

**The Colour of Money** 

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#### **Scenario Overview**

• Length: 2-3 hours

• Investigators: 1-3

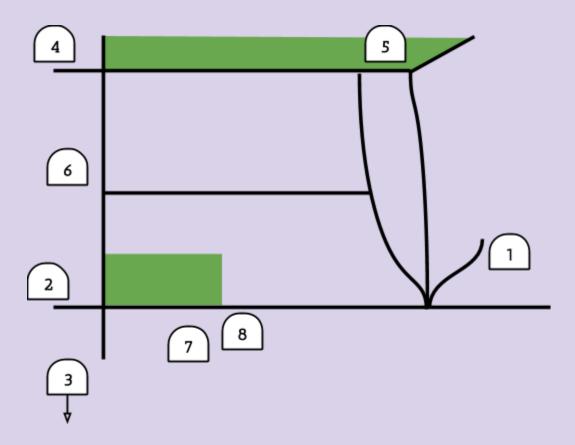
• Date and Setting: modern day Essex

An undocumented Merovingian coin has been listed for sale on eBay near Southend. It doesn't look it, but it must be fake? The coin has been disinterred by Sutton - a revenant sorcerer, once founder of the Providence Baptist Church in Prittlewell, who continues its mission to tempt out the entity sealed in an Anglo-Saxon tomb. Sutton will succeed the evening after the scenario begins.

#### **Timeline**

- **5th Century** Saexa's internment in an elaborate burial chamber seals a larval Colour out of Space.
- **18th Century** John Sutton of Islington Green (a revenant sorcerer by way of Yog-Sothoth's blessing) seeks out the Prittlewell tomb to release the Colour, but the stars aren't right. He founds the Providence Baptist Church in 1854, then half a century later opens his veins and has his **essentiall saltes** built into the 1912 extension.
- Two days ago Reverend Ellen Tackle hires local locksmith Liam Sutton to replace the faulty lock on the 1912 extension to the church. During the work, John Sutton's spirit transfers into Liam, who feels a sudden unseasonable chill. Liam visits the pub after the job then his ego is repressed by John Sutton when he sleeps.
- **Yesterday, early hours** Sutton visits the burial site and opens the vessels in his little fingers to seep some of the hoardgold from beneath the soil. The coins are in immaculate condition, the trapped Colour having interfered with natural patination.
- **Yesterday morning** Sutton visits the grocery store and buys root vegetables, paying with a Merovingian coin. That afternoon the coin is listed on eBay and comes to the investigators' attention.
- **Today, early afternoon** Sutton asks Revd. Tackle if it can lead a special sermon the following evening.
- Tomorrow evening Sutton's sermon is decently attended and it leads
  most of the congregation to the burial site. Sutton invites the crowd to
  open their veins, chants missives to Yog-Sothoth as they die, and
  watches the malnourished Colour escape its prison to the comfort of
  the starry skies.

#### **Places**



## 1. Prittlewell railway station

# 2. Premier grocery store

Fifteen minutes walk from the station, past the impressive St Mary's Church and the more sober Providence Baptist Church, is the grocery store where Priya Sangupta, the seller of the coin, is based. The shop smells of talcum powder and the shelves are too full but well arranged.

[ **Charm** } — When Sutton visited, he was talking funny, sort of old-fashioned if you get me? What was weirdest is that he's always been vegan but he tried to buy steaks.

[ **Appraise** / **Archaeology** } — The coin seems real by all usual tests (it *is* genuine after all). It's perfectly preserved and doesn't show any sign of discoloration.

## 3. The Forum, public library

[ **Library Use** } – In 2003, there was a famous discovery of an Anglo-Saxon burial chamber, probably of King Saebert or at least of his era and importance (it's pronounced *sabbat*).

[ Library Use / Religion } – John Sutton came from Middlesex (now London) to found the Providence Baptist Church, subsuming the congregation of the local Adam Smith. Sutton suffered an unfortunate accident (a hard success discovers suppressed rumours that it was suicide) so he never got to see the completion of the 1912 extension

#### 4. Locksmiths

[ Core } — Liam quit. He didn't come to work yesterday. He's probably at the pub.

[ **Charm** / **Fast Talk** } — We visited him at home and he quit on the spot saying he was "ready to complete my outer purpose".

#### 5. Sutton's House

No door to Sutton's house can be found, which brings a **SAN check** ( 1 / D3 ). Investigators who manage to cross a threshold are pulled out of the house through the opposite walls. Experiencing this triggers a **SAN check** ( 1 / D6 ); observing this calls for a **SAN check** ( 0 / D4 ).

## 6. The Spread Eagle public house

Sutton's favourite haunt is a freehouse with a good range of cask ale and fortified wines.

[ **Charm** / **Persuade** } — Liam used to come in nightly and all day Sundays, often nursing a pint of mild or the seasonal golds. Since he came in the other night having had a shock in the church extension ("like someone stepped through me grave") he hasn't been in since except to settle his tab with some old coin. The landlady added it to her collection of Roman coins. [ **Appraise** / **Archaeology** } — Like the coin from the grocery store, it's legit.

### 7. Saebert's Grave [sic] (pronounced sabbat)

Flat earthworks sit behind a funeral directors. It looks like a rectangular green.

[ **Archaeology** } — This looks like a typical Saxon burial. You can make out the edges of the tomb through slight discoloration of the grass.

An information panel shows a pixelated image of the geophys survey that maps out the tomb beneath — a single room with elaborate wall features and many hoardgoods. The panel has a "Did you know?" section in dusty pink, that says "Practitioners of traditional Saxon religions have come to this site to take advantage of its 'aura cleansing' powers." [ Occult }— That doesn't make sense according to standard practices.

[ **Spot Hidden** } – Atop the site of the hoardgold, some of Sutton's offered blood stains the dry soil where grass has been pulled away.

### 8. The Providence Baptist Church

A simple building of unassuming purpose that you'd be forgiven for overlooking as you walked past, especially considering it's opposite the much more impressive St. Mary's. The vicar here is the pleasant Ellen Tackle who is much better at preparing sermons than she is recalling liturgy.

[ **Core** } – Information boards tell of the history of the church, where its founder John Sutton moved from Islington to bring worship to this backwards coast. He died in 1912 shortly before the completion of the building's last major work.

[ **Group Luck** }— Sutton might be present when the investigators arrive, asking Ellen if he can lead a special sermon the following evening. [ **Credit Rating** }— The mannerism of his speech is old fashioned and he sounds more aristocrat than craftsman.

[ **Spot Hidden** } – Visiting after Sutton has asked if it can lead the sermon results in there being a Merovingian coin visible in the perspex collection tin alongside a sunbleached fifty pound note.

# **Concluding the Scenario**

- Left unobstructed, Sutton will lead the impromptu congregation to the site of Saexa's tomb where it will convince twenty of them to open their wrists. Half a dozen others will be unaffected by Sutton's compulsion so instead suffer the mass suicide of their friends and family, and the resultant emergence of the starved Colour as it streaks into the starry sky. Watching this calls for a SAN check (D4 / D20).
- Convincing Revd. Tackle to cancel the special sermon or convincing at least half of the congregation to stay at home will render the ritual inoperable. Sutton will take revenge where it determines the blockage to have been and it begins to put plans in motion to try again in three hundred years.
- Killing Sutton prevents it leading the ritual. This forever ties together the horrified ego of Liam with the sorcerer John.
- It is possible to suppress or exile the entity form of John Sutton from Liam's body. Doing so is beyond the scope of this module though if you wished to make it probable, it's worth slowing the pace of Sutton's plan.

# **Antagonists**

#### **Sutton, revenant sorcerer**

STR 50	CON 50	SIZ 50	DEX 70	INT 80
APP 70	POW 100	EDU 70	SAN 00	hp 10
DB +O	Build O	Move 8	mp 20	

#### Combat

Attacks per round: 1

Brawl 60 / 30 / 12 for D3 damage

Unfasten Veins 100 / 50 / 20 for D6 damage per magic point spent (POW

resists)

Dodge 50 / 25 / 10

#### Skills

Archaeology 50%, Credit Rating 80%, Cthulhu Mythos 45%, Occult 45%, Persuade 70%

#### Spells

Contact Yog-Sothoth, Shrivelling, Summon / Bind Colour, Unfasten Veins

# **Rewards and Repercussions**

Investigators who interrupt Sutton's plan gain D6 **SAN**. Permanently putting a stop to Sutton brings a gain of D4 **SAN**. If any innocent individuals die, investigators lose D3 **SAN**, plus 1 for each death.