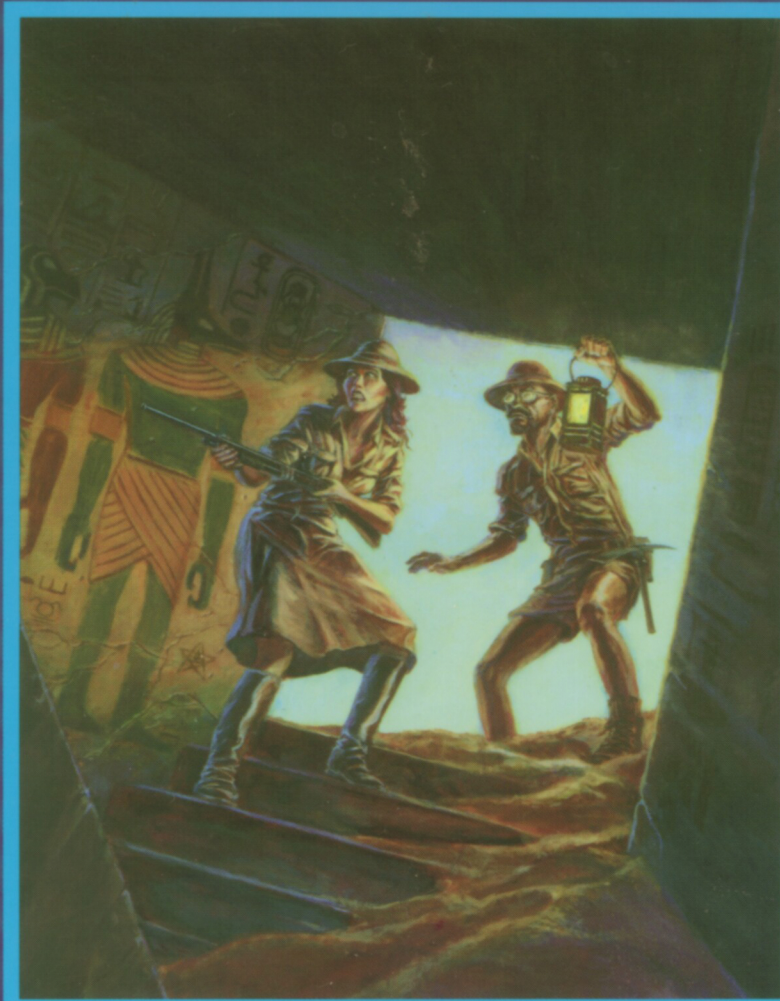


1920s

CALL of HORROR CAMPAIGN CTHULHU[®]

DAY OF THE BEAST



A REPRINT OF THE CLASSIC FUNGI FROM YUGGOTH
CAMPAIGN, EXPANDED WITH THREE NEW ADVENTURES

by **Keith Herber**

with Lucia Szachnowski, Gary O'Connell,
Sam Johnson, Kevin Ross & Shannon Appel

illus. by Chris Marrinan, Nick Smith & M. Wayne Miller



DAY OF THE BEAST

NWI





H.P. Lovecraft
1890-1937

DAY OF THE BEAST

by Keith Herber

with Lucya Szachnowski, Gary O'Connell, Sam Johnson,
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The Clear Credit Box

The original conception of *Day of the Beast* was Keith Herber's. In addition the introduction and chapters V-VI and VIII-XII are almost entirely his work. Sandy Petersen was the editor on the original edition of *Day of the Beast*.

This expanded version of *Day of the Beast* was outlined and put together by Shannon Appel. It has several new and revised chapters. Lucya Szachnowski and Gary O'Connell are the authors of "Suffer Little Children" and "London Calling". They also expanded "The Dreamer", originally by Keith Herber. "Black Hills, Blackest Secrets" is by Sam Johnson, with acknowledgement to Greg Lanier. The expanded version of "The Halls of Celaeno" is the work of Kevin Ross and Shannon Appel, again based on Keith Herber's original.

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This is the fourth printing of *Day of the Beast*. It was originally printed as *The Fungi from Yuggoth* in 1984, then again in 1987. In 1990 it was released as part of *Curse of Cthulhu*. This printing is a true second edition; it has been thoroughly revised and features nearly 50 pages of new material.

Hail Yog-Sothoth!

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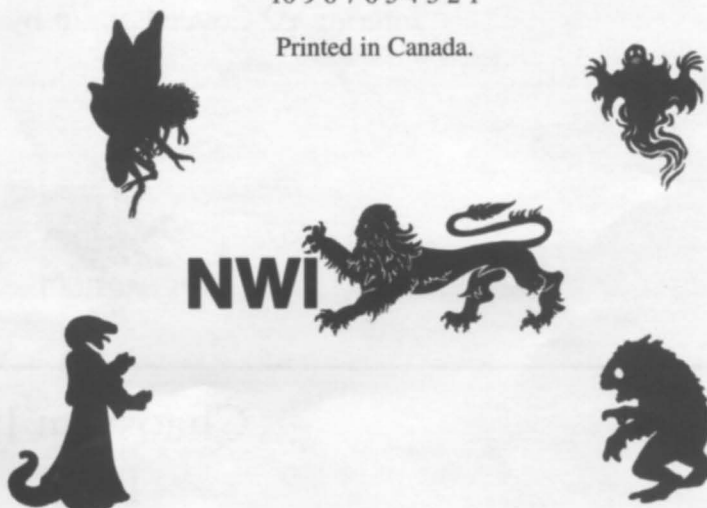


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INTRODUCTION

*An overview of Day of the Beast.
Keeper's background. Plot synopsis.
A timeline of the Brotherhood.*

"[A]nd it was dreamed again of the priest Nophru-Ka and of the words he spake at his death, how the son would rise to claim the title, and the son would rule the world in the name of the father, and the son would revenge the father's murder, and the son would call the Beast that is worshipped, and the sands would drink the blood of the seed of the Pharaoh, and after this manner did Nophru-Ka prophesy."

—Abdul Alhazred, *Kitab al-Azif*

This is the prophecy of a dying priest in the year 1733 B.C.—a prophecy now on the verge of fulfillment. Can the investigators halt the machinations of the malignant Brotherhood, or will they fail, leaving a hopeless world in the grip of a madman?

Using leads provided by a well known East Coast spiritualist, the investigators will visit four continents and possibly even another planet in an attempt to stymie the villainous Brotherhood of the Beast and its catspaw corporation, New World Incorporated (NWI).

Day of the Beast is a complete *Call of Cthulhu* campaign in twelve chapters. It is designed to be episodic. Although it can be run straight through, many of the individual adventures can be interwoven with other scenarios in order to create a more complex campaign. Each adventure in Part I, "Forebodings of Doom", is designed to be standalone. In addition there is a break of several months in between the last two sections—Part II, "Dreams of Nophru-Ka", and Part III, "Day of the Beast"—that may be used to run other adventures.

Time

In most of the chapters (chapters 4, 10, 11, and 12 are exceptions), there is no set order of events nor any need for strict time-keeping. Investigators' actions and dramatic effect will help the Keeper determine what should happen next.

If the Keeper wishes, he may start the campaign in mid-1927, planning to finish it about two years later. This will allow him either to blame the stock market crash of 1929 on the collapse of the Brotherhood's world empire, or to make it the result of a successful takeover by them. The timeline in this introduction offers possible dates for most of the adventures in this book. The keeper should, of course, vary them as he sees fit.

This campaign is peculiarly modern in content, and would prove particularly easy to transfer from the usual 1920s format to the modern day. The Sons of Terror and their anarchist and nihilist bands can easily become part of the many terrorist organizations of our own time. World-

spanning corporations similar to NWI are even more common now than in the 1920s. It would be somewhat more difficult to transfer the campaign to an earlier time period, but this could also be done, with some effort on the part of an inventive Keeper.

Expanding the Adventure

While *Day of the Beast* is a complete campaign in itself, Keepers may wish to expand the piece, particularly in the second half of the campaign. Possibilities include additional adventures dealing with an individual gang of the Sons of Terror, machinations of NWI, or a trip to India to discover the source of the "wisdom" being disseminated to the Rhon-Paku temples.

Keepers who have run *Masks of Nyarlathotep* will find that this campaign could be used as a thematic sequel. *Day of the Beast* is set a year and a half after *Masks* and could be seen as a second attempt by world-wide Nyarlathotep cults to gain control, after the failure in *Masks*. Furthermore, since some locales are common between the two adventures (namely Cairo and London), it would be easy to reintroduce characters and places from the earlier campaign. Finally, the cults of *Masks*, the Brotherhood of the Black Pharaoh in particular, might be involved with the Brotherhood of the Beast's conspiracy, joining together to see their god attain ascendancy.

Keeper's Background

The plot of *Day of the Beast* is quite lengthy and very intricate. Following is detail on the history and background of this campaign, and then a number of in-depth examinations of the various important people and organizations.

The history of the Brotherhood of the Beast begins with the rise to power and death of an Egyptian priest known as Nophru-Ka. Murdered on the orders of the pharaoh, the priest, with his dying breath, uttered the prophecy that found its way into the *Kitab al-Azif*. This prophecy was later discovered by two men who formed the Brotherhood of the Beast, a secret organization that plots to rule the world through a descendant of the long-dead Egyptian.

The proper descendant was finally born in the late nineteenth century. He is Edward Chandler, son of a successful small businessman from Chicago. The machinations of the Brotherhood (including the ruthless murder of Chandler's parents) eventually brought him to a position of influence and power as the Chairman of the Board of the international corporation New World Incorporated. In recent years NWI and the Brotherhood have developed two organizations, the Sons of Terror and the Rhon-Paku, who will prove crucial in the Brotherhood's plans of conquest.

A box on pg. 10 contains a timeline of events that will aid the Keeper in ordering past occurrences and answering questions posed by the investigators.

The Life of Nophru-Ka

A powerful priest and leader, Nophru-Ka was an early member of a separatist movement centered on Xoïs, which were later referred to as the XIV Dynasty of Egypt. He and his followers worshipped Nyarlathotep in secret underground temples, and it was with the aid of this Other God that Nophru-Ka laid designs against the pharaoh. These plans called for cultists in secret temples to chant down star-spawned monsters (dholes) and cause them to wreak havoc in the kingdom of the pharaoh. When the pharaoh had sent his armies to deal with the menace, the armed followers of the priest would attack the palaces and governmental buildings of the pharaoh. In all this, Nophru-Ka was to be aided directly by Nyarlathotep, who had promised to send a messenger.

Learning of the plot against his life and kingdom, the pharaoh, Khasekhemre Neferhotep I, sent spies and assassins to the farthest point of his realms in search of the evil priest. Nophru-Ka was finally found hiding in a secret underground temple, one deep in the western deserts. This temple was known as the Well and was particularly sacred to Nophru-Ka and his followers. Finding the priest kneeling in prayer, the assassins attacked and mortally wounded him before being torn to pieces by his followers. With his dying breath, Nophru-Ka spoke the prophecy later dreamed of by the mad Arab, Abdul al-Hazrad.

By the time Neferhotep learned of the death of Nophru-Ka, the followers of the evil priest had borne his body to a small valley, where they buried their fallen leader in a hastily constructed tomb. From there, the followers of Nophru-Ka traveled to central Africa and G'harne, the ruined city of the Old Ones. There Shudde M'ell and his children took the followers of Nophru-Ka as prey, leaving alive only the few that carried the blood of Nophru-Ka. The family was to dwell in alliance with the chthonians while they awaited the fulfillment of the prophecy. The year was 1733 B.C.

The Brotherhood of the Beast

Three thousand years later, in the 12th century A.D., an organization was formed by two men, Baron Hauptmann and Lang-Fu, with the intention of helping fulfill the prophecy of Nophru-Ka. This was the beginning of the Brotherhood of the Beast.

Lang-Fu, the leader of a cult of deep ones in southern China, met Hauptmann in Damascus while studying astrology. Lang-Fu possessed a fragment of the *al-Azif* which he claimed had been brought to him by a dark winged being, from a city buried below the sands of Arabia. This scrap told of the prophecy, and of the family that waited in G'harne. Together Hauptmann and Lang-Fu traveled deep into Africa and there found the miserable remnants of Nophru-Ka's family. More animal than human, the descendants of the priest resisted contact by the two men until Hauptmann transferred his mind to the body of their chief. As the tribal leader Hauptmann led the people north to the Mediterranean coast, where they began to intermarry, spreading the bloodline east into the Moslem lands and north into Europe.

While Lang-Fu returned to China, Hauptmann set up headquarters for the Brotherhood in Europe and began to build a network of agents drawn from the descendants to aid him in tracking the families carrying the blood. These agents are rarely aware of the full plans of the Brotherhood, but know that they are of a specific family of destiny and benefit from the association economically, due to the constant machinations of Hauptmann. At the same time, during the 12th and 13th centuries, Lang-Fu laid much of the groundwork for the political and spiritual considerations of the Brotherhood.

The Brotherhood originally planned on establishing a kingdom in eastern Europe, but their two attempts were thwarted, first by a political disruption in Poland and then when a chosen child was accidentally killed by a summoned being. With the coming of the 20th century, the radically changing world conditions brought about an alteration in their plans. Using a spirit summoning ability of Lang-Fu's, similar to that of Paul LeMond's, Hauptmann and Lang-Fu called the long-dead Nophru-Ka's spirit, and together the three hatched a desperate plan that calls for domination of the entire world—a plan very similar to the one that Nophru-Ka originally planned to use against Pharaoh Neferhotep I.

On a specific day known only as the Day of the Beast, the Brotherhood will launch its plan. This involves unleashing various independent anarchist groups, funded and controlled by the Brotherhood through New World Incorporated (NWI), against the governments of the world, while the temples of Rhon-Paku, fostered secretly by Lang-Fu, call dholes upon the great cities of the world by performing a special chant prepared for them for what they believe is a holy day. It is hoped that the destruction caused will create a world crisis involving the collapse of several major governments.

Into this will step Edward Chandler, charismatic Chairman of the Board of NWI, a popular world figure, and also a descendent of Nophru-Ka. He will turn all of NWI's considerable resources against the menaces threatening the world and, after emerging victorious, move into a position of world leadership. Failing this, he will turn these same resources, along with the many dark forces connected with the Mythos, against the people in an effort to bring the world to its knees.

Hauptmann, Lang-Fu, and Edward Chandler will travel to Egypt where, on September 22, 1929, they will meet at the feet of the Sphinx on the plateau of Giza. Here they will cast a spell that will call Nyarlathotep down in his Beast form. In this form he will destroy Luxor, site of ancient Thebes, capital of the pharaohs, as well as travel around the Mediterranean, wreaking havoc from Cairo to Ankara.

Edward Chandler

HIS PUBLIC IMAGE

Charismatic and intelligent, Edward Chandler has devoted his adult life to the betterment of mankind while at the same time developing New World Incorporated (NWI) into one of the world's largest corporations. The Chandler Foundation, established in memory of Edward Chandler's parents, has brought disaster relief to stricken areas of the world and has granted large sums of money to projects concerned with helping humanity. Chandler, in his role as Chairman of the Board, is also responsible for most of the fringe benefits and profit-sharing plans now enjoyed by the employees of NWI. Many of these benefits are extended to foreign employees where NWI has concerns. This policy has made it easier for NWI to enter foreign economies, being welcomed by the governments involved.

All this effort has made Chandler one of the most recognizable and popular figures in the world. He has been approached by both political parties in recent years as a possible candidate for vice-president, and a populist movement during the last election year almost made him a major third-party contender for the presidency. Chandler stopped the movement by publicly stating that he had "no interest in politics at this time." He has twice been nominated for the Nobel Peace Prize.

The life of Edward Chandler has been well documented by the news media. A sickly child, young Edward was sent to Europe at the age of ten, where he studied with private tutors hired by his father, owner of a moderately successful tool-manufacturing company in Chicago. Due to his poor health, Chandler lived in virtual seclusion during these years, and apparently had no boyhood friends after leaving Chicago. At the age of 18, Chandler returned to America, his health improved to the point where he could enter college. Enrolling in the business school at the University of Illinois, Chandler soon became popular with his fellow students. His grades were very high, and his rapidly improving health allowed him to join the football squad in his sophomore year. Upon graduation, he joined his father's firm and began working his way up from the mail room.

It was in July 1910, while Chandler was vice-president of Chandler Enterprises, that his parents were tragically killed in a boating accident while vacationing near San Francisco. Chandler soon took over reins of the company and began building it into an international corporation with many diversified holdings around the world. A few years later, Edward Chandler established the Chandler Foundation and began his rapid rise to world prominence.

THE REAL CHANDLER

Edward Chandler is a direct descendant of the Egyptian priest Nophru-Ka and has been groomed by the Brotherhood to rule the world. Born at midnight on Candlemas (February 1) 1880, his parents, minor members of the Brotherhood, notified Dr. Ambrose Cornwallis in Boston of a new member of the bloodline. Realizing the significance of the birth date, Cornwallis contacted Hauptmann with the information. After verifying Edward Chandler as being the child of the prophecy, plans were laid for the education of the boy. At the age of ten he was taken to Boston where, after a short stay with Dr. Cornwallis, he traveled to Europe with Baron Hauptmann. There he dwelt in the ancient castle in Transylvania, studying the arcane tomes found in the library of the Baron.

At the age of sixteen, Chandler and the Baron traveled several times to the forbidden library of Celaeno, where they studied the arcane spells used to call the Beast. Chandler's education culminated in a trip to Egypt, where he and the Baron met Lang-Fu and journeyed west to find the long-forgotten Well of Nophru-Ka. Here, the visions beheld by Chandler caused the awakening of long-dormant ancestral memories, allowing Chandler to live a sort of dual existence with the long-dead priest. The personality of Nophru-Ka is by no means complete, but does serve to affect Chandler's own personality to a great degree.

Chandler has always been careful to cover his links with the dark side, but once, as a consequence of youthful exuberance, committed an almost disastrous error. While attending a drinking party with his fraternity brothers, Chandler, unused to the effects of alcohol, began hinting to his companions of the strange things that he had seen and read about. The young men did not believe Chandler's wild stories, but after a few more drinks, Chandler accepted their challenges and bets were placed. After kidnapping a co-ed off the streets, the young men proceeded to a nearby park. Police, alerted by the screams, found the fraternity brothers chanting drunkenly to the sky with the poor girl tied up on the ground. The five young men were arrested, but, due to the influence of their families, the story was kept out of the papers and the girl's family settled out of court. This story could be discovered by persistent investigators.

Edward Chandler is always in the company of several bodyguards these days. If the investigators should try to confront him, they will probably pay the consequences.

EDWARD CHANDLER, age 48, Child of Destiny

STR 14	CON 14	SIZ 13	INT 20	POW 150
DEX 16	APP 20	EDU 22	SAN 0	HP 14

Armor: 9-point bulletproof vest. Worn at all times by Chandler in public. Only covers Chandler's torso, and so has a 50% chance of stopping any damage.

Skills: Accounting 90%, Anthropology 65%, Archaeology 85%, Art (Song) 75%, Astronomy 60%, Bargain 95%, Chemistry 55%, Credit Rating 95%, Cthulhu Mythos 99%, Fast Talk 85%, Geology 50%, History 95%, Law 65%, Library Use 95%, Natural History 50%, Occult 75%, Persuade 95%, Pilot Aircraft 75%, Psychology 95%.

Languages: Ancient Egyptian 85%, Arabic 75%, Chinese 80%, English 95%, French 85%, German 75%, Greek 75%, Latin 80%, Romanian 75%, Spanish 75%.

Spells: Call/Dismiss the Beast.

New World Incorporated

NWI, while not the largest international corporation, certainly has diverse holdings in some of the decade's most imaginative new industries. Major interests include mining, petroleum, and the manufacturing of aircraft. Recently, NWI has acquired several shipyards on the east and west coasts and in the United Kingdom, where the construction of new vessels is already underway. These ships are of a new design and are being fitted with special electronic navigational gear developed for them by another NWI company located in Oakland, California. This experimental electronics laboratory is one of NWI's pet projects, and is regularly opened for public tours. NWI has promised great boons to mankind from this facility in the future. Lesser known interests include vast holdings of stocks and bonds, interests in international banking, and a controlling interest in a munitions firm in Mexico.

A skyscraper in Chicago houses the administrative offices of the corporation. The top three floors of the building are given over to the private residence of Edward Chandler, who calls Chicago his home. His many gifts to the city over the years have elevated him to the rank of an honored citizen, and he has been allowed to erect a steel tower atop the Chandler Building, to which his private dirigible is anchored.

The scuttlebutt in the business world is that NWI has stretched itself too thin as of late and that there is not enough capital to keep the corporation afloat should there be a sudden drain on finances. Rumor also has it that the federal government has begun to take an interest in some of the financial dealings of the corporation. Public trust, however, is at an all-time high.

Only a very few of the corporation's highest officers have any idea of NWI's political involvements, and none know of Chandler's ultimate aims.

The Sons of Terror

This is not really a specific organization but actually a term used by members of the Brotherhood to refer collectively to the zombies of Dr. Dieter that have infiltrated various groups around the world. These groups were not chosen for political reasons, but on the basis of their capacities for violence, each one a fringe, radical element with suicidal tendencies. Over the years the infiltrators have risen to positions of influence within their respective groups by being able to supply them with weapons (NWI-supplied, of course), and will lead them in attacks. Each group believes itself to be acting alone and in its own interests, unaware that similar groups all over the world will be attacking at precisely the same time on the Day of the Beast. These groups will focus their attacks on national capitals and military installations.

The Rhon-Paku

This is a sudden new religion that has sprung up around the world in the last decade. Its membership consists mostly of disillusioned young people who are attracted by a simple message of brotherly love with a slight, intriguing hint of the occult.

Their temples are each independently administered and pay homage only to Rhon-Paku, a mysterious holy man who lives in a remote village in northern India. Each temple is headed by a local follower who receives the *Revelations of Rhon-Paku* through the mail. The only relationship shared by the different temples is a central financial fund into which excess funds are collected to be distributed to less fortunate temples. The temples are all awaiting the announcement for a special holy day that is soon to come, and many have received the special prayer and incense that are to be used on that day.

The temples are of course backed by the Brotherhood. When the special holy day arrives, the leaders of the temples will unknowingly lead their followers in chanting spells that will call the monstrous dholes down from their distant planet. The successful casting of this spell also requires the burning of incense containing the mysterious mineral Blue John.

Absolutely no one involved with the temples is aware of their actual purpose. All members and leaders are totally innocent of any knowledge regarding the Brotherhood or anyone else involved with the Day of the Beast. If the investigators can locate the village where Rhon-Paku lives, they will discover the holy man to be an aging hydrocephalic man continually tended by two sinister Chinese men. The old man was once considered mad by his fellow villagers, but since the coming of the Chinese men ten years ago, the village has prospered and the old man is now revered. The two Chinese men are, of course, agents of Lang-Fu and the Brotherhood.

Temples can be found in the following locations: Berlin, Brussels, Hong Kong, London, Mexico City, New York, Paris, Rio de Janeiro, San Francisco, and Sydney. The temples have been suppressed by Islamic nations and by the Soviet Union.

Plot Synopsis

Forebodings of Doom

In the first part of *Day of the Beast* the investigators are introduced to several elements of the plot—Paul LeMond, NWI, and the Sons of Terror—without necessarily drawing connections between them. Each of these adventures is standalone. Other stories can easily be placed between them, so that investigators will not realize they are seeing the opening movements of a global conspiracy. London Calling is firmly dated in early November of 1928. It is

Timeline of Events

1733 B.C.: Nophru-Ka is murdered by agents of Pharaoh Neferhotep I.

1732 B.C.: Nophru-Ka's family and followers travel to G'harne. Here they await the fulfillment of Nophru-Ka's prophecy.

1136 A.D.: Baron Hauptmann meets Lang-Fu in Damascus. The Brotherhood of the Beast is formed.

1190: Hauptmann forms the Knights of the Teutonic Order as a front for the Brotherhood.

1212: Hauptmann is expelled from the Teutonic Knights for heresy.

1242: Hauptmann routs invaders in Transylvania and begins construction of the castle that will house the records of the Brotherhood.

1542: Hauptmann successfully smuggles the original *De Veriis Mysteriis* out of the prison cell of Ludwig Prinn.

1546: Hauptmann is visited by Edward Kelley and Dr. John Dee. While Dee is there, he translates the *Necronomicon* into English from a Greek copy owned by Hauptmann.

1628: Hauptmann is driven from his castle by angry peasants led by Jan Savechik, the local priest. Afterward Hauptmann travels to America, where he makes important contacts in Boston and elsewhere.

1792: The castle is reoccupied by Hauptmann upon his return from America.

1880: Edward Chandler is born at midnight in Chicago. Dr. Ambrose Cornwallis of Boston is notified of the birth (February 1). Cornwallis arrives in Chicago. He verifies birth of potential "prophesied child" and immediately wires Hauptmann in Transylvania. The Brotherhood begins to move (February 6).

1880-1890: Due to the intervention of the Brotherhood, Chandler Enterprises begins to grow rapidly.

1886: Hauptmann occupies a new body, that of Count Spanglais of Hungary.

1890: Cornwallis travels to Chicago and returns to Boston a week later in the company of "young Master Edward" (January 9). Hauptmann arrives in Boston from Transylvania (July 21). Hauptmann makes a gift of special spectacles to Dr. Cornwallis, then sails for Europe with young Master Edward (July 29). Mrs. Cornwallis dons the spectacles and is attacked by a being from another dimension (October 23).

1891: Jeremy Cornwallis is born (July 3). The Cornwallis murders occur (September 14).

1896: Hauptmann and Edward Chandler make a series of trips to the library of Celaeno over the course of a year. These trips coincide with a sudden outbreak of vampirism in the vicinity of the castle in Transylvania.

1897: Hauptmann and Chandler travel to Egypt, where they meet Lang-Fu and journey deep into the desert. After exposing Chandler to the visions of the Well, they enter the tomb of Nophru-Ka. After removing specific items that are needed, they murder their guide and reclose the tomb. Back in Cairo, the trio separates and Chandler returns home to America.

1898: Chandler enrolls in the business school at the University of Illinois.

1899: A college scandal involving Chandler is hushed up by authorities.

1902: Chandler graduates with honors. He immediately goes to work at his father's rapidly growing firm (May).

1910: Chandler's parents are killed in a sailing accident engineered by Lang-Fu and the deep ones. Chandler is sole heir to the family fortune and takes over as the chief executive officer of Chandler Enterprises (July 13).

1913: Chandler Enterprises incorporates as NWI and begins to diversify.

1920: The Chandler Foundation is formed in honor of Chandler's parents. The Foundation begins awarding grants for research in science and medicine, and donates to charitable organizations.

1924: NWI secretly acquires munitions firm in Mexico. These weapons will be used to arm the Sons of Terror.

1925: NWI acquires several shipyards.

1927: Hauptmann occupies a new body, that of Lionel Newman, a young British secretary (Spring). "Suffer Little Children" (Summer). "Black Hills, Blackest Secrets" follows sometime in the next year.

1928: "The Dreamer" (Summer). "London Calling" (November). The next four scenarios may occur any time between early November and late July, as the Keeper sees fit.

1929: "Mountains of the Moon" (July). "By the Bay" (August). "Day of the Beast" (September). In September the stock market begins a gradual decline. The market begins to panic on October 23. There is a collapse on October 24 called Black Thursday. On October 29, Black Tuesday, the stock market crashes as a result of either the Brotherhood's manipulations or the collapse of NWI.

1930: The Great Depression begins.

suggested that the prior three adventures be strung out over the previous year, beginning in Summer of 1927.

Chapter I, Suffer Little Children: In this chapter the investigators are introduced to Paul LeMond, a famous “spirit medium” living in New York City. At his manager’s invitation investigators attend one of Paul’s seances, and suddenly find themselves thrust into the middle of a truly haunted house. By the close of the adventure investigators should have befriended LeMond and also gained an affluent patron in Richard Carrington, both elements which will prove crucial as the campaign proceeds.

Chapter II, Black Hills, Blackest Secrets: NWI is first introduced here, when investigators travel to South Dakota in order to look into strange deaths at one of their mining operations. The insects from Shaggai are at the heart of the problem. When the investigators are able to solve it, NWI will be quite grateful. Nothing will seem amiss until much later, when investigators begin to wonder what use NWI had for the Uranium it was mining.

Chapter III, The Dreamer: The first connections begin to appear in this section when investigators travel to New York to investigate the disappearance of their old friend, Paul LeMond. Investigators will discover nothing about the Brotherhood in this chapter; it serves to introduce LeMond’s strange madness and the prophetic dreams it has given him. Paul LeMond is destined to survive this adventure no matter how badly it may be bungled by the group, and he will serve as a source of clues and information throughout the campaign.

Chapter IV, London Calling: The final Foreboding of Doom brings investigators to London. By the beginning of this chapter, the investigators should have become aware of the importance of the bizarre dreams of Paul LeMond, so when he tells them of dreams of London burning, they should be willing to investigate. In London the investigators will find terrorists seeking to disrupt the British government. This will be their first glimpse at the global plot of the Brotherhood of the Beast.

Dreams of Nophru-Ka

In the second part of *Day of the Beast* things kick into high gear, with investigators learning of the existence of the Brotherhood of the Beast for the first time. The four scenarios are closely connected, until the investigators hit a dead end at the end of Chapter VIII, allowing another opportunity for other adventures to be interwoven into this campaign. None of these adventures have firm dates, but they will need to be run during the eight month gap between the November 5, 1928 climax of Chapter IV and the late July, 1929 start of Chapter IX. It is suggested that the Thing in the Well be delayed until sometime in 1929, as all four scenarios should run in quick sequence.

Chapter V, The Thing in the Well: When Paul LeMond tells the investigators that a series of child murders in

Boston is somehow connected with his dreams of the future enslavement of mankind, they should be willing to follow up. The investigators may trace the murders to a terrible child-thing that lives in an old well. Most importantly, they will find clues to the existence of a centuries-old organization known as the Brotherhood of the Beast, with headquarters in Romania.

Chapter VI, Castle Dark: The clues found earlier take the investigators to a crumbling castle perched on the side of a mountain in Transylvania. Here the head of the Brotherhood dwells and directs his nefarious plans. This man, Baron Hauptmann, is preparing to leave the area as the centuries-old plan begins to move toward fruition. The investigators may or may not meet him, but it is likely that they will eventually gain entrance to the castle where, in addition to the lurking horrors in the crypts and catacombs below, they will find information that will partially explain the aims and purposes of the Brotherhood and supply them with maps and other clues that will lead to the secret tomb of the long-buried priest, Nophru-Ka.

Chapter VII, The Halls of Celeano: After the events of Castle Dark investigators may opt to take a trip to Celeano, where they can find information critical to stopping the Day of the Beast. At the same time they will have to contend with the many other peoples who see Celeano as their private holding.

Chapter VIII, Sands of Time: An archaeological team from Miskatonic University is currently searching for the lost tomb of Nophru-Ka. Their information, however, is faulty, and the investigators have the accurate clues that will enable the team to reach the proper site. Reaching the tomb, located deep in the desert almost a hundred miles west of Cairo, will necessitate a long camel ride that will end with an attack upon the group by a band of Arab bandits and a subsequent trip through a secret cavern where they may witness the shade of Nophru-Ka in worship to his dark god.

Once joined with the archaeological team, the investigators will help discover the tomb of the priest and gain entrance, only to find that the tomb has been violated. Clues abound in the lost tomb, but a trusted member of the archaeological team is part of the Brotherhood and will be secretly working against the plans of the investigators from the time of their arrival in Cairo.

Day of the Beast

There is room for a short intermission at this point, as there are no clues to be discovered in chapter VIII to lead the investigators on. They will be at an apparent dead end. With the start of Chapter IX, however, the investigators will be thrust into a rapid sequence of events which will result in either absolute success or total defeat. These chapters are even more tightly interwoven than previous ones, with the option existing to overlap Chapters X and XI. These chapters all have firm dates. Chapter IX is set in late

July or early August of 1929. Chapters X and XI are set in late August. The climatic events of Chapter XII occur on September 22.

Chapter IX, Mountains of the Moon: Driven once more by the strange dreams of Paul LeMond, the investigators travel to Peru in an attempt to discover the source of a series of violent earthquakes that have shaken the area in the last year. The area in question is located high in the Andes Mountains, but the investigators may discover that they can make a base camp at the nearby New World Incorporated experimental mining facility. Upon exploring the earthquake-ravaged area near the camp, they will find evidence pointing to the direct involvement of the fungi from Yuggoth. Later evidence may point to a connection between the mi-go and the NWI mining camp. Before this chapter is concluded, the investigators should at least suspect a link between the Brotherhood and certain employees of NWI. Most assuredly, the investigators will be led to San Francisco.

Chapter X, By the Bay I: This chapter will give the investigators a chance to discover the actual plans of the Brotherhood and NWI. The strange mineral Blue John, mined by the fungi and shipped from Peru to San Francisco by NWI, is eventually finding its way to a secret laboratory beneath the city, where it is being transformed, with the proper enchantments, into an incense that will be burned in the temples of Rhon-Paku on the Day of the Beast. This special incense is the material component of a spell that will be used to call down the monstrous dholes from their far-flung planets and turn them loose upon some of the great cities of the world. The members and leaders of the temple are unaware of their role in the plot of the Brotherhood and are innocent accomplices.

This operation is being handled by a man known as Lang-Fu, an ancient Chinese wizard who once led a cult of deep ones on the south China coast. The investigators may witness him conducting rites to Cthulhu and Hydra on a deserted beach north of San Francisco. The two optional scenes offered in this adventure may serve as a means of aiding the investigators to overcome the Brotherhood.

Chapter XI, By the Bay II: Before leaving San Francisco, the investigators will find themselves suddenly assaulted by

a foul creature while asleep in their hotel rooms. Clues in the next morning's papers will lead them to believe that the NWI Electronics Research Station, located across the bay in Oakland, may be behind the attack.

Taking advantage of the public guided tours offered at the station, the investigators will have the opportunity to learn of the startling new scientific advances being made by NWI. While some investigators may take advantage of the tour to learn something new, one or two of them may try to slip away into a restricted area of the lab to find more clues regarding the planned takeover by NWI and the Brotherhood.

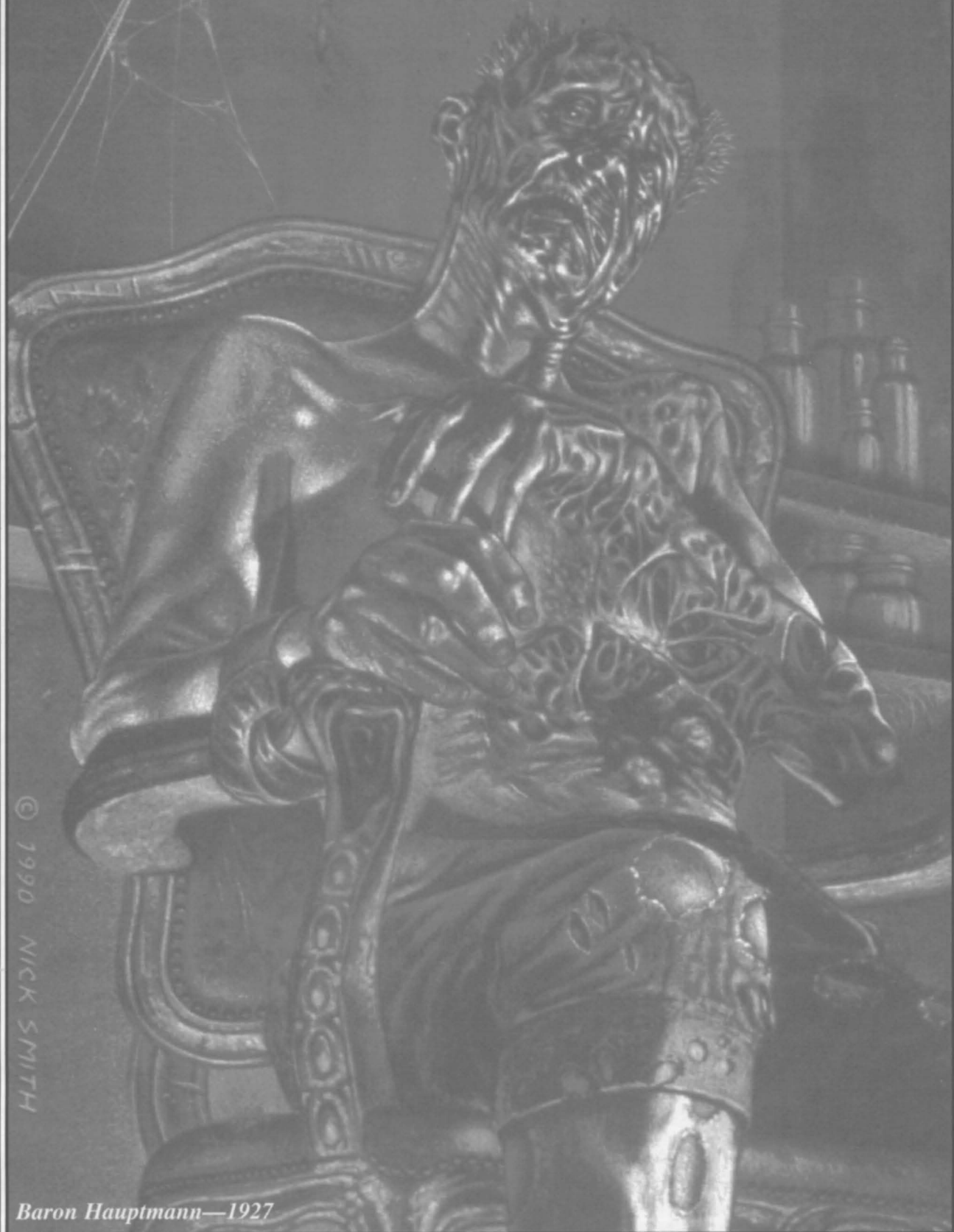
The head of the lab, Dr. Hans Dieter, is a mad genius and the perpetrator of the attack upon the investigators. Working for NWI, he has been implanting small electronic devices into the brains of chosen victims and then using them to infiltrate various terrorist organizations around the world. These electronic zombies have insinuated themselves into leadership positions within their respective organizations and will lead attacks against the seats of governments and chosen military installations in an attempt to create havoc around the globe on the Day of the Beast. Clues contained in the lab will allow the investigators to warn their own government and possibly others of the imminent danger. This warning could provide enough time for the notified governments to lay plans to thwart the attacks.

Chapter XII, Day of the Beast: This is the climax of the adventure. The investigators will find themselves once again in Egypt, this time at the necropolis of Giza, site of the pyramids and the Great Sphinx. Here they will most likely meet up again with Baron Hauptmann and Lang-Fu, this time in the company of Edward Chandler and a number of vicious Arab bodyguards. The evil trio will attempt to call a horror in the form of a faceless sphinx known as the Beast. The calling of the Beast at dawn on September 22 will signal the beginning of the Day of the Beast and will coincide with the worldwide attacks by the Sons of Terror and the chanting down of the dholes by the numerous Rhon-Paku temples.

This should prove the most difficult chapter for the investigators, as they will be forced to decide upon the best method to stop Chandler and the Brotherhood. The most guaranteed methods are probably equally suicidal, but courageous investigators may emerge victorious. ■



PART ONE: FOREBODINGS OF DOOM



Baron Harkonnen—1927

I: SUFFER LITTLE CHILDREN

A haunted house in Corbis Wood introduces the investigators to each other and the enigmatic Paul LeMond.

In the village of Corbis Wood, New Hampshire, a terror has been growing for hundreds of years. It surrounds Old Tannerhill House, which has been a place of mystery for nearly two hundred years, since a pair of death in the 1700s. Now, after being left empty for a generation, Tannerhill Hall is inhabited once more, and a terror from the past is reaching out to grasp the present.

Investigators' Information

Paul LeMond, a spiritualist and medium, is planning to exorcise the ghosts from a house in Corbis Wood, New Hampshire. Paul's agent, Herb Whitefield, is attempting to publicize the event, and investigators may learn of it from his advertisements. Alternatively they may be called in as friends of either Paul LeMond or Robert Carrington, the owner of the house.

Keeper's Information

This opening scenario introduces the investigators to some of the people that will be important in *Day of the Beast*, especially Paul LeMond, a spiritualist whose prophetic dreams are critical to the campaign. "Suffer Little Children" is also suitable for introducing individual investigators to each other and providing them with a patron who may offer financial assistance throughout the campaign. The scenario's events may create a psychic link between the investigators and Paul LeMond that can be used to further the campaign at later stages.

This chapter can be set up to a year before Chapter III. It is approximately one year after Paul began his commercial career as a medium. If Chapter III is to start in mid 1928 then "Suffer Little Children" would probably occur in summer or fall, 1927.

This scenario has no direct mythos content and the supernatural threat comes from ghosts inhabiting Tannerhill House—presented as a quintessential, American gothic, haunted house. It is set in the village of Corbis Wood, New Hampshire, but, if the keeper prefers, it could easily be placed in any old, isolated community which has witch trials in its history.

HISTORY

Tannerhill House was constructed in 1680 for Quinten Tannerhill, a wealthy merchant. Its imposing location above Corbis Wood village would have inspired rumors that the house was haunted even if two deaths, in 1699 and 1700, had not given truth to such tales.

When Quinten's mistress, Marion Lee—an unmarried seamstress of easy virtue—was condemned for witchcraft, Tannerhill was persuaded by Marion into adopting their illegitimate baby boy, Luther. Marion was not a witch but it was an easy accusation given her seductive wiles. The other villagers were unsure as to the father of the bastard child and rumors soon spread, some even whispering that the boy was the devil's spawn.

When Marion Lee was hanged, Tannerhill kept to his word, much to the umbrage of his wife, Katherine, who was barren. A shrewd woman, Katherine soon worked out the reason behind her husband's beneficence and grew increasingly bitter at his infidelity. Being a "proper" puritan she never expressed her anger to her husband and instead took it out on Luther. She convinced herself that the infant was tainted by the devil and set about purifying him. "Purification" involved locking him in the cellar for days, starving him, praying over him, and birching him viciously. Quinten did nothing to stop his wife, his guilt at his adultery and resentment of the child preventing him.

Eventually, Katherine's conviction, unexpressed anger, inability to bear children, and religious zeal led her into insanity. Luther died aged 12, beaten to death by Katherine. Quinten, not wanting his wife to be hung for murder, covered up the crime and buried the body in the cellar.

Luther's unjust death caused his spirit to linger as a ghost. While not evil he was intensely bitter over his sad life and painful death; so he focused his energies against Katherine. He appeared only to her and caused minor poltergeist activity. This drove Katherine further into insanity. She cleansed the house and scourged herself every day in a maniacal zeal to rid herself of the demon child. In 1700, a year after she killed Luther, Katherine died from hypothermia while praying. It was a midwinter Sunday night and she had refused to build the fire because working on the Lord's day was a sin.

After that Quinten began to see his wife's ghost, scourging herself in spectral form. Unable to take any more, he sold the house. It passed from owner to owner, rarely inhabited for long over the centuries. Sightings of the two ghosts became scarce but there was an atmosphere of hatred about the place that kept people from ever feeling at home there. Though rarely occupied, it strangely decayed little. Without contact with living beings, the spirits manifested less and less and eventually became dormant.

In 1892 David and Agnes Carrington, bought the house, renovated it, and moved in with their young daughter Jenny and their new baby Robert. Agnes' post-natal depression and Jenny's jealousy at her mother for "abandoning" her

for the new baby resonated with the psychic presences in the house, stirred the ghosts into activity, and polarized their influences. Katherine saw that her hated "son" was working his "evil" again, and saw Jenny as another wicked child willingly colluding with the devil. She gradually influenced and later possessed Agnes to "purify" Jenny. Agnes punished Jenny for minor transgressions, becoming increasingly draconian as Katherine's grip on her mind improved. Eventually Katherine took full control of Agnes and began birching Jenny daily and locking her in the cellar. As far as Agnes/Katherine was concerned, Jenny was in league with, perhaps even possessed by, the Devil.

Luther saw Jenny as his friend in anguish—and helped her in the only way he could. He became her "invisible friend" and helped to protect her. Poltergeist activity began around Jenny as Luther defended her, but when David witnessed it himself he began to believe his wife's tales that their child was possessed. After months of ill-treatment Jenny decided that being with her friend would be better than living with her mother's hate, so she slashed her wrists on a nail. She was found dead the next morning, her spirit joining the ghosts of Tannerhill House. Although Katherine left Agnes when Jenny was dead/purified, Agnes was now hopelessly insane. David placed Agnes in an asylum—where she died years later—and moved out, taking the young Robert to New York. He tried to sell the house with no success.

In 1926 Robert inherited Tannerhill house following the natural death of his elderly father. He had virtually no memories of his early childhood and visited the house to decide what to do with it. While he was there he encountered the ghost of his young sister. Terrified, he fled down the hill and, in a state of shock, turned to Reverend Lewis of the local Congregationalist chapel to exorcise the house. The preacher refused, suggesting instead that Robert see a doctor. Lewis didn't want to get involved in something that could stir up a hornet's nest of controversy. Now Robert has turned to Paul LeMond, a spiritualist and medium, to prove that the house is haunted. He hopes to lay the ghost to rest. Paul's manager, Herb Whitefield, saw the event as a wonderful opportunity to make a quick buck. With his considerable persuasive skills he convinced Carrington to allow Paul to bring along a group of psychic investigators—the PCs—to witness the spectacle for a fee.

Beginning Play

As noted in the Investigator's Introduction there are a number of ways the investigators may become involved in the scenario. If the investigators do not already know each other, several of these methods could be used, to bring them together for the first time.

- The investigators have for one reason or another replied to an advertisement placed in a newspaper or magazine. See *Beast Papers* #1.
- They may know Paul LeMond through occult circles and be invited by him directly.

- PIs or friends of Carrington may be asked by him to come along to verify the *bona fides* of Mr. LeMond's weekend.

After receiving their invitation by whatever means the investigators will receive instructions to meet at 5pm on a Friday afternoon at a New York coach station, for travel by private coach to the house.

The initial information distributed by Herb contains no details about the house's location within New England. Herb wants to keep control of the show and doesn't want customers doing their own investigations beforehand. However, any investigator who has been invited by Carrington will know the address of Tannerhill House and be able to do research.

By visiting Corbis Wood an investigator can discover items 2, 3, 6, and 7 on the Investigator Research Table (pg. 16). Successful Library Use rolls when researching land registers and public records will reveal items 1, 4, 5, 8, 9, 10, and 11. An additional Library Use roll when specifically investigating Marion Lee will reveal 12, 13, and 14. Finally, another Library Use roll may be made to investigate the death of Jenny Carrington. This will reveal 15.

THE COACH STATION

At the coach station in Corbis Wood, the investigators will be greeted by Herb Whitefield, Paul LeMond's agent. He ushers them into a waiting room set aside for the party. Herb has hired a coach for the would-be ghost-hunters, which he would prefer everyone to travel on, although investigators with their own cars may follow.

Aside from the PCs, the other attendees are Robert Carrington, the owner of Tannerhill House; Cecillia Peters, a young dilettante with an interest in the occult; Martha, a cook and maid hired by Whitefield; Herbert Whitefield, Paul LeMond's manager; and Paul LeMond, psychic and seer.

ROBERT CARRINGTON, age 35, **Proprietor of Tannerhill house**
Robert is a successful industrialist. Until his recent encounter with the ghost of his sister—who he saw crying in the child's bedroom—he had little time for or interest in the supernatural. Now, however, he is deeply troubled. A practical man and a high

Beast Papers #1

Experience the Supernatural!

Responsible persons of both intrepid and open-minded nature are invited to join famed New York spiritualist in a weekend of observation, investigation, and verification of a haunted house in New England. Contact with the spirit world is guaranteed. Not for the faint of heart. No experience necessary.

Write Box G 28 New York

\$50 fee, inclusive of full catering and transport to the site.

Investigator Research Table

1. Corbis Wood is a small, isolated, 300 years old farming community.
2. Most of the inhabitants are staunch members of the Congregationalist Church.
3. Corbis Wood has had a relatively uneventful history. The only thing of note is the trial of one Marion Lee, a seamstress and a spinster, tried and hanged for witchcraft in 1687.
4. Tannerhill House was constructed in 1680 for Quinten Tannerhill, a wealthy merchant, who lived there until 1700.
5. David Carrington bought Tannerhill House in August 1892.
6. The house was otherwise unoccupied for most of its history and has been up for sale for the last 30 years.
7. The house has a gloomy and imposing facade looking like a quintessential haunted house.
8. David Carrington and his wife Agnes had two children Jenny, born in July 1888, and Robert born in March 1892.
9. Jenny died in 1895.
10. Agnes died in 1901.
11. David died in 1926.
12. Marion Lee gave birth to a baby boy, which she named Luther, just a couple of months prior to her 1687 trial.
13. As a convicted witch, Marion's body was burned, not buried.
14. Quinten and Katherine Tannerhill adopted Luther Lee in February, 1687, immediately following Marion's execution.
15. Jenny Carrington died from loss of blood after cutting her own wrist. As a suicide, she is buried in an unconsecrated part of the graveyard at the Corbis Wood Congregationalist Church.

achiever who likes to get results, Robert has decided to hire a professional to solve his problems. He hopes that Paul will be able to prove that Tannerhill House is haunted. Robert has little memory of the early years he spent there; his subconscious has suppressed his memories because of their traumatic nature. As it is, he has only vague recollections of his mother rocking him in his cradle and of his sister Jenny playing with her favorite toy—a jack-in-the-box. His mother was ill and “in a hospital” until she died when he was nine. He was brought up by his father and a nanny in New York. Robert is wealthy and philanthropic if he approves of a cause. If he is happy with the investigation at Tannerhill House, he could offer encouragement and financial support for their journeys over the rest of the campaign.

STR 12 CON 10 SIZ 13 INT 16 POW 13
DEX 10 APP 14 EDU 18 SAN 60 HP 13

Damage Bonus: +1D4.

Weapons: Punch 50%, damage 1D3+1D4

Skills: Accounting 60%, Chemistry 47%, Credit Rating 72%, Family History 48%, Persuade 59%, Physics 43%.

CECILLIA PETERS, age 18, Melodramatic Young Dilettante

Cecillia is a chain-smoking 18-year old dilettante. An only child, Cecillia's parents seemed to have little time for her while they were alive and then died in a plane crash when coming home for her 14th birthday, leaving her heir to a considerable fortune, but completely unprepared for life. Cecillia is a social chameleon, adopting the behavior and attitudes of those around her. She is currently fascinated by the supernatural, perhaps subconsciously trying to find a way to contact her parents. She is also of a nervous and impressionable disposition—her martyrdom complex could lead her to take the mantle of the “Evil Child” and become the next target of Katherine's hatred.

Cecillia wants to be an actress, but has had little success so far and her inheritance is rapidly running out. During the scenario, Herb will notice Cecillia's talents and decide that it would be

lucrative to offer his services as her manager—an offer which she will eventually accept. Between the end of “Suffer Little Children” and the events of “The Dreamer”, Cecillia will embark on an affair with Paul LeMond. This may be foreshadowed in this adventure. (If Cecillia dies in this adventure, a new girlfriend can easily be invented for use in “The Dreamer”.)

STR 8 CON 9 SIZ 8 INT 14 POW 10
DEX 13 APP 16 EDU 12 SAN 37 HP 9

Damage Bonus: -1D4.

Weapons: Handbag 35%, damage 1D3-1D4

Skills: Credit Rating 40%, Occult 15%, Scream 80%, Social Chameleon 75%, Perform 45%, Persuade 40%.

Languages: French 38%.

Derangements: Martyr complex, blames self for parents' death.

MARTHA, age 37, quiet subservient cook

Martha is a quiet, fat woman who rarely says a coherent word, preferring to shrug through most conversations. Herb hired her to cook and clean for the weekend. Unable to find a Corbis Wood local to work at the house, he took Martha on in New York on the basis that she was prepared to work for a pittance. Underneath her subservient demeanor, Martha deeply resents having to work for low pay and being treated like dirt. This will later render her a suitable subject for Katherine's possession.

STR 15 CON 13 SIZ 16 INT 9 POW 12
DEX 10 APP 9 EDU 9 SAN 60 HP 15

Damage Bonus: +1D4.

Weapons: Punch 50%, damage 1D3+1D4

Frying Pan 30%, damage 1D6+1D4

Carving Knife 30%, damage 1D6+1D4

Wood Ax 30%, damage 1D8+2+1D4

Skills: Be Subservient 80%, Cook 63%, Clean 70%, First Aid 45%, Listen 30%, Shrug and Mumble 80%, Sneak 40%, Spot Hidden 47%.

HERBERT WHITEFIELD, age 44, Paul LeMond's Manager

Whitefield is a short man with greasy black hair. A small-time promoter, his discovery of LeMond has brought him his first real success. Money is his main motivation. The investigation at Tannerhill House is a new venture for him and, if it is a success, he is hoping to run repeat trips. Herb is a showman with an eye for a deal who should be treated as a foil for Paul, a psychic who genuinely wants to solve the mystery fairly and honestly.

STR 9 CON 10 SIZ 8 INT 13 POW 12
DEX 10 APP 14 EDU 12 SAN 55 HP 9

Skills: Bargain 65%, Credit Rating 50%, Fast Talk 68%, Persuade 50%, Psychology 45%.

PAUL LEMON, age 27, Psychic Spirit Channeler

Paul is a young man of a sensitive, artistic nature. An only child, he was raised by his mother, after his father died of tuberculosis. He was discovered by Herb a year ago and, since then, has earned a good living using his talents. To date, his main work has been to run small-scale seances for wealthy families and some large public sittings, usually asking such things as where grandma hid her money or whether a late spouse would object to a re-marriage. He is intellectually intrigued by the challenges that the investigations at Tannerhill House offer and wants to do his fair and honest best.

STR 8 CON 8 SIZ 9 INT 15 POW 17
DEX 12 APP 14 EDU 10 SAN 63 HP 9

Skills: Art 45%, Cthulhu Mythos 8%, English 75%, Library Use 35%, Occult 75%, Persuade 30%, Psychology 40%.

Spells: Spirit Summoning (see box).

Note: Paul has seen enough ghosts that he only has to make a SAN roll when encountering one that is extraordinarily horrific.

TELL ME ABOUT YOUR MOTHER

Before they set off Herb gives them a last chance to back out if they are too scared—then asks them all to sign waivers (see *Beast Papers* #2).

As the investigators sign their waivers, a heavily made-up woman in an expensive and smart, if somewhat garish, raincoat arrives holding a cardigan and a cookie jar. She makes a beeline for Paul and presses the cardigan and cookies onto him, saying: "I thought I'd bring you an extra cardigan in case it gets cold and I've made you some of your favorite cookies." The woman is Irene LeMond, Paul's mother. The party cannot help but overhear as Paul, embarrassed, thank his mother quickly, telling her that she really needn't worry about him. He seems relieved when Herb ushers everyone onto the coach, leaving Irene on the pavement, waving goodbye to Paul.

Paul turns to the player character seated next to him on the bus, shakes his head and says: "Mothers! She means well, but..." he shrugs. "Is your mother like that?" If the investigator wishes to talk about his own family, Paul will listen with sincere interest, then reply: "I think my mother is overcompensating. My father died when I was very young and she has had to bring me up alone and without much money—sometimes she doesn't realize I've grown up!"

Any investigators sitting near Carrington who make a successful Psychology roll will notice that Robert is looking very uncomfortable during this idle chatter. If someone asks him what the problem is, Robert will explain that his moth-

er died when he was nine and that she had been hospitalized since he was very young. He does not remember—perhaps he was never told—the nature of her illness.

While driving the coach to Corbis Wood, Herb will also put on his best showman's patter, saying what an exciting and unique experience they are going to have. He will also tell them where the house is and impart the information from points 1, 4, and 7 on the Investigator Research Table. He will also say that the main intent of the weekend is to contact the spirit of Jenny Carrington, the sister of Robert Carrington, who died when she was six.

By talking to Robert Carrington, investigators can use Persuade on him to disclose the information in points 5, 8, 9, 10, and 11 on the table plus his own, small, childhood memories. Cecillia will chain smoke nervously and can easily be prompted to talk about her own loss and feelings of guilt.

ARRIVING AT TANNERHILL HOUSE

Tannerhill House lies just outside Corbis Wood—a farming community of about 30 dwellings. The house is situated on top of a bluff looking south down on the village. The

LeMond's Spirit Summoning

To accomplish a summoning, Paul must be in physical contact with something that was personal to the deceased. This could be a child's favorite toy or a memento from a special event. Sometimes Paul is able to summon a spirit merely by sitting in a favorite chair or room. In general, the longer dead the person, the more intimate the object needs to be, at the keeper's discretion.

Once he has such an object, Paul expends 15 Magic Points and slides into a deep trance, his head hanging down upon his chest. A minute or two later he will look up, his expression and attitude that of the deceased. Once the summoned spirit is in Paul's body, it takes a moment to adjust to its new home, first attempting to control the muscles and senses, then remembering how to speak.

Others present at the summoning may take part in the seance. As Paul sits to one side, all others in the room must join hands in a circle (often around a table) and each expend two Magic Points to create a psychic field conducive to summoning the spirit. These points reduce Paul's magic point expenditure by one for every two given by the circle participants, who may donate more if they wish. If at any time this circle is broken, the spirit is free to depart.

Inhabiting Paul's body is uncomfortable, and spirits usually ask to be released before long. Physical damage will not harm the spirit, only Paul. Magic that affects POW or INT affects the spirit, not Paul. The spirit cannot depart until the seance circle is broken, or it overcomes the Magic Points invested in the circle with its own in an effort of will.

A Weekend of Psychic Investigation
with Paul LeMond

I, the undersigned, declare that I am completely healthy, not of a nervous disposition and undertake the above named event at my own risk.

No refunds will be forthcoming under any circumstances.

Signed.....

Date.....

Beast Papers #2

approach road, which is in poor repair, loops around the bluff and up to the old, timber-framed house.

Tannerhill has lain unoccupied and for sale for about 30 years. It was left partially furnished—David Carrington hoped it would be easier to sell like that—but all the family's best quality possessions have been removed. Although the house is in a reasonable state of repair, everything inside is covered in dust and cobwebs, any many of the hangings and soft furnishings are slightly moth-eaten and mildewed. The house does not have a hot water system, electricity, or a working gas supply. Guests will have to use candles or supply their own torches at night.

The first time the players enter the house on a POW x1 roll they can feel an unpleasant atmosphere to the place, like hate is in the air.

THE EVENING'S EVENTS

The bus arrives at Tannerhill House about 7pm on Friday evening. Everyone has a little while to unpack and quickly explore the house while Martha prepares a light evening meal. Herb has brought sufficient provisions for the weekend, together with camp beds and bedclothes for those who don't want to risk the existing bedroom furniture.

Paul says that after supper, which will be at about 8pm, there will be a seance—a first attempt to contact Jenny. For this purpose, they must find an item that belonged to her. Investigators should take the hour interval before support as an opportunity to find this item. The jack-in-the-box from the child's bedroom is ideal. If the investigators do not find it, Robert will. (The bloody nail in the cellar could also be used to summon Jenny, but no one is likely to realize this.)

Tannerhill House

First Floor

DRAWING ROOM: This has a settee, two armchairs and a very out of tune piano with a piano stool, all covered in dust sheets. Once the sheets are removed, this is the most comfortable room in the house.

DINING ROOM: Contains a large oak dining table, a set of oak chairs, a pewter candelabra and an oak sideboard holding a set of tarnished cutlery and some candles.

LIBRARY: The bookshelves are mostly bare, holding only books the Carringtons couldn't be bothered to take. They include turgid Victorian novels, a book about farming, and a small pile of old, yellowed newspapers—a few dozen issues of the *Oakfield County Chronicle*. It is not a complete run, but there are copies from various years before the Carringtons moved in.

Only the newspapers will reveal anything useful. From reading them, investigators can work out that the only subjects of interest to the inhabitants of Corbis Wood are farming and religion. Library Use rolls will allow an investigator to find points 1, 2, 4, 5, and 6 on the Information Table. In particular:

- In every copy of the local newspaper, except those for the years when the Carringtons actually lived there, Tannerhill House is advertised for sale at a ludicrously low price.
- An obituary notice, dated January 1895, mentions the funeral of Jennifer Carrington at the Corbis Wood Congregational Church, and that the six year old girl committed suicide.

Martha sets herself up a camp-bed in this room.

KITCHEN: This contains an old fashioned range—which Martha can get working—a large stoneware sink, a solid kitchen table, and shelves with pots, pans, and plain crockery.

Second Floor

THE EMPTY ROOM: This room is completely empty. The pale blue, floral pattern wallpaper is peeling from the plaster and the bare floor boards creak loudly. This is where Katherine froze to death. It is always cold here—sometimes even freezing.

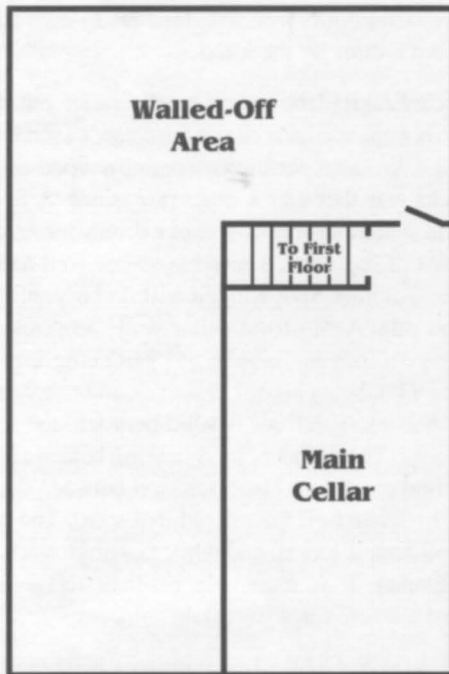
MASTER BEDROOM: Herb claims this bedroom for Paul and himself. Paul gets the oak bedstead and Herb puts up a camp-bed. The room also contains a child's cot, a dressing table, and a wardrobe. Robert will be able to recognize the cot as the one he slept in when he was a baby.

There is a very old family bible tucked at the back of one of the dressing table drawers. This used to belong to Katherine and was later used by Agnes. Herb will not pay any attention to it when he unpacks and Paul will not look in the drawers unless someone else points the bible out to him. The book will remain undiscovered unless one of the investigators searches the room. See *Beast Papers #3* for the title page.

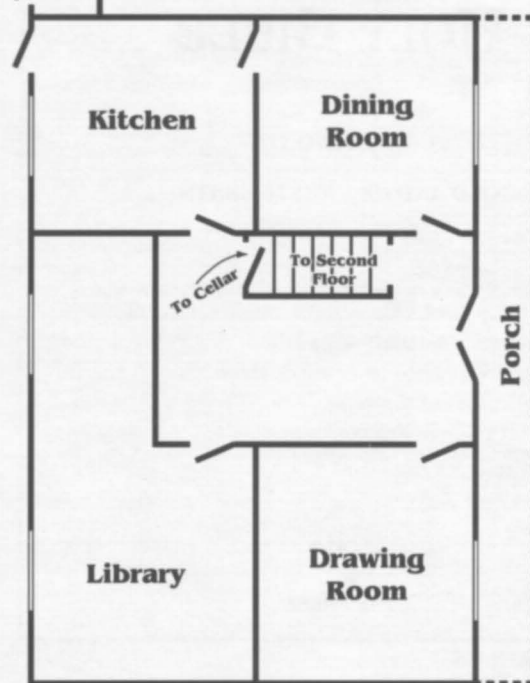
CHILD'S BEDROOM: This contains a single, child's bed and a wooden chest containing Jenny's jack-in-the-box, a broken wooden doll and a moth-eaten cloth bear. The bear is named Boo-bo and used to belong to Robert, who will be delighted and a little embarrassed to get it back.

Tannerhill House

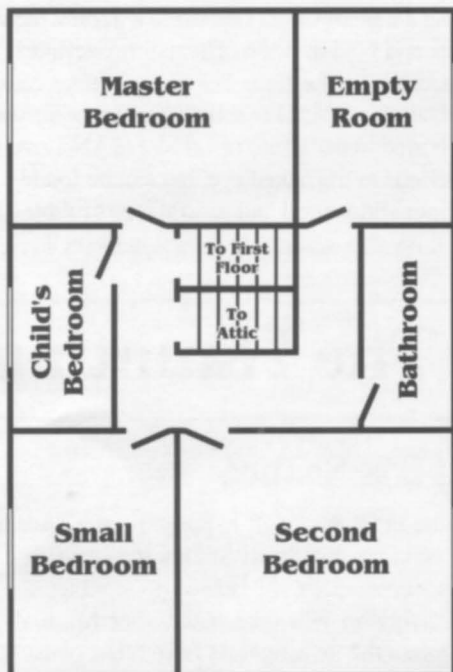
The Cellar



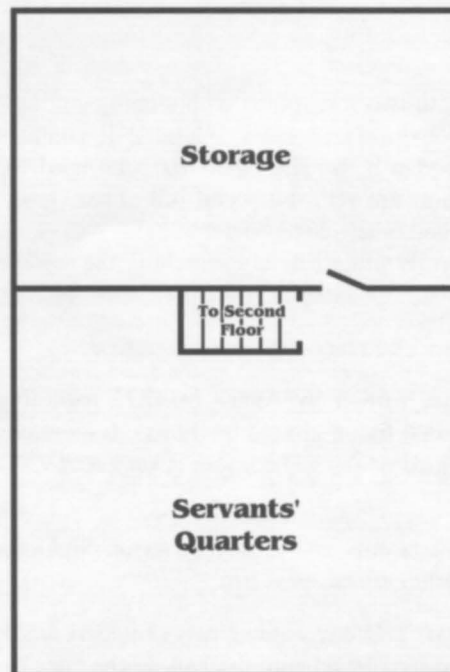
First Floor

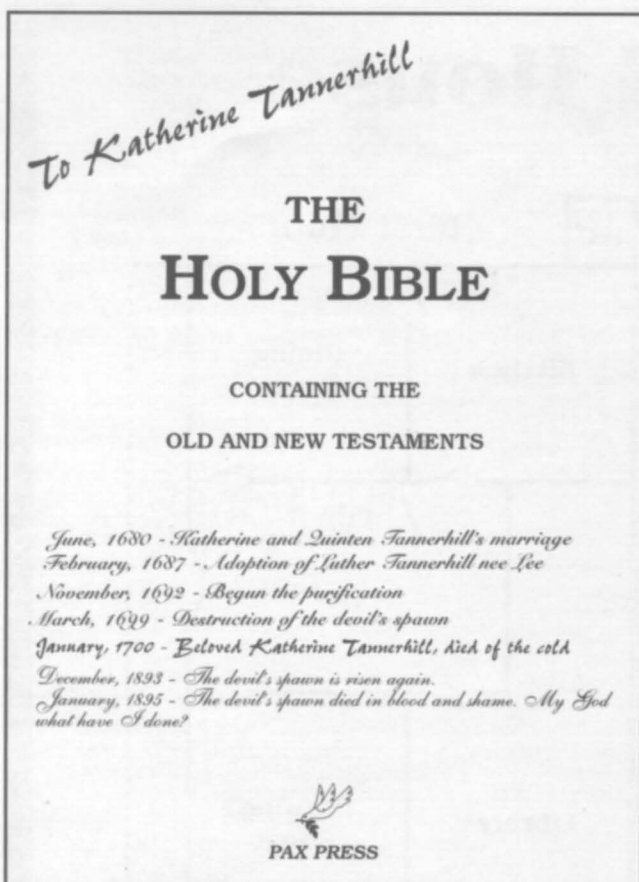


Second Floor



The Attic





Beast Papers #3

OTHER BEDROOMS: The other bedrooms are fairly nondescript. They have iron or oak bedsteads with musty feather mattresses, empty wardrobes, and nightstands.

BATHROOM: The bathroom has a cast iron tub.

Attic

This is divided into two loft rooms with sloping ceilings. One room was obviously servants' quarters; it contains three narrow, wooden beds. The other has been used for storage. Both rooms are very dusty and full of tea chests, broken furniture and other junk.

Spot Hidden rolls while actively searching the storage room will find:

- Carrington family correspondence, of various dates.
- A "To Do" list written by Agnes in 1892 regarding things that needed fixing around the house. It mentions that the front, medium-sized bedroom is very cold.
- Letter from Agnes to David, dated 1893, voicing concern about Jenny's tantrums and unruly behavior. She asks him to return from his business trip.
- A school essay by Jenny, a paragraph of which reads: "My friend and me played with the Jack-in-the-box. No one can see him but me. He is my BEST friend. He makes the box open. Mummy was very cross."

- An invoice dated 1895, from New Hampshire State mental asylum, outlining details of regular payments arranged by David Carrington for the continued care of his wife, Agnes, within the asylum.

Cellar

This is divided into two areas by a brick-built wall and a sturdy wooden door. Wooden steps lead down to the main cellar from a door by the kitchen.

MAIN CELLAR: The cellar smells stale, but not damp. Previous occupants made use of the cellar's even temperature for storage. Wooden partitions separate a wood and fuel pile, wine racks and shelves for other provisions. A Spot Hidden roll while searching the wine racks discovers seven 30 year old bottles of red wine. These have aged well and are quite drinkable. Another Spot Hidden will find a small hand ax in the wood pile. Against the cellar walls, opposite the partitions, lean various household and gardening implements—including a bucket, a broom, a shovel, and other items as the keeper chooses. The floor is solid bedrock, the foundations of the house. The wooden, load-bearing beams and posts are still in good condition. The brick wall between the main cellar and the walled-off area is old, but solid. The door to the walled-off area is locked and while Carrington has the key, it will not open. It is extremely resilient (STR 25) due to Katherine's desire for it to remain shut.

WALLED-OFF AREA: This unlit area is where Luther and Jenny were imprisoned and died. It does not show any other signs of usage. The floor and walls are rough-hewn from the rock in which the foundations were dug and are jagged and littered with rubble. Large wooden posts support the house. A rusty nail sticks out of one of the posts—perhaps once intended to hang a lantern from. This is the nail on which Jenny cut her wrists and bled to death. The nail mysteriously still drips blood, pooling on the floor below—an effect caused by the house's haunting (SAN Loss: 0/1D3). Luther's crushed skeleton lies buried under a pile of rubble. (SAN Loss: 0/1D4). It is not obvious to the naked eye, but can be found with a successful Spot Hidden roll and several hours rubble-clearing, or perhaps through a seance conducted in the cellar.

The Haunting

The First Seance

During the meal Paul will happily answer questions about how he conducts his Spirit Summoning and chat about his previous experiences. A seance to contact the spirit of Jenny Carrington will take place after Martha's excellent dinner unless the investigators have other plans. The dining room is ideal for the summoning.

As the circle is established, Paul goes into a trance, holding Jenny's jack-in-the-box loosely. Slowly, his hands begin

to turn the handle on the toy as the room gets colder and colder. Before the jack jumps out he looks up with a start directly at Robert and suddenly says in a young girl's voice: "Is that you, Robert? You've grown up! What are you doing here? I'm sorry about 'you-know-what'. I'm fine, most of the time. I play with my friend. We're fine, unless SHE comes..." Footsteps are heard upstairs, receding, then slowly coming down the stairs. "She's coming now! Let me go! LET ME GO!" Then she just screams. The last screams are punctuated by the sounds of footsteps coming along the hallway, approaching the closed door of the room. The handle begins to turn, but the door does not open. SAN Loss 0/1D3. Paul's body will ineffectually try to break the circle to get away. However, Paul is stronger than the possessing spirit and he will dismiss her if no one breaks the circle first.

The door handle continues to turn twice after the girl is dismissed, then everything becomes still. If anyone opens the door, the handle and the corridor outside seem icy cold. Katherine's ghost stands in the hall, but is invisible, except to the first person who opens the door, who she will try to possess. They must make a POW vs. POW roll. If they succeed, Katherine does not possess them, but they feel momentarily dizzy. If they fail, Katherine's ghost possesses them briefly. SAN Loss 0/1D6. The keeper should give the possessed *Beast Papers* #4, to inform them of what they feel, but not let the other players know what has happened.

The others will not see or hear the ghost, although everyone feels the icy cold. Katherine leads the chosen investigator to the empty room. It is freezing in here. Frost coats the walls and floor and the window is wide open. This

is where Katherine died. The unnatural state of the room at this moment requires a SAN roll: SAN Loss 0/1.

If none of the investigators come up with the idea, Paul will suggest another seance be conducted here. Katherine can be summoned as the room is highly attuned to her; it is where she died. If contacted, Katherine should seem like a woman of strong religious conviction. She will answer questions truthfully as far as she believes and say:

"I am the guardian of this house. The Spawn of the Devil lies within and I am all that stands between it and the world. In the year of Our Lord 1680, by the grace of God, I was joined in marriage to Quinten Tannerhill, but our marriage was fruitless. Seven years passed with no children of our own until we adopted a baby as our own. What harm could there be in an infant, even one born out of wedlock, its mother tried and hanged for witchcraft? Yet it says in the scriptures that the sins of the mother shall pass on to her children, yea unto seven generations. Marion Lee was the Devil's mistress and Luther was his spawn. He bore her taint and the Devil's mark. Was I wrong to kill a child? 'Thou Shalt Not Kill,' say the scriptures yet also it says 'Suffer not a Witch to live.' The Bible is the only truth and the words writ within it are testament to my actions. For my sins, I must remain and guard the living from the Devil Spawn until the Day of Judgment comes and I will greet my maker and be judged for what I have done."

After speaking with Katherine the investigators must decide what to do next. They may search the house again, or alternatively that might simply go to sleep. It will be close to 10 p.m. by this time.



THE HAUNTING OF TANNERHILL HALL.

POSSESSED!

Fortunately for the investigator Katherine will find a more suitable vessel in the form of the subservient but resentful Martha and will leave the investigator, to possess her later that night. They are lucky, as anyone possessed by Katherine must make a further SAN roll each day, losing 0/1D4 points, until her spirit is driven out. Martha will not be present for the seances, unless the investigators demand otherwise. She is in the kitchen, and will hear or see nothing untoward at that time.

Things That Go Bump in the Night

During the night anyone who makes a Listen roll will wake to the sound of a child crying in the cellar. If they investigate, as they open the cellar door and look down the stairs, for an instant they see the underlit figure of a woman with round, staring eyes, grasping an ax. Then the light goes out and the cellar is plunged into darkness. SAN Loss: 0/1.

This is Martha. She heard the child crying and, mustering her courage, went down to the cellar, with a candle, to investigate. She got as far as the first cellar section, but was getting a bit nervous when she noticed the hand ax. She put the candle stick on the floor at her feet and retrieved the ax for protection. At that moment the upper cellar door flew open as the investigators arrived. The unexpected noise gave Martha a fright; then the candle blew out.

At this point Cecillia, Martha, and anyone who failed the SAN roll, will scream. Martha's shock renders her ideal as a vessel for possession by Katherine. At the moment, however, she insists on going straight back to bed, locking her door and not coming out until morning.

If the ghost-hunters continue investigating the sobbing, they will find that it comes from behind the door to the walled-in portion of the cellar. This will not budge, being locked tight, but the investigators could hack it down with the ax. Once the door is open, the cries cease.

THE REST OF THE NIGHT

As Martha sleeps, suffering nightmares from her trauma in the cellar, Katherine possesses her. This will not be immediately apparent to anyone, and nothing else happens that

Beast Papers #4

You see a shadowy figure of a woman in 17th Century dress standing in the corridor and hear her voice saying, "I am Katherine, the guardian of the house. The Devil's Spawn lies within and I am all that stands between it and the world. If you would help me destroy it, follow me, and I will teach you how." At the same time you get an overwhelming feeling that evil resides within the house, and know that the figure you see is speaking the truth. The figure turns and walks across the hall, up the stairs, along the upper landing and through the door of the empty room. You feel compelled to follow.

night. Herb will not let Paul be disturbed for any reason, barring imminent death, until morning—he needs his sleep.

Saturday Morning

The investigators will wake to the smell of cooking. Martha has provided a plain, unseasoned breakfast. Possessed by Katherine, Martha has cooked the bland meal in the belief that plain food is good for the soul. However, she seems just as uncommunicative as she did the day before and there should be little in her manner as yet to make the investigators suspect her. If they attempt a Psychology roll on her, a success leads them to suspect that she is suffering the after-effects of a fright and seems a little tense.

Cecillia wishes to go investigate the village in the morning. The investigators may go with her, or continue to explore the house, as they wish. Paul will not go to the village with them, explaining that, although research can be useful, he prefers to keep a clear, unbiased mind when he conducts seances. Local stories could be misleading. As they leave Richard will mentioned that he asked Reverend Lewis, in town, to conduct an exorcism but was rejected. Perhaps the investigators will want to try again.

INVESTIGATIONS IN CORBIS WOOD

Standing at the center of Corbis Wood, the only prominent building is Corbis Wood Congregational Church. The villagers are generally reticent to talk about anything supernatural happening at Tannerhill House. They are strongly religious and don't want a bunch of sensation-seeking townies making light of their sincerely held beliefs. If asked, the villagers will tell outsiders that no one goes up to the house because it is beyond repair (not true) and the land is unfarmable (actually, no one wants to try). With a successful Persuade roll the investigators can get villagers to mention a story that Tannerhill House is haunted by a witch hanged back in the 17th century. The legends say that the witch used to sacrifice babies to the devil and even now her ghost may carry off the souls of bad boys and girls. Of course, none of these stories are accurate, but they keep the local children in line. After talking for a while investigators should know points 2, 3, 6, and 7 on the Investigator Research Table.

AVERAGE FARMWORKERS AND VILLAGERS

STR 13	CON 13	SIZ 11	INT 9	POW 10
DEX 12	APP 10	EDU 9	SAN 50	HP 12

Damage Bonus: +1D4

Weapons: Fist/Punch 60%, damage 1D3+1D4
Shotgun 35%, damage 2D6/1D6/1D3

Skills: Craft (Farming) 60%, Disapprove of "Townies" 100%, Give Strangers the Cold Shoulder 55%, Inflexible Religious Dogma 30%.

CORBIS WOOD CONGREGATIONALIST CHURCH

At the chapel investigators will find Reverend Lewis, who is working on a sermon. If they can Persuade him, they can peruse the church records which date from the early days of Corbis Wood. Successful Library Use rolls will discover

points 1, 2, 3, 4, 5, 9, 12, 13, 14, and 15 on the Investigator Research Table.

Jenny's gravestone can be found in the unconsecrated corner of the churchyard, reserved for suicides, criminals, and the unbaptized.

REVEREND LEWIS, age 47, Preacher of Corbis Wood

Reverend Lewis will not be particularly well disposed to the party and will not, at least initially, be willing to conduct an exorcism. He is of the opinion that Robert Carrington is "just a bit upset" and that the rest of the group are probably sensation-seeking townies. He will be highly suspicious of any evidence they show him that the house is haunted. The blood and bones, for instance, could have been planted by Herb or someone else. Strange noises are probably the wind, creaking wood, or animal cries. The investigators are going to have to come up with some really good evidence plus a successful Persuade roll to make him attempt an exorcism.

STR 10 CON 15 SIZ 13 INT 13 POW 14
DEX 14 APP 12 EDU 14 SAN 70 HP 14

Damage Bonus: +0.

Weapons: Punch 50%, damage 1D3

Skills: First Aid 35% Local History 53%, Library Use 48%, Listen 50%, Orate 65%, Psychology 35%, Theology 61%.

Languages: Latin 27%.

Saturday Lunch

Over Saturday lunch Paul will solicit opinions on what is haunting Tannerhill House. Some may believe it is a witch, others that it is a guardian spirit that keeps some evil trapped here. Some might think Luther is the Devil's spawn, while others think him a victim of cruelty. Robert refuses to believe his sister is evil. The keeper should keep the discussion going, making them look at it from different sides, by having NPCs point out things the investigators have not noticed or play devil's advocate. If anyone has been possessed by Katherine, they should feel inclined to take her side. Paul lets the conversation take its course without imposing judgment, pointing out that ghosts usually haunt locations because they retain an excess of primal emotion from their life—guilt, hatred, love, revenge, etc.

Herb is delighted at the way things are turning out. Aren't these ghosts playing their parts well? He envisages regular excursions here. \$50 is chickenfeed; people would pay \$500 for this sort of entertainment! He certainly does not want the ghosts laid to rest.

Again the food is plain and unappetizing. If any of the investigators complain, Martha will shrug and say nothing—but her resentment of the investigators is growing as Katherine takes a greater hold on her. Katherine tells her that anyone who disagrees with her is evil—infected by the lies of the Devil Spawn. If they do not turn away from the evil soon, they must be purified.

Saturday Evening and Sunday

Martha/Katherine will be reluctant to act in an active manner against the investigators unless they wholeheartedly

take up the cause of Luther and Jenny. If none of the investigators do so it is quite possible that Cecillia will, depending on what exactly has been uncovered. When someone does begin speaking for Luther and Jenny, Martha will try and lure them down to the cellar and lock them in, to punish and purify them.

If the investigators have not resolved the situation by Sunday, Martha/Katherine will try to find the Bible, so she can continue to record her purifications. Any time after Sunday morning investigators may chance across the old Bible, inexplicably discovering that a new entry has been added—"The Devil's Spawn has returned". Martha will also insist on attending Church services on Sunday morning.

The Ghosts of Tannerhill House

The ghosts in "Suffer Little Children" are variations on those described in the Call of Cthulhu rulebook. Ghosts normally attack by matching their Power versus their victim's Power on the resistance table, the loser being permanently drained of 1D3 points of Power. However, the ghosts in Tannerhill House do not normally attack this way, only doing so in self defense if the investigators actively try to destroy them.

KATHERINE TANNERHILL, Religious Fanatic

Katherine is fanatically Christian and believes she is a guardian spirit, whose duty is to prevent Luther, the Devil's Spawn, from infecting anyone with his evil, and to purify anyone who Luther taints—even to the point of death. Katherine has three manifestations. The first is simply an intense cold. The second is as the ghostly form of a woman in 17th century costume. Her final form is a hideous woman, her features distorted in violent rage and hatred. She will only take the last form if the investigators try to attack her.

INT 13 POW 18

Special Abilities: *Possession.* Katherine can possess a living being on a successful POW vs. POW roll. Possession starts as a warping of the victim's priorities and escalates to total domination.

Sanity Loss: 0/1 to experience unnatural cold; 0/1D4 to see her in her normal form; 0/1D8 to see her in her hideous form.

LUTHER LEE, Innocent Poltergeist

Luther only wants peace for himself and Jenny. He will use his poltergeist ability to defend anyone who Katherine—or someone possessed—is trying to harm. Luther does not often visibly manifest, but if he does he appears as a thin, naked, 12 year old boy covered in bruises.

INT 13 POW 17

Special Ability: *Telekinesis.* Luther is able to move small objects by making a POW x5 roll. As an attack, this has 40% chance of hitting. Damage depends on the item used—1D6 at most.

Sanity Loss: 0/1D4. SAN Loss to see him opening the jack-in-the-box or other harmless effects is 0/1; 0/1D3 for telekinetic attacks.

JENNY CARRINGTON, Young Ghost

Jenny has no special abilities. She prefers to make sounds, not often visibly manifesting, but if she does appears as an insubstantial, 6 year old girl in a Victorian dress.

INT 10 POW 12

Sanity Loss: 0/1D3.

Resolution

To resolve the scenario the investigators will need to deal with whichever ghost they decide is responsible for the tragedy of Tannerhill House.

Although Paul is skilled in summoning spirits, not exorcising them, he or the investigators can suggest trying to dissipate the emotion (Power) that causes the ghost to haunt the house. Destroying a spirit is similar to Paul's Spirit Summoning. However, he sits inside the circle and his effective Power will be one higher for every two members of the circle. The investigators must know whose spirit they are summoning and have an item significant to them, in order to succeed. If they simply think they are calling a nameless 17th century witch, they will fail. Items for all three of the ghosts are present in the house. The jack-in-the-box or the bloody nail may be used to summon Jenny. Luther may be summoned using his skeleton. Katherine may be summoned in the cold, empty room, or by using her treasured bible.

Once the spirit has been drawn into Paul, he can attempt to drain its Power completely by continuing to rolling his augmented Power against the spirit's Power. Every success drains 1D3 Power from the ghost, every failure drains 1D3 magic points from everyone in the circle.

Alternatively, the investigators could manage to persuade the Reverend Lewis to perform an exorcism of Tannerhill House. The ghosts of Tannerhill House were brought up as devout Christians and will believe in the power of a minister to exorcise a spirit. This belief alone might make the ritual effective. However, simply exorcising the house will not work. It will only succeed if the ghosts are somehow contained—perhaps within the Spirit Summoning circle—while the exorcism is carried out. It is

Staying in Touch

After the weekend at Tannerhill House Paul LeMond will suggest everyone keep in contact. He will exchange addresses with investigators, and send them brief, virtually identical letters a week later, thanking them for their efforts and saying how pleased he was to work with them. If the investigators try to keep the correspondence going, they find that Paul is slow in replying. His responses are usually short notes apologizing for not writing back sooner, adding that work has kept him extremely busy. The only important news he will impart is that he has started going out with Cecillia, who is now also being managed by Herb. None of his letters will mention anything unusual.

This correspondence may continue for up to year. It will stop at least eight weeks prior to the events of Chapter III, "The Dreamer", but given Paul's slow response time no one will think this unusual.

up to the Keeper to decide whether exorcism is truly magical in nature, or works purely on a psychological level.

Although Carrington would strongly object, some investigators may try burning down the house. This will certainly prevent anyone else from living there, but Katherine's vengeful spirit may continue to dwell within Martha, soon driving her insane. Perhaps Martha will become a nanny...

KILLING KATHERINE

If the investigators try to destroy Katherine she will not appear in the circle. Instead Martha will interrupt the seance with an ax. To dispose of Katherine she must be driven out of Martha (or whoever she has possessed) by placing her with Paul inside the circle when he attempts to summon Katherine into himself. The exorcism then continues as above.

Destroying Katherine's bitter ghost is the ideal way to complete the adventure. If Katherine is destroyed, Luther and Jenny can finally rest. Emotional scenes can be improvised as Robert regains his memories of his early years, remembers what Jenny suffered at the hands of his mother and realizes why Agnes went insane.

SUFFER LITTLE CHILDREN

If the investigators decide to destroy the ghosts of either of the children, the ghosts will beg and plead through Paul's mouth for the investigators to stop hurting them, protesting their innocence. If the investigators proceed anyway they will lose 0/1D4 SAN as their screams fade into oblivion.

With the children gone, Katherine will not rest in peace. She will lay quiet for a while, to surface again in years to come, to possess any likely subject and torment children who cross her path. If an investigator was possessed by her, she could remain lurking in their subconscious, ready to take control if they ever become temporarily or indefinitely insane.

Rewards

Destroying Katherine's malign ghost grants a Sanity award of 1D8 SAN. For helping to bring peace to Luther and Jenny's ghosts, the investigators receive 1D4 SAN for each spirit. For helping Robert Carrington unravel the mystery of his forgotten childhood they should receive a Sanity award of 1D3 Sanity Points. Now that he is a firm believer in the paranormal, Carrington will keep in touch with the investigators and encourage their activities, offering financial support when he can. The investigators should also gain +5% to their Occult score for what Paul has taught them.

Lastly, any investigators involved with one of Paul's Spirit Summonings will later discover they have forged a psychic link between themselves and Paul. Further into the campaign the investigators find that they occasionally have dreams that are faint echoes of those suffered by Paul. This should serve to make them feel a closer bond with Paul and be more prepared to accept his prophetic visions when they begin in Chapter III. ■

II: BLACK HILLS, BLACKEST SECRETS

When miners begin to die it becomes clear that dark mysteries underlie an NWI mining project in South Dakota.

A malevolent force lies beneath the Black Hills of South Dakota—the dangerous insects from Shaggai. Investigators must survive an atmosphere of fear and paranoia in order to put an end to these deadly invaders from beyond the stars.

Investigator's Information

One of the investigators receives a telegram from Kevin Norbridge, Director of Operations at NWI's Windy Point mine. The telegram states, simply, that he needs to hire some outside investigators to help with a local problem, and specifies a time when he will try to telephone.

When Norbridge telephones, he explains (over a very bad connection) that the mine has run into some unexpected problems, and a few accidental deaths have resulted. The situation has some rather... esoteric aspects—and the investigator and his associates have been recommended as experts in this sort of thing. Norbridge will not go into specifics, but offers to pay the investigator and associates handsomely (\$150 each) for their help and to arrange transport transportation to and from South Dakota.

Keeper's Information

Eight men have died at Windy Point since operations began. The culprit in each case is the same: a small colony of shans (also known as Insects from Shaggai). The insects, stranded after the crash of their temple/ship, need to repair the nuclear reactor at their temple's core and re-ignite its nuclear fire, or as they put it, "rejuvenate their communion with Azathoth and conjure the fragment of their god." The Black Hills contain ample uranium deposits that the insects can convert into nuclear fuel, but the feeble shans, deprived of servitor races and high technology, have been unable to mine the ore—until now.

NWI came to the Black Hills to mine them for lead, gold, and pitchblende, an ore high in uranium content. NWI is sending the mined pitchblende to its Oakland facility for refinement into high grade uranium, which will be mixed with Blue John to increase its potency. Dr. Dieter is also experimenting with the ore, trying to develop alternative industrial uses for uranium. None of the staff of the mine are members of the Brotherhood of the Beast, and are all unaware of the potentially sinister fruits of their labor.

The insects have embarked upon a campaign of infiltration, infesting key personnel and using them to divert ore to their temple. Several miners and foremen have been infested, and work by night, hypnotizing a small gang of miners

who load the ore onto trucks and drive it to the shans' cave. None of the workers remember their nocturnal trips, but proximity to the damaged shan reactor in the cave has left them with radiation sickness. The insects have also infested director Norbridge, and use his position and influence to falsify company records and hide the missing ore. After two months of hard work, the shans are nearly ready. The prolonged presence of the insects and their continued manipulation inevitably drives their hosts insane, and so far four have been driven to suicide by the hideous visions that haunt their dreams.

Norbridge, haunted by hideous nightmares and voices in his head, has decided to resort to more unconventional measures to solve the problem. At the Keeper's option, one of the investigators can be an old friend of Scott Wallace, the mining camp's assistant director. More than anything else, Norbridge wants to resolve the situation quickly and to keep things quiet—involving NWI might result in Norbridge's removal from the project and irreparable damage to his career.

The Cheyenne tribal elders on nearby Pine Ridge Reservation have always known something evil lurked in the hills near Windy Point. They protested the opening of the mine, but many of the men on the reservation were too poor to turn down the decent wages NWI was offering. Once men fell sick and started going crazy, the Indians started listening to their elders' warnings. Most of the Indian miners (about a third of the total work force) have already walked out.

History

THE INSECTS

The Insects from Shaggai first came to Earth in the early 17th century, teleporting to England's Severn Valley from distant L'gy'hx, known to men as Uranus. The composition of Earth's atmosphere interfered with the Insect's teleportation powers, marooning the shans here. In 1742 another smaller group of shans arrived on L'gy'hx, long-wandering survivors of Shaggai's destruction. The beings of L'gy'hx told the newcomers of their departed brethren, and where they planned to go after leaving the frozen world. The Insects, who had been wandering the galaxy alone for millennia, rejoiced at the news and set out for Earth to rejoin their long lost cousins.

The shans' arrival proved disastrous. Atmospheric interference disrupted the teleportation process, crashing their temple/ship in the Black Hills and causing a massive explosion. Most of the insects in the group died in the disaster, along with all of their servitor beings. Even worse, the tem-

ple's reactor ceased functioning. None of the insects' tools or devices could function without power, and without labor it was impossible to effect repairs. The insects attempted to find their lost cousins by infesting some of the local aliens (humans) and using them to search far and wide, but met with no success. The insects finally concluded that the other shans must all have been destroyed, and directed their efforts to escaping this new, barren world. The insects subverted a nearby tribe of Arikara Indians, hoping to use them as a new servitor force. Neighboring Cheyenne tribes noticed the degenerate practices of their neighbors, and were quick to make war on the Arikara, stamping out their "crazy sickness" before it spread. The shans retreated to their temple, leaving the Arikara to be destroyed. Until the coming of NWI, the insects have kept to themselves.

THE CRISIS AT WINDY POINT

NWI established its Windy Point mining camp eight months ago. The camp serves as the headquarters for several different mines in the nearby hills, including two gold mines, a lead mine, and the pitchblende operation. The first difficulty arose at the lead mine, Shaft A-28. James Maxwell, one of the crew bosses, encountered a shan lurking in the depths of the mine. The shan quickly implanted itself in Maxwell's brain, and the alien took control of the helpless miner, reveling in his fear and pain. The insect then fell upon his fellow miners, killing two with a pick and collapsing the mine exit. Finally, the insect departed, leaving Maxwell utterly insane. The trapped miners were finally rescued, and Maxwell was confined in the infirmary. NWI classified the incident as an accident, but a few of the miners suspected something far worse. Maxwell committed suicide a few days later.

The insect responsible for the mine disaster learned that the humans were mining uranium, and in vast quantities. The aliens' scheme was soon set in motion. The insects began to infest the uranium miners and their bosses, and started stealing ore by night. Over the last four months, five of the insects' pawns have killed themselves, driven mad by the images and voices in their heads. One of the victims, a miner named Jim Grant, tried to sabotage the uranium mine with a crate load of dynamite; he only succeeded in blowing himself up. Director Norbridge is already lapsing into the final stages of madness. By the time the investigators arrive, Norbridge will be dead.

Beginning Play

Investigators will, with a little research, be able to discover information about the mining operation before they set out.

Windy Point is located in the Black Hills, in the southeastern corner of South Dakota. A successful Geology roll informs an investigator that the Black Hills region is one of the top gold producing areas in the nation, and also contains abundant lead and coal deposits. A successful History roll points out that the Black Hills region was also one of the last great battlegrounds of the Indian Wars—Custer made his fateful last stand there, and the South Dakota reserva-

tions were the epicenter of the Ghost Dance movement. Wounded Knee, the last battle between US Troops and Plains Indians, lies only 50 miles away.

Successful Knowledge rolls indicate that an investigator has heard of New World Incorporated. The firm is a large, multinational corporation with diversified holdings throughout the world. Library Use rolls turn up the following information:

- NWI's primary interests are mining, petroleum, shipbuilding, and technological research
- NWI's corporate headquarters is located in Chicago
- The South Dakota mining operation opened about eight months ago
- The South Dakota operation is running several active mines for gold, lead, and pitchblende

A successful Geology roll identifies pitchblende as an ore high in uranium content. Uranium, of course, is the only element occurring in nature which is radioactive, as discovered by Antoine Henri Becquerel in 1896. Uranium ore is barely radioactive, and is typically used in conjunction with lead for coloring industrial glass.

TRAVELING TO WINDY POINT

If the investigators accept the job, Norbridge wires them enough money to buy train tickets to South Dakota. From the East Coast, the trip will take two days and a night, with a stopover in Chicago to change trains. As the investigators cross through South Dakota on the last leg of their journey, they pass through the desolate Badlands, with its endless vistas of gray, eroded hills and sparse pale grass. South Dakota is a vast, silent, and empty place. Finally, the investigators arrive in Rapid City, where Scott Wallace is waiting at the station to meet them.

Once at the Windy Point Camp, the investigators should almost feel like they're on another world. The roads are little more than dirt trackways, and life in the region hasn't quite entered the 20th Century—a good horse is still the most reliable means of transportation, and telephones or telegraphs are nonexistent outside Rapid City. The Black Hills are an ancient, empty place. While wandering through them, impress upon the investigators how old everything seems, and what ancient things might lie sleeping here, undisturbed for millennia.

The exact date of play is left to the Keeper's devising, between the middle of 1927 and the middle of 1928. In summer, the Hills will be starkly beautiful in the sunshine, with brisk noontime temperatures, while in winter the nights will be bitterly cold, and patches of snow will cover the ground.

ARRIVAL

Scott Wallace, assistant director of the Windy Point mine, is waiting at the platform for the investigators as they get off their train. If Wallace is an old chum of one of the investigators, he recognizes his pal right off and shouts a warm greeting. If not, he bears a sign with an investigator's name.

After a friendly introduction, Wallace has several porters carry the investigator's luggage to a nearby truck with NWI's logo painted on the doors.

The drive to Windy Point will take another two hours. During the long and very bumpy ride, Wallace makes polite conversation, pointing out the rich history of the Black Hills region. The Cheyenne, and later the Sioux Indians named the hills "The Heart of All." Originally, the whole region was granted to the Sioux as a reservation, but the discovery of gold in the hills prompted repeated incursions by white prospectors. In 1876 the Cheyenne and Sioux, led by Crazy Horse and Sitting Bull, led the last great uprising of the Plains Indians and defeated Custer. The hills were finally sold to the US Government.

Wallace's mood grows darker if asked about the troubles at the camp. He explains that eight men have died in as many months, most of them suicides. In addition, six of the miners have taken ill with a fever that the camp doctor has proved unable to treat. The Indians have been whispering about evil spirits living in the hills, and director Norbridge was finally convinced that more was at work at Windy Point than just bad luck. Wallace remembered his old friend's unorthodox areas of expertise, suggested his friend might be of help. The rest was easy.

After driving through the town of Hayward, Wallace turns off of the main road and into the hills. Any investigators who make Spot Hidden rolls pick out a small group of men on horseback, maybe eight in all, who are watching the truck form nearby ridges. The shadowy figures never stay visible for long. If asked, Wallace says that they're probably

some of the local Indians, many of which have grown fearful of the mines, saying a dark force has been disturbed.

SCOTT WALLACE, 29, Cheerful NWI Geologist

An aspiring young geologist, Wallace is a strapping lad with fair hair and an easy smile. Wallace is always quick to make a joke or lighten a dark mood. He has a lot of respect for Norbridge, but isn't so sure that something supernatural is going on. A dedicated scientist, Wallace will always accept rational explanations first, only conceding more esoteric explanations after encountering lots of evidence.

STR 14 CON 13 SIZ 13 INT 16 POW 9

DEX 14 APP 14 EDU 19 SAN 45 HP 13

Weapons: Once troubles begin (see below), Wallace carries a gun: .38 Revolver 25%, damage 1D10, 2 shots per round

Skills: Accounting 25%, Bargain 35%, Chemistry 15%, Climb 55%, Drive Truck 40%, Geology 55%, Hide 45%, Mechanical Repair 45%, Natural History 50%, Navigate 40%, Persuade 25%, Ride 20%, Sneak 40%, Track 35%, Look on the Bright Side 75%, Mining Procedure 65%.

Languages: Cheyenne 10%, Lakota Sioux 10%.

The Camp

Windy Point Camp sits in a wide gully at the base of Windy Point, a tall bare crag of dark gray granite. Pine trees crowd the edges of the clearing, and several wide tracks lead away into the hills. The



THE DOOM OF KEVIN NORBRIDGE

camp itself consists of a collection of wooden buildings: long dormitories, the kitchen and mess hall, several storehouses, the administration building, the infirmary, the massive garage and stables, and a small saloon and company store where the miners can relax and buy daily sundries.

As the truck pulls in, the investigators notice that the camp is in a state of frenzied activity—people are running to and fro, and a large crowd has gathered near the administration building. After stopping the truck, Wallace asks a passerby what's happening. The answer is shocking: director Norbridge is dead—they just found him in his office! Wallace races there, and insists the investigators come along.

Wallace makes his way through the crowd and into the administration cottage, with the investigators in tow. They're met at the door by Jake Coleman, foreman of one of the gold mines. After a frantic greeting, Coleman brings Wallace up to date. There was a scream from Norbridge's office about an hour ago—when someone came to look, they found the director dead at his desk. The sheriff from Hayward is in the office with Doc Simmons looking things over. It looks like Wallace is in charge now. Bracing himself, Wallace asks the investigators to join him, and goes in.

Norbridge's Office

Norbridge's office looks quite normal except for two things. The first is a huge, arcane-looking diagram of lines and spirals which adorns the back wall, drawn in chalk. Something about the strange mandala is very unsettling: viewers must make a SAN roll with a cost of 0/1. The second item is the director himself, who sits slumped back at his desk, a surveyor's hand pick protruding from his forehead (SAN roll for a cost of 0/1D3). Blood covers the front of the body, and has spilled all over the papers scattered on Norbridge's desk.

Two other men are in the office: camp doctor Erasmus Simmons, who is examining the head of the corpse, and Hayward sheriff Dan Updike, who has just managed to fish one sheet of papers out of the bloody mass.

ERASMUS SIMMONS, 43, Country Doctor

Erasmus has worked as a general practitioner in Rapid City for almost 20 years. He was all too happy to take the job as camp physician at Windy Point, and hoped it would be a quiet job, but the string of deaths has left him a little unnerved. Most distressing of all to Simmons are the six sick miners. No treatment has helped cure their strange fever, which will probably kill them within the week. Simmons will look upon the investigators as a Godsend, and eagerly share his opinions with them. If the investigators have a doctor among them, Simmons asks for help in treating the sick miners.

STR 9 CON 12 SIZ 10 INT 16 POW 11
DEX 16 APP 14 EDU 20 SAN 50 HP 11

Skills: Chemistry 35%, First Aid 65%, Medicine 50%, Natural History 40%, Pharmacy 55%.

SHERIFF DAN UPDIKE, 58, Ornerly Old Lawman

The sheriff objects to the investigators' presence, but will yield once Wallace insists NWI has officially brought them in. He's a no-nonsense frontier lawman with no patience for superstitious

munbo jumbo. As far as he's concerned, Norbridge was murdered, and it will take a pile of evidence to convince him otherwise. Windy Point is a bit outside Updike's jurisdiction, so he's going to call in the State Police out of Rapid City. It'll probably be 3 days before they can get on the case, giving the investigators a window of action. Updike is a quiet man, weathered by age and the elements.

STR 11 CON 10 SIZ 14 INT 14 POW 15
DEX 15 APP 10 EDU 10 SAN 68 HP 12

Weapons: 2 .45 revolvers, 60%, damage 1D10+2
Remington Lever action 30.06, 75%, damage 2D6+4, 3 shots/2 rounds

Skills: Bargain 25%, Conceal 35%, Credit Rating 40%, First Aid 45%, Hide 35%, Law 30%, Listen 50%, Natural History 65%, Navigate 60%, Persuade 45%, Psychology 65%, Ride 70%, Sneak 45%, Track 60%.

Languages: Lakota Sioux 30%, Cheyenne 25%.

CLUES IN THE OFFICE

THE DIAGRAM: The strange mandala drawn on the office wall defies easy description. The complex arrangement of circles, lines, and angles is very precise. Certain symbols are drawn at intersections, and words in a strange, alien script adorn the drawing. Successful Occult rolls note only a cursory similarity to any magical diagrams or seals. The symbols and text are unreadable, but a successful Cthulhu Mythos roll can identify them as potent symbols and words from an obscure pre-human language. Interestingly enough, only a successful Physics roll can shed any light on the drawing. A successful roll will identify the drawing as some kind of scientific or mathematical diagram. If the roll is made at one half skill notes certain similarities to graphs and equations used in atomic and quantum theory. No hints can be gained, however, of what the symbol actually depicts.

THE PAPERS: A large pile of ledgers and files is spread across Norbridge's desk. A quick glance identifies them as ledgers and accounting folders. Most are covered with blood from the body. Separating them without tearing them will take a DEXx5 roll. An examination of the papers will require a successful Accounting roll and six hours of time. Once the work is done, an anomaly can be found—it looks as if large quantities of pitchblende have been smuggled out of the camp. The discrepancies in the amounts mined and the amounts shipped out are cleverly hidden, but it looks as if the entries were faked by Norbridge himself. Wallace will be unable to account for the missing ore.

THE BODY: A successful Medicine roll will be able to confirm that Norbridge has been dead approximately 1 hour. Another Medicine roll will confirm that the pick was driven straight into the frontal lobes of Norbridge's brain, killing him instantly. Norbridge was obviously murdered—Wallace and Updike begin talking of possible enemies and motives. Updike suspects the Indians. A few things, however, don't add up to a trained observer. A successful Forensics or Spot Hidden roll can determine from the pattern of blood splatter that Norbridge was seated in his chair

when he died, probably facing the door. If that's the case, his killer would have had to lean all the way across the director's large desk to deliver the blow. A second Forensics or Spot Hidden roll focused upon the pick allows an investigator to deduce from the angle of penetration that the blow came from an even level with Norbridge's head, not from above as one might suspect.

If an investigator takes fingerprints from the handle of the pick, they will find (with a successful Forensics roll) that they match Norbridge's own! This death was not a murder, but a suicide. Note that neither Updike or the State Police will conduct any kind of forensic examination—the techniques involved are still too urban to be of much use to them. Updike won't believe the findings anyway, finding the whole idea preposterous. From this point on Wallace and several of the foremen openly wear pistols.

The First Night

As the day wanes into evening, Wallace shows the investigators to their quarters in a guest cabin. Despite the chilling

events of the afternoon, all the investigators will sleep soundly, save one, chosen at random by the Keeper. The chosen investigator will awaken in the wee hours of the morning to a roaring sound like distant thunder, then immediately fall asleep again.

The sound was the roar of trucks, taking the next shipment of ore out to the caves. Also, during the night the shan that had previously infested Norbridge leaves the director's brain and implants itself in Wallace. If the Keeper wants to be particularly cruel, an investigator is also infested, preferably one with a high POW score. See details on this dire situation in a box below.

The Miners

Questioning the remaining miners turns up little in the way of hard evidence. The taciturn group will confirm that the troubles all started six months ago in shaft A-28, with the accident. They can also give a concise history of the subsequent suicides. Bunk mates of the dead will confirm that each of the miners who killed himself suffered nightmares,

Not Right in the Head: A Keeper's Option

If an investigator's mind is invaded by a shan, they will be stricken with horrible nightmares the night of first contact. Visions of alien vistas, hideous, three-mouthed worms, and slimy slug-like creatures all whirl through the investigator's sleeping mind. These initial dreams cost the investigator 1/1D4 points of SAN.

After infestation, it will take the investigator's POW minus ten days for the insect to acclimate to its new host—victims with POW scores of less than 10 are acclimated in one night. During the acclimation period, the investigator will be plagued with chronic headaches and suffer a 10% penalty to all Thought related skills (as defined in *Call of Cthulhu*). Other symptoms include buzzing or ringing in the investigator's ears, and strange feelings of *deja vu* or unease when presented with the shans' handiwork—the chalk diagram, the sick miners, or shaft A-28. As the first day of infestation progresses, the new host will be overcome by the feeling that he is being watched. The feeling grows so strong that the investigator will lose 1 point of SAN per day of acclimation, and is convinced that some unseen presence watches his every move.

Note that the shan is awake and receptive to the investigator's thoughts and senses, but cannot actively manipulate its host's mind until it has acclimated, and even then only at night. During the acclimation period, the shan will try to take control of the investigator while he sleeps—these attempts take the form of: 1) More nightmares (the same as before, plus new visions where the investigator smothers in a pit of beetles or finds the world peopled with man-sized, talking bees) the new nightmares carry a SAN cost of 1/1D6. 2) A strange buzzing in the investigator's ears that gradually resolves

itself into a voice, and then into distinct words. 3) Bouts of somnambulism. The investigator will rise in his sleep and walk off into the surrounding hills. The sleep walking investigator must make a Luck roll to avoid some slight injury for 1D3 points of damage. Waking up in the stark wilderness of the Black Hills lost and alone should prompt a SAN check with a cost of 0/1D3.

Once acclimated, the shan can take total control of its victim at night if it succeeds in a POW vs. POW contest. The victim loses 1D3 points of Sanity per day once the insect makes its presence known. The insect also prevents the host from revealing its presence to others or trying to remove it. To outside observers, the host's symptoms seem to end. Note that the shan can make similar attempts to seize control if the investigator is ever completely removed from sunlight (i.e. underground in a mine shaft).

If, over the acclimation period, the host loses one fifth of their original Sanity score, indefinite insanity results. The most common dementia suffered by new hosts is suicidal mania—the victim will do anything, even die, to silence the buzzing voice and stop the nightmares. Paranoia is also common: the new host cannot accept the idea that his mind is failing, and is certain that someone is somehow doing this to them—as the madness deepens, even friends will become suspect.

As a final note, Tommy Morning Star, the Cheyenne medicine man, will recognize an infested host on sight. He also has the magical means of driving the insect away. There is no other way to drive the shan out of the host's mind short of leaving South Dakota for good, in which case the insect will leave its host and return to its fellows.

and seemed to have trouble sleeping. The miners are all very superstitious about the six sick men. The miners will also mention the mass exodus of Indians recently. Several believe that the Indians know what's going on, but they have been of no help, because they're all hiding on their Reservation.

As a side note, six more miners report to Dr. Simmons the day after the investigators arrive, complaining of the same symptoms as the dying men in the infirmary. Word that the unknown fever is suddenly contagious spreads like wildfire, and soon a howling mob is perched on Wallace's doorstep, demanding to be paid back wages before they leave. Several miners leave anyway. It is up to Wallace (and perhaps the investigators) to calm the crowd with some skillful Persuasion before things come to blows. No matter the outcome of the discussion, about half of the remaining miners will have deserted by evening.

TYPICAL MINER, age 30, Burly Laborer

STR 15 CON 14 SIZ 15 INT 9 POW 13
DEX 13 APP 11 EDU 8 SAN 65 HP 15

Damage Bonus: +1D4.

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

Pick Ax 35%, damage 1D6+1+1D4

Shovel 35%, damage 1D3+1D4

The Infirmary

By the time the investigators examine the sick miners, their numbers will have grown from six to twelve. All of them demonstrate the same symptoms: dizziness, headache, vomiting, and a reddening of the hands and face, like sunburn, which eventually blisters. In the later stages, the hair and teeth fall out, and the victim is totally unable to keep down solid food. The original six are near death, and almost seem to waste away before the investigator's eyes. The sight of them prompts a SAN roll with a cost of 0/1D3.

Successful Medicine rolls can diagnose and treat the symptoms, but give no clue as to the cause. Only a halved Medicine roll, critical Knowledge roll, or halved Physics roll can produce a diagnosis—the men are all dying of radium poisoning, what will later be known as radiation sickness. The uranium being mined is an obvious source, but radiation levels in pitchblende ore are so low that years of exposure would have little effect, if any. All of the victims come from the same dormitory, bunkhouse C, which lies nearest the motor pool/stables. If questioned, none of the miners even know what radiation is, much less how they might have been exposed to it. Not even hypnosis will jog their memories.

Shaft A-28

The investigators may decide to visit Shaft A-28, the place where NWI's troubles began. Wallace will arrange to have the investigators driven to the site, and may even accompany them at the Keeper's discretion. In any case, an experienced miner will go in with the investigators to act as a guide.

The abandoned mine consists of a central vertical shaft with three layers of galleries branching off of it at depths of

10, 20, and 40 feet. The lift equipment was removed when work stopped, so investigators must use rickety wooden ladders to move from level to level. A large steel frame stretches over the shaft, dangling chains into the dark depths below. The various tunnels off of the galleries twist and turn through pitch darkness. Wandering around the tunnels can prove very dangerous. Each investigator must make a Luck roll when they first enter the mine. Failure indicates that some minor accident will befall them: a minor collapse, broken ladder rung, or other disaster which causes 1D4 points of damage. If the roll is fumbled, the investigator suffers a major mishap. The damage for such an occurrence is 2D6 points.

The actual disaster happened on the lowest level of the mine. Investigators can find the site of the cave-in that trapped the workers, and will note that the rockfall has been cleared just enough for a man to crawl over it. The tunnels beyond are narrow and cramped, and doubly ominous when one considers that two men died in them. Investigators searching the lowest level of the mine must make a Spot Hidden roll. The investigator with the lowest success finds something at the end of an open seam, far from the main passage—a spiraling diagram of lines, angles, and circles chillingly similar to the one in Norbridge's office. This one, however, is drawn in blood, as a successful Natural History or Medicine roll can confirm.

Finally, note that an infested investigator will be open to psychic assault in the tunnels, with terrifying results as detailed earlier. If Wallace accompanies the investigators, the insect in his brain will take over and arrange an accident. As the investigators climb out of the shaft, several support timbers (weakened on the sly) give way, sending a rain of debris and chains raining down on the investigators' heads. All must make a Luck roll or suffer 1D6 points of damage, with a fumble doubling the damage taken. One or more investigators should be injured, but none killed. Also, the insects will take great pains to keep their presence hidden—Wallace should not fall under suspicion yet.

Pine Ridge Reservation

Many miners at the camp will mention that the Indians say that an ancient evil in the hills has been disturbed. As a result the investigators will likely visit nearby Pine Ridge Reservation to try to learn more. Wallace or Sheriff Updike can give the investigators directions, but will advise against the trip. John Redfoot, a militant Indian, is a prime suspect in Norbridge's murder, and he and his boys have been stirring up a lot of trouble.

If the investigators go anyway, they soon run into trouble. A volley of rifle shots rings out, blowing automobile tires or spooking horses. John Redfoot and five of his

friends emerge from cover, surrounding the investigators. All of them carry hunting rifles. John advances, shouting at the investigators. "What are you doing here, company men?" he shouts angrily. "Are you going to offer us more money to rape the earth? We don't want your money! You shouldn't be here, company men." Any explanations the investigators offer will be met with a bitter stream of invective from Redfoot. He and his men also insult the investigators loudly in Cheyenne. Should any investigator draw his weapon, the Indians raise their rifles. A tense standoff should ensue, but Keepers should try to avoid a shoot out.

Just when a fight seems unavoidable, another shot rings out, silencing Redfoot. A lone horseman rides up the road, an Indian with a Winchester repeating rifle. He wears a badge. "You leave them alone John Redfoot," the newcomer shouts. "They're not company men. They're different. Leave 'em be. Tommy wants to see them." At this, Redfoot and his men back down, although they still glare at the investigators before departing.

JOHN REDFOOT, 33, Militant Indian

STR 16 CON 15 SIZ 12 INT 15 POW 15
DEX 16 APP 15 EDU 10 SAN 75 HP 14

Damage Bonus: +1D4.

Weapons: 30.06 Rifle 65%, damage 2D6+4, 1 shot/round
Bowie knife 50%, damage 1D6+2+1D4

Skills: Climb 75%, Dodge 55%, Listen 65%, Persuade 65%,
Ride 50%, Set Ambush 70%, Spot Hidden 70%, Track 50%.

Languages: Cheyenne 25%, English 50%, Lakota Sioux 50%.

INDIAN TROUBLEMAKERS (5, all identical)

STR 14 CON 12 SIZ 13 INT 11 POW 10
DEX 11 APP 9 EDU 7 SAN 50 HP 13

Damage Bonus: +1D4.

Weapons: 30.06 Rifle 45%, damage 2D6+4, 1 shot/round
Bowie knife 40%, damage 1D6+2+1D4

Skills: Ride 50%, Track 55%.

A New Friend

The stranger introduces himself as William Jackrabbit, sheriff of the reservation. He says that the investigators have been expected, and should come with him. Jackrabbit will say nothing more, but leads the investigators deep into the dusty hills. The investigators finally come to a small shack at the edge of a deep ravine. Inside they find the oldest man they've ever seen, a wizened Indian with a face creased like tree bark and eyes as dark as flint. The man's hair has long since gone silver, and hangs down past his waist. William introduces him as Tommy Morning Star, the local elder and medicine man. Tommy speaks remarkably good English with a strong voice.

After the initial introductions, Tommy tells the investigators that he knew they were coming. The Owl told him, and told him that the strangers were very important. In the years to come they will cross the oceans and go to the moon, fighting to stop the darkest of spirits from entering the world. Tommy also knows why they have come, and

what is ailing the NWI mines. He tells the investigators a long story:

"This was many many years ago, in the time of my grandfather's grandfather. It was the time when the Lakota first crossed the Badlands and found the Center of All, the Hills that are black." (NOTE: a successful Anthropology roll can pinpoint the arrival of the Lakota Sioux in South Dakota in the mid 1700's) "That winter there was great trouble in Heaven. Evil spirits made trouble, and sought to lead the stars away and make the night black. The evil spirits were cast out of Heaven, and they fell to Earth with a great thunder. On Earth they changed into locusts, doomed to crawl forever.

"The locusts wanted to return to heaven, but could not, so they sought to make men crazy and keep any more human beings from going to Heaven, so that they might rule the Earth and deny any more human beings the beauty of the sky. The crickets sang their strange songs to the Arkiara, and drove them crazy, so that the Arikara no longer remembered their ancestors, or sang songs to the Buffalo or to Coyote. They became greedy and wasteful, and then began to eat the flesh of other human beings, and drank the blood of their own children.

"My grandfather's grandfather's people were troubled. Finally they decided to join with the Lakota and make war on the crazy Arikara before the locusts could sing their songs to anyone else. My grandfather's grandfather, Shadow of the Moon, asked Wolf for help. Wolf taught him a song that would stop the mouths of the locusts and confuse their brains. My people fought long with the crazy Arikara, and killed all of them. The locusts sang great songs, but the song Wolf taught was stronger. The locusts fled deep into the Earth, and went to sleep. Now the company men have come, digging for gold and other stones. They woke up the locusts, and the locusts are driving them crazy and making them sick. But now you have come. The Owl told me that it is for you to stop these evil spirits, or drive them back into the earth."

If any of the investigators has been infested by a shan, they grow more and more uneasy during the telling of the tale. After the story is done, the old man offers to prove that his story is true. Tommy then leaps to his feet and shouts "Go away! Go away!" at the host. The old man also shakes a pair of ornate rattles and launches into a strange, haunting song. Everyone present is shocked to see the insect emerge from the host's head, slimy and squirming (SAN check, for a cost of 0/1D6)! The foul, three-mouthed bug falls to the floor of the shack, its bat-like wings unfolding. Tommy stomps on the thing, which dies with a loud pop. The host immediately feels the weight of possession lift from them, and regains 1D4 SAN.

Tommy will teach the investigators the ancient song, actually the Repel Shan spell, which is detailed on pg. 33. Investigators must make an INTx3 roll to successfully memorize the song. Once his story is told, the shaman invites the investigators to smoke with him, then sends them on their way. William will volunteer to help the investigators in their fight, or at least guide them through the

hills. Neither of the Indians know where the locusts' cave is, but William knows that trucks have left the NWI camp in the middle of the night and driven into the hills.

TOMMY MORNING STAR, age 75, Cheyenne Shaman

STR 8 CON 12 SIZ 10 INT 16 POW 25
DEX 12 APP 11 EDU 12 SAN 72 HP 11

Skills: Cheyenne Lore 85%, Cthulhu Mythos 15%, First Aid 55%, History 40%, Hunting/Fishing 50%, Listen 50%, Natural History 60%, Medicine 50%, Navigate 70%, Occult 40%, Persuade 55%, Psychology 50%, Sing 75%, Spot Hidden 60%.

Languages: Cheyenne 60%, English 50%, Lakota Sioux 60%.

Spells: Repel Shan and many others.

WILLIAM JACKRABBIT, 45, Tribal Police

STR 14 CON 16 SIZ 13 INT 13 POW 14
DEX 15 APP 13 EDU 11 SAN 63 HP 14

Damage Bonus: +1D4.

Weapons: 30.06 Rifle 75%, damage 2D6+4, 3 shots/2 rounds
Bowie Knife 40%, damage 1D6+2+1D4

Skills: Camouflage 55%, Climb 60%, Dodge 45%, First Aid 40%, Hunting/Fishing 60%, Law 35%, Listen 50%, Natural History 55%, Navigate 60%, Persuade 50%, Psychology 50%, Ride 70%, Spot Hidden 65%, Track 55%.

The Cave

The shan's cave lies about ten miles from Windy Point camp, at the base of a stunning promontory of weathered granite at once suggestive of both a fortress and some strange, alien forest. To find it, the investigators will need to search the surrounding hills. Every four hours, have each investigator make a Spot Hidden roll. Success means that the investigator stumbles across the tire tracks of heavy trucks among the hills, heading deeper into the wilderness. A successful tracking roll is needed to follow the trail to the lair of the vile insects.

Alternatively, investigators may wait until night. Every night a group of trucks carries Uranium from the NWI camp out to the shan caves; they are easy to follow, but unless the investigators successfully Sneak they will be spotted, and the shan will be ready when the investigators arrive.

The immediate vicinity of the cave is utterly silent, shunned even by the winds. Successful Natural History rolls allow investigators to deduce that the stillness is far from natural, and that absolutely no animal life is present. Furthermore, anyone making an Idea roll notices that all of the nearby grass and even the pine trees are withering, as if the earth itself has been poisoned. Wise investigators will remember the sick miners, and proceed with caution. Note that the shans are incapable of leaving the cave during the day, but will swarm out with a vengeance if the investigators arrive at night.

A wide, high-ceilinged cavern looms beyond the cave's wide opening. Inside, footprints criss-cross the muddy floor, as do deep tire tracks. Splintered wood and rotting

burlap litter the floor at one end of the cave, along with a heap of what looks like coal, but proves on closer examination to be a dark slate shot through with veins of lead. A successful Geology roll identifies the stuff as pitchblende ore. The mystery of the missing uranium is solved. Near the ore pile, a tunnel leads away into darkness.

The Insects detected the approach of the investigators telepathically, and are determined to defend their hive. If the investigators move into the cave and examine the pile of ore, they will be far enough from the light outside for the shans to attack without fear. If Wallace has accompanied the investigators, the shan in his brain takes control of the geologist and immediately opens fire. Any infested investigators join in the fray. For added terror, the shans release control of their host's mouths, letting them scream in terror and beg for forgiveness as they try to kill their friends. Four shans then fly out of the passage, moving to infest random investigators or else beat them into submission with their neural whips. The fifth shan hangs back, out of sight, using spells to wreak havoc among the opposition. The attack of the hideous creatures prompts a SAN check with a cost of 1/1D6. Possessed hosts lose 1D3/1D10 SAN.

POSSESSED SCOTT WALLACE, Traitor Revealed

STR 14 CON 13 SIZ 13 INT (19) POW (23)
DEX 14 APP 14 EDU 19 SAN 45 HP 13

Weapons: .38 Revolver 25%, damage 1D10, 2 shots per round

Spells: Call Azathoth, Cloud Memory, Dampen Light, Mind Blast, Wrack.

SHAN #1

STR 1 CON 1 SIZ 1 INT 13 POW 15
DEX 32 Move 4/40 flying HP 1

Weapons: Meld 60%, damage special

Nervewhip 50%, paralyzes victim if shan's mp overcome victim's mp

Armor: None, but all ranged attacks against the shan while in flight are at one quarter skill. Melee attacks are at half skill.

Spells: None.

SHAN #2

STR 2 CON 1 SIZ 1 INT 14 POW 22
DEX 35 Move 4/40 flying HP 1

Weapons: Meld 60%, damage special

Nervewhip 50%, paralyzes victim if shan's mp overcome victim's mp.

Armor: None, but all ranged attacks against the shan while in flight are at one quarter skill. Melee attacks are at half skill.

Spells: None.

SHAN #3

STR 2 CON 2 SIZ 1 INT 16 POW 14
DEX 32 Move 4/40 flying HP 2

Weapons: Meld 60%, damage special

Nervewhip 50%, paralyzes victim if shan's mp overcome victim's mp

Armor: None, but all ranged attacks against the shan while in flight are at one quarter skill. Melee attacks are at half skill.

Spells: Call Azathoth, Cloud Memory, Mesmerize.

SHAN #4

STR 3 CON 3 SIZ 1 INT 14 POW 16
DEX 32 Move 4/40 flying HP 2

Weapons: Meld 60%, damage special

Nervewhip 50%, paralyzes victim if shan's mp overcome victim's mp

Armor: None, but all ranged attacks against the shan while in flight are at one quarter skill. Melee attacks are at half skill.

Spells: None.

SHAN #5

STR 3 CON 3 SIZ 1 INT 21 POW 27
DEX 32 Move 4/40 flying HP 2

Weapons: Meld 60%, damage special

Nervewhip 50%, paralyzes victim if shan's mp overcome victim's mp

Armor: None, but all ranged attacks against the shan while in flight are at one quarter skill. Melee attacks are at half skill.

Spells: Call Azathoth, Cloud Memory, Dampen Light, Dominate, Implant Fear, Mental Suggestion, Mesmerize, Mind Blast, Pipe of Madness (no pipes needed, only buzzing), Send Dreams, Wrack.

The insect's ambush is likely to be devastating—smart investigators will flee into the sunlight while they're still able. None of the insects will follow. Morning Star's song is the most potent weapon the investigators have, and is probably their only hope. Reuse shans 2 and 3 for the insects driven out of Wallace's and the investigator host's brains. If faced with the song, the insects will flee deeper into the cave, withdrawing into their temple/ship.

If the investigators are foolish enough to follow the shans, the cave winds deeper and deeper into the mountain. Eventually, the investigators pass into a small chamber which opens onto a chasm of unknown depth. From the inky deeps rises a vast metallic cone with a circular opening, its dull surface pitted and scarred. The sight of the alien structure prompts a SAN check with a cost of 0/1D4. Observant investigators will notice that the cave is littered with dead bats and insects, a warning of the unseen danger in the cave. The insects will mount another attack at their ship, this time concentrating their nervewhips on any likely singers. If faced again with the shaman's song, the bugs retreat into the cone and secure the hatch, leaving the radiation to do its work.

The cavern is a death trap—the damaged reactor of the alien ship is bathing it in POT 13 radiation. Each investigator must resist their CON against the POT of the radiation. If they succeed, they will become sick in 1D3 days, losing 1D6 points of CON and suffering bouts of nausea, vomiting, and headaches. After a few days the lucky investigators will recover. Investigators who fail the resistance roll will fall ill within 24 hours, suffering from skin irritation and blistering in addition to the symptoms above. The victim then loses 1 point of CON per day for the next thirteen days. Once the investigator's CON is reduced by half, their hair and teeth begin falling out. If the investigator's CON reaches zero, they die. Hospital care can save a sick investigator—a Medicine roll can be made once per day, and no

Repel Shan: a New Spell

This spell consists of a complicated Cheyenne chant/song. When sung, the caster must expend a minimum of three magic points and make a successful Sing roll. All Insects from Shaggai within hearing of the caster are instantly filled with pain and revulsion, and must retreat from the sound of the song within a range of the magic points expended times five feet. Repelled shans must abandon their hosts and can do nothing but flee unless they make a POWx1 roll. If the caster succeeds in a POW vs. POW contest with the shan closest to him, the shan is so overcome that it can do nothing but writhe in pain for 1D3 rounds, utterly helpless. The caster can be assisted by other singers, who contribute extra magic points to increase the spell's area of repulsion.

CON is lost that day if it succeeds. Victims who survive radiation poisoning can regain lost CON points at the rate of one per week of bed rest, but those who failed the resistance roll will permanently lose 1 point of CON. Their life spans will be considerably reduced as well, and the likelihood that they will eventually contract cancer is high.

Conclusions

The best option open to the investigators is to seal the cave, trapping the shans within for a long time. Ample explosives are available at Windy Point Camp, but the staff might not take kindly to their theft. The shans will also bitterly resist any attempt to set any charges at the cave's entrance. Still, sealing the cave will put an end to the shan's schemes for generations to come.

If the investigators fail to stop the insects, the mine will close, and six weeks later a huge explosion erupts in the Black Hills, which rattles windows in Rapid City over a dozen miles away. Whether or not the Insects manage to escape from the Earth will never be known.

If the investigators manage to destroy all of the insects, they regain 1D8 SAN. Sealing them in the cave grants a Sanity reward of 1D6 points. If Wallace can somehow be saved, award the investigators an additional 1D3 points of Sanity gain.

Regardless of the outcome of the investigator's struggle, NWI will close the Windy Point Camp within a few months. Once Tommy Morning Star's prophecies about the investigators start coming true, they might try to return to Pine Ridge to see the old man and get more hints about the future. If they do, they will learn that the shaman died shortly after the investigators left the Black Hills. Finally, the investigators may someday learn the real reasons NWI was mining uranium during *Day of the Beast*. At that point they may wonder if they shouldn't have left well enough alone... ■

III: THE DREAMER

The investigators are requested to look into the mysterious disappearance of famous New York spiritualist Paul LeMond.

All is not right in the mind of Paul LeMond. Not even he realizes that during his eight years of supposed madness he was truly under the control of a member of the Great Race of Yith. But now the memories are starting to come back in the forms of dreams, the Yithians' agents have begun to close in, and Paul LeMond has disappeared.

Investigators' Information

Paul LeMond has disappeared under mysterious circumstances. If the investigators are not already aware of this event, it will be brought to their attention by a series of newspaper articles (*Beast Papers* #5 offers one sample). If the investigators do not take up the search for their friend on their own, they will be directly contacted by Irene LeMond.

Anyone who was involved in Paul's Spirit Summoning circles at Tannerhill House—and therefore developed a psychic connection to Paul—will, on a POW x4 roll, have suffered a series of nightmares three weeks before the start of "The Dreamer". All they can remember of the dream is vague images of a vast, terrifying, monstrous form chasing them. However, they will later be able to work out that this bad dream coincided with one that Paul had, which precipitated his breakdown.

Keeper's Information

As the investigators may know, Paul LeMond grew up a seemingly normal child in a rural area near Buffalo, New York. His father died when he was very young and Paul was raised by his mother, Irene, on what little money was left them by Paul's father.

What they might not know is that, at age 17, Paul suffered a series of nightmares that left him hospitalized with partial amnesia. During his hospitalization Paul underwent a personality change, becoming close friends with a fellow patient named Clarence Rodgers. After his discharge Paul, accompanied by the mysterious Rodgers, began a series of long trips. After eight years of such journeys, Paul returned home and once again took up residence with his mother. Soon after, Paul suffered another attack of amnesia that again hospitalized him. He quickly recovered, but the time since his first attack was a complete blank in his memory. Other than this, Paul seemed healthy and his mother thought him more like his old self. He returned home again, bothered only by occasional inexplicable nightmares.

During the eight years that Paul spent traveling with Rodgers, his body was inhabited by a member of the Great

Race of Yith. Rodgers is a member of a very small cult devoted to aiding the Great Race. Simultaneously, Paul's mind dwelt in the body of the Yithian, in prehistoric Australia. At the end of the eight years, the Yithians blanked Paul's memories of them and sent his mind back to its proper home while returning their explorer to the past. Paul's suppressed memories of his sojourn cause his occasional nightmares. The strains imposed by the time-traveling awakened his psychic talent that allows him to use his Spirit Summoning ability.

Herb Whitefield, then a small-time New York talent promoter, contacted Paul and asked for a demonstration. Whitefield immediately signed the young man to a long-term management agreement and took him to New York. It was not long before Paul became well-known and Whitefield's promotional abilities brought them a long list of influential people and moneyed celebrities.

For the last two years, the two men have done well, earning substantial amounts of money, but recently trouble began. A few weeks ago Paul began experiencing a series of particularly horrifying dreams of a new subject. Central to these dreams was the vision of a great four-footed beast ravaging an ancient city. So strikingly real were the nightmares that Paul's suffered a nervous breakdown which left him in a condition unable to work.

Herb tried to persuade Paul to secretly undergo psychiatric treatment, but Paul refused, saying he had no intention of going back into an asylum. Whitefield had a dilemma. He wanted to help Paul, at the same time protecting his prized performer, but without Paul's permission he would have to have him committed. That would almost certainly spell the end of Paul's career and Herb's best money earner. In desperation, attempting to avoid publicity regarding Paul's condition, Herb decided to have Paul kidnapped and hospitalized for treatment under a false name at a private sanitarium in upstate New York.

PAUL'S NIGHTMARES AND YITHIAN PLANS

Paul's new nightmares are another side-effect of his time-travel. While living in the past, Paul learned of an impending disaster in the near future. His subconscious is trying to warn him. The Yithians, although not directly involved in the Brotherhood of the Beast's schemes, know of the prophecy of Nophru-Ka and want it to succeed. The Yithians are not actually hostile towards humanity, but regard the Day of the Beast as a significant stage in the history of the extinction of the human race after which, the Great Race know, they will transfer into the bodies of beetle-like beings and rule the earth again.

They want to prevent Paul's emerging prescient knowledge from altering the course of events and have instructed Clarence Rodgers to negate the threat presented by Paul and any others who may know the contents of his dreams. A Yithian has also been sent forward in time to ensure that this is done. It is currently inhabiting the body of a woman named Edith Bryant. They intend to learn what they can of Paul's unique mind and memories using a Yithian instrument—the Tabula Rasa device. It will drain his mind completely and store it for later research. This will leave Paul a drooling imbecile, unable to hinder their plans further. If they cannot do this, their last resort would be simply to kill him.

Throughout this adventure Rodgers and the Yithian should harass the investigators, perhaps making attempts on their lives. At the end of the scenario they will try to use the Tabula Rasa device on Paul, while he is in the hospital. For the purposes of the campaign, keepers should realize that it is essential that they do not succeed in killing Paul or manage to drain his intellect by more than five or six points maximum.

Beginning Play

Through whatever means the investigators should end up at Mrs. Irene LeMond's house with the knowledge that Paul LeMond is missing.

Irene LeMond's small, one-story, structure is located in a rural area near Buffalo. While the exterior of the building is unimpressive in design and size, the interior of the home is crowded with expensive furniture and knick-knacks. Although everything is of quality, there is a decided lack of refined taste in the combinations chosen.

Mrs. LeMond, overdressed, heavily rouged, and wearing too much jewelry, will welcome the investigators cordially, offering them tea and excellent home-made cookies. She will remember some of them from their brief meeting at the coach station a year ago. From Paul's letters to her after the Corbis Wood event, she knows that he thought well of them. She is eager to express how anxious she is about Paul.

Irene will tell the investigators about Paul's childhood, his dreams, and his sudden amnesia at 17. She will also tell them that Paul "changed" and began associating with a Mr. Rodgers. Together they undertook a number of long, unexplained trips, to destinations unknown to the curious Mrs. LeMond. After Paul's second attack, at age 25, the tall, swarthy Rodgers dropped out of sight. After that, Paul was more himself, but then began to show his strange power of communion with the spirits that has since carried him to fame.

Irene says that Paul has been very busy with his career the last two years and has managed only a few visits home in that time. The last visit was several months ago and Paul was then accompanied by his new girlfriend, Cecillia Peters. Irene mistrusts both Cecillia and Herb Whitefield, and will indicate to the investigators that she believes they may be involved in a conspiracy to eliminate Paul and collect on his insurance.

Irene can give them the addresses of Paul's apartment and Whitefield's office in New York City, along with a recent photo, if they need them. She will also give the investigators Paul's diary, written from age 13 up until he was hospitalized with his first attack of amnesia, telling the investigators that she has never read it, considering that to be an invasion of Paul's privacy. If the investigators read the diary, it merely tells the rather dull story of a young boy growing up in rural New York. The last few entries, however, are concerned with the strange dreams that preceded his first attack of amnesia. In these dreams, Paul describes a gigantic, strange city, set in a tropical jungle. As he moves about the city he feels as though he is no longer Paul LeMond, but a thing of alien proportions.

IRENE LEMON, age 62, Devoted and Supportive Mother

Paul's mother is a dutiful woman whose only fault has been to be overprotective of her son. She misses him deeply and in her loneliness spends much of the money he sends her on expensive items for her small home. She has always been poor and has little idea of what could be done with so much money.

Nonetheless, she has managed to save quite a sum.

STR 6 CON 13 SIZ 6 INT 10 POW 9

DEX 10 APP 15 EDU 8 SAN 48 HP 10

Skills: Bake Great Cookies 95%, Knit 80%.

Beast Papers #5

TWO CENTS in Greater New York THREE CENTS Within 200 Miles FOUR CENTS Elsewhere in the U.S.

IC! N.Y. OCCULTIST STILL MISSING!

It has been two weeks since the mysterious disappearance of renowned New York Occultist Paul LeMond, who appears to have vanished without a trace. The police have found no evidence of foul play, and have begun to draw their investigation to a close. Officer Hatley was quoted as saying, "Apparently LeMond was always a strange fellow. I wouldn't be surprised if he hopped on a train to California or took a jump in the East River."

Cecillia Peters, a female acquaintance of LeMond's, might have been the last to see the young man, but according to her, "he seemed quite normal when he left that night, now suddenly he's gone." Cecillia's apartment is only a half-mile from LeMond's own, yet somehow he vanished during that short walk.

Paul's mother is also quite distraught. She has offered a \$2,000 reward for information leading to the safe return of her son.

Many will remember that Paul LeMond first found fame after the Tannerhill House incident, one year ago. Since he has become one of the East coast's best known occultists, able to truly speak with the spirits of the dead according to his manager and publicist Herb Whitefield.

Searching for Paul LeMond

Herbert Whitefield's Office

Located on the seventh floor of a downtown office building, the sign on the door's glass panel reads: Herbert Whitefield—Professional Management Services. Inside is a cramped office with just enough room for Herb's desk, his secretary's desk and an old couch for clients. In the corner stands a battered filing cabinet.

Herb spends a lot of his time out of the office these days, but the investigators will catch him there on their first visit. Whitefield will remember the investigators from Tannerhill House and his reaction to them will be modified by how they behaved over that weekend. If they were belligerent to him then, he will act hostile now, especially at the mention of Paul's name, ordering the investigators out of his office. If they ended the weekend on good terms, then Herb will greet them hurriedly but claim he is extremely busy at the moment and suggest, "We'll have to do lunch some time—call my secretary and get her to fix a date. I should be free toward the end of next month." Then he tries to usher them out of the office.

If the investigators can persuade Herb that they are genuinely investigating Paul's disappearance, for instance if they were smart enough to obtain a notarized letter from Mrs. LeMond, Whitefield will still be reluctant to answer questions. He will tell them that, although he is very worried about it, all he knows is what the police have told him, and that he was at a party when Paul disappeared. "The police have already verified my story," Herb points out. A successful Psychology roll will show Whitefield is very nervous, but will not reveal the reasons behind it.

Beast Papers #7

Mr. Whitefield,

It has come to our attention that you have yet to remit payment for certain services rendered two weeks ago today. We do not take kindly to this and if payment is not forthcoming in the most immediate and expedient manner, the consequences will be unfortunate for yourself, your business, and your friends. We will discuss this further. Please attend us this evening at the old Artbilt warehouse on Seaside Drive.

B. Wexler

Although loyal to Paul, Whitefield has been pressured lately regarding bad debts resulting from gambling losses and this has caused him to act in the manner he has—kidnapping Paul and having him sent to a sanitarium. Whitefield will go to great lengths to prevent people from discovering the truth about Paul LeMond. He expects that Paul will be cured soon; then he can fabricate a story to explain his disappearance. Whitefield realizes that his own future is tied to Paul's and is willing to do almost anything he thinks will protect Paul's career. After this meeting Whitefield will not be encountered again until someone discovers him in his apartment. Herb's statistics appear in Chapter I (pg. 17).

BETTY AVERY

Herb's secretary, Betty Avery, is not able to speak freely in front of Herb, but she will look up the investigator's details in Herb's files and make a quick, surreptitious telephone call to them later that afternoon. She will explain that she couldn't talk when Herb was around and suggests they meet her at a nearby diner after work.

If the investigators meet her later Betty says that she has heard Paul talk about the investigators and that he thought well of them. She thinks Paul was a sensitive, young man who, without the help of Mr. Whitefield, could never have become the success he is today. She fears that Paul may have taken his own life and is also concerned about Mr. Whitefield's welfare as he has evidently acquired some rather heavy business debts and is being pressured to pay them. Two men, representing a Mr. Wexler, have visited the office twice recently looking for Whitefield. They are well-dressed, but tough-looking, and claimed to be collecting on a debt owed their boss. A Knowledge roll will remind an investigator of Bugsy Wexler, a local gangster. Today, the office was visited by a tall gentleman named Mr. Rodgers. When told that Whitefield was out, the man left an address and requested that Whitefield meet him there at 1 p.m. She showed the card to Whitefield when he returned but, not recognizing the name, he threw it away. The card is now in the wastepaper basket by her desk.

DOUBLE INDEMNITY

A successful Persuade roll will convince Betty to let the investigators back into the office to get the card out of the trashcan, but she will not let them search her boss' private

Beast Papers #6

Clarence Rodgers

One o'clock
152 West 10th St., Apt. 3

papers without a significant incentive and a Persuade roll—it could get her fired. Alternatively, the investigators could try breaking into the offices without Betty's help. If they do this, they will have to slip past a night-watchman and then get through the office door either by picking the lock or smashing the door's glass panel.

NIGHT WATCHMAN, age 32, Inattentive Guard

STR 13 CON 11 SIZ 12 INT 8 POW 10
DEX 10 APP 8 EDU 10 SAN 50 HP 12

Weapon: Night-stick 52%, damage 1D6+1D4

Skills: Fall Asleep on Duty 50%, Grapple 48%, Listen 40%, Spot Hidden 30%.

If the investigators search the office after hours they will find the following:

SECRETARY'S TRASHCAN: A search of the trash will turn up a card bearing the name Clarence Rodgers. On the card is the hand-written address of his apartment and the words "One oclock". See *Beast Papers #6*.

WHITEFIELD'S DESK: Locked; inside its drawers, among general business items, is a key with a tag reading: 'Paul's apart' along with an unlabeled key (a spare for Whitefield's apartment). Also in the desk is a very explicit, threatening letter from Bugsy Wexler. See *Beast Papers #7*. The letter is dated. With an Idea roll investigators will realize that the date two weeks previous is the same as that of Paul's disappearance. The warehouse mentioned is located in a run-down warehouse district.

THE FILING CABINET: Locked; in a state of disarray, successful Library Use rolls are needed on each drawer to make any sense out of the contents. The top drawer contains bills and receipts. A successful Accounting roll will tell the investigators that Whitefield is heavily in debt and late on all his payments. The second drawer will turn up Whitefield's contract with Paul. It runs for ten years and gives Whitefield a 50% commission on all Paul's earnings. The investigators may think this harsh, but a Law roll will show that the terms are not unusual for the times. The third drawer contains several life insurance policies on Paul, all naming Herbert Whitefield as the beneficiary.

MEETING MR. RODGERS

Soon after the investigators leave Whitefield's office, they will be approached by a tall, blonde, bearded man. He introduces himself as John Denin, an investigator for Klein Mutual Life Insurance Co., which holds a policy on Paul LeMond. He will explain that the company routinely investigates cases like this for evidence of fraud or foul play. He claims that Whitefield is named as the policy's beneficiary and it is thought that he may have something to do with Paul's disappearance.

This is actually Clarence Rodgers in disguise. The Klein company is fictitious and does not match any of the policies in Whitefield's filing cabinet (this may be recalled with an Idea roll). Rodgers has been staking out Whitefield's office trying to learn of Paul's whereabouts, and will take this

The Yithian Agents

CLARENCE RODGERS, age 27, Yithian Secret Agent

Rodgers is tall and dark but is a master of disguise and will rarely encounter the investigators in the same guise twice. He is a member of a society dedicated to aiding those of the Great Race who travel to this point in Earth's history. Although Rodgers is a ruthless killer, he will at all times try to preserve his own life and, if the going gets too tough, may fail his masters and flee.

STR 13 CON 13 SIZ 14 INT 15 POW 14
DEX 14 APP 13 EDU 16 SAN 0 HP 14

Weapon: .32 Revolver 65%, damage 1D8

Skills: Anthropology 50%, Archaeology 55%, Astronomy 10%, Cthulhu Mythos 25%, Disguise 90%, Fast Talk 70%, Hide 65%, History 70%, Library Use 60%, Listen 50%, Occult 50%, Psychology 48%, Quick Change 75%, Sneak 60%, Spot Hidden 60.

RUKUKIK, age of body 34, Yithian mind inhabiting the body of Edith Bryant

This Yithian studied Paul's mind while it was in the past and has been chosen to help Clarence because of her knowledge and skills. She will keep the Tabula Rasa device on her at all times and is normally armed with a .32 revolver.

STR 10 CON 14 SIZ 12 INT 20 POW 14
DEX 16 APP 11 SAN 0 HP 13

Skills: History 99%, Knowledge of Paul LeMond's Mind 40%, Disguise 50%, Listen 60%, Hide 60%, Revolver 45%, Use Tabula Rasa Device 80%.

Languages: English 50%, Pnakotic 90%.

opportunity to pump the investigators for information and possibly attempt to enlist their aid. He will try to supply himself with information while side-tracking the investigators with false leads.

Rodgers is expertly disguised with a false beard and has bleached his hair out. If an investigator feels something is amiss and then succeeds in a Spot Hidden roll, he will notice a portion of the false beard that has worked loose.

After accosting the group, Rodgers will return to his apartment five blocks away. Any investigator attempting to follow the wary Rodgers will have to make two consecutive Hide rolls to stay concealed in the New York crowds. If a Hide roll fails, Rodgers spots the tail and slips down the first deserted alley to wait in ambush.

Clarence Rodgers' Apartment

Rodgers' apartment is located in a run-down section of town. The door is double-bolted (STR 25) and requires two successful Locksmith attempts to unlock it. The window to his apartment leads out onto a fire escape and is a little easier to break in through, with a single Locksmith roll or by simply breaking the glass, but there is a 30% chance of some stranger witnessing a burglary attempt and calling the police. If the investigators try to enter Rodgers' apartment

Yithian Technology

TEMPORAL COMMUNICATOR

These devices are sometimes supplied to humans who aid the Yithians in their travels through time. Made of bronze and covered with intricate carvings, they stand nearly a foot tall when assembled and are surmounted by a red jewel. Each jewel is attuned to a specific Yithian.

When the top and bottom pieces are assembled and the power switched on, it emits a low, humming noise and a soft, red glow from the power source located in the apex of the device. This continues for a few moments while the machine casts back through time in search of the attuned being. When contact is established, the Yithian is made aware of it at the same time that the machine projects a hologram of the contacted Yithian. This being can see into the time and space occupied by the machine and can communicate with those who have contacted it.

At any time, the Yithian can voluntarily break the mental link with the machine-powered jewel. Once this link is broken, it can only be restored by the Yithian, who must forge a psychic link with another jewel existing in its own time.

TABULA RASA DEVICE

The Tabula Rasa device works as a mental eraser, draining a person's intellect or memories. If someone is drained completely it leaves them a vegetable, but it can be used selectively. Similar devices are used to cause amnesia in humans abducted by the Great Race. If the Yithians discover that the PCs partially share Paul's dreams, they might want to use it on them too.

The device is a small, slim, rectangular, copper box (STR 25) covered in tiny indentations. From one side of the box five flexible metal tubes (STR 12) extend, ending in inch-long metal needles. The operator must first insert the needles into the victim's head, which takes five rounds. Once the device is activated, the victim is paralyzed unless they make a successful POW x1 roll each round that the device is connected. It will wipe a victim's intellect, destroying up to 1 point of INT a round, or one year's worth of memories, at the operator's choice. Memories and thoughts are transferred into the box, enabling the Yithians to learn everything the person knew. A skilled operator could reverse the process. SAN Loss: having the device used on you, 1/1D8; seeing it used on someone else, 0/1D3.

If someone unfamiliar with Yithian technology tries to use this device, they should make an Idea roll to realize that they will only hurt the victim. Unskilled use causes the victim 1D3 damage and the loss of a point of INT as the needles enter their brain.

at night, both he and Edith Bryant are in. At least one of them will be awake and in the process of using the Yithian Communication Device (see box).

The apartment itself consists of only two rooms. The front is used as Rodgers' living space and contains a bed and a chest-of-drawers containing his meager wardrobe. On top of the chest are some theatrical make-up supplies, among them pieces of a false beard and a bottle of hair lightener. The small back room contains a sagging bookcase and a table cluttered with more books and writing supplies. The table and the bookcase are both located at one end of the room. The other end is conspicuously bare.

The books on the shelves and table all concern history, archaeology and anthropology. Also on the table is a locked metal box, some penciled manuscripts and a curious metal book, about 15" x 20" in size. The thin, metallic covers of the book protect a hundred or so pages of a tough cellulose material covered with strange, brush-drawn figures. This book lies open. The penciled manuscripts are a translation of the writings contained in the mysterious book and a successful Cthulhu Mythos roll will tell the investigator that they are similar to those found in the *Pnakotic Manuscripts*.

The iron box holds an odd, electrical-looking device in two pieces. This is the Yithian Communicator. It will require a Mechanical Repair roll to properly assemble it, and an Electrical Repair roll to gain some insight to its function but once together activating it is straightforward (requiring only an Idea roll).

Once switched on the device softly hums for a few moments and then a red jewel located at the apex of the machine floods the room with a soft, red light. A three-dimensional image of a Yithian is suddenly projected into the bare part of the room. This hologram is very precise and requires a SAN roll: 1/1D6. After that an Idea roll will give the investigator a chance to recognize it as merely an image. This Yithian is Rodgers' and Bryant's contact. The Yithian soon realizes something has gone very wrong and breaks contact with the jewel, vanishing from sight, though the red light persists.

Underneath the machine, in the bottom of the box, is a journal that has been kept by Rodgers. A successful English roll will allow the investigators to peruse this odd diary. The costs and benefits are: 1D6 SAN loss and +3% to Cthulhu Mythos Knowledge. Contained in this book is an explanation of Rodgers' dealings with the Yithians, an explanation of the Yithian Communicator, notes that a Yithian will be traveling to the present to inhabit the body of someone who will help Rodgers in his duties, plus the orders that the threat posed by Paul LeMond and anyone he associates with must be eliminated.

PNAKOTIC MANUSCRIPTS

The Yithians directed Rodgers to this particular volume which he has recently translated after months of work. SAN Loss: 1D3/1D6. Cthulhu Mythos Knowledge: +6%. Spell multiplier: x2. Spells: Call Cthugha, Create Yithian Communicator (requires assistance of a Yithian, who will become the communicator's contactee)

CLEANING HOUSE

If the investigators arrive at the apartment during the day, it will be unoccupied, but if they stay for any length of time, Bryant will return while they are snooping, ideally just as they have found something interesting. Bryant has adopted the disguise of a cleaner in her efforts to trace Paul and, since the investigators have not yet met her, anyone keeping a look-out may pay little attention when she enters the apartment block. She is carrying a bucket containing a scrubbing brush and her revolver.

If the investigators are careless enough to have left the door open or given any indication that they are in the apartment, such as talking aloud, she will start washing the hallway floors so she can keep an eye on developments. Otherwise she will attempt to enter the apartment, knocking first and then using her keys if no one answers. When she finds the investigators inside she will claim she is just a cleaning woman paid by Rodgers to tidy up and will appear to accept any excuse the investigators offer for being there.

What Bryant does next depends on how many investigators are present. If she is outnumbered, she will observe and follow until she can get one alone to ambush and interrogate. If there is only one in the apartment, and she thinks she can take them by surprise, then she will suddenly brandish her revolver and tell them to lie face down on the bed. She will restrain and question them, then use the Tabula Rasa Device to erase their last 1D6 days memories and 1D2 points of Int. The investigator will wake up several blocks away on a park bench some hours later, unable to account

for the five small puncture wounds in his scalp. She will not hesitate to kill the investigators if they resist, but will attempt to escape and blend in with the crowd in the street rather than be captured.

After being discovered by Edith or Clarence, the disguised Yithian agents will follow the investigators, hoping they may provide a lead to LeMond.

Paul LeMond's Apartment

This is a three room en suite apartment, located in a nicer section of town. The apartment has been perfunctorily searched by police. A small notebook is on a table. In this notebook is a letter that Paul had begun writing to his mother (see *Beast Papers* #8).

Cecillia Peters' Apartment

Cecillia last saw the investigators at Tannerhill House, about a year ago, unless any of them have made an effort to keep in touch with her. Cecillia has changed somewhat since then. Always the social chameleon, she is now playing the part of the rising starlet rather than the nervous, young woman fascinated by the occult.

"Darlings, how are you? It's been a long time," will be her theatrical style of greeting, pausing to draw languorously from her cigarette in its long, thin, fashionable holder. "Have you heard about Paul? Isn't it awful? We had a row, you know. I don't know what I would do if I thought he had killed himself over me. I think I should go mad with grief."



Cecillia will appeal to the investigators' sympathy and play the situation for all its worth. Although she had broken up with Paul sometime before his disappearance, this is not generally known and when the press showed up, Cecillia went for the publicity. She knows nothing of his disappearance other than that it happened on the way home from her apartment (after he had tried unsuccessfully to make up with her) and she will feign great concern over Paul's welfare. Actually, she is rather bored with Paul. She went out with him briefly because of her passing fad for the supernatural and because Herb, her new manager, encouraged it. Nevertheless, she is concerned and wouldn't like Paul to be hurt. If she carries on the act of the grief-struck lover for much longer, she might even convince herself.

Cecillia is also not overly fond of Herb Whitefield any more. At one time, she believed everything he told her and saw him as her ticket to stardom, but she now suspects that he is only interested in her capacity to earn him money and she may voice vague suspicions about him. Cecillia has done a few performances at "joints" controlled by Buggy Wexler's gang, so she might be able to help the investigators with a few leads in that direction if they are running up against a dead end.

If any of the investigators ask if she has had strange dreams Cecillia will claim that she hasn't slept a wink since Paul vanished. If they mention their own dreams she will become more serious and admit that she did have a few nightmares that she couldn't recall before she last saw Paul. They made her edgy and were partly responsible for their arguments. She is psychically linked to Paul, just as any

investigators who were involved in the conclusion of "Suffer Little Children", she just hasn't realized it yet. If this possibility is presented to her she must make a SAN roll or have a brief relapse into her chain-smoking occult-groupie persona, in which case she will help as best she can in finding Paul. How she helps with the rest of the campaign is up to the keeper.

Herbert Whitefield's Apartment

This was a nicely furnished luxury apartment. If the investigators arrive any time after their first day in town, it will be in a shambles, furniture overturned and broken objects on the floor. Herb is lying, badly beaten, on the floor. He is unconscious, but alive, and a few days in the hospital will bring him into a condition to talk. In the meantime, a First Aid roll will bring him round enough to mumble, "Bugsy... Bugsy..." Herb has been beaten up over the debt owed to Buggy Wexler, who arranged for the kidnapping of Paul LeMond.

A quick search of Herb's desk will reveal a series of bills from the Woods Estate Rest Home in upstate New York; charges for the treatment of a patient named Paulie Meldon. The address is on the bills.

Bugsy Wexler's Headquarters

This is a old furniture warehouse in the waterfront district of New York. Anyone brave enough to attempt to see Buggy here will be seized by two thugs with guns upon knocking at the small side-door. These two will pull the visitors inside where they will be frisked and relieved of any weapons before being taken to see "da Boss."

Bugsy is a tough customer, and if he does not take a liking to the investigator (who needs a Fast Talk or, if female, a successful APP x5 roll), he will order three of his boys to give him a beating. Alternatively, if Cecillia is with them, Buggy might decide to give them the benefit of the doubt. Buggy has taken a bit of a shine to "da dame". If Buggy can be befriended he will tell them that Whitefield is in trouble over money. If the investigators press for more information, Buggy will say he admires their "noive" and will tell the whole story of how Whitefield asked Buggy to arrange to have Paul LeMond kidnapped. Later, Whitefield picked up Paul and took him "somewheres". Buggy will tell the investigator that Paul was incoherent the whole time.

BUGSY WEXLER, age 32, Da Boss

A notorious gangster, Buggy is averse to strangers, except the occasional fast talker or a "good-lookin' dame."

STR 15 CON 15 SIZ 15 INT 13 POW 10
DEX 13 APP 8 EDU 6 SAN 40 HP 15

Damage Bonus: +1D4.

Weapons: .45 Automatic 85%, damage 1D10+2

Fist 85%, damage 1D3+1D4

Head Butt 55%, damage 1D4+1D4

Skills: Bargain 50%, Drive Automobile 50%, Hide 75%, Persuade 50%, Pick Pocket 50%, Sneak 75%.

Beast Papers #8

Dear Mom,

Sorry to have been so long to write, but I've been very busy with all the bookings that Herb has gotten for me lately. The sessions really take a lot out of me and I haven't been sleeping at all well. I'm afraid that I'm having nightmares again; the ones I suffered just before my attack of amnesia. They've been affecting me greatly. I just don't seem to be able to get along with people like I might. Cecillia and I have been fighting a lot. I know you don't care much for Cecillia, Mom, but she really is a wonderful girl and I know she loves me.

Later,

Just returned from Cecillia's apartment. I'm afraid we've had another fight. She said she doesn't want to see me again. I told Herb about it and he wants me to check into a hospital. He thinks I need a rest. I don't want to. I must see Cecillia but I don't know if I can make it... the huge ferns wave in the wind outside my window. Beyond these are spired buildings... I don't remember the way. I'm afraid I'll get lost. I must see Cecillia, but the Beast waits out there... Who's been sleeping in my head?

BUGSY'S TYPICAL THUGS

STR 15 CON 13 SIZ 16 INT 10 POW 8
DEX 13 APP 6 EDU 5 SAN 40 HP 15

Damage Bonus: +1D4.

Weapons: .38 Automatic 80%, damage 1D10

Fist 85%, damage 1D3+1D4

Skills: Drive Automobile 40%, Hide 35%, Move Quietly 30%, Pick Pocket 25%.

Woods Estate Rest Home

This private sanitarium in upstate New York is run by Dr. Fabian Woods and mainly caters to the ultra-rich and the celebrated. Security is very tight and the place has a reputation for being discreet. It caters its treatment to the desires of the patient and has contacts with many different specialists of different schools—psychoanalysis is available, should the patient request it.

However, there is another side to Woods Estate Rest Home. If the price is right, the sanitarium will take on cases without asking too many questions, when wealthy parents, spouses, or patrons are prepared to foot the bill and the patient is not likely to be violent. The kinds of cases that would normally fall into this category are embarrassing elderly relatives and unmarried, delinquent daughters who have become pregnant. The hospital rationalizes this as "their family knows what's best for them, even if they don't". As a "cure" is usually not actually necessary, these cases tend to be treated well, given comfortable rooms, good food, and daily exercise in the beautiful but secure gardens, under the supervision of orderlies. They are often also prescribed bromide or another sedative to keep them quiet. Paul is in this category.

The hospital is a three-story U-shaped building set in the middle of the gardens. The central section of the building contains the administration and specialists' offices, treatment rooms, dining hall, and kitchen. Male patients' rooms are in the East Wing, female patients' in the West Wing. The ground floors of each wing contain day rooms, stores, bathing, and further treatment areas. The basement houses the boiler, furnace, and other plants.

Paul LeMond is here, committed by Whitefield under the name "Paulie Meldon". His bedroom is on the top floor of the East Wing and he is currently doped to his eyeballs. The staff is unaware of his true identity and will not allow the investigators to see him unless Dr. Woods agrees.

Security

The grounds are surrounded by tall, brick walls topped with barbed wire—as much to prevent snoopers and journalists spying on famous inmates as to stop patients escaping. A

successful Climb roll is needed to get over the wall, plus a Luck roll to avoid being gashed on the barbed wire (damage 1D3). A guard with a dog regularly patrols the inside perimeter of the wall. If the investigators are sneaking around illicitly, even if they are disguised as orderlies, there is a 40% chance that hospital staff will realize that they do not recognize them and question them or raise the alarm.

The main gate is always manned by two guards, who are very particular as to who is expected and who is not. If the investigators turn up without an appointment or without a very good excuse plus a successful Persuade or Fast Talk roll, they will be refused entry. Even if they are allowed in, unless they are regular staff are known visitors, one of the guards will accompany them to the main building. Someone with a suitably high Credit Rating or professional credentials could make an appointment to see Dr. Woods. If the investigators can convince him they are authorized to see "Paulie Meldon", perhaps through a letter on Herb's headed paper, or can present hard evidence that some law has been broken, along with a successful Persuade or Law roll, they should be allowed access to Paul's room.

TYPICAL GUARD

Each guard carries a night-stick and a whistle

STR 15 CON 14 SIZ 13 INT 9 POW 11
DEX 13 APP 9 EDU 10 SAN 55 HP 14

Damage Bonus: +1D4.

Weapons: Night-stick 50%, damage 1D6+1D4

Grapple 65%, damage special

Skills: Listen 45%, Spot Hidden 55%.

GUARD DOG

STR 10 CON 12 SIZ 7 POW 7
DEX 13 HP 10

Weapons: Bite 40%, damage 1D6

Skills: Listen 75%, Scent 90%.

DR. FABIAN WOODS, age 45, Head of Wood Estate Rest Home

Dr. Woods is competent at his job and will do what he can to serve the interests of those who foot the large bills of the inmates at his hospital. However, he will put protecting his own good name and that of his establishment above all else. He is unaware that Paulie Meldon is really Paul LeMond.

STR 11 CON 13 SIZ 13 INT 16 POW 14
DEX 12 APP 10 EDU 17 SAN 70 HP 13

Skills: Accounting 43%, First Aid 75%, Grapple 45%, Medicine 60%, Persuade 59%, Pharmacy 30%, Psychoanalysis 40%, Psychology 85%.

Paul LeMond

The investigators will find Paul in bed in his room, heavily sedated. However, he is not alone. Clarence Rodgers and Edith Bryant have already infiltrated the hospital, disguised as a nurse and an orderly. Edith is setting up the Tabula Rasa device and requires two more rounds to finish inserting the needles into Paul's brain. Unless anyone can delay her, she will then begin draining Paul's memories. Once the device is set up, it will drain Paul's INT by 1 point per turn

until he reaches zero INT, when he will be a complete vegetable. If the device has been activated, an Idea roll will reveal that the only way untrained operators can deactivate it is to break it. A Medicine roll will remove the needles from Paul without harming him.

If the Yithian inhabiting Edith Bryant's body believes itself to be in danger, it will try to escape. If escape is impossible, it will attempt to switch its mind back. The real Edith Bryant will return to her body, driven indefinitely insane by her experience. She can remember nothing of her past except, "The Monsters, The Monsters, THE MONSTERS!" Clarence Rodgers will try to protect the Yithian and fulfill his duties, but will back off before losing his life. If he survives his encounters with the investigators, he may show up later in the campaign, determined to halt their actions. Keepers should bear in mind that Paul is vital to the campaign and should try to avoid a situation in which he is rendered incapable of fulfilling his function within the game.

Paul is currently sedated and incapable of doing anything except feebly trying to turn his head away from Edith (24% chance) as she tries to insert the needles. His stats are the same as in Chapter I (pg. 17), except his SAN, which is lower—now 46, the result of his severe nightmares.

Conclusion

Paul will recognize the investigators and be glad to see them. He can slowly and drowsily explain what has happened to him, if they do not already know. The nurses have been kind, and his medication has lessened the intensity of

the nightmares, giving him a chance to put things in perspective. He feels that his dreams are trying to tell him something important, but he is not sure what. He wants to leave the hospital and the investigators can negotiate between Irene, Herb, and Paul to bring the matter of Paul's treatment to an amicable conclusion.

Dr. Woods will be very concerned about the breach of hospital security and the investigators could use this to their advantage to persuade him to release Paul or to give him preferential treatment while he is there. Woods Estate Rest Home is actually a good hospital. If the doctors are given more accurate details of Paul's condition they could offer appropriate treatment. They are in contact with experts in all fields, including dream specialists. He could even be persuaded to send recordings of Paul's dreams to the investigators, at Paul's request.

Irene LeMond would happily look after Paul at home and hire the best psychiatrist she can to nurse him back to health. She will be deeply grateful to the investigators for their aid and will reward them as promised. She will also purchase a wire recorder with which to record Paul's dreams and mail anything interesting to the investigators. These recordings provide clues throughout the course of the campaign. Some of the leads are given as introductions to chapters, but keepers may wish to supply others. For the next few months (until Chapter IV), Paul's dreams will be incoherent mumblings about a Beast heralding the end of the world.

The investigators should receive an award of 1D4 sanity points for preventing the Yithian cultists from killing Paul or draining his Intellect. ■



London, England

IV: LONDON CALLING

*Mysterious dreams lead the investigators to London
where a battle between two extremist groups is not what it seems.*

All over the world terrorist groups have been infiltrated as part of a global conspiracy headed by the Brotherhood of the Beast. On the Day of the Beast they will rise up. But, already, they are scheming, making the opening moves of a terrifying game.

Investigators' Information

A few weeks after the investigators have resolved the matter of Paul's disappearance, ideally in early October, the investigators receive a parcel from Irene LeMond. It contains a box of home-made cookies, a wire recording, and a letter. The letter thanks the investigators for their help and says that Paul has had another strange dream. He insisted that a recording be made of it and sent to them. The wire recording contains Paul's voice, speaking as if in a trance (see *Beast Papers* #9). It should arrive around October 20.

Any investigator who was with Paul in "Suffer Little Children" will also, on a successful POW x3 roll, remember that they also had a nightmare a couple of nights ago which involved being in a burning building.

Keeper's Information

A major part of the Brotherhood of the Beast's grand scheme is to cause maximum chaos around the globe when the Day of the Beast arrives. To this end the Brotherhood is attempting to covertly control various independent anarchist groups, which it collectively calls the Sons of Terror.

In Great Britain the Brotherhood agent responsible for orchestrating the Sons of Terror plot is a Serpent Man scientist, living mainly under the guise of Dr. Christopher Lewis. Dr. Lewis' specialist field is eugenics, which brought him to the attention of Hauptmann, who was interested in advanced methods of tracking descendants of the ancient Egyptian bloodline. Although Hauptmann knows that Dr. Lewis has his own agenda, it is not in conflict with the Brotherhood's and they had been collaborating for some time. A few years ago Hauptmann contacted Dr. Lewis and asked him to mastermind the Sons of Terror plan in Britain. In payment, the Brotherhood would provide Lewis with financial help, scientific equipment, and magical lore.

"DR. CHRISTOPHER LEWIS", age 37, Serpent Man scientist

STR 11 CON 14 SIZ 12 INT 20 POW 17

DEX 15 APP 10/17*EDU 17 HP 13

* 10 as Christopher Lewis, 17 as Lillian Troy

Weapons: Bite 35%, damage 1D8+POT 14 poison
Mauser 50%, damage 1D8

Skills: Anthropology 25%, Biology 72%, Chemistry 58%, Cthulhu Mythos 52%, Eugenics 65%, First Aid 65%, Medicine 64%, Occult 70%, Pharmacy 41%, Reptile Handling 50%.

Languages: English 85%, Latin 70%.

Spells Known: Consume Likeness, Create Gate, Mesmerize, Summon/Bind Fire Vampire.

Sanity Loss: 0/1D6 to see Lewis in his Serpent Man form.

This scenario is intended to take place between October and November, 1928, ideally leading up to November 5.

BLOOD BROTHERS

Dr. Lewis is rare among contemporary serpent men. He is an atavism—a pure-blood serpent man, the only hatchling of his clutch to be born without degenerative mutation. Most of the clutch were so horribly deformed they either failed to hatch or died soon after; only Dr. Lewis and one of his brothers survived. The brother, however, is truly degenerate—a horribly disfigured, crippled, imbecile. The only reason he is alive is due to the ministrations of his able brother. Dr. Lewis would do anything to save his brood-twin. He has spent the last 25 years becoming an expert in eugenics in the hope of finding a cure for his brother's condition, something that will increase the genetic purity of degenerates to that of pure-blood serpent men.

His methods combine scientific knowledge with Mythos lore, and the results have been promising. Dr. Lewis has been experimenting on lizards and recently on humans. He has developed a genetic serum based on his own blood which stimulates cells to benevolently mutate along reptilian lines. At present the serum increases the subject's SIZ and STR by 1D6 each, but causes a raging fever lasting 1D6 days. During

Beast Papers #9

Transcript of Paul LeMond's Dream--
10/14/28

"Fire!..... Must get out of the house.... Sent by the slithering snake!..... Must run!..... No!.... The Beast!.....It's coming - it's in the trees!..... Aaaarghhhh!

"London's burning!, London's burning!,
Fetch the engines, fetch the engines,
Fire! Fire!, Fire! Fire!
Pour on water, pour on water."

Timeline of Events

- October 13:** Terrence Datler, MP, is killed.
- October 26:** Investigators leave for Southampton.
- October 31:** Investigators arrive in London.
- November 2:** Anarchist attack on Reginald Dawe.
- November 3:** Fascist Meeting in Stepney.
- November 5:** Attack on Parliament occurs.

the delirium, the subject must make a SAN roll every day, with a resulting SAN loss of 1/1D4. The fever causes a reduction in INT and POW by 1D6 each and makes the person look more reptilian, reducing APP by 1D6. Dr. Lewis is pleased with his progress, but is working on an improved version as a solution for his brother's plight. Lewis has used this serum on a number of extremists in London.

ANARCHY IN THE UK

The Brotherhood of the Beast wants to test the Sons of Terror plan before the Day of the Beast. Great Britain is the testing ground because they believe the country is ripe for revolution, considering the 1926 General Strike. Also, NWI is concerned that a "Weapons to End War" drive, which has been backed by prominent British MPs, will be in competition to their own developments. Thus, through Hauptmann, they have asked Lewis to orchestrate two different and slightly conflicting objectives:

- To test the efficacy of using mind-controlled operatives to direct larger, uncontrolled groups in generating civil disorder and anarchy.
- To ensure that the Weapons to End War drive is either destroyed or under the command of someone controlled by the Brotherhood.

The essence of Lewis' plan is to use an expendable anarchist group to make sure an individual of his choosing comes into control of the Weapons to End War project.

Beginning Play

Before making any decisions about going to London investigators will doubtless want to research Paul's dream. Successful Library Use rolls will discover that the song ending the dream is an English nursery rhyme about the great fire of London. There also happens to be a recent death by fire in London mentioned in the foreign news section of *The New York Times* (see *Beast Papers* #10). If none of the investigators realize it an Idea roll will reveal the attack occurred on the same day as Paul's dream.

The investigators can find nothing about The Tooting Sons of Terror, as this is the first time the group has used that name publicly. Until a member of the group is captured, seen by the investigators, or perhaps photographed in action, the investigators will find no leads to this group.

TRAVELING TO LONDON

Shortly after receiving Mrs. LeMond's letter the investigators will also receive a phone call from Robert Carrington, saying that Mrs. LeMond sent a copy of Paul's dream to him too. He can confirm that he also had an odd nightmare about being in a fire. He also mentions that he was intending to travel to London on business very soon—he is considering purchasing an interest in a London-based company. Robert is concerned about Paul's premonitions of disaster, but will not have time to look into the matter himself. He invites the investigators to travel to London with him—at his expense if necessary—to see if they can find out what the dreams might mean. With no problems the investigators will be boarding a ship in New York on October 26.

The journey from New York to England takes five days by a fast ship such as the *Mauretania*. A first class ticket on this luxury liner costs \$1000, but tourist class tickets cost as little as \$150. During the voyage the investigators can catch up on gossip with Carrington, who will want to hear about their recent investigations. They arrive in London without incident late on October 31.

London's Burning!

Going to Chelsea

Terrence Datler's Home in Chelsea was the scene of the terrorist's first attack and is a logical place to start to look for clues. The house was once an impressive double-fronted mansion with large gardens and a tree-lined driveway leading from tall cast-iron gates to the front door. It is now a burnt-out shell, cordoned off with police signs. For the days following the incident, the front gates were guarded by a policeman while forensic experts went over the site looking for evidence. By the time the investigators have crossed the Atlantic there is only the sign attached to the locked front gates saying: *POLICE: NO ENTRY. If you have information regarding the fire at this premises contact Scotland Yard.*

Scotland Yard is more interested in receiving information than giving any out. The official story is the fire was caused by multiple incendiary devices and that Datler ran from his house with his clothes on fire, collapsing half way down his driveway and dying shortly afterward from burns.

However, if the investigators have a suitable background, such as a doctor, policeman or lawyer, they may make Credit Rating rolls (not Fast Talk) to speak with Bernard Spilsbury, the Home Office forensic pathologist examining the case. With some persuasion he will confide that the evidence at the scene was a little odd. Although several Molotov cocktails were thrown into ground floor windows, there is evidence a greater source of fire entered through an upstairs window at an angle that suggests it came out of the sky rather than up from the ground. The fire spread in an unusual, almost unnatural fashion through the upper floor, almost like it was burning a trail through the

Voices in My Head: Dr. Lewis' Sons of Terror

Dr. Dieter of NWI has developed electronic implants that control a subject's behavior. Hauptmann had forwarded Dr. Lewis three of these devices to fit into key infiltrators. These three devices were pre-programmed so that the subject would obey any commands from someone who presented the correct code-word—*Belua*, which is Latin for Beast or Monster. The devices are untraceable in origin, so cannot be connected with NWI.

The implants gave Dr. Lewis an idea to construct small bombs that can be fitted inside the heads of his terrorists. The bombs do not affect behavior, but Lewis can explode them by remote control if necessary. None of the victims are aware that they have been wired for destruction as Dr. Lewis always Mesmerizes his victims before implanting the bombs, convincing them that they were suffering from a mastoid infection, or similar ailment, and needed a minor operation.

Dr. Lewis has infiltrated two opposed extremist groups to execute the Brotherhood's plans, the Tooting Sons of Terror, and the East London Fascist Union.

THE TOOTING SONS OF TERROR.

This was once a relatively harmless group of half a dozen political protesters who went under the name of the Tooting Revolutionary Party. Lead by a man known as Kevin Smith, they limited their activities to distributing leaflets, marching in protests, picketing, and holding endless meetings. Using a shape gained through the Consume Likeness spell, Dr. Lewis managed to infiltrate the group in the guise of a beautiful, blonde woman named Lillian Troy. In this persona, he Mesmerized the group's second in command, Matthew Tyler, and implanted him with an electronic control device. Once Tyler was controlled, Troy made him slowly turn the group towards more anarchistic, violent ends and recruit new, extremist members.

The only one Tyler failed to persuade was Kevin, the former leader, who left the group in disgust after a heated argument. The TRP changed its name to The Tooting Sons of Terror and embarked on Lewis' plan to firebomb government ministers involved in the Weapons to End War drive. Lewis has been casting Summon/Bind Fire Vampire to ensure the assassinations work, masking the Fire Vampire's attack with the anarchist's Molotov cocktails. At the start of this scenario, they have recently killed Terrence Datler MP in an attack on his home.

Lewis has recently begun administering his genetic mutation drug to a few select revolutionaries, claiming it is a "growth" drug. He finds that it has increased their effectiveness, and decreased their useless questions.

The manifesto of the Tooting Sons of Terror is: *Free the imprisoned! Free the oppressed! Freedom from Tyranny! Freedom for all!*

AVERAGE TOOTING SON OF TERROR

STR 14	CON 14	SIZ 13	INT 9	POW 9
DEX 12	APP 9	EDU 9	SAN 40	HP 14

Damage Bonus: +1D4.

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

.22 revolver 35%, damage 1D6

Molotov cocktails 60%, damage 1D6+2 plus 1D6 per round

Skills: Conceal 35%, Hide 38%, Persuade 40%, Sneak 63%, Spot Hidden 40%, Throw 60%.

THE EAST LONDON FASCIST UNION

This group of fascists is led by Oliver Tant, who is also fitted with an electronic control implant. Doctor Lewis had been involved with this group for some time, and had been using fascist thugs as experimental subjects for his genetic mutation serum. He has recently fitted bombs into the heads of these augmented fascists to dispose of them if need be. The fascists regard Doctor Lewis as being completely on their side, a eugenicist who really understands the ideas of racial superiority and know nothing of his true identity and agenda.

The East London Fascist Union is based in Stepney, East London, and has a reasonable following there. It is quite common to see young men in the Stepney area wearing the brown shirts which are the fascist group's uniform. The people of the area support them because they have helped reduce crime and have organized a free health clinic—run by Dr. Lewis. They look to Italy and Mussolini as examples they wish to follow.

The Fascists have recently started courting an extremely right wing, Conservative politician—Arthur Branstone, MP—who is one of the three MPs vying for control of the Weapons to Stop War project. Branstone and the fascists realize they can help each other and Lewis is doing everything he can to encourage them. If the Tooting Sons of Terror can create enough violence and anarchy, Branstone could exploit the public outcry against left-wing terrorist attacks to rise in political power. Dr. Lewis needs to get Branstone into his surgery to implant an electronic device in his brain so that, on the Day of the Beast, Branstone can use the weapons against London, instead of in its defense! Furthermore, the project is tipped as a fast track to the Ministry for War. With Branstone as Minister for War, or maybe even Prime Minister, Lewis could bring Britain to its knees.

AVERAGE EAST LONDON FASCIST

STR 13	CON 13	SIZ 12	INT 8	POW 9
DEX 11	APP 10	EDU 8	SAN 45	HP 13

Damage Bonus: +1D4.

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

Grapple 35%, damage special

.22 revolver 35%, damage 1D6

Skills: Conceal 30%, Hide 30%, Spot Hidden 40%

house. The other bizarre feature of the fire is the burning of the trees half way down one side of the driveway but not the other, only going as far as the spot where Terrence Datler perished—almost as though it was some sort of guided missile. That, however, is quite impossible with current technology. Spilsbury comes across as extremely professional and competent, but freely confesses that he cannot completely account for all the evidence. He may suggest that ball lightning is a possibility.

WITNESSES

Many local residents claim to be eye-witnesses to the fire. When questioning them, make the investigators roll against their Luck. If they fail the eye-witness simply says, "I saw the house on fire and stopped to watch." If they succeed the witness says that they saw people running around in the grounds, throwing burning bottles into the windows and shouting, "Freedom for All!" The house started burning when a really big firebomb entered an upstairs window causing immense flames to erupt. Datler ran out of the front door, but the flames spread along the trees toward him, faster than he was running. He was caught in the conflagration and died screaming. They assume that the bombers had strewn petrol over the trees before fire-bombing the building.

Beast Papers #10

OCTOBER 14, 1928

RO

BRITISH M.P. DIES IN FIREBOMB ATTACK!

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London—Terrence Datler, a member of the British Parliament, was killed last night in a firebomb attack at his home in Chelsea, London, England. An anarchist group, The Tooting Sons of Terror, has claimed responsibility for the fire, saying that it was "striking a blow for freedom." An eye-witness said that the fire started simultaneously in several rooms of the M.P.'s private residence. Although Mr. Datler managed to escape the building, he later died of his injuries. Experts are investigating how the tragic incident could have occurred.

Terrence Datler, a Conservative M.P., had recently spoken out as an advocate of the Weapons to Stop War project. This project, sponsored by the British government, seeks to study new weapons that could end war, so the atrocities of the Great War will never be repeated. Terrence Datler was scheduled to speak at the upcoming Weapons to Stop War conference this November. Reginald Dawe, M.P., and Arthur Branstone, M.P., two other advocates of the project, plan to continue forward. Said Branstone, "We will not be intimidated by these revolutionary thugs."

If the investigators press a witness who saw the Tooting Sons of Terror, perhaps asking if he saw anything odd or unusual, the witness will add, "I saw a strange, skittering, shooting star—like a meteorite—come out of the sky and crash through the upstairs window. Then the flames began to rapidly move around inside the house, from window to window, setting alight rooms they passed. When Datler ran out of the front door, a ball of flame followed him, jumping from tree to tree. It was unnatural, like it was intelligent, like it was searching for Datler." A Psychology roll will reveal the witness believes what he is saying.

THE PRESS

Most of the newspapers are sticking to the "official" story about the fire. They also know that the anarchist group sent letters to newspapers claiming responsibility for the attack, together with the "Freedom" demand.

As the investigators are asking around, they should come into contact with the reporter Mickey Mahoney—who they may know if they have already taken part in the *Masks of Nyarlathotep* campaign. Mickey Mahoney is a cynical, grubby, red-haired, cigar smoking, 43-years old Irish journalist who publishes *The Scoop*, a weekly tabloid which prints stories on gory murders, sex scandals, and Fortean events. He has been looking into the firebombing to see if he can get any unusual and sensational angles—perhaps the Tory MP was involved in a sex scandal. He has already taken all the witness statements on the fire, as listed above. He would be happy to work with the investigators, especially if they mention that they are here because a psychic sent them—that sounds like a great story!

MICKEY MAHONEY, age 43, Cynical Journalist

STR 11	CON 13	SIZ 8	INT 14	POW 9
DEX 10	APP 14	EDU 14	SAN 60	HP 11

Damage Bonus: +0.

Weapons: .303 Enfield Rifle 55%, damage 2D6 +1

Fist/Punch 60%, damage 1D3

Head Butt 45%, damage 1D4

Skills: Accounting 65%, Bargain 55%, Drive Auto 55%, Fast Talk 25%, History 35%, Libel Law 95%, Mechanical Repair 55%, Occult 15%, Persuade 65%, Psychology 60%.

Mahoney has a huge file on Fortean events, some fire-related—such as the spontaneous human combustion of Mrs. Euphemia Johnson in 1922, mystics who can walk unharmed through red hot coals, and the story of a giant, fire salamander sighted in Stepney (see *Beast Papers #11*). Mrs. Johnson's building was burned down and then rebuilt six years ago and the mystics can no longer be located. However, the story of the salamander can still be traced.

The large salamander belongs to Dr. Lewis. It escaped and ate a cat before Dr. Lewis recaptured it. If the investigators follow this up, they will be led to a Mrs. Molly Bishop of Stepney who saw a dog-sized lizard attacking her cat! She chased it off with a mop and has not seen it, or her cat, since. *The Scoop* is offering a reward of £10 for any photograph of what it has colorfully named the "Giant Fire Salamander of Stepney".

SPONTANEOUS HUMAN COMBUSTION!

London Housewife bursts into flames with no discernable cause!

MYSTICS AT ONE WITH FIRE

Walk Unharmed Through Hot Coals

GIANT FIRE SALAMANDER OF STEPNEY!
"It ate my cat," says London Housewife

Beast Papers #11

Questioning neighbors won't provide any insights. Dr. Lewis' free clinic is within a block and investigators may very well stop by, but they will get no additional information there. Still, this may pique the investigators' interest when they meet Dr. Lewis again later in the adventure.

Weapons to End War Conference

In England the investigators can find out that the Weapons to End War conference is to be held on November 5th in Westminster. However, since the attack by the Tooting Sons of Terror, the conference has been surrounded in secrecy. Library Use rolls will only discover media speculation about who will be present and what will be on show, though it is rumored that a prototype of Grindell Matthews' death ray will be demonstrated.

Reginald Dawe, MP

After investigating the house of Terrence Datler, investigators will likely suspect that the other advocates of the Weapons to End War conference, Reginald Dawe and Arthur Branstone, will be attacked next.

Sir Reginald Dawe, MP, has a large house in Hampstead, set in a sizable garden. A policeman guards the front gate and if the investigators have not made an appointment they will have to convince Constable Bridges they are not troublemakers or be asked to "move along quietly". If they make an appointment beforehand they will be invited to an early evening interview with Sir Reginald on November 2. Alternatively the investigators may wish to stake out his house reasoning that the Tooting Sons of Terror will target him soon. Either of these approaches should be rewarded by the investigators being present when the Sons launch their second attack, in the early evening of November 2.

Lillian Troy (Dr. Lewis) is not present, being busy summoning a Fire Vampire on the roof of the Sons of Terror's Tooting HQ. She directs it to Dawe's home to kill him. When Tyler spots a skittering, shooting star coming from the south he orders his men to scramble over the wall at the rear of the

house and firebomb it. Among the revolutionaries are two that have been augmented with Lewis' serum. The next round the Fire Vampire plummets into the top floor of the house and searches for Dawe, finding him in 1D6 rounds.

If the investigators arrive late, they will see Reginald Dawe, his wife Helen, and a maid servant calling for help at an upstairs window. These residents will be engulfed in the conflagration and burnt to death unless the investigators manage to rescue them. SAN Loss: 0/1D4. Investigators who enter the grounds and try to catch or stop the terrorists should make a Spot Hidden or Tracking roll to find them in the dark garden. If the investigators pursue them the terrorists will flee, but the Keeper should let the investigators capture one (not Tyler, who remains back while his men engage in destruction) unless the players are especially incompetent. Troy has given Tyler the trigger for his comrades' head-bombs and instructions to kill any of them who are captured.

Captive terrorists will spout stock revolutionary phrases, "You can't stop us. Freedom from Tyranny! Freedom for all!" Keepers should give investigators 1D6 minutes of real time to question their captive before he screams in pain and his head explodes. SAN Loss 1/1D6. Bear in mind their prisoner will know nothing about any Mythos connection, the Brotherhood of the Beast, or Lillian's true identity, but may give out enough clues to lead the investigators to Tooting and reveal that a woman (Lillian Troy) is in charge of the group. Keepers should reveal as much information as they feel will progress the investigation but no more.

After the attack allow all the investigators who spotted terrorists to make an Idea roll. If successful they will realize that there was something "wrong" with a few of the revolutionaries. The two big, strong ones had eyes that were utterly dull—no sparkle of intelligence at all. In addition they had very dry, flaky, scaly skin. With a Biology roll an investigator will realize that the terrorists are experiencing elements of gigantism and had some distinctly reptilian features.

If none of the investigators are present then Mahoney will photograph the Sons of Terror in action. If he talks to the investigators he can point out the large revolutionaries, and mention the dullness of their eyes and their scaly skin.

48 – Day of the Beast

MATTHEW TYLER, age 21, **Leader of the Tooting Sons of Terror**
Little of Tyler's personality remains since he was implanted with a mind control device. He lacks initiative and tends to wait for Troy's orders.

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

Damage Bonus: +1D4.

Weapons: Fist/Punch 70%, damage 1D3+1D4
.22 revolver 45%, damage 1D6

Skills: Conceal 40%, Cthulhu Mythos 5%, Hide 55%, Persuade 45%, Spot Hidden 52%, Sneak 75%, Throw 60%.

AVERAGE TOOTING SON OF TERROR

STR 14 CON 14 SIZ 13 INT 9 POW 9
DEX 12 APP 9 EDU 9 SAN 40 HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3+1D4
.22 revolver 35%, damage 1D6

Molotov cocktails 60%, damage 1D6+2, plus 1D6 per round

Skills: Conceal 35%, Hide 38%, Persuade 40%, Sneak 63%, Spot Hidden 40%, Throw 60%.

AUGMENTED TOOTING SON OF TERROR

STR 19 CON 14 SIZ 17 INT 5 POW 5
DEX 12 APP 5 EDU 9 SAN 20 HP 14

Damage Bonus: +1D6.

Weapons: Fist/Punch 60%, damage 1D3+1D6
.22 revolver 35%, damage 1D6

Molotov cocktails 60%, damage 1D6+2, plus 1D6 per round

Skills: Conceal 35%, Hide 38%, Persuade 40%, Sneak 63%, Spot Hidden 40%, Throw 60%.

FIRE VAMPIRE

STR N/A CON 7 SIZ 1 INT 11 POW 14
DEX 16 Move 11 (flying) HP 7

Weapons: Touch 85%, damage 2D6 burn* +MP vs. MP or victim loses 1D10 magic points**

* roll damage vs. CON to only take half damage

** if victim wins MP vs. MP then fire vampire loses 1 MP.

Armor: Most weapons do not hurt it. Water causes 1 HP per half gallon poured. A Fire extinguisher causes 1D6 damage. A bucket of sand causes 1D3 damage.

Sanity Loss: no loss.

REGINALD DAWE, age 57, British MP

STR 11 CON 12 SIZ 13 INT 16 POW 13
DEX 9 APP 11 EDU 17 SAN 65 HP 13

Skills: Accounting 50%, Bargain 45%, Fast Talk 40%, History 55%, Law 43%, Persuade 70%, Psychology 35%.

MRS. HELEN DAWE, age 52, Wife of British MP

HP 11 SAN 50

MARY, age 24, Maidservant

HP 9 SAN 55

POWER TO THE PEOPLE!

A Library Use roll while researching archives, after interrogating a Son of Terror, or having seen a picture of one, will find a 1926 newspaper article, taken during the General Strike. The article shows a picture of a group of people pick-

eting Tooting Bus Depot, holding up a banner saying "Freedom for all". Some of the demonstrators in the picture are recognizable as anarchists from the attack on Dawe's house. The article talks about the Tooting Revolutionary Party, a group of political activists. Their leaders, named as Kevin Smith and Matthew Tyler, are quoted as wanting "Freedom for Tooting". The pictures depict both clearly, but the investigators will not recognize Kevin or Matthew as being among the terrorists seen in the attack. See "Tooting", below, if the investigators decide to follow up on this lead.

If the investigators do not turn up this lead Mike Mahoney will, late on November 3.

Arthur Branstone, MP

Investigators may believe that Arthur Branstone is another potential victim of anarchist attack. Arthur Branstone is well guarded by a group of tough and really ugly East Enders, all wearing a uniform of brown shirts, brown trousers and big boots—members of the East London Fascist Union. Branstone is the MP for Stepney and will happily talk to the investigators if they say they are trying to catch the anarchists or are interested in his political views. If he believes they are potential allies, he will invite them along to hear him address a meeting of the East London Fascist Union on November 3 in Stepney.

Although Branstone is not yet a member of the Fascist Union, he has already been impressed by what he has seen of their organization, commenting; "The people of Stepney are taking the initiative against communists, anarchists and other criminals."

There will not be an attack on Branstone's home, which is guarded at all times by a dozen brownshirts.

ARTHUR BRANSTONE, MP

Branstone is a charming and persuasive politician but is essentially a bigot. However he is fond of flattery and enjoys the company of beautiful women—ideally English women.

STR 10 CON 14 SIZ 15 INT 14 POW 15
DEX 10 APP 16 EDU 17 SAN 75 HP 15

Damage Bonus: +1D4.

Skills: Accounting 50%, Bargain 45%, Credit Rating 50%, Fast Talk 40%, Handgun 45%, History 25%, Law 38%, Persuade 85%, Psychology 25%.

OLIVER'S ARMY

The East London Fascist Union is popular in Stepney at this time with most people not of racial minorities. By talking to locals investigators can learn that Oliver Tant is the head of the fascists, but that Doctor Christopher Lewis, a respected local physician, also supports them. Through the Union of Fascists, Dr. Lewis has set up a clinic that treats local people free of charge and they consider him an excellent physician and as significant within the Union as Tant. However, one local mentions that he knew a Union member treated by Dr. Lewis who "hasn't been the same since".

The investigators can find out that Oliver Tant fought in the Great War and then spent several years unemployed. Tant has headed the East London Fascist Union since the early

1920s and is a fanatic. He will happily talk about his beliefs in racial superiority: that the British Empire needs strong men to prevent further decline and that England should be for the English. He will laud the Union's work, citing Dr. Lewis' clinic as an example. On the subject of Branstone, he respects him and hopes they can work together. Tant is always accompanied by at least two augmented brownshirts.

OLIVER TANT, age 31, Brownshirt Leader

Tant is a racist, sexist fanatic. He has a mind control implant but is controlled by Lewis less often than Troy controls Tyler, so he is still a vibrant if unpleasant man.

STR 15 CON 14 SIZ 15 INT 12 POW 14
DEX 13 APP 11 EDU 11 SAN 50 HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3+1D4

.22 Revolver 65%, damage 1D6

Rifle 45%, none owned

Skills: Conceal 40%, Cthulhu Mythos 3%, Hide 38%, Persuade 62%, Spot Hidden 52%.

THE FASCIST MEETING

The meeting takes place at a public hall in Stepney on November 3. The speeches are all very emotive and if any of the investigators are not white Anglo-Saxons, then they are likely to get into a fight in the street after the meeting ends.

Oliver Tant is the first speaker and talks about the need for greater law, and how the decline of British values since the war is due to the influx of foreigners. He claims: "Communism and Anarchy are spreading from Europe, and Jewish and American money is turning us into the lackeys of foreigners. Reclaim Britain for the British! Stick up for what we believe in! Fight for Law and Order."

Arthur Branstone will then speak in support, calling for Law and Order, and talking of his outrage at the recent attacks on his colleagues, "Everything must be done to ensure that we can all sleep securely in our beds." Mentioning the Weapons to Stop War project he proclaims, "Security at home can only be fully achieved when we have reclaimed our greatness in the eyes of the world!"

During the speeches allow investigators to make Idea rolls. Successes will point out a few fascists who are abnormally large and have dull eyes and scaly skin—just like the anarchists. A Biology roll diagnoses gigantism and distinctly reptilian features. If the investigators engage a fascist in friendly conversation he will reveal that those members recently underwent growth spurts after undergoing therapy with Dr. Lewis. However, if Tant or Lewis suspect that the investigators are nosing around too much, they could send 1D4 augmented fascists to escort them out of Stepney.

AVERAGE EAST LONDON FASCIST

STR 13 CON 13 SIZ 12 INT 8 POW 9
DEX 11 APP 10 EDU 8 SAN 45 HP 13

Damage Bonus: +1D4.

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

Grapple 35%, damage special

.22 revolver 35%, damage 1D6

Skills: Conceal 30%, Hide 30%, Spot Hidden 40%.

AUGMENTED FASCIST

These fascists have been mutated by Dr. Lewis' serum. They all have bombs in their heads.

STR 19 CON 14 SIZ 18 INT 7 POW 8
DEX 12 APP 6 EDU 8 SAN 30 HP 16

Damage Bonus: +1D6.

Weapons: Fist/Punch 70%, damage 1D3+1D6

.22 revolver 40%, damage 1D6

Headbutt 40%, damage 1D4+1D6

Skills: Spot Hidden 50%.

Dr. Lewis is planning to take Arthur Branstone on a tour of his clinic after the meeting. There he intends to Mesmerize him to tell anyone else present that Lewis and he have a great deal to discuss and do not wish to be disturbed for the next couple of hours. They will then lock themselves in the laboratory and Branstone will be implanted with a control device.

Tooting

Investigators searching for Matthew Tyler in Tooting, South London, will find no word of him. However, Kevin Smith is a well known figure around Tooting. If the investigators decide to look for him locals will suggest trying any of a half dozen pubs around the area. Any methodical search of the pubs will find Kevin eventually. He is slightly drunk and very bitter about what happened to the Tooting Revolutionary Party. For a couple of beers, he will happily tell the investigators everything he knows—which is mainly that after Matthew Tyler met, "that blond tart, Lillian Troy," the group changed. Kevin wanted peaceful revolution, believing violence would only turn public opinion against them. He has heard that fascists are mobilizing in the East End and is worried that it will lead to unnecessary bloodshed—the fascists and the revolutionaries have long been adversaries. Kevin's speech rapidly becomes a diatribe against "the system": "Don't people realize the danger inherent in capitalist imperialism? We are opening the doors to fascism and the even greater oppression that offers. Break free of your oppressors, brothers and sisters, you have nothing to lose but your chains..."

If the investigators make a successful Persuade roll or offer Kevin sufficient liquid bribes, he will reveal that the Tooting Revolutionary Party used to meet in a disused pram shop on Upper Tooting Road—it is possible that Matthew's group still meets there. If pressed to remember anything unusual, he will mention that Lillian's eyes sometimes seemed to glow—like cat's eyes in the dark. Kevin is unaware that the TRP is now the Tooting Sons of Terror and he has a firm alibi for the time of both attacks (he was drinking in a pub).

KEVIN SMITH, age 29, Washed-out Revolutionary

STR 14 CON 15 SIZ 15 INT 13 POW 16
DEX 13 APP 10 EDU 11 SAN 80 HP 15

Damage Bonus: +1D4.

Weapons: First/Punch 55%, damage 1D3+1D4
Rifle 30%, none owned

Skills: Conceal 40%, Hide 55%, Persuade 45%, Sneak 63%,
Spot Hidden 52%.

Sons of Terror HQ, Tooting

The shop was a breaker's scrap yard for prams; its frontage bears a faded sign that reads: "Polly's Perambulators—New and second hand. Repairs and renovations." The windows are thick with dust and piled so high with dilapidated prams that it is impossible to see into the gloom beyond. The front door is locked and a yellowed note hanging in the window says, "Closed until tomorrow."

If asked, neighbors will say they shop has not been open for years but people sometimes go in and out. If asked about the dates of the attacks one witness will recall seeing someone burning a fire on the roof recently, on one of those dates.

If investigators watch the shop at night there is a 25% that 1D6 Sons of Terror will turn up with a crate of beer to celebrate their recent successes. These will not include Tyler or Troy. Anyone found snooping by the revolutionaries will be beaten up unless they can Fast Talk their way out of the situation.

At other times the shop is abandoned and can be searched without problem.

FIRST FLOOR

SHOP AREA: Most of this room is full of broken prams, but there is also a dusty counter and a spiral staircase leading upwards. One door at the back leads to the yard, the other leads to a workroom. Neither is locked.

YARD: Choked with rusted prams.

WORKROOM: The only window opening onto the yard is in this room. It is shuttered and the door outside is padlocked. If a light is shone around, it can be seen that the room has been used quite recently. Pram-parts have been piled to one side. There are hob-nailed boot-prints on the dusty floor and the workbench is stacked with empty bottles, strips of cloth, and empty petrol cans.

SECOND FLOOR

There is one large room above the shop. It contains a desk, several mismatched chairs, and a bookshelf. A ladder and trapdoor lead up to the roof. The desk is empty and the bookshelf contains ancient files of accounts from the pram shop. An Accounting roll can work out that Mr. Polly has not made an entry in his ledgers for over five years. Not even the Tooting Sons of Terror know what happened to Mr. Polly; he just left his shop one day and never returned.

■ On one of the chairs are two newspapers, each with a picture cut out. One of the articles concerns Datler, the other Dawe. They are both inconsequential articles about minor community issues. Troy used them to give the Fire Vampire an image of its intended victims.

■ Shoved to the back of the desk is a black leather carrying case containing seven vials. Two are empty, while the other five contain samples of Dr. Lewis' genetic mutation serum. Set inside the case is a card which reads "Dr. Christopher Lewis"—it is an elegant calling card. The case is locked, but the lock is only STR 10, and can easily be forced.

■ A Spot Hidden roll will find, tucked behind one of the old ledgers, three new-looking maps. One of them shows Terrence Datler's home, a second shows Sir Reginald Dawe's home, and the third is of the Houses of Parliament.

ROOF

On the flat roof there is an oil drum, recently used for a fire, to one side of the remnants of a chalk-drawn circle that Troy used to summoned the Fire Vampire.

An alleyway runs around to a yard at the back of the shop. It is clearly visible from the roof. If the investigators arrive for the first time during the day they will see Tyler and Troy, carrying a black case, step out of the alley into the busy Upper Tooting Road. Tyler will be immediately recognized by anyone who glanced at the 1926 TRP picture. They walk to the bus stop before kissing and part when her bus arrives heading north to Clapham Common. A Luck roll and a Spot Hidden roll will briefly notice in Troy's shadow the huge forked tongue that she slips into Tyler's mouth as they embrace. SAN Loss: 0/1.

Tyler walks to his lodgings only a few minutes away. Investigators can try to interrogate him if they wish, but he will not be very forthcoming, and there is little the investigators can do since they have no evidence of wrongdoing on Tyler's part. Tyler knows that Troy has been instructing him to firebomb MPs who support the Weapons to End War program, but that she has explicitly forbid harming Arthur Branstone. He also knows that she has been providing a few of his men with "strength" drugs.

Troy catches the Underground from Clapham to Stepney Green where, if she thinks she is not being followed, she goes into the nearest gentlemen's public toilet, changes her form to Dr. Lewis and emerges a few minutes later carrying the same black case. The case only contains Troy's clothes. The public toilet is otherwise empty.

Snake in the Grass

Though the investigators may not realize it, a deadline is closing in on them. On November 5 Dr. Lewis plans to explode a bomb in the House of Parliament. Only by exposing the fake doctor can the investigators stop events before they progress too far.

Dr Lewis' Residence

Through a number of different means investigators could arrive at Dr. Lewis home. They might realize he is working

with both extremist groups, they could connect the fact that both groups are using odd "growth" drugs which seem to originate with Dr. Lewis, or they could have inadvertently stumbled across Troy turning into Lewis. Any investigators who start considering Dr. Lewis a suspect should make Idea rolls. On success they realize that the Stepney salamander incident occurred just a block away from Dr. Lewis' house.

Investigating Dr. Lewis' house will be a tricky affair. There are typically 1D10 locals and 1D4 brownshirts somewhere near the house during the day. The locals are in the waiting room and the brownshirts are scattered. Dr. Lewis has a 25% chance of being around the house during the day, and a 75% chance of being around the house at night.

FIRST FLOOR

WAITING ROOM: During the day this waiting room is staffed by an ordinary brownshirt and there are 1D10 locals with common maladies waiting to see the doctor. The door from the waiting room to the surgery is locked at night or if Dr. Lewis doesn't want to be disturbed.

SURGERY: This room contains a desk, locked cabinets containing medical instruments and a variety of medicines. Behind a screen is an examination couch. Lewis does not usually keep anything incriminating in here. Other doors lead to the kitchen and stairs down to the basement, both are STR 16 and locked.

KITCHEN: This room has normal kitchen furniture. Stairs from the kitchen lead up to the bedroom.

SECOND FLOOR

BEDROOM: The bedroom has normal furniture and a bookshelf holding medical and scientific books, many concerning eugenics. A Spot Hidden roll while searching the bedroom will find a locked briefcase containing a set of women's clothes. If the investigators have seen Lillian Troy, they will recognize these as hers.

BASEMENT

LABORATORY: Stairs lead down to the basement laboratory. There is a locked STR 20 door at the bottom of the stairs. The windowless room is guarded by two giant fire salamanders, the results of one of the doctor's more successful experiments.

The room also contains: an operating table; a trolley holding operating equipment; a refrigerator containing batches of Dr. Lewis' serum; shelves of bottles, jars, scientific apparatus and books on advanced medicine; a writing desk; and cages and tanks containing experimental reptiles.

A locked cabinet contains a couple of small bombs, ready to be implanted, one pre-programmed control device—unless it has already been implanted in Branstone—and one large bomb containing enough explosives to damage but not destroy the Houses of Parliament.

Dr. Lewis' crippled brother is lying on a mattress in a steel-framed cot. The degenerate serpent man is unable to walk and can only pull himself along the ground at a slow pace. He cannot talk, but can utter piercing, animal-like screams. He is incapable of attacking anyone effectively, but looks utterly horrific. Should the investigators kill him



Dr. Lewis,

Your services in the name of the Beast have been noted. Here are the devices we discussed. I have complete faith in your abilities to conduct the necessary surgery for implantation.

Hail Yog-Sothoth,

H.

Beast Papers #12

and later realize that they have murdered a completely harmless cripple they should lose 1/1D4 SAN.

GIANT FIRE SALAMANDERS (identical)

The salamanders are yellow and black lizards, mutated and grown to giant proportions after being treated with Dr. Lewis' serum. He uses the creatures as guard beasts in his laboratory. Contrary to myth fire salamanders have no fire-starting capabilities.

STR 10 CON 14 SIZ 8 POW 7

DEX 12 HP 11

Weapons: Bite 75%, damage 1D6+POT 11 poison causing nausea and fever.

Armor: 3-point hide.

Sanity Loss: 0/1 to see an unnaturally large lizard.

DEGENERATE SERPENT MAN, age 37, Lewis' deformed brother

STR 3 CON 5 SIZ 5 INT 4 POW 7

DEX 5 APP 0 EDU 0 HP 5 SAN 0

Damage Bonus: -1D6

Weapons: Bite 35%, Damage 1D8-1D6+POT 5 poison

Skill: Cry in pain 70%, Terrified, ear-piercing scream 40%.

Sanity Loss: 1/1D6 to see; utterly repulsive.

The writing desk contains three items of interest. First are the plans of the Houses of Parliament. Hand-written on these are a date—November 5—and many complex trigonometric calculations. An Idea roll on analyzing the calculations can make no sense of the mathematics employed, but will show that they point to co-ordinates within the cellars of the building. A successful Cthulhu Mythos roll will suggest that these are equations for triangulating the location of a Gate spell.

Second, there is a notebook written by Dr. Lewis in Latin which documents his laboratory reports on his experimental serum, plus notes and calculations for the Gate spell. 1 week to read. SAN Loss: 1D3/1D8, +7% Cthulhu Mythos, +10% Chemistry, x3 spell multiplier.

Lastly, there is a note (*Beast Papers #12*). There is no address of origin on the note, so it cannot be followed at this stage, but could underline the importance of the letters discovered in Chapter V and help convince the investigators of the importance of making the trip to Romania at that stage.

The Conference

The Weapons to End War conference is to be held in Whitehall, not the Houses of Parliament. Investigators can only get in if they have excellent contacts within the British Government or military or have become very friendly with

Branstone. The talks will cover various possible weapons that are in development or which are theoretically possible, plus some state of the art existing weapons. Numerous scientists are in attendance hopeful of government funding. Talks include amazing plans to split the atom and use the energy generated to power a devastating weapon, the uses of poison gas, death rays, and drugs to improve the performance of soldiers.

Lewis intends to have Branstone mind controlled by November 5th. He will not direct The Tooting Sons of Terror against the conference, but wants Branstone to be there, out of the way, while he attempts to blow up Parliament—on the anniversary of Guy Fawke's Gunpowder Plot.

Lewis/Troy plans to send Sons of Terror on a bombing spree around London to create mayhem while he gates Matthew Tyler (using Tyler's own POW to create the gate) into the Houses of Parliament with a large bomb, activates a short timer, and gates out. Lewis intends many MPs to die in the attack, and for Branstone to capitalize on the public outrage following the attack, as well as the sudden power vacuum, allowing him to gain status.

If Tyler is dead Oliver Tant will play this part instead.

Solutions

All round, the best way to resolve the situation is to kill Dr. Lewis. Providing proof to the authorities that Dr. Lewis was masterminding the attacks and controlling both the Sons of Terror and the Fascists will give the police and Home Office enough evidence to arrest everyone concerned. Lewis will try to escape, which is quite easy for him considering his abilities, but he will not wish to abandon his research and more importantly, his brother. Keepers can decide whether Lewis/Troy wishes to extract vengeance on the investigators at a later date.

Branstone may be forced to resign if the investigators can discredit him. Two ways to do this are providing *The Scoop* with evidence of the kind of saucy scandal Mahoney would pay good money for, or fabricating evidence that links him to the terrorist attacks. This will hinder Lewis' plan.

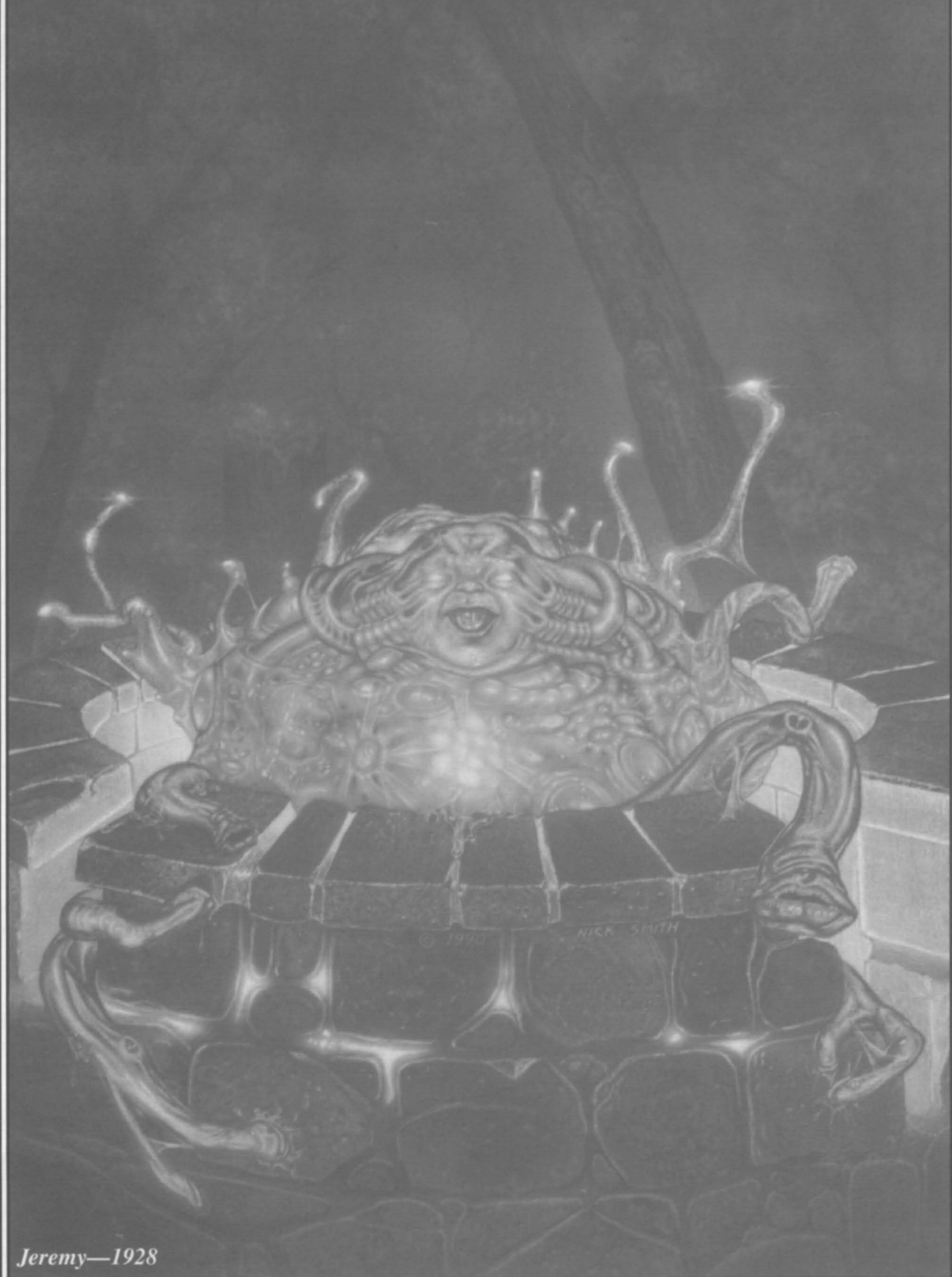
The investigators could get evidence that the leaders of the two groups are in cahoots and use this as a bargaining tool with the members. The Tooting Sons of Terror will certainly not want to learn that they are being used as tools by Troy and will immediately mobilize to attack the fascists. There will be a violent riot and many members of both sides will die. However, if Tyler or Tant survives Troy may bring his planned attack on Parliament into operation early.

Once Lewis is thwarted, the investigators have hints of a larger conspiracy at work but no concrete leads to pursue and should return to America for a break.

Rewards

For thwarting Lewis' plans for attacking Parliament the investigators should get 1D8 SAN. For saving the life of Reginald Dawe and/or other victims of the fire they should get an extra 1D4 SAN. ■

PART TWO: DREAMS OF NOPHRU-KA



Jeremy—1928

Boston, Massachusetts

V: THE THING IN THE WELL

An unusual dream by Paul LeMond sends the investigators to Boston to look into the city's recent child murders.

A horror lurks in Boston. It kills solely out of hunger, and is the least result of the blasphemous communications with things from beyond that the Brotherhood of Beast engages in. Here the hints begin to accrue of a greater evil and Paul LeMond's dreams gain new import.

Investigators' Information

Mrs. LeMond sends the investigators a recent recording of Paul's latest dream sessions. Although most of the tape is filled with incoherent mumblings, portions are understandable. Aside from the usual dreams about the great beast, he also says, "The children will die ... the children will die ... it's the trail of the beast ... Boston." (see *Beast Papers* #13). Any investigators linked to Paul will faintly recall of dream centering on the mutilated bodies of three children. A scarcely seen beast loomed over all.

Investigators heading at once to Boston will find themselves at loose ends. No advance evidence exists of the atrocities to come. One week later, true to Paul's predictions, three young children are horribly murdered on the streets of Boston. All were from the slums and on the streets late at night when the atrocities occurred. The murders were committed separately, one every other day over the span of a week. Police have urged parents to keep their children in at night as they continue their investigation.

Keeper's Information

The murders are being committed by a horrible child-thing that lives in a stone-choked well on the grounds of a mansion once occupied by a physician, Ambrose Cornwallis.

No firm date is set for this adventure or the other adventures in Part II. It is suggested that this adventure be run sometime early in 1929. It should run in quick sequence with the next three adventures—including trips to Romania, Egypt, and Celaeno—before hitting a dead end at the end of Part II. Part III of *Day of the Beast* is intended to start in late July of 1929.

Beast Papers #13

Transcript of Paul LeMond's Dream--
Early 1929

"The children will die... the children will die... it's the trail of the beast... Boston."

HISTORY

Dr. Cornwallis was a member of the Brotherhood of the Beast. It was he who first discovered the birth of Edward Chandler and alerted Baron Hauptmann in Transylvania. Dr. Cornwallis also brought young Edward to live with him for a short time before delivering him to Hauptmann.

When Hauptmann came to America, he brought a gift for the doctor: a pair of spectacles fitted with odd prismatic lenses that allowed the wearer to view other dimensions. One night, while Dr. Cornwallis was out, Mrs. Cornwallis curiously donned the spectacles. Dr. Cornwallis returned later that evening to find his wife huddled in a corner, half mad with fright. Later he discovered that she had been impregnated by a Thing from the other side.

After giving birth to the child eleven months later, Mrs. Cornwallis went completely insane and was locked away in an upstairs bedroom while the doctor and his sister, Sarah, tried to rear the child-thing in a tub in the basement. One night Mrs. Cornwallis managed to escape her prison and, before anyone in the house had noticed, slipped down to the basement. She carried the child upstairs, went outside, threw him down the unused well, and began hurling large flagstones down upon him. Dr. Cornwallis discovered his wife as she piled the last of the rocks in. Finally cornering his wife in the kitchen, Dr. Cornwallis was fatally stabbed with a butcher knife. Sarah Cornwallis, alerted by the shouts in the house, shot Mrs. Cornwallis with the doctor's pistol and placed it in the dead man's hand before calling the police.

Sarah was hospitalized for nerves, and in the two weeks that she was gone, several child murders took place. When the somewhat unbalanced Sarah returned home to the empty mansion, she discovered that "Jeremy", the child-thing, was still alive and residing in the bottom of the well, where he enjoyed the cool damp. Sarah began leaving raw chickens on the edge of the well at night and has continued this practice through the years. As long as Jeremy is kept fed, he presents no problem to anyone.

Sarah has grown increasingly senile as of late and has missed several feedings. This accounts for Jeremy's late-night prowlings.

Initial Investigations

Upon arriving in Boston investigators will need to determine the source of the child-murders. They have three primary paths they may use to begin the investigation: the Boston police, the *Boston Globe*, and old newspaper archives. Any investigations begun before the actual murders will prove largely fruitless.

BOSTON POLICE STATION

The officer in charge of the investigation is Detective Jason Earlbright. Investigators will be able to interview him, but it will require a successful Fast Talk, Law, or Persuade roll to get him to reveal any information not already released to the public. If persuaded to speak openly about the case, the detective will reveal that the bodies were found in a terrible condition that is yet to be explained. The bodies contained evidence of numerous wounds apparently caused by some sort of sucking action. They were coated with mucus which dried quickly in the morning sunlight.

The detective has made no connection between the murders and Cornwallis mansion, but if the latter is mentioned by the investigators, Earlbright will say that all the murders have taken place within a mile of the old estate.

THE OFFICES OF THE BOSTON GLOBE

The reporter covering the story, Larry Holmes, can be approached, but it will require a successful Fast Talk or Persuade roll to get him to tell what he knows. The only information he has, aside from what has appeared in his stories, is that the bodies, when first discovered, were covered with sticky mucus. He can also tell the investigators that the person who discovered the second victim claimed that this slime led off in a trail through the streets and alleys to the foot of the high stone wall surrounding the Cornwallis mansion. Police chose to disregard this testimony.

NEWSPAPER ARCHIVES

Investigators may choose to look through old newspaper archives in the hope of finding similar murders in the past. A successful Library Use roll will turn up a copy of the *Boston Globe* dated late September 1891 (see *Beast Papers* #14).

Once the investigators become aware of the Cornwallis name, they may discover the following information in the newspaper files. Each item below requires a separate Library Use roll.

- An obituary dated July 4, 1891. The deceased was an infant boy named Jeremy Cornwallis, still-born to Dr. and Mrs. Ambrose Cornwallis. The obituary states that the body was to be interred in the Cornwallis family crypt in All Heart's Cemetery in Boston.
- An article on the double murder at the Cornwallis mansion, dated September 15, 1891. Details are sketchy, but the story speculates that the still-birth of their first child some months earlier may have led to the tragedy. The article says that the couple was to be interred in the family crypt at All Heart's Cemetery. Dr. Cornwallis was survived by his sister, Sarah.
- An article dated November 16, 1891. It states that a grave-robber was arrested by police at All Heart's Cemetery while attempting to break the Cornwallis family crypt. Police speculated that robbery was the motive despite the claims of the culprit. He stated that he believed the recently deceased Dr. Ambrose Cornwallis to be a warlock, and had intended to turn his body face-down.

SEPTEMBER 30, 1891.

A Fiend at Work.

Third Brutal Child Murder.

BOSTON, September 30, 1891.

There is a fiend at work in our quiet city of Boston. For the third time in just two weeks a monster has struck at our most vulnerable spot, our children. The victim, a young boy, was out on the streets after dark yesterday evening. His body was found this morning, dead and mutilated. Parents are advised strongly to keep their children in at night.

It has been reported that all three murders occurred within a mile of the Cornwallis Mansion, site of a terrible double murder earlier this month, involving Dr. Cornwallis and his wife, Emily, but police do not believe the crimes are connected in any way.

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Beast Papers #14

ALL HEART'S CEMETERY

After learning of the 1891 occurrences in the Cornwallis mansion the investigators may decide to investigate All Heart's Cemetery, where the doctor, his wife, and their son are said to be interred. Written around the door frame of the Cornwallis family crypt, in Latin, is the following motto: "To son, to father, to son, to father, to son, etc." Anyone with Latin at 10% or more can read it.

If the investigators enter the mausoleum, they will find the walls lined with twenty coffins, each bearing a member of the Cornwallis family. If the coffin marked "Dr. Ambrose Cornwallis" is pulled out and opened, they will find the body of the doctor face-down. If Jeremy's coffin is opened, it will be found to be filled with rocks.

The Mansion

The crumbling Cornwallis estate has been reduced over the decades to a small yard surrounded by an eight-foot high stone wall. The only entrance to the grounds is through the old wood carriage gates found at the end of a narrow street that winds uphill through the slums that now comprise the neighborhood.

As the gates to the mansion are approached, they will creak slowly open, and a young boy of about 13 with red hair and freckles will emerge. If questioned, he will introduce himself as Ted Ryder, who works as a delivery boy for the grocer down the street. If queried further, he will grow suspicious, and it will require a Fast Talk or Persuade roll to get him to reveal anything else. If the group does gain his confidence, he will tell them that he makes a weekly deliv-

ery to Miss Cornwallis that consists of bread, milk, and other staples, along with a standard order for seven stewing chickens. If the matter of the chickens is pursued, Ted will remember that the last delivery boy told him that he had made the same weekly delivery for years. If asked about Miss Cornwallis, he will tell the investigators that she seems a bit daffy, but is real nice and always tips him well.

Once inside the gates the party will see a decaying house surrounded by a weed-choked yard. The mansion is dominated by a three-story tower located at one end of the structure, and its diamond-shaped windows look out over the city. Traces of the drive that served the home can be seen to circle the disused well in the center of the yard and then to extend to the old carriage house, long collapsed, at the far corner of the property.

If the investigators look around the property, they will find that the well has been plugged with large stones, probably done years ago to avoid accidents. A successful Spot Hidden roll while examining the well will turn up a broken chicken bone lodged beneath one of the rocks. If the investigators explore the site of the carriage house, it will be apparent that the building fell down many years ago. If they move some of the debris, they will find a wood trap door

Beast Papers #15

Dear Dr. Cornwallis,

Congratulations on your discovery. All you have told me indicates that this child is the One. Praise Shub-Niggurath! The prophecy will be fulfilled!

I am enclosing copies of the lineage you requested. This should verify beyond a doubt that the boy is the One. He bears the mark, and the stars are right.

Hail Yog-Sothoth,

Hauptmann

Dear Dr. Cornwallis,

Everything is moving according to plan. I should be arriving in America May 27th to take charge of young Master Edward. I hope you have properly prepared the boy for the journey. We must not waste our chances this time. The stars do not promise another birth for over a century and the Brotherhood grows impatient!

I have been in contact with the parents and they understand our interest and purpose. I expect no interference from that quarter. He is the typical, short-sighted "man of business" and his company is already benefiting from his decision. They will be quite content, I think.

I will bring with me a present: a gift from the Brotherhood for your invaluable services. It is a pair of spectacles that I have constructed. I will instruct you in their proper use when I arrive.

Hail Yog-Sothoth,

Baron Hauptmann

concealing a narrow flight of stone stairs leading down. At the foot of the stairs is a 10'x10' room filled with glass and ceramic jars on wood shelves. The containers are filled with dried plants and unrecognizable lumps of matter. This room obviously has remained unused for years and may seem quite mysterious unless an investigator makes a successful Natural History roll, which will reveal that the plants in the jars are merely standard herbs and spices, and that this room was probably a pantry.

While making an initial search through the yard the investigators should not run into anything that would reveal Jeremy's existence. It is day and Jeremy is sleeping.

Cornwallis Mansion Interior

The investigators will be greeted at the front door by old Sarah Cornwallis, who will invite them in and clear a spot for her visitors to sit. She is unused to company and may appear somewhat nervous as she goes about preparing tea for her unexpected guests.

As the investigators wait for their hostess to return, they will see that the entire first floor of the mansion seems to be dusty and dirty. Piles of rags and boxes of old magazines litter the floor and tables. The only exceptions are the kitchen and dining room, both of which are heaped with dirty dishes.

When Sarah returns from the kitchen, the group will find her to be very friendly and willing to discuss many topics. If asked about her brother, the doctor, she will remember him with pride, telling the investigators that he was quite a respected man in and around Boston. If the investigators attempt to talk of the murder-suicide, Sarah will grow quiet and decline comment.

An investigator making a Psychology roll while talking with Sarah will become aware of the woman's mental imbalance. Sarah has been unstable ever since the death of her brother, and it will not require much to push her over the brink. The trigger word for Sarah is "Jeremy." If an investigator should mention the name to her, her eyes will grow as large as saucers and, as the last vestiges of sanity leave her, she will babble incoherently about feeding the "poor little baby." From this point on, Sarah will be permanently insane and will require hospitalization for her own protection.

SARAH CORNWALLIS, age 63, Unstable Babysitter

Sarah is the spinster sister of Dr. Ambrose Cornwallis and has lived in the mansion ever since she came to help her brother care for his insane wife. She has lived in virtual seclusion ever since her brother's death and is nearly insane herself. In her delusions she has almost forgotten what Jeremy really is; she has cared for him all these years by leaving raw chickens on the lip of the well for him to feed on. She is rapidly growing senile, and more and more often forgets to feed the thing that lives in the well, causing Jeremy, in his loneliness and hunger, to roam the streets at night. Sarah is very guarded about the truth of what happened the night of the murders because she still fears that she will be arrested for her part in it. Then there would be no one to feed poor little Jeremy.

STR 5	CON 7	SIZ 6	INT 8	POW 9
DEX 6	APP 12	EDU 12	SAN 3	HP 7



GOING OUT FOR DINNER

FIRST FLOOR & BASEMENT

If and when the investigators search the first floor, they will notice nothing of interest with the exception of an extremely bad odor that seems to emanate from the kitchen. In the kitchen the investigators will find Sarah's latest bag of groceries, which she has forgotten to put away, and, underneath the table, last week's bag of groceries, containing several now-rotting chicken carcasses. Also in this room is a small pantry with a narrow door that opens on the basement stairs. The basement is filled with boxes and barrels of junk of no use to the investigators. At the far end is a locked door with STR 18. Behind the door is a small room containing nothing but a large porcelain tub lined with brown, crusty deposits. A successful Natural History roll will show these to be dried algae, and that the tub was probably filled with water at one time.

SECOND FLOOR

The second floor of the mansion is as messy as the rest of the house with the exception of Sarah's room, which is a little bit neater and decorated with photographs of movie stars that Sarah has clipped and pasted to the walls.

The room where Dr. Cornwallis kept his mad wife locked up is conspicuously empty, and if the investigators take a look around they will find a small metal pan with the very old remains of dried food. Portions of the wallpaper are torn down; if an investigator makes an Idea roll, he will be able to tell that the wallpaper was literally clawed off the plaster. The room has not been entered since the tragic double murder.

The master bedroom and the guest room are both furnished nicely, but are coated with dust and filled with the ubiquitous boxes of junk.

At the end of the hallway is a locked door. The key has been lost for years, but the door is fairly light, only STR 7. If the investigators knock this door down, they will see a narrow stairway, coated with dust, leading up to the tower that served as Cornwallis' laboratory. This area was never entered by anyone but the doctor, and has been locked since his death.

THIRD FLOOR

At the top of the stairs, the investigators will see a strange laboratory filled with stranger apparatus. The room is lit by diamond-shaped, stained-glass windows, and a stuffed alligator hangs from the ceiling by wires. A successful Occult roll will tell the investigators that they are standing in an alchemical laboratory.

On the desk is a journal written in Latin, and a small box containing two letters and a pair of spectacles with odd prismatic lenses.

If successful Latin rolls are made while studying the journal, a number of clues will be found.

1. Dr. Cornwallis was a member of a secret "Brotherhood" that dates back to ancient times.
2. This Brotherhood awaits the birth of one referred to only as "the Child."
3. This Brotherhood is headed by a Baron Hauptmann, who resides somewhere in Transylvania.

Hauptmann's Spectacles

These strange glasses were a gift to Dr. Cornwallis from the Baron and the Brotherhood, a reward for locating "the Child." It was these spectacles that Mrs. Cornwallis tried on out of curiosity.

The lenses are odd prisms. When worn, the spectacles reveal a strange world of shifting forms in dark blues and purples, containing impossible angles and bizarre perspectives. The view is so unsettling that an investigator missing his SAN roll loses 1D6 Sanity points. Additionally, anyone donning the glasses adds 1% to his Cthulhu Mythos knowledge.

When the investigators enter Castle Hauptmann they may find the room the Baron used to construct these spectacles. At the keeper's discretion, investigator may determine how to make duplicates.

DIMENSIONAL BEING

While viewing the dark landscape revealed through the spectacles, a sudden burst of rose-colored lightning will illuminate a ghastly, spidery form scuttling between spiky crystals toward the viewer. This thing is approximately seven feet tall and lean to the point of emaciation. Its dark face is mask-like and it moves with the aid of long arms, slipping up and down the crystals with ease.

This being will immediately attack the viewer if he is incapable of removing the spectacles, or is not wise enough to do so. The viewer will be unable to attack the monster physically with either hands or weapons. Magic may work, or the viewer may attempt to Dodge the attacks, but only one Dodge attempt per round will be allowed. If the viewer's DEX is lower than that of the creature, the monster can attack once before the viewer can snatch off the spectacles. Removing the spectacles will break contact with this other dimension.

DIMENSIONAL BEING, Creature from Beyond

STR 18 CON 16 SIZ 19 INT 7 POW 10
DEX 16 Move 10 HP 18

Damage Bonus: +1D6.

Weapons: Claw* 65%, damage 1D8+1D6

* twice per round

Sanity Loss: 1/1D8.

Those witnessing the attack will see the victim's clothing suddenly torn to pieces, great gashes appear in his flesh, and, at the worst, entrails spilling out upon the floor, causing Sanity Losses of 0/1D6.

This is not the same being that Mrs. Cornwallis encountered. Every time the spectacles are donned hereafter, the wearer gains 1% Cthulhu Mythos and has a 40% chance of encountering some horrible entity—its exact nature being up to the Keeper.

4. Dr. Cornwallis discovered the birth of "the Child" in 1880 and immediately notified Hauptmann.
5. In 1890, "young Master Edward" came to live with Cornwallis for several months before Hauptmann arrived in America. When Hauptmann returned to Europe, he took "young Master Edward" with him, and left a special gift for Cornwallis—a pair of spectacles said to be magical.
6. An entry dated October 23, 1890, tells of a mysterious accident involving Cornwallis' wife and the spectacles.
7. Cornwallis tells of the birth of Jeremy on July 3, 1891, though does not describe him, and of his attempts to keep him alive in a tub in the basement.

The letters are written in German. If the investigators are able to read them, they receive the handout *Beast Papers #15*. These letters are in their envelopes and are postmarked Klausenburg, Romania.

Jeremy

Although it is easy enough to track the murders to the Cornwallis mansion finding the exact culprit is much more difficult. Little points to the true culprit. Furthermore, during the day nothing will seem amiss. However, if the investigators spy on the Cornwallis mansion at night they will soon see some disturbing sights.

- If Sarah Cornwell is still at the Cornwallis mansion every night there is a 25% chance that she will remember to bring a chicken out to Jeremy, leaving it by the side of the well.
- Jeremy will come out to eat his chicken within 1D100 minutes provided that he doesn't sense anyone within twenty feet or so of the well.
- If Sarah forgets to feed Jeremy for three days or more running then he will sneak out of the well to find food of his own, provided once more that he doesn't sense anyone within twenty feet of the well.

Even if the investigators determine that the monstrous Jeremy is hiding in the well they will find it tricky to destroy him. If this wish to excavate the well it is a full day's work of back-breaking labor for three or more robust men. If the investigators are fewer in number or are less athletic it may take two days or more. Jeremy will attack when he senses the investigators are drawing near—ideally when only one of the investigators is down in the well, handing rocks up.

Alternatively the investigators could wait for Jeremy to reappear. He is, however, reluctant to leave the well if he thinks anyone is going to hurt him. Despite his constant hunger, Jeremy can live a long time without food. He will

stay at the bottom of the well until he is sure that it is safe to come up if he senses anyone near.

JEREMY CORNWALLIS, age 37, Half-breed Child-thing

Jeremy is the half-breed offspring of Mrs. Ambrose Cornwallis and a horror from another dimension. Mrs. Cornwallis discovered the monster (and it discovered her) when she donned the spectacles given to her husband by Hauptmann.

Eleven months after the encounter she gave birth to Jeremy Cornwallis, the sight of which drove her mad. Dr. Cornwallis tried to raise Jeremy in a tub in the basement, but Mrs. Cornwallis attempted to kill the child-thing by throwing him in a well in the front yard and filling the well with stones. Jeremy survived and since the doctor's death has lived in the bottom of the damp well.

Jeremy is a white, glistening blob about four feet in diameter. Moving in amoeba-like fashion, Jeremy constantly hurls out small pseudopods that end in toothless human mouths, complete with lips. With these, little Jeremy tries to suck and feed. A child's head that cries and whimpers pitifully crowns the mass. Jeremy prefers dark, moist places and never comes out in the daylight.

Jeremy is not hostile to humans or any others, but his means of satiating his hunger can cause great damage in the form of sucking bites. Jeremy will be dismayed by any physical attacks and will immediately retreat to his well, oozing down between the rocks to hide on the bottom. Jeremy leaves a glistening trail of mucus that quickly evaporates in the air.

STR 11 CON 12 SIZ 16 INT 6 POW 10
DEX 8 Move 6 HP 14

Damage Bonus: +1D4.

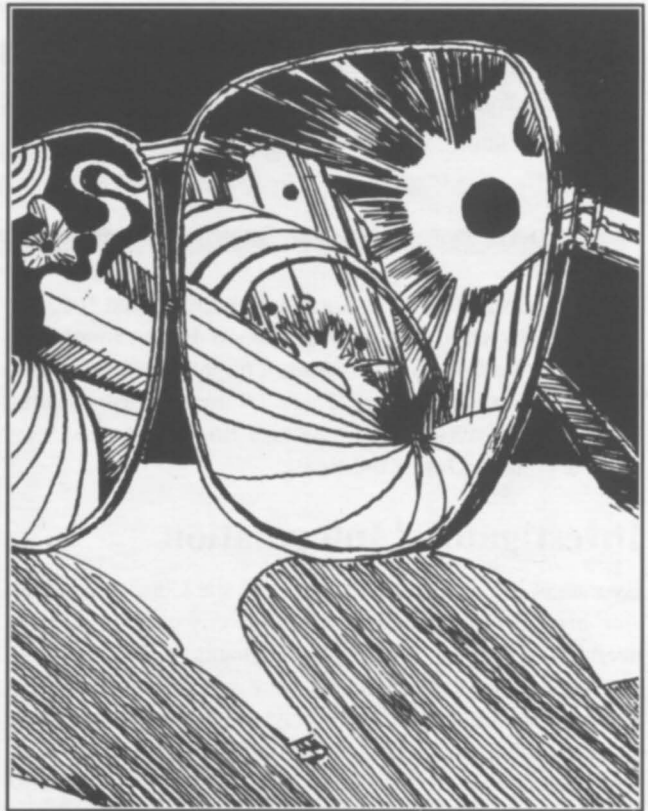
Weapons: Pseudopod Suckers* 30%, damage 1D4

* 1D6 per round.

Armor: Firearms cause minimum damage to Jeremy's blobby texture. He cannot be impaled.

Sanity Loss: 1D3/2D6 to see the awful sight of Jeremy.

If the investigators manage to kill Jeremy and thus end the murders in Boston they should be awarded 1D6 Sanity,



WINDOWS ON ANOTHER WORLD

minus 1 for each murder which occurred in Boston after they arrived.

The most important thing that the investigators should have discovered in this chapter is the existence of a strange Brotherhood with its headquarters in Romania. If the investigators missed this clue, the Keeper may be forced to provide it by different means. For example Detective Earlbright would be happy to show the investigators the notebook and letter, asking what they make of it, if they manage to solve the murders. ■

NWI



VI: CASTLE DARK

*Cryptic letters in German lead the investigators to Romania
in search of the mysterious Baron Hauptmann.*

In Romania there dwells a man who has lived for millennia. His name is Baron Hauptmann. He is a founder of the Brotherhood of the Beast, a mighty sorcerer, and a manipulator of dark forces. There are great dangers within his castle but investigators may also find secrets that may halt the coming Day of the Beast.

Investigators' Information

By means of the letters and diaries in the Cornwallis mansion investigators should be led to the city of Klausenburg, deep in the heart of Transylvania, Romania. If the investigators do not leave immediately they will be contacted by Robert Carrington, just a few days after their return from Boston. After the events in London, Robert's belief in Paul's dreams has grown immensely, and he is anxious to know how the investigators fared in Boston. He will insist on hearing the whole story. When the investigators mention their lead to Klausenburg, Robert will wholeheartedly suggest they follow it up, offering to pay for transportation if the investigators can not. Robert regrets that he is currently too busy to join them, but will say, "If there's anything you need in Romania, be sure to wire me."

Either through research that was conducted before leaving America, or by simply asking around in Klausenburg, the investigators will discover the existence of a Castle Hauptmann, which is located high in the mountains, near the city of Klausenburg. The crumbling edifice is perched on the northeast face of Montelui Mare, some 6,000 feet above sea level, overlooking a pass. Guarding the tiny village of Drovosna, the castle is still occupied by a descendant of the original Baron Hauptmann, who built the castle back in the 13th century.

Keeper's Information

The above is true in all details except one: the man named Hauptmann now dwelling in the castle is the same man that constructed it nearly 700 years ago. For centuries he has lived in the castle, directing the secret activities of the Brotherhood and maintaining complex genealogical records necessary to keep track of the sacred blood line.

Hauptmann and the Brotherhood feel that the prophecy of Nophru-Ka (see *Beast Papers #17*) is soon to be fulfilled and are now preparing to vacate the castle in preparation for the final phase of the master plan.

The atmosphere and mood of this chapter is meant to resemble an old Bela Lugosi movie. The present-day name of Klausenburg is Cluj.

HISTORY

Castle Hauptmann has stood since the middle of the 13th century, when the area was cleared by the original Baron. He commissioned the castle to be built upon a certain tract of land that was supposed to be the site of ancient, unholy rites. The Hauptmann family has dwelt in the castle, ruling the nearby village of Drovosna and surrounding lands, continually since that time.

Unknown to anyone this succession of barons has all been one and the same man, the original Hauptmann who first came to the area in 1242. He has sustained his long life by means of a spell that allows him to transfer his mind and spirit to a new body when the one he is in begins to age. Hauptmann is a scholar who, besides grinding the strange lenses of Dr. Cornwallis, has traveled around the world and further in his search for arcane knowledge. With the aid of a star vampire, he has journeyed many times to the great library on Celaeno. Hauptmann rewards the monster by allowing it to feed among the villagers, giving rise to vampire stories.

Only once in the history of the castle has the Baron been defeated, by a fervent priest who turned to the black arts himself in an effort to destroy the Baron. Hauptmann fled the castle, but returned decades later, claiming to be an innocent descendant of the evil baron.

Beginning Play

Despite the fact that World War I and the Russian Revolution have been fought near this area recently, the castle and its environs seem remarkably untouched by the worries of the modern world. The predominant language of the country is Romanian, with heavy pockets of Germans in the north and south. The central plateau area is inhabited by Magyars.

ROMANIAN RESEARCH

If the investigators take the time to research the area before leaving America, they can find the location of Castle Hauptmann along with the following information. These clues can all be located in the history section of the public library, and a successful Library Use roll is required for each one.

- In 1242 the first Baron Hauptmann built the castle after driving off the Mongols in the area. It was later discovered that this Hauptmann was a descendant of a Hauptmann expelled from the Knights of the Teutonic Order for heresy.

- In 1348 Louis the Great of Hungary sent a patrol to investigate irregularities in the barony. The patrol was lost and thought to have been the victim of bandits.
- In 1389 Castle Hauptmann was besieged by a Turkish army. On the fourth morning of the siege, the commander of the army and his scribe were found mutilated and drained of blood. The army abandoned the siege, broke camp, and went on to conquer Wallachia.
- In 1628 the villagers, led by a monk, stormed the castle. The baron was evidently killed, and the building stood unoccupied until 1792, when the area was reconquered from the Turks by Austria. A descendant of the earlier baron then returned to claim the family's lands and title.

Drovosna

Located high on the slopes of Montelui Mare, thirty-five miles from Klausenburg, this dreary little village stands beneath the shadow of the decaying Castle Hauptmann. The mountain pass is little used these days, and the road leading from Klausenburg is rude and primitive. It is impassable to automobiles, and the investigators will find that it is necessary to hire a carriage.

Besides the humble dwellings of the local peasants, the investigators will also find in the village a small inn and stable along with an old stone church and an ill-kept church-

yard. The villagers are very superstitious and if asked about the Baron will back away quickly, making the sign of the cross and glancing fearfully at the castle.

The Village Inn

The innkeeper's name is Drobne, and he will graciously welcome visitors. He speaks Romanian at 60%, German at 45%, and English at 20%. His poor English may cause an occasional problem in communication, perhaps leading to misunderstandings or misleading information. Drobne is willing to speak on any subject but the castle or the Baron, crossing himself as he declines comment on those topics.

Drobne will mention that there is another guest at the inn this summer: a young Hungarian student, who is making a historical study of the area. His name is John Kopeche, and he spends most of the daylight hours roaming the hills, returning to the inn for dinner when the sun begins to set. Drobne will warn the investigators to keep a close eye on their belongings: There is a wagon-load of gypsies camped just outside the village near the woods.

"JOHN KOPECHE", age 32, Undercover Soviet Agent

This man's real name is Sergei Rosalovich, and he is an agent on a mission for the Soviet government. While posing as a Hungarian student researching a paper, he has actually been out in the woods searching for a secret entrance to the castle, hinted at in a document discovered in Leningrad after the Revolution. He carries this document, along with papers identifying his mission, on his person. These papers are all written in Russian. He is trying to trace the movements of a certain White Russian army unit that passed through this area some ten years ago. This unit



CASTLE DARK

fled the country bearing documents embarrassing to the new government, and Sergei has traced them as far as the castle, where they seemed to disappear.

Rosalavich is a fervent revolutionary, and his attitude and actions toward Western capitalists could vary widely depending upon what the investigators say and do. He will not disclose his mission unless doing so would be the only way to achieve success.

STR 14 CON 15 SIZ 12 INT 14 POW 13
DEX 12 APP 15 EDU 12 SAN 65 HP 14

Damage Bonus: +1D4.

Weapons: .38 Pistol 55%, damage 1D10

Skills: Fast Talk 40%, First Aid 50%, Hide 45%, History 55%, Law 40%, Library Use 70%, Persuade 55%, Throw 70%.

Languages: English 30%, Hungarian 55%, Romanian 55%, Russian 65%.

HAUPTMANN'S HENCHMEN

At some point during the conversation, the front door of the inn will bang open and three men will walk in. They are all dark and stocky, and the oldest, obviously the leader, sports a gold tooth and earring. Casting suspicious glances at the party, the trio will seat themselves at a corner table and call for drinks. An investigator making a successful Anthropology roll will know them to be Magyars. Drobne will grow reticent when the men appear and decline to converse further.

The men will linger over their mugs for about twenty minutes before exiting the inn and riding off in a wagon. If asked about the men after they have left, Drobne will say that the leader's name is Lazlo and that they are all servants for the Baron. They also act as spies for Hauptmann, and the villagers give them a wide berth whenever they are in the village. Once a week the three men travel to Klausenburg for supplies. They stay the night and return on the following day. If an investigator goes to the window, he will see the horse-drawn wagon, loaded with goods, slowly climbing the road up to the castle.

Lazlo will of course report immediately to the Baron and tell him of the presence of strangers in the village.

LAZLO, age 33, Hauptmann's Hired Thug

Lazlo has been working for the Baron for almost twenty years, and will be faithful until his death. The Baron's taste for torture and pain suits Lazlo well, but he is not aware of the darker activities of Hauptmann. He is a short, powerful man with a thin black mustache, rarely seen without his shotgun at his side. Lazlo is a vicious killer and only waits for the Baron to point out the next victim.

STR 15 CON 16 SIZ 11 INT 9 POW 8
DEX 12 APP 7 EDU 6 SAN 20 HP 14

Damage Bonus: +1D4.

Weapons: 12-gauge shotgun 60%, damage 4D6/2D6/1D6
Throwing Knife 70%, damage 1D4
.38 Pistol 45%, damage 1D10

Skills: Hide 80%, Occult 25%, Pick Pocket 50%, Sneak 70%, Throw 70%, Track 50%.

Languages: English 10%, Magyar 35%, Romanian 25%.

JERZY, age 26, Assistant Henchman

A younger man working directly under Lazlo, helping with the maintenance of the castle and spying on the villagers. He is not willing to die for the Baron or for Lazlo, nor does he carry a gun.

STR 12 CON 13 SIZ 11 INT 8 POW 6
DEX 13 APP 9 EDU 5 SAN 30 HP 12

Damage Bonus: +0.

Weapons: Throwing Knife 35%, damage 1D4
Knife 30%, damage 1D4+2

Skills: Hide 40%, Occult 15%, Pick Pocket 25%, Sneak 35%, Throw 35%, Track 25%.

Languages: English 8%, Magyar 25%, Romanian 15%.

YUREK, age 25, Assistant Henchman

Another of Lazlo's assistants.

STR 14 CON 11 SIZ 9 INT 10 POW 10
DEX 10 APP 8 SAN 50 EDU 6 HP 10

Damage Bonus: +0.

Weapons: Throwing Knife 35%, damage 1D4
Knife 30%, damage 1D4+2

Skills: Hide 40%, Occult 10%, Pick Pocket 25%, Sneak 35%, Track 25%.

Languages: English 5%, Magyar 30%, Romanian 15%.

The Village Church

This is an Eastern Orthodox Church and is over four hundred years old. Its stones are weathered brown. Behind the structure, nearly lost in the weeds, the remains of decaying tombstones can be seen. The front door is closed and bolted.

If the investigators knock on the heavy wood door, they will be greeted by Peter Cousescou, a wizened old man dressed in priestly robes. After his first disappointment that they are not worshipers, he will invite the investigators in as guests and engage them in conversation. The priest is educated and welcomes the opportunity to talk with someone from the outside world. He has tended the flock here for nearly forty years and can tell the investigators many amusing folk stories and local legends.

If asked about the castle or vampires, the old priest will change his mood and begin to speak in a softer voice. He will tell the group that indeed the area has been subject to periodic attacks by a vampire over the years; the victims are always found mangled and drained of every drop of blood. The worst outbreak took place thirty-two years ago, when a large number of locals were killed over a period of weeks.

If asked about the Baron, Cousescou will say that many of the villagers believe Hauptmann to be a vampire, but he, the priest, does not believe this. He says that although the Baron is rarely glimpsed by the villagers, sometimes remaining unseen for years at a time, he himself has seen the Baron walking about in full sunlight. He will describe the Baron as short, dark-haired, and very muscular.

If the investigators should ask the old priest about visitors to the castle, he will tell them that the Baron rarely entertains guests, the last being a young Englishman that the Baron hired as a secretary last summer. He stayed several weeks before leaving suddenly in the middle of the night. (If the investigators ask around, they will discover that no one in the village actually saw him leave.) If asked what the man looked like, the priest will tell them that he was six feet in height and blond, and that he walked with a slight limp.

The priest will also tell the investigators of another visitor: a young boy who came to live with the Baron around 1890. The boy was always referred to as “young Master Edward” and stayed with the Baron for several years. Hauptmann explained that the boy was a distant cousin whose parents had been killed in a tragic boating accident. When the boy was seventeen, he and the Baron left on a trip from which only the Baron returned a year later.

If asked about the gypsies camped nearby, the priest will describe them as a harmless old fortune-teller and her demented son. The priest will not believe Drobne’s allegations that they are thieves.

IN THE CATACOMBS

Below the church building are damp catacombs where the records for the parish are kept, dating back several hundred years. The priest will allow the party to peruse the old books and scrolls if assured of the investigators’ scholarly interests, but will insist that they not be removed from their underground storage. He fears that the sudden change in temperature and humidity might damage the old documents.

It will take an investigator who speaks Romanian days to go thoroughly through all the material contained in the catacombs. There are six clues contained in these records, and each investigator may attempt his Romanian skill twice per day in an effort to locate them. Locals may also be hired, although relatively few of them read.

1. In 1545 the local church requested a formal investigation of Baron Hauptmann VII on charges of unjust imprisonment and torture.
2. In 154, Baron Hauptmann VII was excommunicated by the Eastern Orthodox Church.
3. From 1546-1552 an outbreak of vampirism took place. No conclusions are drawn.
4. In 1628 it was claimed that Baron Hauptmann abducted a peasant girl from the village and held her captive in the castle. Several days after her abduction, her mangled body was thrown from the walls of the castle.
5. The 1632 testament of Jan Savechik, priest of the village of Drovosna. When the investigator pulls this scroll off the shelf, he will discover that it is sealed with wax bearing a strange symbol. A successful Cthulhu Mythos roll, or prior knowledge, will allow the investigator to recognize the Elder Sign. For details of the manuscript see *Beast Papers #16*.
6. In 1886 Count Spanglais of Hungary mysteriously disappeared while on an extended visit to Baron Hauptmann. A party made up of friends and relatives of the Count traveled to Drovosna searching for him, but were unable to interview the Baron. The Count is described as short, dark-haired, and very muscular.

Beast Papers #16

I, Jan Savechik, humble priest of the village of Drovosna, in the Year of Our Lord, 1632, do write this testament in regard to the events surrounding the actions taken by the people of Drovosna against the Baron Hauptmann. This testimony differs from the version given to the legates of the Church who were sent to investigate the actions of the villagers, and is the one true version. I am writing this in private, and when finished will seal the document with wax bearing a pagan symbol to guard it against those who would use it to their own purposes, or to signal another who would stand against these forces.

In the Year of Our Lord, 1627, a book belonging to the Baron Hauptmann came into my possession. It was a large volume, written in Greek. Its title shall not be repeated here. Blasphemous things were hinted at in the ramblings of a heathen poet who was supposed to have written the original, and protections against devils and demons were also offered to the reader.

When, in 1628, a girl of the village was taken by the Baron and later killed and her body thrown from the castle walls, her father, in rage, assailed the door of the castle with his hands and screamed his hate for the Baron. Then, in full sight of the village, the Baron appeared upon the ramparts above the castle gate and with his evil gaze alone killed the poor peasant. His body lay at the foot of the castle for two days before anyone dared approach to carry it away.

It was then, though I realized I imperiled my immortal soul, I read that accursed volume. What was spoken within those pages shook me to the very heart of my faith, and I still feel as though a cold, dark hand grips my heart. The book told me of monstrous beings who live in another place from us. From the notes written in the margins in the Baron’s hand, I knew that he worshiped these as gods, in particular one who dwelt below the castle in a stinking pit. This book also told how to make a sign that these gods would not tolerate and would flee from. Arming the villagers with crucifixes from the church, I led them against the evil Baron.

We broke down the doors and ran through the castle, searching for the Baron. A small group of men found entrance to the catacombs below and bravely entered the dark tunnels. I followed at a distance and heard their cries ahead. I hurried on bearing the pagan symbol and the blasphemous book and, rounding the corner, saw a devil, a demon that should not be. I screamed as I watched it devour the villagers, crucifixes still clenched in their hands. With gunshots and torches, we forced it back into its stinking hole, and I hammered the pagan symbol onto a great stone, which we used to seal the hole. We did not find the Baron, though his hated servants were slain, and, after pulling down one of the great towers, we left the castle to its abandonment.

I never spoke of the things that I saw below the castle, and it was supposed that the lost men had somehow stumbled into the stinking pit found deep below the castle. None of the men dared approach the abyss. I fear that I have risked eternal damnation for my actions, but must write them down at least to cleanse my mind if not my soul.

Jan Savechik

The Gypsy Camp

The gypsy camp is located about a quarter mile from the village in a clearing near the edge of a great forest. When the group approaches, they will see a single wagon, painted bright red and strung with bells and chimes. An old broken-down horse is tethered nearby, and standing near the animal are two people: a small wrinkled old woman in a long colorful dress, and a middle-aged man under five and a half feet tall and punily built. This is the old fortune-teller, Sarena, and her mute, near-idiot son Vech.

Sarena is almost 85 years old and has seen and heard many things in her travels about the countryside, including the tales told about the mysterious Baron Hauptmann. She will say that many think him to be a vampire, one of the undead, but Sarena will tell them that she personally has seen three different barons come and go, though she cannot remember any specific dates. Usually the villagers are not even aware that the old baron has died until a new baron shows up to claim the title. Sarena does not remember a baroness ever residing in the castle; the barons always seem

Interview with the Baron

Hauptmann will be informed of the investigators' presence when Lazlo arrives at the castle and will keep a close watch on the group, sending his men to spy openly on their activities. The investigators will become aware that they are being watched.

If the Baron grows bored waiting for the investigators to make a move, he will send Lazlo to the village to invite the investigators to dinner. Should they accept the invitation, they will be asked to wait in the parlor upon their arrival. The Baron will not appear until after sunset, making the excuse that he prefers to work at night and sleep during the day (this is to confuse the players with the thought that he may be a vampire after all).

At dinner, the Baron will feed the investigators a sumptuous meal laced with a narcotic drug that induces a deep sleep. This drug is POT 12 and takes affect in about twenty minutes. Those failing to resist the drug will fall into a deep sleep lasting four to five hours. Investigators resisting successfully are still affected and all skills will be at half of normal for the same amount of time.

Hauptmann and his henchmen will then attempt to subdue any investigators who remain awake, and lock them away in the dungeon. Here he will systematically torture the investigators one by one, in full view of their companions, and plans to toss their bodies down the hole in the next room. Viewing the slow deaths of their friends will call for a SAN roll for 0/1D8 points. If the investigators manage to get themselves into this situation, the Keeper should have Sergei Rosalavich show up opportunistically to help them escape.

to prefer bachelorhood, passing the title on to a cousin or a nephew. On the other hand, Sarena does believe wholeheartedly in the existence of vampires and werewolves; she has seen many strange things in her time.

Sarena has some natural divining powers, and if asked for a reading will invite the players into her wagon while sending Vech off into the woods with an axe to chop wood for the fire. Once inside, Sarena will produce a well worn pack of Tarot cards from a wood cabinet, and will begin to lay them face down upon the table in a complex pattern. With the ringing of Vech's axe in the background, Sarena will attempt a reading, but it is a failure. Omen-filled cards—Death, Swords, the Devil, and the Tower—continually crop up. Sarena attempts to reshuffle the cards again and again, but the Grim Reaper persists in appearing as one of the first three cards drawn. Finally, aghast, she looks up and says, her voice quavering, that she can dare no more readings today.

SARENA, age 84, Old Gyps Woman

This old gypsy woman looks every day of her nearly 85 years. Her husband died long ago, and since that time she has lived in the company of only her puny son Vech. Sarena possesses some natural psychic ability that allows her to see dimly into the future with the aid of Tarot cards, but she does not really understand her ability, nor is she always able to interpret clearly what she sees.

If Vech is killed, Sarena will feel as though she has lost everything and may consent to aid the investigators. The actual use of her prescient abilities will have to be at the Keeper's discretion, but at most they should provide only obscure clues or hints.

STR 8 CON 12 SIZ 6 INT 14 POW 16
DEX 11 APP 8 EDU 10 SAN 80 HP 9

Damage Bonus: -1D4.

Skills: Bargain 50%, Fast Talk 60%, First Aid 60%, Hide 75%, History (Local) 45%, Listen 65%, Occult 55%, Pick Pocket 65%, Psychology 40%, Sneak 60%, Spot Hidden 35%.

Languages: English 15%, German 20%, Romanian 70%.

VECH, age 56, Good Gypsy Son

Vech is Sarena's middle-aged son. He is deaf, near mute, and not too bright, but he always minds his mother.

STR 7 CON 8 SIZ 8 INT 4 POW 5
DEX 7 APP 5 EDU 3 SAN 25 HP 8

Damage Bonus: -1D4.

Weapons: Axe 85%, damage 1D8+2-1D4

Skills: Hum Happily 75%.

Toward the end of the card reading the ringing of the axe will suddenly stop, to be followed by a muffled grunt and something resembling a choked scream. Hearing this, Sarena will leap from the table shouting for Vech and, pushing her way past the investigators, will spring from the wagon, running into the woods in the direction of the scream.

When the investigators reach the clearing (assuming they follow), they will see Vech suspended above the ground apparently struggling with some unseen foe. If the investigators hesitate, trying to decide what to do, they will see Vech inexorably bent backward until his spine snaps with a sickening, crunching sound. All witnessing this must make a Sanity roll or lose 0/1D3 points.

If the investigators continue to watch, they will see the outline of a star vampire slowly appear as the monster fills itself with Vech's blood. Seeing the monster take form will require another Sanity roll for 0/1D10 points. It will take approximately three rounds for the star vampire to drain Vech completely of his blood. When finished, or if the investigators attack, it will suddenly rocket skyward and out of sight. Sarena will not be able to identify the creature, and will be totally heartbroken over the loss (or crippling) of her son.

Castle Hauptmann

Eventually all leads point to Castle Hauptmann, and investigators will need to contrive a way to enter that edifice. A number of possible methods exist, some safer than others.

- **Secret Entrance**—A secret entrance lies below Castle Hauptmann, leading to the catacombs beneath. It can be located at the foot of the cliffs to the southwest of the cliffs by a Spot Hidden roll—if the investigators know approximately where to look. Lazlo knows where the entrance is, and so do certain of the servants of the castle who occasionally visit the village. The Soviet spy Sergei Rosalavich is also on the verge of discovering it. Investigators could follow any of these leads to discover the entrance. Another possibility is that old Sarena could hint at it in a Tarot reading.
- **Subterfuge**—Hauptmann has three servants: Lazlo, his right-hand-man, Rolph, a cook, and Hilda, a maid. They all visit town occasionally. Lazlo is utterly loyal but both Rolph and Hilda could be convinced to allow intruders entrance with a fair-sized bribe.
- **An Invitation to Dinner**—If the players spend an excessive amount of time investigating the Baron he will grow bored and invite them to dinner (see box). Investigators may have an opportunity to search nearby rooms during dinner itself. Afterward, when the investigators are drugged and thrown into chains, they will have a chance to break free and begin a true investigation of the castle's interior.
- **Flight**—When the Baron feels that the investigators are drawing too near, he will flee, unleashing Nyogtha in the process if he can. In this case the gates to the castle will stand wide open. Inside Rolph and Hilda are dead (both in the parlor), their throats cut. While the investigators search the castle an ancient horror bubbles forth from deep below.

The castle is an ancient structure of rotting stone. The surrounding walls are half in ruin, as is one of the great towers. The remaining tower overlooks the village below, and at night lights can often be seen through the small windows. Gargoyles leer from every corner and battlement, while

huge blocks of stone, half-hidden by tall weeds, lie on the ground where they fell centuries ago. The huge iron knocker on the front gate is cast in the shape of an inhuman skull surmounted by a pair of devil's horns. Once within the investigators will see that the inside court is completely tiled in stone. Before them lies the residence of the Baron, to the right the old stable, and on the left the tower, sealed by a heavy iron door.

The Stable

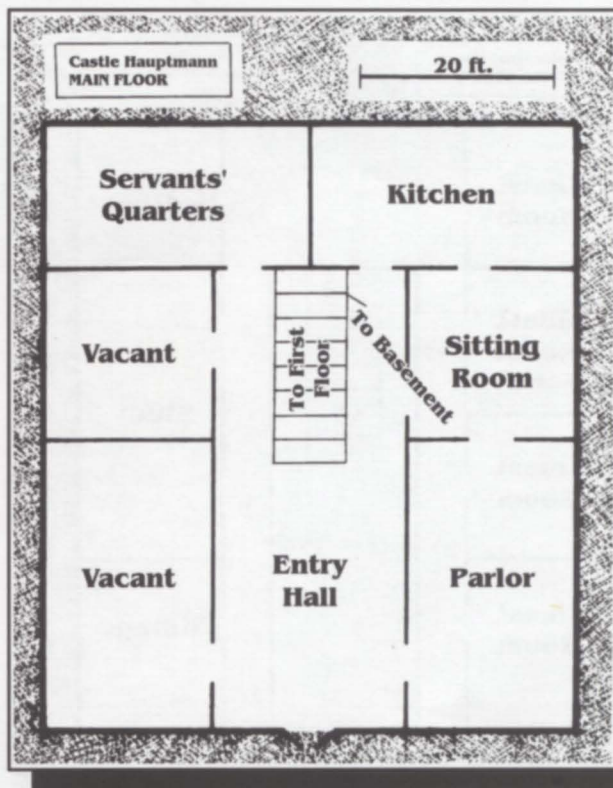
This building is probably as old as the castle and has been partially converted for human occupation. The front portion, nearest the main gate, houses the two horses owned by the Baron, while the rest has been closed in and sports a smoking chimney.

This is the dwelling place of Lazlo and his two helpers. It will always be occupied by one of the three men unless it is time for their trip to Klausenburg, or the investigators manage to create some kind of diversion. If it is searched by the investigators, they will find little of value: a few extra pieces of clothing, spare ammunition for Lazlo's shotgun, and empty wine and liquor bottles.

Hauptmann's Residence

MAIN FLOOR

ENTRY HALL: This room, like the rest of the castle, is of naked stone. An iron chandelier set with candles hangs by a chain from above and provides the only illumination at this end of the room. Oil lamps set in wrought-iron holders give off light for the right side of the hall, while the other side is kept in darkness.



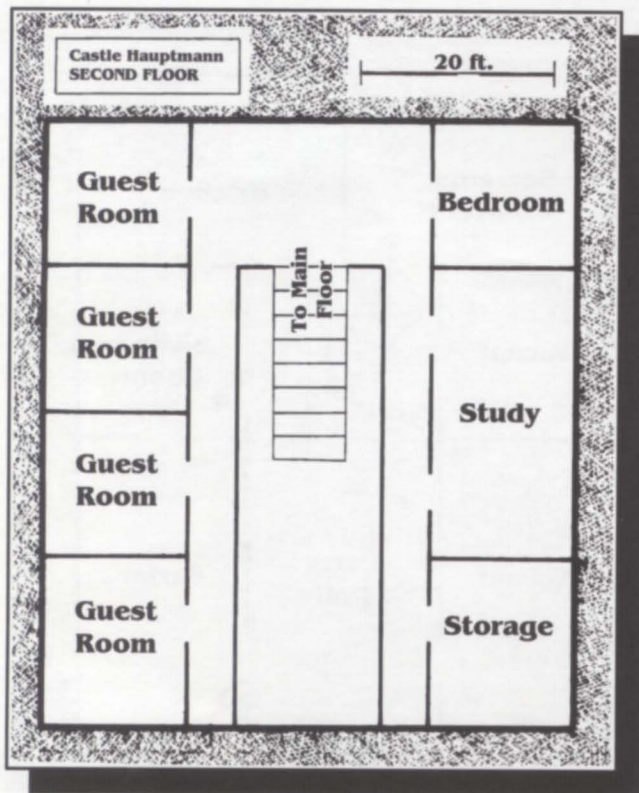
PARLOR: This serves as a waiting area for Hauptmann's infrequent guests. If the Baron is aware that he may soon receive visitors, there will be a fire in the fireplace, adding a little comfort to the room. The fireplace is flanked by shelves of books of a historical nature, written in Greek, Latin, and Eastern European languages. While unremarkable in content, many of the volumes are quite old and possibly of value to a collector. The chairs provided are straight-backed, and visitors usually find it more comfortable to stand.

DINING ROOM: This room contains a long wood table surrounded by chairs of the design found in the parlor. Rotting tapestries depicting hunting scenes are hung about the walls.

KITCHEN: There are the usual cooking utensils and food items here.

SERVANT'S QUARTERS: Rolph and Hilda live here. The room is spartan, with two worn bed sitting on opposite sides of the room, and a threadbare curtain hanging halfway between them.

VACANT ROOMS: These are two cold and unused rooms. Rotting furniture is covered by equally rotting sheets. A successful Spot Hidden roll while examining the fireplace in the front room will reveal an unusual seam running through the masonry that forms the back of the fireplace. Pulling down on the iron sconce to the left of the fireplace will cause the back wall of the fireplace to swing inward with the soft grinding of stone on stone. Looking in, the investigators will see one flight of stairs that leads up, and another flight that goes down beneath the castle.



SECOND FLOOR

GUEST ROOMS: There are four guest rooms and all similarly contain canopy beds, chests, fireplaces, and shuttered windows overlooking the courtyard. The only exception is that the front room has a secret fireplace entrance similar to the one found in the vacant room on the ground floor. In functions in a similar manner. This side of the castle, as with the ground floor, is kept cold and dark.

STORAGE: This room is filled with boxes and crates of furniture and other items that the Baron never got around to unpacking when he returned to the castle in 1792.

HAUPTMANN'S STUDY: There is a huge window made of latticed crystal panes that overlooks the courtyard and the castle wall, and past to the great ravine on that side of the castle. This window is fifteen feet long and runs from floor to ceiling, a height of over twelve feet. At one end of the room is a large fireplace. At the other end of the room sits a large oak desk, and behind it a bookcase. This bookcase contains nearly 100 volumes of the Baron's personal journals, spanning nearly 700 years. The older volumes will disintegrate if removed from the shelves, but the more recent books can be picked up and read. These journals are written in Latin, and will take two weeks for an investigator to skim through them. They will cost the investigator 1D6 Sanity points, and increase his Cthulhu Mythos by 5%. The later books contain much personal history of the Baron and many cryptic references to the Brotherhood. The final volume is the most interesting, and speaks of a "young Master Edward" and of his special destiny. The personal history of the Baron should be ad-libbed by the Keeper based on previous information.

On top of the desk is a large book, bound in leather and closed with a locking clasp. The clasp is only STR 10 and can easily be broken. The title of the book is in Latin and translates to *Brotherhood of the Beast*. If the book is opened, it will be found to contain a small amount of text and a sketchy map. The bulk of it filled with a complex set of family trees dating back to ancient Egypt. The most recent entries are dated in the 19th century and contain hundreds of family names (perhaps an investigator's name shows up in one of the trees?). There is also a sheet of vellum, folded and slipped between two pages.

If an investigator can read Latin, it will only take an hour or two to read this book. It will cost the investigator 1D3 Sanity points and raise his Cthulhu Mythos by 2%. By reading it, the investigator will gain background information regarding the Brotherhood (to be chosen at the Keeper's discretion from information contained in the introductory chapter). He will also find that the map describes the location of the secret tomb of a long-dead Egyptian priest named Nophru-Ka. Written in the margin of the map is: "L. says we will find what he needs to raise the prophet within the tomb." An investigator making a Knowledge roll, or an investigator with an Archaeology skill above 10%, will know that at this very moment, a much-publicized archaeological team funded by Miskatonic

University and led by Professor Ronald Galloway is searching the deserts west of Cairo for the same tomb. They have been thus far unsuccessful.

The sheet of vellum is also written in Latin, but will require a separate roll to read successfully. This is a copy of the spell Call/Dismiss Beast and can be learned by making an INTx5 roll. No information about the spell is on the vellum sheet. The investigator only know that it is somehow related to Nyarlathotep.

Inside the desk drawer, the investigators will find an iron ring with four key and an inlaid wood box of oriental design measuring 10"x16"x2". The three larger keys on the ring are capable of opening any door in the castle, while the smaller one will unlock the book found on top of the desk. The wood box is a puzzle consisting of sliding panels that must be manipulated in a certain order to gain access to the contents of the box. It will require an INT x2 roll to open it. Each investigator should be allowed only one attempt. If someone grows impatient and tries to force open the box, the fragile contents are ruined. Inside is a sheet of crumbling parchment. The writing is medieval Arabic. It is a page from the original *Kitab al-Azif* containing the complete prophecy of Nophru-Ka (see *Beast Papers #17*).

If the investigators should think to poke around in the fireplace of this room, they will find the ashes to contain scorched fragments of envelopes and letters, possibly indicating that somebody has been systematically destroying some kind of evidence (which is accurate; Hauptmann has been destroying papers as he prepares to leave).

HAUPTMANN'S BEDROOM: This room is dominated by a huge canopied bed. Decorations include tapestries and crossed rapiers on the walls. On a small table near the bed rests a large book. The bed itself contains some unsettling lumps, vaguely suggesting a human form beneath the covers.

The book contains old woodcuts depicting almost every sort of torture imaginable. If someone dares to turn back the covers on the bed, he will find the mutilated body of a woman, several weeks dead. The limbs are crushed and broken. Anyone seeing this must make a SAN roll (0/1D6 points). Beneath the bed are torture instruments (the ones Hauptmann used on the unfortunate woman).

Basement and Catacombs

HAUPTMANN FAMILY CRYPT: Fifteen coffins lie on slabs, each bearing the Hauptmann crest and a pair of dates. The oldest coffins, found near the back of the room, are covered with mold and so badly disintegrated as to make the dates impossible to read, but coffins dating from the 14th century onward can be identified. Investigators may notice a gap in the progression beginning in the early 17th century and extending to the late 18th century. There are no other family members present; all coffins bear the name "Baron Hauptmann." If the latest coffin, dated 1886-1927, is opened, it will be found to contain the body of a short, dark-haired, very muscular man—quite deformed. However he seems only a few days dead.

And it was dreamed again of the priest Nophru-Ka and of the words he spoke at his death, how the son would rise to claim the title, and the son would rule the world in his father's name, and the son would revenge his father's murder, and the son would call the Beast that is worshiped, and the sands would drink the blood of the Pharaoh's children, and Nophru-Ka spoke this.



Beast Papers #17

WORKSHOP: This is where Hauptmann designs and grinds precision mirrors and lenses. A successful Knowledge roll while examining the shop will reveal that the work carried on here differs radically from conventional optics. If the heavy workbench is pulled away from the wall, a small tunnel is revealed that opens at the foot of the cliff on the southwest side of the castle.

TORTURE CHAMBER: Medieval, complete with racks, irons, smoldering braziers, etc. The walls are lined with small barred cells unlocked by the key that hangs on a hook near the entrance. The cells are all empty, but excrement of long-gone tenants can be seen.

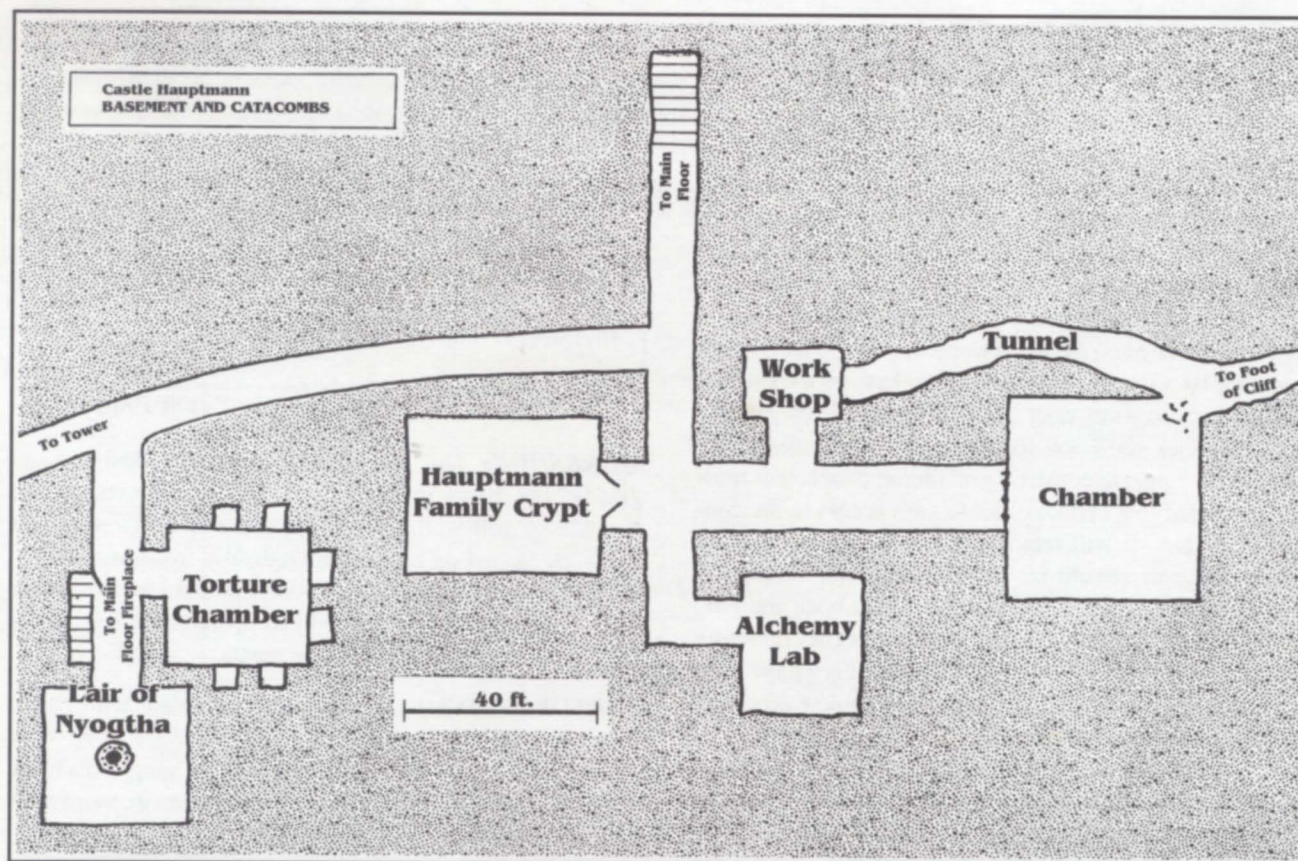
LAIR OF NYOGTHA: This room was constructed before the castle by peoples of an earlier time, and is the reason Hauptmann chose this site. The difference in the stonework should be obvious to any investigator making an Idea or Geology roll. A dark hole, ten feet in diameter, is surrounded by a tile coping containing phrases written in Latin. Nauseating vapors drift slowly up from the abyss.

An investigator making a successful Latin roll will be able to read the spell Call/Dismiss Nyogtha inscribed in the tile coping. It will require a half-hour's time and an INT x5 roll to learn the spell.

ALCHEMY LAB: Many flasks, scales, and unmarked jars stand on tables and line the shelves. In a rack are three large test tubes containing a sticky, yellowish substance. A successful Pharmacy or Chemistry roll will identify it as a sleep-inducing drug. On the table nearby is a piece of paper containing a German version of the spell Brew Space Mead. To learn this spell will require study time and an INT x4 roll. Four bottles of already prepared Space Mead line the nearby shelf. They were just recently formulated by the Baron.

CHAMBER: This is sealed off from the hallway by stonework of a different type than the rest of the structure and is obviously a hasty, amateurish job. This wall could be knocked down by sledge hammers, but there is another entrance to this chamber. Sometime last spring, water seeping into the escape tunnel caused a collapse of the rear wall, allowing easy access to this room.

Inside are a platoon of long-dead soldiers. The skeletons of over two dozen men, dressed in the rotting fragments of



their uniforms, are sitting against walls and floating in the pools of stagnant water left by the spring flooding. Some skeletons are broken apart and have been gnawed upon. Investigators must make SAN rolls for 0/1D8 points on seeing this. If the skeletal bodies and their possessions are examined, an Idea roll will suggest that the bodies are nearly ten years old; their weapons are rusted and useless. A small crate, half-submerged, contains a dozen hand grenades, one or two of which may be salvageable. A successful Knowledge roll at half percentage will identify the men as soldiers of the White Russian army.

A body in the remains of an officer's uniform is bearing a leather bag containing several documents and a small black book. The papers have been destroyed by the water, but portions of the book are still readable. It is handwritten in Russian. It is the diary of Rasputin, the mad monk, and will cost 1D3 Sanity points to the person who reads it, while increasing his Cthulhu Mythos by 2%. In one part of the book, Rasputin seems to refer to the great explosion that took place at Tunguska, Siberia in 1907. On the next page is the spell Call/Dismiss Azathoth, learnable in 2D6 weeks' time with an INT x1 roll.

The platoon came to this place in 1919, fleeing Russia and the Revolution, bearing with them important documents pertaining to the assassination of the Czar, along with a small book thought to be the diary of Rasputin. The unit attempted their escape from Russia via the high pass through Montelui Mare. Here they requested food and quarters from the Baron, who was more than happy to oblige. After billeting the men in the downstairs chamber where

they would be "safe", Hauptmann fed them a meal laced with a drug that rendered the unfortunate soldiers unconscious. When they awoke, they discovered that the Baron had sealed the room with masonry, leaving them imprisoned. By the means of a small opening left in the wall, the Baron was able to watch the men, their weapons useless against the thick walls, slowly go from starvation and cannibalism, to madness and death. The Baron later sealed this small opening when a bad odor began to issue from within.

TUNNEL: Reinforced with stone and constructed at the same time as the castle, the tunnel was built for emergency escape and served the Baron well in 1628. It exits at the foot of the cliff, a hundred feet below the castle. An investigator exploring the Southwest foot of the cliff and making a Spot Hidden roll will blunder into this well-concealed opening. The end of the tunnel opening into the castle basement is blocked by the heavy workbench in the workshop. The workbench has STR 15 for resistance from the tunnel side, and there is room for only one investigator to push against the object.

The Tower

This tower is nearly 100 feet high and is accessible through a stout iron door located at the tower's base within the walls of the castle. The iron door is always kept locked and has STR 40. Inside, the investigators will find the interior of the tower to be hollow. A stone stairway, *sans* railing, spirals up to the dark reaches above. Set in the floor is an unlocked

wood trapdoor which opens to reveal a set of stairs. These stairs lead to the catacombs below the castle, while the staircase leading up ends at a locked trapdoor with STR 10. On the other side of this trapdoor is Hauptmann's observatory.

OBSERVATORY

There is a trapdoor entrance at the top of the staircase. From here, the investigators can see the various objects within the room. The room has three shuttered windows and several sconces, designed to hold candles, on the walls. A set of iron rungs attached to the wall of the tower provides access to a trapdoor above and to the roof of the tower beyond that.

Most of the room is taken up by a small observatory, dominated by a large reflector telescope. Chains descending from the ceiling allow a portion of the tower roof to be rolled back for a clear view of the heavens. On a nearby table are a number of astronomy and astrology books, along with some handwritten notes and charts.

A successful Knowledge roll while checking the telescope will reveal that the combination of mirrors and prisms is utterly unknown—it should not work, but it does. A successful Astronomy roll while examining the charts will show that someone has been observing the movements of a star called Xoth for centuries. A successful Cthulhu Mythos roll will tell that Xoth is supposed to be an earlier home of Great Cthulhu.

On an old wood lectern rests a large, open book. This is an original Latin edition of *De Vermis Mysteriis* by Ludwig Prinn. It is opened to a page containing the spell Summon Star Vampire, the margin of which is marked with strange runes and symbols (Hauptmann has permanently enchanted the page with 9 POW to aid in the summoning). A successful Spot Hidden roll while examining the lectern will reveal a small catch that releases a concealed panel on the front of it. Inside the lectern are two crystal bottles filled with a thick golden fluid, a small stone, and a rolled parchment.

The bottles contain space mead that Hauptmann keeps prepared in advance of need. They are sealed with wax bearing a magical sign that will maintain the potency of the space mead indefinitely. Once these seals are broken, the enchantment is lost and the mead will begin to deteriorate at a normal rate. The small stone next to the bottles bears the Elder Sign. It will take three individual successful Cthulhu Mythos rolls to recognize the space mead, the seals on the bottles, and the Elder Sign, if the investigators are not already familiar with these things.

Beast Papers #18

... and the Great Hall is guarded by his servants and man must bear with him the sign of the Elder Ones. A wise man would not look above to these servants or they may steal his mind. A man should also not bear with him knowledge when he leaves, or the Sleeper will awake to take the knowledge from the man, and the man himself.

When the parchment is unrolled two scrolls tumble forth. They are both written in Latin. The first is very carefully scribed in Hauptmann's best handwriting. At the bottom a note reads, "Translated from the original R'lyeh Text by Baron Hauptmann, 1238 A.D." If the investigators translate the rest of the scroll, they will find the information given in *Beast Papers #18*. 1/1D2 SAN Loss and +1 Cthulhu Mythos for reading through the scroll. The second scroll, *Beast Papers #19*, contains rough notes that Hauptmann jotted down after his first journey to Celeano.

BARON HAUPTMANN, age 800+, Ancient Sorcerer

Hauptmann is centuries old. He has managed to preserve his existence through the years by transferring his mind and memories to successive bodies. When Hauptmann's current body begins to age, he seeks out a suitable young victim and, when the time is right, uses a powerful spell to switch bodies with him. He then murders his victim (in his former body) and buries him as the deceased Baron. Later he appears in his new body with all necessary documents to show him as the new heir to the title. Due to his isolated location, the Baron has managed to pull this switch many times without raising undue suspicion among the peasants.

Hauptmann is presently occupying the body of a young Englishman, Lionel Newman, who was hired by him as a secretary last summer. Newman was chosen because he was an orphan without family and would be less likely to be missed. Hauptmann now appears to be in his mid-twenties, tall, blond, and slightly lame.

When and where Hauptmann was born is unknown, but portions of his journals indicate that he accompanied the Crusades to the Holy Lands. From there he traveled east into India, where he studied magic with an aged holy man. Later, in Damascus, Hauptmann met Lang-Fu, a strange, batrachian Oriental man, and together the two men formed the Brotherhood of the Beast. After rescuing the descendants of Nophru-Ka from G'harne, Hauptmann returned to Europe and with the aid of two German merchants helped to form the Knights of the Teutonic Order in 1190. Hauptmann had planned to use this organization as a front for the activities of the brotherhood, but apparently he was not secretive enough. He was expelled from the order in 1212 by Hermann von Salza for unspecified heresies.

Hauptmann dropped out of sight for a few years and then resurfaced (in a new body) in 1240, leading a small army. While the Teutonic Knights were being routed by the Mongols at Liegnitz, Hauptmann managed to defeat a contingent of the fierce horsemen to the south. Hauptmann laid claim to the area, built a castle high on a mountain called Montelui Mare, and continued to defend the area against the raiding Mongols. It was only later that this Baron claimed to be descended from the Hauptmann expelled from the Knights. The Hauptmann "family" has occupied the castle almost continually since that time.

Beast Papers #19

The trip through space to Celeano was uneventful. The Star Vampire was quite docile, and the Space Mead worked as expected. Writings of the Beast are found in the second gallery right on the sixth floor. A copy of the Barrier of Naach-Tith is written there too. It may turn useful if the Beast can not be controlled and we find need to contain it.

In 1542, Hauptmann was instrumental in smuggling out the original edition of *De Vermis Mysteriis* by Ludwig Prinn. Prinn was imprisoned by the Roman Inquisition in 1542 and later executed.

In 1586, Hauptmann was visited briefly by Edward Kelley and Dr. John Dee. Dee translated the *Necronomicon* from Hauptmann's Greek copy. Dee had reservations, however, and omitted portions that he felt were too blasphemous. There is an entry in the journals for 1627 that indicates that the Greek copy was stolen.

Hauptmann, while extremely intelligent and crafty, is addicted to the sight of human suffering. This love of cruelty nearly cost him his life in 1628, when the peasants mobbed the castle.

Hauptmann recognizes his weakness and has exercised more caution in recent years.

STR 15 CON 15 SIZ 14 INT 18 POW 32
DEX 13 APP 16 EDU 35 SAN 0 HP 15

Damage Bonus: +1D4.

Weapons: .38 Automatic 85%, damage 1D10

Rapier 95%, damage 1D6+1+1D4

Rifle 60%, none carried

Skills: Anthropology 75%, Archaeology 85%, Astronomy 95%, Chemistry 80%, Climb 25%, Cthulhu Mythos 99%, Drive Automobile 55%, Fast Talk 80%, First Aid 95%, Geology 85%, Hide 85%, History 95%, Jump 20%, Knife 65%, Law 75%, Library Use 95%, Linguist 95%, Listen 75%, Medicine 70%, Natural History 65%, Occult 95%, Persuade 50%, Pharmacy 90%, Psychology 85%, Ride 90%, Sneak 35% (due to bad leg), Spot Hidden 80%.

Languages: Nearly all at 90%+.

Spells: Brew Space-Mead, Call/Dismiss the Beast, Create Gate, Dread Curse of Azathoth, Elder Sign, Enchant Item, Powder of Ibn-Ghazi, Resurrection, Shrivelling, Summon/Bind Star Vampire, Voorish Sign.

Conclusion

It should be remembered that Hauptmann is preparing to flee the castle to await the coming of the Day of the Beast. While always willing to punish those that would seek to foil him, he will not risk his life in a stand against the investigators. At the slightest indication that they may be able to harm him, he will flee the area with the aid of his star vampire. Investigators should gain a modest Sanity award of 1D3 if Hauptmann flees and they ransack his castle.

If Hauptmann has time, he will unleash Nyogtha on the investigators and the unfortunate village as he flees. If this should occur, the surviving investigators, in anguish over the deaths of the innocent villagers, may suffer a Sanity loss. 1D10 would not be unfair, considering that the deaths were a direct result of the investigators' actions.

Rosalavich, the Soviet spy, is a wild card character. He may ally himself with the investigators in an attempt to get them to aid him unknowingly, or he may try to throw them off the track with false information. He may show up in the village after discovering the secret entrance to the castle, out of his mind and babbling about pits and "strange things that crawl and slide." His most important function, however, is to wander in and release a group of investigators who are hopelessly trapped in the dungeon. In any case, Sergei should not show up until one or two investigators have met with a terrible fate.

The most important lead in this scenario is the map showing the location of the secret tomb of Nophru-Ka. This clue is essential in introducing Chapter VIII. ■



SOLDIERS OF THE WHITE RUSSIAN ARMY

VII: THE HALLS OF CELAENO

The investigators travel two quadrillion miles to a library in search of a scroll containing a vitally important spell.

Near the star Celaeno lies the greatest library in our galaxy. It is a place of ancient wisdom, said by some to have been stolen from the Elder Gods themselves. But, the library is a dangerous place. It is visited by many alien races, some of them entirely malevolent. Within the Great Library of Celaeno investigators may find the means of defeating the Brotherhood of the Beast or their own doom.

Investigators' Information

Everything required for a voyage to Celaeno—Space Mead, a Summon/Control Star Vampire Spell, and clues pointing to its importance—can be found in chapter VI. If the investigators miss some of the clues, or initially decide not to travel to Celaeno, they will be given another opportunity after Chapter VIII.

With a bit of simple research the investigators can determine that Celaeno is a star that is found in the Pleiades, part of the constellation Taurus. It is located between the stars Alcyone and Electra on one side and Maia and Taygeta on the other, over 400 light-years from Earth.

It requires an expenditure of 15 permanent POW points to create a gate to span such a distance, so it is most likely that the investigators will have to travel by a summoned monster instead. Space Mead will be required, including enough for the return trip. The summoned monster(s) may be bound to wait for and return their passengers to Earth. Traveling this distance under the effects of the mead will cost each character 2 Magic Points and 2 Sanity points.

Keeper's Information

The Great Library of Celaeno is located on the mist-shrouded fourth planet of the star. Untold millennia ago "He Who is Not to be Named" bound a multitude of his byakhee servants to guard the Great Hall from intruders; these creatures roost hungrily at the dark ceiling of the building. In addition, one of the Nameless One's monstrous spawn ("The Sleeper in the Lake") also jealously protects the contents of the library.

The Voyage

In the dream-like state induced by the Mead the investigators are unaffected by the cold depths and incredible pressures of outer space. The trip to or from Celaeno takes 15 hours, but the Mead effectively removes the users from the realities of space and time; only when they return to Earth will they realize how much (or little) time has passed.

As the travelers approach the mysterious planet and descend through the clouds of mist, the effects of the Space Mead begin to wear off and the investigators now detect a distinctly bitter, metallic taste in the atmosphere. The difference in pressure makes the investigators' heads feel stuffy, affecting their hearing and causing normal sounds to seem tinny and distant. Continuing to descend, the mists clear to allow a view of a vast lake or ocean far below. The water stretches for miles in all directions; no waves disturb the cold, gray, steel-like surface. Arrival on the planet requires a loss of 0/1D6 points of Sanity.

Continuing their flight, the investigators soon sight a monstrous black building looming up on the horizon on the shores of the ocean; constructed of titanic blocks of dense black stone shot with veins of gold and green, the library towers over 1000 feet in height, with 500-foot high pillars in front, and massive pitted stone piers extending into the lake. The desolate shoreline appears to be made up of a gray, powdery, ash-like soil strewn with shards of black shale-like rock.

The Great Library

The Summoned mounts deposit their burdens upon the stone wharves in front of the library. If they have not been Bound, they immediately fly off; under no circumstances will these creatures enter the library. As the investigators dismount they see several small black things slither down the piers to disappear into the gelid waters. Ahead of them looms the Great Hall: the main body of the library of Celaeno.

Hopefully the investigators brought a light source, but even without one enough gray light spills through the great rents in the roof to allow them to see dimly while inside the Great Hall. The oppressive atmosphere of the library begins to exert a terrible influence on the investigators as soon as they enter the Great Hall, calling for a loss of 0/1 Sanity point. Roll for each hour the investigators spend at the library.

The Great Hall

As they enter the Great Hall the investigators feel dwarfed by the immense scale of the building. Scores of tiers of balconies climb the walls on all side, their shelves filled with all manner of books, scrolls, tablets, and far stranger data

storage devices. The vast majority of these “volumes” are written in languages unknown, forgotten, or totally alien to mankind. The uses of many of the stranger devices are beyond human comprehension as well.

Huge stairways connect the balconies, and the size of the treads would indicate that the place was apparently designed for beings of colossal size. Six comparatively smaller galleries branch off of the main Hall.

The investigators quickly note the decayed condition of the structure; portions of stone arches overhead have fallen, making travel difficult in places. In several places the floor is clotted with a thickly-deposited layer of some lime-like substance. A Cthulhu Mythos roll identifies this as the accumulated feces of some minor Mythos being. As the investigators make this discovery, rustlings and soft titterings are heard in the dark reaches above. At these sounds, the investigators must roll Sanity for a loss of 0/1D3 points, as a chill runs down their spines...

If the investigators obtained the copied page from the *R'lyeh Text* found in Chapter VI, it is hoped they remember the admonishment about looking above. If an investigator does look up, he sees the upper tiers and arches above teeming with hordes of gaunt bat-winged insect-like figures: byakhee. The investigator must make a Sanity roll for

a loss of 1/6 points. If an investigator goes insane for any reason while within the library the results are as follows: he or she suddenly develops a morbid fear of the building and, dropping any Elder Sign, bolts for the front entrance. Unless the insane investigator is immediately restrained by his fellows, the byakhee, seeing that he is confused and vulnerable, soar down in a flock and rend him to bits before returning to their perches. Anyone witnessing this horror loses 0/1D6 points of Sanity, in addition to the 1/6 for seeing the pack of byakhee. Note that the byakhee deal similarly with any investigator who enters the library without an Elder Sign (or a Hide or Sneak roll, whichever is lower).

A. Here a portion of the roof has collapsed, plunging through over two dozen tiers of balconies and damaging or destroying thousands of volumes.

B. Anyone entering this area hears a strange droning chant coming from gallery 6 (see below).

The Galleries

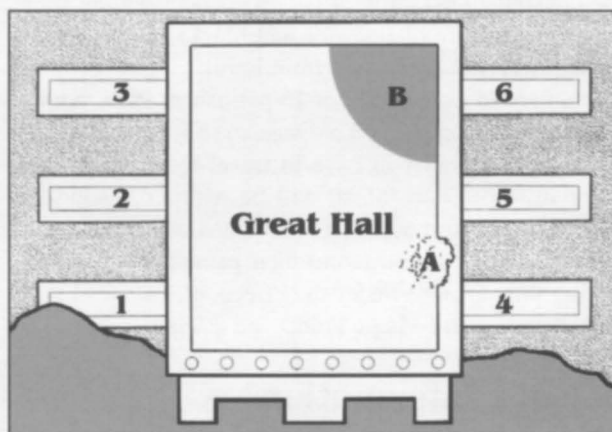
Six smaller halls lead off from the Great Hall, each entered by a dark archway and extending some 400 feet in length. The roofs of these sections are intact and admit no light, so

About the Library of Celaeno

The library of Celaeno contains knowledge culled from every sentient race in the universe. Unfortunately, most of this information is written in languages alien to humankind, or stored in alien devices beyond human comprehension. And the library's guardians prevent any of these volumes from being removed for more extensive studies.

Investigators and even cultists are unlikely to discover a specific topic of interest by merely browsing the library. Instead, they must rely on the findings of others who have visited the library and catalogued their studies there: for example, Baron Hauptmann's directions as to where writings concerning the Beast can be found in the library. Other sorcerers and eldritch scholars have undoubtedly made similar studies here, and their writings can be helpful in using the library. In a similar manner, Mythos tomes might also relate locations in the library where further researches can be made about a given topic.

Without the directions of a previous visitor to the library, investigators could spend hours rummaging through the millions of volumes here before finding a text they can even read, regardless of the contents. For each hour spent in such a search allow each investigator a D100 roll with a base 1% chance of finding a “volume” (book, scroll, tablet, pictogram, etc.) he can read; allow an additional 1% for each additional language that investigator knows. If a readable volume is found, the exact contents are left for the keeper to determine: it



may be a volume of history, philosophy, mathematics, etc., or, if a Luck roll is made, it may be an occult or Mythos-related tome. Scholars and sorcerers from Earth's pre-recorded history have left chronicles of their civilizations here, as have historians of other races. As stated earlier, the library of Celaeno is literally a storehouse of all the knowledge in the universe.

The library is a perilous source of information. In addition to the rigors involved in reaching this place, there are terrible guardians here. And since the library is a storehouse for dark knowledge, it is known to and used by many strange and terrible beings, terrestrial and otherwise. Investigators who seek the library of Celaeno run the risk of encountering aliens, alien sorcerers, human cultists, and madmen alike.

investigators venturing here must provide their own illumination. The ceilings are also lower, allowing space for only fifteen tiers of balconies. These galleries are not guarded by the byakhee.

1. Due to a gradual erosion of the shoreline, the rear section of this gallery has been partially flooded by the lake. Investigators making a Listen roll near the entrance to this hall hear soft slithering noises from the far end. An Idea roll guesses that these noises may be caused by the same small creatures they may have seen on the wharves.

2. This hallway is dark and silent.

3. Lurking in the lower tiers of this gallery is an insane cultist henchman marooned here several months ago. This man, Duncan Jaredhich, was stranded here when the cultist he came with was torn to ribbons by the guardian byakhee. Unable to return to Earth on his own, Jaredhich has been forced to eat the slithering things from the lake to survive. His health and sanity have suffered considerably (his original "healthy" statistics are given in parentheses). When he hears human voices in the library Jaredhich will sneak down to investigate.

Jaredhich is desperate to escape the dark library and its terrible denizens and unearthly visitors. To this end, he will confront the investigators to make them take him back with them; he may threaten them with his guns or knife to achieve this, perhaps even taking an investigator hostage. Jaredhich has lost all track of time here in the library, and while he has truthfully only been here for several months, he is convinced it has been *years*. If the investigators agree to take him back to Earth, Jaredhich may throw his lot in with them to repay the debt; he has a variety of useful skills and contacts. Unfortunately, he is also bloodthirsty and prone to violence.

DUNCAN JAREDHICH, age 35, Marooned Cultist Henchman

Duncan Jaredhich is burly, dark-haired and wild-eyed, with a scraggly beard. He was born to poor Russian and Scottish parents in London, but has traveled the world in the service of his cult—the exact nature of which is left for the keeper to determine as needed. Jaredhich wears two .45 automatic pistols, one in a shoulder holster (with 6 shots left) and one at his hip (with 2 shots). A large knife is scabbarded at his belt. He also carries an Elder Sign.

STR 12 (14) CON 11 (14) SIZ 14 (15) INT 12 POW 10 (11)
DEX 13 APP 9 (12) EDU 13 SAN 0 HP 13 (15)

Damage Bonus: +1D4.

Weapons: .45 automatic pistol (x2) 65%, damage 1D10+2
Large Knife 55%, damage 1D4+2+1D4
Fist 75%, damage 1D3+1D4
Grapple 65%, damage special

Skills: Cthulhu Mythos 15%, Dodge 40%, Drive Automobile 60%, Hide 25%, Jump 55%, Listen 35%, Mechanical Repair 45%, Occult 25%, Pilot Airplane 55%, Sneak 50%, Spot Hidden 40%.

Languages: English 65%, Russian 25%.

4. This hallway is dark and silent.

5. This is the gallery indicated in the *R'lyeh Text* as containing information on the Beast. As the Baron's note men-

tioned these writings are located on the sixth floor. Every hour the investigator with the highest POW should make a Luck roll; success indicates that the investigators discover a high stone table scattered with a number of items; Hauptmann has Bound one of the byakhee in the Great Hall outside to guard these objects. If anyone other than Hauptmann, Chandler, or Lang-Fu disturbs any of these items, the Bound byakhee creeps up to attack them.

THE GUARDIAN, Bound byakhee

STR 22 CON 12 SIZ 19 INT 10 POW 13
DEX 15 Move 5/20 flying HP 16

Damage Bonus: +2D6.

Weapons: Claws (x2) 45%, damage 1D6+2D6
or Bite 35%, damage 1D6+blood drain*.

* *Drains 1D6 STR points each round it remains attached. STR will return at the rate of 1D3 a day (or with a blood transfusion).*

Armor: 2 points fur and hide.

Skills: Hide 55%, Listen 45%, Sneak 65%, Spot Hidden 65%.

Sanity Loss: 1/1D6 to see the Guardian.

The first of the guarded items is a scroll of papyrus covered with Egyptian Hieroglyphs. This is a copy of the spell Call the Beast, made centuries ago by Nophru-Ka; with an Egyptian Hieroglyphs roll an investigator notes the signature of the translator. This is a very good copy of the spell, and an investigator can learn it in about a day with a successful Egyptian Hieroglyphs roll and a roll of INT x5 or less on D100.

Beside the scroll is a piece of paper containing a copy of the spell Create Barrier of Naach-Tith, written in English, signed by "Edward", and dated 1896; scribbled in the margin are the words "insurance—use to contain the Beast if required?" This is also a good copy and it too can be learned in a day's time with a roll of INT x5 or less on D100. Nearby are the pen, ink, and paper used by Chandler, along with a small crystal bottle of Space Mead. The latter was left behind by Hauptmann in case of emergency; it is protected with the same seal found on Hauptmann's bottles in "Castle Dark."

6. From this gallery comes the strange droning chant that can be heard in parts of the Great Hall. If a curious investigator looks down this hall, a Spot Hidden notes a bizarre tableaux suspended in the air some four stories (nearly 100 feet) overhead. There a group of four human-sized figures dressed in flowing robes are chanting to a large black sphere that crackles with lightning-like bolts of energy. Anyone viewing this must roll for a loss of 0/1D4 points of Sanity. If the investigators do anything to disturb this scene—crying out, playing a flashlight over any of the figures, firing a shot, etc.—a terrible thing happens. The chanting stops, the figures turn toward the cause of the commotion, and then the figures are enwrapped by bolts of lightning from the sphere. The sphere hurtles to the floor, exploding with a burst of black fire and a deafening echo that drives all the byakhee from their roosts in the Great Hall. This sight calls for a loss of 0/1D2 points of Sanity, in

addition to any for seeing the byakhees' flight. One of the robed figures is left on the floor, turning toward the investigator or investigators who interrupted the ritual, then vanishing as it is consumed by the last of the lightning. Those who caused the disturbance are thereafter plagued by nightmares about these strange sorcerers, resulting in a loss of 1D3 Sanity per week until cured by a roll of their POW or less on D100; one such roll may be attempted per week.

The Sleeper in the Lake

The library of Celaeno has another guardian, one that does not heed the Elder Sign. This is the Sleeper in the Lake, and it is expressly noted in the *R'lyeh Text* that no knowledge is to be carried from the library for "he who sleeps will know," and the Sleeper will awake.

If any investigator attempts to take with him a book or other "volume" from the library, the Sleeper immediately knows. (Though Library works may be safely copied.)

The first indication of trouble is the sight of a huge bubble bursting on the surface of the otherwise-calm surface of the lake. Seconds later a gigantic scaly limb stretches forth from the waters, its three talons grasping for the offending investigator. The suckered claws grab the investigator and draws him inexorably below the surface. There is no way to avoid this. Witnesses lose 1/1D6 points of Sanity for seeing a friend dragged to his doom.

Create Barrier of Naach-Tith

This barrier provides both physical and magical defense. Each participant in this spell loses 1D10 Sanity points, and a variable number of magic points; each magic point expended in the creation gives it 1D6 points STR. The spell takes 1 minute to cast (during which time all magic points to be used must be expended) and lasts 1D4+4 hours. Anyone who knows the spell may participate in the casting by contributing his or her magic points to the barrier.

The barrier is spherical in shape, and about 100 yards in diameter. It can be cast around the user, to protect him from harm, or it can be cast so as to englobe a monster or enemy. Any creature bisected by the barrier's boundary upon its creation is unharmed and thrust outside the barrier. Anything trapped within the barrier can get out only by beating down the barrier with a successful STR against STR roll on the Resistance Table (multiple entrapped victims cannot combine STR to attempt escape). A bullet or missile can cross the barrier if the rolled damage to the barrier overcomes the barrier's STR on the Resistance Table. If penetrating the barrier, the object does the damage rolled, as if the barrier did not exist. Either sort of penetration destroys the barrier.

The Sleeper only takes one victim, however, and if a companion is also carrying something from the library, he may escape.

Celaeno Encounters

The Great Library of Celaeno is frequently visited by creatures from all across the universe. Thus if the investigators linger in the Library they should not be surprised to encounter other beings doing the same thing as they—seeking knowledge. For every four hours, or fraction thereof, that the investigators spend in the Great Library the keeper should choose one of the following encounters (or roll 1D6). Several involve visitors, but a few deal with "natural" occurrences in the library.

GREAT LIBRARY ENCOUNTER TABLE

1. Laban Shrewsbury
2. Eel Invasion
3. Non-Terrene Elder Things
4. In the Books
5. Servant of Ghat
6. Yaddithian Warning

LABAN SHREWSBURY: As the investigators search through the books they will hear someone coming toward them, idly mumbling in English. Seconds later Laban Shrewsbury will appear, entirely engrossed by the book he is reading as he walks. If the investigators don't do something he will walk right into them.

DR. LABAN SHREWSBURY, Age 62, Enemy of the Mythos

An elderly man, with long white hair and bushy white eyebrows, Laban Shrewsbury carries himself with an authority that befits his age. He always wears opaque black glasses equipped with side shields. His eyeballs are gone and there is left only the blackened pits of the empty sockets. Seeing the empty sockets will call for a roll to avoid losing 0/1D3 SAN. Since his disability, Dr. Shrewsbury has found new, magical methods to read his beloved texts.

STR 13	CON 14	SIZ 13	INT 20	POW 21
DEX 12	APP 9	EDU 21	SAN 44	HP 13

Damage Bonus: +1D4.

Weapons: None.

Spells: Brew Space-Mead, Summon/Bind Byakhee.

Skills: Anthropology 85%, Archaeology 70%, Astronomy 34%, Bargain 65%, Chemistry 15%, Cthulhu Mythos 32%, Dodge 44%, Geology 21%, Hide 40%, History 43%, Library Use 90%, Linguist 55%, Listen 95%, Natural History 28%, Navigate 45%, Occult 80%, Persuade 45%, Pharmacy 35%, Psychology 55%, Spot Hidden 75%.

Languages: English 75%, French 91%, Latin 92%.

Shrewsbury is working on a problem of his own right now, involving a Deep One uprising against a small town in South America. However he will have a few moments to speak with the investigators if they so desire. He is very familiar with the library, and has a 1% chance of being able to tell the investigators the approximate location of a text on any specific subject (once a section has been located investigators will have



THE HALLS OF CELAENO

to continue to roll 1% +1% per additional language, as noted above to find a readable tome). In addition Shrewsbury can tell the precise location of a copy of the *Celaeno Fragments*, since he deposited it in the Library himself.

If asked about the Day of the Beast, Shrewsbury will indicate he has heard the phrase mentioned before, as an apocalyptic day when the stars may come right. He remembers it being related to a prophecy made by the sorcerer Nophru-Ka and recorded in the *Kitab Al-Azif*. He knows no more concerning the Brotherhood and its plots.

Shrewsbury will recall that there is a huge collection of prophecies on the twenty-third tier of the Main Hall. If the investigators opt to search that area each one will have a 1% chance of stumbling upon a book listing Nophru-Ka's prophecy per hour they spend (this is *Beast Papers #17*). Other prophecies could also be introduced at this time.

EEL INVASION: While the investigators study they begin to hear slithering sounds coming from the main hall, as if a multitude of snakes were moving in unison. This is followed shortly by the cacophony of a thousand shrieks of triumph, and then an awful rending sound which goes on and on. Anyone hearing these sounds loses 0/1D3 Sanity.

Any investigator actually looking into the Great Hall will see that the black eel-like creatures of the Lake have made a tremendous migration into the library. There are literally tens of thousands of them, covering the floor like a carpet. As a result the byakhee are enjoying a great feast, eating until they fall to the ground, bloated and unable to move. This sight costs 0/1D3 Sanity to witness, plus an additional 1/6 Sanity for seeing the Byakhee and 0/3 Sanity for seeing the eels.

The Great Hall is utterly impassable, and will be for the next 1D6 hours. Anyone trying to leave will find he has to wade through knee-deep eel-creatures. As he does 1D10 of them will attack every round, draining his magic points.

In the hour after the influx of eel-like creatures, each investigator should make a Luck roll. Each investigator that fails is suddenly attacked, from surprise, by an eel-like creature which has slithered into the gallery the investigators are working in. After the first attack no further eels will appear.

BLACK EELS OF CELAENO, Rubbery Parasites

characteristics	rolls	averages
STR	1D6	3-4
CON	4D6	14
SIZ	1D3	2
INT	1	1
POW	4D6	14
DEX	2D6	7
Move 6		HP 8

Av. Damage Bonus: -1D6.

Weapon: Bite 50%, damage 1D6-1D6 + drains 1D6 magic points if it overcomes victim's magic points with its own.

Armor: 3 points of rubbery skin.

Sanity Loss: 0/1D3 Sanity to clearly see one of these eels.

NON-TERRENE ELDER THINGS: The great flapping of wings heralds the coming of three non-terrene Elder Things. These entities come from a planet near Alcyone, very close to the library of Celaeno. They know nothing of their brethren who lived upon Earth for millennia. Any investigator who has encountered the Elder Things in the

past may make a Cthulhu Mythos roll to realize that these Elder Things are larger and more robust than their Earthly cousins—they are what the Elder Things of Earth once were, before eons of devolution.

When the Elder Things see the humans they will land nearby and begin to communicate in their language of high piping whistles. After several minutes of communication one will remove a strange device from a belt around its torso and point it at the investigators. After it has spent a minute or so gesturing with the device it will return it to its belt and the three will fly away. (The Elder Thing is actually just recording the investigators.) The Elder Things will take no hostile action unless they are attacked first.

NON-TERRENE ELDER THINGS, Extraterrestrial Scientists

	1	2	3
STR	43	41	37
CON	22	31	28
SIZ	34	32	37
INT	19	22	24
POW	11	13	12
DEX	10	15	11
HP	28	32	33
DB	+4D6	+4D6	+4D6

Move 8/15 flying

Weapons: Tentacle 40%, damage 1/2 db (2D6) in constriction
Plasma Pistol 80%, damage 3D6

Languages: Nath 95%.

Armor: 12-point skin.

Sanity Loss: 0/1D6 Sanity to see a non-Terrene Elder Thing.

IN THE BOOKS: While investigators are flipping through random books, one falls open to a beautiful color painting. The painting clearly depicts the disembodied head of one of the investigators' friends or allies atop a writhing mass of tentacles. The surrounding text is all in Pnakotic, and so the investigators will be unable to determine the explanation for this strange picture. Sanity Loss: 0/1.

SERVANT OF GHAT: The investigators are surprised by the nearly soundless entrance of a figure into their gallery. The figure—which will identify itself as The Servant of Ghat if asked—is tall, lean, and nearly naked, wearing only a small loincloth. Numerous scars line his torso, legs, and arms, all the very precise cuts of a surgeon. A close look shows the Servant is not human. Its arms and legs have too many joints, no rib cage holds its chest out, and its face is long and narrow, almost insect-shaped. Seeing the Servant calls for a loss of 0/1 SAN.

When the Servant sees the investigators he will begin to speak to them in an odd, harsh language. When that fails he will try other tongues. English is the sixth language he will attempt. In short, clipped, commanding sentences the Servant of Ghat will demand that the investigators come with him. In a gallery several floors down the Servant has accumulated a pile of some sixty books. He desires the investigators to help carry them to his mount, on the front steps of the library. The Servant is extremely single-mind-

ed. If the investigators refuse to come with him he will grapple one with each hand, and drag them to the gallery where his books are. This will likely result in combat.

THE SERVANT OF GHAT, Zombie-like Slave

STR 25 CON 25 SIZ 20 INT 5 POW 1
DEX 7 Move 6 HP 23

Damage Bonus: +2D6.

Weapons*: Punch 50%, damage 1D3+2D6

Grapple 60%, begin dragging away

Knife** 40%, damage 1D6+2D6

* May attack twice per round, once with each hand.

** Has one knife, but will not think to use it for 1D6 rounds.

Language: 50% at a wide variety of different languages.

Sanity Loss: 0/1D3 Sanity to see the Servant of Ghat.

If the investigators opt to help the Servant of Ghat carry his books, they will be instructed to bring them to his mount, a huge mantis-like insect which waits on the steps of the Library (0/1 Sanity to see). The Servant will carefully place the books in various pouches and sacks upon the insect, climb aboard, and then the insect will make a mighty leap into the sky. Suddenly a huge scaly limb whips out of the lake, grabs the insects, and pulls it in. The Servant of Ghat is not seen again thereafter. 0/1D3 Sanity for seeing this strange creature slain.

YADDITHIAN WARNING: There is a bright flash of light that originates at a point in the middle of the investigator's gallery, and then spreads out quickly in a spherical shape. In its aftermath a member of the doomed insect-like Yaddithian race appears (0/1D6 Sanity to see). He starts talking almost at once, in fragmented English, constantly clicking his mandibles as he does.

"Dholes come. Bad. Very bad. Destroy Yaddith. My Yaddith. Now destroy Earth. When summoned they come. Very bad. Bad Dholes."

The Yaddithian can do little more than repeat these phrases, but he will do so until he is convinced that the investigators have understood the import of his warning. When that has been accomplished he will once more activate his light-wave envelope and disappear. If the Yaddithian is attacked or threatened, he will likewise activate his light-wave envelope.

Conclusion

If all goes well the investigators should be able to locate the Barrier of Nach-Tiith and leave with a minimum of fuss. Greedy investigators who wish to learn more should not be surprised by the dangers they encounters.

If a Star Vampire was not Bound it will need to be Summoned again when the investigators reach the front steps. Recall that they will be attacked by the Sleeper in the Lake if they have removed any books or devices from the Library (as opposed to only copies).

Traveling back to Earth will require another dose of Space Mead for each investigator, as well as 2 magic points and 2 sanity points. It should otherwise be uneventful. ■

VIII: THE SANDS OF TIME

*The investigators travel to Egypt
in search of the lost tomb of Nophru-Ka.*

The tomb of Nophru-Ka is buried deep in the Egyptian desert. However, investigators hoping to gain new insight from it will be bitterly disappointed. The tomb has already been looted, and the Brotherhood of the Beast conspires to insure that the investigators may not discover the remnants that were left behind.

Investigators' Information

The investigators, through discoveries made at Castle Hauptmann, will have information leading to the lost tomb of Nophru-Ka. They should also be aware that an archaeological team from Miskatonic University has been searching for the tomb site for the past eighteen months. This team is headed by the well known Egyptologist Professor Ronald Galloway, but so far has proven unsuccessful in locating the tomb, causing the University to consider discontinuing funds for the project.

The investigators should be encouraged to carry the tomb's location to Professor Galloway themselves. If they should choose to contact Miskatonic beforehand, they will speak with Stafford Evans, a member of the Board of Regents. Evans is leading the fight to recall the expedition and will try to discourage the investigators from contacting Professor Galloway. Evans is only trying to save the University money, but the investigators may grow suspicious of his motives. They should eventually decide to carry the information to Egypt themselves.

If investigators are unable to afford a trip to Egypt on their own, they should recall Robert Carrington's promise of assistance. He will happily fund the trip if he is told it is related to Paul LeMond's strange dreams.

Keeper's Information

Professor Galloway's team is working about 100 miles west of Cairo and consists of forty diggers, an Arab foreman, and two students from Miskatonic University. They have been searching an area known as the Valley of the Winds for the past year and a half, following scanty clues in an attempt to locate the tomb of Nophru-Ka, an evil priest during the chaotic 14th Dynasty. The evidence they have is minimal and they are presently searching about ten miles too far south.

Unknown to Galloway, his trusted Arab foreman, Hamid Katif, is an agent of Hauptmann and uses the trust placed in him to lead the archeologist away from his goal. If by chance the tomb should be located, Katif is under orders to steal or destroy certain items in the tomb.

Beginning Play

Professor Galloway is located in a hard-to-reach spot, so the investigators should be encouraged to wire ahead, informing the archaeologist of their intentions. The camp receives mail and supplies twice a week by airplane drop. Take-offs and landings in the area are particularly dangerous due to the soft sand, and the pilot will only risk landing if the camp signals an emergency. Anything leaving the camp must travel by camel. There is a water caravan that travels every day to an oasis eight miles away.

If contacted, Galloway will make arrangements for two of his workers to meet the investigators in Cairo and lead them to the site.

CAIRO

Here the investigators will be met by two young Arabs who will introduce themselves as employees of Professor Galloway. The investigators will be allowed to spend a couple of days in Cairo while the guides help outfit them with clothing and equipment for the trip and teach the investigators the basics of camel riding. Investigators graduating from this training will gain a basic Ride Camel skill of 20% if they make an Idea roll, or 10% if they fail. The investigators may make use of this time to do a bit of exploring around Cairo if they wish (*The Cairo Guidebook* may be useful for background information on the city.)

Desert Trek

The investigators will begin their four-day journey across the desert early in the morning. After crossing the Nile by bridge, they will ride through the suburb of Giza, passing through the shadows of the pyramids and near the enigmatic Sphinx. This area is dotted with numerous archaeological sites operated by different governments and universities. At one of the larger sites, the investigators will notice workmen erecting a tall metal tower. If asked, the guides will know nothing of this. If investigators remember to ask around upon returning to Cairo they will be able to learn that the site is operated by the Chandler Foundation, a name they will recognize as a charitable organization, similar to the Ford Foundation, associated with NWI. The investigators will have to ask at the site itself to find out that the slender tower is intended to be a mooring point for dirigibles.



Once out in the desert itself, the investigators will have to resign themselves to a hot, boring trip, punctuated only by occasional mishaps involving the ornery camels. Every day each investigator will experience some difficulty with his mount. If the investigator fails his Ride Camel roll, he will be thrown to the ground and forced to retrieve his camel. A failed Luck roll when thrown will result in the investigator taking 1D3 points of damage.

Katif's Plan

It was Hamid Katif, alerted by Hauptmann, who decided to dispose of the investigators by throwing them in the Well, believing that they would be driven mad by the vision and would eventually starve, unable to leave the Well. The lack of bodies was convenient, and Katif felt that it would keep American blood off his hands. The whole scene in the Well is the result of a psychic residue left by the many worshippers who went there to honor their dark gods. What Katif did not realize is that after so many centuries, most Europeans would share at least a few genes with the long-dead priest and because of that connection experience a cellular awakening similar to, but not nearly as intense as, that suffered by Edward Chandler. Katif also did not plan on a recent sandstorm that has uncovered the long-buried exit from the Well.

The Desert Bandits

Near the end of the third day of the trip, the party will spot a group of riders coming toward them over the dunes. The guides will instantly (perhaps a little *too* quickly) identify this group as desert bandits, followers of Kemal, a bandit leader who roams this area preying upon caravans. The guides will immediately dismount and beg the party to surrender, claiming that if they do, Kemal will only rob them. If the investigators show resistance, the guides claim, they will all be slain.

An investigator making an Idea roll will remember hearing of the infamous Kemal while in Cairo. Quite a rogue, Kemal has a reputation for robbing only Arab travelers, apparently fearing that to interfere with Europeans would bring too much grief down upon him from the government. Attacking the party of investigators goes against anything the investigators may have heard about Kemal. In truth, the guides are under orders from Katif—Hauptmann's agent in Cairo—to surrender to Kemal, who has been bribed by Katif. They have been told that they will be allowed to live if they obey orders.

Kemal is accompanied by ten of his best men, and they are all crack rifle shots either on foot or from camelback. If any of the investigators should be foolish enough to attempt to flee or draw a gun, the Keeper should feel free to shoot off his hat or kill the camel. Alternatively, you can let them find out the hard way. An investigator trying to get off a shot will find that shooting from the back of a camel reduces his chance to hit down to his Ride Camel skill percentage (or his normal chance to hit, whichever is less).

Kemal will capture the investigators and remove all valuables from them. He will keep any weapons or items of value that he may find, while he is to turn over any books or papers found on the investigators to Katif. He is then to bind and blindfold the party and murder the two guides before marching the investigators away. Kemal will follow all orders to the letter except those regarding the young guides; they will be freed to escape back to the camp of Professor Galloway.

Once tied up, the investigators will be marched across the hot sand for an hour or two before they will be forced to clamber over some broken rocks and crawl, single-file, through a low opening. Through this opening the air becomes noticeably cooler and the echoes of the bandits' voices should tell the investigators that they are inside something.

After a short walk, the bandits will bring the group to a halt and remove the blindfolds. They will find themselves standing in a dark cavern, a yawning, circular chasm at their feet. One by one the investigators will be dragged forward and, while one bandit cuts the rope tying his hands, two others will push the screaming investigator headlong into the pit. As each investigator falls into the darkness, he must make a SAN roll for 0/1D4 points.

KEMAL, age 31, Desert Bandit

This desert bandit leads a group of about twenty men who raid the caravans that pass through the area. Kemal does not interfere with foreigners, justifiably fearing the wrath of the Egyptian government. Kemal's reputation is one of a rogue who rarely kills his victims, preferring to release them in the hope that they will pass his way again.

Kemal fears Katif and is not happy that he has been forced into association with him, but for the meantime cooperates. Katif, unable to keep from boasting, has spoken on occasion with Kemal of his association with Baron Hauptmann and others. If someone can approach Kemal and make a successful Persuade roll (in Arabic), he will be able to convince the bandit to turn against Katif.

STR 16 CON 15 SIZ 12 INT 15 POW 15
DEX 16 APP 17 EDU 11 SAN 75 HP 14

Damage Bonus: +1D4.

Weapons: .30-06 Bolt-action Rifle 80%, damage 2D6+4
.45 Revolver 50%, damage 1D10+2
Knife 80%, damage 2D4+2

Skills: Climb 80%, Dodge 75%, Hide 80%, Jump 80%, Listen 80%, Occult 25%, Persuade 80%, Pick Pocket 45%, Psychology 65%, Ride Camel 95%, Sneak 80%, Spot Hidden 75%, Track 75%.

Languages: Arabic 55%, English 25%.

DESERT BANDITS, Loyal Followers

This gang of thieves is fanatically loyal to Kemal. All are willing to lay down their lives for him. Assume they all have the same stats.

STR 11 CON 10 SIZ 11 INT 15 POW 10
DEX 9 APP 8 EDU 7 SAN 75 HP 11

Damage Bonus: +0.

Weapons: .30-06 Bolt-action Rifle 85%, damage 2D6+4
Knife 65%, damage 1D4+2

Skills: Ride Camel 90%.

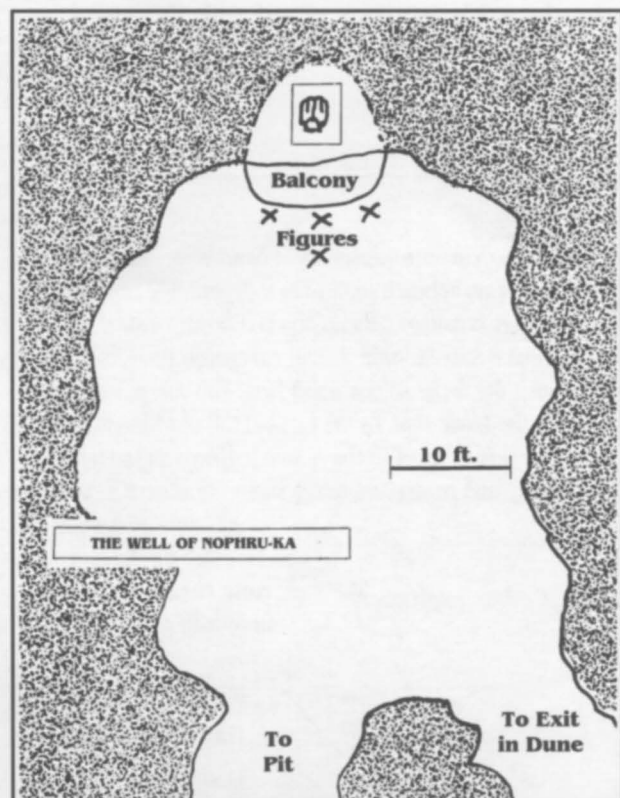
The Well of Nophru-Ka

The investigators will fall approximately thirty feet into a pile of soft sand. Anyone failing a Jump roll will suffer 1D6 points of damage.

The group will be able to see, by the dim light trickling in from above, a roughly circular cavern, about forty feet in diameter and shaped like an inverted funnel. A stone stairway once circled the walls, allowing people to climb in and out, but this has long since collapsed, leaving large stone blocks strewn about the chamber. The walls lean inward, not purely vertically, so the chamber narrows as it reaches upward, making climbing without equipment impossible. The investigators will soon realize that the only way out is by means of a dark passageway that slopes downward as it exits the chamber.

This passageway runs for about two miles through total darkness until it eventually opens upon the dimly lit Well of Nophru-Ka, ancient worshipping place of the evil priest and his insane followers. When the investigators see the light ahead in the tunnel, a successful Listen roll will reveal the sound of strange, monotonous piping.

If the investigators continue forward, the tunnel will open into a large circular chamber lit by torches thrust into small holes in the walls. To the investigators' immediate right lies another similar tunnel (which eventually leads out of the Well). Across the chamber, nearly one hundred feet away, a man dressed in the style of ancient Egypt kneels in supplication before someone else. The standing figure is tall and of skin so dark as to be almost black, but the flickering torchlight hides his features, as well as the features of the two men that stand behind him, arms folded across their



chests. The monotonous piping seems to come from a balcony, carved of stone and situated directly above the mysterious group.

The two figures come together during a chant voiced in an odd tongue (a successful Arabic roll will indicate that this may be Khemite, the forgotten language of ancient Egypt, but will not allow any investigator to understand it). Witnessing this scene for more than a minute will cause ancient genetic memories locked within the cells of the investigators to awaken, causing a loss of 1D6 Sanity points and an identical increase in the investigator's Cthulhu Mythos percentage. These effects are unavoidable.

At the climax of this scene, the two figures in shadow, though not the tall dark figure, will step into the light. Investigators must make SAN rolls for 0/1D6 points at the sight of men with the heads of crocodiles. At this point the torches will suddenly extinguish themselves as the vision melts away and the chamber is plunged into darkness. If the investigators attempt to disrupt the scene in any way, the torches will go out and the vision will end immediately.

A few moments after the torches have gone out, the investigators' eyes will adjust to the darkness and they will be able to see passably well, aided by a phosphorescent blue glow emanating from traces of crystal found in the walls of the cavern. This glow is somehow activated by the light from the "immaterial" torches, and will last about thirty minutes before gradually fading away.

The investigators will find that they cannot discover any trace of the ceremony just witnessed. With a successful Climb roll, however, someone can scale the rough stone wall up to the balcony. Here he will find a small chamber containing a black stone statue of a faceless sphinx some six feet long. The statue is carved with Egyptian hieroglyphs. A successful Cthulhu Mythos roll will reveal that this sphinx represents one of the many forms of

Nyarlahotep. A successful Hieroglyphics roll will reveal that the carved symbols contain the spell Call/Dismiss Beast, which can be learned with an Idea roll if the investigator knows hieroglyphics.

If the investigators check the second tunnel, they will find after following it for about three hundred yards that it ends in a narrow, sand-choked opening on the side of a dune. After exiting the tunnel, a sudden sandstorm, all too common in the desert, will blow up, covering the opening in the dune and ensuring that investigators are quite lost.

Fortunately for the investigators the exit is but a few miles from Galloway's camp, and they may be able to find it with a little luck. The first day will always be spent in fruitless search. Beginning on the second day, and on every day after that, the luckiest investigator in the group should attempt a POW x1 roll. If successful, the group will discover the camp. If unsuccessful, each investigator must make a CON x5 roll or take 1D6 damage. A single point of damage is taken in any event. At the end of the fourth day out, if the investigators have not already made their way to the Galloway camp, they will be discovered by a search expedition sent out by Galloway. Lost hit points will be regained at a rate of 1 point per day of full rest.

If an investigator can show reason to possess some type of desert survival skills, the Keeper may wish to adjust the situation slightly.

The Galloway Camp

If the investigators come upon the Galloway camp on their own, they will first be aware of something when an odd wailing sound drifts toward them from the other side of a large dune. A successful Anthropology roll will tell an investigator that what he hears is a Moslem prayer, distorted by the wind. Without this information, investigators will have to gather their courage and peek over the dune.

Looking down into a narrow valley, the group will see a crowd of thirty to forty Moslems kneeling to the east in prayer. A short distance away, near a small cluster of tents, a group of three men in khaki are conversing with a tall, bearded Arab. This is Professor Galloway and his students, in discussion with Katif. The immediate area is dotted with a half-dozen small exploratory digs, but the men have found nothing. Near the men is a half-track vehicle with "Miskatonic University" painted on the side. On the other side of the valley are tents, safely upwind from the stench of the tethered camels.

Everyone will be surprised to see the investigators, as the guides had told them that the entire group had been kidnapped by Kemal. Katif will be the most surprised, and a successful Psychology roll will note this reaction. The group will be shown to the tents prepared for them; food and First Aid will be offered.

Though the investigators have probably lost the map of Nophru-Ka's Tomb to Katif, any investigator who examined it will be able to recall the details easily. If an investigator provides this information to Professor Galloway, he will be interested, but will disagree with the possible loca-

Beast Papers #20

Katif,

I expect your current mission to be dangerous, and so I tell you of a certain refuge I maintain, lest you need to make a hasty exit. It is called Celaeno and is a faraway star. If you Bind a Star Vampire it will carry you there, but you must drink the golden mead first, and carry with you the Elder Sign. In the Great Hall of Celaeno you must travel to the second hallway on the left, and from there to the sixth tier. There is our refuge. Edward, Lang-Fu and I infrequently visit the library. You may wait for us if the danger is too great to return.

Hail Yog-Sothoth,
Hauptmann

The map shows a series of connected points representing stars. The path starts at Al Nakh, goes to Al Thurayya, and then to Celaeno. Other points marked include Al Mijdah, Na'ir al Dabayan, and HASTUR. The path is indicated by a line connecting the points.

tion of the tomb. He has his own evidence, gathered over many years, and feels that he is presently searching the right area. He says that he is backed up in this opinion by Hamid Katif, a man that he has worked with before and one who has shown himself to have a deep knowledge of the ancient Egyptians. The investigators' evidence indicates a location ten miles to the north of the present site. One investigator in the group will have to try to Persuade Professor Galloway. If the investigator is successful, he will have convinced Galloway, and the professor will begin making plans to move the entire operation north. Even if Galloway is not Persuaded, he will charitably admit that the investigators may be on to something, and will suggest that they take one of the students—Daniels—and a half-dozen diggers to the area they wish to search.

PROF. RONALD GALLOWAY, age 53, Respected Egyptologist

Professor Galloway is a world-renowned Egyptologist. He is in his mid-fifties and is strong and well tanned from his years in the field. He is a logical sort of person and not likely to be swayed by use of Persuade skills. Neither will he entertain talk of monsters or secret societies, at least not until after his experiences in the tomb of Nophru-Ka.

If Professor Galloway survives this scenario, he may be able to provide valuable assistance in the future. He has an impeccable reputation for level-headed honesty and has developed many contacts with government officials and universities all over the world. Anything the investigators may try to present will be more readily accepted by these people if use can be made of Professor Galloway's influence. At the conclusion of this scenario, Galloway will probably return to Miskatonic University to study his finds.

STR 12 CON 15 SIZ 11 INT 16 POW 15
DEX 12 APP 15 EDU 26 SAN 75 HP 13

Damage Bonus: +0.

Weapons: .38 Revolver (always in holster) 45%, damage 1D10
.30-06 Bolt-action Rifle 30%, damage 2D6+4

Skills: Anthropology 35%, Archaeology 95%, First Aid 75%,
Geology 20%, History 55%, Library Use 80%, Navigate 40%,
Persuade 80%, Spot Hidden 55%.

Languages: Arabic 50%, English 95%, Hieroglyphics 90%,
Latin 55%.

CAMP FEATURES

HALF-TRACK: This is a gas-powered vehicle capable of traversing most terrain. It can cover ground at twice the speed of a camel. Unfortunately, it broke down some time ago and has not yet been made serviceable again. A couple of hours' time and three successful Mechanical Repair rolls will get it running. It can seat eight people and there are adequate gasoline supplies and spare parts in the tent nearby.

SUPPLY TENT: In addition to gas and parts for the half-track, this tent contains food, digging supplies, and a case of dynamite with twenty-four sticks, along with blasting caps.

PROFESSOR GALLOWAY'S TENT: Contains, besides his books and papers, two .30-06 rifles under his cot, along with ammunition. Galloway brought these with him in case of trouble. So far, they have proven unnecessary.

Katif,

A matter of urgency. Several foreigners recently appeared in Drovosna, possibly bearing information regarding our plans. They suspect my involvement. I have reason to believe that they have come across information that will lead them to the site of the tomb. They should be dealt with severely if they try to intervene.

I will leave the handling of the matter up to you, but at all costs you must steal or destroy the scrolls found in the tomb should they be discovered. There is a spell that I would have taken with me thirty years ago if I had seen how our plans would progress. It must not fall into their hands.

Hail Yog-Sothoth,

Hauptmann

Beast Papers #21

HAMID KATIF'S TENT: On the other side of the valley, located near the tents of the diggers, stands the larger tent of Katif. If the investigators should get the opportunity to search the tent, they will discover any books or papers stolen by Kemal, including the map to Nophru-Ka's Tomb. They will also discover two letters, both written in Arabic, bearing the postmark of Klausenburg, Romania.

Beast Papers #20 is clearly the older of the two, as it has begun to yellow. The odd diagram can be determined by an Astronomy roll as identifying Celaeno, a star in the Pleiades. Several more pages follow, detailing the Summon/Control Star Vampire spell, which can be learned with an Idea roll. A single vial of Space Mead is stored with this letter, as well as a stone encribed with the Elder Sign.

Beast Papers #21 seems to be a fairly recent letter. With this letter are two scrolls written in Arabic. One of them contains the spell Call/Dismiss Beast, while the other describes some kind of warding sign—a magical pass made with the hand. No explanation is given with either of the spells; each can be learned with a successful Idea roll.

GALLOWAY'S ASSISTANTS: Both these young men are students at Miskatonic University eager for the opportunity to work with Professor Galloway.

LAWRENCE DANIELS, age 21, Undergrad. Archaeology Student

Lawrence is an undergrad in his fourth year at the University.

STR 10 CON 9 SIZ 10 INT 15 POW 12
DEX 14 APP 10 EDU 15 SAN 60 HP 10

Damage Bonus: +0.

Skills: Anthropology 25%, Archaeology 45%, Library Use 55%.

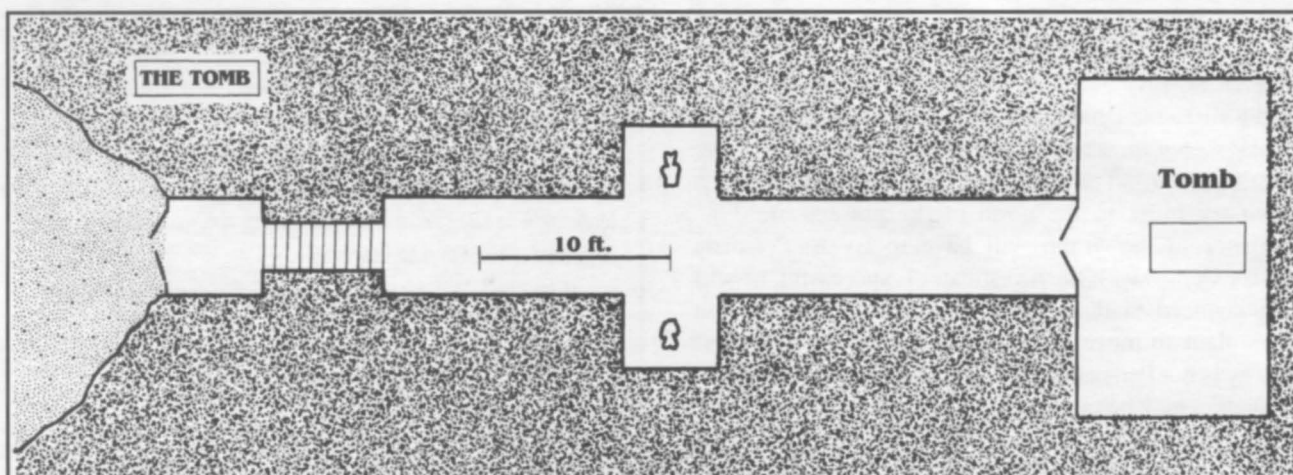
Languages: English 75%, Hieroglyphics 25%.

RICHARD McFARLAND, age 25, Graduate Archaeology Student

He is a graduate student and a personal favorite of Galloway's. Richard is a large, burly character and tough in a fight. He keeps a .45 in his tent, but does not wear it around camp.

STR 16 CON 15 SIZ 16 INT 15 POW 13
DEX 11 APP 10 EDU 17 SAN 65 HP 16

Damage Bonus: +1D4



Weapons: .45 Revolver 65%, damage 1D10+2

Fist 75%, damage 1D3+1D4

Kick 50%, damage 1D6+1D4

Rifle 60%, none carried

Skills: Anthropology 30%, Archaeology 60%, First Aid 75%, Occult 20%, Pilot Airplane 40%.

Languages: Arabic 35%, English 85%, Hieroglyphics 40%.

ARAB DIGGERS: This crew of men was hired by Katif. While none of them are aware of Katif's true intentions, they know that he is a man to be feared, and few will be willing to speak of him to the investigators. If an investigator can make a successful Persuade roll in Arabic, he will be told that Katif has been seen having late-night meetings with another Arab man (Kemal). Another successful Persuade roll, with a different digger, may reveal the suspected hideout of Kemal, about five miles west of the oasis used by the camp.

The camp also contains other supply tents, the students' tent, etc., all of little interest.

Nophru-Ka's Tomb

This site is located ten miles north of the present camp. The ground is uneven, and the journey will take four hours by camel or two hours by half-track. Once camped in the area, the group will have to search for evidence of the tomb. Each person spending one full day in search will succeed if he makes both a Spot Hidden and an Archaeology roll (the diggers are each 25% in each). Once the tomb is located, Daniels will immediately leave to notify Professor Galloway, taking two of the diggers with him. Upon hearing of the find, Galloway will head for the new site with some diggers and Katif, leaving Daniels and McFarland to oversee the breaking of camp and the move north.

ATTACK OF THE BAT-HORRORS

Every night that the small party camps at the site of the tomb, they will be attacked by 1D6 byakhee that have been

summoned by Katif. They will attack in a cautious, hit-and-run fashion, attempting to slay those caught alone or ripping through the tents at night to maul sleeping victims, after which they melt into the darkness. These attacks will cease upon the arrival of Galloway and Katif. The investigators may have some difficulties keeping the diggers with them in the face of these assaults.

BYAKHEE

	#1	#2	#3	#4	#5	#6
STR	16	14	18	12	20	21
CON	07	11	13	10	12	15
SIZ	17	18	20	13	12	14
INT	12	04	11	14	11	12
POW	08	12	11	14	07	10
DEX	11	14	12	18	14	12
HP	12	15	17	12	12	15

Damage Bonus: +1D6.

Weapons: Claws (x2) 45%, damage 1D6+2D6 or Bite 35%, damage 1D6+blood drain*

* Drains 1D6 STR points each round it remains attached. STR will return at the rate of 1D3 a day (or with a blood transfusion).

Armor: 2-point fur.

Sanity Loss: 1/1D6 points to see a byakhee.

Nophru-Ka's Tomb

Once Galloway has joined the group, digging will commence in earnest. Within twenty-four hours steps leading down will have been cleared and large stone doors will stand ready to be pulled open. The soil blocking the entrance is weirdly loose, as if it has been freshly deposited. A Geology roll will indicate something odd to the investigators. There will be disappointment expressed by members of the team when they discover that the clay seal on the door has been broken, a sure sign of tomb-robbers—though the investigators will not realize Hauptmann and associates visited Nophru-Ka's tomb back in 1896 to retrieve certain items necessary for their enterprise.

Once the door is opened and the stagnant air allowed to clear a little, the group will step onto a small landing above

another short flight of stone steps leading down. These stairs are heavily carpeted with dust, and there is evidence of recent footprints on the treads. A successful Track roll will note that while there are four sets of prints leading down, there are only three coming back out. The investigator will be able to tell that whoever entered the tomb wore modern boots.

At the bottom of the stairs a short hallway runs approximately forty feet before ending in a set of stone doors. About halfway down this hall are a pair of deep alcoves, each containing a plain stone sarcophagus standing upright. These seem to be undisturbed, as they are covered with a thick layer of dust and sealed with a green, wax-like substance. The seal on the stone doors has been broken, however, and the group will find that the doors swing inward easily.

Opening the doors, the investigators will discover the final resting place of Nophru-Ka, who was placed here by his followers with what little treasure they could rescue. While many footprints can be seen in the dust, little seems disturbed at first glance. Crumpled on the floor near the sarcophagus of Nophru-Ka, however, lies the body of a man dressed in modern Arabic clothing.

If the body is examined it will be found that the back of his head was apparently blown off by a gunshot; dried tissue still adheres to the wall nearby. Coins found in the man's pocket bear dates as recent as 1895. The body has been partially mummified by the dry conditions with the tomb.

The walls are covered in hastily chiseled hieroglyphs. A successful Hieroglyphics roll will allow someone to discover that these writings contain the life story of Nophru-Ka (see pg. 7). It will require two weeks to translate successfully all that is written on the walls.

A quick examination of the tomb's contents by members of the archaeological team will reveal that little was disturbed by the tomb-robbers. The only missing items seem to be the canopic jar containing the liver of Nophru-Ka, and possibly some scrolls from a table. The missing canopic jar was taken by Lang-Fu to aid him in summoning the spirit of Nophru-Ka. The scrolls were taken by Hauptmann because they were required to bring about the Day of the Beast. Hauptmann left behind many valuable scrolls in deference to the spirit of Nophru-Ka. Unfortunately as Hauptmann's plans have advanced he has realized that certain missing portions of the *Book of Eibon*, which are stored in the Tomb, could prove bothersome. They contain the spell Dismiss Dhole. The scroll containing this spell is the object of Katif's mission; it is to be kept out of the hands of the investigators at all costs.

THE HYBRID MUMMIES

If the party opens the door to the inner chamber without first making the special Warding Sign (from the scroll in Katif's tent) near the guardian mummies, the undead sentries will be alerted to the presence of intruders and begin to awaken from their millennial sleep. The first indication of this will be the echoing crash of the stone coffin lids shattering against the floor of the tomb hallway. Two mummies will then step out of their sarcophagi and shamble

toward the group through the swirling dust. The investigators will be able to see the withered human bodies topped by ungainly heads of crocodiles, affixed with crude stitches at the neck.

CROCODILE MUMMIES, Dedicated Tomb Guardians

In the vision in the Well of Nophru-Ka, these beings appeared as supremely muscled humans, their necks gradually blending into crocodile heads lined with razor-sharp teeth. In mummy form they will be found interred in the tomb of Nophru-Ka, placed there to protect the remains of the slain priest.

These mummies are not wrapped, but merely preserved, their flesh dried to a tough, leathery texture and smelling bitterly of strange spices and death. The mummies are actually decapitated humans with the heads of crocodiles sewn crudely onto the necks. These creatures are magically animated guardians and both have identical stats.

STR 21 CON 16 SIZ 15 INT 8 POW 15
DEX 7 Move 6 HP 16

Damage Bonus: +1D6.

Weapons: Hand 80%, damage 2D6

Bite 60%, damage 3D6

Armor: 2-point skin. Bullets are useless against them.

Skills: Sneak 50%.

Sanity Loss: 1/1D3 to see the crudely designed mummies.

After the necessary SAN rolls are made and the group begins to engage the monsters, Katif will use the confusion to try to steal the scroll and hide it in his robes. He will need a successful Pick Pocket roll to accomplish this without being seen. He will then attempt to flee the tomb, using the Warding Sign to get by the mummies unharmed. An investigator witnessing this complex gesture will have a chance equal to his INT x1 to duplicate the Sign successfully if he should attempt to follow Katif out of the tomb.

Once outside the tomb, Katif will be met by two henchmen with camels waiting to carry them to Kemal's hiding place. If captured by the investigators, Katif will attempt to destroy the scroll rather than letting it fall into their hands.

The Warding Sign

This is a special hand gesture that is to be performed within the tomb of Nophru-Ka before opening the doors to the inner chamber. If the signal is made properly, the tomb's guardian mummies will not be awakened from their slumber. If the guardians are alerted to intruders, they will emerge from their coffins and attempt to slay the trespassers. If the guardians have been awakened the Sign can still be used to pass them, but they will not return to their sarcophagi until the doors to the inner chamber are shut and the proper sign is given to them. At that time they will return to their coffins and await the next visitors to the tomb (though the lids to their coffins will still be shattered). Attempting to cast the Warding Sign costs 1 Magic Point whether successful or not.

HAMID KATIF, age 37, Untrustworthy Foreman

Katif is tall and slender; his black, almost blue, beard lends his face a menacing look. He has been an agent of Baron Hauptmann for several years, but this is the most important task entrusted to him yet. Hauptmann would have preferred using a different person for an operation as delicate as this one, but Katif was the only man available. The Baron's fears are proven correct by the way that Katif bungles the murder of the party. Still, he is a dedicated member of the Brotherhood, and if he survives this scenario he will turn up with Hauptmann in chapter XII on the Day of the Beast.

Katif claims to be a Copt and does not take part in the Moslem ceremonies attended by the diggers. He has been Galloway's foreman on this dig since its inception and has worked with the professor before. Galloway considers Katif to be an odd fellow, but has come to respect Katif's knowledge of the past and his sometimes uncanny ability to locate obscure archaeological sites. Galloway trusts Katif completely and will not turn against him unless shown undeniable evidence. The diggers fear Katif. They do not know what he is up to.

If Katif is found out before the tomb is discovered, he will flee to Kemal's lair with his two henchmen and wait for the party to find the tomb, then attempt to carry out his mission. If the danger seems too great he may Summon a Star Vampire or a Byakhee to carry him away, perhaps to Celaeno.

STR 14 CON 14 SIZ 13 INT 10 POW 12
DEX 15 APP 9 EDU 7 SAN 0 HP 14

Damage Bonus: +1D4.

Weapons: Large Knife 75%, damage 1D6+1D4
.32 Revolver (hidden in robes) 35%, damage 1D8
Fist/Punch 40%, damage 1D3+1D4

Skills: Archaeology 20%, Climb 60%, Cthulhu Mythos 40%, Dodge 75%, Hide 80%, Occult 50%, Persuade 65%, Pick Pocket 75%, Ride Camel 85%, Sneak 80%, Track 20%.

Languages: Arabic 50%, English 30%.

Spells: Call/Dismiss Beast, Dread Curse of Azathoth, Summon Byakhee, Summon Star Vampire, Warding Sign.

KATIF'S HENCHMEN

These two Arab diggers work directly for Katif, although this fact is unknown to anyone else in the camp. They are ruthless killers who will obey Katif right up until they feel their lives are threatened, at which point they will desert their master and run. They are not aware of Katif's involvement with the Other Gods.

SELIM, age 26, Ruthless Henchman

STR 14 CON 12 SIZ 10 INT 7 POW 8
DEX 17 APP 8 EDU 6 SAN 40 HP 11

Damage Bonus: +0.

Weapons: Large Knife 75%, damage 1D6

Skills: Ride Camel 80%.

MAHMUD, age 24, Ruthless Henchman

STR 13 CON 15 SIZ 15 INT 9 POW 6
DEX 14 APP 10 EDU 5 SAN 30 HP 15

Damage Bonus: +1D4.

Weapons: Large Knife 90%, damage 1D6+1D4

Skills: Ride Camel 85%.

Conclusion

This chapter provides many clues to the activities of the Brotherhood, but leaves the investigation at an apparent dead end. Though Nophru-Ka's tomb is a great archaeological discover, the Dismiss Dhole spell and the history of Nophru-Ka are the only things of particular interest to the investigators. If the Well is returned to, its psychic "show" will activate again only at the Keeper's option.

At this point there is room for an intermission that will give the investigators an opportunity to explore other adventures, or the group could move directly on to the next chapter. Alternatively, if characters have not yet journeyed to Celaeno, they might be encouraged to at this time. ■



PART THREE: DAY OF THE BEAST



Hydra—1929

NICK SMITH

IX: MOUNTAINS OF THE MOON

Another dream of Paul LeMond's sends the investigators to the mountains of Peru to look into the recent unusual earthquakes there.

In the mountains of Peru, the Brotherhood of the Beast's plans advance. There NWI is supplying local Sons of Terror with guns as well as mining a rare mineral named Blue John. Indians, rebels, and mi-go all contribute to the danger as investigators learn for the first time that NWI may not be as benevolent as it appears.

Investigators' Information

After several disconcerting months during which the investigators see no hints of the Brotherhood of the Beast's movements, they will receive another recording of Paul LeMond's dreams from Irene LeMond. As with the others, it is mostly incoherent, but between the moans and shouts of the tortured sleepers, the investigators will hear LeMond mumbling about earthquakes and Peru. Somehow these quakes foreshadow the coming of the Beast. See *Beast Papers* #22.

Any investigators psychically-linked to Paul will remember the same dreams—the first time they have had such disconcertingly real dreams in many months. As before Robert Carrington can aid the investigators in getting to Peru if they are unable to afford such a trip on their own.

Keeper's Information

The earthquakes in Peru were caused by a group of mi-go. The earthquakes were created in an attempt to lift certain strata above the surface, so the mi-go could recover and process a material known as Blue John. This ingredient is used in making the incense required to cast the spell Summon/Bind Dhole. After the Blue John is processed, the resulting fine powder is shipped out of the country by the New World Incorporated experimental mining station located in the area.

NWI established the mining operation a couple of years ago. It was publicly touted as an attempt to economically mine the trace amounts of gold, silver, platinum, and other precious metals that are contained in the soil of this mountainous country.

Beast Papers #22

Transcript of Paul LeMond's Dream--
July 1929

"The earth is alive... Peru... Mountains of the Moon... the earthquakes... it's the coming of the beast..."

The true purpose of the mine—known to only a very few—is to provide a cover for the extraction and shipping of the Blue John. The only person working at the mine site that is aware of this is Jonathan Harris, the chief engineer.

NWI has also taken advantage of its situation to supply local guerrillas with rifles as part of the Brotherhood's plan to foster political chaos in the world. These guns are delivered to the rebel leader, an ex-bandit named Goyo, by Melvin Peale, head of security at the NWI mine. Peale is unaware of the mine's connection with the mi-go.

Peale has supplied a large number of weapons and ammunition to the rebels over the past six months. The mine has been able to justify the large munitions shipments by using the excuse that they are being used to help control a large band of primitive, militant Indians who have harassed the mining operation since its beginning. Lately, these Indians have actually become a real threat, having managed to steal several rifles and a small amount of ammunition from the guerrillas. The Peruvian government, glad for the participation of NWI in the country's economy, has given the mine security force permission to deal with the Indian problem as they see fit. The Indians have been sniping at the mine camp, and Peale has led several forays into the mountains in an attempt to route the Indians from the area. He has also enlisted Goyo's aid in controlling them.

Jonathan Harris has received word from Edward Chandler at NWI that they now have almost all of the Blue John that will be required, and that Harris is to begin dismantling the operation soon. When this is complete, NWI will publicly announce a phasing-out of its mining operation in Peru, claiming that it has proven to be unprofitable (which is true, but they knew it would be from the beginning).

This adventure is intended to be run in late July or early August of 1929, with the idea that the investigators will travel back to the States and arrive in San Francisco on August 27.

HISTORY

The fungi from Yuggoth's operations in the Andes began thousands of years ago and survived until they were finally driven out by Indians over 1,100 years ago. These Indians, known as the Huari, predate the Incas and were worshippers of Yig, whose aid was called upon to vanquish the fungi. Most Huari were wiped out by unknown invaders about 800 A.D., but a small tribe has managed to survive isolated high in the mountains.

The coming of the NWI mining facility to the area has caused these Indians to believe that a tribal legend is about to be fulfilled. The prophecy goes something like this:

"When the pale men come to the mountain, they will release evil spirits within. The faithful of Yig must resist these evil spirits, but they will not be delivered until the coming of 'The Ghost That Walks.' These events will mark the beginning of the age of the Beast." This prophecy may be encountered in this chapter in many different forms, as it has been circulating in the area ever since the coming of NWI, but the only complete and accurate version is known by "The Ghost That Walks."

Beginning Play

The investigators may wish to investigate Peruvian Earthquakes before they leave the United States. By doing a little searching around in newspapers and scientific journals, they will discover that there has indeed been a series of intense, localized tremors recorded over the past year, centered high in the mountains fifty miles northwest of Lima. The area has a high incidence of earthquakes normally; even considering the odd pattern of the shocks, they would not have drawn as much notice if they had not occurred so close to the American-operated NWI mining facility. Although the epicenters of all of the quakes have been very near the station, a spokesman for the mine has said that only minor tremors were felt and that there had been no casualties. See *Beast Papers* #23 for an article on one of the most recent quakes.

Investigators should already be familiar with NWI from Chapter III. Any investigator possessing a Geology skill above 50% will have heard of the experimental mining station and be at least a little familiar with the purpose of the project: the recovery of precious metals by a new technique. He may also know that NWI, in true public-opinion-conscious style, has established a policy of providing food and lodging to visiting dignitaries and scientists. At times, scientific teams have used the NWI site as a base while making field studies of the area.

To Peru

The country of Peru is presently run by the presidency of Augusto Leguía, a former minister of the treasury closely identified with business groups. Passports are easily obtained and passage to Lima by ship will take approximately six days from New York. Once in Lima, the investigators will have to hire a car or truck to take them the fifty miles to the small village of Huancucho, located halfway up the mountain at the end of the road. A fifty-mile ride on the back of a truck hauling vegetables or livestock could prove uncomfortable, and clever investigators may attempt to make arrangements to travel by jeep with the army patrols that regularly travel the road. From Huancucho, the investigators will have to travel a winding mountain trail high to the site of the mine. Guides can be obtained in Huancucho.

Earthquake Rocks Peru!

Lima—A high intensity earthquake shook the mountains of Peru not far from Lima this weekend. The capital was far enough from the epicenter to escape unharmed, though books did fall in the Biblioteca Nacional. An American mining camp sponsored by New World Industries (NWI) was much nearer the center of the earthquake, but according to Mr. Johnathan Harris, the head of the mine, "There was a little bit of damage to the camp—a couple of fallen trees and such—but our mines are all very well constructed and escaped unharmed."

Peru has been experiencing an unusual degree of seismic activity over the last year, almost entirely centered around the central Lima area. This is at least the thirtieth earthquake of significant intensity that has been recorded in that time period.

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Beast Papers #23

The national language of Peru is Spanish, but the investigators should have little trouble in a city the size of Lima; it will be easy to find a guide who speaks English. Once outside of Lima, however, investigators will find that most people speak only Spanish, and the farther up into the mountains they travel the more people will use Quechua, an Indian language spoken by the Incas.

This adventure takes place at extremely high altitudes and any investigator activity involving endurance or vigorous actions should take into account the scarcity of oxygen. The native Indians actually have a different physiology that allows them to take advantage of the rarefied atmosphere. A lowlander will have trouble running even a short distance, and the hike up the side of the mountain will be all the average investigator can bear.

Huancucho and the Trading Post

Huancucho is a small, sleepy village containing about 250 souls. The population is mostly Indian and very poor. Most live in glorified huts, but a few more substantial buildings exist. Occasional dogs can be seen on the streets.

The largest building by far is the trading post. Originally established to serve the local Indian farmers, it has been used as a jumping-off point for supplies coming in for the NWI mine. This, along with visiting miners who have no other place to spend money, has caused the business to expand greatly. Once inside the investigators will see that the store carries tools, canned goods, and other

items. One end of the building has been made over into a small bar or tavern. Seated at one of the tables is a mustachioed man in rumpled peasant's clothing, a holstered .45 strapped to his leg. When the investigators see him, he will turn slowly so that he is facing away from them. An Indian woman with a bored look on her face stands behind the bar, leaning forward on her elbows.

Just after the investigators enter the building, a gray-haired man, about 55, will emerge from a back room. He will be a bit surprised to see the group of strangers, but after acknowledging the man seated at the table will welcome the group heartily, first in French and then in English. He will introduce himself as Victor, proprietor of the trading post, and will be genuinely pleased to see someone from "a civilized part of the world."

As soon as the investigators introduce themselves, Victor will recognize one of them as someone he knows. Victor is an old friend of this investigator's father and will tell convincing stories of how he used to bounce the inves-

tigator on his knees when he was a child. The investigator was quite young at the time, but will certainly remember "Uncle Victor", who visited the investigator's home often. The exact circumstances behind Victor's relationship with the father are unknown, but the investigator will remember him as a warm, good-natured man, even though his mother did not seem to like him.

Following this revelation Victor will invite the group back to his private room for a drink of the "good stuff." As they drink he will tell the tale of how he came to this part of the world and how he came to run the trading post—he had originally hoped to make some fast money, but despite being disappointed he has found he likes the slow, idyllic lifestyle of Huanchuco.

Victor knows nothing about the NWI scheme involving the mi-go. He can tell the investigators a little bit about the legend of the Ghost, but his version is very inaccurate. If asked about strange artifacts in the area, he will mention the Altar of Yig, even selling his map for \$20. Victor can also

"The Ghost That Walks"

This man's name is Ngansa. He is a Montagnais Indian from sub-Arctic Canada. He has journeyed, on foot, to South America because he has been made psychically aware of the presence of the mi-go. He has dealt with these creatures before in northern Vermont, where he encountered Jonathan Harris in league with them. Ngansa is destined, as were his forefathers, to confront these beings, and he bears with him an ancient staff, used many times already against the fungi.

This Indian is over 100 years old and looks it, though he is still healthy. He has painted his body with a sticky white paste that gives him a ghost-like appearance, and if he should surprise an investigator by suddenly stepping out from behind something (as he usually does), the investigator will have to make a SAN roll for 0/1D2 points.

This mystical shaman may enlist the aid of the investigators if he feels they can help him, but he will not tolerate any interference with his goal, destroying any who stand in his way. His intention is to call Cthugha, using the monster to destroy the mi-go cave and the gate that it contains. After this, he will turn Cthugha against the NWI mine, burning it to the ground.

No arrival time is set for Ngansa; it will be up to the individual Keeper to decide upon his role in this scenario. He may serve to help or hinder the investigators, or even to save a doomed one. However, the Keeper should not feel obligated to use him at all if he does not wish to do so.

STAFF OF NGANSA

This piece of carved oak, five feet long and covered with symbols, is centuries old and has been possessed by Ngansa's family for generations. If used properly, the

staff will increase chances of success to 95% for the spells Call Cthugha and Call Ithaqua. It doubles chances for success in dismissing those deities.

If Ngansa should be mortally wounded in this adventure, he will attempt to pass the staff to one of the investigators, probably the investigator he perceives to be most honest. Ngansa would normally pass this possession on to a son or grandson, but he has no surviving family (he has outlived all of his relatives, and had no children of his own). Acceptance of this gift by an individual will cause him to develop a psychic bond with the staff. When the staff is "willed" to a new owner, the owner will immediately become aware of the powers of the staff along with a knowledge of the spells needed to power it. The investigator will also receive the same psychic awareness of the mi-go that brought Ngansa to this place. The investigator may find himself a "slave" to this staff that continually drives him to seek out the fungi and destroy them.

NGANSA, age 100+, Indian Shaman

STR 14	CON 18	SIZ 12	INT 18	POW 20
DEX 18	APP 16	EDU 20	SAN 69	HP 15

Damage Bonus: +1D4.

Skills: Cthulhu Mythos 20%, Hide 100%, Listen 90%, Sneak 100%, Spot Hidden 80%, Track 95%.

Languages: English 15%, French 25%, Montagnais 100%.

Armor: The paste that Ngansa has smeared on his body is a special mixture that he has prepared himself. It serves to repel mi-go, who are allergic to it. The material is toxic to the mi-go's alien biology and induces an extremely painful burning sensation on contact. The paste will also provide some protection from the intense heat generated by Cthugha.

Spells: Call Cthugha, Call Ithaqua.

recommend Sancho, a local and the brother of his wife, as a reliable guide to the mine site.

Unknown to everyone Victor serves as the link between Peale and the rebels, using the trading post as a transfer point for the rifles. He will not reveal this information unless faced with death. If caught by the Peruvian government, he will most certainly face a firing squad.

VICTOR MONTAIN, age 58, Gunrunner and Family Friend

Of French nationality by birth, Victor has been in South America for nearly eighteen years, the last ten as the owner of the trading post in Huancucho. Victor was arrested in France in 1909 on charges of counterfeiting and forgery, and was sentenced to imprisonment on Devil's Island. The clever Victor jumped the prison ship and spent several years in Brazil running a small cargo boat on the Amazon before making his way to Peru. Finding himself in Huancucho, Victor married and built the trading post that has supported him since. Up until lately, Victor has felt secure that the Peruvian government had no interest in his criminal record.

That is, until he begin aiding Melvin Peale—the head of security at the NWI mine—in supplying the local rebels with guns. Peale offered him substantial amounts of cash in return for his aid, but what prompted Victor to cooperate was Peale's veiled threat of exposing Victor's record to the Peruvian government. Victor has lately grown aware that the government may suspect the trading post as a possible rebel meeting place and he grows more nervous each day.

Victor can fill the group in on local details and color, but will not reveal his connection with the rebels. He knows nothing of the activities of Harris and the fungi other than an inaccurate version of the "Ghost" legend, which he does not believe.

Due to the familial connection, Victor will likely feel a responsibility to the investigators and will do his best to warn them of the dangers of the area without implicating himself. If the investigators are in serious danger and Victor feels he can aid them, he may choose to risk it all in the name of friendship. Victor has always chosen to stay away from violence, preferring to bilk the rich with his charm and personality. In other words deep down he is really a nice guy.

Besides his normal supplies, Victor also trades in shrunken heads and other artifacts imported from the Amazon region to sell to bored miners. Tucked away with these items is a "treasure map" that brought Victor to Huancucho years ago. This map, purchased from a trader on the Amazon, tells of a treasure to be found high in the mountains of Peru: a great idol, carved out of solid gold and ornamented with gems. This map was the true reason Victor came to Peru. Convinced that he was soon to make his fortune, Victor looked for and found the idol, only to discover that it was made of stone and had no jewels set in it. Disappointed, Victor married and settled in Huancucho to live out the remainder of his years with his wife. This idol is the Altar of Yig and has almost been forgotten by Victor, who may or may not mention it to the group voluntarily.

Victor is in his late fifties, gray and balding, and overweight. He is usually dressed in a rumpled, slightly soiled, white suit and hat.

STR 12 CON 14 SIZ 15 INT 15 POW 12
DEX 8 APP 13 EDU 15 SAN 40 HP 15

Damage Bonus: +1D4.

Skills: Bargain 90%, Credit Rating 70%, Persuade 50%.

Languages: English 75%, French 95%, Quechua 60%.

MARÍA MONTAIN, age 33, Victor's Wife

Victor's wife María is a full-blooded Indian, born and raised in Huancucho. She does most of the work around the trading post while Victor orders her around in Quechua. She speaks no English, but if the party manages to communicate with her, she will be able to provide the most accurate version of the "Ghost" legend to be found.

STR 13 CON 14 SIZ 8 INT 9 POW 10
DEX 11 APP 9 SAN 50 EDU 4 HP 11

Damage Bonus: +0.

Skills: Occult (local) 60%.

Languages: French 15%, Quechua 40%, Spanish 15%.

GUNSHOTS

The investigators' conversation with Victor will suddenly be interrupted by the sounds of gunshots and breaking glass from the other room. Running to the door, the investigators will see three Peruvian soldiers gesticulating and speaking in rapid Quechua. Another soldier lies on the floor in a pool of blood. The Indian woman, whom the investigators may now guess to be Victor's wife, has ducked behind the bar, and the man with the mustache is gone, the broken window near the table marking his exit. The soldiers will quickly gather up the fallen soldier and, exiting the trading post, speed off in the direction of headquarters in Lima. They will report that they have just seen Goyo.

Victor will be visibly upset by the incident, and a successful Psychology roll will reveal that his fear seems to run more deeply than would be explained by just a response to what took place. Victor will profess to understand nothing of the incident, but if a successful Persuade roll is made, he will tell them that he believes the man the soldiers were shooting at to be Goyo, leader of the rebel guerrillas.

Victor will offer the group accommodations for the night and can sell them, at less than the usual inflated prices, any supplies they may wish to carry.

PERUVIAN ARMY

Twice a week a group of soldiers patrols the road to Huancucho. This group always consists of three men and a sergeant in a jeep or small truck. Some government officials are aware of Goyo's local activities, and have lately begun to suspect Victor's trading post as a meeting spot. They are as yet unaware of NWI's involvement. If the investigators should approach the government with facts incriminating NWI, the army will move in quickly to investigate. Unfortunately, many of the soldiers patrolling this area have been bribed by Peale. If the investigators approach one of the patrols with their information, there is a good chance (50%) that this group is on the take. If so, the men will immediately report the investigators' activities to Peale, who will take steps to eliminate them.

The Trail to the Mine

Steep and rocky, the trail to the mine site is so vague at times that traversing it without the aid of a guide is almost impossible. Once the investigators have used the trail,

though, they will have no trouble finding it again. It is only twelve miles to the mine, but the steepness of the trail, the scarcity of oxygen, and the balky llamas the investigators will need if they bring supplies will all lead to a late arrival at the camp.

If the investigators are smart, they will have hired Victor's brother-in-law Sancho to guide them. Sancho's family is pure Indian, and this, along with his insatiable curiosity, makes him a gold mine of information. He will be especially eager to tell them the legend of the Ghost that Walks.

Anytime the investigators are on this trail, the Keeper may provide encounters as he sees fit. These could include rebels, militant Indians, unfriendly wildlife, or a large pit viper. Sancho will state that such snakes are annoyingly common in this region.

SANCHO, age 28, Hard-working Guide

This is the younger brother of Victor's wife and the most modernized native in the village. His goal is to save up a stake and then head out for Lima to make his fortune. To this end Sancho will do practically anything to make money, and he is a hard bargainer. He probably knows more about what is going on in the village and the surrounding countryside than anyone else, and will part with this information for a price. He will want \$10 to hire llamas and guide the party to the mine. Most tidbits of information go for \$5 each, but he can be Bargained down.

Besides occasionally working for Victor in the trading post or helping with taking supplies to the mine, Sancho also acts as the rebel Goyo's spy in the village, reporting back immediately any information that he thinks would interest the rebel leader. Sancho is not politically minded, but he fears Goyo. Sancho is aware that the rebel's guns are coming from NWI, but has told no one. Sancho knows the location of the rebel hideout.

If the investigators ask Sancho if he will guide them deeper into the mountains, he will refuse, saying that the primitive Indians that live near the peaks despise lowlanders and capture and torture intruders.

However, once that Sancho knows that the investigators are interested in the mountains, or perhaps just when he realizes their adventurous spirit, he will tell them he has heard of a treasure deep in the mountains. When he was a boy, Sancho explains, Victor would tell the story of his treasure map and of how he discovered a golden idol dripping with jewels high in the mountains. This story stuck with the young boy. To this day he believes the treasure exists. He may suggest that the investigators purchase the map from Victor (he wants \$20 for it) and that together they discover the idol and split the treasure found there. Unlike most places deep in the mountains, Sancho will happily guide the investigators to the Altar of Yig once he has been given a map.

STR 12 CON 12 SIZ 9 INT 14 POW 11
DEX 14 APP 15 EDU 8 SAN 55 HP 11

Damage Bonus: +0

Skills: Bargain 55%, Climb 90%, Jump 80%, Ride Llama 85%.

Languages: English 25%, French 20%, Quechua 55%, Spanish 45%

Beast Papers #25

V.M.: G. is to rcv. 2 rifles—M.P.

The Mine Camp

Surrounded by a high barbed-wire fence and continually patrolled by a pair of armed guards, the camp is composed of several wood buildings perched on a small plateau on the side of the mountain. There is a sign over the front gate saying that the mine is an NWI company and showing the NWI company logo, a rampant leonine animal.

The guards are able to see anyone approaching from the trail, and will have the gates open to allow the party to enter as soon as they arrive. Once the party is inside the compound, a guard will introduce himself and then escort the group to the administration building to meet Jonathan Harris, head of the mine. As the investigators walk across the compound they will see, farther up the mountain, tiny figures operating gleaming machinery at the actual mining site. Binoculars will show that these men are also guarded by uniformed riflemen.

The administration building, as with all the others in the compound, is an unpainted wood structure showing signs of modular construction. Other buildings include two large barracks for the miners, a smaller building intended for visitors, a kitchen and mess hall, and several buildings used for the storage of equipment and supplies. A small shed contains a generator used to supply electricity to the camp. At night, the compound is brightly lit by floodlights powered by this generator. The group will be shown into the administration building.

The Administration Building

The administration building contains the offices of Jonathan Harris, the chief engineer, Melvin Peale, the head of security, and Lawrence Richards, the camp doctor. It is Harris who welcomes the investigators to the camp.

Assuming the investigators have a good cover story for their presence, Jonathan Harris will be friendly and willing to accommodate them. If the investigators mention that they have worked with NWI in the past (as part of Chapter II), Harris will become even more friendly. Harris has no personal knowledge of that incident in the Black Hills, but already plans to communicate with the States asking for more information in the investigators. If he mentions they have worked with NWI in the past, he will learn that they have knowledge of this Mythos, and this will make him extremely suspicious. Communications are slow, and getting a message to the States and back via Lima will take several days, so investigators will have some time to bring their research to a conclusion.

The visitors' barracks are presently empty. However, Harris warns that he expects a group of executives from NWI to arrive sometime in the near future and that at that time the investigators will have to find other lodgings elsewhere. (This is untrue. Harris will use this excuse to evict the investigators if their presence should prove inconvenient. Short of

camping in the mountains themselves, there is no other place to stay.) Harris is used to visiting scientific groups and should have no particular reason to suspect the investigators.

Harris will caution the group about traveling alone on the upper slopes of the mountain, because the local Indians are extremely hostile and lately have managed to obtain some rifles. They will shoot a white man on sight. There are also rebels in the hills, though he does not feel that they pose as great of a threat.

If asked about the actual NWI mining operation, Harris will offer the investigators a guided tour of the site, located a half-mile up the mountain. If they accept Harris will show them how the experimental equipment, developed by another branch of NWI, carefully removes the surface soil, extracts the precious metals found it, and then replaces the soil, all in one operation. Harris is well versed in company policy and public relations.

JONATHAN HARRIS, age 39, Mining Engineer and Mi-go Contact

Harris is a tall, good-looking man in his late thirties, tanned and hardened by his years as a mine engineer. Recently hired by NWI to head up this operation, he is highly qualified, but his past affiliation with the mi-go was the primary reason for choosing him.

Harris first came into contact with the fungi several years ago while on vacation in Vermont. He consented to act as their agent and operated as such until contacted by Hauptmann and hired by NWI. Harris not a true member of the Brotherhood and is considered expendable by Hauptmann. He has not been told of the Day of the Beast.

Harris is always slightly suspicious of strangers, but he is so busy, and communication with the rest of the world so difficult, that he will probably not question the arrival of the investigators unless they tip their hand. If Harris should discover that the group is not a legitimate scientific research time, he will not hesitate to eliminate them, engineering it to look as though they were killed by Indians.

About twice a week, with the aid of Peale and the guards, Harris slips out of camp at night to travel to sector A-48 and oversee the operation of the mi-go. He always straps on his .45 revolver before leaving his office.

STR 14 CON 16 SIZ 15 INT 16 POW 11
DEX 12 APP 13 EDU 18 SAN 0 HP 16

Damage Bonus: +1D4.

Weapons: .45 Revolver 50%, damage 1D10+2

Skills: Chemistry 25%, Cthulhu Mythos 50%, Geology 95%.

Languages: English 90%, Spanish 25%.

Spells: Contact Mi-go.

The administration building is a treasure trove of information, but it is usually occupied during the day and kept locked at night. The outside door has STR 24; should the investigators attempt to break it down, the noise will alert the patrolling guards. If they make it inside the building, the investigators will find that Harris' office and Peale's office are locked when they are out, while the door to Richards' office is unlocked. These doors are of lighter construction than the exterior door and have STR 8.

HARRIS' OFFICE: This office contains a desk and a locked filing cabinet. An examination of the contents of the

NEW WORLD, INCORPORATED™



Edward Chandler
NWI Chicago HQ

Dear Sir:

Please be advised that the operation in sector A-48 is nearing completion. Blue John collection is ahead of schedule. Dismantling of the operation will begin soon and a reduction of activity at the NWI site will follow. Our allies from Y. appear to be happy with the future arrangements made for them in your plans. I believe that all will go well.

Iā Shub-Niggurath,
J. Harris

Beast Papers #24

desk will reveal a set of geological survey maps made over two years ago. The maps indicate that a number of different sites were tested before the present location was decided upon. One of the areas shown on the map, sector A-48, is marked with a star. However, none of the miners in the camp are doing any work there. Also in the desk is a first draft of a letter written by Harris (see *Beast Papers #24*).

If the filing cabinet is opened, it will be found to contain the business records for the mine. A successful Accounting roll will tell the investigators that although the operation is now producing at maximum efficiency, it is still losing a phenomenal amount of money every day. In another drawer, the investigators will find a stack of shipping bills of lading bound with a rubber band. These bills all pertain to a material called Blue John, small quantities of which have been shipped to an address in San Francisco over the past year. This address is preceded by two Chinese characters. A successful Chinese roll will translate the characters as Lang-Fu, while a Geology roll will reveal only that Blue John is an extremely rare mineral. Only one site with the mineral—in the United Kingdom—is previously known.

PEALE'S OFFICE: In the security office the investigators will find another desk and filing cabinet similar to Harris', along with a locked gun case containing ten rifles, six .45 revolvers, and ample ammunition. The filing cabinet is unlocked and contains duty rosters and other military-styled paperwork. In the desk, the investigators will find a set of keys to the gun cabinet as well as to most of the locks found at the mine site. The only exception is Harris' filing cabinet. Next to the keys, the investigators will also discover a brief note. It reads, "V.M.: G. is to rcv. 2 rifles.—M.P.". See *Beast Papers #25*. This note is intended for Victor and indicates how many rifles from the next shipment can be safely diverted to Goyo and the rebels.

RICHARDS' OFFICE: The doctor's office consists of two rooms. One is for records and such, while the other serves as a well stocked emergency hospital. A careful search of the patient records (Library Use) will reveal that two miners have recently died from snake bite. The incidents occurred over the space of a week; both men were apparently bitten dozens of times and died quickly. It seems that both men had chosen to take a walk outside of the compound in the evening and never returned. Their bodies were found the following mornings by the guards, the flesh swollen and blackened. Only Richards, Harris, Peale, and the four guards who made the grim discoveries are aware of the truth. The company is suppressing the details, telling the miners that their comrades were shot by Indians while at the same time trying to minimize any publicity stemming from the events. A successful Persuade roll with any of the workers will elicit the rumor that the men were not killed by Indians. Nothing else is known, and the source of the rumor cannot be traced. The others are sworn to secrecy and only the doctor, subject to a successful Fast Talk roll, can be persuaded to discuss the incidents.

The heat and distance involved made shipping the bodies home impractical, and they were buried in a far corner of the compound, their graves marked with small headstones. If the bodies are exhumed, it will be obvious that they died of something other than gunshot wounds. Anyone versed in Medicine will be able to know the cause of death after a quick examination.

Miners

These men have signed contracts with NWI obligating them to a year's work, at which time the contracts may be renewed. Most of the men possess some engineering skills, as most of the work involves the operation of special equipment. Little traditional mining is being done. The men are well paid, but the confinement and boredom lead to occasional confrontations.

Left uneasy by the mysterious deaths of their two coworkers, there is a fearful air about the workers. If a Persuade roll is made while speaking with one of the men, he may reveal his fears and mention that Harris continues with his late-night walks, even though the men are restricted to the camp after sunset.

Miners may grow friendlier if investigators raise suspicions about NWI. Some will mention Sector A-48, recalling intensive studies done of the rock there. Then the area was abruptly abandoned with no explanation. A few miners will also claim that boxes of minerals sometimes appear during the night with no real explanation—unknown to them this is the Blue John that the Mi-go are mining. When asked Harris has always stated that the minerals were brought in the previous day, and so the miners have stopped questioning him.

Finally, happy to have someone to talk to, miners will complain about Indians. The Indians are causing problems at the mine. The bandits have been leaving the camp alone—to the surprise of at least one miner—but are terrorizing nearby towns.

Dead Indians

Their first morning in camp, the investigators will awake to find everyone at the mine noticeably subdued in their manner. It will not take long for the investigators to find out that one of the miners is missing. At this very moment Peale and four of his guards are searching the surrounding countryside for some sign of the man. All work has been suspended and everyone is presently confined to the compound.

Around 10:00 a.m. Peale and the guards will return bearing the bodies of two Indians, killed by the guards. Everyone in camp will crowd about the bodies, anxious for a look. In the resulting confusion, no one will notice one of the guards carrying a blanket-wrapped object into the administration building. If an investigator should make a Spot Hidden roll, he will notice the guard and see, where the blanket has fallen away, that he is carrying two rifles, presumably taken from the Indians. If the investigator asks, he will recognize the weapons as identical to the arms carried by the guards. (These are some rifles stolen by the Indians from the rebels. Peale does not want these rifles to be connected with NWI.)

MELVIN PEALE, age 42, Mine Security Chief

Peale is the head of security for the mine and was chosen for this position because of his loyalty. Told only that he would be responsible for security of the mine, in addition to supplying the rebels, Peale signed an oath of loyalty to NWI. He greatly admires Edward Chandler. The Brotherhood considers Peale expendable.

Peale agrees with the political tampering conducted by NWI in this area and has done all he can to help the cause. Peale would not allow himself to be employed in a capacity that did not agree with his politics, however. He is totally unaware of NWI's connection with beings of the Mythos or of their plans for global domination, and would be revolted by either.

Peale assembled his security force of sixteen men from mercenary soldiers and other professionals. They are well paid and have a great amount of respect for Peale's intelligence and ability. Peale runs the force as a military unit; the guards, as well as Peale himself, must wear uniforms whenever on duty, and must obey strict military discipline. Inspections are common.

It is possible that Peale could be convinced by the investigators that Harris is up to no good, but he is so stubborn that to do so will require not only successful Fast Talk and Persuade rolls, but also incontrovertible hard evidence. Nothing less will get him to act against NWI. Failing either roll or a lack of evidence will cause Peale seriously to consider action against the investigators. Remember, Peale has sworn loyalty to NWI.

STR 15 CON 16 SIZ 10 INT 15 POW 12
DEX 16 APP 9 EDU 14 SAN 25 HP 13

Damage Bonus: +1D4.

Weapons: .45 Revolver 65%, damage 1D10+2

.30-06 Bolt-action Rifle 80%, damage 2D6+4 damage

Skills: Fast Talk 30%, Hide 75%, Listen 60%, Persuade 65%, Psychology 25%, Sneak 80%, Spot Hidden 75%, Track 60%.

NWI SECURITY GUARDS

All top-flight mercenaries, dedicated to their supervisor, these men are willing to engage in conversation with any investigator, but they will reveal nothing of importance and will report anything the investigator has said to Peale. The

only thing that could affect the loyalty of these guards is a direct confrontation with a Cthulhoid event.

The sixteen men are presently on an eight-hours-on, eight-hours-off duty schedule. Two guards are always assigned to duty patrolling inside the fence of the compound, while four men stand guard at the actual mining site to prevent sabotage by Indians. The mining site is lit at night by floodlights powered by the generator in camp. The remaining two men are assigned to Peale and accompany him on forays or on trips to Huancucho.

Assume all the guards have the same stats.

STR 15 CON 16 SIZ 14 INT 10 POW 10
DEX 15 APP 9 EDU 8 SAN 35 HP 15

Damage Bonus: +1D4.

Weapons: .30-06 Bolt-action Rifle 85%, damage 2D6+4

.45 Revolver 75%, damage 1D10+2

Knife 60%, damage 2D4+2

Skills: Hide 50%, Sneak 65%, Spot Hidden 65%, Track 75%.

A successful Anthropology roll while viewing the bodies of the dead Indians will reveal them to be of the Huari culture. One of the men is adorned with a substantial amount of primitive jewelry, and his head is quite misshapen. A successful Anthropology roll will tell the investigator that mishaping heads is not an uncommon practice among the Indians of the area. However, a successful Cthulhu Mythos roll will show that the Indian bears the taint of Yig.

A wood tablet taken from around the neck of one Indian will be shown to the investigators. It is covered with pictographs used by the Huari. The bottom portion is missing, shot away by the same bullet that killed its former owner. A successful Anthropology roll, combined with a successful Cthulhu Mythos roll, will translate the tablet. It contains an invocation to Yig.

If no investigator expresses an interest in the table, it will be given to Lawrence Richards, the camp doctor and an amateur archaeologist and anthropologist, who will effect a successful translation.

Dr. LAWRENCE RICHARDS, age 33, Mining Camp Physician

The camp physician is a young man in his early thirties. He is innocent of any knowledge of wrongdoing on the part of NWI or its employees. His only suspicions revolve around the mysterious snake-bite deaths of the two miners. He has agreed to remain quiet about the deaths until the company reaches a decision on what to do about them.

Richards originally applied for this job both because it paid well and because it would allow him to indulge his amateur interests, archaeology and anthropology. It is this knowledge that makes him suspect the Indians are involved in the miners' deaths.

A successful Persuade roll will convince Richards to talk about the miners' deaths. The investigators could enlist him as an ally if the truth of the situation were to be revealed to him.

STR 10 CON 11 SIZ 10 INT 17 POW 14
DEX 12 APP 14 EDU 21 SAN 70 HP 11

Damage Bonus: +0

Skills: Anthropology 25%, Archaeology 25%, Chemistry 20%, First Aid 90%, Medicine 85%, Pharmacy 20%.

Languages: English 95%, Latin 45%.

Nearby Country

Initial investigations near the NWI camp may lead to four areas: the militant Indians, the rebel hideout, the Altar of Yig, and the all-important Sector A-48. These are each detailed below.

The Militant Indians

These Huari are primitive worshippers of Yig and have lived in these mountains since before the Incans. They speak only their own language, and the tribe has avoided contact with outside groups for centuries. They have recently been aroused by the fulfillment of an ancient legend, and because of this have harassed the mining camp. The Indians have avoided the mi-go out of fear, believing that "The Ghost That Walks" will come soon to destroy the spirits of the mountain. One of the two recently slain Indians was responsible for summoning the children of Yig to kill the miners.

The Indians will not attack the investigators unless they are wearing NWI insignia—as the miners and security men do. They will also be reluctant to speak with the investigators. If the investigators do somehow convince the Indians to speak (in Quechua), they will be told the legend of "The Ghost That Walks". However, the Indians will act friendly toward the investigators if they can somehow be convinced that the investigators have come to fight the mi-go.

HUARI INDIANS

	1	2	3	4	5	6	7	8
STR	12	15	16	12	13	11	15	12
CON	15	13	15	09	07	12	14	13
SIZ	08	12	15	13	12	14	10	11
DEX	17	12	12	11	07	10	09	14
APP	13	04	05	12	17	15	14	12
INT	14	16	12	10	12	08	12	11
POW	10	12	10	11	08	05	15	09
HP	12	13	15	11	11	12	12	12

Damage Bonus: +1D4.

Weapons: .30-06 Bolt-action Rifle 40%, damage 2D6+4

Knife 60%, damage 1D6+1D4

Fist/Punch 40%, damage 1D3+1D4

Armor: None.

Skills: Hide 60%, Sneak 40%.

Languages: Quechua 50%.

Spells: Indian #7 is a priest of Yig and knows Bind Child of Yig, Contact Yig, and Summon Child of Yig.

The Rebel Hideout

The most likely way to discover the location of this place is through Sancho, and that will be tough. How the investigators get this information from him will be left to the Keeper.

If the investigators should approach the area, they will find it consists of a network of small caves located beneath

an overhang of rock. There are two rebels on guard at all times. They are armed with NWI rifles and are very suspicious of any strangers. They will shoot first and ask questions later. Any investigator captured in the area will be summarily executed as a trespasser and/or spy.

If the caves are entered and searched, papers will confirm Peale and NWI as the suppliers of the rebels' weapons. The Peruvian government would be very interested in this evidence, to say the least.

JUAN GOYO, age 37, Peruvian Revolutionary

A former bandit, this man is now inflamed with the dream of revolution. He is totally dedicated to his cause and will let nothing stand in his way. He will not purposely harm the investigators, but if Sancho tells him that they are hauling explosives or a quantity of weapons up the trail, he will certainly ambush and rob them. If the investigators surrender the goods, he will remain fairly polite and friendly, but he has a quick temper and if insulted may shoot off an investigator's finger (or worse).

Goyo, always suspicious, has trailed Harris to sector A-48 and witnessed the man's dealings with the mi-go. He is terrified by what he saw, but is undecided as to what to do, as he fears disrupting his supply of weapons from NWI. Goyo may be persuaded to act against Harris, but only if he can be made to understand the terrible magnitude of the situation. He also knows of the Altar of Yig.

STR 15 CON 17 SIZ 16 INT 15 POW 14
DEX 16 APP 16 EDU 10 SAN 55 HP 17

Damage Bonus: +1D4.

Weapons: .30-06 Bolt-action Rifle 90%, damage 2D6+4
.45 Revolver 85%, damage 1D10+2
Knife 90%, damage 2D4+2

Skills: Fast Talk 45%, First Aid 75%, Hide 75%, Listen 65%, Navigate 60%, Persuade 80%, Pick Pocket 75%, Psychology 75%, Sneak 75%, Track 30%.

Languages: English 35%, Quechua 50%, Spanish 65%.

AVERAGE REBEL

There are twenty-five of these men, varying in loyalty to their leader. A few share the revolutionary fervor of Goyo, while most consider themselves to be no more than bandits.

STR 15 CON 14 SIZ 14 INT 10 POW 10
DEX 14 APP 10 EDU 3 SAN 45 HP 14

Damage Bonus: +1D4

Weapons: .30-06 Bolt-action Rifle 70%, damage 2D6+4
.45 Revolver 80%, damage 1D10+2
Knife 75%, damage 2D4+2

Skills: Hide 55%, Pick Pocket 55%, Sneak 65%.

The Altar of Yig

Hidden among the rocky crags stands an ancient stone edifice nearly twelve feet high. It is carved from a single block of stone and decorated with entwined serpents. The center of the altar is commanded by a huge head, half-man, half-serpent, with slitted eyes and a gaping mouth baring curved fangs and a forked tongue. Below the head, carved into the rock, are strange pictographs similar to the ones found on the wood tablet that was taken from the body of the dead Huari at the mining camp. Together the pictograms depict a

series of hand gestures which may be used to cast the Contact Yig spell at this site (success is automatic and instantaneous, at no cost in POW or SAN). A Cthulhu Mythos roll will recognize this. Viewing the hideous Altar of Yig will require a SAN roll (0/1 points).

A successful Spot Hidden roll will reveal fairly recent footprints made around the altar. A successful Archaeology or Anthropology roll will allow the investigator to tell that this altar was built by the Huari, an ancient Indian tribe.

This monument has the ability to enhance certain spells cast within its presence. A Summon Child of Yig spell cast at the altar will cause 10x1D10 children of Yig to erupt suddenly from the mouth of the stone head, forming a carpet of living serpents about the feet of the caster and his companions, and causing a loss of 0/1D10 Sanity points. The children will harm no one that does them no harm, except at the behest of a priest of Yig or under the influence of some spell.

If the spell Contact Yig is cast the carpet of snakes will appear with their father.

THE COMING OF YIG

The Father of Serpents has held sway in this area for centuries and resents the intrusion of outsiders. He has told his Huari worshippers to defend their land against the outsiders, and it is Yig who is the source of the legend of "The Ghost That Walks".

If the investigators contact Yig, It will enlist the investigators to aid in the destruction of the NWI facility and the mi-go. Investigators kneeling with face pointed to the ground when casting Contact Yig will not have to see him and will only be required to make a SAN roll for the accompanying carpet of snakes (0/1D10 SAN). Otherwise they will lose an additional 0/1D8 SAN from seeing Yig Itself.

Yig's terms will run something like this: If the investigators do exactly as he says, he will not have them immediately killed by hundreds of venomous snakes. Any failure on the part of an investigator to do as instructed will result in his being visited by a child of Yig. Yig will also try to teach each investigator the spell Summon/Bind Child of Yig (an Idea roll on the part of each recipient will allow him actually to learn the spell).

Yig has no connection to "The Ghost That Walks", though the Great Old One was able to predict his coming.

Sector A-48

This area has been devastated by the earthquakes of the past year. Huge portions of the Earth's crust have been lifted up to nearly vertical to expose the underlying strata.

In the daytime all will be quiet—maybe a little too quiet. A successful Natural History roll will indicate an unnatural scarcity of wildlife. If someone makes a Geology roll, he can tell that there is something unnatural about the way sections of the earth have been thrown up, in the way they have been tossed about.

A successful Spot Hidden attempt directed at the exposed rock will show traces of careful mining activity seemingly centered around a thin blue strip in one stratum. A successful



THE SECRET OF SECTOR A-48

Geology roll will indicate that this strip is approximately 70 million years old. If samples of this strip are obtained and tested—perhaps with the ample facilities at the mining camp—they will be found to contain traces of a nearly unknown compound called Blue John. A successful Spot Hidden directed at the ground will reveal traces of odd footprints. A successful Cthulhu Mythos roll or previous experience with the fungi from Yuggoth will reveal that these prints belong to them. A successful Track roll will allow the investigators to follow the strange footprints a quarter of a mile up the mountain to the hidden cave of the mi-go.

If the investigators approach the area at night, they will hear the whir of the strange machinery that the mi-go are operating. The occasional sound of a human voice can also be heard. The first investigator to advance will step down into a small dip and come up the other side to find himself suddenly atop a small rise about fifty feet from the mi-go. The sight of the Fungi calls for a Sanity loss of 0/6. The investigator should realize that his body is now outlined against the sky in full view of those below; if he makes a Dodge or Hide roll, he will be able to throw himself to the ground without being seen—if he does not go insane at the sight. If he goes insane or fails his roll, he will be spotted. Alternatively, the investigators may prove more cautious, and may crawl to the top of the rise.

From a prone position, the investigators will be able to see eight fungi operating two unusual pieces of machinery under the direction of Jonathan Harris. Two of these mi-go are armed with small weapons of their own design—the Mi-go Cryoray—while Harris has a .45 revolver in his holster.

THE FUNGI FROM YUGGOTH

These creatures are extremely careful about being seen. If they become aware that their existence is known to the investigators, they will make every effort to capture them. This will done in such a manner so as to avoid witnesses, and this will most likely occur while the group is in the field. The fungi will attempt to capture the group alive, transport them to the Moon, and remove their brains for shipment to Yuggoth. If the investigators' resistance is too strong, the mi-go will simply try to kill them and dispose of the bodies, leaving Harris to explain their disappearance as best he can.

MI-GO MINERS

	#1	#2	#3	#4	#5	#6	#7	#8
STR	15	10	07	12	11	10	13	12
CON	13	10	08	15	09	11	12	10
SIZ	12	05	17	10	14	13	10	12
INT	18	11	14	16	09	12	13	11
POW	17	13	14	10	10	12	14	10
DEX	14	12	20	10	17	16	13	15
HP	13	08	13	13	12	12	11	11

Move 7/9 Flying

Weapons: Nippers 30%, damage 1D6+grapple
Cryoray*, damage 2D8

* number 7 and 8, the sentries, only.

Armor: none, but impaling weapons do minimum damage.

Spells: #1 knows Create Gate, Contact Shub-Niggurath, and Power Drain; #4 knows Contact Shub-Niggurath and Implant Fear.

Sanity Loss: 0/1D6 to see the Mi-go.

MI-GO CAVE

Hidden high in the mountains above Sector A-48 is the secret cave of the mi-go. The mouth of the cave is quite large. If the investigators make a Spot Hidden roll while near the entrance, they will notice marks among some fungi tracks that look as if they were made by runners of some sort, as though something heavy had been dragged into or out of the cave.

This cave penetrates one hundred feet into the mountain. If an investigator makes a Geology roll while inside, he will realize that it has been made by artificial means. The cave ends abruptly in a flat, smooth wall covered with odd patterns. Anyone knowing the spell Create Gate will recognize them as integral to that spell. Nearby are two dull metal machines mounted on runners. The machines are of an odd design, but if an investigator makes a Geology roll, he will be able to determine that they could be used for the extraction or processing of minerals.

The back wall of the cave is a gate created by the fungi to allow them quick travel between the ancient mines in the Andes and a small colony living in tunnels below the surface of the Moon. Passing through this gate costs 5 Magic Points.

The Moon Colony

If the investigators go through the gate, they will probably be unprepared for the sudden change of gravity as they step through, causing them to bounce uncontrollably and stumble when they arrive on the other side. Each round, the investigators may try to make a DEXx1 roll to bring themselves under control. Once they are under control, the investigators will not need to make further DEX checks, but many physical actions may be impaired, and insane investigators may still not be able to control their actions under these circumstances.

As the investigators step through the gate, they will be met by an unarmed mi-go. This creature is not a guard, but just happened to be in the area. It will take advantage of the investigators' lack of familiarity with the low gravity to try either to destroy a small party or to flee a large one, scuttling out the corridor and in the direction of the mi-go surgery.

LONE MI-GO

STR 12 CON 14 SIZ 12 INT 15 POW 13
DEX 18 Move 7/9 Flying HP 13

Weapons: Nippers 30%, damage 1D6+grapple

Armor: none, but impaling weapons do minimum damage.

Spells: Mesmerize

Sanity Loss: 0/1D6 to see the Mi-go.

Once the lone mi-go has been dispatched or has fled the scene, the investigators will be able to examine their surroundings more carefully. The small chamber they are in is

carved from solid rock, and shows evidence of glazing from intense heat. The floor is covered with smooth, white ceramic tiles. The small corridor leading from the room is also tiled, and is pentagonal in cross-section. A successful Geology roll will show the composition of this rock to be radically different from that found in Peru. The small dim passageway travels about 150 yards before intersecting a broader, well lit corridor at a right angle, coming in from the left. Looking to the left, the investigators will see this broad corridor travel fifty yards before it turns to the right, where the floor rises in a gradual incline. From this direction the party can hear a deep, throbbing sound, like the rhythm of machinery.

Opposite the entrance to the broad corridor, on the right, is a pair of doors fitted with small windows. The doors glow phosphorescently with a strange pattern of lights (the mi-go symbol for "surgery"). If a Listen roll is made at the door, the investigators will hear mi-go inside, hard at work. The doors will screen any noise made by the investigators, and if one of them can make a Hide roll, he can peek through one of the small crystal windows without being seen.

Inside this forty-foot square room is a group of four mi-go working (requiring a SAN roll for 0/1D2+4 if the investigator has not recently seen mi-go). If the investigator remains sane, he will see that the opposite wall contains a set of doors identical to those that he stands at, while along the left wall is a row of shiny metal cylinders labeled with tags. Another of these containers stands on a table near the center of the room and is connected to an electrical device by means of several wires. Near this is a plastic slab on a pedestal; on the slab rests the missing miner, the top of his head neatly sliced off, revealing an empty skull, devoid of any brain. The investigator must now make another SAN roll for 0/1D4 points.

MI-GO SURGEONS

	#1	#2	#3	#4
STR	12	11	13	10
CON	15	13	11	12
SIZ	08	14	10	12
INT	16	13	14	13
POW	12	14	12	13
DEX	15	18	20	19
HP	12	14	11	12

Move 7/9 Flying

Weapons: Nippers 30%, damage 1D6+grapple
Laser-knife 60%, damage 2D6

Armor: none, but impaling weapons do minimum damage.

Spells: #1 knows Contact Shub-Niggurath; #3 knows Create Gate, Dominate, and Voorish Sign.

Sanity Loss: 0/1D6 to see the Mi-go.

If the investigators should manage to gain entry to this room, they will find that the tags on five of the cylinders are marked, while three are blank. (A marked tag indicates that the cylinder contains a prepared brain and identifies it. The unmarked tags denote empty cylinders.) A successful Mechanical Repair roll is needed to open one of the con-

tainers. If the tag on the chosen cylinder is blank, the investigator will find a dry, empty cylinder. If he chooses a marked tag, however, he will find the cylinder to contain a human brain, floating in a thick liquid and attached to the container via several small wires. The investigator must make a SAN roll for 0/1D3 points.

If the machine near the table is examined while making an Electrical Repair roll, the investigator will know how to turn it on. If the investigators do turn the machine on, they can converse with the brain of the missing miner, now contained in the nearby cylinder. Between shrieks and incoherent cries, he will tell the investigators how he became suspicious of Harris and followed him one night to sector A-48. Here he discovered Harris to be in league with horrible creatures that issued from the mouth of a cave in the mountain. He was discovered and captured by the mi-go. When he awoke he found himself in the dark and without sound, not even the sound of his own voice. He cannot move and does not understand what has happened to him; he will plead with the investigators to help him escape his prison. Rescue is impossible, of course, and anyone listening to the pathetic wailings of the man will have to make a SAN roll out of empathy (0/1D3 points). The best the investigators can do for the miner is to put him out of his misery.

The double doors on the other side of the room open into a network of corridors. An investigator choosing to explore this part of the colony will find more and more mi-go the farther he travels.

If the investigators go toward the throbbing sound coming from the right, they will walk approximately two hundred yards up the inclined floor until it they can see that it opens ahead on a vast, circular chamber of natural rock, lit from above by a soft, blue-green light. From the investigators' vantage point, about fifty feet from the opening, they are unable to see down to the floor of the chamber, but looking across they will see that the half-mile wide chamber is open to the sky—a pitch-black sky, sprinkled with thousands of stars. The far edge of the chamber is rimmed by a curving wall of jagged rock, and rising above this wall the investigators will see suspended in the sky a large blue-green planet, the source of the light. A closer look should enable the investigators to recognize the oceans and continents of the planet Earth. If they have not yet figured it out, the investigators will now realize that they are on the Moon, and that the passage they are in is leading to the lip of a lunar crater on the surface. The realization will require a SAN roll for 0/1D8 points.

The humming, throbbing sound is coming from the floor of the crater. A successful Cthulhu Mythos roll will suggest that it is an attempt to call some type of being. The investigators may wish to approach for a closer view, which can be easily accomplished due to the fact that the upward-sloping floor effectively hides them from the sight of the creatures far below them on the bottom of the crater. Overhead, the investigators will be unable to determine what maintains the atmosphere within the crater field or transparent dome, but they will notice that the walls of the crater are dotted with cave mouths similar to the one they are in.

Mi-go Cryoray

An odd-shaped piece of gray metal that looks like a cluster of metal bubbles and glass spines. It shoots a visible beam of cold that causes 2D8 points of damage at a base range of twenty yards. The beam is slow, and a successful Dodge roll will allow someone to avoid it if he does nothing else that round.

This is a small weapon designed for sentries and holds only twelve charges. An untrained user will have a base chance of 10% to use it successfully.

As the investigators watch, an occasional pink form will emerge from one of the distant caves and either glide or scramble down the winding trails that lead to the crater floor. Carefully looking over the edge to the bottom of the crater, the investigators will be repelled by the sight of over one thousand fungi and at least a hundred humans hopping and wriggling over one another in front of a giant, plastic altar. Viewing this scene will call for a SAN roll (1D6/6 points). A daring investigator may continue to watch the ceremony taking place before him. If he does, he will find his nose suddenly assaulted by the smell of a freshly opened grave, and before his eyes he will see the sprawling, black, ropy form of Shub-Niggurath, the Goat with a Thousand Young, which the mi-go are busily worshipping. SAN loss is an additional 1D10/1d00. Any loud screams or gunfire will attract the attention of those below, who will immediately come to investigate. Investigators are encouraged to leave very quickly and quietly.

Conclusion

This scenario has a variety of possible conclusions, but the most important information is the shipping bills for the Blue John found in Harris' filing cabinet. These contain an address that the investigators will need to move on to the next chapter. If they have missed this clue, the Keeper will have to see that it comes into their possession by another means. A survivor of the mine's destruction may find it, or it could be provided by Dr. Richards, or even a suspicious Peale.

Another important clue is the letter in Harris' desk. This is the first solid evidence linking Edward Chandler to the Brotherhood. Until this time, the group should have only come across the name Edward in connection with the Brotherhood. The investigators can easily find that the name of NWI's head man is Edward Chandler. Another investigator may remember the name Chandler in the family trees in the Brotherhood's book.

The last clue at the mine site is the one contained in the sign mounted over the front gate to the mine camp: the company logo of the silhouette of a rampant, leonine beast.

Investigators should gain 1D4 Sanity if they discovered the sinister happenings in the camp and got out sane. Increase this to 1D10 if they destroyed the camp (but not if they only watched The Ghost That Walks destroy it.) ■

X: BY THE BAY, PART ONE

The investigators follow the mysterious shipments of Blue John from Peru to San Francisco.

The NWI conspiracy stretches from Lima, Peru to San Francisco. Here, a decadent cult of deep one worshipers puts the finishing touches on the master plan for the Day of the Beast. Finally the investigators will learn of the coming apocalypse, perhaps in time to prevent it.

Introductory Note

This chapter and the next differ slightly from the rest of the book in that they each contain a series of events that will take place regardless of investigator actions. It is possible, of course, that the actions of the investigators might interfere with the preplanned events to the extent that the Keeper may have to modify them. Both these chapters move fairly quickly and will give the investigators an opportunity to discover some of the sinister plots of the Brotherhood, along with a chance to try to foil them.

Additionally, part II, which begins with a direct attack on the investigators by an agent of the Brotherhood, can be overlapped with part I any time beginning with the second night the investigators are in San Francisco. This can prove very confusing to the investigators, as clues start to lead in two seemingly different directions. This approach should only be used by an experienced Keeper. If run separately, part II should begin immediately with the conclusion of part I.

Investigators' Information

The investigators should be in possession of the shipping address found on the bills of lading in Jonathan Harris' filing cabinet in chapter IX. These bills contain two Chinese characters, which can be read as "Lang-Fu", in the address.

Keeper's Information

The shipping address is that of a waterfront warehouse in San Francisco. Hired men working for Lang-Fu pick up the Blue John and deliver it to a secret location in the city, where Lang-Fu oversees the manufacture of the special incense that is being shipped all over the world. Lang-Fu is the leader of an ancient cult of deep ones that originated in China. He has nearly completed the processing of the Blue John and is now making preparations to travel to Egypt in anticipation of the Day of the Beast.

The set events that will occur in this chapter are:

AUGUST 27: Friday. The investigators arrive in San Francisco, not far behind the most recent shipment of Blue John from Peru.

AUGUST 28: Saturday. The Blue John is picked up by Lang-Fu's men and delivered to the secret laboratory below the temple.

AUGUST 29: Sunday. Processing of the shipment of Blue John is completed and the material is delivered to the Rhon-Paku temple in Mexico City, Mexico. The laboratory is closed, equipment is removed, and all(?) evidence is destroyed.

AUGUST 30: Monday. Lang-Fu and his cult perform ceremonies at Pearl Beach. Lang-Fu departs for Egypt.

The dates may be adjusted if required due to the results of Chapter IX, provided that investigators have at least two weeks to make the trip to Giza by September 22, following the events of this chapter and Chapter XI.

Beginning Play

If the investigators should choose to research Lang-Fu, they will find the following information in the library, if their Library Use rolls (one roll for each piece of information) are successful:

- Under history, the investigator will find mention of the name in connection with an evil ruler of a southern province of China in the 12th and 13th centuries. This Lang-Fu was said to be a magician and to hold conversations with a great creature from the sea. He was killed and his followers wiped out by Kublai Khan in 1264.
- In the occult section investigators will discover the name Lang-Fu in connection with the Thion-to-Hwir ("Heaven and Earth League"), a mystical brotherhood of Chinese intellectuals that is thought to have died out in 1674.

If the investigators ask around on the streets of Chinatown in San Francisco, they will be able to elicit one piece of information per day if successful Chinese and Persuade rolls are made.

1. Lang-Fu is a physician who uses ancient medicines to heal his patients.
2. Lang-Fu is linked to organized crime.
3. Lang-Fu is occasionally seen around town in a black limo.
4. Lang-Fu is the leader of a strange sect of Buddhists.
5. Lang-Fu sometimes conducts outdoor ceremonies at deserted Pearl Beach, up the coast.
6. The address of the mysterious temple led by Lang-Fu.

San Francisco

The Warehouse

This is the shipping address south of Market Street that is listed on the bills of lading. The investigators will find it to be an old waterfront warehouse with loading docks on the street side. Inside they will find a bored-looking warehouseman leaning on a counter behind a screened-in area. There is a cold cigar butt stuck in his mouth.

The warehouseman is vague with information until the investigators bribe him. He will ask for \$10, but a successful Bargain roll will bring him down to \$5. He can tell the investigators that "cans o' that stuff's been comin' in one, two atta time for most nearly a year now. Gets picked up reg'lar by some Chinaman." He will tell them that there are a couple of cans in the back right now, but under no circumstances can he allow unauthorized personnel into the area; he could lose his job.

If a couple of investigators should choose to stake out the warehouse, they will see, on August 28, a battered truck with two Chinese men drive up to the loading dock. One of the men will get out and walk with a slight lurch into the building. A few minutes later, he will reappear on the dock, rolling two metal cans into the back of the truck. He will then sign the warehouseman's paperwork and drive off with his companion.

If the investigators attempt to follow the truck, they will have to be careful not to lose the truck. This will require a successful Drive Automobile roll.

If the investigators successfully tail the vehicle, it will eventually turn down a narrow alley and stop at an unmarked door. Here the two men will unload the two metal cans and roll them through the door. If the investigators wait them out, they will reappear in about ten minutes and drive off. If the investigators continue to follow them, they will find the men engaged in normal activities for the rest of the day. If unmolested, these two men will be seen again at Pearl Beach.

If the investigators lose the vehicle they may still be able to find Lang-Fu's Temple by asking questions on the streets of Chinatown (see above).

THE MEN IN THE TRUCK

These two are working for Lang-Fu and have the blood of the deep ones in their veins. They will fight to the death if necessary, but will flee if possible. If captured, they will refuse to give any information.

YUEN WOO, age 27, Hybrid Driver

STR 11	CON 9	SIZ 9	INT 9	POW 10
DEX 11	APP 3	EDU 7	SAN 0	HP 9

Damage Bonus: +0.

Weapons: Knife 45%, damage 1D4+2

Skills: Drive Automobile 35%.

WENG CHANG, age 24, Hybrid Passenger

STR 13	CON 12	SIZ 12	INT 9	POW 9
DEX 9	APP 3	EDU 4	SAN 0	HP 12

Damage Bonus: +1D4.

Weapons: Knife 55%, damage 1D4+2+1D4

The Temple

If the investigators open the unmarked door in the alley, they will see a long hallway ending in another door. This door is framed in gilded woodwork decorated with Chinese characters. An Anthropology roll will show this style to be typical of Buddhist temples, but with some odd differences. A successful Chinese roll will tell that some of the symbols are not Chinese at all.

If the investigators choose to open this door, they will see a small ornate room decorated in a Chinese fashion and smelling of heavy incense. Beneath the scent of the incense is a muskier odor. The walls are decorated with intricately carved wood panels that cover the bare plaster walls underneath. At the far end of the room a small golden statue of the Buddha, sitting upon a wood pedestal, is flanked by two smoldering braziers, both made of iron. A man dressed in long robes stands near the statue, watching the investigators enter. His features are barely discernible in the dim light of the temple.

This man is the head priest (under Lang-Fu) of the temple, and bears the mark of the deep ones. He is very suspicious of outsiders and will not approach the investigators voluntarily. If spoken to he will pretend to understand no English other than to tell the investigators that no outsiders are allowed in the temple. If forced to walk toward the investigators for any reason, he will move with a distinct hopping, shuffling movement, and as he steps into better light, the hideous, frog-like distortion of his face will become apparent. Investigators unexpectedly seeing the priest's face must make SAN rolls for 0/1D3 points.

At the first sign of trouble, the priest will attack with a long, wickedly curved knife that he keeps hidden beneath his robes. The priest will draw the knife and slash once before screaming for help. If he screams, or if a gun is fired, the two men below the temple (see below) will hear and will come to the aid of the priest. They will suddenly emerge from the hidden trapdoor below the Buddha, causing it to shatter on the floor (revealing a golden idol hidden within). If the investigators should subdue the priest without an excessive amount of noise, those below will be unaware of what has taken place.

CHAO YING, age 74, Hybrid Temple Priest

STR 11	CON 12	SIZ 10	INT 14	POW 15
DEX 9	APP 5	EDU 12	SAN 0	HP 11

Damage Bonus: +0.

Weapons: Knife 65%, damage 1D4+2

Skills: Cthulhu Mythos 65%, Hide 50%, Sneak 40%.

Spells: Contact Cthulhu, Contact Deep Ones, Dread Curse of Azathoth.

If the investigators get a chance to look around the temple, they will find more writing similar to that found on the outside door frame. A close examination of the panels shows small figures of sea creatures mixed in with other, more traditional, carvings. A Spot Hidden roll while examining the plaster Buddha will show that the plaster is cracked, revealing another, metal, statue underneath. The statue is very heavy; if the plaster is broken away, the figure underneath will be revealed as a golden statue of a great deep one, shaped in a Chinese style. Investigators seeing the hideous statue must make SAN rolls for 0/1D3 points. The carving on the statue is exquisite; a successful Archaeology or Anthropology roll can tell it was made about 100 BC. An investigator making a Cthulhu Mythos roll will recognize the figure as Hydra, great mother of the deep ones. On the bottom of the statue is an inscription written in Chinese. If someone can read this, he can discover that it was made as a gift for someone named Lang-Fu in 100 BC.

If the investigators move the Buddha's wood pedestal, they will discover that it conceals a trapdoor in the floor. Opening the door, the investigators will be assailed by a heavy fishy odor. The air is moist, and a successful Listen roll will detect the distant sound of lapping water. A flight of wood steps leads down to where a light can be seen burning.

BENEATH THE TEMPLE

Proceeding down the stairs the investigators will come to a landing and another set of stairs going down to the left. At this point the fishy odor will become much stronger, and the sound of waves will be easily heard. A Listen roll will reveal two human voices, speaking in Chinese, coming from below. All investigators proceeding down the second

flight of stairs will have to make Sneak rolls or alert those below to their coming.

At the bottom of the stairs, the investigators will see that the light is coming from a small, low-ceilinged room to their left. To their right is a tunnel of earth and rock that seems to be the source of the fishy odor and watery sounds. A moist breeze blows from this direction.

MANUFACTURING ROOM: In the room to the left are two Chinese men, one operating some kind of small mechanical press and the other bending over a table, his back to the investigators. If, however, any of the investigators failed his Sneak roll, these men will be waiting for the intruders. These two men, both followers of Lang-Fu, bear the marks of deep one blood and will fight to the death rather than surrender. One of them is trained in the magical arts.

"KUANG", age 32, Hybrid Operating Machinery

STR 11	CON 12	SIZ 8	INT 15	POW 15
DEX 12	APP 8	EDU 13	SAN 0	HP 10

Damage Bonus: +0.

Weapons: Knife 50%, damage 1D4+2

Skills: Cthulhu Mythos 70%, Occult 25%.

Languages: Chinese 65%, English 20%.

Spells: Contact Cthulhu, Contact Deep Ones, Enchant Incense, Mindblast.

KAI WONG, age 24, Hybrid Operating Press

STR 16	CON 15	SIZ 15	INT 7	POW 8
DEX 11	APP 6	EDU 6	SAN 0	HP 15

Damage Bonus: +1D4.

Weapons: Knife 85%, damage 1D4+2+1D4

Skills: Cthulhu Mythos 35%.

Languages: Chinese 35%, English 10%.

If any of the investigators examines the equipment and makes a Knowledge roll, he can tell that it is being used to manufacture blocks of incense. The two metal cans containing Blue John are nearby, as is a container of resin used to bind the ingredients into blocks. Small amounts of Uranium are also being mixed into the final product.

On the table, the investigators will find a number of interesting items. On a sheet of paper, written in Chinese, are portions (notes) of a spell called Enchant Incense. Next to it are a number of incense blocks. Nearby is an odd rubber box about the size of a small suitcase and of modern manufacture. It has claps that open easily. It is half-filled with incense blocks and a carefully folded sheet of vellum. The vellum is written in Spanish; if an investigator can read it, he will find that it has a spell: Summon/Bind Dhole. If the box is emptied out, the investigators will find the following molded into the bottom of the case: "Manufactured by Pendleton Rubber Co., Peaslee, Ohio: A Division of NWI." An Idea roll by any investigator will allow him to remember seeing this product advertised recently in a magazine. The cases are available in a variety of shapes and sizes. They can be used for the storage and shipping of various items and, among other things, are guaranteed water- and moisture-proof. They are available at better stores everywhere.



CHAO YING, HYBRID PRIEST

Interlude: The Rhon-Paku Temples

Following the discovery of the Rhon-Paku temples the investigators may decide to investigate them, though time is increasingly short. There are ten in all, located in New York, San Francisco, Paris, London, Berlin, Mexico City, Rio de Janeiro, Brussels, Sydney, and Hong Kong. The San Francisco temple will be the easiest to investigate.

By researching beforehand the investigators can learn that the temple's followers are in general well thought of, and people are happy to have them as neighbors. A Library Use roll in any of the cities will reveal no particular stories about the temples—good or bad. An additional Library Use roll may be made to dig up the temple's financial statements, all on public record. If an Accounting roll is made while examining these records, it is learned that the Temples all share money and that a number of donations have been made by NWI's Chandler Foundation.

The Rhon-Paku Temple in San Francisco is located right in the city. The investigators will likely pass near the New York temple on their way to Egypt. Also on the way to Egypt, London or Paris could be visited by adding only 2-3 days to the total travel time. However, visiting other temples will take extended amounts of time, and the Day of the Beast draws ever nearer.

The followers of the temple are mostly young people, disillusioned by the frivolous world of the 1920s. They are happy to welcome visitors in to their temples and tell of their religion. The tenets of the Temple are peace, love, and fraternity. Their mentor, Rhon-Paku, teaches that through ritualistic prayer they can change the world, making it a better place.

The Rhon-Paku followers will happily explain a special Holy Day is fast approaching, on September 22.

Beginning at dawn that day, they will fill the temples of Rhon-Paku with rituals and prayer. Special incense—the Blue John laden blocks—and chants—the Summon/Bind Dhole spells—have been sent to the temple in preparation for that Holy Day.

If investigators warn of dire consequences for performing the rituals the Rhon-Paku followers will likely say kind words in return, but then ignore the warnings. They will have to be given genuine, hard evidence of a threat for them to heed the warnings. Persuading further removed temples by telegram will be even more difficult. The investigators' best option might be to involve one or more governments with their request, making it clear that the situation is one of national security.

Another option would be to forge letters from Rhon-Paku. Calling off the ceremony would likely fail, as the Brotherhood of the Beast would hear of it, and issue counter orders. However, mailing a new, flawed copy of the Dhole Ritual might escape unnoticed.

Finally, investigators might decide to visit Rhon-Paku himself, in far away India. Unfortunately a trip to India from San Francisco will take 13-14 days, including a layover in Japan. Egypt is another 13 days from India, so it is unlikely the investigators will be able to make this trip unless they split up.

Rhon-Paku is a madman who is attended by two Chinese thugs. These are agents of the Brotherhood (use Cultist stats on pg. 105). It is the thugs, not Rhon-Paku, who are issuing the orders. Even if investigators put an end to this it is too late, for everything necessary to conduct the rituals has already been sent to the ten Rhon-Paku temples.

Pinned to the wall behind the table is some kind of list written in Chinese. All but the last item on the list is crossed off. If an investigator can read this, he will find it to be a list of addresses, each one located in a major city somewhere in the world. The one item not crossed off is an address in Mexico City. One of the addresses is in San Francisco, and if checked out will be found to be the local Rhon-Paku temple. If investigators somehow check the rest of the addresses on the list, they will find them all to be Rhon-Paku temples. If investigators get an opportunity to search the men, one of them will have on him a scrap of paper with the words "Pearl Beach" written in Chinese. This is followed by a date, "August 30".

DEEP ONE CAVERN: The tunnel to the right opens into a small underground chamber. The floor of the chamber is slimy mud, and the room is half-filled with the sea that reaches here from San Francisco Bay through an underground passage. 1D6 deep ones wait here for the package being prepared for them in the next room. Like the operators in the Manufacturing Room, these deep ones will be

alerted if the investigators failed their sneak rules. They will only fight if they have a clear numerical advantage.

If the investigators get involved in a fight while standing on the slippery floor, they will have to make DEXx5 rolls each round to avoid falling. The deep ones, rather than stand and fight, will attempt to grapple investigators and carry them into the water. Two deep ones will usually grapple one person at once and will match their combined STR against the STR of the investigator. If they are successful, they will leap into the water with their victim and begin swimming out to sea with the unfortunate investigator. Each round, the investigator will be able to attempt to break free by matching his STR against the combined total STR of the deep ones, while at the same time applying the drowning rules from the *Call of Cthulhu* rulebook. If the investigator should break free, the deep ones will abandon him and he may attempt to Swim back, requiring two rounds of swimming for every one round he was carried out toward the sea by the deep ones (they swim faster than men). Attempting to swim in the direction that he was being

carried will result in certain death by drowning and/or hypothermia.

Note that If the investigators should arrive at the temple after August 29, they will find the place deserted and empty. The Keeper may choose to allow a piece of evidence to have been overlooked and to be found by the investigators.

DEEP ONE MESSENGERS

	#1	#2	#3	#4	#5	#6
STR	14	12	18	14	19	15
CON	11	08	14	12	11	09
SIZ	20	16	17	14	21	14
INT	15	13	11	12	15	12
POW	10	12	06	17	10	18
DEX	16	12	14	09	13	13
HP	16	12	16	13	16	12

Move 8/10 Swimming

Av. Damage Bonus: +1D4.

Weapons: Claw 25%, damage 1D6+db

Grapple* 50%, damage special

Enchanted Spear** 100%, damage 1D10+db

* All but #4.

** #4 only. Impaling Weapon.

Armor: 1-point scaly skin.

Spells: #4 knows Enchant Spear; #6 knows Contact Dagon, Contact Hydra, and Deflect Harm.

Sanity Loss: 0/1D6 to see a deep one.

Beast Papers #26

Uncle.

JULY 14, 1910

TRAGEDY AT SEA

SAN FRANCISCO—Pieces of wreckage, believed to belong to the boat piloted by Chicago industrialist Alexander Chandler, were found today near a deserted beach about twenty miles north of San Francisco. This discovery confirms the belief held by authorities that Chandler and his wife Pauline are lost at sea.

Chandler and his wife were vacationing in the San Francisco area this week and were apparently surprised by a sudden storm that blew up out of the northwest. They were reported missing last night when their rental boat filed to return to the dock.

The wreckage was discovered by Peter Baird, described as a hermit who lives in the area of Pearl Beach.

The death of Alexander Chandler leaves only a son, Edward, as sole heir to the growing Chandler Enterprises. Memorial arrangements are still pending.

Pearl Beach

It should be relatively easy to discover that Pearl Beach is located twenty miles up the coast from San Francisco in a deserted area. If the investigators check the newspaper files in the library, they will find articles that pertain to Pearl Beach written in July of 1910. The story concerns the accidental deaths of Alexander Chandler, a Chicago-area businessman, and his wife Pauline, both apparently lost at sea when their small sailboat was caught in a sudden squall while in the Pearl Beach area. The two, out on a vacation to San Francisco, failed to return to the dock that evening, and the Coast Guard was alerted. The next day, pieces of the small craft were found washed ashore just north of Pearl Beach by Peter Baird, described as a self-styled hermit who lives in a nearby cabin. The story goes on to describe Chandler Enterprises and names Chandler's son, Edward Chandler, as the sole heir to his father's fortune. See *Beast Papers* #26 for the *San Francisco Chronicle* article. A check at the San Francisco department of records will verify that Baird still lives in his cabin, just a few miles north of Pearl Beach.

Peter Baird's Cabin

This small rustic cabin is built entirely of stone and is located about two miles north of Pearl Beach on high ground and about a half mile back from the water's edge. As the investigators approach, they will notice an odd object about two feet in diameter and seemingly made of driftwood or antlers above the door. Before the investigators can examine it, they will be halted in their steps by a well placed warning shot from a rifle. Peter Baird wants to stay a hermit and will demand that any trespassers leave his land immediately. It will require a successful Persuade or Fast Talk roll to convince him to listen to the group. If convinced, he will invite only the investigator who made the roll to come up and enter his cabin.

Once inside, the investigator will be told to sit down, while Baird continues to sit near the window, rifle across his lap. If asked about Pearl Beach, Baird will only say that strange things take place there at night, and that he never goes near there after sunset. "The Chinamen go there sometimes, but it's no place for white folks." He will say no more (he does not know much more). If asked about the strange object over his door, he will tell the investigator that it was given to him by his grandfather, a sea captain out of San Francisco. He knows that his grandfather got it somewhere in the South Pacific. It is supposed to be some sort of good luck charm. If the investigator asks him about the broken boat he found years ago, he will grow more quiet and begin to glance out the window more often, as if straining to see something. "I don't know nuthin' but what I tol' the police. And that's that it weren't no rocks that busted up that little boat. That boat was bit in half!"

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If the investigator talking to Baird makes a successful Persuade roll, he may be able to convince the old hermit to help the group at Pearl Beach.

If the investigators take the time to look at the strange symbol over the cabin door while their companion is inside the cabin, a successful Anthropology roll will suggest that it was made in Polynesia, a successful Natural History roll will reveal it to be made from whalebone, and a successful Cthulhu Mythos roll will tell the investigators that it is a form of the Elder Sign.

PETER BAIRD, age 65, Reclusive Hermit

Now in his mid-sixties, the grizzled old hermit has lived in this secluded location for over thirty years. His grandfather, a sea captain, told young Peter many stories about the odd things he had seen on his voyages to the South Pacific.

STR 14 CON 12 SIZ 9 INT 12 POW 10
DEX 8 APP 10 EDU 8 SAN 40 HP 11

Damage Bonus: +0.

Weapons: .30-06 Rifle 80%, damage 2D6+4

Skills: Cthulhu Mythos 15%, First Aid 65%, Natural History 45%.

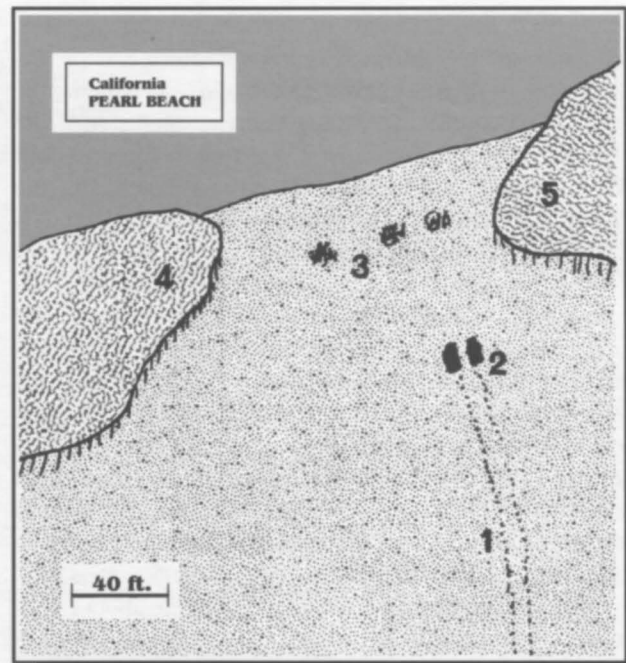
The Beach

If the investigators arrive here during the day to scout around, they will find the area deserted, with only the remains of several old bonfires. A successful Track roll while exploring the sandy beach will reveal the presence of webbed footprints. A successful Cthulhu Mythos roll will identify them as belonging to deep ones. A successful Spot Hidden roll while scanning the horizon will allow an investigator to detect a thin curl of smoke coming from about two miles up the coast (this is Peter Baird's cabin).

KEY TO PEARL BEACH

The vicinity of Pearl Beach is flat and sandy, with clumps of wiry grass and small outcroppings of rocks.

1. A single-lane track that leads back one and a half miles to the main road. There is only sufficient width for one vehicle, but cars can pull over to pass. If a driver should go for more than a few feet off the track, however, he will have to make a Drive Automobile roll to avoid getting stuck. Once stuck different drivers may attempt to drive the car out.
2. This is the area where the trucks of the cultists and the limo will be parked at night. A successful Track roll will disclose old tire tracks in this spot.
3. Site of the bonfires.
- 4 and 5. These are both small rocky cliffs that serve to form the cove in which the beach is located. They rise from the level of the beach to a height of no more than 10-12 feet, dropping off to the sea. From these vantage points, investigators may be able to Hide while watching the nighttime ceremonies below. These are the only places that an automobile might be kept out of sight, but it will take a successful Conceal roll to do so.



NIGHTTIME CEREMONIES

About an hour before sunset on August 30, two battered trucks (one of them the delivery truck from the warehouse) loaded with about two dozen Chinese men will arrive. Most of the passengers walk with a limping or shuffling motion that the investigators may have seen before. While some begin building large bonfires, the rest will play the small drums, gongs, and flutes that they have brought with them.

Just before dark a long black limousine will pull up near the beach. From it emerges an aged Chinese man—Lang-Fu—dressed in a green silk coat decorated with golden symbols; a successful Occult roll will identify this as a “coat of life”, usually a gift from children to parents to help ensure a long life. Under one arm he carries a large ceramic jar, while under the other is an odd rubber box that the investigators may or may not recognize. Two larger men, both swathed in black silk, will also get out of the car. They are assassins. These two will escort the old man down to the beach before returning to the car.

If the investigators make a Spot Hidden roll while looking at Lang-Fu's jar, they will notice that it is of Egyptian design. A subsequent successful Archaeology roll will identify it as a canopic jar, used to hold the mummified organs of dead Egyptians. A successful Idea roll will remind them that one of the canopic jars in Nophru-Ka's tomb was missing. A second successful Idea roll will let them remember that the missing jar was the one that held Nophru-Ka's liver.

Back at the car the two large men will open the trunk and pull a struggling form wrapped in blankets from it. A successful Spot Hidden roll while examining these two men will reveal that their left little fingers are missing. A successful Anthropology will tell the group that this is the mark of an obscure band of Chinese assassins long thought to be dispersed and forgotten. They will carry their burden down to the beach and deposit it on the sand between the shoreline

and the largest of the three fires, then return to take a watchful position between the cultists and the vehicles.

At this point the cultists will begin to chant to the rhythm of the music, while Lang-Fu casts small stones into the water and reads from a large book taken from the rubber box. A successful Chinese roll and a successful Cthulhu Mythos roll will tell the investigators that the man is attempting to contact deep ones.

After less than five minutes of this, four deep ones will emerge from the waves onto the beach, as the chanting and music come to a halt (a successful Spot Hidden will reveal other dark forms among the waves). After SAN rolls, the investigators will see the monsters rip the blankets from the form on the beach, revealing a young Chinese girl. The deep ones will snatch her up and plunge back into the sea. One of the cultists will then throw off his robes, revealing a grotesquely deformed body, and shuffle down to the water's edge to throw himself into the sea behind his "brothers."

The cultists will next join hands in a circle about Lang-Fu as he reaches into the ceramic jar and draws forth a small dark object. He will hold it as if in meditation; if an investigator seeing this makes an Idea roll, he will realize that the group is performing a ceremony similar to Paul LeMond's Spirit Summoning ability. Whether they realize which spirit is being summoned is up to them.

The summoning will be successful, and the ancient Chinese man will begin to chant in a rough, deep voice dissimilar to his own. The language is unrecognizable, but a successful Arabic roll will lead an investigator to believe that it might be the forgotten Khemite of ancient Egypt. The words themselves are indecipherable.

At the culmination of the chant, the man will scream the single word "Hydra", at which time the sea about one hun-

dred feet offshore will begin to boil and then explode in froth as a colossal, bloated horror emerges from the depths and wades toward shore. If the investigators do not go insane (1/1D10 SAN to see Hydra), they will be able to watch Hydra and the spirit-possessed Lang-Fu converse for several minutes in the same strange language. With a Listen roll an investigator can pick out the word "Giza". The spirit within Lang-Fu will then depart. Lang-Fu will place the book back in the rubber box and climb upon the back of Hydra and be borne out to sea. The jar will be crushed into the sand by the giant paw of Hydra. The cultists will return to their vehicles and drive back to San Francisco.

It is not unlikely that the investigators will attempt to attack this group in the middle of their activities. If attacked, Lang-Fu will try to escape to the sea, aided by the deep ones. Hydra will watch idly. Lang-Fu may take time to cast a spell or two, but it must be remembered that he has already cast some spells and that his Magic Points will be reduced. The cultists will attack insanely with small knives and clubs or flaming brands from the bonfires, but none of them will continue to fight if wounded. The deep ones will only remain to fight as long as it takes to get Lang-Fu in the water, at which point they will retreat. The two assassins will move to place themselves between Lang-Fu and his attackers, laying down their lives if necessary.

It is unlikely that the investigators will be able either to save the girl or to stop the evil Lang-Fu from leaving for Egypt. However, a sudden attack against the group will cause Lang-Fu to abandon what he carries—the rubber box with its contents. If retrieved by the investigators, the box will be found to contain an original edition of the *R'lyeh Text* that Lang-Fu has possessed for centuries. It is, of course, written in Chinese. Upon opening the book, the investigators will find that it also contains a folded piece of parchment. On it is the spell Call/Dismiss Beast in Chinese.

The *R'lyeh Text* is 1D8/2D8 Sanity Loss, Cthulhu Mythos +15, spell multiplier x4. Spells in this copy of the *R'lyeh Text* may be determined by the keeper.

LANG-FU, age 2000+, Ancient Sorcerer

This man is over two thousand years old. For most of that time he has been involved with a cult of deep ones, first on the southern coast of China and then, with the opening of the New World, on the west coast of North America. Lang-Fu first discovered the prophecy of Nophru-Ka and, with Baron Hauptmann, formed the Brotherhood of the Beast.

Lang-Fu first concerned himself with plots designed to keep China and other parts of Asia in a state of political instability. His greatest success was the sudden alteration of the Huang Ho (Yellow) River in 1194, which caused the deaths of hundreds of thousands of people. More recently he has helped engineer the shipment of NWI-produced arms to various warlords in China, utilizing deep ones to transport these items. He is also directly responsible for the deaths of Edward Chandler's parents, who were savagely murdered by deep ones under instructions from Lang-Fu.

Lang-Fu has been entrusted with the design and development of the Rhon-Paku temples, and his agents minister to the "holy man" in India. He has spent most of the last year preparing the special incense and spells to be used to call down the Dholes on the Day of the Beast.

Coat of Life

This is an ancient magical device that Lang-Fu has worn for centuries. It is made of green silk and is embroidered with magical symbols in gold thread. It is a personal item and will function only for Lang-Fu. Its powers are as follows:

- It protects Lang-Fu from all attacks using kinetic energy, reducing all to minimum damage. Impaling weapons will not impale. The Coat provides no protection against fire, electricity, etc.
- It stores and supplies Lang-Fu with up to 20 additional Magic Points.
- It is the secret of Lang-Fu's long life and prevents him from dying. If it is ever removed for more than a few minutes, Lang-Fu's body will begin an irreversible aging process that will cause him to die rapidly. Witnesses to this will have to make SAN rolls for 0/1D3 points.



HYDRA RISING

Lang-Fu has connections with the tongs of San Francisco, and has been involved with smuggling opium and illegal immigrants from China. The immigrants form a major source of the sacrifices given to the deep ones, and both operations provide a healthy profit for the Brotherhood. Lang-Fu's many connections in San Francisco mean that he will probably be aware of the investigators' presence. Because he is so occupied with the final phases of the plan, however, he will be unable to take much action against them. He will certainly notify Dr. Dieter (chapter XI), and he may send an assassin or some cult members after the investigators.

Lang-Fu is not of deep one blood himself. He uses his "Coat of Life" to extend his life.

STR 8 CON 12 SIZ 7 INT 20 POW 40
DEX 15 APP 15 EDU 32 SAN 0 HP 10

Damage Bonus: -1D4.

Skills: Anthropology 75%, Archaeology 65%, Astronomy 70%, Chemistry 50%, Cthulhu Mythos 99%, Fast Talk 85%, First Aid 95%, Geology 35%, Hide 75%, History 50%, Library Use 95%, Listen 85%, Medicine 55%, Natural History 60%, Occult 70%, Persuade 85%, Pharmacy 65%, Psychology 75%, Sneak 85%.

Languages: Nearly all at 90%+.

Spells: All spells in *Call of Cthulhu* rulebook, plus Call/Dismiss the Beast, Enchant Incense, and Spirit Summoning Ability.

THE ASSASSINS

These men are members of an ancient Chinese sect thought to have died out long ago. They can be identified by the missing little finger of the left hand, which is burned off when the member joins the sect. Sect members dress in black silk and are trained in the use of knives and poisons. These two men are fanatically loyal to Lang-Fu and will lay down their lives for him without hesitation.

ASSASSIN 1

STR 15 CON 14 SIZ 12 INT 12 POW 13
DEX 17 APP 9 EDU 12 SAN 0 HP 13

Damage Bonus: +1D4.

Weapons: Throwing Knife 75%, damage 1D4

Fighting Knife* 80%, damage 1D6+2+1D4

Skills: Dodge 95%, Hide 95%, Pick Pocket 90%, Sneak 95%.

ASSASSIN 2

STR 16 CON 16 SIZ 15 INT 11 POW 12
DEX 15 APP 9 EDU 12 SAN 0 HP 16

Damage Bonus: +1D4.

Weapons: Throwing Knife 80%, damage 1D4+1D2

Fighting Knife* 95%, damage 1D6+2+1D4

Skills: Dodge 85%, Hide 90%, Pick Pocket 75%, Sneak 85%.

**This fighting knife has a wicked curve to the blade. In the hands of a trained individual it causes 1D6+2+db points of damage. The weapon is capable of impaling.*

THE CULTISTS

There are 24 cultists in all, but the following, identical, stats may be used for all. Among the cultists may be included any from earlier encounters who have survived, possibly the two truck drivers or the men in the manufacturing room. Each cultist will flee if he is wounded.

STR 11 CON 10 SIZ 10 INT 9 POW 10
DEX 10 APP 3 EDU 5 SAN 0 HP 10

Damage Bonus: +0.

Weapons: Knife 25%, damage 1D4

Club 25%, damage 1D6

Flaming Brand 15%, damage 1D6

DEEP ONE WORSHIPERS

	#1	#2	#3	#4
STR	13	17	14	12
CON	12	11	10	12
SIZ	15	14	12	19
INT	14	15	12	17
POW	12	14	13	14
DEX	12	10	11	14
HP	14	13	11	16

Av. Damage Bonus: +1D4.

Weapons: Claw 25%, damage 1D6+db

Hunting Spear* 25%, damage 1D6+db

* *Impaling Weapon.*

Armor: 1-point skin and scales.

Sanity Loss: 0/1D6 to see a deep one.

If the investigators come to Pearl Beach after August 30, they will find the area deserted, with only the remains of the bonfires and a beach littered with tracks. These tracks are from both humans and deep ones (successful Cthulhu Mythos to identify). It will be impossible to miss the huge tracks left by Hydra. While examining these, an investigator will notice shards of pottery in one of the large foot-

prints. Investigation will reveal that is the remains of a ceramic jar that was broken and crushed into the sand by the huge paw. Successful Archaeology and Idea rolls may identify it (as described previously) as the missing canopic jar from the tomb of Nophru-Ka. Digging for pieces of pottery, the investigators will also come across the small dark object that the jar once contained. This is a small piece of leathery, dried flesh. If the jar was identified by the Archaeology and Idea rolls, the investigators will also know that the missing jar contained Nophru-Ka's mummified liver. A successful Natural History roll will also identify the organ.

Conclusion

Lang-Fu is intended to escape this scenario, but if the investigators manage to defeat him they should be allowed to—their reward will be an advantage in Chapter XII. At this point, the investigators may wish to follow up on leads to the Rhon-Paku temple in San Francisco, or even try to trace its roots (see Interlude box). However their investigations will quickly be interrupted by an attack, if it hasn't occurred already. ■

Interlude: Voice Out of Time

While it is possible that a clever group of investigators could hit upon this idea earlier, it is not until near the concluding moments of chapter X that the investigators will be presented with a situation that clearly demonstrates how Paul LeMond could be used to contact the spirit of Nophru-Ka. This scene is written presuming that the investigators will attempt it sometime after chapter X. If played earlier the Keeper may have to change some details.

Journeying from San Francisco to New York, where Paul LeMond is recuperating, will take three to three-and-a-half days, precious time considering the pending Day of the Beast. However, as long as the trip is planned as part of the journey to Egypt (Chapter XII), the time spent should not be critical. Upon arriving in Boston the investigators will be greeted by Irene LeMond, Paul LeMond, and Herb Whitefield—who was in town for a visit.

THE SUMMONING

When LeMond and the investigators attempt to summon the spirit of Nophru-Ka, they will conduct the ceremony as described in chapter I. As LeMond holds the desiccated liver (the only portion of Nophru-Ka available) in his hand and slips into a trance, he will begin to moan softly and rock his head from side to side, drooling on his shirt. He will begin to mumble disjointed phrases in an unknown tongue (ancient Khemite) occasionally mixed with a word or two of English. It will take a moment for Nophru-Ka's spirit to adjust to the strange

body, and another minute or two to seek out the memories that pertain to speech.

After a few minutes of this, the spirit will begin to speak to the investigators in English, but with the voice and personality of Nophru-Ka, haughty and arrogant. He is aware of the plans of the Brotherhood and may reveal small tidbits of information as he strides about the room berating the investigators' feeble attempts to interfere with the fulfillment of his prophecy.

At some point, Nophru-Ka may reveal crucial information regarding the calling of the Beast; this may be the location (Giza) and/or the date and time (dawn on the morning of September 22). The Keeper must use discretion, but Nophru-Ka is unable to keep from boasting before the triumph. Nophru-Ka is unaware of the sophisticated means of transportation available in the 20th century, and it is inconceivable to him that the investigators could somehow travel to Egypt in the short amount of time left to them.

After a while Nophru-Ka will tire of bantering with the party and, growing more uncomfortable in the strange body, and will demand to be released. If the investigators should show the least hesitation in breaking the circle, Nophru-Ka will scream, "You shall not defy me!" and, grasping the stone mantle of the fireplace with both hands, proceed to smash the face of Paul LeMond against the projecting corner, breaking bone and spattering the seated investigators with blood. Investigators will need to make a SAN roll for 0/1D6 points.

XI: BY THE BAY, PART TWO

An attack on one of the investigators by a mysterious being leads the group to the NWI research facility in Oakland.

While investigating San Francisco the investigators will suddenly face a new terror, a thing from beyond. It soon becomes obvious that the entity had its origin at a NWI facility in Oakland, and the investigators are given one last opportunity to unravel the secrets of the Beast... before it is too late.

The Attack

While sleeping in his hotel room in San Francisco, one of the investigators will be awakened by a sudden flash of bright light in the room followed by a quiet, sucking, slurping noise coming from a dark corner near the ceiling (if there is another investigator sleeping in the room also, he will awaken if he makes a Luck roll). If the investigator switches on the light near the bed he will see a terrible, yellow, dripping thing adhering to a corner of the ceiling. He must make a SAN roll for 0/1D8 points upon seeing it. When the light comes on, the thing will open one great saucer-like red eye and launch itself toward the investigator, half-flying and half-falling through the air. The investigator may attempt a Dodge to scramble from the bed as the thing hurtles toward his pillow.

THE THING FROM BETWEEN THE PLANES, Horrible Creature

This being will appear as a dripping yellowish mass about two feet in diameter. It moves slowly across flat surfaces with a squishing, sucking sound, dripping a sticky fluid that leaves a brown stain on whatever it touches. It sees by means of a single, large, red eyeball hidden in the center of the mass.

STR 8 CON 16 SIZ 4 INT 2 POW 5
DEX 12 Move 4/12 gliding HP 10

Weapons: Jump and Grasp 75%, damage 1D3*

* This damage is caused on the first round and for every round that the creature remains attached. When the creature attacks successfully, it attaches itself to the victim's face by tiny, grasping cilia which secrete a burning acid. Additionally, the creature will form tendrils that will force their way into the victim's nose, ears, and throat. On the third consecutive round of a successful attack, these tendrils have reached the brain and begin to destroy 1 point of INT per round. At the Keeper's option, the investigator could also begin to lose 1 point of APP per round due to permanent facial scarring from the acid.

Armor: All kinetic weapons do minimum damage due to the soft form of the creature.

Sanity Loss: 0/1D8 points for seeing the Thing. Additionally, a victim of a successful attack must make a SAN roll for 0/1D3 points every round that the being is attached to his face; a failed roll also means that the victim will be unable to take any rational action for the round. A person seeing a human being under attack by the thing must make a SAN roll for another 1D2/1D4 points.

After five rounds, whether the creature is alive or dead, there will be another flash of light and the thing will quickly evaporate, leaving only some ugly brown stains on the walls and rugs (the hotel will probably insist that the investigators pay for the damage). Timepieces read 1:23.

The next morning, the investigators will find a small article in the newspaper about sightings of a strange bolt of lightning over San Francisco Bay early that morning. By coincidence, right alongside the article is an ad for the NWI facility in Oakland. See *Beast Papers* #27.

Keeper's Information

The attack originated from the NWI research station and was prompted by a message from Lang-Fu to Dr. Dieter, head of research at the modern, new facility. Fortunately, the equipment used to beam in the creature suffered a failure after only a minute of operation, and the creature was returned to its own plane of existence. If the investigators do not discover the secret of the lab, the problem with the equipment will be corrected and the attacks will begin again soon.

The NWI Research Station

This single building is located in the hills of Oakland, and is constructed entirely of concrete and steel. The architecture is modern and the one-story structure is quite pleasant to look at. Due to the large amount of publicity the station has received, there are quite a number of people waiting for the tours; the investigators may have to wait several hours before being allowed into the building. NWI has erected an open-air tourist pavilion a few hundred yards away, where visitors can sit comfortably and purchase refreshments from Berkeley college students that NWI has hired as hosts and hostesses for the tours.

The Guided Tour

After the investigators' names are called from the waiting list, they will be grouped together with about twenty-five other people and ushered to the main gate of the fence surrounding the station. Here they will be met by their guide, a young college student named Brad Thompson, who works

part-time for NWI. He will explain to the tour group that the entire facility is guarded by an electrical surveillance system that eliminates any need for human guards. This system requires all visitors to wear a small lapel at all times (these pins are numbered and will be carefully retrieved at the end of the tour).

The tour lasts fifty minutes and begins with a walk up the gravel drive and through the main door on the left. From this point Thompson will stroll slowly through the U-shaped hallway explaining different points of interest and answering questions. Visitors may either keep pace with the guide, or may choose to lag behind while viewing "The Wonders of the Scientific Age."

Investigators taking the tour will get an opportunity to witness actual laboratory research being conducted by NWI along with displays and models demonstrating the many facets of this international corporation.

The exhibits are as follows:

1. Looking through a thick pane of glass, the investigators will be able to see down into a laboratory located, as are all of the labs, one story below ground. Here they will see vegetables and other plants growing without soil. They are suspended above metal tanks containing some colored solution, the roots extending down into the fluid. This is a hydroponics lab, as any investigator with a Natural History skill above 10% can tell.
2. A large wind-tunnel display demonstrating the reactions of different types of aircraft to changing atmospheric conditions. Included in the display is a model of an experimental autogyro being developed by NWI.
3. A lighted, mechanical display describing something similar to transistor theory in a graphic, semianimated fashion. (Actual transistors are still twenty years in the future.)
4. A glass-protected display with a large, lighted, moving model of the heavens. An investigator making his Astronomy roll will note it seems to contain some major stars in locations where there should be none.
5. This large L-shaped lab is stained with oil and other lubricants but appears to be dust-free. Here several technicians are working with various aspects of industrial robotics. The work is confined to simple mechanical arms and such, but the movements appear quite sophisticated.
6. A lighted display that describes the formation of petroleum deposits and demonstrates new methods being developed by NWI to recover them.
7. Another large L-shaped lab, filled with aquaria and small cages containing animals. It is tended by two female technicians. Here NWI is carrying out primitive cloning experiments on salamanders and other lower life forms.
8. A lighted display which describes new methods being developed to aid in the preservation of archaeological artifacts, along with new methods of dating them.
9. This larger display case is unlit and boarded over. If an investigator peeks between the boards and makes his Spot Hidden roll, he will see a partially disassembled diorama depicting the NWI experimental mine site in Peru.
10. A small lab with two technicians experimenting with some kind of camera focused on a Felix the Cat toy. An image of the toy, in black and white, appears on a small, round, glass screen located ten feet away.

Inside the Research Station

While engaged in the tour, the investigators should note two doors that lead off the main hallway. These doors give

Beast Papers #27

STRANGE STELLAR PHENOMENON SIGHTED OVER SAN FRANCISCO BAY

Yesterday morning, at approximately 1:20 a.m., the San Francisco area was visited by a singularly strange stellar occurrence in the form of at least two bolts of lightning which manifested despite the otherwise clear sky.

George Wilkins, a police officer in the riverfront district, described the occurrence, "It was definitely a bolt of lightning, but it came sideways, running along the ground. It was like it had fired off from across the Bay, in Berkeley or Oakland.

Then, just a minute later, no more, it appeared again, this time headed back across the Bay. Weird."

A professor at Berkeley has said the sighting was most likely ball lightning or a weather balloon.

SEE THE MARVELS OF THE SCIENCE AGE!

Hydroponics! Autogyros! Astronomy! Archaeology!

The NWI research facility in Oakland is now offering public tours, every hour from 9:00 am to 5:00 pm on weekdays. Call AW-1347 for more info.

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access to the lab areas and are clearly marked "No Admittance. Employees Only." As the investigators pass by the first door, a technician will emerge from the doorway and the investigators will have an opportunity to glimpse down the hallway revealed. They will see a second door marked "Restricted Area. Authorized Personnel Only."

At this point the Keeper may encourage the investigators to do some unauthorized touring if they want to. Point out that the guide's attention is continually being distracted by questions from the other visitors and that after the first twenty minutes of the tour he will have worked his way around the first corner of the hallway and will be out of sight of anyone lingering around the first exhibits.

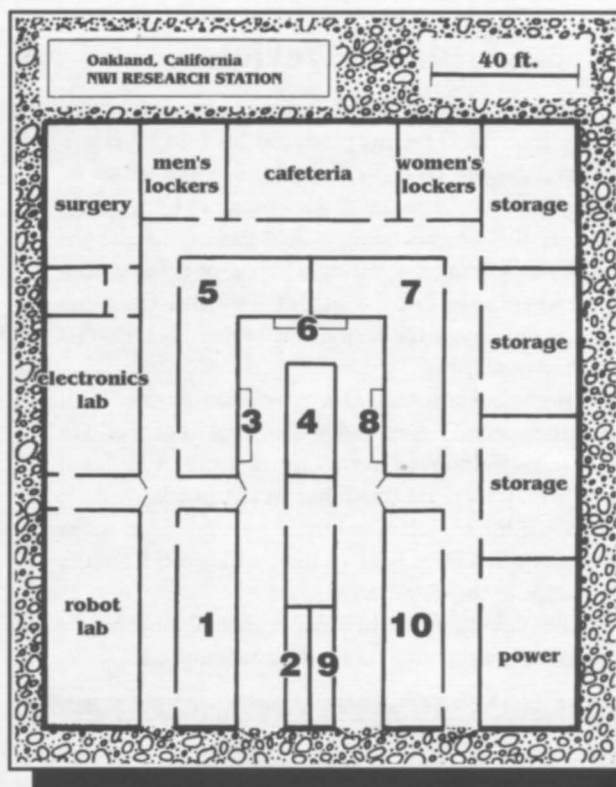
If investigators should elect to explore the area, they will find that most of the hallways lead to the labs or employee areas. Entering any of these will result in meeting up with some employees, who will politely escort the investigators back to the tour group.

If the investigators choose to enter the "Restricted Area", they will find it unoccupied; Dr. Dieter and his assistant (the only two people cleared for this area) are presently taking a break in the cafeteria. At the end of the hallway are two sets of doors. Looking through the left-hand doors, the investigators will see a mechanical/hydraulic lab dominated by a large industrial robot mounted on treads, while a glance through the doors on the right will reveal a large electronic device on the floor near a blackboard covered with mathematical symbols and formulae.

ROBOT LAB: If the investigators explore the robot lab, a successful Spot Hidden while inspecting the robot will reveal concealed ports in the front that house some type of weapon with a solid crystal barrel. On a nearby workbench is a small black box with several unmarked switches on it. An examination of the wiring schematic found next to it, combined with a successful Electrical Repair roll, will allow the investigator to understand the proper use of the box. Without this information, anyone attempting to operate the robot will cause it to act in a dangerous, berserk manner.

ELECTRONICS LAB: In the electronics lab to the right, an investigator making an EDUx1 roll while studying the blackboard will discover mathematical proof of the existence of dimensions other than the few perceived by humans. An examination of the blueprints found on a nearby table, along with a successful Electrical Repair roll, will tell an investigator that the machine on the floor is used for generating some type of electromagnetic field and then projecting it over a great distance. An examination of the machine itself will reveal that a portion of the circuits have been burnt out. These sections have been removed and placed on a workbench for repair. Completion of the repairs is near, and an investigator making a successful Electrical Repair roll will be able to finish the job if he desires.

Near the damaged sections of the machine is a logbook written in German. If an investigator successfully reads the book, he will discover that it is a record of experiments involving the machine on the floor. It will be obvious to the



investigator that this machine is the source of the thing that appeared in the hotel room in San Francisco. The last experiment noted in the logbook is on that date, and explicitly describes both the time (1:22 a.m.) and its purpose.

The second door leading from the electronics lab is locked. If the investigators manage to open it (with a Locksmith roll), they will find a short hall that leads to Dr. Dieter's quarters and beyond to his secret surgery.

DIETER'S QUARTERS: This room is sparsely furnished with only a bed, a chest, and a cluttered desk. The chest contains only Dieter's clothing, but on the desk the investigators will find the following: a lab analysis of a mineral called Blue John; a letter (in English) from Lang-Fu to Dieter informing him of the presence of meddlers in town and giving the hotel address and room numbers where the investigators are staying (*Beast Papers* #28); and a carbon of a letter (again in English) from Dieter to Edward Chandler (*Beast Papers* #29). In one of the desk drawers, the investigators will find a large schematic titled "NWI Ship-to-Ship Navigational System." If an investigator studies this complex wiring diagram for a day and a night and then makes a successful Electrical Repair roll, he will be able to determine that this describes not a navigation system but some type of extraordinary weapon. (If the investigators are familiar with the weapon on the robot, they will recognize the similarities between the two. The ones being planned for the ships are much larger, however.)

SURGERY: In the back room investigators will find a combination electronics lab and surgery, complete with operating table. In one corner of the room is a large round tank set into the floor and sealed with an easily removable cover.

Planes Device

This machine was invented by Dr. Dieter by incorporating lenses and prisms produced for him by Baron Hauptmann (an INTx3 roll recognizes the lenses as being very similar to the glasses found in Chapter V). It is capable of generating a field that opens a space between the planes, allowing a being, or beings, from somewhere else to exist in this universe. Once the field is collapsed, the being(s) is pulled back into its original dimension.

Dieter has also added a projection device, built with the special lenses and prisms, that allows him to focus this field up to twenty miles away. Additional lenses may increase this range in the future.

When the projector is turned on, and again when it is shut off, a brief flash of light will travel from the projector to the target area.

The device is highly experimental and has a record of overheating and failing when used.

Nearby are a number of small cages hung with cloth to keep them covered. From within the cages come soft scratchings and scrabbling sounds. There is also a large filing cabinet in the room.

If the covered tank is investigated, it will be discovered to contain an extremely powerful acid (this is used to dispose of failed experiments). If someone should lift the curtains to view the inhabitants of the cages, he will be horrified by the sight of what were once normal laboratory rats. The investigators must make SAN rolls for 0/1D3 points at the sight of these disgusting pink rodents. Most are hairless and misshapen. Some have three eyes; some have six legs. A few are totally legless and squirm about their cages like fat, pink sausages. If an investigator should handle one of these animals (they are not dangerous, just ugly) and makes a successful Spot Hidden roll, he will notice that it has a small, neat scar on the top of its head. The other rats have similar scars. If the cages are moved, it will be discovered that they conceal a small device set into the floor. Flipping back a red cover on the device will expose a switch that the investigators will not be able to discover anything about. (Flipping the switch will initiate a self-destruct causing warning lights and sirens to begin going off at once; see pg. 113 for more details.)

Investigating the filing cabinet will turn up Dr. Dieter's notes (written in German), a wiring schematic, and a bundle of photographs. Examining the pictures will require a SAN roll for 0/1D4 points, resulting from viewing photos of animals and humans with various portions of their anatomy removed and replaced by mechanical devices. If an investigator examines the schematic and makes a successful Electrical or Mechanical Repair roll, he will find that it describes the construction of some sort of simple remote control switching device. No clue is given to its purpose.

Dieter's notes are very extensive and it will take an entire day along with a successful German roll to discover

all they contain. However, if an investigator makes his roll in the lab while skimming through them, the Keeper may wish to provide a few hints as to their contents. Reading them in their entirety will cost the investigator 1D4 Sanity points when he discovers what Dieter has been up to. His earlier notes describe the implanting of electrical devices in the brains of animals to alter their behavior. Later he describes a "Dr. Lewis" testing these same techniques on humans. Recently he has been using these implants to induce organic changes in animals: growing extra limbs or organs, etc. Attempts on humans have so far proven failures, but Dieter has confidence in the technique. One portion of the notes describes the successes he has had with a group of electronically controlled people he refers to as the "Sons of Terror." The text describes how these "Sons" have successfully influenced unnamed political groups around the world, allowing NWI to turn them to its own purposes. Investigators should recognize references to the anarchists and fascists in London and the Indians in Peru.

The text also describes the fail-safe device built into every one of the Sons. Attached to the device that controls the actions of the Sons is a small explosive. If anything should go wrong with a Son, a remote control switching device can trigger this tiny bomb, shattering the Son's head. The device is good up to fifty yards away and can be easily built using the schematic found in the filing cabinet.

DR. DIETER RETURNS

At some point during the investigators' searches, a door will open and in will walk a small, white-haired man in a lab coat. If the investigators are still in one of the front labs, he will be accompanied by his assistant Phillip Jurgens. However, if the investigators have managed to get into his quarters or the secret surgery, Dieter will be alone, as no one else is allowed past that point.

Dieter will be distressed to find strangers in the restricted area, and doubly so if they are in his quarters or surgery. However, he is a distracted sort of individual, and a successful Fast Talk will confuse him to the point where he will accept any story given to him. They will be able to walk out past Jurgens with no trouble. If the Fast Talk fails, Dieter will begin questioning the investigators' motives in a loud voice until interrupted by his assistant. Jurgens will intercede on the investigators' behalf and convince Dieter that they are merely victims of circumstance; he will then offer to escort the investigators back to the tour. On the walk back, Jurgens will introduce himself and make small talk in an attempt to obtain the investigators' names and other information.

DR. HANS DIETER, age 65, Brilliant Mad Scientist

This man is an utterly brilliant but utterly mad scientist. Imprisoned in Germany for mass murder, he escaped with the aid of Hauptmann and the Brotherhood and was brought to America where, under an assumed name, he went to work for NWI. He is aware of, and fully agrees with, the plots of Chandler and the Brotherhood. He has developed the new weapons to be used on the ships coming out of the yards owned by NWI and has aided many of the Brotherhood projects, legitimate and illegitimate.

His greatest contribution to the Brotherhood are the Sons of Terror, humans whose minds are controlled by electronic implants designed and placed by Dieter. These Sons have infiltrated many groups without flaw and have performed perfectly.

Dieter is about 65 years old, and always wears a bandage wrapped about his left hand. He is extremely paranoid and almost never leaves the research station for fear of being recognized. He resents the facility being opened to the public and has complained to Chandler on several occasions.

STR 6 CON 7 SIZ 7 INT 22 POW 6
DEX 8 APP 6 EDU 28 SAN 0 HP 7

Damage Bonus: -1D4.

Skills: Anthropology 25%, Archaeology 20%, Astronomy 35%, Chemistry 90%, Cthulhu Mythos 15%, Electrical Repair 95%, First Aid 75%, Geology 85%, History 20%, Library Use 95%, Mechanical Repair 95%, Medicine 85%, Natural History 90%, Pharmacy 85%.

Languages: English 60%, German 95%.

PHILLIP JURGENS, age 32, Industrial Spy Turned Patriot

Jurgens appears in two states in this scenario. The first is his normal self; the second is a controlled "zombie" subject to the commands of the device implanted in his brain by Dr. Dieter. Both of these forms are described below.

1. Formerly a US Treasury agent, Jurgens has spent the last three years of his life in a profession very new to the world, that of an industrial spy. Working for NWI, he managed to become the assistant of Dr. Dieter. Having managed to steal enough information from NWI to retire for the rest of his life, Jurgens was about to make his break when he stumbled across documents indicating NWI as a conspirator in illegal activities. Forsaking his personal plans, he has attempted to get enough evidence to allow the government to stop NWI.

2. Unfortunately, Jurgens' plans were discovered by Dieter, and Jurgens has been turned into one of Dieter's Sons of Terror. If the investigators should remove Jurgens' hat, they will see a shaven patch on his head and a raw, six-inch scar. Dieter did not have enough time to completely program his new "zombie", but left a simple self-destruct program in him. If the investigators should expose Jurgens, the mechanism inside his head will short-circuit itself. As Jurgens' body does spastic flip-flops on the ground or floor, the side of his head will begin to smoke and melt from the heat generated inside his skull. This will, of course, kill him, and any investigator failing his SAN roll will lose 1D6 points from the sight. If Jurgens should remain unexposed, he will self-destruct anyway as soon as Dieter's robot comes on the scene (see below).

STR 15 CON 15 SIZ 14 INT 14 POW 12
DEX 16 APP 13 EDU 16 SAN 60 HP 15

Damage Bonus: +1D4

Skills: Chemistry 75%, Climb 80%, Dodge 85%, Drive Automobile 75%, First Aid 95%, Geology 55%, Hide 75%, Library Use 55%, Listen 80%, Natural History 65%, Psychology 50%, Sneak 75%, Spot Hidden 75%, Track 40%.

Researching Dieter

Assuming at least some of the investigators have met Dr. Dieter, and that they have transmitted this information to the rest of the group, at the end of the tour any investigator making a Knowledge roll will recall a similar name in con-

nection with a bizarre murder trial in Germany around 1920. Successful Library Use rolls while checking a local library's newspaper files will turn up the following two items of interest:

■ August 23, 1920: Germany. A Dr. Dieter Heinmann was sentenced to a special, high-security prison to await execution after being convicted of multiple murders in connection with bizarre surgical experiments. Details of these experiments were withheld from the public.

■ September 14, 1920: Germany. Dr. Heinmann somehow escaped from his locked prison cell in the middle of the night. Except for strange chalk marks on the wall, police found no clues. (Though the investigators will not realize it, this escape was engineered by Hauptmann, who gated into the cell and then created a return gate by which the two men escaped. Once back in Romania, Hauptmann destroyed the gates.)

Beast Papers #28

Dieter,

Snoops in town look into our business. They stay at the Palace Hotel in San Francisco. Target room 17 and then let your beast ravage. Much appreciation. I leave for Giza to await the Day of the Beast and have little time of my own.

Lang Fu

Beast Papers #29

NEW WORLD, INCORPORATED™
Making the Future Today



Edward Chandler
NWI Chicago HQ

Dear Mr. Chandler,

Once again I am pleased that you have chosen to ask my advice on political matters involving NWI, and am only too happy to respond.

I would first say that continued fueling of bloodshed in China will continue to create a political turmoil much like the one that gripped Russia after the revolution. I would also consider continued funding of anti-British militants in India, but refrain from helping young Jawaharlal Nehru. I do not believe his philosophies mesh well with ours.

I cannot overemphasize how important I feel it is for NWI to continue to support the National Socialist Party in Germany. Their leader's strong beliefs in hereditary superiority indicate a common link with the Brotherhood, and I believe that if the party is informed of the goals of the Brotherhood, it will bend all efforts to see them to fruition.

Respectfully yours,
Dr. Dieter

STALKER FROM BEYOND



Blowing the Whistle

Soon after the investigators make the tour at the research station (probably that evening), they will be contacted by phone by Phillip Jurgens, who will wish to speak to whichever investigator(s) he met earlier that day. If Jurgens did not meet any of the investigators, he will have recognized one of them when the tour group passed by; at least one of the investigators can be identified by Jurgens from some past exploit. Jurgens will request a meeting at a local restaurant with one (or two, if a successful Persuade roll is made) of the investigators.

Once at the restaurant, Jurgens will confide to the investigator(s) the truth (or most of it) of his past and present activities. He will obviously sidestep the fact that he was searching for industrial secrets that he could sell, but will say that in the course of his work he came across certain documents indicting Dr. Dieter and NWI in a conspiracy involving worldwide anarchist activity. It appears that somehow the groups are to be coordinated into attacking different locations on a specific date referred to only as "The Day of the Beast," which he believes is sometime late in September.

Jurgens will supply the investigators with a copy of this information, along with a phone number in Washington,

DC. He will instruct the investigators to make the call and give a certain password that will put them through to a Mr. Albertson. If the investigators should trust Jurgens enough to make the contact with Albertson, they will find that all he has told them is true.

Jurgens thinks that Dieter may be beginning to suspect his intentions, but he wants to see if he cannot get some more information before blowing his cover. He will leave the restaurant quickly, promising to call the investigators again in three or four days.

Late the next day, the investigators will receive another call from Jurgens. He will say that he suspects that Dieter knows the truth about him and that he needs the investigators' help. He has managed to obtain a number of the lapel pins that negate the security system, and if the investigators will meet him near the station after dark, they can enter the labs and confiscate whatever evidence they find. He may need their help to subdue Dieter if he proves to be a problem.

If the investigator who speaks with Jurgens on the phone this time has ever had occasion to speak to him before, a successful Psychology roll will tell him that there is something odd about the man's manner.

If the investigators choose to meet Jurgens, he will be wearing a suit and hat. He will explain that as soon as they are finished at the research station, he will be boarding a train for Washington.

The investigators will easily enter the building, but, once inside, they will find themselves the victims of a trap. Dieter, hiding around a corridor corner, will direct the giant robot against the investigators as the unfortunate Jurgens,

who was trapped by Dieter and implanted with a mind-controlling device and a fail-safe bomb, begins to self-destruct before the investigators' eyes. Dieter will only expose as much of himself as is necessary to direct the robot; anyone shooting at him has only one fourth of his normal chance for success. If desired, an investigator may aim at the robot control box. The control box will be as hard to hit as Dieter himself. If the box is wrecked, Dieter will run back to his secret surgery.

TOODEE-6, Robot

Ostensibly designed as a prototype worker robot for industry, this model features some particularly destructive options. It is radio-controlled and can be operated up to 1,000 feet away. Solid walls will block transmission from the control box, however.

The control box is a small, palm-sized device with a looped antenna. There are about a dozen unmarked switches on the face of the instrument.

The robot itself is a seven-foot-tall metal cylinder. It moves fairly quickly on level ground with motorized treads, though it would have problems outside. It can turn on a dime. It has four telescoping arms with grasping claws and a small death ray mounted in its chest.

STR 40 SIZ 25 (very heavy) DEX 1/2 operator's
Move 5 HP 100

Weapons: Claws (4) 25%, damage 1D6*

Death Ray: 20%, damage 1D10

** Once held, the investigator will continue to take damage every round unless they overcome the Toodee-6 in a STR vs. STR roll.*

A armor: This machine is made of tough metal, and all weapons will cause minimum damage. An impaling shot from a firearm indicates that a partially exposed joint or circuit has been hit, rendering one function of the robot useless (Keeper's choice). A bucket of water, a fire hose, or a fire extinguisher may short-circuit the entire machine, making it useless—there is a 10% chance of this per bucket or per round the fire hose or extinguisher is played over it.

Sanity Loss: Seeing this strange contraption rattling down the hall with arms waving will be at least a little unnerving, causing a Sanity loss of 0/1D3 points.

If Dieter makes it back to his surgery, he will knock over the rat cages, freeing the animals and exposing the firing mechanism in the floor below. This switch is wired to a buried explosive powerful enough to destroy the entire research facility and everyone in it, and Dieter will not hesitate to throw it, causing the lights in the building to flash and sirens to wail. The investigators will find him squatting over the switch as the horrible, deformed rodents scamper about the room. Dieter will try to defend the switch. The investigators have only three minutes before the explosion. If they get to the switch, they can try to shut the system down by removing the proper wires. This is accomplished only by a successful Electrical Repair roll. Failure of this roll denotes instant destruction.

If the investigators do not fall for Dieter's trap, but he feels that his plans have been compromised, he will destroy the NWI building at his leisure.

Conclusion

Supplying the information given to them by Jurgens to Albertson and the Treasury Department will help the government squelch the Sons of Terror attacks when they occur.

If the investigators stop Dieter's attempts to destroy the lab, they will find (in the filing cabinet in his secret surgery) additional information that will aid the US government in ferreting out the anarchists, plus documents that pinpoint their locations in western Europe. Withholding any of this information means that some of the attacks will go off as scheduled, causing much death and destruction.

Afterward if the investigators raise the issue of the Rhon-Paku temples with Albertson, he will try and do what he can to help—issuing warnings to other affected governments. ■



XII: DAY OF THE BEAST

*The investigators return to Egypt
to foil the Brotherhood and the prophecy made millenia ago.*

Now, the Day of the Beast has finally come, and the investigators have one last chance to halt the machinations of Chandlers, Hauptmann, and Lang Fu, in ancient Giza, under the shadow of Nyarlathotep.

Investigators' Information

The investigators may have received notice of the Day of the Beast from a number of sources, including the spirit of Nophru-Ka, Lang-Fu's letter to Dr. Dieter, Lang-Fu's discussion with Hydra, or the Rhon-Paku temples. They must know that a ceremony will take place in Giza, and they may know that it is scheduled for dawn of September 22—the Autumnal Equinox. As previously, Robert Carrington will be willing to bankroll the trip to Egypt if the investigators can not.

As the Day of the Beast approaches any investigators with a psychic connection to Paul LeMond will be plagued by increasingly vivid nightmares. These start on the night of September 15. The nightmares depict a nameless beast rising up above the pyramids of Giza. For the last three nights—the nineteenth through the twenty-first—investigators must roll for SAN loses on 0/1. All investigators affected by these dreams will be at -10% to all skill rolls on the Day of the Beast due to their exhaustion.

Keeper's Information

How much time the investigators have is ultimately up to the Keeper. If a careful time table is being kept then it should be noted that a train trip from San Francisco to New York takes three or three and a half days, including a layover in Chicago. A steamship from New York to Port Said in Egypt is another eight days. Finally, the trip from Port Said to Cairo might be another day up the Nile. Figure two weeks for the complete trip. If the previous chapters were run in late August, as suggested, the investigators have perhaps a week of extra time to complete their final preparations.

Hauptmann and Lang-Fu are presently in Cairo awaiting the arrival of Edward Chandler. Chandler is traveling in a dirigible of modern design, a product of the aircraft division of NWI. His announced reason for coming to Egypt is to inspect the Chandler Foundation dig site near Cairo. The dirigible is to be moored at the site. Any investigator trying to track Edward Chandler may find an article describing Chandler's planned trip to Egypt after September 7.

The purpose of the trio in Egypt is to call the Beast, using the Great Sphinx located on the plateau southwest of Cairo. Simultaneously, the Sons of Terror will launch their

attacks, while the innocent followers of Rhon-Paku unknowingly chant down star-spawned dholes upon the major cities of the world.

Beginning Play

Edward Chandler will arrive near Cairo around 3:00 a.m. September 22 and moor at the Chandler Foundation dig site. At night, the investigators will see the running lights of the ship. A successful Spot Hidden or the use of binoculars will reveal the NWI logo on the side of the dirigible.

The Plateau of Giza

If the investigators arrive here before the Brotherhood does on September 22, any investigator making an Idea roll will notice the absence of guards in the area. The Egyptian government normally keeps this area well protected against tomb robbers, and it may strike the investigators as odd to see the area so deserted. (The guards have all been killed by agents of the Brotherhood, the bodies stuffed in the many tombs and ruined temples found on the plateau.)

Key to the Necropolis at Giza

1. The Pyramid of Khufu (Cheops), or the Great Pyramid. Nearly 450 feet high, it measures over 750 feet at the base. East of the pyramid are the three queen's pyramids, and at the northeast corner is a mortuary temple, of which only the basalt pavement remains.
2. The Pyramid of Khefre (Chephren). This is almost the size of the Great Pyramid. To the east of the pyramid is the mortuary temple, now reduced to its foundations.
3. The Smaller Pyramid of Menkaure (Mycerinus). A pyramid measuring 354 feet at the base and standing over 216 feet tall. The three queen's pyramids to the south were left unfinished, and the mortuary temple east of the pyramid shows evidence of hasty and incomplete execution. The causeway that runs east from the mortuary temple is nearly ruined.
4. The Eastern Cemetery. These tombs are arranged in row upon row and provide a good place for investigators to hide.
5. The Western Cemetery. This is similar to the Eastern Cemetery.

6. Causeway. This runs from the mortuary temple of Khufu to the valley temple near the Sphinx. The causeway is in fair shape, and the investigators may find a place to hide here.

7. The Valley Temple. This is one of the better preserved buildings to be found on the plateau. It provides an excellent hiding place near the Sphinx.

8. The Sphinx. It is 240 feet long and made of limestone. Between the monster's front legs are a small altar and votive stela. This is where Edward Chandler will stand to cast Call the Beast.

Calling the Beast

A few minutes before sunrise, several cars will drive up the road that leads to the north end of the plateau. Taking a route around the east side of the Great Pyramid, the cars will pull up within a hundred yards of the forepaws of the Sphinx and stop. Four Arabs, armed with tommyguns, will step out of the cars. While two of them busy themselves with chasing any sleeping Arabs out of the area, the other two will scout around for possible trouble.

On a signal from one of the guards, the doors of the cars will open and out will step Hauptmann, Lang-Fu, and six Arabs dressed completely in black robes. These Arabs are here to provide extra Magic Points for the summoning spell; Chandler has made an effort to disguise himself as one of them. The only possibility the investigators have of

Call the Beast

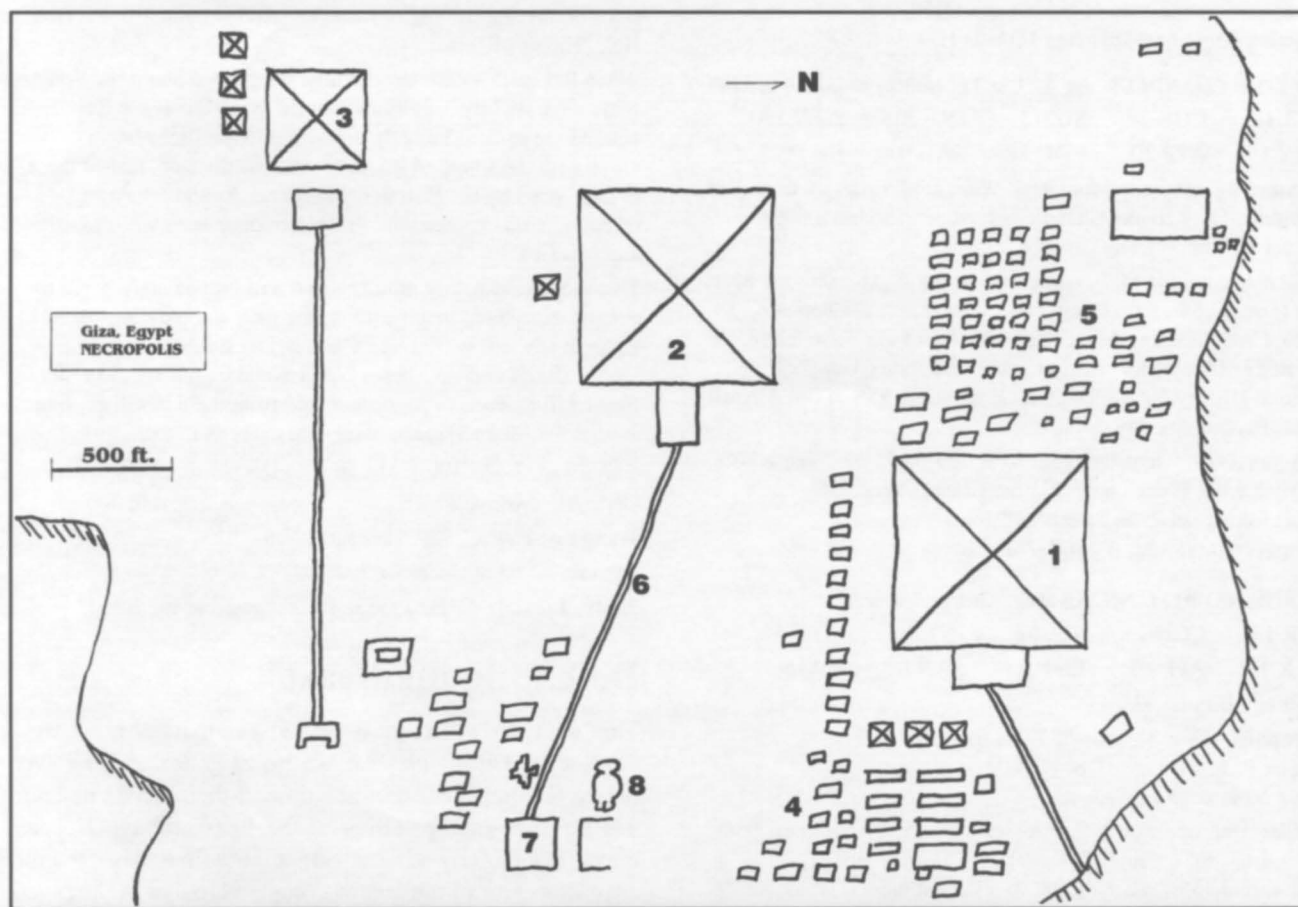
This is a special spell given to Nophru-Ka long ago by Nyarlathotep. It resembles Call/Dismiss deity spells.

Chandler, Hauptmann, and Lang-Fu all know the spell. Between them, they can expend 199 Magic Points, and can cast Call the Beast in only one minute with a 95% chance of success.

Dismissing the Beast works as described in the *Call of Cthulhu*, but it is difficult to accomplish due to the high POW of the Beast. Spending 10 magic points will allow a 5% chance, and each magic point above that increases the chance by 5%.

recognizing Chandler is if an investigator makes a successful Spot Hidden roll while checking out the Arabs. This will reveal that one of them looks extraordinarily Western in appearance. It will be up to the investigators to realize that this is Chandler.

The group will approach the Sphinx and immediately begin intoning the chant that will call the Beast. It will be successful. As soon as the Sphinx shows signs of life, the group will run to the cars and drive off, trusting the destruction caused by the Beast to cover their presence here. The trio will soon separate, and Chandler will return to his dirigible to fly to America and begin his plan of world conquest.



ARAB GUARDS

These henchmen were trained by Katif and will lay down their lives for Edward Chandler.

GUARD 1

STR 14 CON 15 SIZ 14 INT 11 POW 10
DEX 15 APP 9 EDU 5 SAN 0 HP 15

Damage Bonus: +1D4.

Weapons: Tommygun 55%, damage 1D10+2
Fighting Knife 65%, damage 1D4+2+1D4

GUARD 2

STR 16 CON 12 SIZ 15 INT 10 POW 8
DEX 12 APP 7 EDU 6 SAN 0 HP 14

Damage Bonus: +1D4.

Weapons: Tommygun 45%, damage 1D10+2
Fighting Knife 75%, damage 1D4+2+1D4

GUARD 3

STR 11 CON 13 SIZ 10 INT 12 POW 11
DEX 14 APP 8 EDU 6 SAN 0 HP 12

Damage Bonus: +0.

Weapons: Tommygun 50%, damage 1D10+2
.45 Revolver 85%, damage 1D10+2
Fighting Knife 45%, damage 1D4+2

GUARD 4

STR 16 CON 15 SIZ 14 INT 10 POW 12
DEX 13 APP 7 EDU 5 SAN 0 HP 15

Damage Bonus: +1D4.

Weapons: Tommygun 65%, damage 1D10+2
Fighting Knife 65%, damage 1D4+2+1D4

EDWARD CHANDLER, age 48, Child of Destiny disguised as Arab

STR 14 CON 14 SIZ 13 INT 20 POW 150
DEX 16 APP 20 EDU 22 SAN 0 HP 14

Armor: 9-point bulletproof vest. Worn at all times by Chandler in public. Only covers Chandler's torso, and so has a 50% chance of stopping any damage.

Skills: Accounting 90%, Anthropology 65%, Archaeology 85%, Art (Song) 75%, Astronomy 60%, Bargain 95%, Chemistry 55%, Credit Rating 95%, Cthulhu Mythos 99%, Fast Talk 85%, Geology 50%, History 95%, Law 65%, Library Use 95%, Natural History 50%, Occult 75%, Persuade 95%, Pilot Aircraft 75%, Psychology 95%.

Languages: Ancient Egyptian 85%, Arabic 75%, Chinese 80%, English 95%, French 85%, German 75%, Greek 75%, Latin 80%, Romanian 75%, Spanish 75%.

Spells: Call/Dismiss the Beast.

BARON HAUPTMANN, age 800+, Ancient Sorcerer

STR 15 CON 15 SIZ 14 INT 18 POW 32
DEX 13 APP 16 EDU 35 SAN 0 HP 15

Damage Bonus: +1D4.

Weapons: .38 Automatic 85%, damage 1D10
Rapier 95%, damage 1D6+1+1D4
Rifle 60%, none carried

Skills: Anthropology 75%, Archaeology 85%, Astronomy 95%, Chemistry 80%, Climb 25%, Cthulhu Mythos 99%, Drive Automobile 55%, Fast Talk 80%, First Aid 95%, Geology 85%, Hide 85%, History 95%, Jump 20%, Knife 65%, Law 75%,

Library Use 95%, Linguist 95%, Listen 75%, Medicine 70%, Natural History 65%, Occult 95%, Persuade 50%, Pharmacy 90%, Psychology 85%, Ride 90%, Sneak 35% (due to bad leg), Spot Hidden 80%.

Languages: Nearly all at 90%+.

Spells: Brew Space-Mead, Call/Dismiss the Beast, Create Gate, Dread Curse of Azathoth, Elder Sign, Enchant Item, Powder of Ibn-Ghazi, Resurrection, Shrivelling, Summon/Bind Star Vampire, Voorish Sign.

LANG FU, age 2000+, Ancient Sorcerer

STR 8 CON 12 SIZ 7 INT 20 POW 40
DEX 15 APP 15 EDU 32 SAN 0 HP 10

Damage Bonus: -1D4

Armor: Coat of Life reduces all kinetic damage to minimum and prevents impales. See pg. 104.

Skills: Anthropology 75%, Archaeology 65%, Astronomy 70%, Chemistry 50%, Cthulhu Mythos 99%, Fast Talk 85%, First Aid 95%, Geology 35%, Hide 75%, History 50%, Library Use 95%, Listen 85%, Medicine 55%, Natural History 60%, Occult 70%, Persuade 85%, Pharmacy 65%, Psychology 75%, Sneak 85%.

Languages: Nearly all at 90%+.

Spells: All spells in *Call of Cthulhu* rulebook, plus Call/Dismiss the Beast, Enchant Incense, and Spirit Summoning Ability.

THE BEAST

The Beast can only assume earthly form when called by a specific spell cast in the vicinity of the Great Sphinx on the plateau of Giza. Archaeologists claim that the Sphinx was carved from an outcropping of limestone that was left over by the builders of the Great Pyramid, but legend holds that it has lain in the sand since before the coming of man. The Arabic name for it is Abu Hol, "Father of Terror."

When the spell is cast successfully, the ground about the Sphinx will quake slightly, signifying that the Beast's essence has entered the stone. The body will flex and the limbs begin to move with the sound of grinding stone as the face, placed there in later years by the Pharaoh Khafre, cracks and falls away, revealing a black, oval void in which can be seen whirling suns and galaxies.

This monster is nearly mindless and will immediately begin to destroy everything nearby, trampling men and buildings beneath its great paws. It will ravage Cairo before turning south to Luxor, site of ancient Thebes. After wreaking havoc there, the Beast will proceed to Jerusalem, and from there it will continue around the Mediterranean, wrecking cities as it goes.

STR 200 CON 100 SIZ 500 INT 1 POW 50
DEX 20 Move 12 HP 300

Weapons: Paw x2 50%, damage 12D6

Armor: 20-point stone-like hide.

Sanity Loss: 1D6/1D20 to see Nyarlathotep as the Beast.

Defeating the Beast

This scenario will require the most individual input from the Keeper. During playtest, the investigators were allowed only a few hours between the time of their arrival in Cairo and the time of the calling of the Beast, though Keepers may allow their own investigators more time. Also, the relative firepower of the guards compared to that of the investigators must be carefully considered. It is intended that the



THE BEAST CALLED

investigators defeat this menace on their own with the use of magic. It should be obvious to the Keeper at some point what the plans of the investigators are. He should respond by making this climax difficult, but not impossible.

If the investigators should choose to attack with guns while Chandler's group approaches, the guards will immediately open fire on the investigators while the members of the Brotherhood retreat to Chandler's bulletproof limousine. Here, they will wait until the investigators are wiped out by the Arab guards or, failing that, will help the guards by attacking the investigators with spells. Chandler deeply wants to release the Beast, but if the investigators make it impossible he will flee the plateau, and the investigators may have to come up with something to stop him.

Using magic, the investigators could attempt to dismiss the Beast, but this requires a lot of Magic Points and is not a guaranteed approach. The most effective method is to erect the Barrier of Naach-Tith (based on the spell found on Celaeno) to contain the Beast. If this is done immediately, they will also trap the members of the Brotherhood within the walls of the barrier, where they will probably be crushed to death by the mindless Beast. If the trio escapes the barrier, the investigators may have to pursue them. The Beast will attempt to batter down the barrier in a STR vs. STR contest. If it fails, it will voluntarily take leave of the Sphinx, causing it to turn back to normal stone.

Foiling the Brotherhood

However, the beast is just one part of a global plan involving the summoning of the Beast, the unleashing of the Sons

of Terror, and the summoning of the Dholes. It is quite possible that the investigators will foil some parts of the plot while failing even to discover other aspects. Suggested rewards and consequences follow.

THE BEAST: Defeating the Beast by any method will reward the investigators with 1D20 Sanity points each.

SONS OF TERROR: Providing the U.S. government with the information given them by Jurgens in chapter XI will allow the feds to take preventive action and squelch the attacks by the Sons of Terror in the US. If the investigators should also obtain and turn over the documents found in Dr. Dieter's lab, other nations will be able to take similar steps against anarchist groups. Defeating the anarchists will put a serious crimp in Chandler's plans. If the U.S. is saved, the investigators gain 1D6+6 Sanity points each. In addition, the US may give the investigators secret rewards of \$2,000 each for their aid. If the U.S. and the rest of the world are saved, they gain 2D6+6 Sanity each.

DHOLES: Stopping the summoning of the dholes may prove the most difficult task of all. The temples are scattered about the world and have only nominal contact with each other. Several possible methods for foiling this are noted in the Rhon-Paku Interlude. The Keeper may award 1D6 Sanity points for saving the first city from the dholes, and an additional point for Sanity for each additional city that is saved. There are ten cities total (for a possible 1D6+9 Sanity gain).

Killing Edward Chandler will halt the plans of the

Brotherhood, but could prove disastrous for the investigators personally. If not killed outright by Chandler's companions, the investigators may find themselves explaining what happened to the Egyptian authorities. The murder of a popular world figure on Egyptian soil will not be taken lightly, and if the investigators are unable to prove Chandler's guilt, they may find themselves executed for the crime. Life imprisonment is the least that they could expect. Causing Chandler's death at the scene of the Sphinx is probably the safest method, as the destruction likely to be caused by the Beast will cover any evidence and the investigators may be able to escape in the confusion.

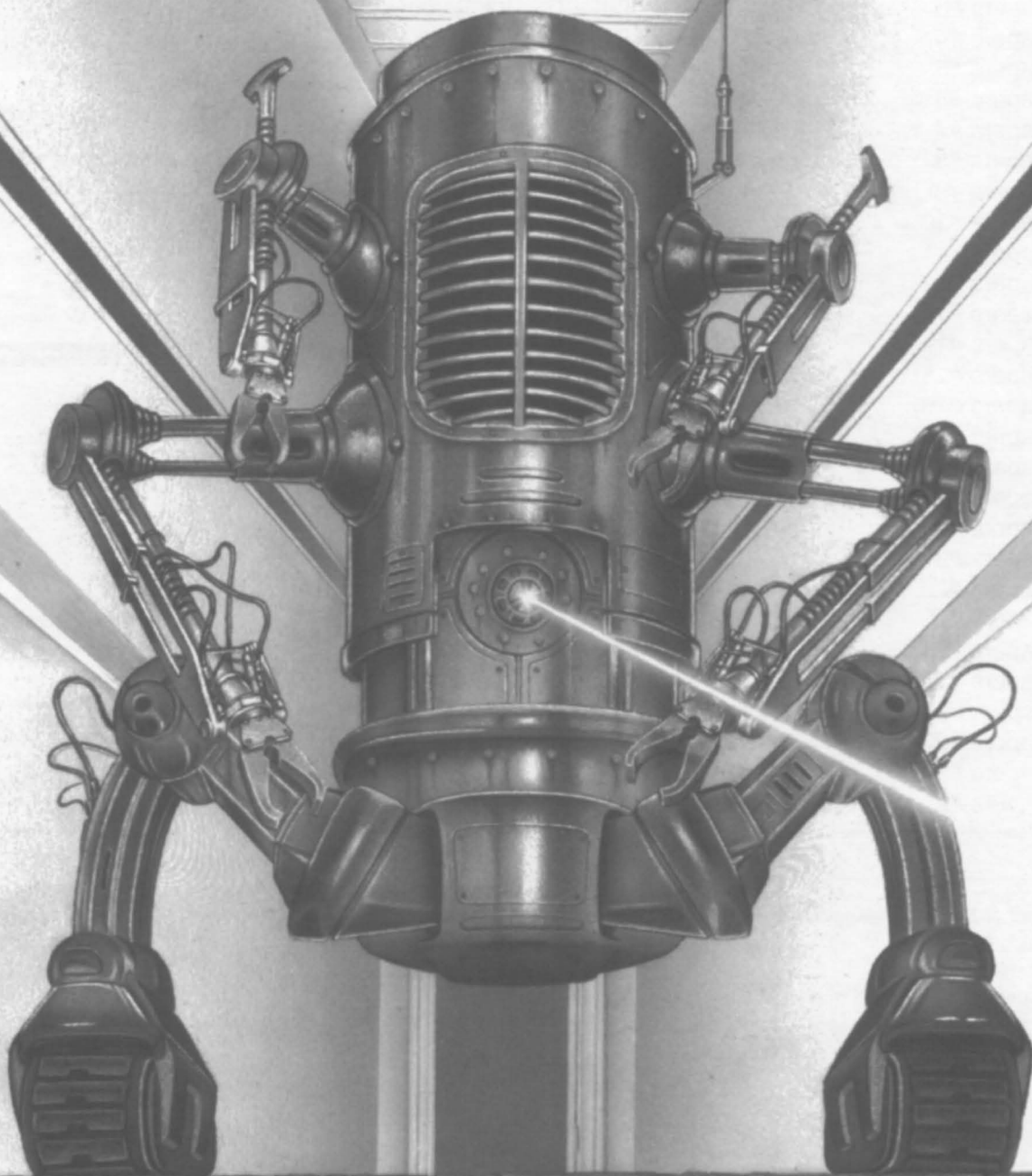
If the investigators foil all three elements of the Brotherhood's plan (the Beast, the Sons of Terror, the Dholes) in their entirety they should all be awarded an additional 1D20 Sanity points.

If, in the Keeper's opinion, the investigators have failed to stop the Brotherhood, he may decide that the investiga-

tors' efforts have seriously crippled the plan anyway and that Chandler will be defeated eventually by the governments of the world. The havoc caused by this, along with the investigators' knowledge that it is due to their own failure, will cause investigators to lose 1D20 Sanity points. On the other hand, Chandler may prove successful, and after getting himself elected President of the United States in an emergency vote by Congress will begin secretly to spread his power around the globe, preparing for another day when the stars are right. Conditions in the world will not be drastically altered (at least, not at first), and life will go on as normal for most people. But the investigators will know differently, and Chandler will probably be aware of them. The investigators could suddenly find themselves in a world where a hostile government wants them dead and the minions of the Great Old Ones can move about more boldly than ever before. Instead of the hunters, the investigators may find themselves to be the hunted. ■



PART FOUR: APPENDIX OF THE BEAST



Toodee-Six—1929

NICK SMITH

HANDOUTS

*All the handouts collected for ease of reproduction.
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for personal use only.*

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Beast Papers #2

A Weekend of Psychic Investigation with Paul LeMond

I, the undersigned, declare that I am completely healthy, not of a nervous disposition and undertake the above named event at my own risk.

No refunds will be forthcoming under any circumstances.

Signed.....

Date.....

Beast Papers #1

Experience the Supernatural!

Responsible persons of both intrepid and open-minded nature are invited to join famed New York spiritualist in a weekend of observation, investigation, and verification of a haunted house in New England. Contact with the spirit world is guaranteed. Not for the faint of heart. No experience necessary.

Write Box G 28 New York

\$50 fee, inclusive of full catering and transport to the site.

Beast Papers #3

To Katherine Tannerhill

THE HOLY BIBLE

CONTAINING THE
OLD AND NEW TESTAMENTS

*June, 1680 - Katherine and Quinten Tannerhill's marriage
February, 1687 - Adoption of Luther Tannerhill nee Lee
November, 1692 - Begun the purification
March, 1699 - Destruction of the devil's spawn
January, 1700 - Beloved Katherine Tannerhill, Rich of the cold
December, 1893 - The devil's spawn is risen again.
January, 1895 - The devil's spawn died in blood and shame. My God
what have I done?*



PAX PRESS

Beast Papers #4

You see a shadowy figure of a woman in 17th Century dress standing in the corridor and hear her voice saying, "I am Katherine, the guardian of the house. The Devil's Spawn lies within and I am all that stands between it and the world. If you would help me destroy it, follow me, and I will teach you how." At the same time you get an overwhelming feeling that evil resides within the house, and know that the figure you see is speaking the truth. The figure turns and walks across the hall, up the stairs, along the upper landing and through the door of the empty room. You feel compelled to follow.

Beast Papers #5

TWO CENTS in Greater New York THREE CENTS Within 200 Miles FOUR CENTS Elsewhere in the U.S.

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N.Y. OCCULTIST STILL MISSING!

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It has been two weeks since the mysterious disappearance of renowned New York Occultist Paul LeMond, who appears to have vanished without a trace. The police have found no evidence of foul play, and have begun to draw their investigation to a close. Officer Hatley was quoted as saying, "Apparently LeMond was always a strange fellow. I wouldn't be surprised if he hopped on a train to California or took a jump in the East River."

Cecillia Peters, a female acquaintance of LeMond's, might have been the last to see the young man, but according to her, "he seemed quite normal when he left that night, now suddenly he's gone." Cecillia's apartment is only a half-mile from LeMond's own, yet somehow he vanished during that short walk.

Paul's mother is also quite distraught. She has offered a \$2,000 reward for information leading to the safe return of her son.

Many will remember that Paul LeMond first found fame after the Tannerhill House incident, one year ago. Since he has become one of the East coast's best known occultists, able to truly speak with the spirits of the dead according to his manager and publicist Herb Whitefield.

Beast Papers #12

Dr. Lewis,

Your services in the name of the Beast have been noted. Here are the devices we discussed. I have complete faith in your abilities to conduct the necessary surgery for implantation.

Hail Yog-Sothoth,
H.

Beast Papers #6

Clarence Rodgers

One o'clock
152 West 10th St., Apt. 3

Beast Papers #7

Mr. Whitefield,

It has come to our attention that you have yet to remit payment for certain services rendered two weeks ago today. We do not take kindly to this and if payment is not forthcoming in the most immediate and expedient manner, the consequences will be unfortunate for yourself, your business, and your friends. We will discuss this further. Please attend us this evening at the old Artbilt warehouse on Seaside Drive.

B. Wexler

Beast Papers #8

Dear Mom,

Sorry to have been so long to write, but I've been very busy with all the bookings that Herb has gotten for me lately. The sessions really take a lot out of me and I haven't been sleeping at all well. I'm afraid that I'm having nightmares again; the ones I suffered just before my attack of amnesia. They've been affecting me greatly. I just don't seem to be able to get along with people like I might. Cecillia and I have been fighting a lot. I know you don't care much for Cecillia, Mom, but she really is a wonderful girl and I know she loves me.

Later,

Just returned from Cecillia's apartment. I'm afraid we've had another fight. She said she doesn't want to see me again. I told Herb about it and he wants me to check into a hospital. He thinks I need a rest. I don't want to. I must see Cecillia but I don't know if I can make it... the huge ferns wave in the wind outside my window. Beyond those are spired buildings... I don't remember the way. I'm afraid I'll get lost. I must see Cecillia, but the Beast waits out there... Who's been sleeping in my head?

Beast Papers #9

Transcript of Paul LeMond's Dream--
10/14/28

"Fire!..... Must get out of the house.... Sent
by the slithering snake!..... Must run!.....
No!.... The Beast!.....It's coming - it's in
the trees!..... Aaaarghhhh!

"London's burning!, London's burning!,
Fetch the engines, fetch the engines,
Fire! Fire!, Fire! Fire!
Pour on water, pour on water."

Beast Papers #14

SEPTEMBER 30, 1891.

A Fiend at Work.

Third Brutal Child Murder.

BOSTON, September 30, 1891.

There is a fiend at work in our quiet city of
Boston. For the third time in just two weeks a mon-
ster has struck at our most vulnerable spot, our chil-
dren. The victim, a young boy, was out on the
streets after dark yesterday evening. His body was
found this morning, dead and mutilated. Parents are
advised strongly to keep their children in at night.

It has been reported that all three murders
occurred within a mile of the Cornwallis Mansion,
site of a terrible double murder earlier this month,
involving Dr. Cornwallis and his wife, Emily, but
police do not believe the crimes are connected in
any way.

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Beast Papers #13

Transcript of Paul LeMond's Dream--
Early 1929

"The children will die... the children will
die... it's the trail of the beast... Boston."

Beast Papers #17

And it was dreamed again of the priest Nophra-
Ka and of the words he spoke at his death, how
the son would rise to claim the title, and the son would
rule the world in his father's name,
and the son would revenge
his father's murder, and the
son would call the Beast that is
worshiped, and the sands
would drink the blood of the
Pharaoh's children, and Nophra-Ka spoke this.



Beast Papers #18

... and the Great Hall is guarded by his servants and man
must bear with him the sign of the Elder Ones. A wise man
would not look above to these servants or they may steal his
mind. A man should also not bear with him knowledge when
he leaves, or the Sleeper will awake to take the knowledge
from the man, and the man himself.

Beast Papers #19

The trip through space to Celeano was uneventful. The Star
Vampire was quite docile, and the Space Mead worked as
expected. Writings of the Beast are found in the second
gallery right on the sixth floor. A copy of the Barrier of
Naach-Tith is written there too. It may turn useful if the
Beast can not be controlled and we find need to contain it.

Beast Papers #11

SPONTANEOUS HUMAN COMBUSTION!

London Housewife bursts into flames with no discernable cause!

MYSTICS AT ONE WITH FIRE

Walk Unharmed Through Hot Coals

GIANT FIRE SALAMANDER OF STEPNEY!
"It ate my cat," says London Housewife

Beast Papers #10

OCTOBER 14, 1928

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BRITISH M.P. DIES IN FIREBOMB ATTACK!

London—Terrence Datler, a member of the British Parliament, was killed last night in a firebomb attack at his home in Chelsea, London, England. An anarchist group, The Tooting Sons of Terror, has claimed responsibility for the fire, saying that it was "striking a blow for freedom." An eye-witness said that the fire started simultaneously in several rooms of the M.P.'s private residence. Although Mr. Datler managed to escape the building, he later died of his injuries. Experts are investigating how the tragic incident could have occurred.

Terrence Datler, a Conservative M.P., had recently spoken out as an advocate of the Weapons to Stop War project. This project, sponsored by the British government, seeks to study new weapons that could end war, so the atrocities of the Great War will never be repeated. Terrence Datler was scheduled to speak at the upcoming Weapons to Stop War conference this November. Reginald Dawe, M.P., and Arthur Branstone, M.P., two other advocates of the project, plan to continue forward. Said Branstone, "We will not be intimidated by these revolutionary thugs."

Beast Papers #15

Dear Dr. Cornwallis,

Congratulations on your discovery. All you have told me indicates that this child is the One. Praise Shub-Niggurath! The prophecy will be fulfilled!

I am enclosing copies of the lineage you requested. This should verify beyond a doubt that the boy is the One. He bears the mark, and the stars are right.

Hail Yog-Sothoth,

Hauptmann

Dear Dr. Cornwallis,

Everything is moving according to plan. I should be arriving in America May 27th to take charge of young Master Edward. I hope you have properly prepared the boy for the journey. We must not waste our chances this time. The stars do not promise another birth for over a century and the Brotherhood grows impatient!

I have been in contact with the parents and they understand our interest and purpose. I expect no interference from that quarter. He is the typical, short-sighted "man of business" and his company is already benefiting from his decision. They will be quite content, I think.

I will bring with me a present: a gift from the Brotherhood for your invaluable services. It is a pair of spectacles that I have constructed. I will instruct you in their proper use when I arrive.

Hail Yog-Sothoth,

Baron Hauptmann

Beast Papers #20

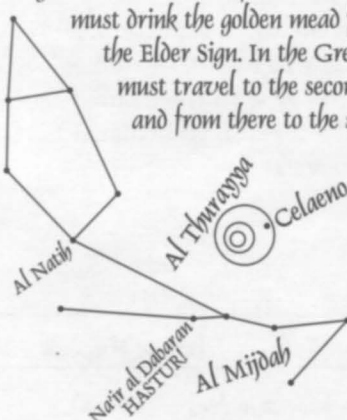
Katif,

I expect your current mission to be dangerous, and so I tell you of a certain refuge I maintain, lest you need to make a hasty exit. It is called Celaeno and is a faraway star. If you Bind a Star Vampire it will carry you there, but you

must drink the golden mead first, and carry with you the Elder Sign. In the Great Hall of Celaeno you must travel to the second hallway on the left, and from there to the sixth tier. There is our

refuge. Edward, Lang-Fu and I infrequently visit the library. You may wait for us if the danger is too great to return.

Hail Yog-Sothoth,
Hauptmann



Beast Papers #21

Katif,

A matter of urgency. Several foreigners recently appeared in Drotvosna, possibly bearing information regarding our plans. They suspect my involvement. I have reason to believe that they have come across information that will lead them to the site of the tomb. They should be dealt with severely if they try to intervene.

I will leave the handling of the matter up to you, but at all costs you must steal or destroy the scrolls found in the tomb should they be discovered. There is a spell that I would have taken with me thirty years ago if I had seen how our plans would progress. It must not fall into their hands.

Hail Yog-Sothoth,

Hauptmann

I, Jan Savechik, humble priest of the village of Drovosna, in the Year of Our Lord, 1632, do write this testament in regard to the events surrounding the actions taken by the people of Drovosna against the Baron Hauptmann. This testimony differs from the version given to the legates of the Church who were sent to investigate the actions of the villagers, and is the one true version. I am writing this in private, and when finished will seal the document with wax bearing a pagan symbol to guard it against those who would use it to their own purposes, or to signal another who would stand against these forces.

In the Year of Our Lord, 1627, a book belonging to the Baron Hauptmann came into my possession. It was a large volume, written in Greek. Its title shall not be repeated here. Blasphemous things were hinted at in the ramblings of a heathen poet who was supposed to have written the original, and protections against devils and demons were also offered to the reader.

When, in 1628, a girl of the village was taken by the Baron and later killed and her body thrown from the castle walls, her father, in rage, assailed the door of the castle with his hands and screamed his hate for the Baron. Then, in full sight of the village, the Baron appeared upon the ramparts above the castle gate and with his evil gaze alone killed the poor peasant. His body lay at the foot of the castle for two days before anyone dared approach to carry it away.

It was then, though I realized I imperiled my immortal soul, I read that accursed volume. What was spoken within those pages shook me to the very heart of my faith, and I still feel as though a cold, dark hand grips my heart. The book told me of monstrous beings who live in another place from us. From the notes written in the margins in the Baron's hand, I knew that he worshiped these as gods, in particular one who dwelt below the castle in a stinking pit. This book also told how to make a sign that these gods would not tolerate and would flee from. Arming the villagers with crucifixes from the church, I led them against the evil Baron.

We broke down the doors and ran through the castle, searching for the Baron. A small group of men found entrance to the catacombs below and bravely entered the dark tunnels. I followed at a distance and heard their cries ahead. I hurried on bearing the pagan symbol and the blasphemous book and, rounding the corner, saw a devil, a demon that should not be. I screamed as I watched it devour the villagers, crucifixes still clenched in their hands. With gunshots and torches, we forced it back into its stinking hole, and I hammered the pagan symbol onto a great stone, which we used to seal the hole. We did not find the Baron, though his hated servants were slain, and, after pulling down one of the great towers, we left the castle to its abandonment.

I never spoke of the things that I saw below the castle, and it was supposed that the lost men had somehow stumbled into the stinking pit found deep below the castle. None of the men dared approach the abyss. I fear that I have risked eternal damnation for my actions, but must write them down at least to cleanse my mind if not my soul.

Jan Savechik

Beast Papers #22

Transcript of Paul LeMond's Dream--
July 1929

"The earth is alive... Peru... Mountains of the Moon... the earthquakes... it's the coming of the beast..."

Beast Papers #28

Dieter,

Snoops in town look into our business. They stay at the Palace Hotel in San Francisco. Target room 17 and then let your beast ravage. Much appreciation. I leave for Giza to await the Day of the Beast and have little time of my own.

Lang Fu

Beast Papers #24

NEW WORLD, INCORPORATED



Edward Chandler
NWI Chicago HQ

Dear Sir:

Please be advised that the operation in sector A-48 is nearing completion. Blue John collection is ahead of schedule. Dismantling of the operation will begin soon and a reduction of activity at the NWI site will follow. Our allies from Y. appear to be happy with the future arrangements made for them in your plans. I believe that all will go well.

Iä Shub-Niggurath,
J. Harris

Beast Papers #25

V.M.: G. is to rcv. 2 rifles—M.P.

Beast Papers #29

NEW WORLD, INCORPORATED™

Making the Future Today



Edward Chandler
NWI Chicago HQ

Dear Mr. Chandler,

Once again I am pleased that you have chosen to ask my advice on political matters involving NWI, and am only too happy to respond.

I would first say that continued fueling of bloodshed in China will continue to create a political turmoil much like the one that gripped Russia after the revolution. I would also consider continued funding of anti-British militants in India, but refrain from helping young Jawaharlal Nehru. I do not believe his philosophies mesh well with ours.

I cannot overemphasize how important I feel it is for NWI to continue to support the National Socialist Party in Germany. Their leader's strong beliefs in hereditary superiority indicate a common link with the Brotherhood, and I believe that if the party is informed of the goals of the Brotherhood, it will bend all efforts to see them to fruition.

Respectfully yours,
Dr. Dieter



Beast Papers #23

Earthquake Rocks Peru!

Lima—A high intensity earthquake shook the mountains of Peru not far from Lima this weekend. The capital was far enough from the epicenter to escape unharmed, though books did fall in the Biblioteca Nacional. An American mining camp sponsored by New World Industries (NWI) was much nearer the center of the earthquake, but according to Mr. Johnathan Harris, the head of the mine, "There was a little bit of damage to the camp—a couple of fallen trees and such—but our mines are all very well constructed and escaped unharmed."

Peru has been experiencing an unusual degree of seismic activity over the last year, almost entirely centered around the central Lima area. This is at least the thirtieth earthquake of significant intensity that has been recorded in that time period.

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Beast Papers #26

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JULY 14, 1910

TRAGEDY AT SEA

SAN FRANCISCO—Pieces of wreckage, believed to belong to the boat piloted by Chicago industrialist Alexander Chandler, were found today near a deserted beach about twenty miles north of San Francisco. This discovery confirms the belief held by authorities that Chandler and his wife Pauline are lost at sea.

Chandler and his wife were vacationing in the San Francisco area this week and were apparently surprised by a sudden storm that blew up out of the northwest. They were reported missing last night when their rental boat filed to return to the dock.

The wreckage was discovered by Peter Baird, described as a hermit who lives in the area of Pearl Beach.

The death of Alexander Chandler leaves only a son, Edward, as sole heir to the growing Chandler Enterprises. Memorial arrangements are still pending.

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STRANGE STELLAR PHENOMENON SIGHTED OVER SAN FRANCISCO BAY

Yesterday morning, at approximately 1:20 a.m., the San Francisco area was visited by a singularly strange stellar occurrence in the form of at least two bolts of lightning which manifested despite the otherwise clear sky.

George Wilkins, a police officer in the riverfront district, described the occurrence, "It was definitely a bolt of lightning, but it came sideways, running along the ground. It was like it had fired off from across the Bay, in Berkeley or Oakland.

Then, just a minute later, no more, it appeared again, this time headed back across the Bay. Weird."

A professor at Berkeley has said the sighting was most likely ball lightning or a weather balloon.

SEE THE MARVELS OF THE SCIENCE AGE!

Hydroponics! Autogyros! Astronomy! Archaeology!

The NWI research facility in Oakland is now offering public tours, every hour from 9:00 am to 5:00 pm on weekdays. Call AW-1347 for more info.

*Making the
Future Today*

NWI



*Proud to be
Your Neighbor*

**MAY THE GREAT OLD ONES
PROTECT THIS BOOK
FROM INVESTIGATORS**

BIBLIOGRAPHY

*Cool stories and books related to this campaign
that the keeper may read
for additional inspiration.*

Day of the Beast is a unique adventure because it covers a whole spectrum of Mythos monstrosities. It can thus act as an introduction to Cthulhu. Keepers wanting to learn more about the various topics covered in this volume should refer to the books, movies, and game supplements noted below. (G) is game and (M) is movie.

I. SUFFER LITTLE CHILDREN

Although not directly Mythos, the antagonists of this chapter are ghosts, built around puritan sensibilities.

The Exorcist, William Peter Blatty
The Woman in Black, Susan Hill
The Haunting of Hill House, Shirley Jackson
The Turn of the Screw, Henry James

II. BLACK HILLS, BLACKEST SECRETS

The insects from Shaggai are a fairly new addition to the Mythos canon, added by Ramsey Campbell in the 1960s. They have been used fairly infrequently since.

"Fade to Gray", Scott Aniolowski (G)
"The Insects from Shaggai", Ramsey Campbell
"Garden of Earthly Delights", Lucy Szachnowski & Gary O'Connell (G)
"Random Access", Michael G. Szymanski

III. THE DREAMER

The Yithians are an old favorite, first introduced by Lovecraft himself.

"The Dark Brotherhood", August Derleth
"The Shadow Out of Time", Howard Lovecraft
"Bad Moon Rising", Marcus Rowland (G)

IV. LONDON CALLING

Serpent People have more frequently appeared in the swords and sorcery of Robert Howard and others, but they're also a distinctly Mythos race. This particular adventure was also influenced by numerous punk songs, including pieces by The Clash, The Jam, The Sex Pistols, and Elvis Costello.

"Where a God Shall Tread", Scott David Aniolowski (G)
"The Shadow Kingdom", Robert E. Howard
Minions, Paul McConnell (G)

V. THE THING IN THE WELL

The idea of beings that can see you only when you can see them originated in one Lovecraft story.

"From Beyond", Howard Lovecraft

VI. CASTLE DARK

As noted in this section, Bela Lugosi movies match the atmosphere of this chapter. Again, though not Mythos, old haunted Transylvanian castles are an important part of the horror genre.

Dracula, 1930 (M)
Mark of the Vampire, 1935 (M)
Son of Frankenstein, 1939 (M)

VII. THE HALLS OF CELAENO

Celaeno was the creation of August Derleth. This chapter also features cameos by Yaddithians and Elder Things.

"Visions from Yaddith", Lin Carter
The Trail of Cthulhu, August Derleth
"At the Mountains of Madness", Howard Lovecraft
"Through the Gates of the Silver Key", Howard Lovecraft and E. Hoffman Price

VIII. SANDS OF TIME

Egypt has been a favorite setting for many Mythos authors.

The Cairo Guidebook, Marion Anderson (G)
"The Brood of Bubastis", Robert Bloch
"The Secret of Sebek", Robert Bloch
"Under the Pyramids", Howard Lovecraft & Harry Houdini
Scroll of Thoth, Richard Tierney

IX. MOUNTAINS OF THE MOON

The Mi-Go are another perennial favorite race. They appear very frequently. The below listings are simply their most pivotal.

"The Mine on Yuggoth", Ramsey Campbell
Delta Green, Dennis Detwiller, Adam Glancy & John Tynes (G)
A Resection of Time, Sam Johnson (G)
"The Whisperer in Darkness", Howard Lovecraft

X. BY THE BAY, PART I

Ever since Lovecraft's original story, deep ones have been almost synonymous with the Mythos.

Shadows Over Innsmouth, Stephen Jones, ed.
The Innsmouth Cycle, Robert Price, ed.
Escape from Innsmouth, Kevin Ross, et. al. (G)

XI. BY THE BAY, PART II

NWI first appeared here, but since they've become a recurring villain in other *Call of Cthulhu* campaigns

At Your Door, by L.N. Isynwill, Mark Morrison, Barbara Manui, et. al. (G)

XII. DAY OF THE BEAST

And, in the end, there is Nyarlathotep, who appears here in his mask as the Beast. He's very popular in other publications as well.

The Complete Masks of Nyarlathotep, Larry DiTillio & Lynn Willis (G)
"The Dream-Quest of Unknown Kadath", Howard Lovecraft
The Nyarlathotep Cycle, Robert Price, ed.
The Dreaming Stone, Kevin Ross (G) ■

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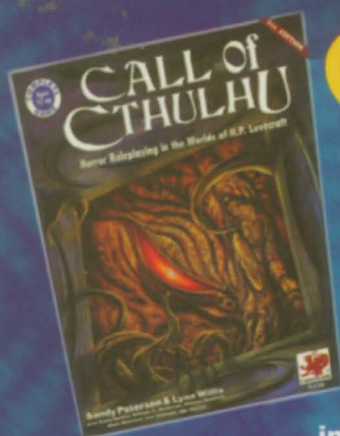
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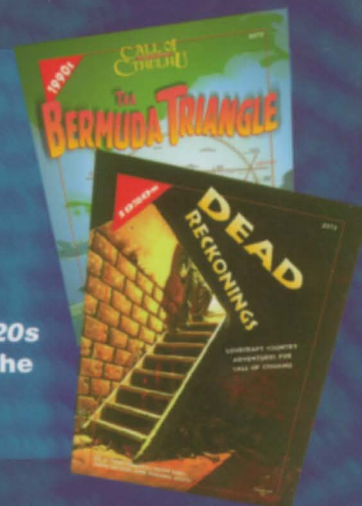
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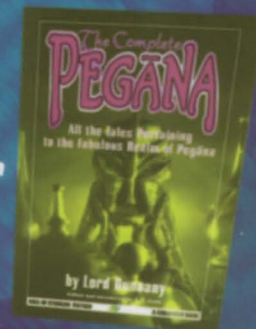
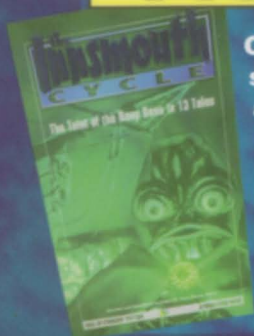


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