

Dark Offerings

A modern day scenario for Call of Cthulhu



ISOLATION GAMES



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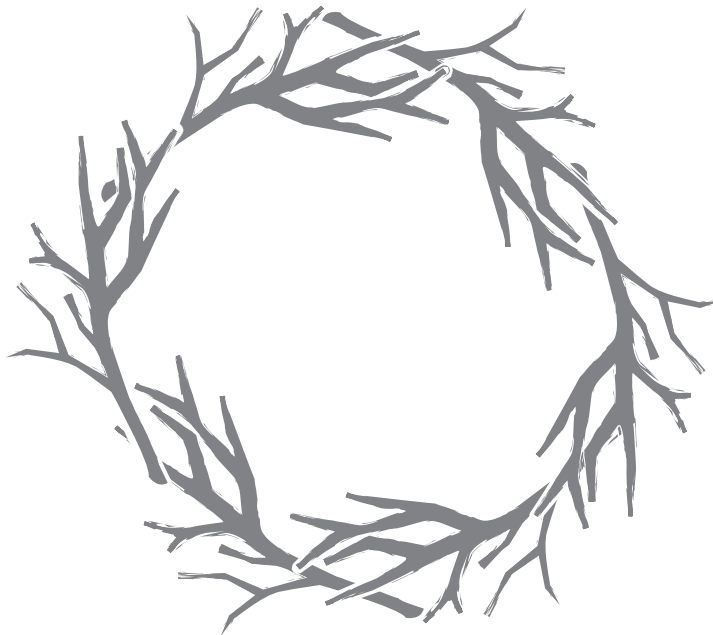
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INTRODUCTION

Off the north-west coast of Scotland, to the south of the Outer Hebrides, are a remote cluster of small, relatively unknown islands named the Tahmraith-Eilean. For centuries the inhabitants of these islands have lived simple lives, fishing, farming and tending their flocks of black-haired goats. That and making regular blood sacrifices to Shub-Niggurath in exchange for good weather and the unnatural fertility of their island home.

It is to this cluster of islands that the Investigators are lead in the search for the missing daughter of a friend of theirs, only to the thrust into the nightmare of the local's worship of the Black Goat with a Thousand Young.

Dark Offerings is a modern day scenario for Call of Cthulhu that takes the Investigators across the UK and eventually to the Tahmraith-Eilean. It is inspired by the classic movie *The Wicker Man*, as well as Lovecraft's own *The Shadow over Innsmouth*.

This scenario works with both novice and experienced Investigators. While this scenario is intended to be set in the UK, visiting various locations in England, Wales and Scotland, it can be adapted to be set in almost any part of the world.

KEEPER'S INFORMATION

Charlotte Erwin is the 28-year old daughter of Dr. Giles Erwin, a close friend of the Investigators. Six months before the start of the scenario, Charlotte joined a new-age commune called the Children of Oceana; a religious group that believe in a benevolent sea goddess named Oceana. Since then Dr. Erwin has had almost no contact with his daughter, and has begun to worry about her.

Recently Erwin's health has begun to decline and, worried about his future and missing his daughter, he has asked his friends the Investigators to find Charlotte and convince her to come home.

However, unbeknownst to Dr. Erwin, Charlotte and the rest of the Children of Oceana relocated from their home in Wales to the remote Tahmraith-Eilean two months ago. This move was motivated by the groups leader, Brett Farnham. After losing his wife to cancer the previous year, Brett suffered a crisis of faith; he needed to prove to himself that Oceana was real and that the creed he'd been teaching for the last 30 years was true. After conducting occult research, Brett stumbled upon stories of Shub-Niggurath and her control over life and death. Believing that the Dark Mother was Oceana, and that she could bring his wife back to him, Brett began making plans. He learned of a cluster of small islands off the coast of Scotland where Shub-Niggurath had been worshipped for centuries and had apparently granted her worshippers boons in return for sacrifices. Not realising the true nature of the Dark Mother, Brett told his followers that Oceana was calling to him; that a new temple must be built on the Tamhraith-Eilean.

Using his not-inconsiderable wealth, Brett purchased a parcel of land on the largest island, intending to build a temple to Oceana there and thereby elicit her favour. The group moved there and begun work. For a few weeks everything seemed idyllic, apart from the strange new chants Brett began teaching, and the disturbing mural he painted on the temple walls. The Children found the locals to be standoffish, but they were used to being shunned.

Little did Brett realise, but Shub-Niggurath was not the benevolent mother of life and death he believed her to be. Worse still, the people of the Tamhraith-Eilean are a xenophobic, dangerous group who distrust outsiders and worship their dark goddess with tributes of fish, ale, blood and flesh every New Moon. They usually use the flesh of the black-haired goats they raise on the island, but they are not above using human flesh when the opportunity arises, and the presence of outsiders on their sacred island was too good an opportunity to pass up.

A month before the start of the scenario four members of the Children vanished during the night, taken by the villagers. The rest of the group searched for them the next day but found no sign of them. That night drums echoed from the woods at the center of the island, and the kidnapped Children were sacrificed to Shub-Niggurath. Over the next few days the Children tried to carry on as normal, attributing the missing members to desertion, although many members suspected something sinister was afoot. Against Brett's wishes several of the Children went to the nearby village, looking for their missing members, but left hurriedly after the locals became hostile. There was talk among the Children of heading back to the mainland for help and finally Brett agreed to go the next morning.

Brett didn't really want to leave. He felt that he was close to gaining Oceana's favour and that by leaving he might offend her. So later that night he set alight to the Children's ships, burning them down to the waterline. None of the Children realised Brett was responsible, believing instead it was the locals who had burned their ships.

For three weeks the Children tried to remain steadfast, although they became increasingly worried about their situation. With no way to contact the mainland they tried to finish their temple.

Three days before the start of the scenario the villagers came for the rest of the Children, attacking the temple in the night. In the skirmish two of the Children were killed and the rest were captured and dragged away into the woods. Now the Children -Charlotte included- are being held in preparation for the next sacrifice, in one week's time.

INVOLVING THE INVESTIGATORS

The scenario begins, and the Investigators become involved after they receive a phone call from a close friend, Dr Giles Erwin. Dr Erwin, who is in ailing health, begs for their help finding his daughter Charlotte, who has run off and joined a strange new-age commune. He asks the Investigators to come to his house in Hampstead, London, where he can explain what has happened.

Investigators should either have links to Dr Erwin (a long-time friend, relative, previous colleague, etc) or his daughter, Charlotte. Appropriate occupations include police detectives, private investigators, and doctors; generally any profession someone would turn to to locate and bring back a missing relative. Alternatively, if the Investigator's link to Erwin is close enough (close family friend, perhaps even a God-parent to Charlotte) then their career is not important; this can be a personal obligation.

Characters who are friends of Charlotte could feasibly be dilettantes, students, musicians, or almost any other profession. When Charlotte joined the Children of Oceana she lost touch with all of her previous friends; it would be easy for Investigators who were her friends to be keen to find out why she gave up on their friendship.

This scenario has a large investigative and social aspect, so skills that might be useful include Charm, Fast Talk, Persuade, Library Use and Computer Use. The finale of this scenario can involve a small amount of Stealth, and combat could occur, but neither of these skills are required for Investigators to be successful.

THE CHILDREN OF OCEANA

The Children of Oceana are a small new-age religious group founded in the United States in 1979. Like many other such movements founded in the late 70s, the group revolves around popular new age spiritualist themes and has attracted a few hundred followers over the years. It is lead by its founder, Brett Farnham, who created the group with his wife Linzi after suffering a near-fatal accident while at sea. Following his near-death experience, Brett came to believe in a benevolent ocean goddess named Oceana, who he believed had saved his life. Brett and his wife created the Children of Oceana with noble goals, and genuinely believed in their message and in the existence of their goddess.

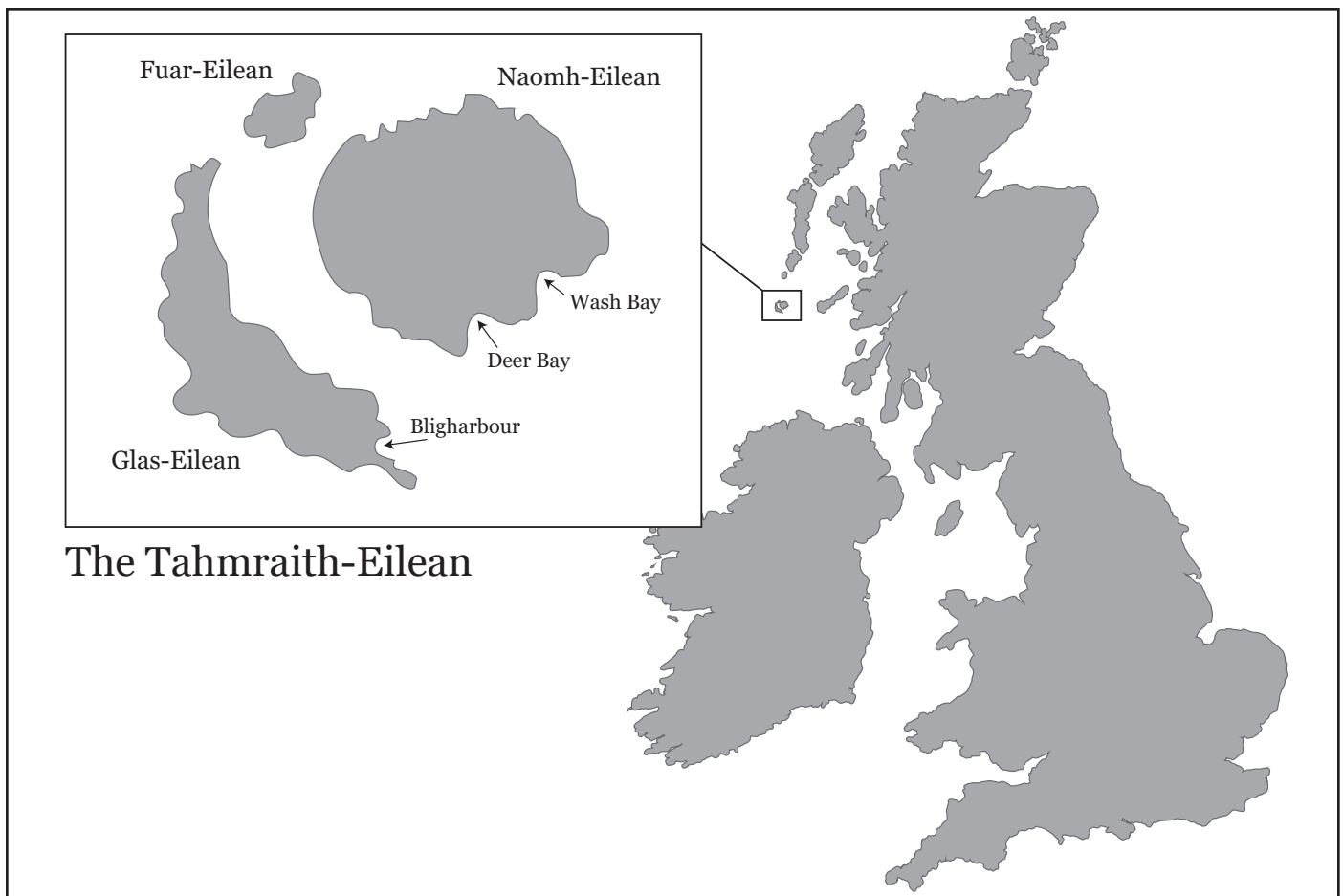
However, Oceana is not real. This has not stopped Brett from teaching her message -a relatively positive and beneficial message of peace, love and understanding- for 40 years. With access to a considerable family fortune, Brett and Linzi were able to travel the globe, spreading their message for years. At various times they have had temples in California, Florida, Spain and finally the UK. These temples are always near water, with a stretch of privately-owned beach where the group can chant, pray and commune with Oceana.

While the group might seem a little odd, they are quite harmless and most members genuinely believe in their message of peace and love.

For Brett, this all changed when Linzi died of cancer. Following his wife's protracted illness and subsequent death, Brett began to question his beliefs. How could Oceana be real when she had allowed one of her most dedicated worshippers to suffer so? Why had none of the chants and prayers they'd said together worked?

For months Brett collected books on the occult, searching for validation in ancient writings and histories. Surely someone else must have heard of Oceana before? It was in the pages of these old books and tomes that he learned of a goddess of life and death, one that could possibly be Oceana by another name; Shub-Niggurath.

If only there was some way that he could get her attention, and ask her for his beloved wife back. If only he could find somewhere sacred to the Black Goat, and make a sacrifice to her.



THE TAHMRAITH-EILEAN

The Tahmraith-Eilean (pronounced *tam-wraith ellen*) are an island cluster located approximately 40 miles off the west coast of mainland Scotland. They are remote and virtually unknown to the majority of people, even to inhabitants of the nearby Outer Hebrides, they are something of a mystery.

Three islands make up the Tahmraith; Naomh-Eilean, Glas-Eilean, and Fuar-Eilean. Naomh-Eilean (pronounced *nave ellen*) is the largest island, and is covered in rolling grasslands, heather, and occasional granite outcrops. At the center of the island is a large oak woods choked with ivy and brambles. It has long been used to pasture goats but has no permanent population bases.

Glas-Eilean (pronounced *glass ellen*) is home to the only village in the islands, Bligharbour, as well as several scattered farms and fisheries. Bligharbour is a rambling town of around 500 people, with narrow streets still paved with cobbles rather than tarmac.

The smallest island, Fuar-Eilean (pronounced *fur ellen*) is an uninhabited rocky skerry, with no farmable or pasture land. It is home only to numerous gulls and ganets.

There have been people living on the Tahmraith for longer than written history. Over the centuries there have been repeated attempts by outsiders to colonise the islands; the Romans, the Vikings, and the English have all sent people to try and 'civilise' the islands, but no such attempts have ever lasted more than a few decades.

Reaching the islands is no easy feat; access is only possible by boat or seaplane, and there are no dedicated ferries from the mainland. Moreover, there are dangerous tides and numerous shoals that have claimed countless ships over the centuries.

The native inhabitants of the islands are an insular and xenophobic people. The primary language is Scottish Gaelic, although English is spoken by almost all residents as a second language.

The terrible truth is that for centuries the people of the Tahmraith-Eilean have worshipped Shub-Niggurath. Every New Moon the people of the islands make sacrifices of fish, ale, blood, and flesh; both that of their many goats and of their own people. In return the Black Goat has granted them prosperity; despite the northern location of the islands the weather is surprisingly pleasant and their goats -great, shaggy, many-horned beasts- are healthy, hearty and numerous.

The islanders are lead by a group of priests known as the Circle of the Great Mother, who are in turn lead by the High Priest Silas, a man who has been twisted into a goat-headed monster by his dark mistress. The Circle make blood sacrifices to Shub-Niggurath every New Moon at a sacred circle on the largest island, deep in the woods. At the center of the circle stands a huge black oak, which is host to a slumbering Dark Young.

HOW IT ALL PLAYS OUT

The scenario begins when the Investigators receive a phone call from their close friend Dr. Giles Erwin, asking them to come to his house in London. This scene is detailed below. After that the Investigators can proceed as they see fit.

Key locations are described below, as well as some suggested scenes that can play out at those locations. The locations are described as they should appear logically, but Investigators can visit them in any order depending on how they wish to hunt for Charlotte.

Investigators may come up with their own paths of inquiry; if so use the information below as a guide as to how to proceed.

Time waits for no one

Technically the Investigators are on a ticking clock, not that they know it. The Circle of the Great Mother plan to sacrifice several of the Children of Oceana to Shub-Niggurath at the next New Moon, in four days time. This means that, when the scenario begins, the Investigators effectively have four days to work out where Charlotte is and find her, or else all they may recover is her corpse.

This timed element is completely optional to Keepers, but can add an interesting twist if desired.

INTRODUCTION: A PHONE CALL FROM A FRIEND

The scenario begins when each Investigator receives a phone call from Dr. Giles Erwin. Giles is a retired surgeon in his late 50s, and now in ailing health and wheelchair-bound. He has been a longtime friend of each Investigator for various reasons, and trusts them absolutely.

Giles sounds uncharacteristically emotional when he calls the Investigators, asking them to come to his home in London as soon as they are able. He doesn't go into too many details over the phone, but explains that his daughter Charlotte left the family home several months ago and he hasn't heard from her since. He adds that as his condition worsens, that he'd like to know she is safe and see her again.

Giles gives the Investigators a time to come by, intending for them all to be present. He also tells them he has asked other friends to come by (the other Investigators).

DR. ERWIN'S HOUSE

42 Downshire Hill, Hampstead, London

Dr. Erwin lives in a upscale townhouse in Hampstead, London. The house is full of bookshelves and ticking clocks. A wheelchair ramp has been added to the front steps and a stairlift has been fitted in the hallway. The house is filled with an air of quiet contemplation and fond memories.

Once all the Investigators have arrived Giles explains to them that six months ago his daughter, Charlotte, joined a strange new-age group (he uses the term 'hippy commune') called the Children of Oceana. Charlotte is easily-led and this is not the first time she has run off, but Giles hasn't heard from her apart from a single postcard she sent when she arrived at the group's temple in Wales. Giles has begun to worry that this time she has gotten herself into something strange. Coupled with the fact that his health has begun to decline in recent weeks, Giles wants her brought home.

Giles explains that the police refuse to get involved, stating that Charlotte is an adult and the group are not known for any illegal activities. Giles asks the Investigators to find Charlotte and convince her to return to London, he is even willing to pay them to bring her home safely, should the Investigators be of a more mercenary bent.

Giles can tell the Investigators a few pertinent facts about Charlotte and the Children of Oceana:

- The Children of Oceana are new-age pagans who worship some kind of sea-god.
- The group are based in Amlwyn in Anglesey, Wales.
- Charlotte joined the group after meeting her current boyfriend, Medwyn, who was already a member.
- Charlotte met Medwyn at a concert.

Before they leave Giles gives the Investigators Charlotte's journal, which she left at home (Handout #1), a recent photo of her, a pamphlet from the Children of Oceana (Handout #2), and an envelope containing £3000 for any expenses they might need.

Charlotte's Journal

Give the Investigators Handout #1 to read.

Charlotte's journal is largely useless, beyond giving some basic information on the group (such as the location of their current temple; Amlwyn, which is in Anglesey on the northern coast of Wales), reinforcing that Charlotte joined the Children of her own volition, and that she is a bit of a naive, flaky individual easily taken by new ideas.

Players (and possibly Investigators) who have had experience of the Mythos in the past might be quick to interpret the mentions of Oceana as references to either Cthulhu, Dagon or Deep Ones. However, these are red herrings.

The Pamphlet

Give the Investigators Handout #2 to read.

The Pamphlet gives the Investigators some basic information on the Children of Oceana, plus the location of the current temple (Amlwyn in Anglesey) and a website address. This will hopefully give the Investigators their first destination to look for Charlotte, as well as a possible second source of information (the website).

Resourceful Investigators may decide to broaden their search and perform a general search on the internet for other information on the Children of Oceana.

The Children of Oceana Internet Search

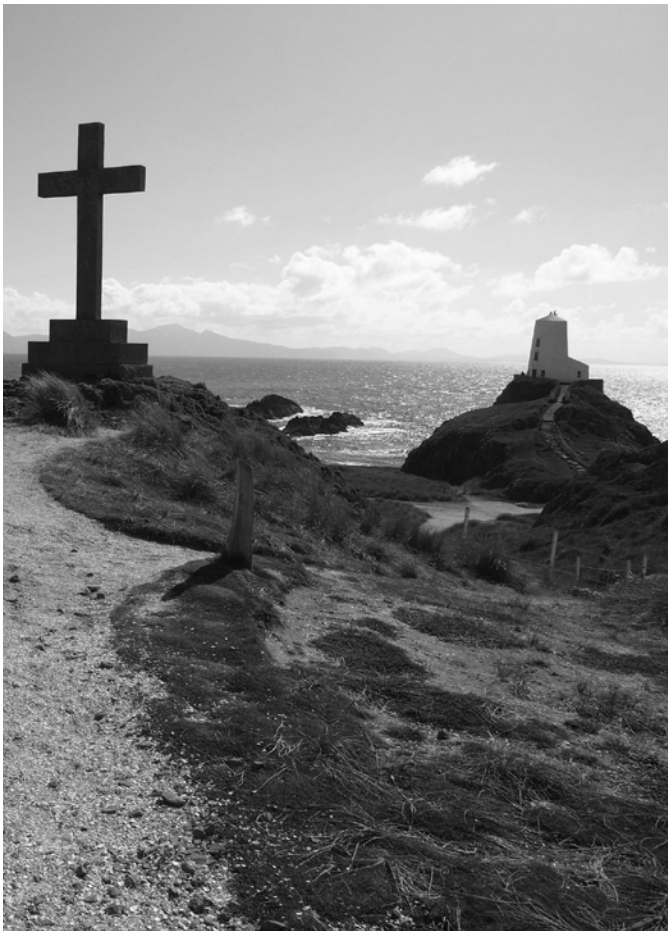
If the Investigators decide to only look at the Children of Oceana website on its own then give them Handout #3 to read.

If the Investigators decide to broaden their search online and look at other sources, they will need to make a regular **Library Use** or **Computer Use** roll (either will suffice).

If they are successful, they uncover the additional information contained on Handout #4.

This additional information reveals that the group's beliefs are probably fiction (which is true, although even Brett believes Oceana is real), and that the group moves around a lot. This last point is a red herring, intended to make the Investigators think the group are up to something.

The last piece of information is that Linzi Farnham died last year. This is just background information, for now.



THE TEMPLE OF OCEANA

Amlwyn, Anglesey, Wales

Amlwyn is a small coastal village situated on the north coast of the Isle of Anglesey in Wales. It is not far from the larger port town of Amlwch. The village is quiet and home to only a few hundred people.

The village has two pubs; the Whistler, and the Three Bells; a Norman-era church, St. Davids; and a village school. Surprisingly for such a small village there is a public library attached to the school.

The Temple of Oceana lies just outside of the village. The temple itself is an old 1930s church, desanctified and bought by the group several years ago. As well as the church, three large longhouses are built in its grounds. The whole compound is surrounded by a tall wooden fence, apart from where the property runs down to a beautiful sandy beach and the sea. The gates to the compound are usually left open, with signs hung on them inviting people to “Enter and revel in Oceana’s glory”.

Asking around the Village

Investigators may want to ask around Amlwyn for information. The villagers are friendly enough, and a successful **Charm**, **Persuade**, or possibly even **Credit Rating** (for offering monetary incentives) roll will easily get them chatting about the Children of Oceana. Talking to various villagers will result in the Investigators learning the following piece of information:

- The Children of Oceana are not popular in town. Locals will tell the Investigators that the group hold strange ceremonies on the beach most evening, with bonfires, drumming and singing.
- The majority of the group moved away several weeks ago, although no one knows where they went. They didn’t leave in a rush; it all seemed planned out. Two of them are still left though, tending the temple.
- Most people will tell the Investigators to talk to Phylis Blevins, who owns the village shop and spoke to the Children the most.
- A few people recognise Charlotte if shown a picture or given a description. They haven’t seen her around recently; she was probably with the group that left.
- Despite their dislike of them, most locals admit that the group members are harmless in person. They are peaceful and friendly, if a little odd.
- Linzi Farnham, one of the two leaders of the group, died a few months ago. There was a little scandal when the group cremated her themselves (which is technically illegal).
- People will point the Investigators to the owner of the village shop, Phylis Blevins. Phylis was known to be on good terms with many of the Children, especially Brett Farnham.
- The leader of the group, Brett Farnham, spent a lot of time in the library recently.

Phylis Blevins

The owner of the village shop, Phylis Blevins is a kindly woman in her late 60s. She is also a great source of local information.

If asked about the Children of Oceana, Phylis will happily offer numerous pieces of information; she saw many of them quite regularly when they came in for supplies, and was quite familiar with Brett Farnham, who she counted as a friend.

No skill roll is required to question Phylis; simply asking about the Children will result in a font of information on them:

- The Children were harmless. Phylis was very fond of them, even if she thinks their religion is “A load of old twaddle, not that I’d tell them that, dearie!”.
- She saw Charlotte quite often, usually with Medwyn. Phylis thought she was a lovely girl.
- Brett, the leader of the group, was devastated by the death of his wife, Linzi, last year. Phylis knew Linzi and is quite upset by her death as well.
- Since Linzi’s death, Brett became quite withdrawn and quiet, which was unlike him. He took to spending a lot of time in the local library.
- Brett recently spoke to Phylis of being ‘called north’ in the search for Oceana. He mentioned the group moving to an island off the coast of Scotland, although Phylis cannot remember the name of the island, or where it actually is.
- Charlotte went with the group who went north, as was Medwyn.
- Two of the Children remained behind to look after the temple; Michael and Theresa.

The Library

A small building attached to the village school, the library is home to shelves of dusty books and a few battered old computers. The librarian, Donald Moss, will happily tell the Investigators that Brett Farnham spent a lot of time in the library in the last few months. Since his wife's death Brett had apparently become fascinated by mythology and had read through the various books available in the library, and had actually asked Donald to order in several specific books from other libraries across the country.

Four of the books in question are still in the library; Donald is quite happy to show them to the Investigators and let them read them (Handout #5). He also tells the Investigators that Brett failed to return two of the books before he left Amlwyn. Donald is rather put out by this, as the two books were two of the more hard to find tomes, and explaining their absence to the owners will be tricky.

Brett's Library Books

Give the Investigators Handout #5 to read.

The four books Brett ordered are a collection of obscure occult tomes. None of them are true Mythos Tomes, but combined they contain the tiniest fragment of Mythos knowledge, shrouded in more general occult lore.

Studying all four books as a combined work takes 1 day and grants +5 percentiles to Occult and +1 percentile Mythos but results in 3 Sanity loss. There are no spells contained within the books, and they are too vague to have a Mythos Rating.

After reading the books the Investigators should be left with an idea that there may be something to the Oceana myth, or at least Brett thought so. There certainly are a lot of myths that revolve around a fertile goddess of life and death (who is indeed Shub-Niggurath, but at this stage that name should not be mentioned). Hints that this goddess gives gifts in return for 'offerings' should hopefully start the Investigators thinking along the right lines.

The two books Brett kept were ones that specifically mentioned the Tahmraith-Eilean and their relationship with Shub-Niggurath. He took these books with him to the islands, but they were lost when the ships were burned.

Visiting the Temple

The Temple of Oceana is a short distance outside of Amlwyn. An old church from the 1930s, the building sits overlooking the beach. A wooden fence has been erected around the property, although the front gate is left open. A large sign on the gate reads "Enter and revel in Oceana's glory".

Inside three prefabricated longhouses are positioned around the church; dwellings for the group members. The property extends all the way down to a surprisingly picturesque beach and the sea.

The temple is oddly quiet, although obviously still tended to. Only two members of the Children of Oceana remain at the temple. The rest travelled to the Tahmraith-Eilean with Brett two months ago.

If the Investigators enter the temple, or even spend much time in the grounds, they will meet the two remaining members of the Children; Michael Clements and Theresa Lowell. Both are friendly and talkative, and will quickly ask if the Investigators are interested in joining the group. Even if rebuffed they remain friendly and chatty, although a **Psychology** roll will reveal both Michael and Theresa seem anxious and concerned about something.

If the Investigators try to quiz the pair, a successful **Charm**, **Fast-talk**, **Intimidate** or **Persuade** roll will result in them giving up several pieces of information:

- The rest of the Children moved to the Tahmraith-Eilean, off the coast of Scotland, almost two months ago, with the intention of building a new temple on the islands.
- Brett purchased the deeds to Deer Bay, a piece of land on Naomh-Eilean (one of the islands in the Tahmraith-Eilean), almost three months ago after receiving a 'message' from Oceana. He bought the deed from a man named Anthony Carlyle, Michael and Theresa can find his contact information if prompted.
- Brett also bought two ships and supplies to build houses and a new temple on the islands.
- The rest of the Children were travelling with Brett to Oban, in Scotland, to collect the ships and supplies, and were then going to sail to the Tahmraith-Eilean. Michael and Theresa were chosen to remain behind and maintain the temple in Amlwyn until the new temple was ready.
- Michael and Theresa are worried; they haven't heard from the group since they left Oban. They should have sent word by now that the temple was underway. There are no phones on the islands, so Michael and Theresa keep telling themselves that the others just must be busy.
- Brett had developed a new (and somewhat disturbing) interest in the occult following Linzi's death. He had spent a lot of time in the Amlwyn library, and was often seen reading through a set of old books he had borrowed. No one said anything to him, but the Children spoke about it amongst themselves and most of them were concerned about it.
- Brett had come up with several new chants since his 'research', and had begun to give sermons that seemed different to usual. He spoke about the circle of life a lot more, and how offerings were sometimes required to earn Oceana's favor.
- Charlotte was with the group that left.

Michael and Theresa are happy for the Investigators to explore the temple and its grounds, in fact they seem rather grateful for the company.

At the back of the temple, facing the sea, the Investigators will discover a large mural painted on the rear wall depicting a vast, only vaguely human figure rising out of the ocean. The creature is part fish, part human and is shown birthing dozens of creatures into the sea. Not all of the young clearly recognisable as either human or animal. Beneath the mural is written a sermon or catechism:

"She is eternal and endless, stretching beyond the horizon and all around us like the ocean. Her young heave and moan, crashing over each other like waves. The depth and vastness of her need and her love is beyond our comprehension, and would drown us should we lose ourselves in it. Her young rise and fall, they ripple and swell. Like the waves. Like the bottomless ocean."

The mural appears to be recent and Michael and Theresa will tell the Investigators Brett painted it a few months ago, claiming it was Oceana. They are clearly not happy about looking at it. Viewing the mural for the first time requires a **Sanity** Roll with a potential loss of 0/1d2 SAN.

As long as the Investigators remain civil and friendly Michael and Theresa will give them details of where the other Children were meant to collect the ships in Oban, and ask that if they hear anything from Charlotte or the other Children to let them know.

By the time they are done at the temple, the Investigators should have a solid idea of where to go next; either straight to the Tahmraith-Eilean, or to Oban to learn more about the Children. They may also want to research more into the Tahmraith-Eilean themselves. They may also have the details for Anthony Carlyle, the man who sold Brett the land on Naomh-Eilean.

RESEARCHING THE TAHMRAITH-EILEAN

The most reliable source of information on the Tahmraith-Eilean is the internet. A cursory internet search will result in the Tahmraith-Eilean internet article. If the Investigators do any research on the Tahmraith-Eilean, give them Handout #6 to read.

Some Investigators may wish to dig deeper into the islands. A Hard **Library Use** or **Computer Use** roll will result in them turning up the name and details of Anthony Carlyle, a man in Edinburgh who owns part of one of the islands, Deer Bay.

This is mostly background information, but helps to reinforce that the islands are odd, remote and have a strange history. The Investigators may also wish to talk to Anthony Carlyle, who may have more information on the islands.

ANTHONY CARLYLE

Edinburgh, Scotland

A retired businessman who lives in Edinburgh, Anthony Carlyle inherited the deeds to Deer Bay on Naomh-Eilean from his father. He sold them to Brett Farnham three months ago. The Investigator may come across his name while researching the islands, or alternatively may be given his details by Michael and Theresa at the temple in Amlwyn.

Anthony will be happy to meet with or talk to the Investigators. He has never been to the islands himself, but knows a little about them thanks to his family connection to the Tahmraith-Eilean.

- The deeds to Deer Bay have been in Anthony's family for three generations, ever since his grandfather bought them off some islanders who left the Tahmraith-Eilean in the 1840s.
- Anthony's grandfather apparently only visited the islands once. He would never speak about what happened on the islands, but he forbade the rest of his family from ever going there. He often told Anthony's father he wished he'd never bought the deeds.
- After his father's death, Anthony found a journal written by his grandfather that contained some passages written about the islands. A lot of the entries about the islands had been torn out; either by his father or his grandfather. The passages that remained made vague references to strange pagan rituals carried out by the islanders at the dark of the moon.
- Anthony was quite happy to be rid of the deeds when he sold them to Brett. He considered the deeds to be something of a unpleasant family legacy.

Meeting with Anthony is completely optional, however it serves to add a little ominous foreshadowing to visiting the islands. Exactly what Anthony's grandfather saw of the island is best left to the imagination. The meeting should leave the Investigators with an impression that perhaps the islands have some kind of dark secret.

OBAN DOCKS

Oban, Argyll, Scotland

The Investigators may come to Oban Docks following the Children of Oceana's trail, or they may end up in order to travel out to the Tahmraith-Eilean.

Asking around Oban

If the Investigators decide to ask around Oban about the Tahmraith-Eilean, or about the Children of Oceana, a successful **Charm**, **Persuade** or **Credit Rating** roll will convince the locals to impart some snippets of information:

- Local myths talk about 'strange things' washing up on the beaches when the tide comes in from the three islands. Wooden idols, strange bones, chunks of foul hair and weird fish are all claimed to have been found. These rumours go back decades, if not centuries.
- The islanders are supposed to be odd. Supposedly they follow their own religion, some offshoot of old pagan beliefs.
- The Children of Oceana came though Oban almost two months ago. They had purchased two boats (*The Sally Firth* and the *Filly of May*) and several large crates and building materials were loaded onto the boats.
- If shown a picture or given a description of Charlotte, some locals will confirm she was with the group when they left for the Tahmraith-Eilean.



Travelling to Bligharbour

A ferry service technically runs from the docks to the islands every week, but it sees so little use that it only runs when someone wants to travel out to the islands. The ferry runs from Oban to Bligharbour only, and takes just a little under 3 hours to get to the islands.

The ferry is a small boat named the Evening Star, piloted by Marcus MacAndrew. Marcus travels to the Tahmraith islands about once a month, usually to deliver what few supplies the villagers purchase from the mainland. He knows a reasonable amount about the islands; enough to know he doesn't want to know more. Marcus can be questioned about the islands (see **Questioning Marcus** below).

It is possible to bribe Marcus into taking the Investigators to other parts of the Tahmraith-Eilean, such as to Naomh-Eilean. Doing so requires a successful **Credit Rating** roll.

If the Investigators have any skills at piloting a boat or a seaplane they can transport themselves, assuming they can get access to a suitable boat or plane. Navigating the waters around the islands is indeed difficult; a **Hard Pilot (Boat or Aircraft)** roll is required if the Investigators transport themselves. Failure will result in having to turn back, and pushing the roll will result in damage to their vessel, effectively stranding them on the islands until they can repair it (leaving them at the mercy of the locals).

Questioning Marcus

Marcus MacAndrew has piloted the ferry to the Tahmraith-Eilean for four years. In that time he's spent a reasonable amount of time around the islanders and learned a fair bit about them and their ways; enough for him to know they're potentially dangerous and so he minimises his time around them.

Canny Investigators may question Marcus, either before they leave or (if they hire the ferry) during the journey to the islands.

A successful **Charm**, **Persuade** or **Credit Rating** roll will convince Marcus to impart his knowledge:

- The people of the Tahmraith-Eilean are an insular, strange people. They distrust outsiders. Marcus has heard rumours of people vanishing while visiting the islands, but can't confirm them as anything more than stories.
- The islanders follow a strange pagan religion. Marcus knows there are several priests among the people who worship something called 'The Mother'.
- The islanders consider Naomh-Eilean sacred; something to do with their religion.
- The islands themselves are odd. Marcus will remark how it's never as cold there as you'd expect, and the islanders seem to be very good at farming the land, considering how harsh the weather can be.
- When performing his supply runs Marcus spends as little time in Bligharbour as possible. He occasionally stops in the village pub, the Black Oak, for one drink before leaving. He remarks that even though the locals know him, he still doesn't feel welcome.

THE TAHMRAITH-EILEAN

Eventually the Investigators will hopefully end up on the Tahmraith-Eilean. The logical place for them to arrive is Bligharbour; it is the only village and also where the ferry will take them, unless they bribe MacAndrew to visit a different island first. However, there is no requirement for Investigators to start at Bligharbour; Keepers should use the information below to adapt the scenario to their Investigators actions.

Once the Investigators arrive on the islands, the final stages of the scenario begin. The islanders plan to sacrifice the Children they captured at the next New Moon (four days from the start of the scenario). Once they become aware of the Investigators presence on the islands, the islanders will watch them and try to find out what they are looking for. Once it becomes clear they are looking for Charlotte, the islanders will plot to capture the Investigators and use them as additional sacrifices.

Initially the islanders will be content to let the Investigators go wherever they please on the islands (although will be surly and gruff to them, and far from welcoming), watching them from a distance and reporting their movements to each other.

Even when the Investigators reach the ruined Temple of Oceana, or explore Wash Bay, the islanders will remain out of sight. They will only begin actively opposing the Investigators if they try to cause a commotion in Bligharbour (possibly after they visit the ruined Temple), or if they enter the Woods on Naomh-Eilean (which the islanders consider sacred). At this point, the regular villagers will look to the Circle of the Great Mother to remove the meddling outsiders.

The Circle of the Great Mother are the priests of Shub-Niggurath who lead the islanders. They are a group of 20 or so men and women who are fanatically loyal to the Black Goat with a Thousand Young, and are the ones to make the regular blood sacrifices to her.

If the Investigators try to leave the islands once they have seen too much (such as visiting the ruined Temple, or talking to Medwyn) then the Circle of the Great Mother will try to stop them. Silas, the high priest, will use his magic to call down a terrible storm and drive their boat back to Naomh-Eilean and wreck it there.

A handful of dark and bloody endings

Ultimately this scenario will result in one of a number of possible conclusions. These are detailed in some example scenes below, under Dark and Bloody Endings. Keepers should feel free to improvise other possible conclusions based on their Investigator's actions.

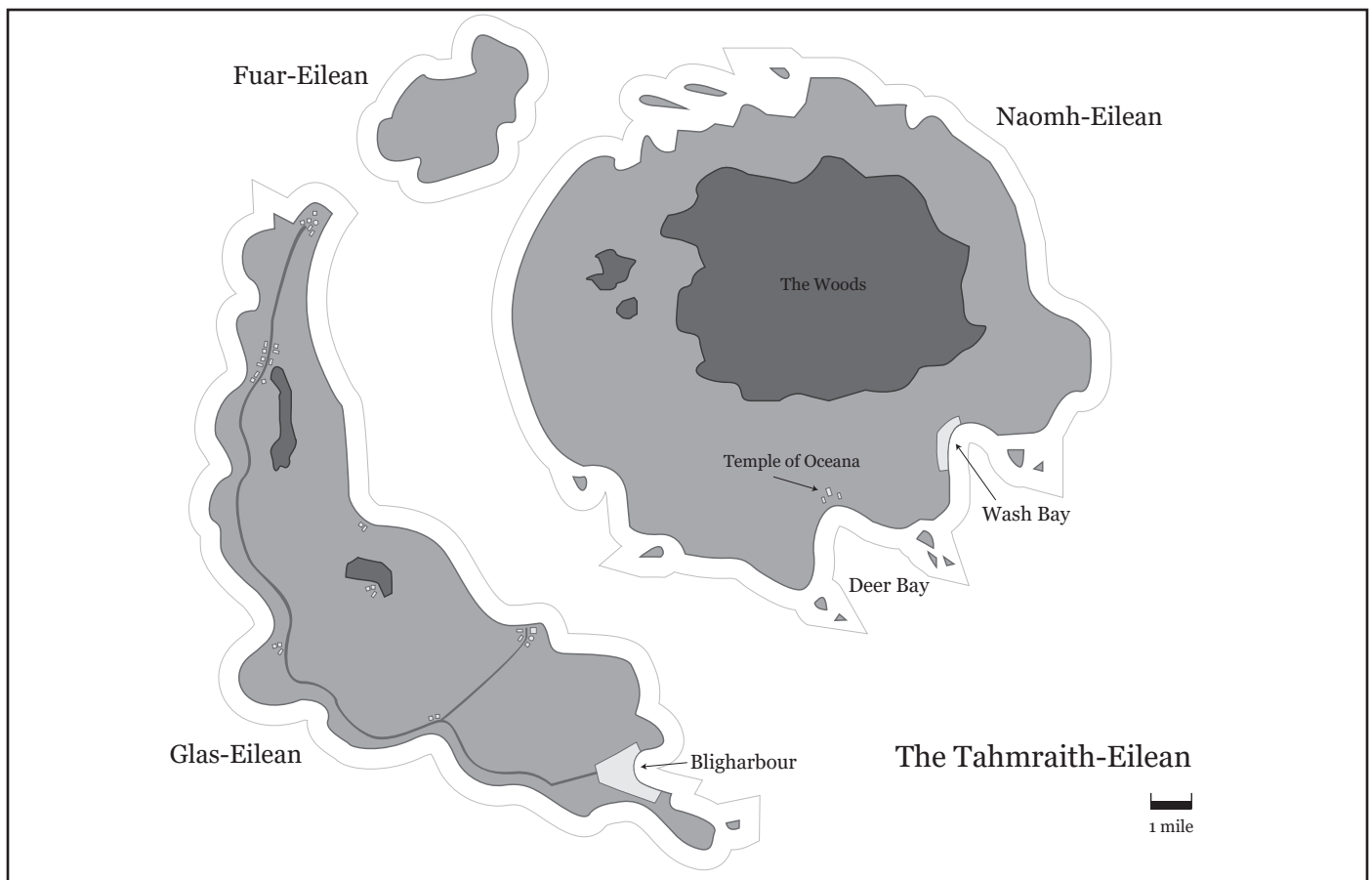
Travelling between the islands

Getting between the islands requires access to a boat or dinghy. Unless the Investigators have access to their own boat, or bribe MacAndrew to ferry them around, they will have to hire a dinghy from Bligharbour. This will be crewed by two villagers, who will be under orders to keep a subtle eye on the Investigators.

Calling for help

Mobile phones do not work anywhere on the islands; attempting to make a call only results in a dead line. This is partially due to the lack of cell towers, and also due to the unnatural effects of the islands. There are no landlines on the island either.

If the Investigators use a radio to call for help (such as in the ferry, or in Bligharbour) then any responding parties (the police,



the coastguard, etc) will typically take several hours to arrive and may even fall foul of a magical storm summoned up by Silas. Any way they play it, it is unlikely any help will arrive in time for the Investigators; they are on their own.

GLAS-EILEAN

Glas-Eilean (pronounced ‘Glass Ellen’) is Gaelic for “Grey Island”. It is a small island covered in undulating grasslands, rocky outcrops, and the occasional farm. Isolated fishing huts can be found around the coast. The only settlement on the island -on the entire Tahmraith-Eilean in fact- is Bligharbour, located on the east coast. In total about 800 people live on the island, most of them in Bligharbour.

Bligharbour

Bligharbour is the only settlement in the Tahmraith-Eilean. It is a rambling village of around 500 people, with narrow streets still paved with cobbles rather than tarmac. The houses all look like products of a bygone age, with slate roofs and dark granite walls. The whole town has an air of age and isolation. The village huddles around a small port, extending away from the sea up a sloping hillside.

Apart from the port, the other major feature of the village is the pub; a large building that sits at the center of town, overlooking the village square. The sign hanging over the inn door shows a huge black oak in a wooded clearing; around the roots of the oak are dozens of bowls, mugs and plates of food.

The pub is, obviously, named the *Black Oak*. It doubles as both a watering hole for the locals and also as the village hall.

The Landlord of the Black Oak, Luthais Cailbhin, is the leader of the Circle of the Great Mother and unofficial village mayor.

Observant Investigators might notice there is a distinct lack of a church in the town; an oddity for a settlement obviously created in the 1800s. They may also notice that many houses have charms hung in windows and over the doors that look woven from hair and wood. A successful **Occult** roll will reveal these look similar to ancient Pagan symbols of fertility and protection.

The locals all speak Scottish Gaelic by preference but can also speak English (although with an noticeable accent) and are gruff and taciturn; they hate outsiders. If the Investigators attempt to question the villagers, they will be directed to the Black Oak pub, and told to ask for Luthais.

The village is ruled by the Circle of the Great Mother; the minority of villagers who are not worshippers of Shub-Niggurath are keen to not be seen causing trouble and as such they will stay away from the Investigators and refuse to talk to them.

While the Investigators explore Bligharbour Keepers should highlight the gruff, insular behaviour of the villagers. Getting information out of the locals is difficult at best, and as they wander the village the Investigators will start to feel that they are being watched. Every now and then they will turn and catch the eye of a villager who is clearly watching them. Nothing overt will happen, but Keepers should make the Investigators feel that they are unwelcome.

Talking to Luthais

The *Black Oak* is a large pub overlooking the village square. Inside it is dark and warm, with a large fire in the hearth and a variety of disturbing taxidermied animals hung on the walls.



Upon entering the Investigators will be welcomed by the barman; a stout and vital man in his apparent 50s. This is Luthais Cailbhin, owner of the pub, unofficial mayor of Bligharbour and a high-ranking member of the Circle of the Great Mother.

Luthais is deceptively friendly, especially considering how standoffish the other villagers are. He will happily answer questions the Investigators might have; he wants to know as much about them as possible and why they've come to his islands.

Luthais will confirm that the Children of Oceana did indeed come to the Tahmraith-Eilean some months ago. They bought the deeds to Deer Bay, on Naomh-Eilean, which passed out of the hands of the islanders back in the 1800s due to "Some short-sighted idiots who should have known better".

He also tells the Investigators that the Children haven't been to Bligharbour much; in fact no one's seen them since they moved onto Naomh-Eilean (this is a lie).

If the Investigators are intent on visiting Naomh-Eilean, Luthais can arrange a dinghy to take them over there (this will be crewed by two villagers who will be under orders to keep a subtle eye on the Investigators).

The Black Oak has several bedrooms; if the Investigators ask about staying the night then Luthais will be surprised "Outsiders don't usually spend the night" but will be happy to rent to them; it means he can keep an even better eye on them.

Keepers may decide to make a hidden **Psychology** roll for the Investigators when they talk to Luthais, to see if they realise he is lying to them. If so, this is a Hard difficulty roll (opposed by Luthais' Intimidate). A success will result in the Investigators realising that Luthais is definitely hiding something, and is obviously leading the conversation to find out as much about the Investigators as possible.

FUAR-EILEAN

Fuar-Eilean (pronounced '*Fur Ellen*') is Gaelic for "Cold Island". It is a tiny rocky island, constantly assaulted by crashing waves. Despite the barren terrain, here and there are small patches of surprisingly verdant heather.

At the center of the island is an ancient, decrepit stone circle; an old altar to Shub-Niggurath.

The island is home to hundreds of red-eyed gulls, who constantly wheel and soar overhead. Strange, misshapen fish flap in the shallows, and the cold wind keens strangely around the standing stones.

The island is haunted by the presence of Shub-Niggurath; spending too long here will result in the Investigators beginning to hear voices on the wind and in the gull's cries. Such disturbing occurrences requires a **Sanity** Roll with a potential loss of 0/1d2 SAN.

NAOMH-EILEAN

Naomh-Eilean (pronounced '*Nave Ellen*') is Gaelic for "Sacred Island". It is a large island covered in rolling grasslands, patches of heather, and occasional large granite outcrops. At the center of the island is a large woods choked with ivy and brambles.

The whole island seems strangely temperate; the sea breezes are cold but the sun is warm enough to counteract the chill, and the plant and animal life seems to flourish, albeit in slightly odd ways. A **Natural World** roll will confirm that many of the insects and plants on the island seem to be slightly mutated, although by what is not obvious (Shub-Niggurath's influence). Such mutations include insects with too many legs, and rabbits with odd horn-like growths on their heads.

Large flocks of goats roam the island, seemingly at will. The goats of the island are large and apparently well-fed. Their coats are universally black and shaggy, and they have numerous horns, ranging from 2 to 4 pairs. They are prone to odd behaviour, such as following visitors, watching them from hilltops, and cornering

lone travellers. Witnessing such behaviour is disturbing, but not sanity-testing.

At any time there are 10 or so shepherds living on the island, tending the flocks and guarding the sacred woodlands at the center of the island. These shepherds are all members of the Circle of the Great Mother, and consider their duty of the utmost importance.

If the shepherds become aware of the Investigators presence they will follow them at a distance, watching them from hilltops or from behind granite outcrops.

Keepers may wish to make a hidden **Spot Hidden** roll for the Investigators; on a success one of them has noticed a distant figure watching them. As they become aware of this, the figure vanishes over the horizon or behind a rock.

While tending the flocks the shepherds live in small bothies; small stone-walled huts with turf roofs. A number of these bothies can be found around the island, with signs that someone has been living in them recently. Food, supplies and even weapons (in the form of rifles and shotguns) can be found in these bothies. Many of the bothies feature the rune of the Circle of Boughs (Handout #7) painted on one wall, along with a small shrine to Shub-Niggurath. An **Occult** roll will reveal such shrines do not belong to any known pagan religion. A **Cthulhu Mythos** roll will correctly identify the shrines as being to Shub-Niggurath. Suffice to say, the shepherds will take a very dim view of anyone who steals from their bothies.

A thick sea-mist often covers the low-lying areas of the island at both dawn and dusk for several hours. During this time it would be possible to move around the island without being seen. If on the island at early morning or at dusk, Investigators gain a bonus die to any **Stealth** rolls, but also suffer a penalty die to any **Spot Hidden** rolls. The same goes for the shepherds, or any other characters on the islands.

The Temple of Oceana, Deer Bay

Deer Bay consists of a gentle valley that leads down to an expanse of sandy dunes and a picturesque beach beyond. It was here that the Children of Oceana began building their new Temple.

Construction of the Temple is almost finished; it has walls and most of a roof, although there are still sheets of blue tarpaulin covering some unfinished sections. Several large crates lie around the area, filled with construction materials. Several smaller half-built huts are positioned around the temple, and a number of tattered tents are half-buried in the sand dunes. A diesel generator is located next to the temple, although the power-lines into the temple have been cut. Gear and belongings are scattered around the area, half-buried in the sand.

Investigating the temple will reveal the main doors have been boarded up from the inside, but broken open. Inside the temple there are obvious signs of violence: overturned tables, broken furniture and several large pools of dried blood.

A **Biology**, **First Aid** or **Medicine** roll will reveal that at least two of the blood pools are large enough that they would have been fatal. A **Track** roll will reveal a large number of footprints inside the temple; it looks like several people were dragged away. It looks like the tracks are several days old, although other fresher tracks can be found outside the temple.

Inside the temple, painted on the back wall, is another mural by Brett. This one depicts a vast, barely-human female creature surrounded by dozens of supplicating figures. The worshippers appear to be both human, animal and weird hybrids of both. The creature has a double-handful of these worshippers gathered to

her mouth, which is filled with the chewed remains of a dozen more. The blood of the dead covers the ground, and from it springs verdant plant life and yet more animals.

Beneath the mural is a sermon or catechism:

"The need of the Mother and her young is as deep as the ocean and as old as time and only we can slake their thirst. From sacrifice we shall draw strength, and from death shall all life flow. As the rivers feed the ocean, so shall man feed the earth."

Viewing the mural alone would be deeply disturbing, but combined with the blood and signs of violence inside the temple it becomes a powerfully unsettling scene, requiring a **Sanity** roll with a potential loss of 0/1d4 SAN.

On the beach the Investigators will find the remains of two burned out ships; *The Sally Firth* and *Filly of May*. Both have been burned down to the waterline and now lie half-sunk in the shallows.

A **Track** roll will reveal fresh tracks left the previous night leading into one of the smaller buildings, then out of the bay and east towards Wash Bay. These were left by Medwyn, scavenging for supplies.

If the Investigators do not find these tracks, Keepers may wish to have one of them notice a figure stood on the hills to the east (Medwyn), watching them as the explore the Temple. This figure then runs away, towards Wash Bay.

Wash Bay

Wash Bay is a deep, high-sided cove surrounded by cliffs and the site of a reasonable-sized village abandoned in the late Victorian period.

Wash Bay was an attempt to settle the island and 'civilise' them which ultimately failed. Due to the shelter of the cliffs many of the houses are eerily well preserved, despite being abandoned for well over a century. Many of the houses still have dark slate roofs (although holed and leaking) and the wind blows along the streets cobbled streets making disquieting sighing noises.

Spending time in the village is a eerie experience; it constantly feels like someone is watching them. Keepers should mention how quiet the village is, apart from the keening wind and the occasional creak of an old door or window shutter. At one point one of the Investigators will look up and see a number of goats watching them from the distant cliffs.

A church sits at the center of the village. Inside the altar has been desecrated long ago, and is now anointed by an ancient bleached goat skull. The rune of the Circle of Boughs has been daubed across the altar in flaking brown paint; a casual investigation will reveal it is probably dried blood. Viewing the altar is subtly disturbing and requires a **Sanity** roll with a potential loss of 0/1d3 SAN.

Finding Medwyn

Medwyn, Charlotte's boyfriend, escaped capture the night the islanders attacked the temple, and has been hiding in Wash Bay for several days since then. Medwyn has scavenged some food and blankets from the temple, and has made camp in the old pub, the *Fisherman's Arms*.

Medwyn is easy enough to find; if the Investigators come to Wash Bay they will eventually come across him, or he may even approach them once it's obvious they aren't islanders. Alternatively, the Investigators may come across Medwyn's camp first (a pile of blankets and empty cans of food) and track him down.

The experiences of the last few days have unhinged Medwyn somewhat; he has a wild look in his eyes and jumps at the slightest noise. Medwyn can tell the Investigators what happened over the last few days, but his accounts are rambling and confused. Key points include:

- Medwyn makes numerous references to goats, such as “The goats came for them” and “They walked upright, like men!”. These are references to the goat masks the Circle of the Great Mother wore when they attacked the temple.
- Medwyn is wracked with guilt that he fled the temple during the attack, leaving his friends and Charlotte behind. He hid in the long grass and watched as the islanders dragged the rest of the Children towards the woods.
- Medwyn saw the Children get dragged into the woods; he knows that’s where they are being held but cannot bring himself to go in there looking for them.
- He mutters repeatedly about drums in the night. He (and the other children) heard them a month ago, the night after four of the group (Angela, Diana, Chris and Finn) vanished. Medwyn has actually guessed that the drums are related to some kind of ritual, but cannot bring himself to fully articulate his suspicions.
- Medwyn is angry that Brett wouldn’t let the group leave when they had the chance.
- He can tell the Investigators about the boats catching fire. Brett blamed it on bad wiring, but all of the Children suspected someone had burned them on purpose (which is true, but none of them suspected the real culprit; Brett)

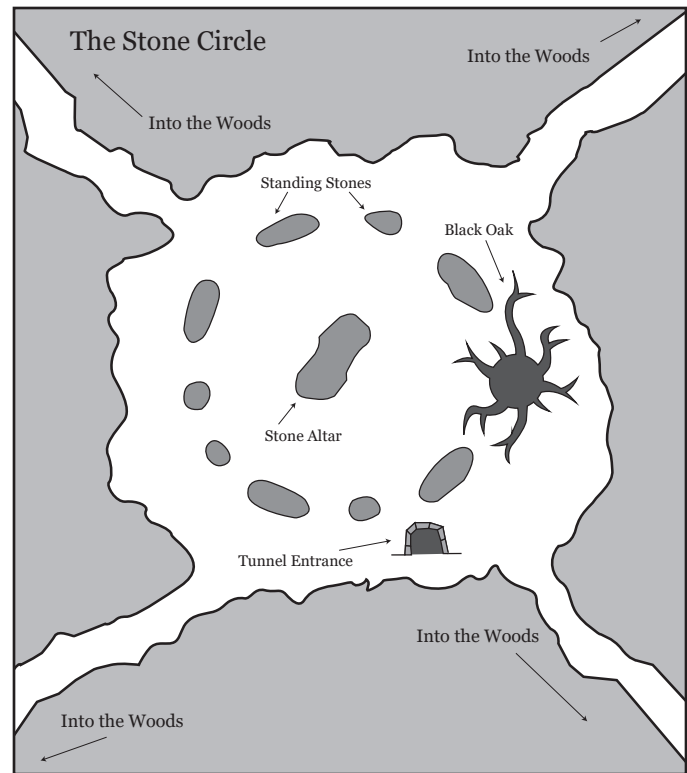
Keepers should roleplay Medwyn’s fear and paranoia; getting a straight answer out of him is difficult unless the Investigators are able to make a **Psychoanalysis** roll to translate his raving. However, the Investigators should be left with the definite conclusion that the Children were taken by force into the woods at the center of the island.

The Woods

The woods at the center of Naomh-Eilean are dark and ominous, despite the proliferation of wildlife and verdant greenery. Brambles choke the ground and the trees are covered in ivy and mistletoe. The air is filled with the caws of rooks and other birds, rabbits with odd growths scamper through the undergrowth, and swarms of insects circle lazily in the few sunbeams that penetrate the canopy.

There are paths through the trees, but they are winding and hard to follow. Deeper into the woods the sunlight takes on a green tint, which grows deeper the further they go. Here and there are ancient ivy-wrapped statues carved from granite that depict satyr-like creatures, however there is a primal, sinister aspect to the carvings that is not found in classical statuary.

Investigators attempting to travel through the woods must make a **Navigation** roll or become lost, wandering in circles. Pushing a roll risks the Investigators become truly disorientated, which requires a **Sanity** roll with a potential loss of 0/1d3 SAN.



The Stone Circle

At the center of the woods is a large clearing, in which stands an ancient circle of standing stones, positioned around a huge stone altar. This is the heart of the woods and is where the islanders come to worship Shub-Niggurath. The altar is stained black with centuries of spilled blood and grisly trophies hang from the branches of the trees all around the circle; goat skulls, hanks of hair, finger bones, human scalps, and strange wooden fetishes daubed with blood.

At one edge of the circle, hung with yet more fetishes and surrounded by wooden bowls of offerings, is a foul and twisted black oak that looks centuries old. This is actually a slumbering Dark Young, which is awoken rarely for only the most unholy of rituals.

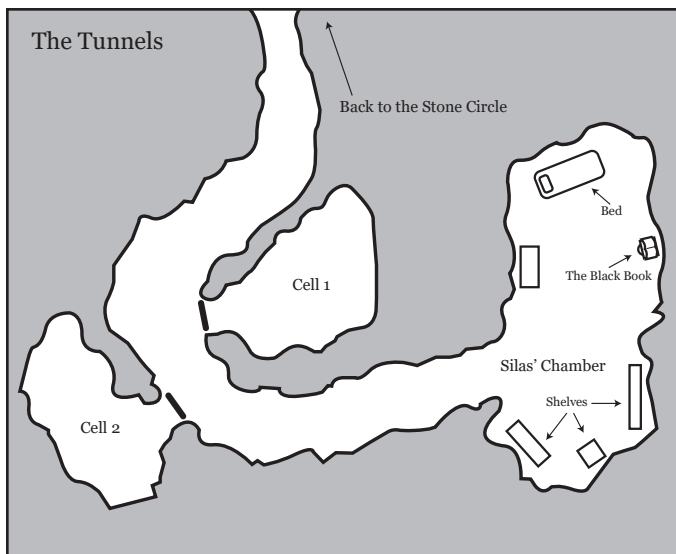
To one side of the circle is a tunnel leading into the ground, lined with rough-cut stone bricks. This leads down into the tunnels beneath the circle, where sacrifices are kept and where Silas makes his home.

When the Investigators first discover the stone circle they must make a **Sanity** roll, with a potential loss of 1/1d4+1 SAN.

The stone circle is usually eerily quiet; the Circle of the Great Mother only come here at the new moon to make sacrifices, and the rest of the islanders only attend once or twice a year at the solstice and equinox. However, if the Investigators have alerted the islanders somehow, there could be several members of the Circle of the Great Mother here, keeping watch.

The Tunnels

The tunnels wind below the stone circle, their walls lined with rough-cut stone bricks. Lichen and fungus grows everywhere, and the tunnels are lit by foul-smelling wooden torches. The tunnels lead to two cells where sacrifices are kept, and a large chamber that Silas uses as both a bedroom and a temple to Shub-Niggurath.



The six surviving Children captured during the attack on the Temple are being held in the cells, waiting for the next new moon when they will be sacrificed to Shub-Niggurath. The doors to the cells are simple iron bars set into the stone walls; the locks can be picked with a successful **Locksmith** roll, or broken with enough force (although this will certainly attract Silas' attention).

Within Silas' chamber are various foul and arcane items, including a large black grimoire on a lectern made from twisted tree roots. This grimoire is *The Black Book of the Dark Mother*, a Mythos tome containing a wealth of information about Shub-Niggurath.

If the Investigators attempt to sneak into the tunnels, the **Infiltrating the Tunnels** scene may play out.

The Black Book of the Dark Mother

English, Author Unknown, c. 18th century

The Black Book is a powerful mythos tome specific to Shub-Niggurath. It is a large book bound in black leather, the title is worked into the cover in red letting, along with the rune of the Circle of Boughs. Its pages are made from thick vellum and it appears to have been hand-written several centuries ago. It is written in legible but arcane modern English.

The book describes in considerable detail the worship of Shub-Niggurath, who the book repeatedly refers to as the *Dark Mother*, in her aspect of goddess of fertility and prosperity. It details how, when worshipped at the dark of the moon with blood sacrifice, Shub-Niggurath can grant unnatural fertility to plants, animals and even people.

One notable entry in the tome is a chapter titled "Awake the Black Oak" which describes a ritual to 'awaken the rugose betentacled child of the Black Goat'. This is a spell that will awaken the sleeping Dark Young in the stone circle.

Sanity Loss: 1d8

Cthulhu Mythos: +3/+6

Mythos Rating: 25

Study: 15 weeks

Spells: Awake the Black Oak, Call/Dismiss Shub-Niggurath, Summon/Bind Dark Young

Awake the Black Oak (Spell)

Cost: 5 Magic Points, 1d4 Sanity Points

Casting Time: 1d3 rounds

This powerful spell puts a Dark Young (which must already be present at the casting of the spell) into a deep slumber, during which it takes on the appearance of a gnarled and blackened oak tree.

The Dark Young can remain in this state almost indefinitely. Casting the spell again will awaken the Dark Young. When awoken in this manner, the Dark Young will typically be voraciously hungry and will expect sacrifices to be laid before it. Should no sacrifices be made, the Dark Young will become outraged and seek to devour the caster, and anyone else nearby.

DARK AND BLOODY ENDINGS

Below are several suggested scenes that may play out as the scenario reaches its climax. These are only suggestions; Keepers are encouraged to tailor their games to their Investigators actions.

Scene: Hunted in Bligharbour

This scene can occur if the Investigators choose to stay the night in Bligharbour, either because their boat is damaged and needing repair, or they have simply decided to spend more time on the Tahnraith-Eileen.

Unless they have been very circumspect in their investigations, the villagers will become suspicious of their asking around about Charlotte and the other Children of Oceana and decide they cannot take the risk of the Investigators causing any further disruption; they will plan to capture them and add them to the upcoming sacrifice.

The mostly likely place for the Investigators to stay in Bligharbour is the Black Oak pub, which has several rooms for rent. This scene will begun as the Investigators get ready to go to sleep.

The members of the Circle of the Great Mother will gather in Bligharbour during the evening. They will post lookouts at the docks, and around the village square outside the pub. Keepers may wish to make hidden **Spot Hidden** or **Listen** rolls for the Investigators, to see if they notice the strange gatherings and whispered conversations.

Once darkness falls and the Investigators retire to their rooms the members of the Circle will be let into the pub by Luthais and sneak up to the Investigator's rooms, armed with clubs and sickles. Keepers should ask the Investigators to make **Listen** rolls, with successes notifying the Investigators of the sounds of people creeping up the corridor towards their rooms.

If the Investigators fail these rolls, they are completely unaware of the growing threat around them. The Circle members will burst into the Investigators rooms, possibly as they sleep, and attempt to subdue them. This will result in the members of the Circle gaining a bonus die to their combat rolls, and the Investigators gaining a penalty die to their combat rolls.

If the Investigators succeed on the rolls, they are likely aware something is happening. This can result in them escaping the pub and fleeing through Bligharbour at night, being hunted by the Circle of the Great Mother dressed in their robes and goat masks. This can become a pell-mell chase through the cobbled streets.

A number of potential hazards for the chase are outlined below for Keepers who wish to use the chase rules:

- A low wall, requiring a **Climb** roll
- A narrow alleyway requiring a **DEX** roll to weave rapidly through
- A barred gate, requiring a **STR** roll to kick down
- A number of villagers blocking the way, requiring a **Dodge** roll to avoid

If the Investigators manage to get 3 locations ahead of the Circle members, they will successfully lose them.

Alternatively, this scene can be played as a stealth scene, with the Investigators moving from cover to cover, avoiding the search parties sent after them.

Should the Investigators be subdued by the members of the Circle, move on to the **Captured!** scene below. If the Investigators successfully escape Bligharbour, they will need to work out a way to escape the islands.

Scene: Captured!

If at any point the Investigators are captured by the islanders or the members of the Circle of the Great Mother (either as a result of the **Hunted in Bligharbour** scene, or through other means) they will be taken to the tunnels beneath the stone circle on Naomh-Eilean. There they will be locked in the cells, along with the captured Children of Oceana, to await sacrifice at the next new moon.

The members of the Circle will remove any items they believe the Investigators could use to escape, storing them in Silas' chamber. However, cunning Investigators could still manage to pick the lock on their cell with a Hard **Locksmith** roll, or break it down with a Hard **STR** roll. Keepers may also wish to offer Investigators a **Luck** roll to see if any of them manage to hide a small item about their person before they are locked up.

If the Circle capture the Investigators, they will leave four members to guard the stone circle, as well as Silas.

Scene: Infiltrating the Tunnels

This scene can play out if the Investigators arrive at the stone circle any time before the new moon. Assuming the Investigators haven't caused too much disruption and the Circle of the Great Mother are not actively hunting them, the stone circle and the tunnels beneath are ominously quiet. Only Silas will be present, however even alone he is a dangerous opponent.

If the Investigators have aroused the islander's suspicions there will be four or five members of the Circle patrolling the stone circle and the tunnels.

Silas spends most of his time in his chambers in the tunnels, meditating or reading various tomes. He will occasionally patrol the tunnels, or even walk up to the stone circle to stretch his legs. He has keen hearing, and any untoward noise will attract his attention. If the Investigators venture into the tunnels without trying to be stealthy then Silas will quickly come to see what the noise is. If Investigators do take the quiet approach, their **Stealth** rolls will be opposed by Silas' Listen rolls.

If he detects the Investigators Silas will attack them, using both his considerable physical prowess and his magic. If the fight turns against him he will not hesitate to cast *Awake the Black Oak*, unleashing the Dark Young.



One possible conclusion to this scene, if the Investigators manage to free the captives before Silas detects them, is to have them chased through the woods by the Dark Young as they escape. The Dark Young is a terrifying foe, but it will not pursue the Investigators once they manage to reach the edge of the woods. To evade the Dark Young in this manner (if using the chase rules) would require the Investigators to get 4 locations ahead of the Dark Young.

Scene: The Sacrifice

This scene plays out if the Investigators don't reach the stone circle until the night of the new moon, or if they are captured and used as part of the sacrifice.

The night of the new moon is a sacred time for the worshippers of Shub-Niggurath, and doubly so as they have a number of human sacrifices to offer to the Great Mother, as opposed to the normal offerings of goat flesh and fish.

In honour of this occasion, Silas plans to awake the Dark Young that resides in the Black Oak, and offer the captured Children (and any captured Investigators) to it.

The sacrifice begins at midnight, but from dusk onwards the members of the Circle of the Great Mother (20 or so people from Glas-Eilean) will arrive on the island in small boats and begin a torchlit procession across Naomh-Eilean. They will be dressed in their cult vestments; long dark robes and carved wooden goat masks. The procession is accompanied by sinister drums and a droning chant that echoes eerily around the foggy island.

Due to the torchlight, Investigators would be able to follow the procession through the woods easily, meaning no rolls are required to find the stone circle. However, Investigators shadowing the procession should make **Stealth** rolls (with a bonus die) to ensure they are not noticed by the Circle members; the Circle members receive a penalty die to their **Spot Hidden** rolls, as their attention is on the procession.

Once at the stone circle the Circle members will be met by Silas and a disturbing, primal ritual will begin. Witnessing this ritual (or being part of it as a bound sacrifice) is highly unsettling, requiring a **Sanity** roll with a potential loss of 0/1d6 SAN.

At the culmination of the ritual Silas will cast the *Awake the Black Oak* spell, waking the Dark Young. The Dark Young will then devour the sacrifices placed before it. Should the captives manage to escape after the spell is cast but before the Dark Young awakes then the creature will go berserk, snatching up anyone it can and feasting on them in an orgy of violence.

CONCLUSIONS, ONE WAY OR ANOTHER

Broadly speaking there are two possible endings to this scenario; the Investigators either succeed in finding Charlotte and escape with her, or they fall foul of the islanders themselves and end up dead. A minor variation can exist in which the Investigators take too long find Charlotte and she is sacrificed to the Dark Young, in which case the Investigators must return to Giles with the worst news possible.

Ideally the best course for the scenario to take is for the Investigators to follow the clues as they are laid out, arrive at the Tahmraith-Eilean, explore the ruined temple, track Medwyn to Wash Bay, follow his ravings into the woods, find the stone circle and free Charlotte and the other Children, and finally flee the island.

And what then? Once back on the mainland with Charlotte and the Children, what do they do then?

- Charlotte will be keen to return home to her father, and will thank the Investigators profusely for saving her. She will be changed by her experiences, however, and is no longer the carefree young woman she once was. A spark she once had in her eyes is now gone.
- The other Children of Oceana, Medwyn included, are deeply traumatised by what happened. They will leave for their various homes and families, but will never be able to fully put what happened on the islands behind them.
- Brett will be broken by his experiences on the Tahmraith-Eilean. He went looking for a benevolent ocean goddess who would give him his wife back, and instead watched as those he saw as his family were murdered, and his goddess was revealed to be a nightmarish eldritch abomination. Brett will probably end up in an institution, talking to the ghost of his wife and drawing terrifying images on the walls of his room.
- Giles will be overjoyed at the return of his daughter, and will state he will never be able to repay the Investigators.

And what of the Investigators? Do they tell the authorities about what happened on the islands? If so, the police are skeptical at best, but will send officers to investigate. And what do they find? Do the villagers resist, resulting in a raid with bloodshed on both sides? Or, when the police arrive, do they instead find empty houses and an abandoned village, and the islands home only to wandering flocks of black haired goats? That is down to the Keeper...

REWARDS AND REPERCUSSIONS

If the Investigators successfully return Charlotte to her father, Giles will give them each enough money to increase their **Credit Rating** by +1d6.

In addition, the following Sanity increases/decreases may occur depending on what happened during the scenario:

Saving Charlotte	+2d6 SAN
Saving any of the Children of Oceana	+1d4 SAN
Charlotte is sacrificed	-1d6 SAN
Any of the Children of Oceana are sacrificed	-1d4 SAN

NPCS

DR. GILES ERWIN

Retired Surgeon

Giles Erwin is a retired surgeon and a friend of the Investigators. Giles is softly-spoken, friendly and values his friends and family highly. He lost his wife some years ago, leaving him a widower. He cares deeply for his daughter, Charlotte, but is worried by her impulsive nature and naivete.

Giles is in his late 50s and suffering from advancing ALS. He is wheelchair-bound and has trouble breathing, but otherwise appears healthy. He is lean, tall and balding with piercing blue eyes.

STR 20	CON 10	SIZ 60	DEX 40	INT 80
APP 50	POW 60	EDU 70	SAN 60	HP 7
DB: -1	Build: -1	Move: 7	MP: 12	Luck: N/A

Attacks per round: 1

No attacks above base

Skills: Credit Rating 80, First Aid 70%, Language (Latin) 25%, Medicine 80%, Persuade 40%, Psychology 40%, Science (Biology) 70%, Science (Pharmacy) 30%

MICHAEL CLEMENTS AND THERESA LOWELL

Children of Oceana

Two Children of Oceana left to look after the temple in Amlwyn while the rest of the group travelled to the Tahmraith-Eilean. The pair have become worried in recent weeks, as they haven't heard from their friends in some time. Both of them are friendly and sincere, and want nothing more than to find meaning in their lives.

Michael is in his mid 30s, tall and gawky but friendly; Theresa is in her late 40s, is short and plump and of a nervous disposition.

STR 45	CON 50	SIZ 65	DEX 50	INT 50
APP 50	POW 40	EDU 65	SAN 38	HP 11
DB: 0	Build: 0	Move: 7	MP: 8	Luck: N/A

Attacks per round: 1

No attacks above base

Skills: Art & Craft (Singing) 35%, Charm 45%, History 25%, Lore (Cult of Oceana) 40%, Natural World 30%, Persuade 40%, Psychology 40%, Swim 40%

MARCUS MCANDREW

Ferry Pilot

Marcus pilots the ferry from Oban to the Tahmraith-Eilean. A sailor all his life, he took the ferry job thinking it would be easy (which it is) and relaxing (which it isn't). In the four years he has worked on the ferry, Marcus has seen enough of the islands to know there is something strange out there, but doesn't want to get involved.

Marcus is a tall, heavily built man in his late 40s with an impressive paunch and a balding head. He is gruff and taciturn but a competent pilot.

STR 65 CON 60 SIZ 75 DEX 40 INT 50
APP 40 POW 60 EDU 60 SAN 59 HP 13
DB: +1d4 Build: 1 Move: 7 MP: 12 Luck: N/A

Attacks per round: 1

Brawl 35% (17/7), damage 1D3 + damage bonus
Dodge 20% (10/4)

Skills: Electrical Repair 25%, Language (Scottish Gaelic) 15%, Mechanical Repair 35%, Navigate 50%, Operate Heavy Machinery 25%, Pilot (Boat) 50%, Science (Meteorology) 35%, Swim 20%

TAHMRAITH ISLANDERS

Insular villagers

The inhabitants of the Tahmraith-Eilean. These men and women follow the teachings of the Circle of the Great Mother, making sacrifices to Shub-Niggurath at the equinox and solstice each year. Beyond their strange religious practices, they seem like fairly average people, if a little reclusive, however all of them possess a deep distrust of outsiders and follow the orders of their priests without question.

All the islanders speak Scottish Gaelic as their first language, but can also speak English.

STR 60 CON 70 SIZ 65 DEX 50 INT 45
APP 45 POW 45 EDU 55 SAN 40 HP 13
DB: +1d4 Build: 1 Move: 7 MP: 9 Luck: N/A

Attacks per round: 1

Brawl 40% (20/8), damage 1D3 + damage bonus
Dodge 25% (12/5)

Skills: Listen 40%, Occult 25%, Spot Hidden 40%, Track 35%

LUTHAIS CAILBHIN

Acolyte of Shub-Niggurath

Luthais is the innkeeper of the Black Oak pub and unofficial mayor of Bligharbour. He is also a member of the Circle of the Great Mother, and a fanatical follower of Shub-Niggurath.

Apparently in his late 50s, Luthais is shorter than average but has a powerful physique, with a broad chest and heavy forearms. He has an impressive set of greying mutton chops and large bushy eyebrows. There is something subtly disquieting about him; he has a strange primal energy to him, and a faint animal scent. He often smokes a pipe and speaks around the stem, squinting as he does so.

STR 75 CON 80 SIZ 60 DEX 40 INT 50
APP 30 POW 70 EDU 60 SAN 35 HP 14
DB: +1d4 Build: 1 Move: 8 MP: 14 Luck: N/A

Attacks per round: 1

Brawl 45% (22/9), damage 1D3 + damage bonus
Sickle 55% (27/11), damage 1d6 + 1 + damage bonus
12-gauge Shotgun (2B) 30% (15/6), damage 4d6/2d6/1d6, range 10/20/50 yards
Dodge 45% (22/9)

Skills: Cthulhu Mythos 25%, Persuade 45%, Intimidate 50%, Listen 45%, Spot Hidden 45%, Stealth 35%

THE CIRCLE OF THE GREAT MOTHER

Cultists of Shub-Niggurath

The Circle of the Great Mother are the most fanatical inhabitants of the Tahmraith-Eilean, dedicated to Shub-Niggurath and touched by their dark goddess as a result. While they can pass for human at a glance, there is something subtly disturbing about each member of the Circle. Some are abhorrently hirsute, others have a strange animal odour to them, and others have vestigial nubs on their foreheads, as if they were in the process of growing horns.

During the day they dress as normal villagers, but when attending their rituals they don long black robes and wear carved wooden masks in the shape of goat's heads. Many of them carry sickles and clubs, but some of them also have access to shotguns and hunting rifles.

STR 65 CON 75 SIZ 65 DEX 50 INT 45
APP 30 POW 65 EDU 55 SAN 35 HP 14
DB: +1d4 Build: 1 Move: 8 MP: 13 Luck: N/A

Attacks per round: 1

Brawl 45% (22/9), damage 1D3 + damage bonus
Sickle 45% (22/9), damage 1D6 + 1 + damage bonus
Club 45% (22/9), damage 1D8 + damage bonus
12-gauge Shotgun (2B) 25% (12/5), damage 4d6/2d6/1d6, range 10/20/50 yards
.30-06 Bolt-action rifle 25% (12/5), damage 2d6+4, range 110 yards
Dodge 35% (17/7)

Skills: Listen 45%, Spot Hidden 45%, Stealth 40%

SILAS

High Priest of Shub-Niggurath

Silas was once a man but was chosen by Shub-Niggurath as her high priest. Twisted and changed by his communion with the Dark Mother, Silas is now a hideous goat-headed monster. He stands well over six feet tall and is covered in thick muscle and patches of black fur. His head is that of an eight-horned goat, as are his legs which are covered in thick hair and with heavy hooves.

When he speaks, it is with a deep, resonant voice that is disturbingly at odds with his bestial appearance.

STR 75 CON 75 SIZ 85 DEX 55 INT 65
APP 0 POW 75 EDU 60 SAN 0 HP 16
DB: +1d4 Build: 1 Move: 8 MP: 15 Luck: N/A

Attacks per round: 1

Fighting attacks: Silas can use weapons as humans do. He can also gore opponents with his horns.

Brawl 45% (22/9), damage 1D3 + damage bonus
Sickle 45% (22/9), damage 1D6 + 1 + damage bonus
Gore 45% (22/9), damage 1d6 + damage bonus
Dodge 27% (13/5)

Armour: 1-point hide and hair

Skills: Listen 50%, Spot Hidden 50%, Stealth 45%, Track 40%

Spells: Awake the Black Oak, Call/Dismiss Shub-Niggurath,

Summon/Bind Dark Young, Wave of Oblivion, Shrivelling

Sanity Loss: 0/1d6 to see Silas

MEDWYN NASH

Terrified survivor

A member of the Children of Oceana, Medwyn is Charlotte's boyfriend and the only member of the group to escape the attack on the temple. Before coming to the Tahmraith-Eilean, Medwyn was a carefree, friendly individual with a love of music and an infectious laugh. When encountered by the Investigators he hasn't slept or eaten well for days and is deeply traumatised by what he's seen; there is a distant, haunted look in his eyes and he constantly jumps at the slightest noise.

Medwyn is a handsome man of average height and build in his late 20s. He's dressed in a tattered jumper and torn jeans.

STR 50 CON 45 SIZ 65 DEX 50 INT 50
APP 70 POW 40 EDU 65 SAN 31 HP 11
DB: 0 Build: 0 Move: 7 MP: 8 Luck: N/A

Attacks per round: 1

No attacks above base

Skills: Art & Craft (Guitar) 45%, Charm 50%, History 25%, Lore (Cult of Oceana) 40%, Natural World 30%, Persuade 40%, Psychology 30%, Stealth 40%

CHARLOTTE ERWIN

Former wide-eyed idealist

Charlotte is the 28-year old daughter of Giles Erwin, and the woman the Investigators are looking for. Born into relative wealth thanks to her father, she has never really had much responsibility for anything, and as a result flitted from one interest to another. The Children of Oceana appealed to her, with their songs, meditation and messages of peace.

Charlotte is tall, thin and pretty, with long sandy-brown hair and blue eyes. When encountered by the Investigators Charlotte has seen many terrible things and is no longer her previous carefree self. She has become withdrawn and troubled, and has a terrible fear of the dark brought on by being kept in the cells beneath the stone circle.

STR 50 CON 50 SIZ 60 DEX 50 INT 60
APP 80 POW 40 EDU 70 SAN 34 HP 11
DB: 0 Build: 0 Move: 7 MP: 8 Luck: N/A

Attacks per round: 1

No attacks above base

Skills: Art/Craft (Photography) 45%, Listen 30%, Lore (Cult of Oceana) 40%, Natural World 30%, Persuade 45%, Psychology 35%, Spot Hidden 40%

BRETT FARNHAM

Broken Cult Leader

Brett Farnham is the leader of the Children of Oceana. A charismatic orator and evangelist, his life's goal was to spread his message of peace and understanding to as many people as he could.

The loss of his wife and subsequent religious crisis led Brett to the Tahmraith-Eilean, where he hoped to meet his goddess, Oceana. Instead he came to realise that the goddess he was seeking was Shub-Niggurath, a nightmarish entity that was only interested in blood sacrifice and death. Brett's mind has collapsed in the face of the horrors he has seen; he has retreated into a catatonic state and will only move, eat or drink when directed by someone else.

Brett is in his mid 60s, is short, well-built and slightly balding; his remaining hair is silver-white and he has a round, genial face. When encountered by the Investigators he is dressed in a torn white kaftan and sandals, and stares blankly into the distance.

STR 45 CON 40 SIZ 50 DEX 45 INT 60
APP 60 POW 80 EDU 75 SAN 61 HP 9
DB: 0 Build: 0 Move: 7 MP: 16 Luck: N/A

Attacks per round: 1

No attacks above base

Skills: Art & Craft (Singing) 35%, Charm 55%, History 25%, Lore (Cult of Oceana) 70%, Natural World 30%, Persuade 65%, Psychology 50%

CHILDREN OF OCEANA

Terrified captives

The surviving Children of Oceana are John (42), Keith (46), Vivian (38), and Chris (22). They are all terrified by their experiences, as well as being slightly malnourished, tired and filthy.

STR 45	CON 50	SIZ 65	DEX 50	INT 50
APP 50	POW 40	EDU 65	SAN 34	HP 11
DB: 0	Build: 0	Move: 7	MP: 8	Luck: N/A

Attacks per round: 1

No attacks above base

Skills: Art & Craft (Singing) 35%, Charm 45%, History 25%, Lore (Cult of Oceana) 40%, Natural World 30%, Persuade 40%, Psychology 40%, Swim 40%

THE BLACK OAK

Dark Young of Shub-Niggurath

A Dark Young summoned years ago by Silas and transformed into the Black Oak that the islanders worship in their rituals. The Black Oak is usually only awoken twice a year to receive sacrifices at the Equinox and Solstice, unless there are special offerings available.

STR 220	CON 80	SIZ 220	DEX 80	INT 70
APP 0	POW 90	EDU 0	SAN 0	HP 30
DB: +4d6	Build: 5	Move: 8	MP: 18	Luck: N/A

Attacks per round: 5. The Black Oak may only use a Trample attack once per round.

Fighting attacks: The Black Oak can lash out with four heavy tentacles. It may also kick out with its hooves, simply crush, or strike with its massive bulk.

Grab (mnvr): The Black Oak can use its tentacles to grab and capture up to four victims. If a victim is grabbed, he or she is held to one of its horrible sucking mouths and drained of 1D10+5 STR per round. This STR loss cannot be restored. While being drained, a victim is capable only of ineffectual writhing and screaming.

Trample: The Black Oak can also trample with its massive hooves, typically hooting and bellowing as it rears up and attempts to trample as many opponents as it can (up to 1D4 humans if they are situated close together).

Fighting 80% (40/16), damage bonus

Grab (mnvr) grabbed and held for 1D10 + 5 STR drain per round

Trample 40% (20/8), damage 2D6 + damage bonus

Dodge 40% (20/8)

Armor: The Black oak is of non-Earthly material and make-up, so that any successful hit with a firearm attack does only 1 point of damage per bullet (2 points for an impale). Hand-to-hand weapons do normal damage. Attacks dependent on heat, blast, corrosion, electrical charge, or poisoning have no effect.

Skills: Stealth (bonus die in woods) 30%

Spells: Call/Dismiss Shub-Niggurath, Dread Curse of Azathoth, Implant Fear, Mindblast, Wither Limb, Wrack

Sanity Loss: 1D3/1D10 Sanity points to see the Black Oak in its true form. No Sanity loss to see it when transformed into a tree.



HANDOUTS

HANDOUT #1: CHARLOTTE'S JOURNAL

A small leather-bound journal written by Charlotte Erwin. The majority of the book is fairly dull and records her occasional thoughts and activities. It seems that Charlotte writes in her journal at irregular intervals and some entries are weeks apart. The most recent entries talk about meeting a man named Medwyn Nash at a concert and entering into a relationship with him. Charlotte goes on to write that Medwyn is part of a 'beautiful, thoughtful group' who 'worship Mother Earth in all her glory'. A few entries describe the group as recounted to her by Medwyn; the Children revere a goddess named Oceana, who they believe is the source of all life and who lives in the oceans of the world. Oceana's message is one of love, communion and understanding; between people, animals, and the world around them.

Charlotte seems very taken with the group. The final entry, written just over six months ago, records that she has decided to move to Amlwyn, Anglesey, to be with Medwyn and to join the Children of Oceana.

HANDOUT #2: CHILDREN OF OCEANA PAMPHLET

A cheap tri-fold paper pamphlet which proclaims on the cover "Be one with the world around you, find your inner peace" over a picture of two people holding hands on a beach in front of a sunset.

The pamphlet is written by a religious group called the Children of Oceana and explains briefly and in overwrought prose the nature of the group and how they "live in harmony with Oceana, mother of all life". The group is apparently lead by "visionary leader Brett Farnham and his wife Linzi Jemima Farnham" and has existed since 1979.

The pamphlet invites readers to visit the group's temple in Amlwyn, Anglesey where they can join in with fireside chants, prayer circles and "daily ocean communions on the group's private beach".

A website address is included on the last page: www.childrenofoceana.com

HANDOUT #3: CHILDREN OF OCEANA WEBSITE

The Children of Oceana website is only a single page, containing information on the group. It is brightly coloured and features a lot of photos of people stood on sandy beaches, gazing out at the ocean. Sunset bonfires are another common image, often with kaftan-clad people dancing around them.

The website explains the group's origins: *"In 1979 our leader, Brett Farnham suffered a near-fatal accident while working on his boat off the coast of Bayview, California. Knocked unconscious and thrown from the boat by a falling mast, Brett drifted in the water for several minutes before being pulled to safety. However, Brett's life was miraculously saved by the intervention of Oceana. As he entered the water, Brett was lifted up by a great presence and kept safe. The presence told Brett that she was Oceana, the Earth Mother, and that he was destined to lead others into her light."*

Upon recovering, Brett and his wife Linzi began the great work of spreading Oceana's message of love and understanding for all life to the rest of the world. Brett and Linzi went on to travel the United States giving talks about Oceana and her message, before finally settling in Belvedere, California where they founded the first Temple of Oceana in 1986. Since that time the Children of Oceana have established three other Temples, in Clearwater, Florida; Comporta, Spain and Amlwyn, Britain.

The Children teach all who come about love, life and understanding, and the continuing mission to find Oceana and bring her message to the rest of the world."

The website also contains several testimonials from members, relating how the group turned their lives around.

HANDOUT #4: CHILDREN OF OCEANA INTERNET SEARCH

A search of the internet reveals several blogs, news articles and investigative pieces on the Children of Oceana, stretching back to the group's beginnings in 1979.

Most of the articles are small pieces investigating the group's messages and teachings, mostly debunking them as typical new-age spiritualism that was common in the late 70s. It appears that most journalists who look into the group dismiss their beliefs as nothing more than fiction.

A few articles focus on the fact that each of the group's temples have closed after a few years. Although a peaceful group, the Children of Oceana are reclusive and the communities they settle in usually tire of their presence and force them out after a few years. However, there are no reports of violent behaviour, or really anything untoward from the group. The group's latest temple is in Anglesey, Wales, where they moved several years ago.

The most recent article concerns Linzi Farnham, one of the founders. Apparently she died of cancer last year, and was cremated by the Children of Oceana in a private (and technically illegal) ceremony that earned them a caution from the local police.

HANDOUT #5: BRETT'S LIBRARY BOOKS

These four books were ordered from other collections by Brett Farnham. They are all old and very obscure.

The first, 'Tales of the Pagan Celts', is a 19th century book of lesser known Celtic myths. The next is 'Myths of the Sea'; a book of obscure legends and myths of the sea from various archaic sources, including numerous Gaelic legends. The next book is titled 'The Earth Mother'; it explores earth mother religions and myths from across the world. The last book is 'The Book in UMBER'. It is an obscure occult text from the late 18th century that explores creation myths, including earth mother myths. A mention is made in this book to cults that, in exchange for offerings, have received miraculous gifts from the earth mother.

Digesting the books takes time, but after you are done you spot a common theme; all of the books centre around the idea of a fertile great mother deity that births all life, but is also a destroying goddess. The concept appears in dozens of myths and legends across the world, from numerous ancient peoples and societies. In many stories this mother goddess can be entreated to with offerings, and may grant blessings in return.

HANDOUT #6: THE TAHMRAITH-EILEAN INTERNET ARTICLE

The Tahmraith-Eilean, also known as the *Tahmraith Islands*, the *Furthest Isles* or the *Lesser Hebrides*, is an island cluster located approximately 40 miles off the west coast of mainland Scotland. The islands are separated from the Scottish mainland and the Inner Hebrides by the Sea of the Hebrides, and are considered politically and geographically separate entities from the Outer Hebrides.

Scottish Gaelic is the predominant spoken language, although English is spoken by almost all residents as a second language.

Most of the islands have a bedrock formed from ancient metamorphic rocks and the climate is mild and oceanic. Of the three islands only one, Glas-Eilean, is inhabited with a total population of 820 as of the previous census. Naomh-Eilean, the largest island, has long been used to pasture goats but has no permanent population bases.

The smallest island, Fuar-Eilean is also uninhabited and has no farmable or pasture land. It is colonised by numerous gulls and gannets and is officially defined as a skerry.

Written and archaeological evidence indicates that the islands have been settled almost continuously since the early Iron Age. Outside attempts to colonise the islands were made by the Roman Empire and the Norse kingdom of the Suðreyjar although historical data indicates neither settlements lasted longer than a few years. Whether this was due to the island natives resisting the colonies or other factors is unknown.

An attempt was made in 1887 to create a new settlement on Naomh-Eilean in response to the sudden overseas demand for canned fish. Established in Wash Bay, the settlement (also named Wash Bay) was financed by Oban-based MacDray's cannery and had an initial population of 340. The village did not fare well due to the difficulty in navigating the shoals around the islands, leading to the closing of the cannery in 1897. The majority of the settlers abandoned Wash bay in the following years, until the village was fully abandoned in 1901.

Due to the lack of scheduled ferry services, access to the islands is difficult. Modern navigation systems now minimise the dangers but in the past the stormy seas and shoals have claimed many ships. The only registered ferry route to the islands is from Oban, in Argyll. However due to low traffic to the islands, such ferries are usually run on an ad-hoc basis.

Due to the difficulty getting to the island, the Tahmraith-Eilean are largely unknown to the outside world.

HANDOUT #7: RUNE OF THE CIRCLE OF BOUGHS

This strange rune looks like a circle made from interwoven thorny branches.

