to go back there?

Dr. Chisholm: My good friend Hancock is keen on it, and I have learned to trust his judgment utterly. By next year my hands will be steady enough for anything.

— From "Terror on the Edge of the World", *London Scoop*.

Cannich Papers 5 (p. 46)



H. M. Hancock

Hancock House

Cannich, Scotland

May 14, 19 —

Dear Jacob,

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

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

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

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

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

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

Give my greetings to your father.

Your Uncle,

Henry Hancock

N.B. I do not recognize the "Sons of Yog-Sothoth" nor does "Belphegor" or "the French woman" make any sense to me. I would investigate this myself, were it not for my infernal gout. Jacob Hancock.



H. H. Hancock

Hancock House

Cannich, Scotland

May 12, 19 —

Dear Jacob,

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

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

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

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

*Your Uncle,
Henry Hancock*

N.B. My father died ten years before the date of this letter. The reference to my father is a code between Henry and myself indicating authenticity and urgency of the message. Jacob Hancock.



Henry Hancock

Hancock House

Cannich, Scotland

16 May 19 —

My Dearest Jacob,

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

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

Give my greetings to the rest of the family.

With fondest regards,

Henry M. Hancock

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

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

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

— Excerpt from *Great Witches of Britain*,
Alphonse Debeers, 1912.

Cannich Papers 7 (p. 47)

MEMBER RETURNS FROM CONGO BASIN

Henry M. Hancock disembarked at Southampton recently after a two month expedition somewhere along the Congo River’s drainage.

The accomplished archaeologist indicated that he and Dr. Adam Chisholm had some success in locating evidence connected to an unnamed place termed by Dr. Chisholm as “a semi-mythic location”. Owing to Dr. Chisholm’s unfortunate illness their expedition was interrupted, and publication of their findings must await a fresh trip into the canyons of the Ituri-kendi.

The partners plan a new expedition next year. Meanwhile they look forward to the bracing air and sturdy virtues of Scotland, as they rest near Inverness.

Mr. Hancock would not comment upon a recent lurid article appearing in a London daily, *The Scoop*, except to castigate “whoever is responsible” for attributing feverish dreams to his stricken friend and partner, Dr. Chisholm.

— *Proceedings of the Royal Geographical Society*.

Cannich Papers 4 (p. 46)

WANTED

FOR MURDER AND KIDNAPPING



Known only by the name "Belphegor"
£1250 REWARD For Capture and Conviction

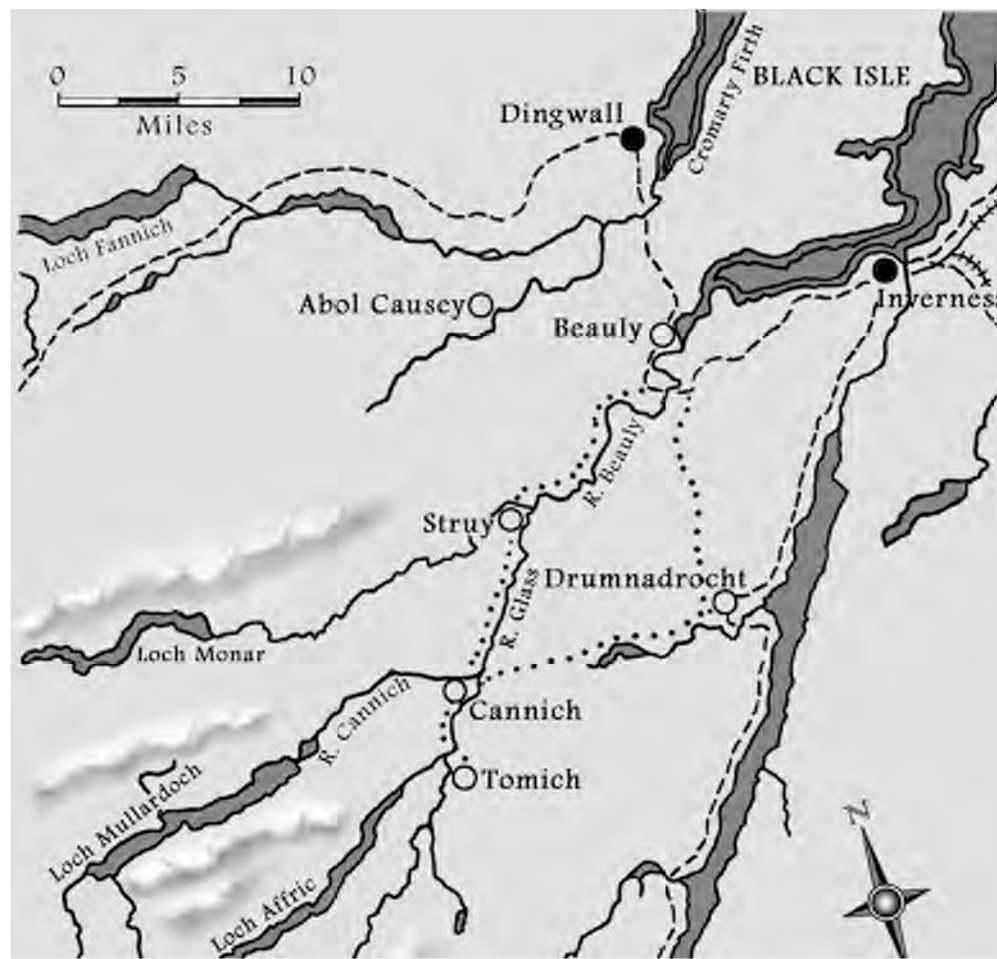
Date of Birth: c. 1890

Place of Birth: unknown

Male, of average height

Thought to be a recent resident of London.

Anyone with information about this criminal's whereabouts should alert their local officials or telegram New Scotland Yard.



Cannich Papers 9:
Players Map (p. 47)

COVEN MEMBERS

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

Cannich Papers 11 (page 58)

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

— Excerpt from *Occult Brethren*, Clive Waite Jr., 1902.

Cannich Papers 8 (page 49)

"An excellent example of an evil Pictish group is that from Loch Mullardoch, in Scotland. These Picts worshiped the being known elsewhere as the Daemon Sultan, but, as in some other locations, they performed this worship as bidden by beings of an older, and more malign species. Indeed, I know for a fact that these remnants from the days of pre-human reptiles even now walk the Earth.

"Another place where such beings may lurk is in North America, where the Great Old Ones were worshiped long before the advent of Columbus. I am here thinking of locations in Spain's Alta California province."

— Nameless Cults, version or translator unknown.

Cannich Papers 10 (page 56)

A Summary of the Expedition to Loch Mullardoch

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

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

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

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

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

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

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

Sincerely,

Andrew MacBride





(Carl Stanford to Duncan MacBain, no date or address).

Dear Mr. MacBain,

This letter will introduce you to Belphegor, a valued member of our Order. He is sent to you to aid you in your search for the missing sections of the B'lyeh Disk.

Maintain your surveillance of Jacob Hancock's agents. They may find another portion of the Disk at any time. If they do, you must think of our Lord and grant them no mercy.

I expect that you will soon find the Disk. Your passage and that for Belphegor have been arranged by our people in London. Both of you must be on that ship when it sails.

Obey Belphegor as you would obey me. Glory to the Gods. Vog-Pethoth Nebled Lin.

*With confidence in your abilities,
Carl Stanford*

re: the expedition to Loch Mullardoch

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

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

Cannich Papers 14
Fr. MacBride's
translation, plus his
note to the Cardinal
(p. 70)

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

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

*Sincerely,
Andrew MacBride*



A Summary of the Expedition to Loch Mullardoch

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

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

Platorius Nepos had asked, nor ordered, Marcus to pursue a man named Belphegor and return him for trial. Marcus also was to try to find a golden disk with intricate carbing and strange runes, and to destroy it's magic by melting it down. The governor's presence alone suggested the urgency of the quest, but sending an entire century into the Pictish lands north of the wall at a time when soldiers were all too few astounded all who learned of it.

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

They pushed north on Belphegor's trail.

Marcus went alone into the camp of the Picts and, after giving the chief gifts, explained the nature of the expedition. The Picts captured him and tied him in one of

their huts. They would have killed him except for the fortuitous arrival of a holy man, John, whom the Picts respected and feared. John asked the Picts to release Marcus and return his belongings, which they reluctantly did.

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

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

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

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

Marcus cut down the serpent priests with his sword and Namatian tried to break the golden disk. All of his efforts failed until Marcus lent him his sword. The sword cut through the disk and with a few strokes the disk was cut into three sections. Namatian was building a fire to melt it down when a great beast came from the mountain and attacked the remaining soldiers. Its wounds healed themselves as fast as they were inflicted. Marcus discovered a serpent priest who had

escaped the slaughter of his companions and, when he killed him, the beast went mad. The ground began to shake and the temple collapsed, killing all but Marcus, who was pushed through the doorway into the other world. The rest of the expedition died in the rubble.

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

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

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

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



World-Wide Telegraph

The Globe in Seven Minutes

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CAPE TOWN

NEW DELHI

MANILA

GENTLEMEN YESTERDAY I MET WITH JACOB HANCOCK STOP HE
RELATED YOUR ACHIEVEMENTS IN SCOTLAND STOP PLEASE ADVISE
YOUR PRESENT AVAILABILITY BY RETURN WIRE STOP I WISH YOU
TO INVESTIGATE THE DEATH OF ERIC VON VARNSTEIN STOP I
BELIEVE HE DIED VIA SUPERNATURAL AGENCY STOP FEES AND
TRAVEL ARRANGEMENTS FOLLOW AT YOUR AGREEMENT STOP IF
AVAILABLE YOU SAIL FROM SOUTHAMPTON IN TWO DAYS STOP
SIGNED WINWOOD END

SAN FRANCISCO

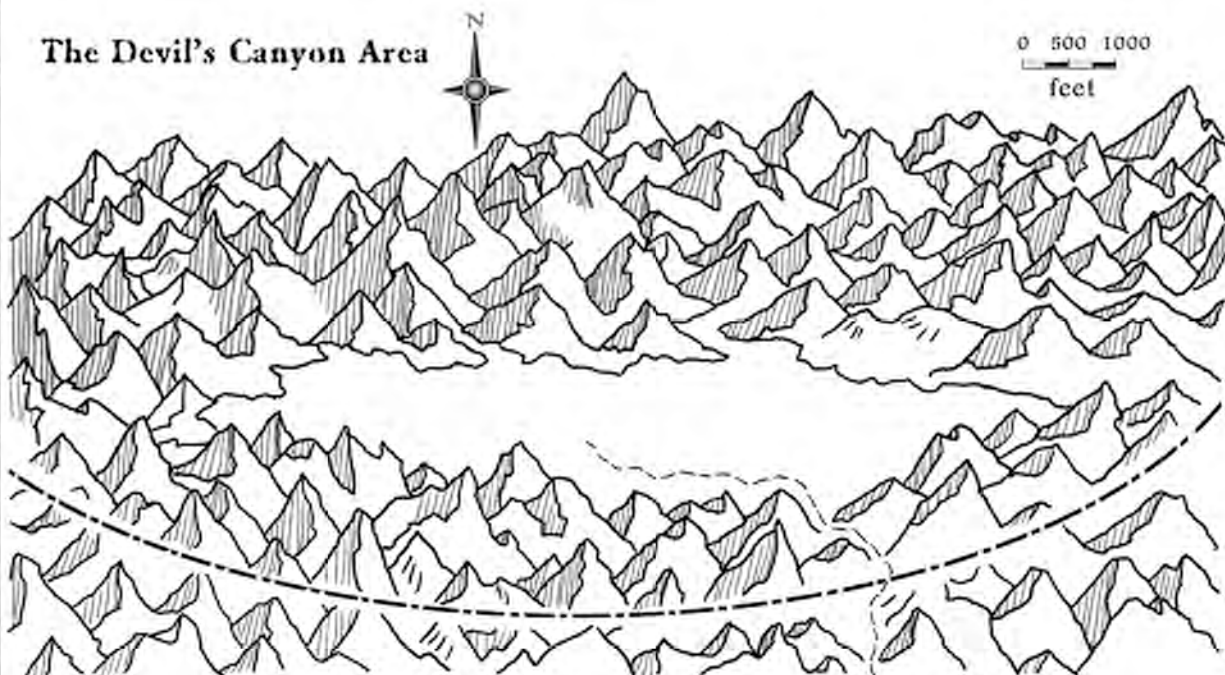
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Devil's Papers 1: telegram from Grant Winwood (p. 80)

The Devil's Canyon Area



Devil's Papers 3: Players' Map (p. 87 for keeper version)



An Ancient Chant from Under the World

Sado Gawah, Sado Gawah, Sado Gawah
 Vith ru Zloygim, Vith ru Zloygim, Vith ru Zloygim
 Borgo Keen Yan, Borgo Keen Yan, Borgo Keen Yan
 Sado Gawah, Sado Gawah, Sado Gawah
 Vith ru Zloygim, Vith ru Zloygim, Vith ru Zloygim
 Borgo Keen Yan, Borgo Keen Yan, Borgo Keen Yan
 Sado Gawah, Sado Gawah, Sado Gawah
 Vij ra Zloygim, Vij ra Zloygim, Vij ra Zloygim
 Borgo Keen Yan, Borgo Keen Yan, Borgo Keen Yan
 Hi! Hi! Hi!
 Borgo Yan Yan, Borgo Yan Yan, Borgo Yan Yan
 Borgo Sado Yan, Borgo Sado Yan, Borgo Sado Yan
 Borgo Gawah Yan, Borgo Gawah Yan, Borgo Gawah Yan
 Borgo Barwah! Borgo Barwah! Borgo Barwah!
 Vij ra Zloygim, Vij ra Zloygim, Vij ra Zloygim
 Borgo Yan Yan, Borgo Yan Yan, Borgo Yan Yan
 Sado Gawah, Sado Gawah, Sado Gawah!
 Sado Gawah, Sado Gawah, Sado Gawah!
 Sado Gawah, Sado Gawah, Sado Gawah!
 Hi! Hi! Hi!

Devil's Papers 2 (p. 85)



Devil's Papers 4: Illustration of
the Arc of Vlactos (p. 88)

Y'tthkapg-Nyar'lathotep,

Your words are true. We seek the
destruction of those who kept the
R'lyeh Diske from us, and who may
have discovered the Arc of Vlactos.
Their deaths are foreordained by the
Old Ones of space and time. Praise
Shub-Niggurath!

We, the instruments of the Old Ones,
must act for the Old Ones one more
time. Your plan, to befriend and then
to slay our enemies, is good. You are
the strongest of our group to remain
in America, now that most of us must
set sail to participate in His Rising.
With the Watchers of the island, we
mark the approaching days of Our
Lord's release, and we have amassed
enough power and wizards to insure
the fruition of our Great Lord's desires.
Only guard us from our enemies, who
yet resist our will. We can take no
chances. At His Vault, any soldiery will
aid them, not us. Many of us are yet
vulnerable to bullets and steel. Do as
we have designed.

Cthulhu ftagn!

Carl Stanford

Worm Papers 3 (p. 103)



Christopher Edwin's Statement

"Fifty years ago, a man named Clarence Woodie lived north of town. He had a reputation for being an evil and vengeful man. He would kick dogs to death for snapping at him. He would poison a neighbor's sheep if it stepped onto his land. He never married, but adopted three boys from the county orphanage. He raised them in his evil ways, and they were as wicked as he, I dare say.

"When he suddenly died, the boys found a tin box stuffed with money under his bed. They claimed that they came upon it by accident. The townsfolk did not believe this story, and neither did the police, who arrested the lads on a charge of smothering their foster father for his money. All three were hanged — they were in their early twenties by then — and they were buried in unmarked graves. Then a strange thing happened. The person who bought the Woodie house was found dead with a rope burn about his throat, as if he had been hung! Only he was found lying in his bed, with no rope at hand.

"Later on, several other people, including two tramps, also died in that house, their throats mysteriously marked by rope as though from a hangman's knot. I think, and I feel you may agree with me, that the damned spirits of Woodie's boys lingered about that house, murdering whoever stayed there too long.

"Finally, no one would enter that house, and it fell into disrepair. Thus it remained for over forty years. But last year a person came to town who had once belonged to the Silver Twilight and he bought the land on which the old house stood. He did not sleep in the place, but villagers whispered that he performed strange acts there, and that he was trying to invoke or tame the haunts that lived there. His name was Malcolm Smith. In any case, before I fell sick, I spied on him trying to converse with the house's ghosts. When I saw the wraiths themselves speak with him, I fainted dead away!

"I contacted you because I've guessed what Mr. Smith was trying to do. He realized that the haunts had a powerful magical aura, and he was trying to tap it for some magical act. He was actually weakening the ghosts — not to destroy them, but to steal their energy to perform magic.

Smith disappeared just before I fell ill. Even though weakened, the specters managed to destroy the man who was vampirizing them. When I listened to their conversation, this is what I heard:

"Ye fiends of night! Ye ghosts of the damned dead! Ye spirits of evil and sin! Come! Come! Come and yield up your criminal power to me! Free your weakening resolve from this place of your crimes, and release your energy! Reinforce me with the magic and power of your being! I must wax and you must wane! Strengthen me at your despair!"

"That's what Malcolm Smith chanted. Then, the faint ghost of a man, its head lolling at one side as though the neck was cracked, appeared.

"'Depart from us,' said the ghost. 'Leave us be . . . cease tormenting our pains and anguish . . . leave us or let us feast upon your fear, as we have done to others . . . sacrifice yourself to our hunger or depart from our horror . . .'

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

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

"Help me! I am wealthy, and wish my last acts to be good ones — perhaps I can be instrumental in destroying the Silver Twilight and thus saving the world from the evil that will surely descend upon it if they triumph!"



Salk Harbour, Maine

Dear Sirs:

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

Sincerely,

Christopher Edwin

Rules for Visitors

Posted by the Office of the Gobernador Militar

1. While in the village, visitors must abide by the 9 p.m. curfew.
2. No firearms are allowed on the island. Firearms are to be surrendered against their return upon departure. Weapons aboard a visiting ship may remain there.
3. The military garrison is essential to the national duty. No sailors are available at any time to accompany visitors. In the interest of efficiency, no enlisted man will respond to questions from visitors.
4. Visitors may hire native residents as guides and workers, but visitors will be responsible for every sheep stolen near their passage.
5. Information of criminal activity must be reported to the Military Governor. Failure to do so is a criminal offense.
6. Visitors also must keep the Governor's Office informed as to their whereabouts and plans. Visitors may not make arrests or undertake other police activities.

Professor Methridge's Statement

"We landed as a team on the island three months ago, after gaining full permission from the Chilean government to conduct excavations. We then surveyed the island, a large job that took about six weeks. After that, exploratory trenches were dug in likely spots, including an old funeral monument and an abandoned village.

"At two locations we made most interesting finds. At the site of the abandoned village, east of the Katiki volcano, we found a layer of burned material two feet under the surface. This evidence of a large fire there several thousand years ago is noteworthy because there is little vegetation on the island. That may eliminate a forest or brush fire as a cause.

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

"In measuring the site, one of our graduate students stumbled upon a hidden crack, which had opened to reveal a hollow interior, a sort of catacomb. This catacomb contained sixteen mummified bodies standing in niches. A vase and three statuettes were also discovered here. A few hours after this discovery, the kidnappings began.

"Those who disappeared include six members of the university archaeological team, three native islanders, two shepherds, and two sailors from the Chilean military garrison.

"These seemingly random disappearances occurred the night after the discovery of the several statuettes and the clay vase. Those finds had 'fish-man' motifs and similar graphical references, a theme unknown before on Easter Island.

"The vase and statuettes are held by Captain Manuel Pereira, the military governor of the island."

**World-Wide Telegraph***The Globe in Seven Minutes*

CAIRO

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ROME

SIGHTED CARL STANFORD STOP REPEAT SIGHTED CARL STANFORD

STOP DISGUISED BUT UNMISTAKABLY HIM STOP HE HAS

CHARTERED TWO SHIPS HERE STOP DESTINATION IN EASTERN

PACIFIC LIKELY STOP MUCH CREW EQUIPMENT SUPPLIES STOP

SHALL I LEARN MORE QUESTION MARK STOP

DAVID LEE

BUENOS AIRES

SAN FRANCISCO

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Watchers Papers 1: Cable From David Lee (p. 110)

Watchers Papers 2: Second Cable From David Lee (p. 111)

**World-Wide Telegraph***The Globe in Seven Minutes*

CAIRO

VANCOUVER

HONOLULU

MEXICO CITY

LONDON

MELBOURNE

BERLIN

VALPARAISO

ROME

STANFORD SET SAIL MINUTES BEFORE POLICE ARRIVED STOP NO

ONE KNOWS TO WHERE STOP EASTER ISLAND CLOSEST LANDFALL

STOP POLICE CHARGE STANFORD FOR GRISLY MURDERS AT LA

CALERA CHILE STOP REMEMBER I FLOAT LOANS STOP

DAVID LEE

BUENOS AIRES

SAN FRANCISCO

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CAPE TOWN

NEW DELHI

MANILA

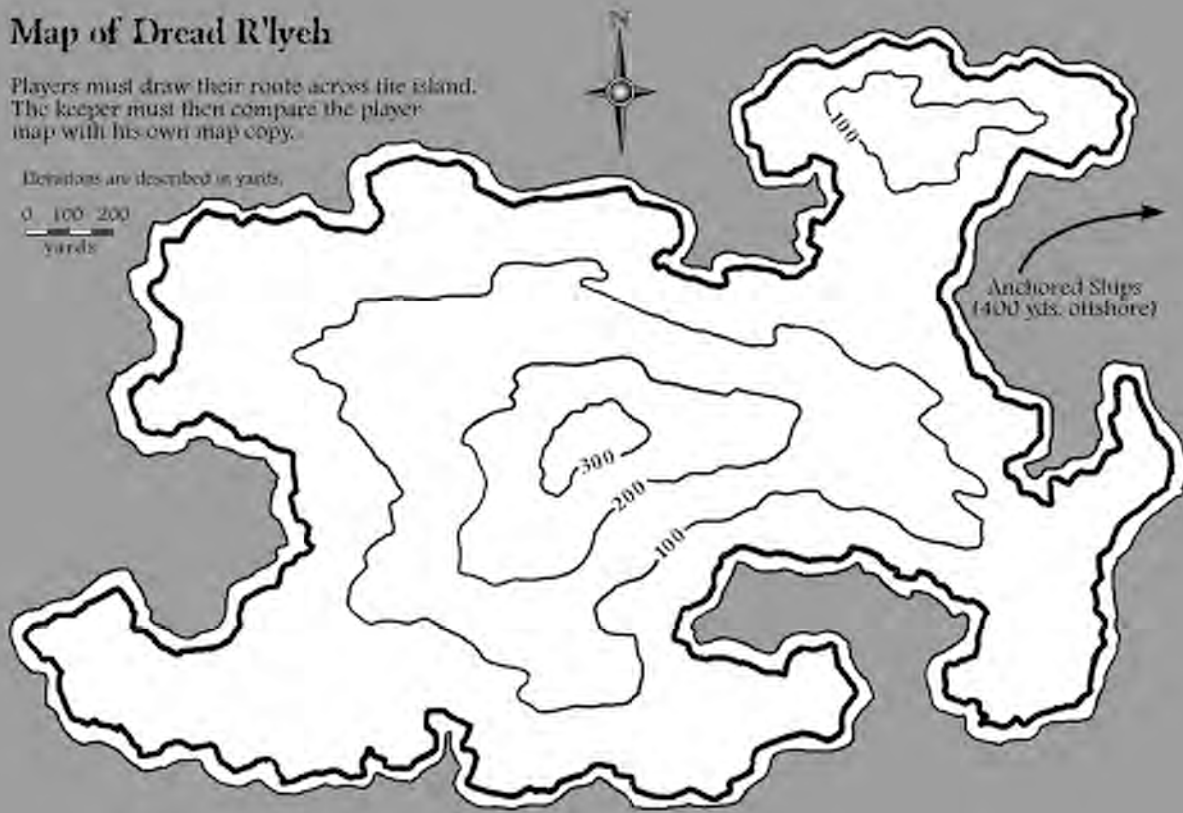
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Map of Dread R'lyeh

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

Elevations are described in yards.

0 100 200
yards



R'lyeh Papers 1: Players' Sketch Map (p. 131)

"After the death of my adopted mother Wilma, I was contacted by a Boston law firm. They told me I really was Jason Boucher, and that Priscilla Boucher was my real mother. I've since learned she died of dog bites. How horrible! They informed me that I was the sole heir to the Boucher fortune — almost \$50,000 in gold, more in stocks and bonds, as well as the family estate. I visited the estate just long enough to see that the house was unlivable, so I decided to have it demolished and to build something else in its place. I hired Jerry Maklin to demolish the old structure, and now he's disappeared. That's all I know."

Warren Papers 1: Jason Porter's Statement

*Those who warshyp thes most holy
of gods ar afton alloed to transcend
mere humanne shape, and to
become hys minions. Thys I have
seene, and grat is ther glori. They
tayk the form of man, yet it is not
the form of man. Ther streng is
moor then thet of mere man, as is
ther quiknesse. They liv afton in
cavs and carvernes benyth the
worlde, were onlie Y'GOLONAC, and
the others who no of hymne can fynd
them.*

Warren Papers 2: A Passage from
the Revelations of Glaaki (p. 144)

December 21, 1899

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

Philius A. Eckard

Warren Papers 3: The Last Statement of
Philius A. Eckard (p. 145)

"All Rumors Are True!"

Chaosium Gazette

SELECTED TITLES AT CHAOSIUM.COM

Fiction

The Strange Cases of Rudolph Pearson

#6042 ISBN 1-56882-220-0 \$14.95

Professor Rudolph Pearson moved to New York City after the Great War, hoping to put his past behind him. While teaching Medieval Literature at Columbia University, he helped the police unravel a centuries' old mystery. At the same moment, he uncovered a threat so terrifying that he could not turn away. With the bloody scribbling of an Old English script in a dead man's apartment, Rudolph Pearson begins a journey that takes him to the very beginning of human civilization. There he learns of the terror that brings doom to his world.

Gathered here are the weird investigations of Rudolph Pearson. This compilation of cosmic horror and Cthulhu Mythos tales brings to life a world full of the grotesque and the malefic, set against a backdrop of an unknowable universe. Progress can be horrifying.

Book of Eibon

#6026 ISBN 1-56882-129-8 \$17.95

Whispered tales tell of the *Book of Eibon*, a tome so ancient that it was originally written in the Hyperborean language of Tsath-Yo, long before Atlantis was born from the sea. It is known by dozens of names and predates even the *Necronomicon* and *Unaussprechlichen Kulten*. The contents of the *Book of Eibon* are primarily the work of Clark Ashton Smith, one of the most famous authors of *Weird Tales* and the inventor of the *Book of Eibon*, as well as Lin Carter, esteemed fantasy and horror editor. Robert Price, Richard Tierney, Joseph Pulver, and a number of other authors have helped complete the text. The result reveals secrets of the Cthulhu Mythos, from the history of the first alien races to come to earth to the histories of the Elder Magi of Hyperborea and the story of Eibon's life and death. 438 pages.

The Yellow Sign & Other Stories

#6023 ISBN 1-56882-126-3 \$19.95

This massive collection brings together the entire body of Robert W. Chambers' weird fiction works including material unprinted since the 1890's. Chambers is considered a landmark author in the field of horror literature for his King in Yellow collection, which itself represents but a small portion of his weird fiction work. These stories are intimately connected with the Cthulhu Mythos introducing Hali, Carcosa, and Hastur.

This book contains all the immortal tales of Robert W. Chambers, including "The Repairer of Reputations", "The Yellow Sign", and "The Mask". These tales are often found in survey anthologies. In addition to the six stories reprinted from *The Yellow Sign* (1895), this book also offers more than two dozen other stories and episodes, about 650 pages in all. These narratives rarely have appeared in print. Some have not been published in nearly a century.

A Chambers novel, *The Slayer of Souls* (1920), is not included in this short story collection.

The White People & Other Tales

#6035 \$14.95 ISBN 1-56882-147-6

THE BEST WEIRD TALES OF ARTHUR MACHEN, VOL 2. — Born in Wales in 1863, Machen was a London journalist for much of his life. Among his fiction, he may be best known for the allusive, haunting title story of this book, "The White People", which H. P. Lovecraft thought to be the second greatest horror story ever written (after Blackwood's "The Willows"). This wide-ranging collection also includes the crystalline novelette "A Fragment of Life", the "Angel of Mons" (a story so coolly reported that it was imagined true by millions in the grim initial days of the Great War), and "The Great Return", telling of the stately visions which graced the Welsh village of Llantrissant for a time. Four more tales and the poetical "Ornaments in Jade" are all finely told. This is the second of three Machen volumes edited by S. T. Joshi and published by Chaosium; the first volume is *The Three Impostors*. 312 pages.

Call of Cthulhu RPG

CALL OF CTHULHU is a horror roleplaying game set in the world of the Cthulhu Mythos, as described by H. P. Lovecraft, the father of modern horror.

Call of Cthulhu, sixth ed.

#2396 ISBN 0-56882-173-5 \$39.95

CORE PRODUCT — The Great Old Ones rules the Earth aeons before the incidental rise of humankind. They came from the gulfs of space, waged war upon one another, and then were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found in the remote extremes of our planet. Upon uncharted islands, within dark ocean depths, under burning desert sands, locked within polar ice, miles below the Earth's crust they lay imprisoned. But when the stars are right they will awaken and walk this Earth once more.

Call of Cthulhu is Chaosium's classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. *Call of Cthulhu* uses Chaosium's *Basic Roleplaying System*, easy to learn and quick to play. This bestseller has sold over 400,000 copies worldwide and has won dozens of game-industry awards. In 1996 *Call of Cthulhu* was elected to the Academy of Adventure Game Design Hall of Fame. In 2001 *Call of Cthulhu* celebrated its 20th anniversary. In 2003 *Call of Cthulhu* was voted the #1 Gothic/Horror RPG of all time by the Gaming Report.com community. *Call of Cthulhu* is well-supported by an ever-growing line of high quality game supplements.

This new hardback edition is completely compatible with all of our previous supplements for *Call of Cthulhu*. Some sections of the book have been corrected and clarified, and the book includes some new interior art as well as incorporating the layout from our Origins Award winning *Call of Cthulhu* 20th Anniversary edition. This is a complete roleplaying game in one volume. All you need to play is this book, some dice, imagination, and your friends.
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H. P. Lovecraft's Arkham

#8803 \$28.95 ISBN 1-56882-165-4

"Behind everything crouched the brooding, festering horror of the ancient town . . . the changeless, legend-haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hid from the King's men in the dark, olden days of the Province.

It was always a very bad time in Arkham . . ."

—H. P. Lovecraft

Arkham is a small town along the Massachusetts coast—the setting favored by author Howard Phillips Lovecraft in his tales of monstrous horror. All in all a quiet place, Arkham is best-known as the home of Miskatonic University, an excellent school becoming known for its esoteric and disturbing volumes residing in its library's Restricted Collection. These tomes form the foundation of all current efforts to thwart the dire desires of the Mythos legion.

H. P. Lovecraft's Arkham contains extensive background information about this haunted New England town — written to be used by serious investigators as a base from which to further explore the mysteries of the Cthulhu Mythos. Pertinent buildings, useful people, and important locations are described in depth. A 17x22" players' map of Arkham is bound into the back, and four thrilling adventures complete the package.

Includes the H.P. Lovecraft short story "The Dreams in the Witch-house" (1933).

H. P. Lovecraft's Dunwich

#8802 \$25.95 ISBN 1-56882-164-6

Dunwich is a small village located along the Miskatonic, upriver from Arkham. Until 1806, Dunwich was a thriving community, boasting many mills and the powerful Whateley family.

Those among the Whateleys came to know dark secrets about the world, and they fell into the worship of unwholesome creatures from other times and places. Retreating to the hills and forests surrounding the town, they betrayed their uncorrupted kin.

Prosperity fled, and a dark despair seized the people. What remains is a skeleton town, mills closed, its citizens without hope or future. However, secrets of the Mythos survive, to be discovered by brave and enterprising investigators.

H. P. Lovecraft's Dunwich begins with "The Dunwich Horror," Lovecraft's masterful tale of life in the town and its surroundings. It expands upon the story with extensive information about the town: pertinent buildings, useful people, and important locations are described in detail. A 17x22" map depicts the area for miles around, and two scenarios are included. All statistics and gameplay notes for d20 Cthulhu are also provided.

H. P. Lovecraft's Kingsport

#8804 \$25.95 ISBN 1-56882-167-0

"In the morning, mist comes up from the sea by the cliffs beyond Kingsport. White and feathery it comes from the deep to its brothers the clouds, full of dreams of dank pastures and caves of leviathan. And later, in the still summer rains on the steep roofs of poets, the clouds scatter bits of those dreams, that men shall not live without rumor of old strange secrets, and wonders that planets tell planets alone in the night."

—H. P. Lovecraft

Kingsport is a coastal town located a morning's stroll from Arkham. Draped in mists and fog, it is home to artists and fishermen, sailors and dreamers. Here dreams and reality mingle to an unsettling degree.

Some find solace in such dreams; others find only terror and death. Charles Baxter's dreams drove him to despair. He took his own life, throwing himself into the sea. The only clues to his demise: a water-soaked collection of poems.

Horrors exist in the real world of Kingsport as well, remnants of an ancient witch-cult that once infested the town. Unspeakable things crawl through their burrows beneath Central Hill and lurk in the fog off Jersey Reef, preying on fishermen and unsuspecting tourists alike.

Kingsport's soothing atmosphere and beautiful setting beckons to vacationers. Its perch on the brink of the dream-world inspires artists. Investigators come to Kingsport to find understanding of the dark realms of the Cthulhu Mythos.

H. P. Lovecraft's Kingsport describes this fabled Massachusetts town in meticulous detail—its important personal ties, buildings, history, and its weird people and places. This book also features a fold-out players' map of the town, a tourist brochure describing places of interest, and three adventures with player aids for added realism and enjoyment.

Includes the H.P. Lovecraft short story "The Strange High House In The Mist" (1931) and "The Festival".

Keeper's Companion II

#2395 \$23.95 ISBN 1-56882-186-7

A CORE BOOK FOR KEEPERS, VOL. 2—New to Call of Cthulhu? A battle-scarred veteran of many campaigns? Here are essential background articles useful to most keepers.

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"Medical Examiner's Report" discusses the unusual corpse recovered by the Essex County Sheriff's Department, as does "Dr. Lippincot's Diary" from another point of view. Also a short article on deep one / human reproduction.

Brian Sammon's "Mythos Collector" submits write-ups for the *Book of Iod*, *Chronike von Nath*, *Confessions of the Mad Monk Clinthaus*, *Letters of Nestar*, *The Nyhargo Codex*, *Soul of Chaos*, *Testament of Carnamago*, *The Tunneler Below*, *Visions From Yaddith*, *Von denen Verdammten*, as well as for more than a dozen new spells.

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