# THE STEEPLESS CITY A Collection of 1920s Call of Cthulhu Scenarios set in New York City

# TALES of the SLEEPLESS CITY



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Published in the United States by:

Miskatonic River Press, LLC

944 Reynolds Road, Suite 188

Lakeland, Florida 33801

ISBN 978-0-9821818-5-0

PRINTED IN THE UNITED STATES OF AMERICA

# TALES of the SIEDLESS CITY

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#### Dedication

This book is dedicated it to the unwavering spirit of New York City and her residents.

#### **Clear Credit**

Daniel Harms led us off with "To Awaken What Never Sleeps." On his heels came Brian M. Sammons with "The Terror from the Museum." Charles Michael Hurst next stepped in with "Fishers of Men." Oscar Rios took up residence in "The Tenement." Mikael Hedberg invited us to "A Night at the Opera." And Tom Lynch and Scott David Aniolowski closed the book wishing your tearful dreams with "The Child and the Weeping Mother." The content was selected, guided, and edited by Scott David Aniolowski. Lisa Padol gave of her time proofing and copyediting the book. Paul Carrick painted the brilliant cover art, and Rich Longmore did the excellent, moody interior. As he has done in the past, Steff Worthington supplied the cartographic brilliance. Handouts and Player Aids were created by Maestro Andrew Leman of the H. P. Lovecraft Historical Society. And finally, Badger McInnes wrangled all the content and made it into a real live book with his epic layout and design skills.

#### Thanks/Acknowledgements

Who do we thank first? That's easy: the fans! Without the great people who buy our books, this press would come to a screeching halt, so thank you for your continued support. We also need to thank everyone in the Clear Credit above, cuz they actually \*made\* the book. And there are the people who helped like all of our playtesters who are too numerous to count: thank you all. Thanks also to the crew at Chaosium for their support (and for letting us do this). Thank you to our spouses and friends who supported us through the insanity. Finally, thanks to Kevin Ross, for years of help and support.

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## Introduction By Scott David Aniolowski

New York City is the most recognizable metropolis on Earth. Images of the City are iconic and identifiable around the world. And if America is the great melting pot, then indeed New York City is the flame: millions of people from every corner of the globe have come together to populate the great city, and tourists from all over flock to New York to see its fabled sites. And New York City—or at least the idealized version of the City—has been a staple of popular culture for generations. Countless books and films and television shows have been set here, each taking a bit of the City and expanding upon the legends and mystique of the place. The intent of this book was to highlight New York—to use it not simply as a backdrop but as a character. Each neighborhood is like a world unto itself: Chinatown, Harlem, Little Italy, the Theater District, Times Square, etc. Each has its own unique population and culture with the languages, heritages, superstitions, and beliefs that go along with it. Something as simple as crossing the street can take you into a completely different world.

The scenarios presented herein each strive to capture some different essence of New York, and the Keeper is urged to play that up: to make the City a living, breathing character. Each scenario presents a different neighborhood of New York and a different threat, and most are deadly! This is not a set of scenarios for the inexperienced or unprepared investigator! The tools the investigators need to overcome their foes are presented in each scenario—their success all depends upon how adept they are at picking up clues, figuring out puzzles, and putting the information they learn to good use. And of course, a bit of good luck doesn't hurt, either! Keepers may run the adventures as they think best, keeping firmly and heartlessly to every roll and clue, or benevolently fudging something in a pinch to help the team along. Either way, the investigators are in for some real challenges—some of these stories could turn out to be meat grinders if the players aren't careful.

An important factor which has been mostly glossed over in *Call of Cthulhu* is the issue of race in the 1920s. America of the 1920s was a white Christian man's world. Segregation was an accepted way of life, with different races and religions broken up into their own neighborhoods. Interracial dating and marriage was not accepted, and even people of the same race but different religions could face problems. Nonwhites and lower-class whites were relegated to menial and service jobs and hard labor. The work of women was seen to be that of nursing, serving, and cleaning, or being a secretary. A woman working for a newspaper or magazine covered gossip, fashion, social events, and Hollywood news; the real news was reserved for men. Jews could be treated as poorly as nonwhites, and even Catholics and Protestants could have problems with each other. Homosexuality was listed as a mental disease and was punishable by arrest or institutionalization in some places. And middle- and upper-class whites rarely mixed with those below their station or nonwhites.

The issue of race plays an important role in some of the scenarios that take place in neighborhoods such as Harlem or Chinatown. Keepers may make this as much an issue and as difficult on their players as they desire. Regardless, white investigators should at least be aware of how out of place they are in some parts of the City.

New York City has a long history of supernatural troubles, from 1933 when Carl Denham brought Kong to the City, to the 1980s when a group of parapsychologists-turned-ghost busters had a showdown with Gozer the Gozerian (an avatar of some Great Old One?) at 55 Central Park West, or 1988 when IBC television president Francis Xavier Cross experienced some ghostly visitations on Christmas Eve, or in 2008 when some enormous creature destroyed a large area of the city in the so-called "Clover-field" incident. For whatever reason, New York City seems to be a magnet for the supernatural, and the scenarios presented herein may be just the beginning.

Welcome to New York. Welcome to Tales of the Sleepless City.

## TO AWAKEN WHAT NEVER SLEEPS

Daniel Harns

Dedicated to Fritz [eiber

his scenario begins on August 24, 1928, to coincide with the subway disaster and the last days of the Waldorf=Astoria Hotel. It may be moved to another time in the Twenties with little difficulty, however.

The group should be a relatively experienced one, with some Cthulhu Mythos knowledge. The Keeper may choose to confine the mental sensitivity described below to those who have gained Cthulhu Mythos through insanity and not via reading, if they can determine for whom this is the case. In any case, the Keeper should determine which investigators meet these criteria before the scenario begins.

It is also suggested that the Keeper read H. P. Lovecraft's "He" for its portrayal of Morgan Atherton.

### KEEPER'S BACKGROUND

Edward Wycham is a local investor and up-and-coming captain of industry. He is originally from San Francisco, where he was a member of Thibaut de Castries' Hermetic Order of the Onyx Dusk and a pioneer of the art of megapolisomancy, the magic of cities. On a lonely street one night, he met Squire Morgan Atherton (of Lovecraft's "He"), a sorcerer from the past who longed to return to a younger, simpler city. With his knowledge of the city's soul and Wycham's drive and theoretical occult know-how, they have set about remaking New York into a city more in line with their personal aesthetics.

Wycham's technique involves the interplay of creation and destruction, arranged at particular points of power. He was involved in the rebuilding of the Statue of Liberty after the Black Tom explosion of 1916, and his workers have built many of the city's tallest and most notable buildings. Conversely, he was responsible for the Wall Street bombing of 1920 and, to complete his design, the destruction of two subway cars near Times Square. Once this energy has been put in place, he will be master of the city. Cementing this rule requires a greater show of force, however...

## NTRODUCTION

We find our investigators in the vicinity of Times Square on a Friday at 5 p.m. Keepers can determine the reason; perhaps they are heading out for dinner, or catching a show nearby, or maybe returning from a visit with a potential client that did not pan out. At Friday rush hour, Times Square hums with the hubbub of conversation, the roar of cars, and the rumbling of the subway below the streets.

Beneath the ground, metal shrieks, and a tremendous boom resonates from below. At that moment, every investigator who has Cthulhu Mythos knowledge doubles over, their heads whirling, their stomachs swirling in vertigo (those affected lose 0/1D3 Sanity). In a few seconds, smoke billows from the subway entrance, with a few coughing commuters stumbling out. Most people on the street stand by stunned.

The afflicted investigators recover in a few seconds, with a successful First Aid or Medicine roll establishing that no long-term effects seem to have occurred. These investigators might choose to sit out any rescue efforts, but they suffer no ill effects if they wish to assist.

#### THE RESCUE

A few people might move toward the subway entrance, but the Keeper should give the investigators the opportunity to lead the immediate rescue efforts, call for help, or rally potential assistance to the rescue.

Those who go into the tunnel are plunged into darkness

and smoke. Sparks erupt from the third rail, their bursts of light supplemented with the emergency lights at the end of a subway car ahead. Behind the car are the remains of the last two cars on the subway, twisted and broken, lying as if some monster had heaved them into the wall of the tunnel. Baggage and toys are scattered about, and moans and screams echo down the tunnel.

Characters who enter may witness any of the following:

- A small group of passengers, their faces pale from shock, pressed against the wall (Persuade roll convinces them to head to the surface)
- A man runs screaming through the tunnel, his head dripping with blood onto his suit (Sanity loss 0/1D3, Grapple roll to stop him, First Aid to stop the blood)
- A pleading woman, her arm trapped between a steel beam and the wall (STR vs. SIZ 16 to free her)
- Compacted bodies in the corner of a car, crushed against the wall, dead faces staring out the window, blood oozing out of the vents (Sanity loss 1D3/1D6)
- A man slowly crawling toward the exit, oblivious that he will cross the third rail (DEX x5 roll to reach him before he touches the metal, or 1/1D4 Sanity loss to see the shower of sparks when he touches it)

At some point in the rescue mission, the investigators see a switch at a track junction. An Idea roll establishes that this piece of equipment could have been the cause of the accident. The entire switch is decorated with numbers and curious symbols; an Occult roll establishes these as common astrological and alchemical symbols. A Cthulhu Mythos roll reveals similarities with the extradimensional angles used in





the Create Gate spell. The Keeper should suggest that further study might yield more data. Characters who wish to draw or photograph this device should be given *Awaken Papers #1*.

#### The Switchman

12

A few minutes into this pandemonium, an investigator sees a lantern ignite and hears a man calling out. "Wycham? And who's with you? What are you doing?" This is Jeffrey Barton, a line switchman, who had been lying nearby. He stops when he sees the devastation before him, swaying on his feet. Investigators who succeed in a Psychology or Persuade roll can bring him to his senses so he can either help or explain his statement.

Barton states that, just a moment ago, he saw two men bending over the switch. One of them was a man in a cloak with a conical hat and sideburns. The other is a man whose picture he has seen in the paper numerous times—Edward Wycham. They looked at him, and one of them seemed to wave. At that, Barton found himself standing without moving. The two men walked off into the darkness, and he remembers nothing else until the train struck.

A halved Know roll, or a full one for businessmen, recalls Edward Wycham as a local construction magnate.

After ten minutes, the power is cut and the lines go dark, but the tunnel is now lighted with flashlights, lanterns, and flashbulbs of policemen, doctors, and journalists who stream into the tunnel to help the injured and bear away the dead. On the surface, nurses stand by, police clear the area, and ambulances and later taxis quickly speed away the victims.

Times Square is rapidly filling up with people. Medical professionals, law enforcement, and journalists are kept busy for the rest of the night. Most others soon realize that a good night's sleep is probably more desirable.

#### IF THEY STAY ON TOP

It is understandable if some investigators, or the entire group, choose not to charge into a dark tunnel from which strange noises emanate. If so, the Keeper might seek to grant other avenues for finding some of the clues in this scene:

- Police officers take Barton aside and question him. The switchman gives the same information as given above. The policemen look at each other and one takes him to a squad car.
- A low-ranking veteran speaks to the officer in charge breathlessly. "You should see the signs painted on the switch, sir! It's just like what the Bolshies at Wall Street left!" The officer holds up a hand and has a hushed conversation with him, after which he sends him back down.
- No matter what, the Keeper should give investigators every opportunity to hear Wycham's name and to see or hear about the mysterious writing on the switch.

#### FOLLOW-UP

The disaster's effects are hard to calculate, as victims are whisked off to various hospitals and are either treated or succumb to their injuries. In a few days, the death toll stands at sixteen, with dozens of injuries.

In the weeks to come, an inquiry is held. Barton's testimony has been hushed up as the ravings of a madman, and the switch is never displayed at the inquiries. After a month or two, the accident is attributed to mechanical failure of unspecified nature. For the mundane world, events continue as normal.

## THE SENSITIVITY

The following morning, those characters that had experienced odd effects at the time of the crash awaken to a cacophony of sounds. Their ears catch the sound of cars, trucks, buses, subways, trolleys, and stamping feet; their nostrils are assaulted with the smells of oil, grease, hot dogs, peanuts, sweat, excrement, and blood. At the same time, they feel mental twinges corresponding with various directions, such as violent urges or joyful feelings, while others are completely inexplicable.

All individuals with Cthulhu Mythos in the Five Boroughs can feel the effects of Wycham's megapolisomancy coming into effect. As time goes on, some feel compelled (and must match their POW against a value of 10 on the Resistance Table to resist) to



Awaken Papers #1

wander the streets or simply to find a cozy closet to hide from the sound. All of this is a never-ending assault upon the person, twenty-four hours a day, inflicting a loss of 0/1D2 Sanity per day spent within the city. Keepers might subtly suggest this as a reason for resolving the scenario, if the investigators are for some reason reluctant to pursue these events.

Nonetheless, this added sensitivity can also bring about benefits. While sensitive, characters have a bonus equal to their Cthulhu Mythos skills that can be applied to any Drive, Listen, or Navigate rolls in the city limits.

If the investigator is examined, a Medicine roll turns up nothing but signs of stress, with no particular acuity of smell or hearing.

#### RESEARCHING WYCHAM

A Library Use roll turns up some basic details about Edward Wycham. A financial magnate and genius at the building trade, he is nonetheless one of the most reclusive men in the city. He rarely dines out, has never married, and is conspicuously absent from the many parties and charitable events about the city. Given the great amount of newsprint spent on his life, in-depth examinations might turn up more information.

Investigators pursuing this route can find one of the following after four hours and a successful Library use roll, among standard newspaper archives:

♦ April 6, 1916: A brief biography of Edward Wycham, an up-and-coming magnate in the worlds of finance and construction. Born in 1883 in Auburn, California, to a poor family of sharecroppers, Wycham left off

fruit picking for San Francisco at the age of fifteen. There he got a job as a bellhop, made shrewd investments, and soon had enough money to come to New York City, where his stream of luck continued. The article is short on specifics, and it does not even include a statement by Wycham, who refused comment.

- July 30, 1916: In one of his few public shots, Wycham appears beaming while shaking the hand of the head of Bedloe Island's Army Signal Corps, caretakers of the Statue of Liberty. The attached story states that Wycham has donated both money and labor to repair the torch that was damaged in the Black Tom incident. A History roll, or another Library Use roll, turns up the information in Awaken Papers #2.
- September 17, 1920: The headlines scream, "DEATH ON WALL STREET! Police Suspect Bolshevik Involvement." Wycham is identified as the one whose calm demeanor and quick thinking rallied the rescue effort to the scene of the fatal bombing that shut down traffic on Wall Street. As above, a History or Library Use roll reveals the contents of Awaken Papers #3.

A quick look at a phone book gives the investigators the addresses of Wycham's Fifth Avenue office and his Central Park West apartment. At both, the secretary and doorman state that Wycham has gone on vacation-where, they do not say. Neither of these worthies can be bribed. Sneak and Locksmith rolls grant access to either area, but nothing is found there save signs that papers at a desk have been gathered hurriedly.



vo freight cars that caught i ttle earlier were supposed to her Bay ion of the State Depart-

le earne, naed the explosion. Firemen who were fighting re were huried high in the air as the first are of explosives let go. The first report was that thirty-hree persons were killed in the first hart rescuers did not dar expl

Awaken Papers #2

d L. Mackenzie, Pro

me at Pick this

#### **RESEARCHING THE SYMBOLS**

Those who have seen the symbols on the switch might seek to research these as well. Initial impressions of the device are covered above.

A Library Use or Occult roll discovers that the symbols, though conventional enough within the realm of the uncanny, are not being used in any symbolic system that is commonly known. A Cthulhu Mythos roll, or a roll using a Mythos tome as a reference (double the chance for success if it contains the Create Gate spell), shows that the pattern is intended to create a conduit of mystical energy, drawing it in and sending it out. Much of the energy seems to have been drawn from one direction and then dispersed in all.

A single character that succeeds in both the Library Use or Occult roll and the Cthulhu Mythos roll recognizes the combination of non-Euclidean metaphysics and symbolism to be typical of the work of Thibaut de Castries, a San Francisco occultist whose work was published in the book Megapolisomancy. Thibaut is unavailable, even if the investi-

gators seek to make a call to the West Coast. Those who seek the book at local sellers discover that a copy was purchased just a week ago. A Fast Talk or \$5 bribe reveals the purchaser's name to be Julius Gabriel.

Those seeking the point from which the energy derived who make a Navigate roll find that this came from further down the island. Using a map places it precisely near the offices of J. P. Morgan on Wall Street. If the investigators realize the location, a History roll turns up the information on the Wall Street bombing found in *Awaken Papers #3*.

A halved Occult roll, or discussion with an occult expert, recalls a news story in a tabloid earlier this week bearing symbols such as these. A Library Use turns up *Awaken Papers* #4.

Given the uncertainty regarding potential sabotage in the accident, the switch is kept at police headquarters. If the investigators have police contacts, a Persuade roll allows them to see the device. Another Persuade roll is necessary to view the bomb debris if they realize its significance. Both have the strange symbols upon them, allowing the Library Use or Occult and Cthulhu Mythos rolls named above to be made (or them to be remade, if they have not been seen).



## FINDING MEGALOPISOMANCY

Those trying to reach Julius Gabriel, the author of the *Evening Graphic* story on the mysterious symbols, find his office at the paper empty. The editor, Harry Legard, states that he has not been by in a week. "Everyone's had to pick up after him. You tell him he needs to get his ass in here if he wants this job, you hear me?" He states that Gabriel took the piece of paper with the curious symbols with him.

Gabriel's address is available from his editor with a Fast Talk roll or with a phone call or two for a local reporter. He lives in a crumbling brick tenement on the East Side, on the fifth floor of a row of identical buildings. Investigators climbing the scraped and pitted stairs are treated to the sounds of shouting, curious bagpipe music, and screaming children. His door is locked, but relatively flimsy (STR 15). Enterprising players might get to the fire escape with a Jump roll or some ingenuity, making their way up to his room from the outside.

The place is small and cramped, barely worthy of the word "apartment." Most of it is a single room with a bath off to one side and a closet built into an interior wall. Piles of newspapers totter dangerously close to an illicit hot plate. A battered typewriter, several of the keys askew, sits on a wob-

bling table. A stained mattress on the floor serves as the only sign of comfort.

Those examining the inside of the apartment door (or entering through the window) find a partial star, four of five lines completed, drawn thereon. This was Gabriel's attempt at a ward, seconds away from completion when his doom arrived.

Those searching the apartment find Gabriel's copy of *Megapolisomany* taped to the ceiling of his closet (Spot Hidden rolls for general searches of the room, or automatic success for those who state they are searching the closet carefully). If the book is skimmed, the information in the nearby box is also included in *Awaken Papers #5a* and *#5b*.

Gabriel lies on the floor, his arms and legs ripped off by brute force, his jaw broken and askew. Maggots crawl just under his skin. It costs 1/1D4 Sanity to see Gabriel's remains. A First Aid or Medicine roll shows him to have been the victim of considerable blunt trauma to his body and to have been dead for almost a week. Those who look about the room see more dried blood in a curious pattern on the wall, eight feet away from the body. The paramental who came for Gabriel took the form of a blocky man, rising out of the bricks, and killed him where he stood.

This creature still lurks about the apartment. It spends several minutes spying upon any intruders, poking its head out of the brick wall now and again to check on them (investigators notice this with a successful Spot Hidden roll, which costs 1/1D8 Sanity). The paramental becomes



#### Awaken Papers #4

increasingly bold, and it eventually comes out to attack the group, smashing aside what is left of Gabriel's possessions

in its fury. The spirit is tied to the building, but the players need not know that. Let them run and sweat it until they're outside.

#### Visiting the Sites

If the investigators head to Wall Street to visit the scene of the blast, it is easily located due to the pockmarks in the local buildings. Perhaps some passerby remembers the destruction and shudders, but the explosives took care of any evidence that might be found here.

The torch of the Statue of Liberty is off-limits to most visitors, but a Locksmith roll, a Credit Rating roll followed by a Persuade roll, or a Fast Talk roll combined with appropriate work clothes might allow the investigators past the door. Once up the treacherous staircase, they can examine the catwalk about the torch. A Spot Hidden roll turns up another set of mysterious symbols circling the inside of the torch.

It might also be possible to examine some of the skyscrapers on which Wycham has spent his money. Given a friendly maintenance man, and a successful Climb (no penalty if failed) and Spot Hidden roll, more such designs can be found surrounding girders or carved into lintels above the windows.

Visiting these sites has one other effect: attracting the attention of Atherton.

## MEETING MORGAN ATHERTON

His form was very slight, thin almost to cadaverousness; and his voice proved phenomenally soft and hollow, though not particularly deep... As he spoke, I caught a glimpse of his face in the yellow beam from a solitary attic window. It was a noble, even a handsome, elderly countenance; and bore the marks of a lineage and refinement unusual

for the age and place... removing his gloves, wide-brimmed hat, and cloak, [he] stood theatrically revealed in full mid-Georgian costume from queued hair and neck ruffles to knee-breeches, silk hose, and the buckled shoes

—H.P. Lovecraft, "He."

Those investigators who have become attuned to the city find themselves immersed in its smells and sounds. Yet, on overcast nights, another sensation intrudes-a cool breeze carrying with it a scent of pies; the low murmuring of a herd of cows; or a lively jig, of the sort not heard here for a century, played on a fiddle. Those who seek the origins of these find themselves leaving the crowded streets for winding back alleys, old gas lamps, and buildings of older and more dignified mien. Courtyards and tunnels seem to beckon, and

## ØEGAPOLISOMANCY: A *PREV SCIENCE OF CITIES*

By Thibaut de Castries. A poor-quality book, with a cheap typeface and scuffed grey cloth covers, published in San Francisco by the author, with no date of publication.

De Castries paints a picture of the modern city as a devourer, sucking in vast amounts of coal, oil, food, water, and metal to maintain itself. Not least of these is the psychic energy of its inhabitants, to which de Castries devotes most of the book. Such energy cannot be destroyed, only transformed, and the side effects thereof are the manifestations of paramentals, psychic effluvia that haunt skyscrapers and slums, streets and avenues. The tallest buildings act like lightning rods for this energy. The paramentals are generally numerous and ineffectual, their energies being disrupted with such simple precautions as silver and pentagrams. One who is conversant with their ways, however, can cause them to manifest in a time and place of one's choosing. Indeed, one who can tap into the energy of a city itself can manifest great things, using the city's energy to one's benefit, and even remaking one's surroundings into their own vision. De Castries is vague on what process is proper to use for such channeling.

Sanity loss 1D3/1D6; Cthulhu Mythos +3%; average 6 weeks to study and comprehend/12 hours to skim. Other benefits and effects: Anyone studying this book is rewarded with a skill check in Occult. Spells: Call Paramental (see box).

people become fewer and fewer. Many strange architectural elements begin to be met—a History or Architecture roll identifies these as fanlights, antique streetlamps, and columns that speak to an earlier era. In the end, they come upon a black oak door in a brick wall covered with ivy. The door stands open, revealing within an impressive two-story manse topped with a cupola, on an expansive stretch of green. At the gate of the estate, Morgan Atherton greets them.

Keepers might also introduce Atherton at the site of one of the power points that Wycham has dotted across the city, if they visit it at dusk. The cloaked man strides off, just quickly enough to keep ahead of the group but not so fast as to be lost (he has control of the flow of the city, so this is quite easy to accomplish by throwing obstacles and opportunities in the investigators' path.) The path taken is similar to that depicted above.

In either case, Atherton invites the investigators in. They cross a wide trimmed lawn to a two-story manor with a large cupola, a building that any native New Yorker finds baffling that he or she has not seen before. The group ascends the staircase inside to a high-ceilinged library filled with comfortable eighteenth-century furniture and tightly curtained windows. Atherton's stiff movements and cold handshake might put the investigators on guard, but, unless they launch an attack against him, he is cordial.

Atherton looks off into the distance and speaks of his historical delvings into the city. He is especially fond of the eighteenth century, speaking of the times of old. He waxes on about the view from the porch behind the King's Arms Hotel, and how Reverend Laidle's sermon in English scandalized the Old Dutch Church, and how shameful it was when the statue of the king in the Bowling Green was melted down for bullets during "the uprising." If a player does not determine this, an Idea roll reveals to a character as the conversation continues that Atherton's description is so detailed that he likely lived during that period. This revelation costs 0/1D3 Sanity points.

## PIEW SPELL: CALL PARAMENTAL

This spell requires the sacrifice of 1 or more POW, an hour spent in a single urban location (usually a major landmark), 1D6 Sanity points, and a successful Occult roll to cast. (In campaigns with the Mathematics skill, a player might choose to substitute this for Occult.) A failure on the roll means that caster loses the Sanity points but keeps the POW.

A successful roll means that the paramental manifests in a place of the caster's choosing. The amount of POW sacrificed determines the paramental's statistics (see the entry for paramentals in the "Statistics" section). Atherton continues by stating that a man should have the right to live in conditions that are aesthetically pleasing to him. The modern New York, with its automobiles and subways and hordes of foreigners, is no place for a man of breeding and taste. Do they not agree that things might be better if we went back to the ways of centuries ago, to live in the city as it once was? And do not those who have the means to effect such a transformation have a right to do so? He awaits the investigators' responses.

The Keeper should make note of what the investigators say in response and how much it is in agreement with the principles of Atherton. The sorcerer truly does believe in the virtues of beauty, nobility, and the betterment of humanity; he is not particularly scrupulous as to how he achieves his aims, but the lengths to which his partner is willing to stoop are still shocking to him. Persuade rolls might be made to help guide the Keeper, but the investigators' arguments should be given greater weight.

If any seem interested in how this transformation is to be accomplished or sympathetic to his situation, Atherton might give them a copy of *Megapolisomancy*, if they did not find it at Gabriel's apartment.

At the end of their discussion, Atherton shakes their hands and shows them out. After a few twists and turns through the alleys, the characters are back on the busy streets. Atherton's manor is only accessible to those he invites, and it cannot be found again through any non-magical means.

If the players attack him, Atherton reacts angrily but does not attack in return. If the group damages him to the point that his hit points are overcome, Atherton dissolves into a black pool of putrescence, his eyes staring at the investigators. Before he vanishes entirely or the investigators move to put him out of his misery, he smiles and says, "The city lives." Sanity loss is 1/1D6.

## THE DEATHS

As the paramental forces rise, Wycham sends out his psychic minions to strike at those who are sensitive enough to potentially thwart his plans or to tap the energy for themselves. Effectively, this means that every individual in the Five Boroughs with Cthulhu Mythos skill is a potential threat.

- The proprietor of the Harlem occult emporium Ju-Ju House is found one morning impaled into the shop's wall with multiple spears, still bearing their price tags,. It costs 0/1D3 Sanity to see this scene. The doors were still locked from the inside when the police arrived.
- A professor dealing with paranormal subjects at a local university is found in his study, surrounded with papers soaked with blood. Examination of his body shows him to have been cut thousands of times with an incredibly thin blade. The Keeper should let the players figure out that these are the edges of the papers around him, for a loss of 0/1D4 Sanity. (If the group has yet to find *Megapolisomancy*, the Keeper might choose to leave a copy here.)
- Near the docks, a grizzled sailor lies on the ground, his tattooed arms and legs torn out of their sockets and laying several feet away. Seeing his remains costs 1/1D6 Sanity. Thirty feet away

To Awaken What Never Sleeps



on each side, a coil of rope rests on the docks. Two paramentals inhabited the ropes and pulled the man apart. Those examining the body find a large tattoo of an octopoid being on his chest. A successful Cthulhu Mythos roll—with a skill over 10% ensuring automatic success—identifies the man as a member of the Cthulhu cult.

Even those who are not attacked soon begin seeing faces form momentarily in walls, in the stream of water emerging from a hydrant, or in the blur of cars whizzing past on busy thoroughfares. This experience costs 0/1 Sanity.

As a result of this, many of the more canny members of the city's occult underground choose to take a quick vacation for a few days. Keepers should consider any foes or allies who are about the city at this time and what their responses should be.

Depending upon the strength of the investigators' group, the Keeper might also choose to have an attack by a paramental against one of its members. The character's motivations, personality, and insanities should be considered carefully when determining how the creature manifests and strikes. Making up a few such creatures in advance who might stalk the group is advisable.

## THE WALDORF=ASTORIA

When the investigators are exhausting their leads and have a good idea of Wycham's plans, circumstance lead them to the Waldorf=Astoria. This is a trap set by Wycham, but he will design it based upon the group's own actions and proclivities. Perhaps one of their contacts sends them a note indicating that he has been sighted there, or a member of high society receives an invitation to an affair of Wycham's at that location. For best effect, the clue reaching the investigators should be based on seeds they themselves have planted. No matter what the reasons, the investigators are brought to the gates of the Waldorf=Astoria.

In 1893, William Waldorf Astor used his family fortune and site of his former mansion to build a hotel called the Waldorf on the corner of Thirty-Fourth Street and Fifth Avenue. Opening to grand acclaim, it inspired his cousin, John Jacob Astor, to build his own hotel, the Astoria, in 1897, which was connected to the original in such a way that the two could be separated if necessary. This never became the case, but this status was indicated by the use of an equal sign between the two names. In the three decades since, the Waldorf=Astoria has become the most prestigious hotel in America, hosting presidents, kings, heads of state, war heroes, and anyone who is anyone. Perhaps no other location speaks to the prosperity of the city, and indeed the entire nation, more than this hotel.

Arriving in the gorgeously appointed lobby, however, with its two-ton gilt clock with a golden Statue of Liberty on top, the investigators can soon tell that the guests are succumbing to the city's tension. An older couple snipes at each other from two chairs, and a wealthy businessman harangues the desk clerk about the loud sounds of the street—that he can hear from an interior room on the top floor. Even the famously accommodating staff seems curt and on edge. A Credit Rating roll, or a talk with a bellhop or doorman, establishes

that the hotel is due to close shortly, and now everyone is on edge regarding their jobs.

Nonetheless, despite these issues, investigators find themselves waited on by polite and gracious individuals. An initial Credit Rating roll—or booking one of its high-priced rooms—is necessary to gain anything other than politeness from the staff. After that, the staff grants even the most extraordinary requests to the person, so long as it does not upset the guests or reflect poorly on the hotel's reputation—and as long as the bill is paid.

Investigators no doubt wish to find out which room, if any, Wycham has booked. The clerk is impervious to bribery, but a Persuade roll and a plausible story might convince the clerk to send a message up to his room. After five minutes, the investigators are informed that Mr. Wycham is not in. (If they do manage to get a look at the hotel records somehow, Wycham is booked in Room 633. Visiting that room turns up nothing, since he is elsewhere.)

Aside from the general mood, nothing truly seems amiss at the hotel—unless someone with Cthulhu Mythos tries to

#### Awaken Papers #5a

#### Megalopisomancy: A New Science of Cities

by a magnitude of thousands. Table 12 shows the estimated annual intake of energy, with goods assessed via Einstein's formula, for Babylon, London in 1580, and San Francisco. Indeed, the Megapolitan Age is our greatest triumph and our most horrible sin.

Yet it is not merely physical fuel that drives the putrefying heart of the metropolis, the howls of fire and the screeching of engines. It is the shrieking of the human psyche, a modern Theseus in an endless labyrinth that is itself the minotaur, draining us that it might glut itself to fuel its vampiristic non-life. MacDougall might have postulated the weight of the human soul, but no scientist has yet described its accumulated energy, its potential for psychical creation or disruption. And even if we overlook the Aristotles and the Agrippas, the muddled masses of medieval minds, to conclude that an individual's spiritual potential is infinitesmal, that of millions or tens of millions of such motes aggregated in a small spatio-temporal locale, though of inchoate structure, would still be a current that could energize flights to heaven or topple empires. Yet only the merest fraction of this is ever coaxed forth for any purpose; the best efforts of demagogues and journalists are in vain.

Nay, it is the city itself that siphons this miraculous substance via the skyscrapers, the modern blasphemous Montes Deorum, through ectoplasmic pulmonaries that it might hack and cough out its horrid vitality. Paramentals, called as such as they exist alongside the matter of our world yet are apart from its cycles and rhythms, are the effluvium of this nosferatic processes. For the most part, they remain unmanifested between the cracks and the crevices, the joints and the rivets, rays of force that nonetheless swirl like wisps of smoke through energy and matter alike, filling the interatomic interstices with their dire quivering essence. Yet there are eddies in some locations - winding alleys, deserted factories, crumbling houses, or any place where men have lived and breathed and cursed and died. The strongest concentrations of this ectoplasm, however, remain within the accumulators of the aforementioned spiritophallic spires of the temples of each age - ziggurats, pyramids, or the new spirito-secular monstrosities that the robber barons of our age erect as mute to their own vanity. The bodies of paramentals, when they take them, are constituted out of the bones and muscle of the meleave. At that point, a nearby surface bulges as a paramental emerges, sending nearby guests and staff alike into hysterics. The creature might manifest itself through a curtain, a piece of exquisite scrolled woodwork, or a gilt crystal chandelier. The creature then maneuvers itself through the surroundings to position itself between the exit and the nearest access to higher levels, whether stairs or elevator. Wycham has called up three of these entities to funnel his people toward him.

No map has been provided of the hotel, but Keepers should throw obstacles and opportunities in the way of the group as they are ushered deeper and higher into the hotel. It might indeed be possible for one of the group to escape, if a paramental has to make a choice of cutting off two or more possible exits. Afterward, however, the other two close in to make this impossible.

Hounded and diverted, the investigators soon find themselves at the Waldorf's rooftop garden. Once used for fine dining under the stars and later as a skating rink, it now serves as a child's playground. A cold wind whistles past the equipment, setting the chains of the swings jangling, a pair of

#### *Awaken Papers #5b*

#### Thibaut de Castries

tropolis. Although many paramental convergences have only minor effects — a creaking, a whisper, a figure in the corner of the eye — they might also, under the particular melding of various factors, become more tangible. As the paramentals are filters for all of our deepest fears and hatreds humming through the non-living megalopistic centers, their attitudes toward our species are entirely inimical. Many of the inexplicable accidents and unsolved murders that plague urban life are not the result of chance or human malice, but the malevolent actions of these semi-creatures. An avid and careful reader of local papers will begin to grasp the hunting grounds and techniques of these rapacious fiends.

Nonetheless, an unpredictable energy is not uncontrollable. As with energy across all typologies and dimensions, the application of an appropriate operation, drawing upon inner knowledge of the principles and inclinations of the force in question, might channel these paramental frequencies into a chosen locale and time. The objectives of such an experiment would require the utmost delicacy and knowledge of localized psychogeographical forces. The objectives of such a conjuration - a vulgar term, but one that captures the essence of the operation - would be limited in scope due to the hostile character of paramentalistic forces, yet this could be quite efficacious for particular purposes. It might be that with decades, or, if the gross limitations of age might be overcome, centuries of careful psychical preparation and familiarization with a particular zone of energy might allow alterations of a more creative nature, bordering upon the powers attributed to the divine. It might be that an individual comprehending such a nexus might be able to transfer these techniques to suitably prepared and initiated adepts, who have proven themselves worth of such a gift.

There can be no apotropaic device that can fully disrupt the resonance between paramental frequencies and our own, yet some interference can be derived from different sources. Silver, the lunar metal, is attributed a catabolic reaction to witches and vampires in folklore, a distorted interpretation derived from the atemporality of the collective unconscious warning us in advance of the foes which we must fight to bring about the Unnamed Age. In the same manner, the White Pythagoras noted the significance of the five-pointed pentagram, the sign of the gods, presaging the dire needs of those

#### To Awaken What Never Sleeps



gaily-painted seesaws slowly shifting on their pivots. On three sides are window boxes, filled with conifers and lovely flowers. Those examining them too closely see the blossoms have the gaudy colors of a Madison Avenue advertisement, while the wind through the trees seems to amplify, rather than dampen, the noise of the city. This causes a loss of 0/1 Sanity.

In the center of the roof stands Wycham, his finery tossed on the ground around him. He has now become the focus for the energy of the city, as asphalt, wood, steel, concrete, rubber, fire, water, and ash ripple across his skin continuously. Seeing Wycham costs 1/1D8 Sanity points, with urbanophobia as a possible phobia afflicting anyone who goes indefinitely insane. Investigators who attempt to injure him find that any attack merges into the panoply that is now Wycham.

Wycham speaks to the investigators. Have they not seen the suffering of the city? Have they not heard the cries of its inhabitants, witnessed the destruction of lives in its mills, seen the innocents gunned down in the streets? Would it not be better to remake the place in the image of one who truly cares about it? This will indeed come to pass, for the city has been awakened to his will. Only one step remains—the construction of a conductor for all of this energy, which will allow him to harness the paramental energies to make this city the most powerful upon the planet for all of eternity.

A Psychology roll, if requested, reveals that Wycham desperately wants to believe that what he says is true. Nonetheless, he is too much a creature of ego and will likely become a despot if put in charge.

Wycham offers a choice. He needs lieutenants in his new city to carry out his will and act as his voice to the people. He can offer one or two individuals the capacity to serve him. The blood of all the others must be spilt to bring about this new era. He smiles and waits for their responses.

#### WHAT TO DO?

A number of options await the investigators now. It is conceivable that they might play along with Wycham's wishes and fight each other for the right to serve him. This is likely to ensure massive Sanity losses for the victors, not only for the loss of their companions, but as they see the nightmare of Wycham's vision unfold.

Another option is to fight off the paramentals about them, possibly by maneuvering them into less durable substances and using massive amounts of firepower on them. They might also use a pentagram or a ring of silver—stolen cutlery, perhaps?—to ward them off. None of these is more than a temporary solution, and the group should be well aware of this.

The other options involve striking down Wycham, who is, at this time, invulnerable to all damage. Until this condition is removed from him, no harm can come to him. This might play out in a few ways. Some far-sighted investigators might be carrying silver bullets, which will injure Wycham as normal.

If the investigators have had friendly relations with Atherton, they might call upon him to aid them. This should be a result of investigator roleplaying, and likely involves a call to save his imperfect but beloved city. If they succeed, Atherton draws away Wycham's power for a few seconds—enough for the investigators to cause his destruction.

The characters might also consider whether there is some

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way to disrupt Wycham's energy temporarily. An Occult roll (adding their Cthulhu Mythos skill as a bonus) tells them this is possible; a Cthulhu Mythos roll—doubled due to the effects of the ritual, remember—tells them how. Shutting off the subways or setting up a roadblock near Times Square should disrupt the energy. The characters trapped in the Waldorf=Astoria are unable to effect any such change—but Wycham has not shut off the phones. If the characters have any favors in high places, this is a good time to call them in.

As always, players might come up with means not covered here to gain success. Keepers should seek to reward ingenuity and cunning from the players.

#### CONCLUSION

Once Wycham is at 0 HP, he slumps to the gravel surface of the playground. The floor beneath him wells up as in a bubble, and he is gone, absorbed by the paramental energies he thought he would control. The paramentals throughout the city dissolve back into the ambient energy of the street, and those investigators beset with the psychic effluvia of the city find their hearing and sense of smell returning to normal. If they realize what they have prevented, each gains 1D8 Sanity.

Any brave rescuers who went below ground to help with the rescue gain an additional 1D4 Sanity.

If there are witnesses to the shooting of Wycham, or if the investigators are carrying guns, the police take them in for questioning, which causes a loss of 1D10 points of Credit Rating. Within a few days, however, Wycham's history fades into that of the city, a stronger force than even he could have imagined. Everyone but those affected via the psychic sendings or who were witnesses to paramental activity forgets the entire affair, and police let them go for lack of charges; they regain half of lost Credit Rating. However, investigators who were suspects are forbidden from entering the Waldorf=Astoria, though this ban is short lived.

In 1929, the promises of investors come to pass and the hotel is demolished. Two years later, rising from its site is a new building, one that dwarfs all others in the world and stands as a beacon for the people of the city and its symbol for the world. The Empire State Building still swirls with the energies Wycham raised, and it is up to the Keeper—and the investigators—how those energies might be used.

## **STATISTICS**

#### EDWARD WYCHAM, Insane Businessman, age 53

STR 10	CON 13	SIZ 14	INT 17	POW 22
DEX 11	APP 13	EDU 21	SAN 0	HP 14
Damaga	Conuce nono			

Damage Bonus: none.

Weapons: none (relies on paramental attacks).

**Armor:** when fused with the substance of the city, no physical attack can harm Edward, save for weapons of silver. He can also be attacked with magic, though his high POW makes this difficult.

**Spells:** Call Paramental, Dominate.

- Skills: Accounting 81%, Bargain 79%, Credit Rating 88%, Cthulhu Mythos 22%, Fast Talk 55%, History 56%, Occult 40%, Persuade 77%, Psychology 45%.
- Sanity Loss: 1/1D8 to see Wycham in his paramentally-merged state.

#### MORGAN ATHERTON, Unguessably Old Sorcerer, age unknown

STR 12	CON 15	SIZ 13	INT 19	POW 25
DEX 14	APP 12	EDU 26	SAN 0	HP 14
-				

Damage Bonus: +1D4.

- Weapons: Sword Cane 87%, damage 1D6 + db
- Armor: Atherton cannot truly be killed, as he is nearly one with the spirit of the city. Reaching 0 hit points, he simply dissolves into the ground. It costs 1/1D6 Sanity to see him vanish in this way.Spells: Create Window, Vanish.
- Skills: Anthropology 20%, Astronomy 17%, Cthulhu Mythos 30%, History 99%, Listen 55%, Natural History 31%, Navigate New York City 99%, Occult 64%, Persuade 56%, Ride 88%, Spot Hidden 75%.
- Languages: Dutch 99%, English 99%, Other Language (Any) 20%.Sanity Loss: none, though those who learn of his advanced age have an initial loss of 0/1D3 Sanity.

#### PARAMENTALS

The paramental's STR, CON, SIZ, and POW can be increased via spending additional POW at the time of its creation. For every 3 points of POW spent, each of these statistics will be multiplied by one (thus, x2 for 4 POW, x3 for 7 POW, x4 for 10 POW).

#### Paramentals, The City's Id Expressed

char.	rolls	averages
STR	2D8	9
CON	3D6	10-11
SIZ	3D6	10-11
INT	2D6	7
POW	3D4	7-8
DEX	2D6x2	14
Move 8		HP 10-11
4 D	D	1D4

Av. Damage Bonus: +1D4

Weapons: Strangle 40%, damage strangulation

**Armor:** depends upon the substance used to create the entity: 0 points (paper), 4 points (wood), 10 points (metal or stone).

Spells: none.

- **Skills:** Hide In Substance of Armor 95%, Listen 80%, Move Silently 99% (-10% for every point of armor).
- Sanity Loss: 1/1D8 to see a paramental. A paramental with a designated victim often takes on the rough shape that expresses the victim's fears and anxieties—a hulking bully, a seductive woman, or a child.

#### Credit

The paramentals and *Megapolisomancy* originally appeared in Fritz Leiber's novel *Our Lady of Darkness*. Statistics for paramentals first appeared in Cody Goodfellow's *Secrets of San Francisco*.

## THE TERROR FROM THE MUSEUM

Brian M. Sammons

## **NTRODUCTION**

n 1922 archaeologist Howard Carter became a worldwide celebrity when he discovered the tomb of Tutankhamen. So began the mummy craze. Stories soon frequented newspapers and cinema newsreels relating the discoveries of Carter and other suddenly famous Egyptologists. Attendance at museums with mummies swelled like never before. Museums could not get enough mummies: having one was good, three was better, and a grand display of six or more guaranteed packed viewings for months. Because of this demand, mummy hunting became a very profitable pursuit.

Donald Regan and Franklin Moore, two American professors of archaeology, had spent years sifting the sands of Egypt. Aided by Regan's grown daughter Melinda, the trio knew they had to cash in on the mummy craze. While the professors didn't know where any royal tombs were, they knew of a spot where mummies might be found: a common burial ground.

The obscure burial ground—known only to a few locals—was a spot where numerous well-to-do Egyptians had been entombed over many hundreds of years. Outside of the royal families and priesthoods, only some governmental officials and rich merchants could afford the costly mummification process. Upon investing heavily in their embalming, few could then afford a kingly tomb to house them. Many of these "common mummies" were entombed in far more modest mausoleums. Unfortunately, due to a long tradition of grave robbery, the odds of finding anything worthwhile were slim. Nonetheless, the professors hired a small group of locals and started digging.

After days of finding nothing of value, the archaeologists at last found a larger and more decorated tomb than any they had yet uncovered. Clearing away the sand to reach its entrance revealed a repeating crocodile motif in the carvings that adorned the sepulcher. Seeing this, many of the hired locals became frightened. Some refused to go any further and left the dig that night.

To the archaeologists' disappointment, the tomb's door had already been breached. Inside a sarcophagus was found, but it too had obviously been broken into many years in the past. Surprisingly, when the heavy stone lid was removed, a mummy was discovered with a strange dagger sticking out of its chest. Further exploration discovered various riches and treasures remaining. Someone had broken into the crypt ages ago, pried open

the sarcophagus, plunged a dagger into the chest of the mummy where its heart had once been, and then left without taking any of the riches.

Putting aside that mystery, the Americans sold the wellpreserved mummy to New York City's American Museum of Natural History.

#### **KEEPER'S INFORMATION**

The mummy the Americans found was Minmose, a high priest of Sebek destined to come back to life to bring a time of glory to the sect of Sebek. Rivals hid the mummy from Minmose's fellow crocodile followers in an attempt to keep the resurrection prophecy from coming true. Minmose was greatly feared, even in death, and was given a measure of respect with a tomb adorned with images of Sebek and filled with his worldly goods. Further, his body was unmolested, and in the thousands of years that followed, none dared to breach his crypt in search of treasures.

At some point unrecorded by history, some nameless person tracked down Minmose's tomb, entered it, and stabbed a very special dagger into Minmose's corpse. The knife, known as Thoth's Dagger, was said to have the power to kill a god. If true then it could keep another god from resurrecting a human. That was the hope of the tomb's unknown defiler.

When Minmose's mummy was brought back to New York, the dagger was pulled from the body and given to Egyptian artifacts expert Professor Paul Butler. Removing the dagger released Minmose from death. Now he could rise from the dead, but he would need help.

Ahmed and Nageeb Elgharably came from an ancient Egyptian bloodline steeped in the worship of Sebek. When

## SEBEK

Sebek is an actual Egyptian god first brought into the Cthulhu Mythos by Robert Bloch in his story, "The Secret of Sebek." He is the god of the Nile: in ancient Egypt, the Nile represented life; therefore Sebek was a god of life. Sebek was envisioned as a man with a crocodile's head and considered the god of crocodiles. In this aspect, Sebek was also a god of strength and fury and was the patron of the Egyptian army. Sebek was a god to be respected for his life-sustaining gifts, but feared for his wrath.

In the Cthulhu Mythos, Sebek is a bit angrier than he was in ancient Egypt. He placed death curses upon the tombs of his faithful. Those who desecrated them died in various crocodile-related deaths. One man fell into the crocodile exhibit at a zoo, another was found with his throat torn out, and so on.

Although he does not appear in the scenario as written, Sebek's statistics are provided in the "Characters" section for the Keeper's information. they learned that Americans had found a tomb adorned with crocodiles, they went to investigate. Finding the tomb empty, Ahmed used a ritual to contact Sebek for guidance. The crocodile god revealed that the stolen body was sacred and had to be revived no matter the cost.

Tracking the mummy to New York was easy. Arriving there, the brothers joined the large Syrian population that lived near the Hudson River on Washington Street. On a moonless night, they broke into the American Museum of Natural History, easily overpowering the single watchman they encountered. Finding Minmose still in the backrooms of the museum, Ahmed enacted the Rite of Rebirth: after thousands of years Minmose was alive. The high priest of Sebek was now immortal and could only be truly slain by plunging the mystic Dagger of Thoth back into his chest.

Minmose spoke the long-dead language of the ancient Egyptians, so was unable to communicate with the brothers; however, they recognized each other as kindred spirits. The night watchman was killed, bundled in Minmose's linen wrappings, and placed in the sarcophagus in the mummy's place to stall discovery that the true mummy was missing. Two days later the sarcophagus with the wrapped body of the now missing security guard was sealed in a glass case and put out on display.

Minmose was in a strange new world, in a dizzyingly new time. There was much he wanted to explore and learn. Over the next two months, the Elgharably brothers rented a small room in Little Syria, a neighborhood built around Washington Street, known for its Arabic immigrants. Minmose was a quick study, learning the basics of Arabic and English within weeks.

Vengeance had to be delivered to those that had entered Minmose's tomb and stolen the artifacts sacred to Sebek. Minmose would bring the glories of Sebek to this new world, starting with the Ottomans, Syrians, and scattered Egyptians that made up their neighbors; all would be welcome in the worship of Sebek.

The first to die was Professor Donald Regan. Next on the list is Professor Franklin Moore, followed by Melinda Regan. However, Professor Moore, haunted by nightmares and feeling the eyes of the cult always on him, is not going to simply vanish like his friend. He seeks help from the investigators.

## 91EW SPELL: 9:ITE OF 9:EBIRT#

This powerful spell can only be cast if Sebek wills it; the ancient god only allows his most devoted followers to receive his greatest gift. The spell caster acts as a channel for Sebek's power and sacrifices 4 points of POW and loses 1D10 Sanity. The resurrected is then blessed by Sebek and is thereafter

essentially immortal; killed, they return to life again at the next sunrise.



## INVESTIGATORS' INFORMATION

Professor Franklin Moore is somehow acquainted with the investigators. He could be a relative, friend, professional colleague, or perhaps a mentor. Whatever the case, he is aware of their investigations into the occult. A frantic Moore asks for a meeting with the investigators. He says he must meet with them in a private residence, "away from spying eyes," but offers no further information, saying that he will explain everything in person.

At the meeting, Moore is unnerved and jumpy. He has large bags under his eyes and he continuously looks over his shoulder, peeks out windows, and checks to see if people are watching him. Without any niceties, the professor says that he's afraid for his life. His long-time partner Professor Regan vanished without a trace over a week ago. He isn't sure about Regan's daughter Melinda, because he has been unable to reach her by phone or at her home. There was also a museum night watchman who vanished, although no one thought anything of it at the time. Now Professor Butler, who was studying the dagger, has vanished too. There are people watching Moore and following him everywhere. They might have even followed him here!

Moore goes on in a rushed, jumbled fashion until someone can calm him down with a successful roll of Psychoanalysis, Persuade, or a stiff drink. Once sedated, he imparts all the information found in the "Introduction" section. Afterward he adds the following:

- A month after delivering the mummy to the museum, a night watchman named Joe Sparks vanished one night while on duty. His coat and lunch pail were left behind, and none of his coworkers saw him leave. Nothing was stolen from the museum, so the matter was written off as strange, but not too important. Now Professor Moore is certain that poor Joe was the first victim of the terrible death curse that surrounds the damnable mummy.
- Soon afterward, Professor Paul Butler, an Egyptologist working for the museum, also went missing. He was trying to identify a strange knife that was discovered with the mummy. Supposedly both his house and his office at the museum were in a shambles. Moore heard that Paul had left some insane ramblings behind, but nothing more.
- Three months after bringing the mummy to America, Moore started having terrible dreams. At first he couldn't remember them, but he always felt their effects in the morning. However, within the last couple weeks they have become clear. While they are always different, they always end the same: him slowly being devoured by a giant crocodile.
- A few weeks ago he ran into his friend, Professor Donald Regan, and he looked worse than Moore did. Donald admitted to having similar nightmares of being eaten alive, but he also said strange people were spying on him day and night. That was the last time Moore saw his friend; the professor went missing two days later.
- After Donald's disappearance, Moore saw people watching him at all hours. Strange shadowy shapes in the alley across from his apartment, a swarthy taxi driver more interested in him walking down the street than getting a fare, an obviously foreign fruit vendor peering at him over his pile of apples: these were just some of the watchers he noticed.

A week ago he went to check in on Donald's daughter, Melinda. He had called on the telephone a few times after Donald's disappearance to see if she was okay, but there was no answer. Knocking at the door of her house also went unanswered, but Moore is sure he heard someone moving around inside the house.

Then, before Professor Moore can say another word, his left leg vanishes just below the knee in a spray of blood! Moore shrieks in pain and falls to the ground. As the investigators look on, the man's left hand vanishes, leaving a blood-spurting stump behind. Then the man's right foot is gone. Then his right arm from elbow to shoulder vanishes, leaving the hand and forearm bleeding on the floor until it vanishes next.

To those investigators who make Idea rolls, it appears as if Professor Moore is being eaten alive, right before their eyes, by some large, invisible thing. The unknown beast is also insubstantial and anyone attempting to grab or attack the unseen thing clutches empty air. There is nothing the investigator can do for the doomed man except watch in terror or turn away in disgust. Sanity loss for seeing such a horrible death is 1D4/1D8.

#### EXAMINING THE REMAINS

Nothing remains of Professor Moore but lots of blood, spilt bowel and bladder, shreds of clothing, and a few grisly chunks. The largest pieces are a few shattered ribs. A successful Medicine roll reveals that the ribs were more snapped than cut or hacked through and that there are unusual new nicks and notches on the bones. A successful Biology roll suggests the marks on the bones are those left by the jaws of an alligator or crocodile.

## THE MISSING WATCHMAN

Joe Sparks was the first to disappear. He was a pretty unremarkable man until he vanished. There are no arrest records or any record of him belonging to any organization. His address is easily obtained, but his small apartment on Seaman Avenue near 207th Street leads to nothing, because it has already been rented out to a new tenant.

The landlord says that Mr. Sparks's possessions were sold to cover back rent after no family came to claim the meager furnishings and clothes. The landlord—a little man with a nasty disposition—can offer no help to the investigators.

Asking the other tenants of the building about the missing man reveals very little—most just say that Sparks was quiet and kept to himself. However, Mary Shearman, a widowed mother of two who lived across the hall from Joe, does have more to say. She says they were friendly, but a Psychology roll determines that they might have been closer than that. Mary says that Joe made no mention of leaving and had no enemies, and she firmly believes that something bad must have happened to him for him to vanish and not even say goodbye to her.

If asked, Mary describes Joe as a short, stocky man with

#### The Terror From the Museum

a terrible scar across his face from the Great War. She has a photo of him standing with her and her children in front of the building. A successful Persuade roll is needed to get the photo from Mary.

Inquiring into Joe Sparks at the American Museum of Natural History, the investigators get the runaround from museum officials. But if they talk to some of the security guards, they discover that Joe came in one night over two months ago and just disappeared. His coat and uneaten lunch were left behind, and he didn't clock out. The local police came to investigate, but when it was clear that nothing was stolen, they lost interest.

## CHECKING IN ON MELINDA Regan

Melinda Regan lives in a small house in the Riverdale section of the Bronx on Fieldstone Road between 259th and 260th Streets. Her mailbox is overflowing and the front porch is covered with a collection of unclaimed milk bottles. A note saying that the milkman has stopped delivery is stuck in the door. Knocking on the door brings no response, but a successful Listen roll hears someone moving around inside. Both the front and back doors are locked. Drapes in every window are tightly closed, but a successful Spot Hidden at one allows a lucky peek through a thin crack in the drapes. Looking through, a disheveled woman is spotted standing in the front room facing the front door, armed with a butcher's knife. Her hair is a mess and she is wearing a bathrobe. If investigators break into the house, Melinda attacks, shrieking incoherently all the while. A successful Persuade roll gets the woman to speak with the investigators through the door. A second successful Persuade assures her that they're here to help and convinces the terrified woman to open the door.

Melinda can repeat most of the information that Professor Moore told the investigators. She confirms that a few weeks ago, she began having terrible nightmares of being eaten alive by crocodiles. She also says that she's noticed strangers following her. Asked for a description of the watchers, Melinda tells the investigators that they were mostly Middle Eastern, although there were a few whites as well. Other than that, Melinda has no real useful information to share. Before investigators can ask anything else, someone kicks down the front door.

#### MINMOSE, I PRESUME?

The high priest of Sebek enters the house with a smug air of royalty and four of his new followers. He was expecting to find Melinda Regan cowering home alone, so is surprised to see the investigators. Filled with righteous might and unshakable faith in his god, and bolstered by the fact that he has just returned from a death of thousands of years, he addresses the investigators in a calm, authoritative voice, with an odd, unrecognizable accent. "I have come for the woman. You others may leave and bear witness to my generosity, or stay and share her fate. The choice is yours."



Minmose does not argue or answer questions. He is unimpressed by threats or the show of guns. If the investigators don't leave immediately or decide to strike first, Minmose orders his followers to "Kill the outsiders; take the woman alive."

The ensuing battle should be short and bloody. The cultists rush and attack the investigators without concern for their own safety or lives. Minmose, not expecting a fight, has no weapons. If he must become involved in the skirmish he tries to stay at a distance and use his spells. Whatever else happens, Minmose should die here. He won't flee, and he won't allow himself to be taken alive, killing himself before that happens. Upon his death, Minmose reverts to his desiccated mummified state which soon crumbles until only a pile of dust remains. Witnessing this costs 0/1D3 Sanity.

#### VICTORY?

No matter what the investigators do, Minmose keeps coming back from the dead, each time stronger. To make matters worse, the number of devoted followers he has also increases

## AINMOSE, THE AAN WHO AOCKS DEATH

Minmose was exceptionally tall for an ancient Egyptian, good looking, highly intelligent, and charismatic. Now back from the dead he is also fearless, knowing that with Sebek's might he cannot be permanently slain. Every time Minmose is killed, he returns from the underworld at the next sunrise, stronger than before. Where he returns is random and unpredictable, although within a few miles of where he died. With each rebirth, Sebek reforms his body and soul better and stronger, bestowing upon Minmose an additional point of both CON and POW. The stats here are for the first time the investigators encounter Minmose. The Keeper should track and adjust his statistics accordingly.

Minmose is a true believer in Sebek. He won't arbitrarily throw away his god's most sacred gift—his life—over and over again just to gain increased health and power. He is more than willing to sacrifice himself in the name of Sebek, but not needlessly. Minmose does not allow himself to be captured alive—he kills himself before being taken prisoner.

#### MINMOSE, Deathless High Priest of Sebek, Centuries Old

STR 12	CON 13*	SIZ 14	INT 18	POW 19*
DEX 10	APP 15	EDU 17	SAN 0	HP 14*
*note: thee	a scores incr	asee with a	vory robirth	

Damage Bonus: +1D4.

Weapons: Sacrificial Knife 40%, damage 1D6 + db

Crocodile Tooth-Studded Club 50%, damage 1D8+3 + db

Spells: Apportion Ka, Command Crocodile, Contact Ghoul, Contact Sebek, Mirror of Tarkhun Atep, Nightmare, Parting Sands, Rite of Rebirth, Sebek's Wrath, Shrivelling, Summon Scion of Sebek, Voice of Ra, Wandering Soul, Wrack.
 Skills: Cthulhu Mythos 53%, Dodge 47%, Hide 38%, Listen 51%, Occult 74%,

Persuade 65%, Sneak 52%, Spot Hidden 43%, Swim 65%.

Languages: Ancient Egyptian 95%, Arabic 56%, English 44%

as he repeatedly shows his mastery of life and death.

The investigators must find a way to keep Minmose down for good: they must find and use Thoth's Dagger. The investigators learn about the magical artifact eventually, but they will most likely think that they have successfully beaten Minmose when they kill him for the first time. A few days pass without incident, lulling the investigators into a false sense of security. If the investigators continue looking into this mystery, the cult of Sebek lies low and is not seen again until Minmose makes his return. After his first return from the underworld, Minmose and his cult become a persistent threat.

#### ABDUCTING MELINDA, TAKE TWO

Ideally this should be how Minmose makes his return known after his first death. Everyone involved likely believes that Minmose is dead and that his cult has scattered. Regardless of the investigators, Miss Regan feels that everything has returned to normal, since she hasn't had a nightmare since the Egyptian priest died.

> One night Minmose returns to Melinda's house with a larger group (8 or more) of better-armed cultists. If the investigators are there another bloody battle ensues; otherwise, Minmose simply abducts the woman. She is tortured to learn what she knows of the investigators and the enchanted dagger and then is finally killed. Melinda cannot hide from Minmose, and if he must, he uses his spells Mirror of Tarkhun Atep and Wandering Soul to locate and abduct her.

> If not present for Minmose's second attack on Melinda Regan, the investigators become aware of this in the newspaper (see *Terror Papers #1*).

## VISITING THE ZOO

Minmose sends his minions to the Bronx Zoo to steal four crocodiles. They make off with the reptiles with the aid of a large truck. Minmose plans to use the crocodiles to create scions of Sebek for the cult. Investigators get a hint of what's to come from a newspaper article (see *Terror Papers #2*).

If the investigators visit the zoo and ask questions of the staff, all they learn is that one security guard heard a commotion in the reptile house and arrived just in time to see several swarthy men closing up a large truck and driving off into the night. Tire impressions and foot prints were found in the mud outside the building. The Terror From the Museum

#### (ROCODILES IN THE SEWERS

After reading the story of the stolen crocodiles, the Keeper has the option to dangle a red herring in front of the investigators. The urban legend of alligators in the New York sewers dates back to the mid-1920s when *The New York Times* began running stories about subterranean reptiles. An article (see *Terror Papers #3*) appears in the newspaper during their investigation, and the rather sensational story could give the investigators the idea that Minmose, his scaly pets, and the Sebek cult are hiding out in the sewers of New York. This is not the case, and this option is meant to be a fun, filthy, and frightening red herring. The sewers are dank, foul, and claustrophobic. The Keeper can give the players plenty of shadows to jump at and let their minds run wild wondering what horrors could be living down there.

#### NIGHTMARES FOR EVERYONE!

Minmose may want to weaken the investigators just as he did the original victims. Once he knows the investigators' names, the high priest of Sebek uses his Nightmare spell to haunt and terrorize them. The first nightmares cause a loss of 1D3 Sanity per night, and the dreams are vague and can't be remembered upon waking. After a week of that, if the nightmare assault continues, each night the afflicted investigators lose 1D6 Sanity. The night terrors then become very memorable, each night the haunted person being eaten by a giant crocodile. This continues as long as Minmose wants or until the undying priest is dealt with permanently.

#### UNLEASHING A DEATH (URSE

Minmose uses his most terrible power—Sebek's Wrath—only if an investigator personally mocks, defiles, or otherwise angers Sebek directly. The three archaeologists who broke into Minmose's tomb were suitable targets for the crocodile god's

		¢O	UR S	EBEK	CULTIST	S
	Sebek	Cultists	s, Worsh	nippers of	the God of	the Nile
		#1	#2	#3	#4	
	STR	12	10	15	11	
	CON	13	11	15	14	
	SIZ	14	12	12	15	
	INT	11	12	12	8	
	POW	11	12	14	8	
	DEX	14	15	13	11	
Ĩ	APP	12	13	14	11	
	EDU	11	9	12	7	
	HP	14	12	14	15	
	DB	+1D4	+0	+1D4	+1D4	
	#2 .38 Rev #3 Tire Iro	s: #1 Meat ( volver 35%, n 30%, dam 5%, damag	damage 1D nage 1D8 +	db	06+1 + db	

тwо

#### WOMAN GOES MISSING AFTER DISAPPEARANCE OF FATHER

Faithful readers may recall a few weeks back the disappearance of Donald Regan, an archeology professor recently returned to America after spending years in Egypt. Police have yet to make any official comments on his vanishing; only saying that the case is "still ongoing".

Now in an event too coincidental not to have a sinister connection, the man's grown daughter, Melinda Regan, has also vanished into the night. While the police are remaining tight lipped over this latest Regan disappearance, a source inside the police department said that obvious signs of a struggle were found where Miss. Regan was last seen by her neighbors.

#### Terror Papers #1

wrath. The investigators are not, even if they kill numerous cultists or Minmose himself. To the priest, the investigators are his problem and he has to deal with them on his own for the honor of his lord. 27

## PERSISTENT FOLLOWERS

As they become more involved in the case, the investiga-

tors begin to notice strangers watching and following them everywhere and at all hours of the day and night. At first these watchers are of Arabic ethnicity. As time goes on and the cult of Sebek continues to grow, the look of the cult continues to widen. White people, black people, and people of other races begin to enter the cult's ranks. Investigators begin to notice lots of people looking oddly at them: beat cops, taxi drivers, newspaper vendors, businessmen in expensive suits, maybe even little old ladies. Everyone and anyone should be suspect. Let the paranoia run rampant.

If the watchers are approached, they flee. If cornered they protest their innocence and ignorance. They are mostly unremarkable; they don't have cult tattoos of crocodiles, dress in cultist robes, or even carry weapons when not on a mission requiring them.

To follow those who have been watching them, the investigators must make Hide rolls at key times and places, as the Keeper chooses. Eventually, the investigators are led to a section of Washington Street near the Hudson River. The neighborhood is commonly referred to as Little Syria because of the large number of Syrians, Turks, and other Arabic immigrants, most of whom are Christian and not Muslim.

In this neighborhood non–Middle Easterners are the minority, and stand out. Investigators must make additional Hide or Disguise rolls to go unnoticed. Failing this, the cultists quickly become aware of the investigators in their neighborhood, making surprise attacks or further observations impossible.

If the investigators avoid being spotted, they are led to a four-story-brownstone apartment building. On the second floor is a room rented by the Elgharably brothers. Many additional tenants have joined the Sebek sect as well. Those who haven't joined the cult are aware of it, give the "crazy crocodile worshipers" a wide berth, and turn a blind eye. The exact number of Sebek cultist found in this building is up to the Keeper, but as many as twenty or thirty is not improbable.

Inside the building, the walls are covered in images of crocodiles. In the basement, a large area is devoted to Sebek worship. Various sacrificial offerings lie atop an altar in the center of the room, including money, animals, and even the body of a young girl. This sight costs 0/1D6 Sanity. Statues and idols of crocodiles are everywhere. The walls are painted with the images of crocodiles, Minmose with rays of light shining on or out of him, and a crocodile-headed man, which an Occult, Archaeology, or Cthulhu Mythos roll identifies as the god Sebek. In one corner is a table, chair, and oil lamp. Here, Minmose—with the help of the Elghar-

scions of sebek

Part man, part crocodile, these are creatures spawned through ancient sorcery. Much larger and more muscular than men, they have the bodies of humans, but with crocodile scales on their upper bodies and the heads of crocodiles. In ancient times, when the temples of Sebek needed ferocious guardians or avengers, the spell Summon Scion of Sebek was cast over a crocodile and a living man whose devotion to Sebek was total. Both would die and rapidly dissolve into puddles of bubbling goo. The noxious fluids would flow together creating a large billowing cloud of black vapor out of which a reborn scion of Sebek would emerge.

**ATTACKS:** a scion can attack with its vicious bite and a handheld weapon in the same round.

#### Scions of Sebek, Lesser Servitor Race

char.	rolls	averages
STR	5D6	17-18
CON	3D6+8	18–19
SIZ	3D6+8	18–19
INT	3D6	10–11
POW	3D6	10-11
DEX	3D6	10–11
Move 7		HP 18-19

Av. Damage Bonus:+1D6

Weapons: Bite 40%, damage 1D10 + db Axe 30%, damage 1D8+2 + db Club 30%, damage 1D8 + db Sword (Khopesh)\* 40%, damage 1D8 + db Spear\* 40%, damage 1D8+1+ db, base range 30 yards Bow and Arrow\* 40%, damage 1D6 + db, base range 30 yards \*these weapons are found in the museum.
Armor: 4-point scaly skin.

#### Spells: none.

Sanity Loss: 0/1D8 to see a scion of Sebek.

#### *ALE NAMON SCION OF SEBEK*

This spell requires a living and willing human sacrifice and a live adult crocodile. Upon casting, both targets of the spell die, quickly dissolve, then merge and reform as a single large, muscular, and scaly human with a crocodile's head. This spell costs 1 magic point per 10% chance of success and 1D3 Sanity. Witnessing the horrible death and distillation of the sacrifices and the appalling birth of the scion costs an additional 0/1D6 Sanity. If this spell is cast unsuccessfully, both the human and the crocodile still die but no scion is created. ably brothers—is slowly penning a text in English for his new followers of Sebek. The work is unfinished but still offers some insight into the Cthulhu Mythos and Sebek.

If Minmose is in the building, he is found in the basement with a few of his cultists (1D2 per investigator) and one or both of the Elgharably brothers (30% chance for each). If the cult has already stolen the crocodiles from the zoo, then the four scions of Sebek are also here.

#### PROFESSOR MOORE'S APARTMENT

Franklin Moore lived in a nice two-story walkup on East 95th Street off Fifth Avenue. Entering requires a successful Locksmith roll or beating the door's STR of 13 on the Resistance Table. There is only one clue to be found inside the messy apartment. On a desk in the main room, a Spot Hidden finds a letter to Moore from Professor Regan (see *Terror Papers #4*).



#### PROFESSOR REGAN'S APARTMENT

Donald Regan lived in a third-story apartment on 51st Street. A police notice is posted on the door stating that the place is a crime scene and entering is unlawful. The doorframe and lock are severely damaged from an obvious break-in. A padlock has been added to secure the door. A successful Locksmith roll, or beating the door's STR of 14 on the Resistance Table, grants access. Inside it is obvious that the place has already been methodically searched by the police: there are no clues to be found.

#### **PROFESSOR BUTLER'S APARTMENT**

Paul Butler lived within walking distance of the American Museum of Natural History in a very nice third-floor apartment on West 71st Street between Columbus Avenue and Central Park. The investigators find the apartment door damaged and unlocked when they arrive: someone has clearly broken in. A successful Listen roll before entering allows investigators to hear faint voices within the apartment, whispering to each other. If the investigators have not heard the intruders before entering, the burglars hear them coming and hide.

Inside, a trio of Sebek cultists search for clues to the whereabouts of Thoth's Dagger. The cultists have no fear of death, for Sebek is eternal life. Faithful to the end, if things look hopeless they jump from windows to their death. Seeing such a horrific act of devotion is chilling and costs 0/1 Sanity. If a loud commotion is made or guns are used in the skirmish, the police are called by neighbors. The investigators hear the approaching sirens and have just minutes to search the apartment and flee, or risk arrest.

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Terror Papers #3

Butler's apartment is in a state of disarray: dirty clothes are piled on the floor, the kitchen is full of food-encrusted plates, and books are scattered everywhere with papers sticking out of them to mark pages. Most disturbing are the walls which are all covered in writing—some in English and the rest in Egyptian Hieroglyphics. If no one can read Egyptian Hieroglyphics, they can be carefully copied or photographed for later translation (at the Keeper's discretion, successful



## SCRIPTURES OF SEBEK

Handwritten in English and numbering 89 pages, this is a work in progress. Penned into a leather-bound journal, this manuscript is meant to be properly printed when finished and used as a holy tome for the new members of the sect of Sebek. It discusses the crocodile god in detail, saying that he is a god of death and life and that "Those who worship him shall fear no death, for Great Sebek can eat death and grant everlasting life to those who please him." The book also talks about how to command the children of Sebek, how to make treaties with "the others who eat death," and how to beseech

mighty Sebek for aid.

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Sanity loss 1D3/1D6; Cthulhu Mythos +5%; average 3 weeks to study and comprehend. Other benefits and effects: Anyone studying this book is rewarded with a skill check in Occult. Spells: Command Crocodile (this spell is a version of the Command Animal Spell found in the *Call of Cthulhu* rule book), Contact Ghoul, Contact Sebek.

#### PIEW SPELL: CONTRCT SEBEK

This spell requires 5 magic points and 1D6 Sanity Points. If the caster is "known to Sebek" (i.e., has contacted the deity previously), success is automatic. The chance to cast the spell the first time equals half the caster's POW, multiplied by 5. Successful contact results in the caster entering a deep catatonic state that resembles death. Sebek uses visions to impart his will to the contactor. When the spell is over, the caster awakens.

Art, Photography, or other skill rolls might be made). Key phrases for both languages are on page 30.

The books scattered about the apartment all pertain to ancient Egypt. A successful Spot Hidden roll while looking through the books uncovers one piece of paper used as a bookmark with a handwritten note on it (see *Terror Papers* #5). An investigator who reads this note, which includes a

GHREE SEBEK CULTISTS					
	Cultists f the Nil		nippers of the	•	
	#1 14 11 12 13 13 9 12 10 12 +1D4 ns: #1 Baseb nife 30%, da		#3 13 13 16 10 11 15 9 8 14 +1D4 5, damage 1D8 + db	•	
	atchet 35%, #1 Wrack.	damage 1D	06+1 + db —		

translated passage from *De Vermiis Mysteriis* and a brief response by Butler, gains 1 percentile of Cthulhu Mythos and loses 1 Sanity point.

If the bodies of the dead cultists are searched, the investigators find an officiallooking piece of paper. It is a receipt from the American Museum of Natural History showing that Professor Butler has taken custody of the "Egyptian bird-head knife" (see *Terror Papers #*6).

## GOING TO THE MUSEUM

Museum Curator Wilbur

Stephens is hesitant to talk about Professor Butler and the missing dagger with strangers, saying only, "The police have already looked into the matter. This is museum business, and therefore none of your business. Good day!"

Speaking with researchers and scientific staff of the museum about Professor Butler, the investigators learn the following (each clue requires a successful Persuade or Fast Talk roll. Failing that, perhaps bribes can be made). These clues are discovered in order.

- "I noticed Paul acting strange about a week before he disappeared. He had huge bags under his eyes, had stopped shaving, and smelt like he had stopped bathing. I tried talking to him but he just mumbled incoherently and quickly scurried away. I did notice that the dagger he was working on was sticking out of the waist of his pants. But he is a friend, so I didn't report him to the higher-ups. Now I wish I had."
- \* "When the police came looking for Butler, his office was a shambles. There were strange notes written on the blackboards, books scattered all over the place, some with their pages torn out. There was also half-eaten food in piles, covered in maggots. Oh, and some...uhm...human waste in a corner of the room. Worst of all, he had hand painted, in blood no less, strange symbols all over. Someone said they were magical symbols of protection. What a loon!"
- "Paul's office has been cleaned and boxed up for a while now. All the bizarre writing on the walls was erased. The door is locked and only Curator Stephens has the key."
- "I heard some of the security guards talking and they claim to have seen Professor Butler running around the museum late at night. They said he was filthy and babbling, usually carrying a book or two. When they called out to him, he just ran away, and when they gave chase, he vanished. Now the story could be bunk, but you might want to talk to the guards."

The Terror From the Museum

Frank,

I now fear so many things. I fear that I may be losing my mind, or if not, that some great evil is afart. Evil we brought back with us from Egypt. My dreams have become most unwholesome. While still cloudy, I awake every night screaming with great pains shorting through my lody. Also, I have noticed people following me. In the streets, in the museum the other day, I've even seen them article of my apartment window, laking up at me at all hours of the day or night.

I now believe that the night watchman at the museum was killed. I don't know how but I am certain of it. I believe he was the first to fall to the nameless evil I now feel all about me. I am hesitant to use a word like "curse" but what other word can accurately describe what has befallen us?

Now I hear that Paul Butter has gone missing. He was trying to identify that strange lind-head dagger for the museum. He hasn't been seen in days and his office was found in quite a state. That par soul, did he suffer for our sins? We never should have braight that mummy here. Yes that's farlish I know, but god help me, I am certain of it.

I must see you at once. Have you also felt the evil working against us, or am I truly insame? I am terrified to leave my apartment lecause the watchers are always out there. Please, come see me at once. If ever I needed your help, it is now.

yours, Conald

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#### 4µ ∉µqfish

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"Thoth is the key. Wisdom, knowledge, but what a price!"

"It Kills Everything!"

"What is it doing to me? Why can't I sleep?"

"Far older than the tomb and the mummy it was found in by a millennium or more."

"The museum, it must have the information I need." "All I see is Egypt, every night, everywhere the sands."

"It keeps speaking at night, it won't shut up!"

#### 

"Sebek bringer of life Thoth is wisdom Thoth knows secret of no life."

"Mighty Thoth this servant unworthy beseeching do not take my soul."

"Thoth is a mask true power hides behind the mask."

From De Vermiis alysteriis, page 212 paragraph 4, from the Latin. . so was created a dagger in the in Thath with silver blade and ibir head. This dagger was used to sacrifice souls and send them through the gate to darhuess beyond where no escape was possible. Here Thath would make use of the rouls, but such was not the way of wirdow. This is conjunction with the cult of Thath's ties to the Black Pharach Nephren-Ka has led rown survive that Thath could be a very face to a much older deity. A deity of preat power and one closely tied to Death. This is further reinfarced when some refer to this dagger as the granter of death to all'. Death to all? Glder identity of Thath, is that possible? No connection to Sabah and nothing about my night mares .

Terror Papers #5

The security guards cooperate if Persuade rolls can be made. They tell investigators that three different night watchmen have seen the missing Professor Butler on several occasions. He is always seen at night and has either been spotted in the main library, the cafeteria eating scraps out of waste bins, in the Egyptian display hall staring at the mummies, or rummaging in the basement. He never says anything, looks filthy and crazy, and runs off when spotted. He has always lost his pursers so where he is holing up in the museum has remained unknown.

#### BREAKING INTO THE MUSEUM

The museum staff does not allow the investigators to snoop around the museum's private offices or after hours, and anyone caught is immediately reported to the police. After-hours shadowy investigation is likely required to gain access to the museum and mummy, requiring assorted skill rolls to successfully break and enter and get into the locked display case.

- Successful Listen and Spot Hidden rolls are required to spot or hear the wandering night watchmen before they see or hear the investigators. Successful rolls must be made outside the museum, upon trying to enter, and then on every floor and in every museum gallery.
- Successful Sneak or Hide rolls are required of every investigator once inside the museum and again whenever detection by a guard is probable.
- Two successful Locksmith rolls are required to pick the locked doors and gain entrance to the museum. An additional successful Locksmith roll is required to open any door or display case in the museum.

#### THE MUMMY

The mummy brought back by Regan and Moore is currently on display in a locked glass case in the Hall of the Ancient Egyptians on the ground floor of the east wing of the museum. Several mummies are on display, but the one brought in by Regan and Moore is clearly credited to the two archaeologists.

The mummy is displayed in its sarcophagus with an ornate golden crocodile mask over its face. Everything looks normal at first, but studying the mummy for a while allows investigators to make Idea rolls. Success tells them that the mummy looks a little short for his sarcophagus. There is a good six inches between the top of his head and the inside edge of his stone coffin. Also, his shoulders rub right up against the sides of the sarcophagus. This sarcophagus does not look like it was made for the mummy inside it.

Getting permission to legally examine the mummy is next to impossible unless an investigator is a professor or archaeologist of world renown, and then a Persuade roll at half chance is still required for access. However they do it, everything looks fine until the investigators remove the crocodile mask. Upon doing so the withered visage of a mummy is revealed, but one with a vicious scar running along the left side of its face. Further investigations discover The Terror From the Museum

## THE AMERICAN AUSEUM OF TATURAL AISTORY

The American Museum of Natural History is located in New York City on Central Park West at 79th Street across the street from Central Park. With the first structure—a Victorian Gothic red brick building—constructed in 1877, it comprises 25 interconnected buildings that house 46 permanent exhibition halls. The American is the largest natural history museum in the world. The museum houses exhibition halls, teaching facilities, research laboratories, and a large natural history library. The museum has a scientific staff of over 200, with an additional support staff of almost 100.

Since 1871 the museum has sponsored many worldwide expeditions and has amassed a collection of thousands of artifacts and specimens. It houses the largest collections of dinosaur bones and prehistoric fossils to be found anywhere. The museum's exhibitions explore anthropology, archaeology, biology, geology, mineralogy, and paleontology.

The museum is open to the public every Monday through Saturday from 9:00 a.m.–5:00 p.m. It is closed on Sundays and Christmas Day. Admission is 50¢ for adults aged 16 and up. All others are free.



too-white teeth behind shriveled lips and signs of modern dental practices (three teeth with gold fillings) if the mouth is pried open.

If the investigators have a description or a photo of the missing night watchman Joe Sparks, a successful Idea roll tells them that they have discovered his body, although in a terrible black and shriveled condition (an investigator with the Shrivelling spell, or who has seen its effects, recognize that as the cause of death and disfigurement to Joe Sparks). The revelation that Sparks has replaced the original mummy costs them 0/1D6 Sanity.

### Professor Butler's Office

Paul Butler's office is easy enough to find with a little searching of the corri-

dors of the museum. Unless they have stolen the office key from Curator Stephens, a successful Locksmith roll is required to gain entrance to the office. Breaking the glass in the door or the door itself are options, but either are sure to arouse the attention of staff and guests by day or vigilant security guards by night.

The office has been immaculately cleaned and the heavy scent of ammonia hangs in the air. Four cardboard boxes sit on the desk containing books, papers, journals, and some of Butler's personal effects. The authorities have already searched through the missing professor's things, and only one clue was missed. Buried in one of the boxes is a handwritten note (see *Terror Papers #7*).

## FINDING PROFESSOR BUTLER

Investigators likely sneak into the museum one night to search for the missing professor (see "Breaking into the Museum"). Now insane, Professor Butler hides in the cluttered basement and storage rooms of the museum by day, sleeping in crates or closets, and roams the halls by night. The investigators may lie in wait for the elusive professor, or actively search him out.

IN RE Ibis Dagger IN RE THE AMERICAN MUSEUM OF NATURAL HISTORY THE AMERICAN MUSEUM OF NATURAL HISTORY 77th STREET AND CENTRAL PARK WEST 77TH STREET AND CENTRAL PARK WEST NEW YORK CITY NEW YORK CITY DEPARTMENT OF EGYPTIAN ARCH.EOLOGY PAUL BUTLER, PH.D., CURATOR LER, PH.D., CURAL May 15, 1925 \*\*\*LOAN MEMORADOUM Professor aloone, Accession No.: 880340561 Collecting Scientist: Regan/Moore Field Activity No.: <u>1924P-RM</u> Description: <u>Egyptian bird-head knife</u> I have been studying that bind-headed dagger you brought lack from Egypt. The handle is carved into the figure of an ibis Purpose: (XX) Research (XX) Identification - the sacred bind and symbol of Thath. It seems strange that ( ) Other: your notes say it was found plunged into the chest of a ununung Length of Loan: \_\_\_\_\_\_Staff/Indefinite in a touch with carrings and idals of crocodilas. Crocodilas round Loan is to: Anne: \_\_\_\_\_ Dr. Paul Butler Institution: \_\_\_\_\_\_A.M.N.H. (at home) Address: \_\_\_\_\_\_31 W. 71st St. like Sabah to me. What would a dagger connected to Thath be doing in a touch of someone devoted to Sebel? And why had City, State: New York, N.Y. Loan Approved by: the ununung been stabled with it? Chief Sugar Signiture Wilbur Stephens As I'm sure you know, That was one of the earliest deities in the Egyptian partheon and this dagger appears to have Supervising Curator Signature Paul Butles alay 15 1925 Borrower Signature been made nearly at the start of the founding of his templas. Loan Returned by: Sabah didn't start galting wide renown while much later. 7 Chief Curator Signature would guess that at least a thousand years reparate the Date Supervising Curator Signature creation of this dagger and the entombing of your mysterious Date Borrower Signature Date ununung. That is just incredible. Description of analyses, tests and all alterations made to the Now what I'd like to do week is (USE REVERSE ----)) 54 Terror Papers #7 *Terror Papers #6* 



#### The Terror From the Museum




Whether grabbed by the investigators while wandering the museum or found in his filthy basement lair, Butler always has Thoth's Dagger with him. When encountered, Butler first attempts to flee. Failing that, he fights with the dagger that has so consumed him. If they kill Butler, each investigator loses 0/1D6 Sanity. If they are able instead to subdue him, the insane and broken man babbles the following:

The dagger did this to me. Killed my mind, like it kills everything. Everything! That's why it was found in the mummy—it can even kill the dead. Sebek is eternal life, but the dagger is pure death and death beats life. Death beats life! It can kill gods, so what are mortal tools of gods compared to that? Oh but it hurts. The nightmares hurt so much. I just want them to stop. Please, make them stop!"

### SHOTS RING OUT

Within moments of finding Professor Butter, two gunshots sound. Two Sebek cultists, one with a double-barreled shotgun, stand over the body of a dead night watchman.

Minmose has come to the museum with a large group of cultists and the scions of Sebek. They could be here looking for Thoth's Dagger, like the investigators, or to retrieve the artifacts and idols that were found in Minmose's tomb. Perhaps they just followed the investigators, and Minmose has decided to deal with them once and for all. Whatever the reason, the telephone lines have been cut and the exits barricaded and locked, with lookouts watching to make sure no help comes and no one escapes.

At least three large groups are searching the museum. As-

suming that both Elgharably brothers are still alive they each lead one group, with Minmose leading the third and largest group of cultists. The scions of Sebek are divided between the groups. The Keeper should determine the exact size of each group of cultists, based on the number of investigators. It is suggested that the smaller groups have 1 to 2 cultists per investigator and Minmose's group as many as 3 to 4 cultists per investigator. Additional smaller groups of 2 or 3 cultists are wandering through the museum by themselves.

The investigators may either try to escape through the minimal cultist guards at the doors or end this nightmare now by killing Minmose with Thoth's Dagger.

## ENDING THE TERROR

When and where Minmose is put to rest for good depends on how events play out. Thoth's Dagger is the key, but, in order to keep Minmose down for good, the dagger must be plunged into his corpse and left there. If it is ever removed, he returns to seek vengeance upon the investigators.

Once Minmose is dealt with, his cult of Sebek slowly dissolves. The scions of Sebek immediately disappear. If one or both of the Elgharably brothers are still alive they try to keep the cult together and seek revenge on the investigators, but without Minmose's leadership, charisma, and undying powers, the cult falls into chaos and does not last long.

### The Terror From the Museum

## REWARDS

If the investigators keep Melinda Regan safe, they each gain 1D4 Sanity. Keeping Paul Butler alive awards 1D4 Sanity to each investigator. Defeating Minmose for good and dispersing the cult of Sebek in New York grants 1D8 Sanity to each investigator.

## **(HARACTERS**

#### Ahmed Elgharably

The elder of the brothers, Ahmed is the leader and planner, and the most devoted to their crocodile god. His role in the cult is as the right hand man to Minmose. He also oversees the daily needs of the cult since Minmose is often doing more important things. He is of average size and looks, and he is far lighter in complexion than most Egyptians, so he can pass as European with ease. He is intelligent and well spoken, so he can grab people's attention and hold it when he desires.

#### AHMED ELGHARABLY, Devoted Follower of Sebek, age 35

STR 11	CON 14	SIZ 13	INT 16	POW 16		
DEX 12	APP 10	EDU 14	SAN 0	HP 14		
Damage Bonus: none.						

Weapons:.38 Revolver 35%, damage 1D10

Spells: Command Crocodile, Contact Sebek, Rite of Rebirth, Shrivelling, Voice of Ra, Wrack.

Skills: Cthulhu Mythos 29%, Listen 60%, Persuade 53%, Occult 50%, Sneak 55%, Spot Hidden 51%.

Languages: Arabic 81%, English 56%.

#### Nageeb Elgharably

The younger, scrappier brother, Nageeb is always quiet and lets Ahmed do the talking. He is quick to take action and always ready for a fight. His role in the cult is high assassin, and his preferred weapon is a knife. Nageeb is slightly above average in size but is in great physical shape. He usually removes his shirt before a fight, displaying a crisscrossed series of new, grisly-looking scars on his chest and abdomen. The scarring is from Minmose's use of the spell Apportion Ka to remove Nageeb's internal organs to make him a more formidable fighter.

#### NAGEEB ELGHARABLY, Devoted Killer for Sebek, age 29

STR 15	CON 16	SIZ 13	INT 12	POW 13				
DEX 14	APP 11	EDU 12	SAN 0	HP 15				
Damage <b>B</b>	Damage Bonus: +1D4.							
Weapons: .45 Revolver 45%, damage 1D10+2								

weapons: .45 Revolver 45%, damage 1D10+

Knife 60%, damage 1D6 + db Fist/Punch 70%, damage 1D3 + db

Armor: with his organs removed, Nageeb cannot be impaled and

takes half damage (round down) from impaling weapons. **Spells:** Contact Sebek, Wrack.

Skills: Cthulhu Mythos 17%, Dodge 59%, Hide 68%, Listen 58%, Sneak 68%, Spot Hidden 60%.

Languages: Arabic 70%, English 40%.

#### Melinda Regan

Melinda has been the victim of Minmose's nightmares for days and has noticed his followers watching her every move. This has turned the normally bright and cheerful young woman into a paranoid wreck willing to attack anyone she perceives as a threat. She has short, curly brown hair and big brown eyes made larger still by the thick glasses she wears. She's small and slight but surprisingly quick.

#### Melinda Regan, Terrified Woman, age 26

STR 9	CON 14	SIZ 8	INT 15	POW 10
DEX 16	APP 11	EDU 17	SAN 21	HP 11
Damage <b>F</b>	Bonus: none.			

Weapons: Butcher Knife 25%, damage 1D6

Skills: Archaeology 69%, Hide 68%, Library Use 59%, Persuade 51%, Psychology 46%.

Languages: Arabic 53%, French 41%.

#### **Professor Paul Butler**

Paul is a rotund man with bright blue eyes. They once shone with intelligence and mirth; now, only the glint of madness can be seen in them. An authority on Egyptian history, culture, and artifacts, he was the natural choice to study the unknown dagger. Unfortunately, Thoth's Dagger drove him completely and irreversibly insane. Now, his only desire is to figure out what evil has befallen him.

#### Professor Paul Butler, Insane Egyptologist, age 43

STR 12	CON 9	SIZ 14	INT 16	POW 13		
DEX 10	APP 12	EDU 18	SAN 0	HP 12		
Damage Bonus: +1D4.						

Weapons: Thoth's Dagger 35%, damage 1D6 + db

Skills: Anthropology 58% Archaeology 72%, History 64%, Library Use 55%, Persuade 51%, Psychology 45%.

Languages: Arabic 61%, Coptic 47%, Egyptian Hieroglyphics 56%.

#### SEBEK CULTISTS, repeat as needed

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	10	13	11	17	10	9	14	13	11	15
CON	10	9	11	12	11	12	9	13	12	13
SIZ	10	12	13	16	11	14	15	9	10	11
INT	11	10	7	9	12	8	11	10	8	13
POW	12	11	8	11	10	17	13	14	9	15
DEX	9	14	10	11	12	13	12	15	11	9
APP	13	8	11	10	15	9	12	11	9	10
EDU	9	13	6	9	10	11	7	8	12	10
HP	9	9	11	11	11	11	10	10	10	12
DB	+0	+1D4	+0	+1D6	+0	+0	+1D4	+0	+0	+1D4

Weapons: Knife/Hammer/Nightstick 35%, damage 1D6 + db Hatchet/Sickle/Meat Cleaver 35%, damage 1D6 +1 + db

Baseball Bat/Crowbar 35%, damage 1D8 + db

.38 Revolver 35%, damage 1D10

.45 Revolver 25%, damage 1D10+2

12-Gauge Double-Barreled Shotgun 35%, damage 4D6/2D6/1D6

#### Sebek, Great Old One

The long white robe concealed a body whose contours were elusively problematical. Taloned hands hung from swirling

sleeves, and the jeweled fingers clasped a rod of gold, set with the seal of the Eye of Horus. The top of the robe terminated in a cape-collar of black; it stood, a stiffly hooded background for a head of horror. The head was awful. A slanted, saurian skull, all green and scaly on top; hairless, slimy, slick and nauseous.

Great bony ridges socketed the embered eyes, staring from behind a sickening sweep of long, reptilian snout. A rugose muzzle, with great champing jaws half opened to reveal a lolling pinkish tongue and scummy teeth of stiletto-like sharpness. —Robert Bloch, "The Secret of Sebek."

Once a god of Inner Egypt, Sebek is mostly unknown today. Sebek is discussed in detail in Ludvig Prinn's *De Vermiis Mysteriis*.

**CULT:** the sect of Sebek worshiped their crocodile god as the source of life and immortality. Priests of Sebek believed that their god would guard them in their graves until a certain time when it would resurrect them and give them the gift of immortality. Sebek put curses upon the tombs of its priests to suffer against anyone who descerated them. He is also known in the Dreamlands.

Only four mummies of Sebek's priests have ever been found, and all of those responsible for the discoveries died violent deaths. One man fell into the crocodile exhibit at the London Zoo, and another was found with his throat torn out. The priests of Sebek wear elaborate crocodile masks in emulation of their god. The jaws of these masks are mechani-

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cal and can exert a vicious bite inflicting 1D8 hit points of damage. These masks are also equipped with breathing apparatus for swimming under water.

**OTHER CHARACTERISTICS:** the Great Old One has the ability to command all crocodiles, anywhere in the world. Sebek also has the power of resurrection. The Great Old One may fully restore a human to life and vitality by expending 1D10 magic points. Bodies dead not more than 100 years are restored to life instantly. Corpses over 100 years old take one minute per 100 years to awaken. For example, remains 2000 years old would arise fully revitalized in 20 minutes. Those brought back from the dead suffer the immediate loss of 1D20 Sanity points. Sebek does not require corpses be complete to resurrect—those parts missing regenerate. The reverse of the Resurrection spell has no effect on individuals resurrected by Sebek. Resurrected individuals look and act completely normal without any of the tell-tale signs of the Resurrection spell.

#### SEBEK, The Crocodile God

STR 75	CON 65	SIZ 19	INT 27	POW 27
DEX 25	Move 12/1	7 swimming	5	HP 42
Damage B	onus: +5D6			
Weapons:	Claw 85%, d	amage 1D4	+ db	

Bite 75%, damage 1D10 + db

**Armor:** 9-point thick hide. Sebek may also heal itself or its priests by expending one magic point per point healed.

Spells: any, as desired by the Keeper.

Sanity Loss:0/1D8 Sanity points to see Sebek.

## 

This mysterious knife first appeared in the Call of Cthulhu scenario "Thoth's Dagger" by William Hamblin. It was also part of the "Arcane Antiquities" chapter in Chaosium's *The Keeper's Companion*,Vol. 1. For the sake of brevity, only information pertaining to this scenario has been collected here.

This knife was made in an unknown year by an unknown hand in ancient Egypt. The handle is five inches long, made of brass, and formed into the head of an ibis. Those familiar with Egyptian myths recall that the ibis was a bird sacred to Thoth, the god of knowledge. The dagger's thin blade is made of pure silver and measures seven inches in length. There are also several Egyptian hieroglyphics etched into both sides of the blade. Translated, the sounds "ny," "har," "lut," and "hotep" are produced.

This dagger is a powerful magical weapon. It does 1D6+db points of damage in combat and can even hurt things that are immune to all physical attacks. Legend says that the blade can kill anything, even the god who is its namesake. This is largely true, with a few exceptions. It also has the power to keep the dead from rising or resurrecting if its blade is plunged into a corpse and left there. This will stop the eternally resurrecting Minmose.

There is a hefty price to pay for wielding the dagger. Almost immediately, unwholesome dreams of ancient Egypt assail the dagger's owner. Every night the dreams come, and every night they get more real and horrible. The dagger's owner loses 0/1D6 Sanity on night 22, after a truly horrible nightmare that the victim can't remember. On night 28 of the curse, the victim has a nightmare of an ibis-headed man (that's all he or she remembers) and loses another 0/1D4 Sanity. On night 31 they have a dream about being sacrificed with the very dagger they now own and lose 1D3/1D10 Sanity for the awful experience. The victim loses 1D3/1D10 Sanity over the next two nights and goes permanently insane on night 34. This is the sad fate of Professor Butler.

If the investigators have never played the "Thoth's Dagger" adventure, introducing the dagger here is an alternative way to begin that scenario. If the investigators have already run through and survived that scenario in the past, then they still find the already familiar dagger here. Perhaps there was more than one dagger?

# THE FISHERS OF MEN Charles Michael Hurst

## NTRODUCTION

arlem in the 1920s was a vibrant mix of black heritages. Immigrants came from the South, the West Indies, and from Africa to be a part of a massive urban phenomenon in one of the world's greatest cities. This amalgamation of cultures lead to incredible new sounds and thoughts from a generation of artists and musicians, which attracted white bohemians to the neighborhood's jazz clubs, restaurants, and speakeasies. The area buzzed with an air of radicalism that was both exciting and dangerous.

With the mixture of cultures came a mixture of religions: religious beliefs from other countries and those native to America blended together to form something new. Treating illness through folk magic was common in many African religions, and this was woven into the worship of the churches in Harlem. Tinctures, potions, and teas were available through "Spiritualist" shops, and selling ingredients, herbs, and supplies was good business. It was not uncommon to see advertisements for cure-alls in New York City newspapers. The practice of folk medicine, however, did not sit well with the medical establishment in New York City.

Doctors in New York took an open stance against folk medicine in Harlem, lobbying the police and politicians to take a stand against it. They believed it was a threat to public health. They pointed to the bizarre folk practices of the self-proclaimed doctors and professors in Harlem who dispensed germ-ridden tonics made of goat blood and rotten herbs, which caused more disease than cure. Such unlicensed medical practice was criminalized, and pressure was placed on the churches to halt administration of folk medicine, in an attempt to eradicate the practice. Like many eradication efforts in the 1920s, however, the pressure simply pushed it underground. The practice of folk medicine in Harlem was publically denounced but privately accepted, and the people in Harlem maintained a thin veil over the use of tonics, teas, and curios.

A rift has been revealed in the discovery of a hidden laboratory beneath the home of a prominent religious leader, Dr. Harold Bejoujou. Dr. Bejoujou is reported to have committed suicide in his basement. During the investigation, police discovered what appeared to be an active folk-medicine practice. A case of a tincture labeled "Dr. Harry's Enlightenment" was found in the basement with his body, exciting the curiosity of the people of Harlem about whether the tonic will return to the street.

The police plan to launch a new investigation into the practice of folk medicine in Harlem,

but their search is stalled by a lack of cooperation from the locals who feel empowered by Dr. Bejoujou's sermons and betrayed by the white culture that has suppressed the freedom of their religion. The political interest in the topic of folk medicine has also moved on, so the police department and government are less inclined to put pressure where necessary. The only people likely to discover anything about what happened are those with connections to the community of Harlem.

What may catch the attention of investigators is that the tonic found with Dr. Bejoujou—Dr. Harry's Enlightenment—was one of the most popular tonics on the market and had reportedly profound effects on health and recovery. They may also recall that the Church of Enlightenment was often seen in competition with the Church of Repose, lead by Reverend Benjamin Kay. Dr. Bejoujou and Reverend Kay had heated arguments in the street, and congregation followers engaged in skirmishes. This rivalry and Bejoujou's alleged suicide may suggest foul play.

## **KEEPER'S INFORMATION**

Harlem in the 1920s was a hotbed of religious activity. Because of the rapid influx of blacks from around the world, churches borrowed doctrine and practices from Islam, Hoodoo, Eastern mysticism, and other practices to appeal to a larger population and draw in bigger and more profitable congregations.

Mr. Young, an African occultist, is a behind-the-scenes consultant to religious leaders. He gives them advice on how to weave different religious beliefs into their own. Unbeknownst to his clients, he has infused true magicks into church doctrines. His intention is to use the greed and competition of the church leaders to eventually step from the shadows and take control of his own flock.

Mr. Young's first move is the staged suicide of Dr. Bejoujou. Bejoujou grew rich selling a tincture that would cure any disease, and hundreds of residents in Harlem swear that it actually works. It does; Mr. Young gave Bejoujou the potion recipe from the pages of an ancient tome he possesses. Because of this, Bejoujou's wealth and fame grew rapidly and this helped make his church one of the most popular in Harlem.

Bejoujou preached a doctrine of empowerment, encouraging the black population to act independently, take control of their destinies, and use their faith and religious practices to grow. In his sermons, he heavily insinuated that the practice of the ancient beliefs would help give everyone spiritual abilities that would lift them from bondage and set them free. The suppression of their folk beliefs, he said, was a suppression of the people. His positive message, along with his proven ability to heal, made Bejoujou a much loved and much envied leader.

Foul play is indeed afoot. The sinister character known only as Mr. Young has been playing Dr. Bejoujou and Reverend Kay against one another in an effort to further his own plans of reviving a Great Old One. Mr. Young sees the mixture of religious practices in Harlem as an opportunity to infuse his own dark magic into the society and gather a flock for Groth-golka, whom he calls the Fisher of Souls.

Mr. Young is an ageless occultist with origins in Zimbabwe. He has traveled and collected magical knowledge throughout Africa and the Middle East. He provided Dr. Bejoujou with a recipe for a potion that truly does heal imbibers of all their physical ailments. The undisputed effectiveness of this potion helped Bejoujou become extremely wealthy, powerful, and influential in Harlem, at least until the white doctors in New York came to put down black religion.

Mr. Young also allied himself with Reverend Kay, showing Kay ways of weaving African folklore and West Indian beliefs together in order to attract a variety of different religious practitioners into his church. By demonstrating a commonality in religious belief, Reverend Kay has become a popular orator and is considered by many to be a great religious academic. His message, however, is tainted with themes of submission and subjugation—quite the opposite of Dr. Bejoujou's message of empowerment.

A third connection was established by Mr. Young as well. He befriended the popular stage magician Black Herman, a magician considered by many to be the equal of Harry Houdini for his astounding magical feats. Mr. Young has helped Black Herman as well, teaching him a few tricks learned over his many years. Herman has a true talent, and Mr. Young has earned his trust to the point that he has been asked to ghostwrite the popular magician's autobiography.

The death of Harold Bejoujou is just the first part of Mr. Young's plan. He hopes to reignite the community's interest in folk medicine and bring attention to Black Herman, a key figure in his plan. Young also pushes Reverend Kay to make a move to expand his congregation and envelop the Church of Enlightenment, drawing the largest possible crowd for his masterstroke.

Mr. Young drove Dr. Bejoujou to create more of his potion and distribute it through the community. Bejoujou was scared, however. The police warned him against creating the potion, and he was exhausted and plagued by terrible nightmares following each ritualistic creation. He was increasingly hesitant to distribute the elixir, which angered Mr. Young. With the constellations almost ready for the revival of Grothgolka, Young must get as many people as possible to drink his potion. To raise awareness and cause a disturbance in the large spiritualist congregations, Mr. Young took action.

On the evening of September 5th, Mr. Young entered the basement of the Church of Enlightenment where Bejoujou was creating Dr. Harry's Enlightenment. Bejoujou was in the middle of the ritual and had conjured a fisher from outside as part of the procedure. Mr. Young forced a handful of the fisher's feces into Bejoujou's mouth; this overdose of a key ingredient threw Dr. Bejoujou into the toothy beak of Grothgolka for eternity. Bejoujou collapsed to the floor, foaming at the mouth and hallucinating. Mr. Young reclaimed the stone idol of Groth-golka used to conjure the fisher, along with a page containing the final steps for conjuration. He then kicked over the candles and set fire to the basement. Dr. Bejoujou's true cause of death was smoke inhalation.



Because of the increased interest and attention, Black Herman has attracted his largest audience yet and at his show he will unveil a new trick that he learned from Mr. Young. The trick will go horribly wrong, and to his horror, Black Herman will summon a fisher from outside. The stage will be set for Mr. Young's next machination. Reverend Kay, a weak man who preaches fear and damnation, is in on the trick. According to Mr. Young's plan, Kay steps forward at the show and appears to subdue the awful creature. The audience is wowed. Reverend Kay will address the crowd with a speech to convince everyone that they must be protected from the horrors of the supernatural world and that they will find shelter and guardianship in his church. They have reason to be afraid, he will explain, and only he can save them.

Reverend Kay is set to receive the wayward flock of Dr. Bejoujou, Black Herman's audiences, and many other new converts because of his impressive display. Mr. Young's plan will work, and Reverend Kay will be grateful. What he does not know is that Mr. Young, preying on his weaknesses, is setting him up. Immediately after Black Herman's show, Mr. Young will use Reverend Kay to call forth the Great Old One Groth-golka in front of nearly 2,000 people.

The enslavement of 2,000 Harlem residents to the servitude of Groth-golka is not the end of Mr. Young's plan. These 2,000 people will become minions that will ransack and terrorize all of Harlem and eventually all of New York, showing millions of people that they must bow down in fear of the Great Old One and that only Mr. Young can ensure that it will not destroy them all. This servitude and dominance will help Mr. Young gain immortality and transform him into the deity he has sought to become.

There are a few historical facts and figures woven into this scenario. Culture clashes between the medical industry and Harlem folk-medicine practitioners are well documented. White bohemians were also increasingly interested and involved in Harlem churches, attracted to folk medicine as well as the rich music scene. Black Herman was an actual magician in Harlem who was very popular with mixed audiences. Finally, Mr. Young was Black Herman's ghostwriter. His actual identity is undocumented and shrouded in mystery. There are insinuations that he wrote things in Herman's autobiography that Herman did not know about—"dark secrets" that came from unknown sources. The figure of Mr. Young appears several other times throughout our American history; he is associated with several strange books and manuscripts related to the occult.

## INVESTIGATORS' INFORMATION

Involving investigators in the death of Dr. Bejoujou may be handled in a number of ways. They may be friends of the Bejoujou family, have been healed by Dr. Harry's Enlightenment, or have a vested interest in the magico-religious community. It



Fishers Papers #1

should not take more than a slight connection or interest and the investigator's view of the article penned by Patricia Roylcott in the *New York Amsterdam News* (see *Fishers Papers* #1).

Keepers may handle the difficult issue of race as they see fit. Mixed-race audiences were becoming more common in Harlem, and whites were seen more often in the neighborhood as interest in black culture grew. Although there was an obvious racial imbalance and deep mistrust, the money brought by whites into Harlem clubs could not be ignored and so they were graciously welcomed—at least on the surface. Beyond businesses in the residential areas, racial tension was still a serious issue, and white investigators may face hostile locals in certain neighborhoods. Groups of white investigators may have contacts and friends in Harlem to make things easier on their moving about and research, or the Keeper may make them really have to work for it.

### PATRICIA ROYLCOTT

Patricia Roylcott is a middle-aged woman with silvering brown hair. She is also a shallow and simple-minded reporter assigned to covering the Bronx and Harlem for the *New York Amsterdam Times*. The assignment is recent, the paper's previous reporter having been struck by a car. Patricia is much more interested in the furs and diamonds crowd. She knows little about the culture of Harlem. She states that there is an attraction to the music in Harlem only in its cacophony. She confirms that she saw police and a health official move a large caged bird out of Bejoujou's basement. From her view, the bird looked dead. She saw them also carrying crates

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dark bottles of and liquids out of the basementnothing else. She can tell investigators that Bejoujou lived at 125 West 130th Street (beand tween Lenox Seventh Avenues). His widow's name is Beulah.

## HARLEM

111: 1101790 11017871971

If it has been set up that the investigators were already friends or acquaintances of Dr. Bejoujou, they are invited by his widow to the wake. A penned note addressed to the investigators can be found on this page as *Fishers Paper #2*.

In 1903, the first building given over to black tenants stood on West 134th Street, and this became a hub of immigration from the American South and West Indies. In 1920, Harlem stretched from 130th Street to 144th Street and from Fifth Avenue to Eighth Avenue. The area encompassed approximately forty-eight blocks and was home to over 73,000 people. By 1925, Harlem reached south to 128th Street and east to Park Avenue and was home to over 200,000 people. About a fifth hailed from the West Indies.

Many cabbies refuse to go into Harlem, particularly the neighborhoods outside the business district, so walking or the subway is the investigators' likely means of travel. Exiting the 135th Street subway station takes investigators into the heart of Harlem and a sea of almost entirely black faces. To the east, the blocks leading to Fifth Avenue are some of the heaviest populated in the area. Heading west of Lenox toward Seventh Avenue, investigators approach what author Wallace Thurman referred to as "Black Broadway"—a thoroughfare of activity along which are lined clubs, dance halls, theaters, and shops. Of note, most of the store fronts here are operated by white proprietors. Black-owned businesses, mostly beauty shops, were often run out of apartments.

## The Church of Enlightenment 125-127 W. 130TH STREET New York City DR. HAROLD BEJOUJOU Orar Friends, I know that you word close to my husband and hope that you will join us at 3 pm in the affernoon of September 7 th to celebrate his life. I also have some concerns regarding the nature of his death that I must discuss with you. I believe you may be able to help reconcile some bothersome thoughts I have about his defarture and the state of our great church. Refreshments will be served. Please dress formally Sincerely, Barlah Bijoujou

Fishers Papers #2

## THE BEJOUJOU HOME and the Church of Enlightenment

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The Bejoujou home is in the same building as the Church of Enlightenment at 125-127 West 130th Street. Originally there were two brownstones here, but over the years Bejoujou renovated the two buildings to create an auditorium on the first two floors, community meeting rooms on the third, and his own private residence on the entire fourth floor. Stairways on either side of the building connect all floors and the basement, and an elevator in the back of the building moves between the basement and the top floor. The basement was divided, one half used for storage and the other half kept locked and supposedly abandoned. It was not until a neighbor's report of heavy smoke pouring from the basement windows that it was discovered that the locked half was not abandoned.

There is a large crowd gathered in the street in front of the Bejoujou residence. Piles of flowers and rows of burning white candles rest outside the building. The air smells like figs, rain, and cut grass. People move freely in and out of the two front doors, taking time to pray inside the auditorium. On the stage inside, the dusty brown curtains are closed and a charcoal sketch of Dr. Bejoujou is set to one side, flanked by wreaths of white roses. Men in suits

stand beside overflowing collection plates beside each door.

The mood is somber and quiet. Any participant explains that the family has given a wonderful gift to the community and that Mrs. Beulah Bejoujou gave a heartfelt memorial speech to the congregation. Discussion with people in the church and neighborhood gleans the following information:

- Dr. Bejoujou was a good man of simple tastes and dedicated to the community. His message was one of empowerment through learning and knowledge.
- Dr. Bejoujou held regular Bible study programs at the Church of Enlightenment, including literacy programs affiliated with the Harlem Branch Public Library.
- People are scared that the church will be closed because of the allegation that Bejoujou was practicing folk medicine.
- Dr. Bejoujou was a preacher in New Orleans before moving to Harlem in 1898. He purchased one of the buildings here in 1922 and the other was donated to him by Amelia Brown, a dying woman who miraculously recovered from consumption after drinking Dr. Harry's Enlightenment. Renovations were quick, and the church has been in good operation.
- Most people swear by the famous cure-all Dr. Harry's Enlightenment as something that they or their family had taken and that they had been affected by, before the police made it illegal.
- Recently a new batch of Dr. Harry's Enlightenment hit the black market, much to everyone's surprise and relief. It had been difficult to find for over a year.
- Bejoujou may have killed himself because of depression. In the last few weeks he seemed tired and withdrawn. His sermons were more somber and less lively.
- Members of Reverend Kay's Church of Repose have been by here several times, passing out flyers and invitations to their church meetings and telling people that the Church of Enlightenment is going to close.

### THE BEJOUJOU PRIVATE Residence

Access to the residential top floor requires investigators to present their written invitation from Beulah Bejoujou to a security guard at either the stairs or first floor entrance to the elevator (all other elevator stops are locked). Investigators without an invitation must make a successful Fast Talk, Persuade, or Credit Rating roll to be allowed upstairs. Failure results in a polite request that the family's privacy be respected. Pushy investigators are forcibly removed (two large men firmly grab and escort out unwanted guests).

On the street side of the fourth floor, the Bejoujou family has a large, sunny living room filled with chairs, couches, lamps, bookshelves, and paintings. A Victrola plays scratchy hymns and everyone is dressed in black funerary clothes. Children quietly walk the room with trays of finger foods and drinks. There are about twenty-five guests of various races and cultural backgrounds, all dressed very well. They are deeply sorry for the loss of a great and powerful spiritual leader.

Off to one side of the entryway a room has been rearranged to present the body of Harold Bejoujou in his casket. The room is filled with flowers, and chairs have been arranged for mourners. Harold Bejoujou has been made up and heavily scented with colognes. His skin is not burned. A successful Idea roll allows the investigators to notice that even with the thick makeup, Bejoujou's eyes are sunken and baggy as though he had not slept in days.

If Dr. Bejoujou's body is closely examined, an odd stain or smudge is noticed around his mouth, even through the thick makeup. To open Bejoujou's mouth and examine inside it, an investigator must make a successful Sneak roll at half chance to avoid being seen tampering with the body. If caught, any investigators involved are unceremoniously thrown out and told to stay away (use statistics from Black Herman's "Eight Tuxedoed Guards / Pallbearers" if needed, see "A Night of Ceremonies"). Any further contact with or assistance from the Bejoujou family is now unlikely unless amends can somehow be made.

Inside Bejoujou's mouth are the remnants of the fisher excrement put there by Mr. Young and which ultimately caused his death. Taking a small sample is not difficult once it is found. The material cannot be studied here without drawing unwanted attention. Examining the substance elsewhere, however, only deepens the mystery. A successful Biology, Chemistry, Medicine, or Natural History roll identifies the material as organic in nature, although unknown. A second successful roll at half chance suggests that it may be some bodily substance or waste, although again of unknown origin. No skill roll can identify this mystery substance unless an investigator tries to use a Cthulhu Mythos roll, in which case he or she realizes that the material is the waste from some unnatural, unearthly creature!

Investigators easily notice an avian theme in the Bejoujou home: statues of dark storks and paintings of seabirds adorn the room. If asked, there is a 40% chance that anyone in the room notes Harold's fascination with seabirds. In the last three years particularly, he grew less involved in the church and began taking frequent bird-watching tours through the Bronx and Long Island. If asked about the cormorant that was found downstairs, people chalk it up to Dr. Bejoujou's seabird fascination.

A variety of religious texts and rows of books regarding African tribes and religions crowd the bookshelves. Close inspection or a Spot Hidden roll reveals a copy of *The Sixth and Seventh Books of Moses* and a signed copy of *Secrets of Magic-Mystery & Legerdemain* by Black Herman. The signature reads, "To my friend Harold. May you always bear the key to freedom within your heart so that as you share your heart, you share freedom. Benjamin Rucker." A flyer is folded and inserted into the book advertising the live burial of Black Herman on September 5th, and his upcoming show on September 8th.

#### The Widow

Beulah Bejoujou is a large, normally gregarious woman. A black veil hangs over her eyes and she is surrounded by people delivering their condolences. Her eyes are swollen and red from crying and she is obviously exhausted, yet she politely takes the time to speak with each mourner. Her nineteen-year-old son Moses—a polite and determined-looking



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young man—checks on her regularly.

Mrs. Bejoujou approaches the investigators, thanking them for coming. Cordial and respectful conversation keeps anyone from realizing the investigators don't belong if they snuck or fast talked their way in (if discovered as uninvited guests they are unceremoniously thrown out—see above). If they have come under false pretenses, a successful Persuade or Psychology roll elicits an invitation from the widow to the dining room for a private discussion (if they were invited she automatically invites the investigators). She explains the following points:

- Dr. Bejoujou felt strongly that suicide was against the will of God and would never have killed himself. Mrs. Bejoujou suspects foul play.
- There was a strong rivalry between Dr. Bejoujou and Reverend Kay of the Church of Repose. Their differences were philosophical. Kay is likely going to try to steal members of Bejoujou's church now that he is gone. A permanent replacement for Dr. Bejoujou has not been chosen—their son Moses is stepping in for the time being.
- Mrs. Bejoujou is terrified that the church will be closed because of the allegations that her husband had been involved in witchcraft. There is a general fear in the church community that this will lead to a witch hunt of the magico-religious workers.
- Dr. Bejoujou did create the tincture known as Dr. Harry's Enlightenment. No one knows where he found the recipe, but he had mentioned to buyers that it had roots within an ancient South African civilization.
- Beulah says that the tincture worked and helped many people in the community. Her belief is that it may have been slightly medicinal but that it was faith that actually helped the recipients heal.
- Bejoujou started producing the potion in 1922. It sold rapidly and the money helped fund the development of the church until the white establishment pressured him, and others, to stop their practice.
- To her knowledge, Harold stopped creating the tincture over a year ago due to increased pressure from the police to cease its production. She has no know-ledge of how it was made; Harold kept its recipe a closely guarded secret. She is not sure where he learned to make it.
- Her husband suffered terrible nightmares and insomnia during the weeks leading up to his death. Harold grew tired and weary, clumsy and sometimes rambling. He did not talk with her about his nightmares, but he woke screaming often.
- Dr. Bejoujou had become close friends with the magician Black Herman in the last few months. The two shared a common belief that the African people had a deeper spiritual capability than white people, as evident in *The Sixth and Seventh Books of Moses*. Black Herman may know more about what happened to her husband, but he is "in repose."

The police have asked Mrs. Bejoujou not to allow anyone entrance to the basement until they have completed their investigation, and she enforces this request. She is scared of the police, specifically the investigating officer Sgt. Allen Durgin, who intimidated her with thinly veiled threats. She is cautious and does not disobey the police for fear of endangering her family's wellbeing.

#### The Rest of the Residential Floor

If investigators wish to search any of the other rooms without notice they need to make two successful Sneak rolls for each room. The first success allows them access and time to search the room and the second allows them to leave the room without notice. If Mrs. Bejoujou is asked, she gives investigators permission to look respectfully through her husband's things.

**Master Bedroom:** An investigator making a Spot Hidden roll finds three 8 oz. bottles of Dr. Harry's Enlightenment in the nightstand. one of which is only half full. There is also a set of keys, which includes keys to the basement elevator and doors.

**Study:** With a Spot Hidden roll, an investigator finds a letter in the middle drawer of the desk. It is to Bejoujou from Reverend Benjamin Kay, recommending that he cease producing the "evil venom that prevents God's will from being done," and warning him that if he continues to corrupt the will of God's punishments, he will be punished by God. With a second successful Spot Hidden, investigators find a small journal kept by Bejoujou (see *Dr. Jejoujou's Journal*, below).

## DR. \$EJOUJOU'S 90URNAL

Bejoujou's journal contains a description of his experiences with the dark ritual used to create the healing potion. He admits in his writings that he does not completely understand the powers that make it work, but feels it is ancient and evil, but for the good of the community he is willing to make the necessary sacrifices. He goes on to say that chanting, candles, and blood from a bird give a dark spirit gateway into this world.

He describes a black stone artifact needed to contact a spirit that spitefully assists in the creation of the potion. There is a drawing of the artifact—it is an African idol of a long-billed bird. The beak is filled with pointed teeth and it is covered with sharp looking feathers.

The journal explains that the idol and ritual give Bejoujou terrible nightmares about birds and that he feels compelled to surround himself with their images to better understand them. He goes on to explain that the creature he is able to conjure for the ritual is a clumsy "birdlike" thing. The feces of this creature are collected and used in the potion, giving it its magical nature. There is a long break in the entries of about a year. The entries begin again about six weeks ago (late July).

In the more recent entries, Bejoujou admits to being sleep deprived and haunted by terrible dreams of a lording bird in the sky. He has confessed these fears to his friend, Benjamin Rucker (aka Black Herman), who delivered a gift to Harold from a mutual friend in the South. This friend is identified in the journal only as M.D. The gift is a dagger. The journal says this is safely hidden in his home.

## THE DADGER OF Constraints

The Dagger of Moses is a magical knife used for rituals and occult ceremonies. Its unique power is that it dispels any fisher from outside instantly (a successful Knife roll to hit is required), as well as instantly destroying any idol of either Groth-golka or a fisher from outside that it touches. It also inflicts 2D8 damage to the Great Old One Groth-golka on

a successful attack, disregarding any armor

Note: If investigators do not find the journal during a search of the apartment, the Keeper may opt to have Mrs. Bejoujou give them the book, explaining again that she does not trust the police and knows there must be something helpful in the journal that will shed light on her husband's death.

**Dining Room:** A long knife with a black handle and an ivory blade is set on a high shelf along with the china, and can be found with a Spot Hidden roll. The knife is unassuming, but upon closer examination, investigators notice tribal patterns on the hilt and blade. Beneath the dagger is a note which reads "If this dagger does not work to destroy the demon directly, use it to destroy its image, and it will be gone." It is signed by Moses DeChanateau. The dagger, referred to as the Dagger of Moses, is magical.

All other rooms contain nothing of note.

#### The Bejoujous' Basement

Fearing a backlash from the death of the popular and beloved preacher, the New York City authorities have gone out of their way to secure the crime scene and keep the neighborhood under watch. Immediately following the discovery of Dr. Bejoujou's body, and for several days thereafter, a policeman is stationed at the crime scene. The officer in charge of the case, Sgt. Allen Durgin, is there whenever the investigators try to look around the place. He is a small, ill-tempered, and hard-worn New York City policeman who does not hide his dislike of blacks and foreigners. Durgin has made thinly veiled threats to the Bejoujou family about tampering with the crime scene, and they have reason to fear him. It wouldn't be out of character for the man to rough up anyone he felt deserved it, including women or children, particularly if they're not white. Sgt. Durgin is unfriendly and uncooperative with the investigators unless they can use a successful Credit Rating or Persuade roll to convince him they are people of connection or importance in the city (Fast Talk does not work on the normally suspicious flatfoot). The one and only item of any significance Durgin can provide the investigators is the information that a witness claimed to have seen a welldressed black man with facial tattoos walking away from the building shortly before the fire was reported.



Sgt. Durgin is not an enemy the investigators want to make. Crossing him, they may find their future investigations in the city hampered by police harassment, arrests, and even beatings.

#### SGT. ALLEN DURGIN Nasty NYC Policeman, age 38

STR 14	CON 16	SIZ 11	INT 12	POW 11				
DEX 13	APP 12	EDU 8	SAN 55	HP 14				
Damage Bonus: +1D4.								
Weapons:	Fist/Punch 7	5%, damag	e 1D3 + db					
Kick 35	5%, damage	1D6 + db						
Billy Club 50%, damage 1D6 + db								
Skills: Dodge 35%, Listen 35%, Spot Hidden 35%.								

If investigators are able to access the basement, they find that the back of the "abandoned" section of the basement is dark and charred. Smoke stains crawl up the walls and cover the ceiling—there was obviously a big fire here. The room is mostly bare; however, investigators note a few things:

- There are remnants of black and purple candles being burned together. Anyone making an Occult roll notes that this candleburning practice is typical of someone attempting to control evil or dark thoughts or spirits.
- There are marks on the floor in a 6-foot circle. A successful Occult roll identifies the marks as mystical warding signs. The inside of the circle looks like it was scratched by something metal. There are also remnants of two other substances inside the circle: a successful Idea or Know roll suggests that one is blood—a successful Biology roll confirms this. With a successful Idea or Know roll, the second substance is thought to possibly be bird excrement, and again a successful Biology roll confirms this.
- There are piles of burned papers against most of the walls. Charts of some sort, they are identified as constellation maps and astrology charts with a successful Astronomy or Occult roll. The constellation charts appear to have been redrawn, but they are not complete enough to decipher, even with successful skill rolls.
- A successful Spot Hidden roll allows an investigator to find, among the burned papers, a sheaf of hand-written pages covered with bizarre symbols and drawings. They appear to have been copied from an unnamed grimoire. A successful Spot Hidden roll followed by a successful halved Idea roll by the same investigator allows the investigator to realize that the handwriting is not that of Dr. Bejoujou. These pages explain the recipe for a healing potion. It takes an investigator 24-INT hours to understand the complete process. Upon full comprehension the reader also realizes that the recipe is incomplete: the last page or pages are missing. The existing pages describe the conjuration of some magical creature that provides a key ingredient to the potion, but the exact details for its summoning are missing. The creature is referred to only as a "bird," and it is not made clear what key ingredient it allegedly provides.
- A successful Spot Hidden shows that among the footprints of police scattered throughout the basement is one set that is different and older. The shoes are nicer, smaller, and cross the center of the room just beside the warding circle. The footprints lead to the place where Bejoujou's body was and then disappear.

#### Dr. Harry's Enlightenment

The potion known as Dr. Harry's Enlightenment is a working healing potion that restores a person's health and reverses the effects of any disease (consuming an entire 8 oz. bottle restores all lost hit points). People who have used the tincture swear by it and are willing to pay any amount of money for it. A side effect of the potion, however, is that anyone who drinks it has an increased susceptibility to nightmares caused by the Great Old One Groth-golka.

Each night, anyone who has consumed Dr. Harry's Enlightenment has a cumulative 10% chance per bottle of experiencing terrible nightmares of the bird-like Great Old One Groth-golka and its servants, the fishers from outside. Each nightmare requires a Sanity roll with a loss of 0/1 Sanity each time. The nightmares can only be stopped by facing and defeating Groth-golka or by being treated with five successful Psychoanalysis rolls over five consecutive days. If one of the Psychoanalysis rolls is missed, the patient suffers the immediate loss of 1D2 Sanity points, and the process must begin all over again. Even if successfully treated, subsequent consumption of Dr. Harry's Enlightenment inflicts the same effects on the patient, and treatment must begin all over again.

Thousands of people have taken the potion over the course of the last three years and are thus susceptible to Groth-golka's dream communication.

### RESEARCH AT THE NEW YORK Public Library

Investigators wishing to research African healing potions must make a Library Use roll at the New York Public Library. There they find a book called *Great Zimbabwe* by Roger Hall. Hall's book describes a vast and ancient stone city buried in the southern jungles of the Dark Continent. There is reference made to Ptolemy, an Egyptian geographer, who had also written about a city called Agysimba, believed to have been the seat of great magic and possibly to have been above the lost mines of King Solomon. The people of this city worshiped a bird god and used bird guano in a healing potion. The potion recipe is not provided in the book; however, it references other instances of a similar potion's creation and use, specifically by the magi in Egypt.

After reading this, an investigator may attempt a Cthulhu Mythos roll. Success suggests that a vast and ancient stone city in Zimbabwe and the worship of a bird god might point toward the obscure Great Old One known as Groth-golka. Another Cthulhu Mythos roll—now made at double the normal chance—suggests the *Book of Eibon* as a possible source of information.

If an investigator has access to the *Book of Eibon*, he or she may retrieve it for research. Alternatively, the New York Public Library may have a copy of the old occult tome in its private collection, but a successful Credit Rating roll is required to be given access to it. Access is given only to the investigator who was successful with the Credit Rating roll. The investi-

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gator cannot remove the book from the library but is given a private reading room in which to conduct the research. Either way, the investigator requires 12 uninterrupted hours of study to learn the information contained in the box below (since the library closes at 8:00 p.m., the investigator must come immediately at 8:00 a.m opening to get the full study time in). If this is the investigator's first reading of the *Book of Eibon* he or she gains 2% in Cthulhu Mythos and loses 1/1D2 Sanity points for the brief study. The investigator learns the spells mentioned in the boxed text on the next page.

It is from this arcane tome that Mr. Young copied the instructions to give to Harold Bejoujou. Later, he retrieved the instructions, taking only that section pertaining to the conjuration and tossing the rest aside to burn.

### Reverend Benjamin Kay and the Church of Repose

Reverend Benjamin Kay is running an active recruitment campaign from his Church of Repose at 212 West 133rd Street. The building, painted blue and black, is both sinister and calming. A large audience hall that could seat over two thousand guests occupies the first and second stories of the building. Church offices are held above this. The church and offices are busy with phone calls, meetings, and people carrying piles of papers. People are creating a set on stage for what Reverend Kay explains is going to be a great show. Everyone is excited and happy—quite the antithesis of the solemnity at the Church of Enlightenment.

When Reverend Kay is visited, he is in conference with a thin African man whom he introduces as Mr. Young. In-

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The complete ritual for creating Dr. Harold's Enlightenment is included in the dreaded *Book of Eibon* (where it is called "Ye Veil of Enlightenment"), along with the spell Summon Fisher from Outside ("Rouse Ye Messengers of Ye Olde God"), which is a component of the ritual.

#### qtew spells

**Veil of Enlightenment:** while sly players may be keen on learning the ritual for creating a "healing potion," the Keeper should advise against it or make it difficult and costly for them to do so. The exact list of ingredients is left to the Keeper's imagination, but one or more of them should be costly or difficult to come by legally. Also there is the small matter of the guano from a fisher from outside which is required to finish the brew! Each batch of the elixir made should fully drain the brewer of all magic points but 1, leaving him or her exhausted, helpless, and nearly unconscious. Sanity cost for the potion's creation might be 1D4 Sanity (plus the 1D3 Sanity loss for summoning the fisher from outside). The permanent loss of one or more points of POW might also be expected. When all is said and done the brewing of this formula creates only 1D10 doses of the elixir.

It is also important to remember the side effects and consequences of imbibing this occult mixture: each night, there is a cumulative 10% chance per bottle of experiencing terrible nightmares of the bird-like Great Old One Groth-golka and its servant creatures, the fishers from outside. Each nightmare requires a Sanity roll with a loss of 0/1 Sanity. All this on top of the danger from handling a statue of Groth-golka in the first place!

**Summon/Bind Fisher from Outside:** this spell requires the use of five purple and five black candles placed in a circle and lit and the close proximity of a stone statue of the Great Old One Groth-golka. The caster then begins to intone the chant to summon a fisher. The spell culminates with the caster throwing a small bundle of bird guts and feathers into the circle of candles. If successful, a cloud of feathers and bones begins to swirl within the candles on some icy wind. Slowly, the shape of a large bird-like creature forms as the fisher appears. Besides the candles, statue, bird guts and feathers, and chanting, the caster must sacrifice magic points to summon the fisher from whence the creatures dwell. Each magic point sacrificed adds 10 percentiles to the chance of success. The casting of the spell costs 1D3 Sanity points. vestigators are asked to wait while important business is finished.

Reverend Kay is a tall, thin man of light brown complexion. His nose and cheeks are peppered with freckles and his close cut hair is a little red. He speaks slowly, with deliberation and kindness. His words sound wise and impactful, as though each were carefully chosen. His eyes sparkle as he enthusiastically welcomes investigators to the Church of Repose, "where we discover peace in servitude to power greater than we."

Mr. Young is a short, thin man with exceptionally dark skin, delicate features, slightly slanted eyes, and close-cut hair. He wears a well-tailored suit, expensive shoes, and a bowler hat. His face, neck, and hands are dotted with tiny scars that weave patterns around his features, and he wears small silver earrings along the ridges of both ears. He has a mild French accent mixed with something else-an Anthropology or History check identifies him as being from Zimbabwe.

Reverend Kay introduces Mr. Young as his religious consultant, a title which Mr. Young shrugs off as overly



zealous. "I believe in something greater than man, just like everyone else," he says. Smiling, he adds, "Happy to help you, Reverend," and excuses himself.

Reverend Kay is happy to talk with investigators and explains that he is preparing for a big meeting following Black

## GROTH-GOLKA Statues

Viewing or handling an image of a fisher from outside or their sire Groth-golka has unhealthy effects on humans. There is a 75% chance each night of experiencing terrible nightmares of the bird-like Great Old One and its servant creatures. Each nightmare requires a Sanity roll with a loss of 0/1 Sanity. The nightmares may only be stopped by destroying the artifact, facing and defeating Groth-golka, or by being treated with five successful Psychoanalysis rolls over five consecutive days. If one of the Psychoanalysis rolls is missed the patient suffers the immediate loss of 1D2 Sanity points, and the process must begin all over again. Even if successfully treated, subsequent exposure to the artifact inflicts the same effects on the patient, and treatment must begin all over again.

Herman's show. He plans to have a special appearance by the magician to endorse his church, a move which he feels will solidify his place in the community. If asked about the set, he explains that much of what he does involves Africanizing the church to demonstrate openness to more faiths, saying, "Mr. Young has been invaluable to us in the last few years in helping to accomplish this."

If asked about Dr. Bejoujou, Kay's countenance drops. He expresses his condolences for the family and wishes the best to the "enlightened" flock. A Psychology check reveals that there is a deep lying hatred in Kay's consideration of Bejoujou and his front is mere politeness. If pushed, he admits that he and Bejoujou have had their differences, some of which came to ends that none of them wished. He explains that there was an argument in the street between them several weeks ago, during which members of each congregation engaged in fighting, a practice neither condones.

"Many of our flock are the same," he explains. "They both recognize a greater power exists. However, some wish to harness power themselves. Others understand that power like this must be respected and obeyed."

Kay is excited about the investigators' interest in his church and gives each of them a ticket to see Black Herman's big show the following evening. He adds that he would be honored to see them again at the Church of Repose for his after party if they were so inclined.

## THE WHEREABOUTS OF THE Mysterious Black Herman

Black Herman is buried and unavailable for questioning. Two days ago he was buried alive in a roped off plot at Seventh Avenue and 140th Street. His show is scheduled for the following evening when his body is to be exhumed from his private grave and he is to be revealed to a stage of viewers at Liberty Hall. A sold out audience of 4,000 guests is expected, including Benjamin Kay and the Bejoujou family.

The neighborhood is buzzing about the event. "Buried Alive" is one of his greatest tricks. The burial site is the location of a Chautauqua (see "Black Herman's Private Graveyard"). If investigators go to the plot, they find it guarded by the eight well-dressed men. The site is also under vigil by 10 to 20 skeptical residents and dedicated fans. Under no circumstances are investigators allowed inside the ropes.

### An Evening in Harlem

Investigators may wish to pursue more secretive investigations under cover of darkness. If players wish to explore the neighborhood at night, they may discover any of the jazz clubs or theaters on Seventh Avenue, numerous speakeasies, or buffet flats. Buffet flats were an alternative to speakeasies and popular in Harlem at the time; they were residential apartments where people would gather to drink and smoke. In these places, investigators may pick up any clues previously missed, as the Keeper desires.

Whatever the investigators choose to do the evening after the funeral, they hear random bouts of screaming. Dark apartments go light suddenly, and slight commotions can be heard. It happens over and over again as people throughout the night have terrifying dreams of Groth-golka. If investigators look into these disturbances, they learn that people are having similar bird-related night terrors that wake them into horrific screaming and hysterics. Every person has had the same nightmare: that of a godlike toothed bird reaching down from the stars to scoop crowds of people into its beak. If any of the investigators have taken Dr. Harry's Enlightenment, they too suffer a similar night terror if they fall asleep this night, losing 1/1D4 Sanity points.

The following day people all over Harlem are behaving very strangely. Groth-golka has contacted everyone who has used Dr. Harry's Enlightenment with a prophetic dream of annihilation. People are panicked about a horrid bird-demon coming to consume them. A few of the things investigators may witness include:

- Soapbox preachers screaming about the coming of the "Fisher of Souls"
- People behaving like birds



- People capturing and killing pigeons by the hundreds, then burning piles of their corpses on street corners. Participants explain that birds are spies
- Someone jumps from a building, flapping his or her arms, and crashes into the sidewalk. This person dies bloodied and broken in front of the investigators' eyes (Sanity loss 0/1)

## A NIGHT OF (EREMONIES

Throughout the chaos and bizarre behavior, the neighborhood is preparing for the exhumation of Black Herman. Crowds—many bleary-eyed and nervous from bad sleep are gathering at the Chautauqua on Seventh Avenue in anticipation of the magician's reappearance.

## BLACK HERMAN'S PRIVATE GRAVEYARD

Four white tents are set over a vacant lot on Seventh Avenue, inside of which are sets of bleachers and small wooden stages. There have already been a series of educational lectures and religious speeches held here. In one portion of the tents is a roped-off section surrounded by eight black men in white gloves and coattailed tuxedos. A sign through the fresh earth. The crowd in the tents is dense. People jabber about Black Herman, saying he's not going to survive this one. It is hard to move through the crowd; investigators need to match their STR against STR 12 on the Resistance Table to push their way into view of the exhumation. If they have been anything but cordial and polite to the people of the neighborhood during their investigation, someone in the throng of onlookers accosts them if the Keeper desires, saying they have no place here or in Harlem.

A glossy black coffin with silver detail is soon pulled out of the ground. The eight men in coattails assemble to carry the casket out. If investigators do not see this, they notice the coffin moving through the crowd as the band follows. A procession is made through the streets to Liberty Hall, at 120 West 138th Street. People carry candles and sing, praying for Black Herman along the way.

The pallbearers enter through the front doors, the band continues to play, and security stops the crowd, admitting only those with tickets to the show. If for some reason the investigators have no tickets for the show, they each must make a successful Fast Talk or Sneak roll to gain access.

### BLACK HERMAN'S SHOW AT LIBERTY HALL

Inside is staged the largest funeral the investigators have ever seen. A pipe organ bellows out solemn music, and the air is

over the space says "Black Herman's Private Graveyard." In the center of the space is a mound of fresh earth surrounded by candles, flowers, photos of Black Herman, jars of powders, liquids, and books.

By 8 p.m., a massive crowd has gathered in and around the tents. A small troupe of musiplaying cians a dirge arrives with two muscular men carrying pick axes and shovels. The musicians play and the men begin digging

 0ĦT	ŢIJX	• fDC	DfD	(jUf)	RDS	∙ ∕₽fl	llbt	fIRERS
STR CON SIZ INT POW DEX APP EDU SAN HP DB Weapo	#1 12 14 17 13 11 7 11 9 55 16 +1D4 ons:	#2 15 12 13 9 14 9 45 12 +1D4	#3 14 12 15 15 8 9 10 10 40 14 +1D4	#4 10 14 10 9 17 14 11 12 85 12 0	#5 10 16 13 10 10 15 11 10 50 15 0	#6 18 11 12 9 8 11 13 45 11 +1D4	#7 13 12 11 10 12 10 14 50 13 +1D4	#8 15 12 13 14 15 12 17 10 12 13 +1D4
Fist/Pur	nch (1D3+ 60%	-db) <b>:</b> 90%	50%	50%	50%	60%	50%	50%
Kick (1[	D6+db): 75%	55%	25%	25%	85%	25%	25%	75%
Knife (1	D4+db): 45%	35%	n/a	n/a	n/a	n/a	35%	n/a
.32 Auto	omatic (11 n/a	D8) n/a ●	60%	30%	n/a	n/a ●	n/a	n/a

thick with the smell of hundreds of flowers and flickering candles. The Bejoujou family sits in the front row dressed in black. Reverend Kay and his family are also in the front row. Mr. Young sits with Reverend Kay. If they have been given tickets by Reverend Kay, the investigators' seats are behind the Bejoujou family.

On stage, the coffin is set upon a dais, and the pallbearers solemnly line up behind it. Mr. Young ascends the stage, the organ falls silent, and he quiets the crowd with a dramatic sweep of his hands. In his awkward accent, he speaks of the mysteries of life and of death, implores the audience to believe in Black Herman and to pray for his heart, and tells them that with their power they will help the great magician rise from the dead. He unlatches the coffin, and the audience gasps as he throws back the lid. For a minute nothing happens.

Mr. Young looks to the crowd dismayed, then turns back to the casket. Suddenly a well-dressed man in a tuxedo sits up in the coffin and triumphantly raises his fist in the air. The crowd goes completely wild. People cheer, laugh, cry, and are amazed. Some faint. The band switches from a dirge to a celebratory march. The attendants bring steps for Black Herman to exit the coffin and they then take the props off of the stage, leaving the magician alone to perform his act.

Black Herman performs a few of his typical tricks—he breaks free of chains and produces rabbits from knots, and then he proclaims he will conjure a bird from thin air. Attendants light five purple and five black candles in a circle. Herman pushes his sleeves up and begins chanting and gesturing at the circle. He takes a small bundle of bird guts and feathers and tosses it on the floor. A cloud of feathers and bones begins to swirl in the wind and slowly take the shape of a large bird. If an investigator has studied the *Book of Eibon* and learned the Summon/Bind Fishers from Outside spell, then he or she recognizes Herman's chant as that spell. There is nothing the investigators can do to interrupt or stop the spell.

### THE FISHER DESCENDS

An audience member tells one of the investigators, "This is different. He doesn't do this chant or use those candles!" Black Herman is obviously surprised by the results of his chant and begins to back away. An investigator making a successful Spot Hidden sees Reverend Kay furtively remove something from his jacket. A second Spot Hidden at half chance shows it to be a carving of a bird in black stone. The twister continues out of Herman's control, the lights flicker, and a huge, horribly deformed bird-like creature appears on stage. Women scream and men shout profanities. The birdthing hops across the stage on a single leg, screeching toward the audience. It emits an awful "gagak-gagak-gagalok" song that sends everyone into a frenzy: the same song everyone heard in their nightmares. Upon hearing this song, any investigator who drank Dr. Harry's Enligtenment automatically loses 2 points of Sanity. Everyone else must make a Sanity roll or lose 0/1. Seperate checks will need to be made when fishers come into view.

The demon bird-thing is one of the fishers from outside—the servants and companions of the Great Old One Groth-golka. This one is small for its kind, standing at about eight feet, but just as grotesque as its larger kin. It is vaguely bird-like with a long hooked beak full of fangs, translucent black scales in place of feathers, and it stands on a single clawed leg. The creature glares at the audience unblinkingly with its one large eye as it continues to squawk.

Amidst the chaos, Reverend Kay climbs on the stage, bearing the small stone statue of a bird. This is the statue that once belonged to Bejoujou and that Mr. Young took during the murder. He holds the statue up to the fisher and yells, "Stay, fowl demon! Respect the Great One whom we all serve, and stay in your place!" Keepers should note that Mr. Young is actually controlling the fisher, not Kay. After a moment of struggle, the fisher folds its leg, lowering its body to sit, and turns its gruesome beak over its back.

Kay takes a moment to address the audience, claiming that his faith and knowledge have protected them all and that service to the Great One above us will keep this demon at bay. He states, "True evil is among us, and we must go to a holy place to cleanse ourselves and show our servitude!"

The fisher is still moving, and Reverend Kay fastens a rope around its neck. He pulls and leads the thing out of the hall with Mr. Young in close attendance, mumbling beneath his breath the binding chant that keeps it in obedience; any investigator making a halved Spot Hidden or a halved Listen roll notices this. The audience spits and throws things at the atrocity as it is paraded out. Dead or alive, it makes its way through the streets of Harlem to the Church of Repose. A huge crowd of people follow, and people on the streets hang out of windows yelling, screaming, and crying as the awful procession makes its way to Kay's church. If the investigators move to interfere they are stopped and restrained by members of Kay's procession.

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#### FISHER FROM OUTSIDE, Servant of Groth-golka

STR 16	CON 8	SIZ 23	INT 3	PO	W 3		
DEX 9	Move 3/3	Move 3/35 flying					
Damage H	Bonus: +1De	5					
Weapons:	Bite 50%, d	amage 2D6					

Talons 35%, scratch damage 1D6 or grasp and crush 1D6 + db **Armor:** 9-point thick scales.

Spells: none.

Skills: Listen 25%, Spot hidden 25%.

**Sanity loss:** 0/1D6 to see a fisher from outside.

A fisher from outside can only attack with its single taloned claw while flying, and may either rake a target with its talons, or grasp a victim and crush him or her on the following round. They may also bite each round.

## THE AFTERMATH

Black Herman has collapsed on stage. If the investigators go to help him, he confesses that he has never done the trick that way and that Mr. Young told him to add the candles and the chanting as a way to spice up the show. He is confused and feels betrayed by Mr. Young. He helps investigators if asked and suggests going to his office to get a book that might help. The book that he possesses is one that Mr. Young gave him

regarding demons. He thought the book was a fake, but now realizes that there may be something useful in it.

Beulah Bejoujou is in a catatonic state. Her son Moses and her family tend to her carefully. If the investigators help her, Moses tells investigators that both his mother and father have suffered from terrible nightmares of bird-things like this for years and that he believes it has some relation to his father's death. He suspects Kay has something to do with all of this and slowly grows angrier about the realization. He offers to help the investigators.

Moses and Herman can corroborate stories to explain that Harold was using some kind of magic that may have harmed his mental health and that it could have involved the same magic that Herman accidentally unleashed on stage this night. Players may make an Idea roll to recall the ivory dagger that Herman gave to Harold. Herman and Moses are both aware of it and acknowledge that it came from a magic man in Louisiana named Moses DeChanateau, the man after which Harold and Beulah named their son. The dagger may have the power to dispel demons; that is all they know of it.

The crowd in the streets is massive and makes it impossible to catch up to Reverend Kay and Mr. Young and their weird procession. Moses Bejoujou can help investigators take alternate routes to Herman's offices, the Bejoujou home, or the Church of Repose. These routes include running through backyards, climbing fire escapes, and running across rooftops. Keepers may use any variety of obstacles or relevant skill rolls to add to the excitement and detail of pursuit through Harlem.

## BLACK HERMAN'S OFFICE

Herman's offices are located at 119 West 136th Street near Lenox Avenue. Elaborate and very well appointed, they are decorated with paintings of nude women, black devils, and a life-sized picture of Black Herman himself.

The book Black Herman told the investigators about is *Daemonolatreia* by Regimus. Investigators do not have time to read the entire book, but any who make a successful INT x3 roll learn enough from it to know that demons may be dispelled by reversing the ceremony used to conjure them.

## THE CEREMONY

At his Church of Repose, Reverend Kay takes the stage and leads the fisher in front of three clay statues of storks. Each statue is 15 feet tall and adorned with African designs around the base and across the eyes. The crowd pushes into this church, filling every available space, while Kay takes a seat on the stage, apparently exhausted. He accepts water and food from attendants before launching into a speech about servitude to the Great One. He explains that the African people have greater ties to magic because of their heritage, and for this they are more attuned to the other world from which these demons come. By recognizing the greater power, and by relinquishing themselves to it, they lay in calm rest and achieve ultimate peace.

Reverend Kay introduces Mr. Young as his spiritual consultant from Africa, wise in the knowledge of Moses and a



descendent of Ham. Kay explains that Mr. Young will share a song with them that shall banish this bird-demon and help bring everlasting peace to them all. Mr. Young steps to the podium and drummers take the stage. He softly sings, "gagakgagak-gagalok." He asks the crowd to join him and repeats the verse. As the crowd joins, the drummers begin and once 1000 people are singing the song, he begins the chant, "H'a. Th'ka. Oth'lka. Roth'olka. Groth'golka."

Mr. Young repeats the phrase five times. If he is interrupted, Reverend Kay takes his place. When the chant has been said five times a horrific crack of lightning rips across the sky over Harlem, shaking buildings and shattering windows. Mr. Young smiles broadly and disappears. The creature on stage is no longer under anyone's control and attacks Reverend Kay first.

### THE FISHER OF SOULS

With astounding speed, the weather turns horribly foul. A tornado squirms down from the sky and whips through Harlem with terrifying violence. The winds tear down trees, crack phone poles, and rip awnings off store fronts. Trash cans and debris are whipped into the air, smashing into cars and shattering shop windows. Anyone outside during this burst of wind must make a Dodge roll to avoid being struck by some object and suffering 1D6 hit points of damage.

The hellish wind lasts only a few minutes and stops. The sky clears and appears, filled with stars. There is calm in the streets and stunned

people come out to assess the damage. They look at the sky, confused at the lack of clouds. The sky twists into the form of a bird and it becomes clear that the stars are beads of moisture on its body. Its horrid face swoops between the buildings and begins plucking up residents in its gigantic fanged beak. Groth-golka has come!

The horrid Groth-golka scans Harlem with blazing eyes. Its body and wings glisten with black scale-feathers and its serpentine tail flips impatiently behind it. The ball of pins at the end of its dragon-like tail knocks over lamp posts and trees.

Groth-golka thrashes through the streets and gobbles up dozens of residents. It then raises its head over the rooftops and screams, "Gagak-Gagak-Gagalok!" Within minutes 1D6 fishers from outside descend from the sky to terrorize Harlem. They swoop and attack residents, ripping at them with their beaks. They land on fire escapes, smash through apartment windows, and pluck people from their homes, tossing them into the streets for Groth-golka to eat. They grab men in their claw, carry them into the sky, and drop them into crowds. Groth-golka continues to summon fishers at will.

The demon bird-god works to destroy Harlem using its talons, barbed tail, and beak. It throws spikes through crowds and insatiably consumes the dead and living alike. Groth-

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SI	JMM		tD 🕁	EISĦE	ERS f		M
				ועונ			
		#1	#2	#3	#4	#5	#6
	STR	27	27	23	18	23	24
	CON	15	15	10	10	18	15
	SIZ	32	37	29	29	28	33
	INT	17	8	5	14	11	9
	POW DEX	14 16	13 16	9 21	13 21	12 23	8 18
	HP	16 24	26	20	20	23 23	10 24
		24 3/35 flyin		20	20	20	24
	DB	+3D6	9 +3D6	+2D6	+2D6	+2D6	+3D6
	Weapo	ons:					
	Bite (2D	06):					
		50%	50%	50%	70%	50%	50%
	Talon So	cratch (1					
	<b>•</b>	35%	35%	35%	55%	35%	35%
	Grasp &	Crush ( 35%	1D6+db) 65%	: 35%	45%	35%	55%
	Armor		thick sca		40%	30%	55%
	Spells		then sea	100.			•
			5%, Spot	Hidden 2	25.		
			)/1D6 to s			utside.	
			side can				
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			o a victi				on the
	NIMOIIO	grouna.	They may	y also bili	e each ro		
			-•		•		

golka may attack with its powerful beak, tail smash, and two claws each round while in flight, or a bite, tail attack, and one claw while on the ground. Instead of smashing with its tail, it can cast 1D10 sharp tail spikes in one direction.

#### GROTH-GOLKA, Great Old One, The Demon Bird-God

STR 38	CON 43	SIZ 53	INT 23	POW 23			
DEX 24	Move 8/45	flying		HP 48			
Damage B	onus: +5D6						
Weapons:	Bite, 65%, da	amage 3D6					
Claw 7	5%, damage	1D6 + db					
Barbed	Tail Smash	85%, dama	ge 2D6 + db				
Project	ed Tail Spik	e 50%, dan	nage 1D2 (ad	ditional 1 point for			
removi	ng impaled	spikes)					
Armor: 18	Armor: 18-point thick scales and hide						
Spells: Sur	nmon 1D6 f	fishers from	n outside at w	ill. Any other spells			
the Kee	eper desires.						

Sanity Loss: 1D8/1D20 Sanity points to see Groth-golka.

### DEFEATING GROTH-GOLKA AND THE FISHERS FROM OUTSIDE

Groth-golka's terror can be stopped in three ways:

- The black stone idol in Reverend Kay's possession is destroyed using the Dagger of Moses.
- Over 1000 people participate in the song of Groth-golka while the conjuration is chanted in reverse: "Groth'golka. Roth'olka. Oth'lka. Th'ka. H'a." The phrase must be repeated five times. It costs the one leading the chant three magic points each time the phrase is said (for a total of 15 magic points to complete the spell).
- Investigators could overcome Groth-golka physically, reducing its hit points to zero.

If Groth-golka is dispelled or destroyed, there is another rip of lightning across the sky. A terrible wind returns, but its focus is on Groth-golka. Fishers from outside are pulled away from whatever they are doing and fly into the twister surrounding the demon bird-god. Groth-golka and the fishers from outside are then lifted into the sky and calm returns to Harlem.

## CONCLUSION AND REWARDS

Mr. Young is gone. He has slipped into another dimension. In history, he appears numerous times as the ghostwriter of popular occult books, including Black Herman's *Secrets of Magic, Mystery and Legerdemain.* Black Herman continues to be a successful and popular magician. Moses Bejoujou, inspired by Black Herman's successes, dedicates himself to spiritualism, continuing his father's message of empowerment, strengthening the community with a will to destroy evil. He asks for the return of the Dagger of Moses, because he feels it is an heirloom to be entrusted to his family. He offers his assistance to the investigators at any time they may need it. Investigators gain 5 points of Credit Rating.

Black Herman parts with the *Daemonolatreia* in thanks for the investigators' help in saving Harlem—and the world—from Groth-golka. Reading the book costs investigators 1D4/1D8 Sanity points, increases their Occult skill by 10 %, and increases their Cthulhu Mythos by 8 points. There are no actual spells to be learned.

For successfully disrupting Mr. Young's conjuration, each investigator gains 1D3 Sanity points. The investigators earn 1D6 Sanity points for destroying fishers from outside, to a maximum of 6 points. For defeating Groth-golka, the investigators are each rewarded 1D20 Sanity points.

## CHARACTER STATISTICS

MOSES BEJOUJOI, Son of Dr. Harold Bejoujou, age 19

	, , - , -			, , , , , , , , , , , , , , , , , , , ,
STR 13	CON 15	SIZ 13	INT 10	POW 12
DEX 13	APP 12	EDU 10	SAN 60	HP 14

#### Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3 + db

- Skills: Climb 50%, Jump 60%, Persuade 35%, Psychology 45%, Throw 30%.
- Languages: French 35%.

### BENJAMIN RUCKER, aka "Black Herman," Magician, age 33

STR 12	CON 12	SIZ 14	INT 16	POW 17
DEX 16	APP 14	EDU 12	SAN 85	HP 13

Damage Bonus: +1D4.

**Weapons:** Fist/Punch 50%, damage 1D3 + db

Spells: Deflect Harm, Enchant Candle, Summon Animal.

Skills: Credit Rating 75%, Fast Talk 40%, Occult 65%, Perform Magic Tricks 90%, Persuade 65%, Physics 35%, Psychology 40%.

#### MR. YOUNG, Occultist, age unknown

STR 11	CON 13	SIZ 10	INT 18	POW 21
DEX 15	APP 14	EDU 20	SAN 0	HP 12

Damage Bonus: none.

- Weapons: Fist/Punch 65%, damage 1D3 Walking Stick 35%, damage 1D3 Dagger 50%, damage 1D4
- Spells: Contact Groth-golka, Create Gate, Deflect Harm, Enchant Cane, Mind Transfer, Summon/Bind Fisher from Outside, Summon Groth-golka, Parting Sands, Vanish.
- Skills: Astronomy 45%, Chemistry 50%, Cthulhu Mythos 55%, Fast Talk 70%, Hide 35%, History 90%, Library Use 85%, Occult 95%, Persuade 80%, Psychology 70%, Sneak 50%.
- Languages: Egyptian Hieroglyphs 30%, English 50%, French 35%, Shona (Zimbabwean language) 99%, Sneak 50%.
- **Special:** Mr. Young wears an enchanted tigereye ring capable of storing 6 magic points.

#### **Further Reading and Resources**

- Digital Harlem, <u>http://www.acl.arts.usyd.edu.au/harlem/</u>. This site contains a wealth of information about Harlem, including searchable period maps
- "Fishers from Outside" by Lin Carter. Available in *The Xothic Legend Cycle* from Chaosium
- "Community well-being and the criminalization of magicoreligious workers in Harlem, New York, during the 1920s", *International Social Science Review*, Jamie Wilson, March 22, 2007. Includes a list of magico-religious workers, 1922–1926
- Black Herman's Secrets of Magic, Mystery and Legerdemain, Kessinger Publishing, 2007.
- Magic: Religion and the African American Conjuring Tradition by Yvonne P. Chireau, University of California Press, 2003.
- *Grimoires: A History of Magic Books* by Owen Davies, Oxford University Press, 2009. "Pulp Magic" chapter contains information about magic in African-American culture

# THE TENEMENT

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## NTRODUCTION

n darkened corridors, rats scurry openly amid the filth. The air is hot and reeking, stale and stagnant, as though no breeze has ever passed through the structure. Many who dwell here are sickly, erupting in coughing fits that often bring up blood. The place is a breeding ground for disease and worse. Dangerous figures lurk in the shadows, armed and ruthless, preying upon the innocent for the little money they possess or simply for the fun of inflicting pain and suffering. This is the Buckley Arms, a tenement located in Manhattan on 34th Street between Tenth and Dyer Avenues—Hell's Kitchen.

Buildings such as this are common, despite twenty-year-old laws making them illegal. It is simpler for owners to bribe officials than to bother fixing all that is wrong with the properties. Those who live in such slums are among New York's poorest residents, powerless and voiceless, either unaware of their rights or too frightened to fight for them.

In the Buckley Arms, complaints and unrest are dealt with through violence. The owner, Mr. Edmund Grey, controls the building through fear and cruelty. Confrontations often end in beatings. Worse, some tenants simply vanish, never to be seen again, their meager belongings cleaned out; a new and equally desperate tenant moves in.

Unwilling to accept this as their fate, a few tenants know their legal rights and are willing to pursue them. Local police and city inspectors—all well bribed—do nothing to assist tenants, and those who seek legal assistance meet with acts of sudden violence at the hands of Mr. Grey's agents. All seemed hopeless until community activist Theodore Caldwell stepped in. The courageous lawyer is willing to take on this case pro bono and bring Mr. Grey to court on behalf of the tenants of the Buckley Arms. Before this can happen, however, a case must be built against Mr. Grey: statements and evidence must be gathered. A great and perilous crusade to correct this disgraceful situation is about to begin.

## **KEEPER'S INFORMATION**

The ominous Mr. Grey owns the disgusting tenement and avoids renovations and legal actions through well-placed bribes and inside informants. Mr. Grey is a shoggoth lord who uses the

Buckley Arms as his personal feeding ground.

Disguised as a human, Mr. Grey has lived in New York for more than a century. Initially, he devoured sailors and the homeless, but he has since become more savvy and refined. To Mr. Grey the tenement is a farm—a breeding ground for human livestock. Many people have vanished here or died of illness or violence, and the shoggoth lord has eaten them all.

Mr. Grey has a pack of brutal goons at his disposal, lead by a cunning lieutenant known only as Simon. The shoggoth lord also has a special captive, a young boy with great magical ability. Mr. Grey uses the boy's special powers to his own ends. When the investigators begin making waves, the creature moves with swift and brutal measures to silence any troublemakers. Threats and bribes quickly escalate to violence and sorcerous attacks.

## BEGINNING PLAY

The scenario begins with the investigators being approached by Theodore Caldwell to help build a case against Mr. Grey.

# MEETING WITH THEODORE

The investigators can meet Theodore Caldwell at a variety of civic or social functions. He could seek out investigators who have a reputation as P.I.s, reporters, fellow lawyers, or streetwise types able to handle themselves in a scuffle. Mr. Caldwell invites the investigators to his spacious and well-appointed office to discuss the case. Investigators are greeted by Miss Tiffany Adams, his lovely and competent secretary, who shows them into Mr. Caldwell's office and offers them coffee.

The lawyer describes the deplorable and unlawful conditions at an Old Law tenement in Hell's Kitchen, called Buckley Arms. Mr. Caldwell explains what is required to file a case against the owner (see "Building and Filing the Case"). He offers to pay investigators up to \$25 a day plus expenses.

If the investigators accept the assignment, Mr. Caldwell hands them three envelopes and a key. The first is a copy of a lease to apartment 3-A at the Buckley Arms, listing Theodore Caldwell as the leaseholder. The other two are identical notarized letters stating that the holder of this letter has the express permission of Mr. Caldwell to both be at the Buckley Arms and reside at apartment 3-A. He explains, "There are two permission letters there. These letters grant you the legal right to be there and should prevent anyone from having you removed from the property or arrested on charges of trespassing. This is the key to apartment 3-A; you can use the space or stay there if you like, although no one should have to live in such horrid conditions."

### Building and Filing the Case

To build a case, the investigators need to create a detailed report, "Tenants vs. Mr. Grey." The report—a legal complaint against the building owner—must contain the following:

- Photographs documenting at least eight health code violations. To locate and document a violation, investigators must make a successful Law roll, followed by a Photography roll. Violations are easy to find in the building, allowing the investigators to make their Law rolls with a bonus of 20%.
- Detailed statements of complaint explaining the conditions in the Buckley Arms, signed by at least six leaseholders

Investigators must take care creating this report for the following legal reasons:

Threats, gifts, favors, or anything else which could be construed as enticing or coercing tenants into giving their statements could invalidate the entire report. Investigators must convince

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Modestly wealthy, Theodore Caldwell II was born into money. He grew up with every advantage, while those living barely a mile away lived in abject poverty. While in college, he became active with radical student groups and published articles with the local communist newspaper. Displeased, his father gave him an ultimatum: abandon these pursuits or be cut off from the family's resources. Reluctantly he obeyed, abandoning his principles to become a successful contract lawyer. For years Theodore lived with shame, wishing he'd been brave enough to do what he felt was right instead of easy.

This all changed three years ago when his father died. Now, Theodore Caldwell can take on pro bono work in his free time, helping the poor and downtrodden. He's gotten a reputation as something of a bleeding heart among his peers, but even his critics tend to admire his dedication. Unfortunately, his professional responsibilities prevent him from gathering the information needed to pursue these cases personally, which is why he has turned to the investigators for help.

#### **THEODORE CALDWELL II, Activist, age 30**

STR 9 **CON 14** SIZ 11 INT 15 **POW 13** EDU 14 DEX 15 APP 15 **SAN 60** HP 13 Damage Bonus: none. Weapons: .32 Revolver 45%, damage 1D8 Fist/Punch 60%, damage 1D3. Skills: Credit Rating 45%, Dodge 45%, Fast Talk 65%, First Aid 50%, Law 55%, Medicine 25%, Persuade 65%, Photography 35%, Psychology 70%, Spot Hidden 45%. Languages: Spanish 45%.



tenants to make their statements, sign the document, and agree to testify of their own free will.

Investigators cannot break any laws such as breaking into an apartment. Any criminal acts committed while building the report can be used as grounds to have it rendered inadmissible in a court of law. Investigators are, of course, allowed to defend themselves from attack.

Once the report is ready (which requires a successful Law roll and 3D4 hours of work) it must be filed with the courts. The investigators are given a contact with the courts, Assemblymen Peterson, who is willing to file the case with the City of New York. Once the report is filed with the courts, the city will be forced to dispatch a court-appointed inspector to examine conditions at the building. After the inspector issues his report, a judge will rule on whether a trial will be held, thus bringing the landlord into court.

## THE BUCKLEY ARMS

This crowded, Old Law tenement is five stories tall, with four three-room apartments on each floor. Rats and cockroaches are a common sight in the hallways, although a little less so in the apartments. There are too few windows here, so most of the building is very dark. No interior lights have been installed in the hallways. Ventilation is poor to nonexistent.

#### The Basement

The basement of the Buckley Arms is always locked. Beyond the heavy metal door is a rat-infested room filled with junk

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In the early 19th century, architects and landowners dealt with the problem of overcrowding by erecting tenement buildings. Multiple families could be housed in a relatively small amount of space within these cramped and windowless buildings. Such tenements were cheap to produce but did little more than protect residents from the elements. Living conditions within them were abysmal. This trend continued until 1901, when tough legislation was passed requiring new buildings to be constructed to highly improved standards. Tenements built under these new regulations were called "New Law," while those built earlier were known as "Old Law." These laws also required landlords to upgrade older buildings to meet the new regulations. Many landlords, however, were reluctant to change and found it easier to intimidate tenants or cheaper to bribe city inspectors than to make renovations.

and broken furniture. An old coal-stoked boiler is used to meagerly heat the building in the dead of winter. Most of the year there is no heat. When absolutely necessary, one of Mr. Grey's most trusted thugs shovels a few scoops of coal into the furnace, always locking the door securely on the way out.

#### The Bathroom

There is one bathroom in the entire building. Located on the fourth floor, it hasn't worked in two years. The toilet is broken and residents must use buckets of water to flush it. The bathtub has no running water and the drainage pipes are broken. The water used to flush the toilet and to wash in is brought up from the street by the building's younger, stronger tenants who fill buckets from a fire hydrant. The room is filthy with mold and mildew growing thickly in black patches, and the floor is warped from water damage. Even worse, hundreds of cockroaches scurry about the room.

Anyone entering the bathroom must attempt a Luck roll; those who fail have a number of cockroaches swarm over their feet and up their legs or have one fall on their head. Investigators who experience this for the first time lose 0/1 Sanity.

### THE APARTMENTS

Eighteen of the building's twenty apartments are occupied. Two are vacant, one after its tenants vanished many years ago, and the other is rented by Theodore Caldwell. Each apartment is identical, consisting of two rooms and a tiny kitchenette (small oven and sink—no ice box or refrigerator). Most tenants take sponge baths and do laundry in large pots of water on the stove. In all but the coldest weather, laundry is strung on lines between buildings to dry. There is a total of seventy-four residents living at the Buckley Arms.

### FIRST FLOOR

#### Apartment 1-A: The Burns Family

This family of six is one of the few non-immigrant families living here. Christopher works hard driving a delivery truck for the *World* newspaper, but is barely able to support his family, even with extra shifts. The children are frail, at least one sick at any time. Currently, the two youngest children are suffering with cases of influenza. They realize the conditions they are forced to live in are a major cause of the children's poor health, but are fearful of taking a stand against Mr. Grey and his thugs. Being thrown out onto the streets might kill one of the children, and if Mr. Burns is beaten to the point where he can't work, the family will be unable to buy food.

Tenants	Age	Relationship
Christopher Burns	30	husband
Mary Burns	26	wife
Wally Burns	9	elder son
Felicia Burns	7	elder daughter

### The Tenement

Margaret Burns	5	, 0	daughter,	currently
		ill with in	fluenza	
Chris Burns, Jr.	3	youngest ill with in		currently

#### **Apartment 1-B: The Thomases**

This elderly couple is thin and frail. Ryan works six days a week as a cobbler in a neighborhood shoe repair shop from dusk until dawn. The couple is well liked in the building, because Ryan often does minor shoe repairs for other tenants out of his apartment. In return, the other tenants bring the couple canned goods, a bottle of milk, or the occasional loaf of bread. The Thomases are very fearful of the Black Diamond Gang and Mr. Grey's goons. They both know their age and weakened condition make them easy targets to those without pity or mercy.

Tenants	Age	Relationship
Ryan Thomas	68	husband
Mildred Thomas	61	wife

#### **Apartment 1-C: The Genero Brothers**

These three brothers immigrated to New York from Palermo, Italy, three years ago. They came hoping to find a better life, and while each is hard working and able-bodied, they ended up in the Buckley Arms. Construction workers, they spend their days building New York's soaring skyscrapers. Of the three, only Angelo speaks passable English (25%). If investigators converse with them in Italian, all Persuade checks are made with a 15% bonus. While sturdy, strapping men, they are hesitant to sign anything or speak out against their landlord, stating that muscle can't stop bullets.

Tenants	Age	Relationship
Gino Genero	28	responsible eldest brother
Anthony Genero	26	mildly slow middle brother
Angelo Genero	24	most acclimated youngest
-		brother

### Apartment 1-D: The Henderson Family

This young couple married just over a year ago and have a three-month-old daughter. Martin works hard to support his family as a clerk for Davis & Davis brokerage house. Beatrice labors to keep the apartment as clean and safe as possible while caring for Polly. Martin is trying to save enough money to move out of the Buckley Arms, but is not making much progress. Beatrice's greatest fear is that something will happen to her husband, leaving her and the baby to fend for themselves. She urges him not to get involved with any court case against Mr. Grey, reminding Martin that he has a family to think about.

Tenants	Age	Relationship
Martin Henderson	28	dutiful husband
Beatrice Henderson	26	hard working
		but fearful wife

Pollyanna Henderson 3 months

### SECOND FLOOR

#### Apartment 2-A: The Kowalski Family

Three generations of recent Polish immigrants live here, headed by the stout, bald Stefan Kowalski. Stefan and his son Ludwick push a knife-sharpening cart from dawn to dusk. Stefan's wife Lidia, their daughter Paulina, and her mother Kamila do what they can to make ends meet with the meager income the men bring home. Stefan and the children speak passable English (30%), Lidia with difficulty (10%) and her mother Kamila speaks only Polish. Stefan and his son both carry small, very sharp knives but are hesitant to use them. The family is very distrustful of the police or figures of authority.

helpless infant

Tenants	Age	Relationship
Stefan Kowalski	41	husband of Lidia, father of
		Ludwick and Paulina
Lidia Kowalski	36	wife of Stefan, mother of
		Ludwick and Paulina
Ludwick Kowalski	15	son of Stefan and Lidia
Paulina Kowalski	11	daughter of Stefan and Lidia
Kamila Duda	73	grandmother of Kowalski
		children, mother of Lidia

#### Apartment 2-B: The Ramirez Family

An extended Hispanic family lives here, crammed into this small apartment. The elder couple, Dario and Dominga, came to New York from Puerto Rico with their young son nearly thirty years ago. The entire household is fluent in both Spanish and English. Tomas is the leaseholder and

## THE RESIDENTS

Unlike most of the city, segregated into ethnic communities, the Buckley Arms houses a rainbow of residents. The landlord encourages tenant diversity so that they are less likely to get along and band together against him. It is his personal buffet, and the shoggoth lord also enjoys the taste of various ethnic "cusines!"

Most of the tenants are afraid to talk about the deplorable conditions and even more resistant to signing anything. Investigators must gain the occupants' confidence. This is not easy: investigators suffer a penalty of 25% to all Fast Talk or Persuade rolls when dealing with any of the residents.

Tenants usually don't open their doors to strangers or speak with people they don't know. Tenant investigators must make a successful Luck roll to establish a relationship with each of their neighbors; if no one succeeds, the tenant shuns them. Any acts of intimidation by the investigators result in the resident's total refusal to participate in the report.



### The Tenement

works at a factory with his father Dario. Young Raul is already working as a grocery-store delivery boy, doing his part to help support his extended family. Jimena and Raul are most willing to sign a statement, but Tomas requires some convincing by the investigators.

Little Bernardo is sick with a serious, but undiagnosed, ailment and his mother is willing to risk much to see conditions improve. Investigators wishing to examine him must make a Persuade roll on either of his parents. If successful, they must attempt a Medicine roll, a success revealing the child's illness to be bronchitis. Three successful Medicine rolls—one a week over the next three weeks—are required to cure Bernardo. If investigators treat the child, or pay for the child's medical care, Tomas willingly signs the statement. However, if the investigators treat or pay for the treatment of the child, his statement is deemed inadmissible, because treating his child is seen as a form of bribery.

Tenants	Age	Relationship
Dario Ramirez	58	husband of Dominga, father
		of Tomas
Dominga Ramirez	56	wife of Dario, mother of Tomas
Tomas Ramirez	35	husband of Jimena, father
		of Ramirez children
Jimena Ramirez	29	wife of Tomas, mother
		of Ramirez children
Raul Ramirez	11	elder son of Tomas and Jimena
Modesta Ramirez	8	daughter and middle child
		of Tomas and Jimena
Bernardo Ramirez	5	younger son of Tomas
		and Jimena

#### Apartment 2-C: The Melville Family

Constance Melville lives here with her elderly parents, Horace and Sandra. Horace is currently senile and requires constant care, which his frail wife can barely provide. Constance, a hard working secretary, shoulders the family's burdens, working full-time while caring for her parents. She had dreams once of a husband, children, and a life of her own, but now all she has are responsibilities. The woman appears exhausted all the time, with red-rimmed eyes and stooped shoulders. Constance readily signs the statement against Mr. Grey. She is at the end of her rope, no longer caring if she lives or dies. If speaking out costs Constance her life, then at least her endless toil comes to an end. Exhausted, she cannot go on like this.

Tenants	Age	Relationship
Horace Melville	72	senile husband of Sandra,
		father of and burden to
		Constance
Sandra Melville	66	frail wife to Horace, mother
		of and burden to Constance
Constance Melville	40	hopeless daughter

#### Apartment 2-D: The Musicians

Four young men—two brothers and two of their friends share this apartment. All jazz musicians, they moved to Manhattan about two years ago to follow their dreams of playing in the big city. Moderately successful working musicians, they nonetheless were forced by their meager incomes to take up residence at the Buckley Arms.

The leaseholder is Brent, who is more reluctant than most to take part in a legal complaint against the landlord.



Investigators making a successful Psychology roll realize that both Brent and Matthew are hiding something and nervous about being questioned. The reason is race: while Lloyd and Simon are recognizably black, the Williams brothers are so light skinned that they've passed themselves off as white since arriving in New York. If their ruse were discovered, they'd suffer discrimination and possible retribution.

A successful Anthropology roll reveals what the brothers are hiding. What investigators do with this information is up to them. They could keep it to themselves, use it to blackmail the pair into signing the complaint, or use it as a way to foster trust with the Williams brothers.

Tenants	Age	Relationship
Brent Williams	21	elder brother of Matthew,
Matthew Williams	19	pianist younger brother of Bret, saxophonist
Lloyd Barton	20	friend, trombone player
Simon Jefferson	19	friend, trumpeter

### THIRD FLOOR

#### Apartment 3-A: The Caldwell Lease

This small apartment was recently leased to Theodore Caldwell through subterfuge. He has paid three months rent in advance, which gives him or his representatives a legal right to be in the building. The small two-room apartment has four beds, a foul-smelling couch, a wobbly table, four chairs, a broken stove, and a serious rat problem.

#### **Apartment 3-B: The Paine Family**

A struggling widow lives here with her four children. Audrey Paine lost her husband to influenza in the epidemic of 1918 and is now supported by her sons. Brian and Samuel are both bricklayers, very muscular and protective of their mother and two younger sisters. The boys eagerly sign any statements against the landlord, but their leaseholder mother is reluctant. Audrey fears that speaking out will get the family put out on the street. Investigators making a successful Psychology roll realize she's holding something back. The attractive young Paine girls, Valerie and Samantha, have been threatened with rape by the Black Diamond Gang should their brothers ever become a problem.

Tenants	Age	Relationship
Audrey Paine	45	widowed mother of four
Brian Paine	21	elder son, bricklayer
Samuel Paine	19	younger son, bricklayer
Valerie Paine	20	elder sister
Samantha Paine	12	younger sister

#### Apartment 3-C: Henrietta Laszlo

This apparently aged Hungarian woman is the tenant who's lived in the building the longest. Strangely, she is treated quite differently than the others living in the Buckley Arms. When Simon and his thugs collect rents in the building, they also deliver several boxes of groceries to Mrs. Laszlo. She lives rent free and is never threatened by the Black Diamond Gang or Mr. Grey's enforcers. If the investigators ask about Mrs. Laszlo, they are told she is a witch of some sort, a gypsy from the old country who's been completely insane since her young son Robi vanished many years ago. She communicates only in her native Hungarian and even then speaks mostly gibberish. Mrs. Laszlo looks to be in her sixties but is actually not yet forty. If the investigators press her too much, Mr. Grey sends Simon to make sure his hostage isn't disturbed.

Tenants	Age	Relationship
Henrietta Laszlo	38	haggard and insane hostage of
		Mr. Grey

#### Apartment 3-D: The Breeding Ground

This apartment stands locked and vacant. It hasn't been offered for rent in many years due to the absolutely unlivable condition it is in. The apartment has holes in the floors and walls, water damage, and toxic molds and mildew growing rampant. The unit was used as a storage space for old furniture before being locked up. Now this clutter is home to hundreds of rats and tens of thousands of cockroaches. If investigators break into this apartment, a wave of stench assaults them, but the vermin try to flee. These creatures only attack if magically commanded to do so (see "Attack of the Vermin").

### FOURTH FLOOR

#### **Apartment 4-A: The Seamstresses**

Eight young women—all Irish immigrants—share this apartment. They are three sets of sisters and a widow, all friends and coworkers. They work as seamstresses at Houston Brothers Inc., a factory that produces women's apparel. It's essentially a sweatshop, employing over a hundred women who work in shameful conditions for pitiful wages. As hard as life is for the women, it's not much worse than what they've experienced until now. The Quinn girls were abused by a family member while both Maureen and Peggy are married with husbands who've run off on them. Sheila, the leaseholder, lost her husband to typhoid four years ago. The women make it a point to travel to and from work together or in groups of two or three when not working. They do this for mutual protection, especially since the Black Diamonds have begun harassing the residents. The women are distrustful of men, for good reason. Male investigators receive a penalty of 15% to any Persuade rolls when dealing with the tenants here, while female investigators gain a bonus of 15%.

Tenants	Age	Relationship			
Maureen Douglas	24	eldest	Dou	glas	sister,
		abando	ned by h	usband	
Colleen Douglas	22	middle	Douglas	sister	
Margaret Douglas	20	younges	st Dougl	as sister	
Kathleen Quinn	19	elder	Quinn	sister,	fleeing
		abusive	home		

### The Tenement

Matilda Quinn	18	younger Quinn sister, fleeing abusive home
Noreen Dunne	19	elder Dunne sister
Peggy Dunne	17	younger Dunne sister,
		abandoned by husband
Sheila Duffy	26	widowed leaseholder

#### Apartment 4-B: The Fowlin Family

Here resides a West Indian family originally from Jamaica but living in New York for two generations. The lease is held by Michael Fowlin, who lives here with his two children and parents. Michael is a single father and divorcé; his wife left him for a speakeasy bartender three years ago. His father Frank is confined to a wheelchair after a construction accident a decade ago. Michael, like his father before him, is a sandhog-an urban miner and construction worker specializing in excavation projects like subways, sewers, and water tunnels. Michael is currently working on the Holland Tunnel project, a future link between Manhattan and Jersey City under the Hudson River. Davie hopes to continue the family tradition and is pushing his father to talk to his foreman about securing him a position. Michael wants his son to stay in school and get into a safer profession. Initially, Michael steadfastly refuses to sign anything, then secretly tracks down the investigators to do so because he doesn't want his parents to worry about the risk he is taking.

Tenants	Age	Relationship
Michael Fowlin	40	father of Davie and Alma, son
		of Frank and Ruby
Frank Fowlin	72	husband of Ruby, father of
		Michael
Ruby Fowlin	66	wife of Frank, mother of
		Michael
Davie Fowlin	16	son of Michael, grandson of
		Frank and Ruby
Alma Fowlin	11	daughter of Michael, grand-
		daughter of Frank and Ruby

#### Apartment 4-C: Dietrich Jager

Dietrich is a quiet, elderly man with a noticeable German accent. He has lived in America since before the Great War, speaks passable English, and keeps to himself. In his youth, Dietrich was an occult investigator active with several others in Europe in the late 1870s. He and his friends ran afoul of unearthly horrors which eventually claimed the lives of all but him. With so many memories of dead friends and otherworldly horrors, he is oblivious to the horrendous conditions of the tenement; he's just waiting to die so he can join his fallen companions. Dietrich signs a statement without the need for the investigators to make a Persuade roll. Several items from his investigating days are hidden around the apartment, including an Elder Sign and a .38 revolver (see "Unexpected Allies").

Tenants	Age	Relationship
Dietrich Jager	78	occult investigator, retired

#### Apartment 4-D: The Levinsky Family

An extended family of Poles lives here struggling to survive and make some sort of life at the Buckley Arms. They are brothers Benjamin and Jeremy, their wives, and an unmarried female cousin named Marna. The men are underpaid mailroom clerks who work in midtown Manhattan for a large financial trading house. Marna makes a good living as a hotel maid and is the chief source of the family income. The wives tend to the household chores, doing their best to make the apartment as clean and safe as possible. Hanna, Benjamin's wife, is visibly pregnant. The family feels trapped, happy to bring new life into the world yet heartbroken to do so while living in such miserable conditions.

Tenants	Age	Relationship
Benjamin Levinsky	26	husband to Hanna, brother to
		Jeremy, cousin to Marna
Hanna Levinsky	22	wife to Benjamin, expecting
Jeremy Levinsky	24	husband to Galia, brother to
		Benjamin, cousin to Marna
Galia Levinsky	19	wife to Jeremy
Marna Levinksy	18	cousin to Jeremy and Benjamin

### FIFTH FLOOR

#### Apartment 5-A: The Oswald Sisters

Three elderly sisters, two widows and a spinster, share this apartment. With grown children living far away and no husbands, all three women must work to support themselves. The Oswald sisters work out of their home, making beautiful quilts which are purchased and sold at a very high markup by a nearby shop. Luckily they are frugal, stretching what little they make far enough to keep themselves fed. The old women try to maintain low profiles because they are terrified of being put out on the street. They are hesitant to sign any sort of a legal statement against the landlord. Sandra explains that Mr. Grey's goons have threatened far worse things than eviction.

Tenants	Age	Relationship		
Sandra Oswald	68	eldest	sister,	widowed,
		daughtei	r living in '	Vermont
Inga Oswald	64	middle s	ister, never	r married
Helga Oswald	60	youngest	t sister, wic	lowed, four
		children	living in C	California

#### Apartment 5-B: Hank Scarborough

Mr. Scarborough, a veteran who lost his right arm in the Great War, lives here alone. He has no friends, doesn't work, and seldom leaves his apartment. Hank spends most of his time sitting in the shadows, drinking, and thumbing through a faded scrapbook from another lifetime. He is a broken, bitter man who hates the world and himself. Hank feels he's nothing more than a worthless one-armed drunk who's unable to stand up to the goons in the landlord's employ. He owns a Colt .45 automatic pistol, but the only thing he contemplates using it on is himself.

Tenants Hank Scarborough

Age Relationship 48

bitter war veteran

#### Apartment 5-C: The Low Family

This family is made up of a hard-working man and the three lovely (APP 15) women in his life: his wife and two teenage daughters. Douglas Low is a dockworker who pulls every additional weekend shift he can just to make ends meet. His wife Rebecca watches over their daughters closely, fearing for their safety when they are out of her sight. She dresses herself very modestly and keeps her hair covered in an effort to hide her beauty, and tries to make her daughters take the same precautions.

Unbeknownst to the rest of her family, Red, a member of the Black Diamond Gang, recently raped Victoria in the building's bathroom. She is physically bruised, psychologically damaged, and deeply ashamed. The young girl told her family she got the bruises in a fight with another girl at school. Victoria blames herself and hasn't mentioned the incident to anyone. Investigators who make a successful Spot Hidden roll notice the bruises on Victoria. Anyone then making a successful Psychology roll sees clear signs of psychological trauma, manifesting in shame, fear, and deception. With some careful questioning, investigators can get Victoria to admit the truth. If Douglas learns what happened, he fully cooperates with the investigators and signs a detailed statement.

Tenants	Age	Relationship		
Douglas Low	41	husband to Rebecca, father to		
		Victoria and Daphne		
Rebecca Low	35	wife to Douglas, father to		
		Victoria and Daphne		
Victoria Low	16	elder daughter, recently raped		
Daphne Low	14	younger daughter		

#### Apartment 5-D, The Diaz and Navarre Families

Two Hispanic families share this apartment in an effort to save enough money to move out of the Buckley Arms. Juan Diaz lives here with his wife and son along with Orlando Navarre, his wife, and their three children. Juan and Orlando are poorly paid coworkers at a shoe factory. All members of the Diaz and Navarre families speak English quite well, although they may pretend not to as a strategy for avoiding trouble. Orlando sports a black eye and a cracked rib after a run-in with one of Mr. Grey's enforcers. This makes gaining their signed statements especially hard, with all Persuade rolls attempted with a penalty of 15%. However, if the investigators speak Spanish with 30% or greater fluency, this penalty is eliminated.

-	- Contraction	<b>D</b> 1 (1 1 1
Tenants	Age	Relationship
Juan Diaz	42	husband to Marisol, father
		to Hector
Marisol Diaz	28	wife to Juan, mother to Hector
Hector Diaz	6	son of Juan and Marisol
Orlando Navarre	38	husband to Nalda, father
		to Olivia, Sarita, and Ruben
Nalda Navarre	31	wife to Orlando, mother
	2	to Olivia, Sarita, and Ruben

Olivia Navarre
Sarita Navarre
Ruben Navarre

elder daughter and oldest child of Orlando and Nalda younger daughter and middle child of Orlando and Nalda son and youngest child of Orlando and Nalda

## THREATS TO THE INVESTIGATORS

9

7

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As the investigators begin documenting the conditions at the Buckley Arms and speaking to the tenants, they draw the notice of Mr. Grey's minions. At first, their response to the investigators' efforts is a measured one since the shoggoth lord doesn't consider their actions to be much of a threat. However, as investigators start making progress with the legal case, Mr. Grey's response intensifies in brutality. Should they persist, the shoggoth lord orders its slave, Robi Laszlo, to begin a sorcerous campaign of horror against the investigators and any tenants whom they convinced to make statements on the complaint. The levels of violence progress as follows:

- The Black Diamond Gang
- The Kidnapping
- Simon and the Enforcers
- The Sorcerous Campaign
- A Stinging Attack
- The Dinner

### THE BLACK DIAMOND GANG

At some point during the photographing of the conditions and the interviewing of the tenants, a member of the Black Diamond Gang spots the investigators. Ideally this happens when the investigators are nearly finished gathering statements for the report. The punks contact Mr. Grey, who orders them to deal with the nosey investigators.

The Black Diamond Gang surrounds the investigators, brandishing their weapons and attempting to rob them. If the investigators make any sudden moves or refuse the gang's demands, the hoodlums attack. If the investigators offer no resistance, the gang takes all their money, valuables, and weapons. Once the gang members have robbed and disarmed the investigators, the cowards attack. They refrain from killing anyone but are more than happy to beat the investigators unconscious.

#### **Five Black Diamonds**

	Red	Tiny	J.J.	Frankie	Mugsy
STR	13	12	12	13	12
CON	12	12	13	13	8
SIZ	9	11	7	8	12
POW	14	12	11	10	11
DEX	13	12	14	12	12
HP	11	12	10	11	10
DB	+0	+0	+0	+0	+0
Weapo	ns: Fist	/Punch 60%	6, damaş	ge 1D3	
He	ad Butt	40%, dama	ge 1D4		
Kic	ck 55%,	damage 1D	6		

### The Tenement

Red and Tiny—Club 60%, damage 1D6

J.J.—Brass Knuckles, +2 to Fist/Punch damage

Frankie—Metal Pipe 50%, damage 1D4

Mugsy—Brick 50%, damage 1D4

Skills: Climb 60%, Grapple 40%, Hide 50%, Listen 45%, Sneak 50%.

If the investigators discharge firearms, the punks immediately flee, but this draws the attention of the local police. Police involvement could mean a night in jail, a stiff fine, and the confiscation of all firearms—or worse if any of the thugs were killed—unless the investigators can talk or bribe their way out of it.

If gunplay is avoided and more than three of the thugs are knocked unconscious, the rest flee, attempting to carry off their fallen comrades if possible. Any captured admit to having called the landlord and being told to deal with the investigators. If the police are called, the punks are arrested and carted off, only to be driven to a distant part of town, beaten severely, and dumped in the street. Mr. Grey will not send the gang after the investigators until a report is filed.

### FILING THE REPORT: MANHATTAN

It takes 3D4 hours and a successful Law roll to write the report, and a successful Photography roll to develop the photographs. Once the report is finished, a message must be left with Assemblyman Peterson's secretary. With a successful Luck roll, the assemblyman calls back in 1D3 hours; if not, the call never comes, and the office must be contacted again. The assemblyman cannot be reached directly on the phone.

### **A** BUSINESS DINNER

Assemblyman Peterson agrees to meet with Mr. Caldwell and the investigators over dinner. He schedules the meeting at a fine restaurant called Donovan's, not far from his offices. Assemblyman Peterson avoids talking about the case during dinner. As Mr. Caldwell picks up the rather considerable bill, the assemblyman promises to look over the papers and take them before an honest judge sometime tomorrow. If the investigators suggest protecting the assemblyman, he refuses, stating, "You would do better to spend your time protecting the people who signed this report from their landlord." Mr. Peterson then departs, and is never seen again.

#### Later, Back at the Buckley Arms

Alerted to their presence, Mr. Grey now begins trying to discover just what the investigators are up to. He sends his enforcers to apartment 3-A the next day as a show of force. They simply ask questions, look menacing, and offer some thinly veiled threats.

#### The Report is Filed—Informants

Mr. Grey won't make a move until after Assemblyman Peterson files the report. Within three hours of the papers being filed, Mr. Grey is contacted by informants in the court system. The shoggoth lord quickly learns all the details of the report and decides that things have gone far enough.

### THE KIDNAPPING

Mr. Grey orders his goons to kidnap Assemblyman Peterson. They quietly snatch him, leading him into a car at gunpoint. Assemblyman Peterson is driven to a remote abandoned warehouse in the Bronx owned by Mr. Grey. There the shoggoth lord questions Mr. Peterson before devouring him alive. His goons also break into the assemblyman's office and steal the investigators' report. Once this is accomplished, Mr. Grey focuses on punishing those who moved against him (see "Simon and the Enforcers").

Calls to Assemblyman Peterson's office are answered by his worried secretary. She explains that the assemblyman is missing and his office was ransacked the night before. With any luck, the investigators have a copy of the report. With a successful Know or Law roll, the investigators realize that the legal case against Mr. Grey in Manhattan is now dead. No one else is willing to back this case, thanks to Mr. Grey's deep pockets. However, this successful Know or Law roll gives the investigators an additional option. Mr. Grey's shield of corrupted officials is unlikely to extend directly to Albany, so the case can be filed at the state level. Theodore Caldwell provides this information if the investigators do not come up with it themselves.

### SIMON AND THE ENFORCERS

Mr. Grey's enforcers, formally referred to as "associates," are tough-looking men dressed in well-tailored dark suits. They are universally large, brutal, and well armed. They are well paid and cognizant of how Mr. Grey and Simon deal with those who cross them, so are deeply loyal. Mr. Grey has about a dozen associates but can muster no more than four at any particular time.

#### Typical "Associate" of Mr. Grey

STR 15	CON 16	SIZ 15	INT 12	POW 12		
DEX 12	APP 10	EDU 11	SAN 60	HP 16		
Damage B	onus: +1D4.					
Weapons:	Colt .45 Auto	matic 55%,	damage 1D1	10+2		
Fist/Pu	nch 70%, da	mage 1D3 +	db			
Grappl	e 60%, dama	ge special				
Kick 50%, damage $1D6 + db$						
Knife 6	0%, damage	1D4+1 + dl	5			
Blackja	ck 60%, dan	age 1D8 + 6	đb			
Skills: Doo	dge 45%, Li	sten 40%, S	Sneak 55%,	Spot Hidden 4	0%,	
Throw	50%.			-		

#### Simon

A slender, smooth-talking man who goes by the name of Simon always leads Mr. Grey's enforcers. He introduces himself as Mr. Grey's personal secretary. He is the man who collects rents on the first of each month. He knows the names and faces of everyone who lives in the Buckley Arms, including the investigators. Simon is well groomed and impeccably

dressed in fine white tailored suits. His charming exterior hides his cruel and sinister nature. Of all Mr. Grey's henchmen, only Simon knows his secret.

#### SIMON, Mr. Grey's Personal Secretary, age 30

 STR 13
 CON 13
 SIZ 12
 INT 15
 POW 15

 DEX 15
 APP 15
 EDU 15
 SAN 0
 HP 13

 Damage Bonus: +1D4.
 Power 100
 Power 100
 Power 100

Weapons: Savage M1917 .32 Automatic 60%, damage 1D8 Switchblade 70%, damage 1D4 + db

Fist/Punch 60%, damage 1D3 + db (Brass Knuckles, +2 to damage)

Knife 70%, damage 1D4 +1+ db

Skills: Accounting 50%, Cthulhu Mythos 10%, Dodge 50%, Fast Talk 75%, First Aid 45%, Hide 55%, Listen 45%, Locksmith 50%, Persuade 60%, Psychology 65%, Sneak 55%, Spot Hidden 60%, Throw 70%.

#### Retribution

Simon and a group of four enforcers arrive at the tenement in two cars. One thug stands guard over the vehicles while the rest go inside. They seek out the apartments of anyone who made statements and signed the complaint, threatening and beating them. No one is killed in this "friendly warning," but the tenants are told in no uncertain terms that this should be the last Mr. Grey hears about "snooping lawyer-types trying to stir up trouble." For good measure, Simon visits a few adjacent apartments to inform those tenants that Mr. Grey doesn't want anyone talking to outsiders. Threatened and abused tenants likely try to retract their statements, requiring extensive work on the investigators' part to convince them otherwise.

After dealing with the troublemaking tenants, Simon and his toughs seek out the investigators. Simon approaches the investigators in a polite, disarming manner. He signals his associates to hang back a bit and asks to have "a little chat" with the investigators.

#### The Bribe

Simon begins by offering the investigators a smoke, taking hand-rolled cigarettes from a fine silver case in his breast pocket. He smiles and tries to set them at ease. Then he tells the investigators that he has a few things to say and asks that they hear him out:

"My employer wishes to inform you that he's aware of a certain unpleasant business which occurred recently. Now, this isn't really any concern of yours and such situations are better left alone. Nobody wants to upset the applecart; why, people could get hurt. Now, there are always malcontents blaming others for their own misfortunes. That's what we have here: a lot of people complaining that they aren't happy. Why should that be your problem? It shouldn't be.

"Now, my employer understands that you've put in a certain amount of time and effort in trying to accomplish, well...something. He doesn't want you walking away from this feeling that you've wasted your time. My employer is ready to be generous to stop any further trespass or interference with this, or any of his other, properties. So, here is a little something for your troubles...and we can all consider

this matter closed, yes?"

Each of the investigators is handed an envelope containing \$700 in \$20 bills. If the bribe is accepted, Simon thanks the investigators for being reasonable and leaves, saying, "I look forward to never getting together again." If the bribe is refused, Simon smiles and makes one last attempt, saying, "I'm trying to do you a favor, but I see you want to do things the hard way. We're not playing kid games you know—no do-overs or crying uncle in this schoolyard. You'll be a lot happier if you just take the envelope and forget all about this." If the investigators still refuse the bribe, Simon shrugs and says, "Don't say I didn't warn you. I'll be seeing you." He then departs. If attacked in any way, the enforcers come charging to his aid.

Sharp investigators may realize from this conversation that Mr. Grey owns several similar buildings across Manhattan. They are all in a very similar condition and serve his purpose in a similar way. Once the report "Tenants vs. Mr. Grey" is filed, the authorities likely investigate Mr. Grey's other properties as well; the investigators have a chance of bringing down the shoggoth lord's entire network. Should they fail to realize this, the Keeper may point it out with a successful Idea roll.

If the investigators accept the bribe or otherwise stop pursuing this matter, things immediately quiet down. Nothing changes in the Buckley Arms or any of the other slums owned by the shoggoth lord, the scenario ends in failure, and the investigators get no reward beyond their dirty-money bribe. The Keeper may want to penalize each investigator 1D10 points of Credit Rating and 1D2 Sanity for their miserable failure.

## 

The local police are well paid by Mr. Grey, and are no help to the investigators whatsoever. Calling them accomplishes nothing. Statements are taken and promises made to "look into this and get everyone's side of the story," but nothing is actually ever done. In fact, the police admonish the investigators, saying, "You should be more careful and stop looking for trouble. It'll find you soon enough."

The police might also harass the investigators. Cars left parked and unattended in Hell's Kitchen might be vandalized. They might be stopped, questioned, and roughly searched (1D3 points of damage over several minutes) on the pretense that they match the description of someone the police are looking for. Investigators could be fined or arrested for even minor offences, etc. Each time, the investigators are warned about staying out of trouble.



#### **Possible Combat**

Simon and the enforcers are professional goons, ruthless and violent. With local authorities well bribed, they know that, so long as they are discreet, they can get away with almost any-thing. Initially, all they intend to do is intimidate and punish the tenants and bribe the investigators. Keepers may wish to use Idea rolls to dissuade overly aggressive investigators. By keeping a cool head the investigators can avoid conflict at this time. Simon and his enforcers do not hesitate to kill anyone who dares to attack them.

## FILING THE REPORT: ALBANY

If the investigators have a copy of their report, they can file the case on the state level in Albany. If they do not have a copy, they must recreate the report, but taking new photos and statements from the tenants of the Buckley Arms is nearly impossible now that Mr. Grey is on to them and the tenants have been threatened. There are three ways the investigators can file the report with the authorities in Albany.

- By mail: Mailing the report to the capital from Manhattan takes three days. With a successful group Luck roll, at the end of the third day the investigators are contacted by telephone or (if the Luck roll fails) on the fifth business day by mail.
- By Miss Adams: The Caldwell's secretary has family in Albany and is willing to deliver the report to the state offices. This method elicits a phone reply in as little as 36 hours. Miss Adams downplays any suggestion of risk: "No one is looking for me. I'll be just another woman getting on and off a train. I go visit my parents three or four times a year; I'll be fine. You're the ones taking the real risks. I'm just happy I can help." Miss Adams stays in Albany for an extended "vacation," at the insistence of her boss, who fears for her safety.
- Personally: If the investigators consider this option, Keepers can have them attempt an Idea roll. If successful, they realize they are likely being watched by Mr. Grey's associates. Also, their sudden departure from the city could send a bad message to the poor tenants who are at risk but powerless to leave. Such people might feel abandoned and later refuse to cooperate with the investigation or deny making their statements in court. If investigators seem set to follow this course of action, Keepers can have Mr. Caldwell or Miss Adams suggest the first two ways of filing the report. Those who take the trip to Albany return to discover that 1D6 tenants who made signed statements on the report are no longer willing to cooperate with the case.

### STATE PROSECUTOR

Once the papers are filed with Albany, the case is assigned to State Prosecutor Charles T. Chadworth. Mr. Chadworth contacts the investigators, telling them that the state will be taking on this case. He advises that he won't be able to visit Manhattan for a week or so; however, when he arrives, he'd like to set up interviews with everyone who made statements and send his own inspectors into the Buckley Arms. Unfortunately, Mr. Chadworth also contacts Mr. Grey, as is his legal obligation. The shoggoth lord is informed that he is under investigation for possible violations to the New York State Tenement House Act of 1901. Mr. Grey is told that the state will be inspecting the conditions at the Buckley Arms and that Mr. Chadworth expects full access to the property and his cooperation in this investigation. The shoggoth lord becomes furious, and the situation quickly deteriorates.

## THINGS WORSEN

Mr. Grey knows that if some of the tenants who signed the report become mentally unhinged or meet with unfortunate accidents, the case could crumble and the situation likely just fade away. But he also knows that if anyone connected to him is implicated in these accidents, the state investigation might easily expand. This is the last thing the shoggoth lord wants, so he reigns in his enforcers and begins directing Robi Laszlo to make sorcerous attacks against the tenants and investigators.

### THE SAD STORY OF ROBI LASZLO

Twelve years ago Robi Laszlo lived with his mother Henrietta at the Buckley Arms. Henrietta told fortunes and worked as a psychic medium for the local Hungarian immigrants to pay her rent and put food on the table. Robi—then only six years old—was already manifesting the powerful gifts which ran in his family.

The young boy was a mystical prodigy, able to control the rats that lived in the building. This was only the first of his abilities to manifest; his mother knew one day Robi would be a great mystic and medium. Unfortunately, the shoggoth lord discovered the boy's abilities and realized that one day he would wield great power—power that Mr. Grey wanted to control. So the shoggoth lord snatched Robi away in the night.

Today, at 18, Robi Laszlo is a prisoner in Mr. Grey's home, a slave to the shoggoth lord. His body is terribly atrophied from confinement, his skin pale and eyes weak from lack of sunlight. Robi's nearly insane from the horrors he's witnessed and been forced to commit on Mr. Grey's behalf. He dare not dream of escape or rebellion because his mother is now provided for by Mr. Grey: herself a hostage, helpless and insane.

### THE SORCEROUS CAMPAIGN

Mr. Grey forces his captive to use his arcane powers against the investigators and the tenants who signed the complaint against him. He uses the spells Nightmare, cast three times nightly, and Command Vermin, up to three times per day, pushed sometimes to the point of unconsciousness.

#### Nightmares

Each night Robi Laszlo casts the Nightmare spell three times. These are directed at anyone who signed the report or an investigator. These unfortunates lose 1D3 points of Sanity per night as they are tormented by one of the following terrible dreams:

- The victim dreams of being kidnapped and held prisoner, drugged and beaten over a long period of time. In the dream, the victim is helpless and unable to escape. The dreamer is tied down to a bed and weakened from injections of narcotics. The attacker is never seen, but his voice is heard.
- The victim dreams of going to testify against Mr. Grey, and on the way to court, the sidewalk turns to quicksand. The dreamer slowly sinks in, and nobody helps. The bystanders are overheard saying that the victim is being punished. Friends, family, or the investigators arrive and attempt to help the dreamer escape, at which point the quicksand turns into hot tar and begins burning and eating away at the victim's flesh.

Those targeted are attacked over and over to slowly erode their sanity. They instinctively know the nightmares are somehow connected to the Mr. Grey, and victims contact the investigators the next day saying they don't want to testify against him. Those haunted by the night terrors are exhausted and afraid—investigators may attempt Psychology rolls to calm and reassure them. A successful Persuade roll is then required to keep them from backing out of the case against Mr. Grey.

After suffering the horrible dreams for three consecutive

nights, one of the tenants attempts suicide. At the Keeper's discretion, the investigators may come to the aid of the victim in the nick of time. If investigators realize that their actions are what set the suicide attempt in motion, they suffer a Sanity loss of 1/1D3 points.

#### Attack of the Vermin

The assault upon tenants who signed the complaint continues beyond haunted sleep; the shoggoth lord forces Robi to command packs of vermin to attack. The use of this spell usually exhausts the young sorcerer, draining his magic points and knocking him unconscious for hours.

#### The Rats

There are enough rats in and around the Buckley Arms to command up to 3D3 packs, each comprising 10 rats, per day. The rats swarm into a specified apartment, chewing through walls, floors, and ceilings if necessary to attack anyone they find within.

The magically emboldened rats have a chance to hit equal to ten times the number of packs (three packs would attack at a 30% chance, for example). Those hit suffer 1D3 points of damage per pack. Each successful attack against the rats kills one of their number and chases away the rest of that rat's pack. The rats attack until they have all been killed or driven off, their targets are dead, or the spell ends. Anyone on the same floor while an attack is in progress hears the sounds of screaming and the high-pitched cries of dozens of rats; the commotion is heard from other floors only with a successful Listen roll. Witnessing



### The Tenement

an attack costs 1/1D3 points of Sanity. The rat attack leaves a ravaged area: furniture gnawed and clothing shredded, victims with soft tissues eaten away and bone and organs exposed, and the whole area loaded with rat droppings and blood.

Even if unharmed, those attacked by the rats are covered with rodent feces and urine and discover themselves to be crawling with fleas, and must make a roll for the loss of 0/1 Sanity. Anyone bitten in the attack must make a successful CON x4 roll to resist contracting an infectious disease (to be played out as the Keeper desires—CON loss and skill reduction is possible).

#### The Roaches

The Command Vermin spell can also be used on cockroaches. Robi uses 8 magic points to enchant 3D3 colonies of cockroaches. With each colony numbering about five thousand insects, the carpet of roaches contains between five and fifteen thousand insects. Each roach colony has 10 hit points.

The cockroaches move to the target apartment through the plumbing and walls. When they attack, the roaches come pouring out of the drains, electrical outlets, heating vents, cracks in floors and walls and ceilings, and the gaps under doors. The cockroaches swarm victims and crawl into ears, noses, and mouths. One person can be swarmed for every colony of roaches present. A swarmed victim begins to suffer the effects of drowning as the insects fill his throat. It takes two rounds to be swarmed. Sanity loss for a swarm attack is 1/1D3 points. Victims must make a CON x6 roll to cover their nose and hold their breath. The following round a CON x5 roll is required; successive rounds require CON rolls x4, x3, x2, and finally x1. It remains at CON x1 thereafter. Once a CON roll is failed, the victim suffers 1D6 points of damage each round.

Killing enough of the insects can render a colony ineffectual. Blunt weapons such as clubs and fists inflict normal damage to the insect swarms. Firearms do one point of damage per successful shot. Edged weapons do half normal damage. Dropping and rolling on the ground is effective in dealing 1D4 points of damage to a colony.

Survivors and victims are covered with crushed insect parts, black powdery cockroach feces, and globs of slimy innards, and their hair and clothing are full of cockroach eggs. Anyone surviving the attack coughs up bits of insect for days afterward. Dealing with these revolting effects costs 1/1D2 Sanity points. The aftermath of a roach attack leaves everything from floor to ceiling covered in a layer of fine, sticky black powder—cockroach feces. There are thousands of tiny red dots scattered about the floor and walls—trails of the victims' blood left by the departing roaches. The dead have a look of horror on their faces and are covered in parts of crushed insects, especially around the mouth and nose and in the throat. A successful Medicine roll identifies the cause of death as asphyxiation. 1/1D3 points of Sanity are lost for witnessing this ghastly scene.

#### **Other Vermin**

As the Keeper wishes, the investigators could be plagued in the streets by flocks of pigeons and crows, swarms of bees, or even groups of feral cats or wild dogs. Attacks, damage, and Sanity loss varies.

## ftew Spell: Commfind Vermin

This spell allows a caster to command an existing population of pests, such as rats, flies, lice, or cockroaches. The spell costs 4 magic points and 1D3 Sanity points to cast. The spell has a range of 5 miles and allows the caster to command 1D3 packs of a particular pest. An additional 1D3 packs can be enthralled for every 2 additional magic points invested into the casting of the spell. This allows a caster the potential to summon vast hoards of vermin.

Enchanted packs of vermin obey the simple commands of the caster. This can be anything from eat all the grain on a particular farm, depart the area and never return, or kill a specific person. Commands that would harm the animals, such as walking into fire or drowning themselves, instantly fail, and the spell ends. This spell lasts 1 hour per casting. At the end of the enchantment the vermin revert to their natural behavior.

### A STINGING ATTACK

Theodore Caldwell II suddenly stops contacting the investigators, returning their calls, or going to his office. Mr. Caldwell is currently in Mount Sinai Hospital recovering from a car accident which left him with a serious back injury. While driving, he was attacked by a swarm of bees. He was stung over sixty times, causing him to lose control of his car and strike a tree. His face, neck, and arms are painfully swollen and he is unable to speak or hold anything in his hands. His physician, Dr. Burken, expects Caldwell to make a full recovery in six to eight weeks. Plans have been made to move Mr. Caldwell to a private facility on Long Island for the remainder of his convalescence.

## UNEXPECTED ALLIES

As the situation worsens at the Buckley Arms, two unexpected allies may come forward: Dietrich Jager of apartment 4-C and Rusty Dugan, a member of the Scorpions street gang.

### DIETRICH JAGER

Once bizarre events begin to take place, the investigators may be approached by the elderly Dietrich Jager. He quietly asks them into his apartment and, in the darkened room, withdraws a locked box from under his bed. From within he retrieves a bottle of Asbach Uralt (a German brandy) and a set of obviously old cut-crystal glasses. Jager quickly closes and locks the box. He pours himself and the investigators a
drink and, in his thick German accent, tells a story:

"I was not always as I am now, an old, broken man waiting to die. Years ago, back in the old country, I was one of a group of brave men and women who risked their lives to root out the forces of darkness. The glasses you drink from belonged to them. This was our set. We traveled all over Europe, heard strange stories, and found even stranger truths: horrifying truths, things mankind is not meant to know. One by one, the darkness claimed us, stealing our lives, shattering our minds, breaking our spirits. Now only I remain. After all the years, I feel it again. There is something at work here in this place...something evil and ancient. It is a thing beyond normal comprehension."

He then hands the investigators the box and its key, and continues:

"Inside is my journal, an account I kept of the things we did in the old country. There are other items inside that may be of use. I do not know the nature of the evil you face, or if what I am giving you will be of any help against it. You will learn quickly that nothing is certain or as it seems in this world. You've shed light upon a darkness that most men never see, a darkness that will now seek to destroy you. May God have mercy on your souls."

Mr. Jager refuses to speak further, ushering the investigators out of his apartment. He retires to the nearest church where he prays for hours. While deep in prayer he succumbs, slumping dead to the floor. The elderly man has died of natural causes, although the investigators may think it more sinister.

## THE LOCKER OF DIETRICH JAGER

This small locker contains a book, two small leather bags, and the case for the set of crystal brandy glasses. The box itself is old

## ¢IEW SPELL: ¢IAND OF ¢ITH"¢NIKEL

This spell causes one of the caster's hands to be wreathed in bluish energy for five minutes or until discharged. Whatever is touched automatically sustains 1D2 points of damage, regardless of any immunity (cold, fire, electricity, chemicals, etc.), as its atomic bonds break down. This discharges the spell. It costs 4 magic points and 1D4 Sanity to cast, and for every two additional magic points expended in the casting, the inflicted damage is increased by 1D2 points of damage.

and sturdy, the padlock an antique but still functioning. The key is old, iron, oversized, and decorated with intricate etchings.

#### The Journal of Dietrich Jager

Dated 1872–1884 and written in German. It holds Mr. Jager's accounts of seven strange cases he and his companions investigated in Europe. He details every member of the group, describing each person's psychological trauma and cause of death. Team members included his wife Marlene and his cousin Roland. Readers learn a little about ghouls (in the Paris Catacombs), deep ones (in a fishing village in Crete), the mi-go (in the Alps), Hastur (in the Netherlands), and Gol-goroth (in Hungary). Within the text are detailed instructions for the other two items within the box. *Sanity Loss 1D3/1D6; Cthulhu Mythos* +5 *percentiles; average one week to study and comprehend/12 hours to skim.* Spells: Dominate, Elder Sign, Hand of Kith'Mikel, Song of Hastur.

#### Bag #1—Four Pellets of Dazak

These black spheres are about the size of marbles. According to Jager's journal, they were recovered from a group of deep one hybrids. The journal explains that dropping one of these pellets into a liter of water creates a very caustic liquid. The acid causes 1D6 points of damage per round for 1D3 rounds. The mixture remains potent only for three days.

#### Bag #2—Two Elder Signs

These Elder Signs have been carved into dark colored, palmsized river stones.

#### DIETRICH JAGER, Retired Investigator, age 74

STR 08	CON 10	SIZ 11	INT 15	POW 14
DEX 12	APP 10	EDU 19	SAN 25	HP 11
D D				

Damage Bonus: none.

Weapons: .38 Revolver 55%, damage 1D10 Club 65%, damage 1D6

Spells: Dominate, Elder Sign, Hand of Kith'Mikel, and Song of Hastur.

**Skills:** Conceal 50%, Cthulhu Mythos 18%, Dodge 55%, First Aid 45%, Hide 40%, History 55%, Library Use 60%, Listen 50%, Psychology 40%, Sneak 60%, Spot Hidden 75%.

Languages: English 30%, German 90%.

## RUSTY DUGAN, MESSENGERS FOR THE SCORPIONS

This red-haired Irish street punk visits the Buckley Arms, knocking on the door of apartment 3-A, now leased by Theodore Caldwell. He's looking for someone who used to live here named Roy Collazo. He claims he has a very important message for Collazo, "a matter of life and death, even." If investigators make a successful Fast Talk roll, Rusty gives them the message.

Rusty explains that he's a lieutenant for the Scorpions, a street gang whose territory borders this one. He's looking for Roy Collazo, the war chief of the 34th Street Rangers, a gang that used the Buckley Arms as their "embassy." He is unaware that the 34th Street Rangers' control of the Buckley Arms has fallen to the Black Diamond Gang.

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## TALE OF THE LOST RANGER

Rusty relates his story quickly, eager to finish his duty and be on his way. Being alone, unarmed, and in unfamiliar territory makes him nervous, but that's what intergang protocol requires of diplomatic envoys.

"Two days ago, we was all out, toolin' around at the edges of our territory. You know, lookin' to see what's what. Anyhow, this stinkin' bum comes chargin', out at us, screamin' his head off, flappin' his arms. 'The Fat Grey Man, guns, knives, no good, just laughin' crazy talk like that, he was totally out of his head. Well, we all jump 'cause nobody saw him before he rushes out at us. He grabs Jamie and starts shakin' him, babblin' on and on about God knows what. Well, Johnny gets his club out and whacks the guy over the noggin. He drops Jamie and rushes off. So we're about to have after him, to put a serious hurtin' on the nutcase when Jamie screams at us to lay off. So we asks why? Jamie's not hurt and tells us that he got a good look at the bum. Now, I didn't see the guy close myself, but Jamie swears it was Gino Calsetti, number two of the 34th Street Rangers. We thought since we've got a peace treaty going that we should let Roy know what we saw. Anyway, that's the message."

Rusty gives the location of the encounter with Gino, six blocks from here towards Chelsea. Gino Calsetti, second-incommand of the 34th Street Rangers, is the only gang member to survive an ill-fated attack on Mr. Grey three weeks ago. The young gang member has been living on the streets since that night. Gino is indefinitely insane and completely paranoid. He's terrified, hearing voices talking to him, constantly warning him of dangers both real and imaginary. He knows what happened to the Rangers and the home address of Mr. Grey. Unbeknownst to the investigators, Mr. Grey's sadistic right-hand man Simon has also learned of the whereabouts of Gino Calsetti and has sent out two of his enforcers to snip off this loose end, permanently.

#### Finding Gino Calsetti

Locating the now insane street punk isn't difficult. The investigators find several homeless people in the area where the

Scorpions spotted Gino. Although fearful, a meager bribe of money, food, or illicit alcohol gets the bums talking. Most have encountered Gino recently and refer to him as "the new kid—he's off his nut." The derelicts say that the young man arrived a week or two ago, is very unpredictable, and that they keep their distance. They tell investigators to check "the castle," pointing to a burned-out garment factory nearby.

Gino Calsetti occupies one of the third-floor back offices of the abandoned factory. He is terrified, fleeing if approached. Investigators must immediately calm and reassure him they are not a threat by making a successful Psychology roll. Once calmed, Gino can do little more than babble incoherently unless treated with a successful Medicine or Psychoanalysis roll. Even then, he occasionally answers a question to no one in particular as he reassures the voice in his head that everything is okay. He refuses to leave the building under any circumstances, saying that he's safe from the monster here. A successful Psychology roll followed by a Persuade roll is needed to convince him to tell his story:

"Well, we was fed up. The gang decided we was gonna get Mr. Grey 'cause last time someone snitched to the cops they got beat up. We was gonna fix him, or so we thought. We stole a car and followed Simon around all day till he stopped at this house. I wrote the address down, and we went back after dark. There was two guys in a car right out front watchin' the door; knew it had to be the place. We jumped a fence behind the house. Backdoor was locked. We seen lights on upstairs so we climbed up some wooden frame covered with vines to get to the roof. All of us went in through a window, seven of us. We have knives, a couple of bats, and the three pistols. A door opens and this fat guy in a hat comes out, all laughin' and smilin', really happy to see us like. We shot him, emptied the guns into him. Hit him a bunch of times. He fell over, still laughin', then...he changed. He weren't no man! He was a...thing. It had a man's head but it...melted, we...knives, clubs, guns...the holes just healed up! Then it came at us. Ate the boys! They was screamin'. It was eatin' them alive, all the while laughin'. I jumped out the window, and I came here to hide. I couldn't go home. I couldn't go nowhere. Nowhere is safe from that thing."

#### GINO CALSETTI, Insane Gang Member, age 20

 STR 14
 CON 6
 SIZ 14
 INT 7
 POW 11

 DEX 10
 APP 5
 EDU 7
 SAN 34
 HP 10

 Damage Bonus: +1D4.
 Weapons: Flail Wildly 50%, damage 1D3+2 + db
 Skills: Climb 45%, Dodge 45%, Hide 45%, Jump 50%.

#### The Cleaning Crew

Just as Gino Calsetti finishes his story, Mr. Grey's "associates" attack. Unless investigators have posted a guard and kept watch, the two armed men surprise them with a hail of bullets. Their main target is Calsetti, and they don't withdraw until everyone is dead. Death in battle is preferred to the wrath of Mr. Grey and Simon for failure.



#### SIMON'S CLEANUP CREW, Two "Associates" of Mr. Grey

	#1	#2		
STR	15	14		
CON	16	14		
SIZ	15	16		
INT	12	13		
POW	12	14		
DEX	12	14		
APP	10	15		
EDU	11	12		
SAN	60	55		
HP	16	15		
DB	+1D4	+1D4		
Weapor	ns: Colt .45	5 Automatic 55%, damage 1D10+2		
Kni	fe 60%, da	mage 1D4+2+ db		
Blackjack 60%, damage 1D8 + db				
Fist/Punch 70%, damage 1D3 + db				
Kicl	k 50%, dan	nage 1D6 + db		
Gra	pple 60%,	damage special		

Skills: Climb 55%, Dodge 45%, Listen 40%, Sneak 55%, Spot Hidden 40%, Throw 50%.

If Gino somehow survives the attack, he tells the investigators the location of Mr. Grey's home in Gramercy Park, then runs off, screaming that the investigators have led the monster to him. Unless physically restrained, the investigators are unable to stop him. If Gino is killed, the investigators find a matchbook in one of his pockets with the address of a house in Gramercy Park written on it.

## MEETING MR. GREY

If the investigators persist in pursuing the case but either delay confronting their enemy in his home or do not know where he lives, Mr. Grey makes a final move and sends Simon to deliver a dinner invitation to them. With three thugs to back him up, Simon greets the investigators warmly, addressing them as his "favorite do-gooders." He takes out a white handkerchief and waves it at them in mock surrender, saying he has a message:

"My employer sees how committed you are to this. 'Filing in Albany-there was a bold move,' he says. 'These fellows must really mean business,' he says. Mr. Grey wishes to avoid a long and protracted legal struggle. He'd win it, of course, but in the long run it might be cheaper to just make the repairs than defend himself in court. So, he's sent me to offer you a truce. He's willing to make all the necessary repairs to the Buckley Arms to bring the building up to code if you're willing to drop this case. He'd like you to join him at his home for dinner so that everyone can review your report and set up a timetable for repairs. We have a contractor hired and ready to get started right away. You think it over. Give me a call when you've decided, and we'll work out the details." He hands them a business card and unless attacked in some way, Simon and his three associates leave without incident.

## MR. GREY'S HOUSE

Mr. Grey lives in an impressive three-story building in Gramercy Park. All the windows and doors are securely locked. The wooden trellis in the backyard that the 34th Street Rangers used to gain entry has been torn down.

## ENTRANCE

The front door is always locked and guarded. Two of Mr. Grey's "associates" are posted within sight of the entrance, usually sitting inside a vehicle. They are alert and watchful, intercepting anyone approaching the door or lingering near the building. The guards are kept informed of all appointments and expected visitors, so Fast Talk and Persuade rolls against them to gain entry are made at a penalty of 20%.

#### THE HOUSE GUARDS, Two "Associates" of Mr. Grey

	#1	#2		
STR	13	17		
CON	14	13		
SIZ	15	15		
INT	11	10		
POW	10	12		
DEX	16	13		
APP	14	11		
EDU	11	10		
SAN	50	60		
HP	16	15		
DB	+1D4	+1D4		
Weapons: Colt .45 Automatic 55%, damage 1D10+2				
Knife 60%, damage 1D4+2 + db				
Blac	kiack 60%	, damage 1D8 + db		

0%, damage 1D8 Fist/Punch 70%, damage 1D3 + db

Kick 50%, damage 1D6 + db

Grapple 60%, damage special

Skills: Climb 55%, Dodge 45%, Listen 40%, Sneak 55%, Spot Hidden 40%, Throw 50%

### GROUND FLOOR

1. Foyer: This small room has a closet filled with jackets, hats, and coats, and a bench beside the front window. It leads to a hallway with a pair of arched doorways, a door, and a rear staircase.

2. Sitting Room: This elegant and spacious room easily accommodates forty people. Within are comfortable couches, armchairs, and tables. There are several boxes of cigars beside tall freestanding ashtrays. The artwork here is abstract-or downright bizarre, depending upon one's tastes. An intercom on one of the tables connects to the lounge upstairs.

3. Dining Room: Opposite the sitting room is a large dining room. The furniture is polished oak, and the table seats thirty. There are a china closet, comfortable chairs, and a chandelier. On display here are a collection of ceremonial masks from Africa, South East Asia, and Central America.

A massive, oversized chair sits at the head of the table. Beneath the table in front of this chair is a hidden lever, found



with a successful Spot Hidden roll. If pulled, two iron gates drop down and block the exits. It takes 20 points of STR to lift each gate; total the STR of each character attempting to lift it. A second lever, hidden in the china closet and detected with a Spot Hidden roll, raises the gates.

4. **Kitchen:** Only a small amount of food is kept in this large room, but there is a surprising amount of pet food in the cabinets. There is a door leading to the back yard, but it has been padlocked and carefully nailed shut.

5. **Simon's Suite:** The door to this room is heavily reinforced (STR 20), and has an elaborate lock (Locksmith penalty of 15%). The rooms beyond the door have all been soundproofed. The first is a living room with a dartboard and full bar. The artworks hanging here are a painting of women being brutalized and photographs of executed Old West outlaws. There is also a leather couch and a coffee table covered with syringes and supplies of narcotics (cocaine and opium—successful Medicine or Chemistry roll to identify).

The other door leads into Simon's bedroom, which is furnished with a massive king-sized a bed, a large dresser, and a walk-in closet. More drug paraphernalia clutters a nightstand. There is a beautiful woman on the bed, dressed only in a filthy slip. She is either catatonic or giggling madly: either way, completely nonresponsive to investigators. Investigators who make a successful Know roll recognize her as Marne Brice, a motion picture starlet who vanished three weeks ago while filming in Brooklyn. Simon, a fan of her work, abducted her while she was on her way home from the studio. He's kept her a prisoner here, drugging and brutalizing her daily. She is now indefinitely insane and unable to assist the investigators in any way. Seeing the once-glamorous starlet in this condition costs 0/1 Sanity. Miss Brice's husband Nick has been the focus of the investigation into her disappearance; innocent, of course, he has offered a reward of \$5,000 for his wife's safe return.

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### SECOND FLOOR

#### **Reinforced Door**

The door at the top of the stairs has a fine sturdy lock (Locksmith penalty of 15%) and is heavily reinforced (STR 30).

6. **Kennels:** This room is filled with cages. There are sixty in all; about half contain small dogs, the rest contain cats. In all, there are seventy-three animals here, all appearing well cared for, with food and water bowls in each cage. Eerily, there are no animal sounds being made, although all the caged creatures seem lively. A Spot Hidden roll reveals that each animal has a scar under its jaw. A successful Know or Medicine roll reveals the horrible truth to the investigators: all the animals have had their vocal cords cut, rendering them mute. The eerie atmosphere in this room costs 0/1 Sanity.

7. Larder: This room has a dozen hospital-style beds in it, with intravenous drip stands beside each. There are five naked men and three naked women, among them anyone recently kidnapped from the Buckley Arms. They appear to be asleep or unconscious, but a successful Medicine roll informs the investigators that they are in chemically-induced comas. Reviving them is possible but must be done slowly

and carefully, under strict medical supervision in the safely of a hospital. The unsettling nature of this room costs 0/1 Sanity.

8. **Robi Laszlo's Room:** This dimly lit room smells antiseptic. It contains a bed and chair, both with leather straps. The straps have not been needed in a long time due to the condition of the room's occupant. A young man in a hospital gown with a shaved head lies on the bed, his extremities horrifically thin, atrophied from more than a decade of confinement. The figure—actually 18—is the size of a twelve year old. This is Robi Laszlo, the shoggoth lord's enslaved sorcerer.

Robi cannot physically move and is only able to turn his head and mouth a few words. If anyone but Mr. Grey or Simon enters, Robi begins crying and whimpering. The boy is indefinitely insane. A successful Medicine roll confirms that he is too fragile to move without a stretcher and that his bones are likely brittle.

In the corner of the room is a tile mosaic of a circle on the floor. This is the Gate that leads to the basement of the Buckley Arms; stepping into the circle transports investigators into the rat-infested and locked basement, at a cost of 1 Sanity point and 1 magic point.

### ROBI LASZLO, Mr. Grey's Enslaved Sorcerer, age 18 (looks much younger)

STR 3	CON 3	SIZ 7	INT 12	POW 32	
DEX 3	APP 5	EDU 6	SAN 0	HP 5	
Damage 1	Bonus:-1D6.				
Weapons: none.					
Spells: Co	ommand Ver	min, Nightm	are.		

## THIRD FLOOR

#### **Reinforced Door**

This door is identical to the one leading from the first to the second floor.

9. **Lounge:** This room has four oversized leather couches and a coffee table that holds an intercom (connected to the sitting room on the ground floor). The floor is polished black marble, and the walls are covered with abstract mosaics. There is a huge skylight filling the center of the twenty-foot high ceiling. The skylight is not locked can be opened from the outside.

10. **Mr. Grey's Resting Place:** The floors, walls, and ceiling of this room are covered with black marble tiles. The room is devoid of furniture. There is a closet filled with a dozen rubber suits with constricting girdles and straps, a dozen oversized white suits, five white fedoras, and five pairs of leather shoes. In the center of the room is an empty pool, six feet square. When the shoggoth lord sleeps, he relaxes his form, filling the pit with his protoplasmic bulk.

## THE DINNER

Investigators are greeted by a coolly cordial Simon at the door. He leads them into the sitting room where he offers male investigators expensive cigars; women are offered cigarettes from a fine silver cigarette holder. Simon then speaks into the intercom, informing Mr. Grey that his guests have arrived.

Moments later, Mr. Grey enters the room, shuffling his massive bulk along. He greets the investigators with an emotionless smile but does not shake hands. He sinks into an unoccupied couch, lights a cigar, and asks the investigators if they'd like a drink. If they accept, Simon opens a bottle of expensive, old, and imported Irish whiskey. Mr. Grey jokes that he hopes his guests won't add possession of alcohol to their complaint. He puts off talking business until after dinner, saying he does not like to conduct business on an empty stomach.

After the pleasantries of cigars and drinks, Mr. Grey rises and announces that it is time for dinner. He leads the investigators across the hall to the dining room, where he settles into his oversized chair at the head of the table. Simon excuses himself, saying he must oversee the kitchen help. Two "associates" dressed in tuxedos serve the meal. Dinner includes salad, soup, and lobster with baked potatoes. Butter, bread, and multiple pitchers of lemonade, ice tea, and fruit juice are also on the table. Everything is excellent, catered in for this occasion. Mr. Grey is served a platter with three lobsters which he lustfully devours, barely glancing up at his guests.

All of the food has been laced with opiates. The opiates are POT 10, which is matched on the Resistance Table against the CON of anyone eating or drinking. Those who are overcome suddenly find themselves getting sleepy and unable to properly focus as a feeling of euphoria overtakes them. Able to act only with a successful POW x5 roll each round, all skill rolls are made at half the normal chance of success. Those resisting realize the meal has been drugged before ingesting too large a dose.

As soon as anyone reacts to the poison, or if they steadfastly refuse to eat, Mr. Grey makes his move. He pulls the lever under the table to release the metal gates, blocking escape. Mr. Grey stands and tosses off his clothing to reveal a many-buckled rubber suit. He bursts out of the suit, taking his natural form: a protoplasmic shoggoth with a carefully constructed human face. Those viewing this change must make a Sanity roll and lose 1/1D3 points. The shoggoth lord then gets down to its true meal: the investigators!

## An Unexpected Visit

The investigators may elude the guards and gain entry to Mr. Grey's house secretly. If Simon is home, he'll be in his room 75% of the time, where he is either in a drug-addled haze (01%–40%), sleeping (41–75%), or brutalizing his kid-napped starlet Marne Brice (76%–100%).

Mr. Grey is in his private suite 95% of the time in his human form (75%) or relaxing in his true form in the emptied pool. Confronted in human form, Mr. Grey is unarmed and allows the investigators to riddle him with gunfire if they so choose. He falls to the floor moaning and then falls silent,

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pretending to have been killed. After a few moments, or as soon as someone touches him, the shoggoth lord bursts out of his clothing and the constricting rubber suit and assumes his natural form. Witnessing this change costs the investigators 1/1D3 Sanity each.

## MR. GREY

Viewing Mr. Grey in its true monstrous form costs investigators 1D6/1D20 Sanity points each. The shoggoth lord moves fast once free of its human disguise, flowing and shifting its mass to block avenues of escape. The creature attacks by crushing victims under its bulk, delivering powerful punches, or by pulling prey into its gelatinous body to be digested. If wishing to remain hidden in human form, Mr. Grey attacks with a Colt revolver, which it keeps in a breast pocket of its suit.

Mr. Grey appears as a grotesquely fat man with sickly looking grayish skin and a bald head. He dresses in expensive white suits, perfectly tailored to his immense form, and sports a bow tie and a large white fedora. This form is only a disguise, however; in its natural shape, Mr. Grey is a formless mass of living protoplasm, able to shape its body into a variety of forms. Although the human limbs are drawn into the body, the head never is: it is too complex a creation to ruin by absorbing. To help hold its human form, the shoggoth lord wears an elaborate rubber suit under its human clothing. The suit, with its many clasps and buckles, can be shed in seconds.

#### MR. GREY, Tenement Owner and Shoggoth Lord

Human F	orm			
STR 15	CON 13	SIZ 18	INT 13	POW 17
DEX 10	APP 6	EDU 13		HP 16
Damage F	Bonus: +1D6			

Weapons: Colt .32 Revolver 50%, damage 1D8

**Armor:** none, but fire and electrical attacks do only half damage; physical weapons such as firearms do only 1 point of damage, impaling or not, and shoggoth lords regenerate 2 hit points per round.

#### Spells: none.

Sanity Loss: none in human form. Keepers may add an additional 1/1D3 Sanity point loss for witnessing the change between its human and shoggoth forms.

#### **Shoggoth Form**

STR 24	CON 31	SIZ 18	INT 13	POW 17
DEX 10				HP 25

Damage Bonus: +2D6.

Weapons: Crush 100%, damage = db

Rhino Fist (Pseudopod) 95%, damage 2D3 + db Grapple 90%, victim is pulled into the shoggoth lord's body and suffers 1D6 hit points of damage per round until he or she is completely digested

**Armor:** none, but fire and electrical attacks do only half damage; physical weapons such as firearms do only 1 point of damage, impaling or not, and shoggoth lords regenerate 2 hit points per round.

Spells: none.

- Sanity Loss: none in human form. 1D6/1D20 Sanity to see a shoggoth lord in its true form.
- Keepers may add an additional 1/1D3 Sanity point loss for witnessing the change between its human and shoggoth forms.

## DEFEATING THE SHOGGOTH LORD

If defeated, Mr. Grey dissolves with a fearsome horrific shriek into a puddle of black, foul-smelling sludge. If Simon or any of the other "associates" are still at large, they immediately flee upon hearing the shoggoth lord's death knell, even if in the middle of combat. Mr. Grey's henchmen vanish into the city and attempt to leave New York as soon as possible.

## AFTERMATH

Once the creature is dead, the investigators can phone the police without fear. Even if they don't, the police arrive soon after, responding to a call from a concerned neighbor who's heard the sounds of something terrible taking place. Keepers should have the authorities arrive before the investigators can escape Mr. Grey's home. They are detained and questioned while the police make a quick search of the premises.

Upon finding Marne Brice, people in drug-induced comas, a victim of long-term imprisonment, dozens of maimed animals and large quantities of illegal drugs on the premises, even the most corrupt police officials cannot cover this up. Newspapermen arrive on the heels of the police and sensational headlines like "Upper Class Drug Den Exposed," "Sadistic Kidnapers," and "Slumlord's Den of Horrors" are splashed across the next morning's papers.

The investigators are described as heroes in reports, credited with the rescue of missing film star Marne Brice. This instantly clears her husband of suspicions of wrongdoing. He gladly pays the investigators the reward of \$5,000. Mrs. Brice is rushed uptown and admitted to Sloane Hospital for Women, part of the newly opened Columbia Presbyterian Medical Center. Within a week she is transferred to a private mental institution in upstate New York. Although her career is over, she gradually regains her sanity over the ensuing years. The investigators now have several important wealthy connections in the film industry.

## THE NIGHTMARE ENDS

Life at the Buckley Arms changes drastically. A new owner takes possession of the property and quickly brings it up to code. State investigators launch a probe into why the conditions were able to persist, leading to the dismissal of numerous officials from various city agencies, including the New York Police Department. Everyone implicated in the investigation manages to avoid jail time, but numerous careers are ruined. For the residents of the Buckley Arms, the nightmare is over.

Helping correct the conditions at the tenement awards each investigators 1D6 Sanity points and 1D6 Credit Rating points. The investigators each receive 1D20 Sanity points for defeating Mr. Grey. Rescuing all those imprisoned at Grey's house is worth 1D6 Sanity points and 1D10 Credit Rating for each participating investigator. But each tenement resident killed or rendered insane results in the loss of 1 Sanity point.

## A NIGHT AT THE OPERA

Mikael Hedberg

## **KEEPER'S INFORMATION**

or thirty years, Pietro Trabaci worked as an archivist in the secret Vatican Z-collection, living a quiet and uneventful life among the unholy material kept there. Trabaci was a good Catholic and held a great deal of respect for the pope and the Vatican, as well as the role he was allowed to play within it: that of a warden of dusty books and documents banned over the past centuries.

Among the books of black magic and perversion was a dusty leather bag containing sheets of music, the title Massa di Requiem per Shuggay elegantly inscribed on the yellowed cover sheet. The score was attributed to an obscure composer named Benevento Chieti Bordighera. It was the most beautiful, haunting, and complex music he had ever seen, and his heart broke thinking that anyone would ever hide this inside a gloomy archive. Trabaci, a violinist and music lover, couldn't fathom why a musical score would be locked up among such blasphemous and vile books.

The rare opera haunted and obsessed him, and he could think of little else. Learning that this music had never been performed, his obsession grew, and he returned as often as he could to read and study it. During the days he found himself humming the beautiful score and at night it filled his dreams. One day he decided that the music deserved better and took the score under his arm and walked out, leaving his job and home. Trabaci fled, spiriting his ill-gotten opera out of Europe and settling in New York City, where he established himself as a prominent music and art collector.

Now in New York, Trabaci has finally found the means to have his beloved *Massa di Requiem per Shuggay* performed. Unbeknownst to him, he is about to unleash a cosmic nightmare upon the city like nothing ever imagined. In the third act, Azathoth is summoned to the opera house. No matter how much the investigators complain or persuade, they are unable to stop the performance or have the opera canceled. They find out about it on the day of the first performance. At this point, not even murder would cancel the performance, because the performers all have understudies. They need to stop the ritual and not the performance itself.

## NVESTIGATORS' INFORMATION

One or more of the investigators are friends or associates of Geoffrey Dyden and receive a letter asking them a favor (see *Opera Papers #1*). It seems Geoffrey has made an embarrassing faux pas. He inadvertently made plans to be away during a world premiere performance of a newly discovered 18th century Italian opera, *Massa di Requiem per Shuggay*. Dyden—a member of the exclusive club of box owners at the Metropolitan Opera—knows it's not only a privilege but one's social duty to partake in the festivities of a premiere. Empty seats are not good for business, and it is proper etiquette to attend and show interest. His box will be empty unless he acts swiftly.

The Metropolitan Opera House, also known as the Met, is located at 1411 Broadway, between West 39th and 40th

Streets. (The building will be demolished in 1967, and the Met will move to Lincoln Center.) The Met is famous for long breaks where the rich strike million-dollar deals and the famous hold court with their fans. They may or may not be entertained by the idea of opera, but smart investigators realize that important social and political contacts could be made by attending and partaking in the festivities (the Keeper may ask for an Idea or Credit Rating roll to suggest this if the players do not realize it themselves). Also, any seasoned investigators with knowledge of the insects from Shaggai may recognize the title of the blasphemous opera and likely wish to look into it.

The invitation arrives the day of the performance, giving the investigators very little lead time.

**Opera Papers #2** 



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If they arrive at the box office promptly at 5:00 p.m. to collect the key to their box, the investigators have two-and-a-half hours until the performance begins. The restaurant is open, and so is the gallery, which the investigators inadvertently pass if they choose to have a look at the box.

Along with the key, they also receive programs for tonight's performance (see *Opera Papers #2*) and a handbill detailing a free concert at Bryant Park. The handbill proclaims that the free concert begins at 5:30 p.m. and will feature highlights from Bordighera's *Massa di Requiem per Shuggay*. The concert is within walking distance of the opera house, but for those who cry for convenience, a five-minute taxi ride will suffice.

## A WALK IN THE PARK

A short walk down 40th Street, just passing under the elevated train track on Sixth Avenue, brings the investigators to Bryant Park. The park stretches all the way from Fifth to Sixth Avenue and from 40th to 42nd Street. Toward Fifth Avenue and claiming a sizable portion of the park is the New York Public Library. The land is kept natural, without strict geometry, and walking through Bryant Park would be just like a stroll in the countryside were it not for the looming buildings and sound of traffic and trains rushing down Sixth Avenue.

A string quartet is set to perform on the upper terrace where the park meets the library. The concert starts promptly at 5:30 p.m. and ends at 6:15 p.m. It is held in front of Bryant Memorial—a statue of a sitting William Cullen Bryant. It is perhaps unlikely that the investigators know anything about the dead poet whose statue sits in front of the Beaux-Arts library building, but the dramatic stage should be apparent to all. The four musicians are dressed properly and do their best to ignore the light wind tugging at their tuxedos and sheets of music.

The audience of a hundred or so seems to enjoy the con-

## ()EOFFREY DYDEN, DILETTANTE, AGE 36

Geoffrey Dyden is the investigators' friend who was kind enough to invite them to the opera. Dyden is enjoying himself on Long Island during the scenario. Dyden is a man of many interests and many friends, and the players are free to think of just about any form of connection to him. He is a charming and friendly character but keeps a certain distance from everyone, making him quite inaccessible at times. cert, although the few benches arranged are quickly filled, and people are left to their own creativity to find room and comfort. The musicians play a single slow piece written for a classical string quartet: 2 violins, a viola, and a cello. It is unlikely that the investigators would find the music anything but pleasant. The audience seems overwhelmingly delighted by the performance and smiles turn into cheerful applause as the piece comes to an end. The investigators should roll for Sanity and gain 1 point if they are unsuccessful, due to the music's soothing quality. Investigators who make a roll with any music-related skill realize that the music doesn't quite sound like an 18th century composition.

After the performance, the musicians pack their instruments and make their way back to the opera house to join the rest of the orchestra. They are forthcoming and happily talk to the investigators and even show them the sheet music. The musicians can confirm that the music played is by the mysterious Bordighera and that indeed he doesn't sound like his more spirited and structured companions from the 18th century. The piece performed in the park is from the second act of the opera, arranged for string quartet by Adele Katz. The concert ends just in time for the investigators to return to the opera and catch sight of some of the famous guests arriving. But if the investigators have become curious, a short visit to the library could provide extra information.

## NEW YORK PUBLIC LIBRARY

The New York Public Library is a grand marble and brick building in the Beaux-Arts style. The dramatic front entrance opens toward Fifth Avenue, and the building stretches all the way from 40th to 42nd Street.

Doing proper research takes precious time, which the investigators don't have if they visit between the concert and the opera, but a quick half-hour search could yield at least something. Investigators may roll Library Use to see if the research is successful. Here are some facts which can be found:

- A newspaper article naming John D. Rockefeller, Jr. as the impresario for tonight's events.
- No composer named Benevento Chieti Bordighera is mentioned anywhere.
- Benevento is a town and province in southern Italy, Chieti is a city in central Italy, Bordighera is a town in northern Italy.
- A Massa di Requiem is a Catholic mass for the dead. It is a common theme for choral music, and countless composers have written their own version.
- The opera title Massa di Requiem per Shuggay is listed as the only piece of music ever banned by the Vatican.

## THE GALLERY

The opera house is open to the investigators after 5:00 p.m., and they are free to roam the public spaces as they wish. When the investigators decide to visit their box, they notice the display of framed music in the corridor. This gallery holds the entire original manuscript for *Massa di Requiem per Shug*-

### A Night at the Opera

### GEOFFREY DYDEN, ESQ.

My dear priend,

I would be most grateful if you could take my place at Saturday's opening of Bordighera's Massa di Requisem per Shuggay at the Metropolitan Opera House. A newly-discovered 18th century Italian opera, it is sure to be something not to be missed. Unfortunately, I must do just that as I find myself with a conflicting social engagement which takes me away from the City. My private low is well-appointed and spacious enough for you and several compatriots. Just present this letter to the low oppice at 5- 00 p.m. and they will give you the key to my low. It is very bad showing to have an empty low on opening night, so I hope you can oblige me of my little pavor.

Most sincerely,

Geoffrey

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**Opera** Papers #1

*gay.* Every page is neatly framed and displayed in sequence. The opera is written on 79 large sheets of yellowed brittle paper in short-score form with several notes designating repetition of the same material. Anyone successfully making any music-related skill roll (failing that, a Know roll at one quarter of the normal chance) sees that the score would be nearly impossible to perform without considerable deciphering. A musician might be able to understand how the short score is written after sufficient analysis; otherwise, it looks incomplete or simply incomprehensible.

The name Benevento Chieti Bordighera and the title *Massa di Requiem per Shuggay* are written in large ornamented letters on the first page. The bottom part of the page is torn, but the year 1768 can clearly be read.

A plaque accompanying the first page reads:

The Metropolitan Opera would like to express our deepest appreciation and gratitude to Pietro Trabaci for sharing these pages with us. And to Adele Katz who singlehandedly deciphered Bordighera's score and produced a staggering 324-page full score for our conductor and several partial sheets for the orchestra, choir, and soloists.

## READING THE MASSA DI REQUIEM PER SHUGGAY

The entire opera can be read fairly quickly. There won't be enough time to make a real analysis of the music, but reading the libretto and getting the gist of the music only takes about an hour. Depending on what set of skills the investigator has, different answers can be found.

Any roll with a music-related skill reveals some strange things. Accepting the year 1768 for its composition, as claimed on the front page, and Italy as its birthplace, makes this opera a very unusual piece of music. The music is highly repetitive, and the beats seem to flow into each other creating a hypnotizing rhythm. The sound is undulating and the notes have few abrupt stops or attacks. The tempo is a walking pace which is sometimes intensified by triplet arpeggios working in contrast with the steady eighth notes. The only comparison at this time would be to sacred music from India, Tibet, or Indonesia.

The reaction to the music when performed should be positive, for it uses almost naive harmony, which, in combination with the rhythm, should prove comforting and pleasing—like a trance. The opera is written for a typical orchestra of the time, with the exception of the flutes; five of which are called for, instead of the typical two, in the final act. After reading the music, the investigator feels a little queasy and empty inside. If the investigator begins to read the music again, this feeling goes away momentarily.

With knowledge of Italian, the libretto and the stage directions can be read. There are just a few roles in the drama, but they manage to cover a large musical interval. A standard four-part chorus is also used to play the people of Shuggay. The opera calls for two castrati, a type of singer no longer



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allowed because it involves mutilating the genitals of young boys to give them a high-pitched voice similar to that of a woman. Savio is, in fact, the male lead but, according to the program, is played by a woman. The explorer Pio is also a male role but played by a woman to fit the vocal range.

The story is as it is described in the program, and there is very little variation in the text; much of it is repeated over and over. A lot of it makes no sense, because it seems to be foreign words bastardized into some form of Italian hybrid.

Directions are vague movement cues for the actors and very general descriptions of the scenes. Minor things are implied in the arias, such as Orso's own death. Notes about scenography are also scarce. The only thing that stands out is the lighting of the three beacons. When the investigators watch the opera, it becomes evident that the scenographers have taken most of their cues from the arias and not from any external notes.

A successful Cthulhu Mythos roll immediately recognizes the Call Azathoth spell spread out over the opera. It becomes obvious that the ritual will be finished as the third beacon is lit. To successfully disrupt the ritual, all beacons need to be unlit by the end of the acts in which they appear. The otherworldly harmony of the five flutists in the third act must also be sabotaged. In addition, there will be three harbingers preparing the arrival, who must be stopped, as well. If the investigators learn about the harbingers and their role in the spell before the opera starts, they won't immediately understand what the harbingers are. But once the shan arrive during Act I, the situation should quickly become obvious to everyone. Note that anyone reading through the opera suffers a Sanity loss of 1D3/1D6 and gains 4% in Cthulhu Mythos knowledge.

## **RED CARPET RECEPTION**

At 6:00 p.m., guests start to arrive at the opera house. Outside the grand entrance on Broadway, a handful of photographers and fans have gathered. The event has attracted some of New York's finest ladies and gentlemen. Investigators interested in looking at celebrities could easily do so until the opera begins, but sooner or later, they should realize that they are themselves a part of the important people. After all, they have a box. As guests of Geoffrey Dyden, the investigators have access to just about anything the opera house offers and are free to mingle with even Rockefeller himself.

If the investigators choose to act like they belong, they likely hang their coats in the anteroom to their box and mingle in the reception area or Sherry's Restaurant. Coffee, tea, and sweets are served throughout the reception area and can even be delivered to the box.

## IT'S EVIL!

As John D. Rockefeller, Jr. climbs the stairs leading to the gallery, an old man bursts out of the crowd. He pleads with Rockefeller to stop the opera. Guards quickly act and pull the man aside. The old man suddenly notices the thin frame of



### A Night at the Opera

Pietro Trabaci accompanying Rockefeller.

"It's you-you brought this evil into the light! It was hidden for a reason!" he shrieks and collapses. Rockefeller, Trabaci, and the rest of their party seem shaken by the incident. After taking a moment to collect themselves, they continue to their boxes. The old man is brought into the reception area and placed on a couch.

Shortly after, an outraged business manager storms into the room. He says, "What the hell is going on here? I'm not going to let some simpleton ruin this. Not Rockefeller's show. Do you realize what's at stake here? His father is the richest man in the world, for God's sake."

The old man is alive but delirious. If the investigators can make contact with him he says, "The opera can't be stopped. They won't let it. You must stop the ritual. He is coming. The Black Sultan is coming."

The old man passes out while squeezing something into an investigator's hand: a business card which has been folded around a key. The card is to St. Am-

brose's Books at 37th Street and Fifth Avenue. Although not identified as such, the key is to the bookshop door. It is not far away, but the investigators might be running out of time. The opera is set to begin at 7:30 p.m., and a trip back and forth would be about half an hour. If the investigators neither have time nor feel the need to make the trip before the opera begins, they could make the trip during an intermission. Splitting up is also a viable option, some investigators going to the bookshop while other remain behind at the opera.

#### Pietro Trabaci

Trabaci has lived in New York City for a little over ten years and is well known in certain crowds. He has managed to become one of the most prominent collectors of Italian art and music. Trabaci doesn't know what will happen when the opera is performed; he just wants to hear it before he dies. He has read the music over and over and played some of it with friends, but has never heard it performed by a full orchestra. Trabaci and Rockefeller have long been acquainted and helped each other out when able. When Rockefeller asked Trabaci if there were anything he could do for him as he turned 70, Trabaci asked for the opera. Rockefeller and Trabaci share a box on the first floor, the same floor as the investigators' box.

## 90ĦN ⊕. ₽0CKEFELLER, 9R., QEGENDARY DUSINESSMAN, AGE 50

This Rockefeller is the son of the famous industrialist with the same name. Junior started out life as a man with money and has reached out into many fields beyond just business. He is a beloved philanthropist, and his acting as the impresario for the opera is nothing strange. He has befriended Trabaci, and together they have organized the opera event to bring this piece of history into the light. Rockefeller has no ill intentions and knows nothing about the ritual. He is aware of the ban by the Vatican but thinks nothing of it.

INDEX LIBRORUM

Boonen, Iacobus. Rationes ob quas illustrissimus dominus archiepiscopus mechlinienfis, Belgii primas, a promulgatione bullae qua proferibitur liber cui titulus, Cornelii Ianfenii, epilcopi iprensis, Augustinus, abstinuit, ex mandato regio allegatae ac catholicae maiestati exhibitae, e gallico in latinum translatae. 1651.

Dei et apostolicae sedis gratia archiepiscopus mechliniensis, ) Bruxellae omnibus has visuris salutem. Notum facimus quod, cum circa ) die 29 martij publicationem bullae Vrbani VIII fel. rec. etc. ) 1651.

Bordighera, Benvenuto Chieti. Massa Di Requiem Per Shuggay. Comprende l'incefto, la violenza, l'omicidio, il iconoclafm, il idolatry, il fimbolifmo contrario-Papale, divinità falfa: Aefutot/Thoth (egiziano) 1768.

Borgo, Carlo. Memoria cattolica da prefentarfi a fua Santità; opera poltuma. Colmopoli. 1780.

Borjon, Charles-Emanuel. Compilation du droit romain, du droit françois et du droit canon accommodez à l'usage d'aprésent. 1690.

Born, Ignatius de. Opuícula continent: monachologiam, accufationem Phyfiophili, defensionem Physiophili, anatomiam monachi. Collegit, edidit et praefatus eft P. Aloyfius Martius [pleudonymus]. 1784. Phyliophilus, Ioannes

[pfeudonymus]

Bornitius, Iacobus. Tractatus duo: I. De maiestate politica et summo imperio eiulque functionibus. II. De praemiis in republica decernendis, deque eorum generibus, differentiis et mutationibus. 1619.

Borremansius, Antonius. Variarum lectionum liber, in quo varia utriulque linguae auctorum loca emendantur, explicantur atque illustrantur, ritus prifci eruuntur et multa non ubique obuia docentur. 1678.

Börtius, Matthias. De natura iurium maieftatis et regalium, explicatio. 1619. Bosius, Ioannes Andreas. Schediasma de comparanda notitia scriptorum. 1701. Boffi, Luigi. Cattoliciímo (Del) della chiefa d'Vtrecht e delle altre chiefe di

Olanda appellanti, o fia analifi critica e confutazione del libro che ha per titolo: Storia compendioía dello íciíma della nuoua chiefa di Vtrecht.

Boffius, Ioannes Angelus. Tractatus de scrupulis et eorum remediis tum in univerfum, tum speciatim circa particulares materias. Donec corrig. 1674. Boffuet, Iacques-Bénigue. Projet de réponse à m. De Tencin, archeuêque d'Embrun, communiqué aux eccléfiastiques du diocèse de Troyes pour

leur instruction. 1745

Botfaccus

#### Pietro Trabaci, Music Collector, age 71

STR 8	CON 12	SIZ 12	INT 15	POW 12	
DEX 9	APP 16	EDU 14	SAN 37	HP 12	
Damage Bonus: none.					

Weapons: none.

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Skills: Art (Violin) 70%, Credit Rating 65%, Cthulhu Mythos 4%, Library Use 70%.

Languages: English 65%, Italian 80%.

#### St. Ambrose's Books

On the corner of 37th Street and Fifth Avenue, there is a set of stairs leading down half a story to the shop. Across 37th Street lies Brick Presbyterian Church, with its high tower shooting into the sky, and on the other side of Fifth Avenue is Tiffany & Co, the world famous jeweler. The key the old man gave the investigators fits the door lock, and with a click, the door swings open. The shop is kept neat, but there are not many books here. It quickly becomes obvious that the old man is no general antiquarian, he is a collector of specific books. The volumes found here are kept inside locked cabinets. They can be viewed through the glass doors, but the investigators won't be getting to them unless they plan to rob the place.

At the end of the room is a large oak table used for studying the old volumes. Delicate tools, used for turning fragile pages or for cutting or cleaning paper are perfectly placed at

EDWARD DERBY

one of the edges. A pair of thin cotton gloves lies discarded to the side. Two open books sit next to each other. The first book is a copy of the *Index Librorum Prohibitorum* (see *Opera Papers #3*) printed in 1787. It is a list of material banned by the Catholic Church. The list itself isn't particularly rare or secret. The opened page lists *Massa di Requiem per Shuggay* as a heretical piece of literature.

The second book is a collection of poetry called *Azathoth and Other Horrors* (see *Opera Papers #4*) written by Edward Derby.

What the investigators make of this material might vary, but it should be quite clear that the old man had made the connection between the names Aesutout and Azathoth and came to the conclusion that the opera was dangerous.

## THE PERFORMANCE

The ushers hurry through the halls chiming their bells. The opera is about to begin. Those who have not already made their way to their seat should do so now. The investigators have box seats on the left part of the balcony. These are among the best seats in the house and grant a perfect view of the stage. Just below are the parterre seats in front of the orchestra pit, along with the rest of the orchestra floor level,

#### **Opera Papers #4**

sluggish vampires born of mausoleums, rose and hovered the black hours, with wings that distilled a malefic languor made from the shadowy we and despair of perished cycles. The very skies were fraught with oppression, and we breathed beneath them as in a sepulcher, forever sealed with all its stagnancies of corruption and slow decay, and darkness impenetrable save to the fretting worm.

Vaguely we lived, and loved as in dreams - the dim and mystic dreams that hover upon the verge of fathomless sleep. We felt for our women, with their pale and spectral beauty, the same desire that the dead may feel for the phantom lilies of Hadean meads. Our days were spent in roaming through the ruins of lone and immemorial cities, whose palaces of fretted copper, and streets that ran between lines of carven golden obelisks, lay dim and ghastly with the dead light, or were drowned forever in seas of stagnant shadow; cities whose vast and iron-builded fanes preserved their gloom of primordial mystery and awe, from which the simulacra of centuryforgotten gods looked forth with unalterable eyes to the hopeless heavens, and saw

the ulterior night, the ultimate oblivion. Languidly we kept our gardens, whose grey lilies concealed a necromantic perfume, that had power to evoke for us the dead and spectral dreams of the past. Or, wandering through ashen fields of perennial autumn, we sought the rare and mystic immorteles, with sombre leaves and pallid petals, that bloomed beneath willows of wan and veillike foliage: or swept with a sweet and nepenthe-laden dew by the flowing silence of Acherontic waters.

Azathoth & Others

And one by one we died and were lost in the dust of accumulated time. We knew the years as a passing of shadows, and death itself as the yielding of twilight unto night.

A pitch black kettle of inane ambition, worlds formed over æons lie immersed in Your indifference. Swallowed by Your madness, left without chance to plead for the right to exist. O all miracles countermanded by the idiocy of the Black Sultan Azathoth, what waste. Turn away, pipers of the court, your jester is not the fool, but you're King. Put Him to sleep so we may carry on and build on our heritage if only for another day.

### A Night at the Opera

and above are the balconies with seats which become cheaper by every foot of distance.

A few minutes pass as the guests chat and the orchestra warms up. The five grand chandeliers are then hoisted up into the ceiling, and the remaining lights in the auditorium are turned off. The stage lights up, and the conductor strides on, the audience applauding as he takes a bow and descends into the orchestra pit.

## A(T |

A single note is played by an oboe, and within seconds, the orchestra swells into the cacophony that is tuning. The musicians fall silent, and everyone watches the conductor slowly raise his hands. With great excitement, over 3,000 guests hold their breath, waiting for the first beat. The conductor slowly but deliberately starts the piece. The string section fills the auditorium in long, sweeping, intertwining notes, the woodwinds pulsate long notes as if randomly appearing from nothingness, the brass hits a broad chord and remains as a powerful drone—it's magnificent.

The curtain is raised, and the first act begins.

The performance as a whole is spectacular. Music, choreography, scenography—everything is really good, and it seems to fit even a modern audience. Depending on whether the investigators feel they have enough incentive to act as saboteurs yet, this part may play out quite differently. If they do nothing, the act plays out according to the program.

Investigators who have read the *Massa di Requiem per Shuggay* can confirm that the performance is true to the original source. Due to the lack of direction in the text, the stage director, the decorator, and the prop master have a lot of freedom. They have had the good taste to take this lack of direction and interpret the staging as stylized minimalism. There are very few props and not much in the way of decor, but everything is well designed and dramatic and adheres to the style of German Expressionism.

## THE SHAN

About 15 minutes into the performance, successful Spot Hidden rolls spot something resembling bats swooshing across the stage and up into the fly gallery. Anyone witnessing this may also make an Idea roll to realize that the set has taken on an extremely realistic quality. It's like looking into an alien landscape stretching on well past the boundaries of the opera house.

A few more minutes pass; then three insects from Shaggai swoop down and, like arrows, penetrate the heads of three members of the audience—three Spot Hidden rolls are required to see this, one for each victim. One victim is a woman in a box across from the investigators, the second is a man near the back of the house in the cheaper balcony seats, and the third is one of the ushers on the orchestra level. Witnesses lose 0/1D6 Sanity points. The shan use their mind-meld ability to begin to take control of their victims, entering their brains. Only a slightly vacant stare hints at anything unusual. The three victims do not realize what has happened to them and appear unaffected.

A young woman seated on the orchestra floor quite obviously ducks and turns to follow the flight of the insects. The investigators spot her easily, and she looks around the rest of the audience to find anyone who can acknowledge what she just saw. She makes eye contact with one of the investigators who spotted the shan and gives him or her a confused look. Stuck in a sea of audience members, she keeps shifting and looking around for the "bat-monsters."

### SHAGGAI

If the investigators decide to get on the stage, they find it difficult from the auditorium, but by going backstage, they can make their way unhindered to the stage from one of the sides. Here, they can see that the wooden floor of the stage seamlessly transitions to smooth dark stone covered in a thin blanket of water. Watching the opera from behind is as surreal as the world they have entered. The actors give the impression of being as unreal as cutouts in a puppet show. The audience behind them is hazy, as if on a cinema screen. Everything else is Shuggay (Shaggai), at least the way Bordighera envisioned it. It's empty except for a pyramid about half a mile away. The pyramid is one of the beacons showing Aesutout (Azathoth) the way to the new world. Entering Shaggai comes at a cost of 1/1D4 Sanity.

If the investigators have been quick in making this otherworldly discovery, they may realize they could sabotage the beacon. But first they have to reach it. It takes about fifteen minutes to walk or half that time to run. The journey is uneventful but peculiar and eerie. The world doesn't seem real, and the sense of being toys in a doll house is overwhelming. The vast landscape is barren and remarkably flat. The sky is fantastic, a sea of stars caught in the giant maelstrom of a galaxy. The spiraling, twirling darkness, eater of stars, is none other than Azathoth. If appropriate, have the investigators roll for Cthulhu Mythos. If they succeed, they realize what it is and lose 1D10/1D100 Sanity. If not, they are fortunate enough to live on in ignorance but can't shake a spinechilling sense of foreboding.

The pyramid is not the conical shape of true shan engineering; it is a block construction resembling those built by the Mayans. This is due to the strange meld of scenery and the real Shaggai. It is completely solid, and the only area used is the exposed top where a green crystal beacon burns. Depending on how quickly the investigators made their way here, it may or may not be lit yet. Just like in the opera, where it's the character Rafael who does it, there is only one being charged with lighting the beacon. The shan whose task it is to light the beacon in Shaggai guards it on top of the pyramid. Depending on how many investigators are taking part in this event, it reacts differently. It may decide to attack a small party head on and try to keep them away from the beacon it has lit until the first act ends. If there is a large party, it may go for a brain meld, which might cause some trouble. A mind-melded investigator is not out of the game yet; the investigator can still act as he or she wishes, and, if brought

back to the opera house, the investigators soon discover a way to get rid of a brain-melded shan.

If the beacon is lit, it needs to be destroyed. There is a control board on the side, but it is nothing more than a prop, and the investigators won't be able to operate it. The beacon crystal is about 4 feet high and can withstand 10 points of damage.

To exit Shaggai, the investigators have to head back to where the alien world merges with the stage. It should pose very little trouble, as long as they have enough time. If the investigators can't make it back before the act ends, the world melts away, and they are dropped somewhere in New York City proportionate to the distance they had left to go. The Keeper may play this out as something horrible or comical, depending upon the situation. They might appear in an alleyway, inside a shop or someone's apartment, in the middle of the street, etc.

#### The Shan Guardian

STR 2	CON 2	SIZ 1	INT 17	POW 19			
DEX 31				HP 2			
<b>Move</b> 4/4	0 flying						
Damage 1	Damage Bonus: N/A						
Weapons: Meld 60%, one target only, victim becomes a harbinger							
of Azathoth during the last act of the opera							
Nerve Whip 50%, damage special (see rulebook).							
Armor: n	one.						

Spells: Mindblast Skills: Dodge 80%. Sanity Loss: 0/1D6 to see a shan.

## FIRST INTERMISSION

The first act is a great success, and it is wildly discussed in the foyers and the restaurants. The investigators should by now be interested in more than just the hors d'oeuvres. The most pressing issue is likely to be seeking out the brain-melded members of the audience.

## FLASH!

The three mind-meld victims are not aware of the shan that have invaded their brains, and they act normally. The shan don't become active and start manipulating their victims until the third act. The closest victim is the woman in the box across from the investigators. She is Zelda Fitzgerald, the famous novelist and wife of The Great Gatsby author Francis Scott Fitzgerald. The Fitzgeralds have a box on the opposite side of the auditorium, but the investigators can catch them by the main stairs. Running up the stairs is the young woman from the audience who also saw the shan and made eye contact with an investigator, Alice "Ace" Heart. She is obviously a journalist, and she runs faster than both her shoes and dress should allow. As she approaches the Fitzgeralds, she brings out her camera and takes a photo. Both Alice and the Fitzgeralds are dazzled for a moment by the flash, but any investigators present notice a shan darting out the back of Mrs. Fitzgerald's head. The insect has been shocked by the flash and as it dislodges from its host it falls to the floor and dissolves, leaving only a green puddle on the carpet. This bi-



### A Night at the Opera

zarre scene costs 0/1D6 points of Sanity. Zelda Fitzgerald and her husband show no reaction to the event except recoiling from Alice's bright flash.

"What do you think—about the opera?" asks Alice.

Zelda laughs and continues downstairs. As she passes Alice, she says, "Darling, I think you just upstaged them all."

The people around the scene all stare and laugh. A butler quickly runs up to Alice and starts to explain that she is not allowed to disturb other patrons. At the Metropolitan, she is to be a guest. If she wishes to be a photographer, she must join the other vultures waiting outside on Broadway.

The investigators have only 40 minutes before the start of the second act. Any investigators witnessing the Fitzgerald event likely realize that a bright flash of light might be a useful weapon for dislodging the insects from someone's brain. If they fail to realize this on their own, the Keeper may ask the investigators for Idea rolls to figure it out. If they don't have access to a bright light of their own, the investigators can easily befriend Alice and convince her to use her camera flash to force out the other two shan once they locate the other two victims. Alice has five flash bulbs left. If she's caught using them again, the opera staff will forcibly remove her from the premises. It should be clear to the investigators that they need to be discreet. To successfully position the camera so that the flash is strong enough to force the insect out of a person's head requires a successful Photography roll. Failure could be because the camera was not positioned properly or the bulb was bad, etc. But each attempt-successful or not-uses up another flash bulb.

#### Alice "Ace" Heart

Perhaps the hardest working journalist in the city is packaged in a tiny-framed, curly-haired woman from Connecticut. Alice works at the *New York Herald Tribune* as a soft-news writer on page 8. She takes her work very seriously, and nobody makes Mrs. Jones's new haircut sound like quite as hard hitting a piece of news as she does. She spends her free time staking out all the happening places in search of a scoop.

Alice is easily befriended, and she is willing to believe just about anything the investigators tell her. She is the only other member of the audience who realizes she saw a flying "bat-

## ZELDA FITZGERALD, AUTHOR, AGE 24

- Wife of famous F. Scott Fitzgerald, author of *The Great Gatsby*, Zelda is a famous writer herself. The success of her first novel, *This Side of Paradise*, along with her extravagant lifestyle, make her the epitome of the flap-
- per generation. She may be the closest the investigators have ever gotten to a movie star or the New York in-crowd. If only they weren't so short on time, they might be able to make some really interesting friends.

monster" fly into Mrs. Fitzgerald's head!

If needed, Alice can act as another investigator. She can be sent to investigate St. Ambrose's Books or act as a distraction. If an investigator dies or goes out of action for some reason, hand over control of Alice to that player to keep the game going.

#### Alice "Ace" Heart, Journalist, age 27

STR 11	CON 14	SIZ 10	INT 14	POW 13	
DEX 14	APP 15	EDU 12	SAN 65	HP 12	
Damage Bonus: none.					
Weapons: Handbag 40%, damage 1D3					

Skills: Art (Piano) 25%, Bargain 40%, Climb 55%, Conceal 45%, Disguise 35%, Dodge 25%, Fast Talk 65%, Hide 20%, Photography 90%.

Languages: English 75%, French 15%.

### ROBERT HARRIGAN AND THE USHER

Since Alice was on the floor and could clearly see the three insects from Shaggai, she can quickly point out the remaining two victims if the investigators did not spot them.

The first is a proud Irish dock worker named Robert Harrigan who acquired seats for himself, his wife, and three children. They are seated on the fifth floor and have a decent view for such cheap seats. He and his family have retired to the main foyer on the fifth floor to enjoy some pastries and pass the time by talking to the other middle-class families, pretending not only to know about but also to enjoy the fine arts.

Climbing the stairs, the investigators find the people, as well as the food served, becoming increasingly less impressive. No one and nothing looks poor, of course. This is the Metropolitan, and even the lowest cretins wear their finest clothing. The upper levels are simply more pedestrian. Finding Robert Harrigan in the sea of people could take some time. The Keeper should call for a Spot Hidden roll for every 10 minutes spent searching. A successful roll means Mr. Harrigan has been spotted. Taking his picture is a simple Photography roll, but the reaction might be a sudden punch to the face unless the investigators have gotten his consent to

the picture beforehand. If successful, the shan is stunned, forced out, and dies like the first one. This sight costs 0/1D6 Sanity points. Those around Mr. Harrigan are dumbfounded and stunned by the bizarre sight but don't know what to make of it. They certainly do not believe stories of bugs in Harrigan's head! Where's the proof? Just a tiny puddle of green stuff—probably a beverage spilled on the carpet.

#### **Robert Harrigan**

Robert Harrigan is an overworked family man who is finally able to relax and have some fun with his beloved family. He, his wife, and their three children have seats in the "Family Circus" on the fifth floor. During the first act, his mind is invaded by an insect from Shaggai. He does not realize it and does not believe any nonsense about mind-melding flies.

#### Robert Harrigan, Dock Worker, age 47

STR 16	CON 15	SIZ 14	INT 11	POW 12	
DEX 12	APP 14	EDU 10	SAN 60	HP 15	
Damage Bonus: +1D4					
Weapons: Fist/Punch 65%, damage 1D3 + db					
Skills: Credit Rating 5%, Dodge 35%, Spot Hidden 40%.					

Languages: English 55%.

The last person to be invaded by the shan is Terry Mitchell, one of the ushers on the ground floor. Terry is one of the many staff members taking care of the opera house, making sure things are carried out in the way that is appropriate for this great establishment. Finding Terry should prove to be a bit troublesome, since he moves around a lot. If the investigators have half an hour on their hands, they could roll Spot Hidden to find Terry. As an employee of the opera, Terry is being paid to do a job and not fraternize with the patrons or pose for pictures. He will need some convincing (with a successful Fast Talk, Persuade, or Credit Rating roll) to stand still long enough to have the camera flashed in his face. If successful, the events play out as they do with Zelda Fitzgerald and Robert Harrigan, with the alien insect being killed and the investigators each losing 0/1D6 Sanity points for watching the spectacle.

#### Terry Mitchell

Terry is busy. There is not enough time. "The restrooms are right over there, sir." There are so many guests to take care of. "I'm sorry; I think you dropped this, madame." But there is a certain joy in seeing this massive machine that is the opera house run so smoothly every night. "Sorry, sir, you are not allowed to take photographs of the guests." During the first act, Terry was invaded by a mind-melding shan. He has a slight headache which makes him nervous; he never has headaches.

#### Terry Mitchell, Usher, age 24

•		-		
STR 13	CON 16	SIZ 13	INT 13	POW 11
DEX 15	APP 15	EDU 12	SAN 55	HP 15
Damage B	<b>Sonus:</b> +1D4			
Weapons:	Fist/Punch 5	50%, damage	e 1D3 + db	
Skills: Do	dge 35%, Ser	ve Guests 95	%, Spot Hid	den 55%.
Language	s: English 70	%.		

Regardless of how these scenes play out, no one but the investigators and Alice seem to take any notice of the shan. The staff and audience are under the influence of the opera, and their minds have begun to open to outré forces and events. For their part, the investigators each feel the "heebiejeebies" or like their skin is crawling a little, but it is their concentration and focus on the shan and their machinations which keep them from becoming fully enthralled by the opera.

### ADELE KATZ

Adele Katz, the woman who transcribed the opera into playable sheet music (as mentioned on the plaque in the hallway), might be a person of interest to the investigators. Adele is friends with many of the orchestra members and is often found with them. Everyone involved in the production at least knows who she is and what she looks like, making finding her quick work.

Musicologist isn't a fully recognized profession yet, but that is essentially what Adele is. She came to New York nearly ten years ago to study music. When all her friends turned to performance, she went into the history books and the theory. Adele helped transcribe the opera score into playable sheets and has been offered a seat in a box on the first floor along with the investigators. As she knows a lot of the orchestra members, she has traded in her box seat for a seat at the very front of the parterre seats. At the start and end of every act, she can be found looking into the orchestra pit talking to her friends.

Adele is the person who knows the most about the New York performance and the score of *Massa di Requiem per Shuggay*. She is an introvert with strangers, but not impossible to talk to. She has a lot to say about the opera if the investigators are willing to listen and know what questions to ask:

- The music is clearly not classical in the normal sense and is a testament to the influence of folk music on popular music. It somewhat resembles Indian and Southeast Asian folk music, if these were to be played with a Western orchestra. The unusual structure and the short score used when writing the opera have certainly sparked the idea that the music is unplayable, but in fact, it is quite easy. It's the arrangement, the combination of voices, which make it complex.
- The church definitely banned it because of the symbolism within. The story first rejects one religion with an abstract God (Judaism) to favor a new "kingdom" with a physical presence (Jesus). The new kingdom is then discarded in favor of the old ways. This was certainly controversial material to the Vatican.
- The accusations of rape and incest are interesting. There is certainly some strange behavior, since the two lovers sometimes refer to each other as brother and sister, but Adele believes this to be some strange cultural translation error and not to be taken too seriously. Neither is the love actually stated to be romantic love, except for the part where they want to be "joined," which is interpreted as married.
- Adele does believe that the music is from the Far East and that the opera is simply translated. The name Benevento Chieti Bordighera is the name of a cross-country tour of Italy, from the town or province of Benevento to the city of Chieti to the town of Bordighera in Italy. No source acknowledges a composer by that name except the material from the Vatican ordering the ban. There is no clue to the identity of the actual composer. An opera composer not worthy of a paragraph, not even a footnote, in the history of music sounds ridiculous to her.
- As an actual aid to the investigators' undertaking, she has little more to add, but if anyone asks about peculiar things which stand out in this already strange opera, she answers, "There is very little in the way of stage directions, really only the lighting of the beacons, and after using a completely normal-sized orchestra for two whole acts, the composer throws in an additional three flutists! All five flutists then basically play a piece on top of the other music. It sounds right, but it's not something you see in any other opera."

### A Night at the Opera

#### Adele Katz, Music Historian, age 34

STR 10	CON 11	SIZ 12	INT 17	POW 10
DEX 13	APP 12	EDU 17	SAN 50	HP 12
Damage B	onus: none.			

#### Weapons: none.

Skills: Arrangement & Composition 70%, Art (Piano) 45%, Art (Violin) 35%, History 60%, Library Use 55%.

Languages: English 45%, German 80%, Italian 35%.

## A(T ||

At 9:30 p.m., the ushers once again chime their bells, letting everyone know that the second act is about to begin. The audience members return to their seats, and 10 minutes later, the second act begins. The scenery is significantly different from Act I, for it depicts the New Kingdom. The backdrop is a strange tropical savanna, and during the act, it is slowly dismantled by the townspeople and replaced by an urban environment, with towering buildings showing a resemblance to those of Manhattan.

Halfway through the act, the second beacon is lit. Unlike the one in the first act, this isn't something in the background; it is a bright spot shooting down from the fly gallery right above the stage. Reaching it doesn't necessarily involve entering the New Kingdom, but investigators who entered Shaggai may find it a logical way to proceed.

## THE SECOND BEACON

The giant spotlight acting as the second beacon is rigged on the fly gallery hanging 32 feet above the stage. It cannot be seen by anyone in the audience due to the proscenium framing the stage. If any of the investigators are familiar with live performance in general, it should be evident to them where the spot is fixed. There are two ways of getting to the fly gallery: climbing a set of stairs only reachable from backstage or going into the New Kingdom and climbing the building featuring the beacon.

#### The New Kingdom

The investigators can enter the New Kingdom the same way as they entered Shaggai, by going backstage and simply walking on stage. As long as they keep themselves out of sight of the actors, they should be fine. If they are discovered, the actors discretely alert the riggers working backstage who then escort the investigators outside, tossing them out head first!

Behind the very front of the stage where the actors are is the New Kingdom, which stretches out into a great empty city. Entering the New Kingdom costs 1/1D4 Sanity points. The building with the beacon is right beside the front stage where the actors are, but slipping in the back poses little problem because of its sheer size. The building is a 77-story warped manifestation of the Chrysler Building, which has not even been constructed yet.

An elevator quickly takes the investigators to the 77th floor of the skyscraper. The second beacon is a giant 7-foot

diameter searchlight. Unlike Shaggai, the New Kingdom seems much more real, and the giant light appears to work due to actual electricity. A successful Electrical Repair, Mechanical Repair, or Operate Heavy Machinery roll disables the beacon. Breaking the beacon is a viable solution but takes considerable effort: the beacon has 77 hit points and 7 points of armor. Smashing just the lens of the giant searchlight requires that 25 points of damage be inflicted upon it, and the thick glass has 2 points of armor. If the lens is smashed, there is a great flash of light and a sizzle of electricity. Then, a shower of blue-white electrical sparks rains down on everyone. Everyone present must make a successful Dodge roll or suffer 1D2 points of electrical damage. A Dodge roll result of 00 indicates that a bolt of electricity has arced through the unlucky investigator. The bolt's electrical POT of 3D6 is matched against the investigator's CON on the resistance table. If overcome, the investigator suffers damage equal to half the POT of the bolt (rounded up) and goes into cardiac arrest. A successful First Aid roll at half normal chance or a successful Medicine roll saves the investigator from death. If the investigator resists the electrical bolt's POT, he or she suffers only the damage, equal to half the POT of the bolt (rounded up).

After the sabotage is done, the investigators must hurry to make their way back down to the ground. If the second act ends while they are still in the skyscraper, they plummet to earth as reality changes back, suffering 1D6 points of damage for every 10 feet they fall. A fall from the top of the 77-story skyscraper means certain death.

#### Backstage

The more earthbound way to disable the beacon is to go backstage to the scene-room and to the stairs leading to the fly gallery. The climb is only three floors, but the scene-room is where the riggers and all the other backstage personal work. The investigators may be overlooked while walking around the dressing rooms, but the scene-room is strictly off limits. If the investigators are caught, they are kicked out by the riggers and maybe even barred from the opera house. Keepers should call for Sneak and Hide rolls as they see fit.

From the scene-room, there is a staircase leading to the rigging loft. The loft overlooks the fly gallery and the stage below. From here, everything looks perfectly fine; even an investigator climbing down onto the fly gallery remains in the real world. The loft is filled with cables and ropes and levers to operate just about everything. A successful Electrical Repair roll is needed to figure out what each cable is hooked up to and which can be used to disable the beacon spotlight. Failing an Electrical Repair roll, someone has to Climb down onto the fly gallery and simply pull the cable out of the spotlight itself. A Climb roll result of 00 means the investigator has fallen the more than 30 feet to the floor and has suffered 3D6 hit points of damage.

The rigging loft is not unattended, and, if the investigators start messing around, pulling random cables, they are quickly discovered and escorted outside. They have one chance to roll Electrical Repair and, if that fails, to Climb

down onto the fly gallery before being noticed. However, if the investigators manage to disable the beacon, the riggers won't have enough time to repair it before the end of Act II.

## SECOND INTERMISSION

Like the first act, the opera is a continuing success. The foyers once again fill up with enthusiastic members of the audience.

The investigators are free to breathe a momentary sigh of relief as nothing outré or bizarre happens during this second, final intermission. The third act is set to start in 40 minutes at 11:10 p.m. and end at midnight, giving the investigators another one-and-ahalf hours to complete their work and tie up any loose ends.

## LOOSE ENDS

This is the investigators' last chance to deal with any shan-infested people they may not have gotten to during the first intermission. If the investigators have studied the sheet music hanging in the gallery, spoken to Adele Katz, or read the passage in *Azathoth and Other Horrors*, they might realize that the flutists should be disrupted. If they do not consider this, the Keeper should have an investigator make an Idea roll to think of it.

#### Piping of the Outer Gods

The third act calls for five flutists, and there are various ways in which the investigators might remove them from the performance. Hopefully, cool enough heads prevail that the investigators don't consider killing the flutists to be a viable option. This is cold-

blooded murder and should be discouraged. The penalty should include arrest and imprisonment at the very least, along with the loss of 1D3 Sanity and 1D6 Credit Rating per flutist murdered. Stealing their sheet music or locking one or more of the flutists in a wardrobe might cause the blasphemous harmony to sit this one out. If the investigators dealt with the flutists earlier in the evening, the staff may have solved the problem by now by bringing in understudies and more sheet music. If this is the case, the Keeper should allow each investigator a Spot Hidden roll to notice the replacement music or flutists and give them the chance to go at it again.

During intermissions, the orchestra and other performers take time to rest, use the bathrooms, get beverages or light food, change clothes, freshen up, or go outside the back of the opera house to smoke or get a breath of fresh air. The investigators have nearly free access to the musicians in the



backstage chaos during intermission. All professionals, none of the performers or musicians abandon their spots in the production of their own free will. The investigators must be cunning and creative to take one or more of the flutists out of commission, and the Keeper should call for appropriate skill rolls as necessary. During intermission, all sheet music and instruments are left in the orchestra pit. An usher and a rigger work through the pit, picking up litter and straightening orchestra seats, adjusting lighting, and so on. They must first be dealt with before any music or instruments can be tampered with. The orchestra pit is only accessible from the stage and the bottom floor. Even the theft of one flutist's music is enough to disrupt the harmony and sabotage the performance and summoning spell. The entire five-part harmony must be performed correctly for it to be a success.

### A Night at the Opera

## A(T III

The final act begins with the slow swelling of drones through the entire brass and string section. The lower wind instruments punctuate this with strange calls, awaiting the brilliant five-flute harmony. Unless the investigators have managed something particularly disruptive, the flutes play along with the orchestra.

The scene is now an idyllic countryside. The two lovers sit in a circle of standing stones. The entire fifty minutes consists of the requiem, the lament over Shuggay. "Come to us. Deliver us, Aesutout," cry the two lovers. After 30 minutes, the choir starts to sing from behind the backdrop. The lovers rise and look up at the ceiling in the middle of the auditorium, and one of the five chandeliers is lowered, shining a bright purple light.

If any mind-melded audience members remain, they rise and leave the auditorium, doing everything they can to stop the investigators from sabotaging the ritual. These harbingers of Azathoth are easily recognized by the investigators as they walk around humming along with the music. The rest of the audience members, including their loved ones, remain magically entranced and do not notice.

## THE FINAL BEACON

To reach the final beacon, the investigators must climb into the maintenance space between the inner ceiling and the roof. To get there, they need to run up to the fifth floor, into a small side door clearly labeled "Staff Only," and up a short ladder. The space is vast but with a low-leaning ceiling. The chandeliers are easily detected, but hoisting the beacon up takes a combined STR of at least 50. To cut the electricity fueling the light, the investigators would have to cut the cable holding the chandelier. As it crashes to the floor, 2D3 innocent patrons are crushed and killed, and the investigators suffer the loss of 1D4 Sanity points and possible arrest and imprisonment. While a viable solution, it is not ideal.

If an investigator can successfully Climb down to the chandelier, it is easy to unscrew the three bulbs lighting the chandelier. The chandelier is so high up and such a bright shining beacon that it is unlikely that anyone in the audience would spot an investigator climbing on it. A failed Climb roll means an unlucky investigator has lost his grip and fallen from the chandelier, suffering 5D6 hit points of damage. The cable holding the chandelier can only sustain an additional 30 SIZ of weight. Anything more and the cable snaps, sending the chandelier and anyone climbing on it plummeting to the ground, killing 2D3 patrons and inflicting 5D6 damage on anyone who fell with it.

## WHAT HAPPENS?

Unfortunately for the investigators, the ritual isn't resting on any one element. Azathoth is being summoned because the sum of ritualistic behavior is adding up. The investigators need to disrupt several parts of the ritual in order to stop it.

As the final act comes to an end, the Keeper should add up the investigators' acts of sabotage according to the list below and roll to see if Azathoth appears. Subtract the sabotage total from 100. This is the percentage chance that Azathoth is called (e.g., if the investigators destroy two beacons and all three shan, the sabotoge total equals 50. Subtracting that from 100 gives a 50% chance that the spell is a success). Keepers who have been open with the mechanics behind the ritual might consider letting the players roll.

- The Beacons (each worth 10): The three beacons represent the three lights showing Azathoth the way. For every beacon snuffed, award the investigators 10 points to their sabotage total.
- The Flutists (worth 20): The opera has an unusual number of flutes playing. There are only two playing during the first two acts, but as the two lovers begin to call out to Azathoth, a total of five flutes play an otherworldly harmony. It is the music heard at Azathoth's court, and it lets him know that this is where he should be. Having the flutists mess up the tricky performance grants the investigators 20 points to their sabotage total.
- Harbingers of Azathoth (each worth 10, up to a total of 30): There are a total of four harbingers which take the form of true shan. Three of them enter the auditorium during the first act and meld their minds with an unlucky few of the audience. The last one is left in Shaggai and can only act as a harbinger if an investigator happens to have his or her mind invaded while visiting Shaggai. In the third act, they help chant their god Azathoth into existence and protect the ritual from saboteurs. For every chanter denied, the investigators are awarded 10 points to their sabotage total. Even if one investigator is the fourth harbinger, a maximum of three count towards the sabotage total.
- Creative Destruction (up to 20): The entire event is a part of the ritual calling Azathoth. Keepers can award the investigators up to 20 points to their sabotage total for other actions not described above.

95

## BRAVISSIMO.

If the investigators managed to prevent the summoning of the Daemon Sultan, the performance is a success, and everyone seems happy with their night at the Metropolitan Opera. Everyone important involved in the production joins Rockefeller and Trabaci, along with some of the finer ladies and gentlemen in the audience, at the Grand Hyatt Hotel for a party.

By the next morning, some are starting to feel withdrawal from no longer hearing the music. Musically talented members of the audience start to play some of the opera's strophes on whatever instrument they have at home, leaving them only more frustrated that they don't remember more of the music or really where they even heard it.

In the Sunday newspapers, a few reviews appear. They are positive but also say that the music is strange and a bit boring in the long run. All of them are overshadowed by the fact that two of New York's most prominent theatre reviewers met on Saturday night at Delmonico's Restaurant on Fifth Avenue and 44th Street. There, they enjoyed a meal with much merriment, and as they were about to leave, they bowed slightly to each other and shot each other in front of a full restaurant.

Stephen Waller survived the initial shooting but shot himself another two times before he also died.

The strange deaths of the reviewers along with the peculiar, ephemeral nature of the music lead to the opera never being performed again. Later the next week, Trabaci demands the conductor's full score to be returned to him, and it is, making it impossible to perform the opera without his consent. The investigators receive 1D20 Sanity for thwart-ing the coming of Azathoth. Sadly, no one really knows what happened if they were successful, so there are no more accolades for them.

## DELIVER US, AZATHOTH!

If the investigators were unable to stop the summoning of Azathoth, then as the opera is moving towards its climax, the beacon's light becomes unbearable (or some outré light that appears hovering above the orchestra if they have destroyed the last beacon). The purple light slowly burns away all colors, and shades of grey are all that remain. Details slowly dissolve, and an immense pressure pushes everything and everyone backward. Finally, the architecture gives way, and the ceiling comes crashing down. Weaker walls collapse, and the upper balcony tips forward, hurling almost 200 people off the five-story-high platform into the auditorium. Investigators trapped inside the crumbling building suffer 2D6 damage and a 1D6/1D20 Sanity point loss.

The police and the fire department show up just a few minutes after the catastrophe. Ambulances and taxis begin to transport the wounded to different hospitals. The event is classified as one of the most horrific event in New York history, killing over 900 people, including some important members of society. Rockefeller and the Fitzgeralds live, but Trabaci is killed.

The opera is forever jinxed, and some more outspoken Catholic priests claim that the destruction was brought upon the city for playing the Devil's music. The Vatican remains silent in the matter, except for offering prayers for the people who were killed.

What actually happened? *Massa di Requiem per Shuggay* was meant to be performed in an outside amphitheater. When Azathoth began to arrive, the opera house couldn't hold the Gate. As the building came tumbling down, the ritual was disrupted, stopping Azathoth from arriving...unless the Keeper is particularly vicious and wants New York City destroyed by the bubbling nuclear idiot Azathoth!

### CONCLUSION

Regardless of the outcome, *Massa di Requiem per Shuggay* is never performed again. The event quickly overshadows the opera, and people remember the night either because of the catastrophe or because it was such a nice night. *Massa di Requiem per Shuggay* is forgotten, but traces of the performance can be found all over New York. The Chrysler Building, the vast city spreading out over Manhattan, and the minimalistic musical stylings of New York composers Philip Glass and Steve Reich all bear the marks of that strange opera performed during the Roaring Twenties. ÉRTÓNG HÉ KŪQÌ DE MÙQĪN (The child and the veeping mother)

# Tom Lynch and Scott David Aniolowski

## NTRODUCTION

desperate mother unwittingly appeals to the Outer God Yidhra for help in retrieving her daughter from a terrible fate at the hands of local gangs. In their search for the missing girl, the investigators have to deal with considerable forces, both of this Earth and not, to prevail and survive.

Chinatown of 1920s New York City was a mere four blocks wide by three blocks long. The area itself was very much like crossing an invisible border into the Far East. Most signs are in Chinese, and the shops stock items that Americans of the 1920s would consider very exotic: different varieties of tea, various pungent spices, bark-like herbal mixtures used for medicinal purposes, and fruits and vegetables most would never recognize. Tanks and crates of live fish, turtles, crabs, eels, and frogs are available for sale and butchered and wrapped while you wait. Traditional fine silk garments from the Orient hang side by side with typical American clothing in crowded shops and stalls, as do curious Chinese trinkets and statues, fireworks, woks and tea pots, and books printed in Chinese. Markets spill out onto sidewalks with crates of goods, adding to the already crowded streets. Restaurants-some with ducks and cuts of meat hanging in their windows-tea houses, tailors, grocers, bakeries, laundry shops, and a myriad of other typical and exotic businesses line the streets, the rooms above them crowded with tenants. Colorful banners and paper lanterns stretch between streets, and the air is filled with the heady aromas of exotic spices and foods. Some residents cling to the old ways, still wearing traditional collared shirts and hair in stylized queues, but many-especially the younger Chinese-do their best to blend in and look American.

Due to the Chinese Exclusion Act, there were very few Chinese entering the country for many years, so this small neighborhood contained the whole of the Chinese population of Manhattan. (Once the quotas were abolished in 1965, Chinatown burst and spread out in all directions.) The law stipulated that immigration into the US was prohibited for Chinese men unless they could provide proof that they were merchants, diplomats, teachers, or students. Laborers of any kind were to be excluded at all costs. Women could only get into the country if they could convince authorities that they were legitimate immigrants' wives, which was so hard to do that most didn't even try.

Most whites of the time looked down on the Chinese. People who closely associated and lived with the Chinese were thought by officials to be the dregs of society, and were scorned.

There were non-Chinese men who spent most of their time in Chinatown, but they were often there for the drugs and the gambling.

## A WORD ON THE CHINESE LANGUAGE IN CHINATOWN

In the *Call of Cthulhu* rules, the skill Other Language states that any language can be chosen and must be specified on the character sheets. "Chinese" could mean any number of things, as there was not then (as there is not now) any one Chinese language: there were (and are) hundreds. It was not uncommon for each village to have its own peculiar dialect. The issue of dialect is left for Keepers to use or ignore to the extent it suits their games and style of play, with the following information offered for the Keeper's use.

If a character speaks Chinese, then the question is this: which dialect? If the character learned Chinese in school, then he or she learned Mandarin—most common in the north of China, certainly around the capital, Peking. If the character is Chinese, then he or she speaks whatever is spoken at home. If from New York City's Chinatown, then it would be either Taishanese or Cantonese. If raised elsewhere, the odds are that the language is Mandarin. Speaking one form of Chinese does not automatically ensure that the character may speak and understand another. If someone greets a character in Mandarin and that character responds in Cantonese, they each have no clue what the other is saying as the dialects sound completely different when spoken.

The written language is another matter. There is only one written language, making communication through the written word universal in Chinese. Mostly poor, uneducated, desperate people left their homes to come to America in the early twentieth century, so there's a very good chance that many of these people do not know how to read or write at all, beyond their ability to recognize local shop signs. Literate characters can read Chinese by making a roll with their highest Chinese language skill.

Many Chinese names are specifically composed to avoid undue attention from "harmful spirits." Rather than naming their daughter something that means "precious jewel," parents would instead choose "strong jewel." Thus, someone like the Hak Lien's wizard would have a name like "little mouse," despite his parents' hopes for an auspicious future.

#### **Some Translations**

To assist the Keeper, some translations of the terms used in this scenario are provided in case they are needed:

- ✤ Da Laoban—big boss
- Hak Lien—(Cantonese) Black Lotus
- Fengmao—looks like a phoenix
- ✤ Gaou—(Cantonese) dog
- *Liangmei*—pretty girl
- Mitsang—secret despair
- Nongbao—good-for-nothing
- Hanmei—strong girl

- Toufat Lang—(Cantonese) pretty hair
- ✤ Xiaomei—little girl
- Xiaosu—little mouse

## (HINESE NEW YEAR

The Keeper may wish to set this scenario during the Chinese New Year celebration for added local color-and to make use of possible diversions. The Lunar New Year is celebrated with feasts, parades, music, and fireworks. All of Chinatown-and many outsiders from other parts of Manhattan and from the other boroughs—come out to take part in the festivities. Throngs of people fill the streets, some in traditional costumes. The sounds of drums and cymbals fill the air, strings of firecrackers pop and crack, and streamers and confetti litter the streets. Men in beautiful and elaborate dragon and lion costumes dance through the streets, stopping at each shop to bring good fortune for the coming year. At night, glorious displays of fireworks light up Chinatown to the delight of children and revelers of all ages. Special holiday feasts are served in restaurants and homes, and everywhere there is a feeling of excited good will and hope for the new year.

The Chinese Lunar New Year does not fall on the same date each year, and unlike the Western calendar, a single zodiacal symbol represents the whole year instead of one for each month. Each year sign has its own meanings and symbolism which the Keeper may wish to explore in more detail. Listed are the dates of the Chinese New Year through the 1920s, as well as the zodiac sign for each year:

1920: February 20—The Year of the Monkey 1921: February 8—The Year of the Rooster 1922: January 28—The Year of the Dog 1923: February 16—The Year of the Boar 1924: February 5—The Year of the Rat 1925: January 25—The Year of the Ox 1926: February 13—The Year of the Tiger 1927: February 2—The Year of the Rabbit 1928: January 23—The Year of the Dragon 1929: February 10—The Year of the Snake

## **KEEPER'S INFORMATION**

The Yan family's only daughter, Dottie, age 13, has been kidnapped. Her mother Fengmao (Florence) and her father Nongbao (John) are desperate. Unbeknownst to Florence, her husband John has been racking up considerable gambling debt. Since he is unable to repay his debt, the local tongs have taken matters into their own hands by kidnapping young Dottie to sell into slavery or prostitution. Florence is beside herself with grief and worry, and John is rapidly sinking into bottomless depression, unwilling and unable to tell his wife the truth. The thought of their daughter being sold into prostitution is unthinkable.

Florence shares her grief with friends at a local china-doll shop around the corner from her meager apartment. There stands an identical statue to the one on her own family altar, and it was this connection which forged her first friendships



when she arrived in Chinatown. She and the people of the doll shop have been fast friends ever since. Florence does not know the truth, however: she has spent her life mistaking the goddess of her home altar as the Guan Yin, a benevolent bodhisattva, popular among Chinese Buddhists. In truth, the statue is of Madam Yi, an avatar of the Outer God Yidhra.

Florence's friends at Aunt Mitsang's China Doll Shop refer her to a specific prayer that gives her comfort and promises to punish the guilty. Unknown to the grieving mother, however, the chant summons Madam Yi and sets her loose on Chinatown to wreak her bloody havoc. So, the investigators are charged with the task of rescuing the kidnapped Dottie, preventing a possible tong war, and fending off the carnage of an angered Outer God.

## INVESTIGATORS' INFORMATION

One or more of the investigators are at least acquaintances of the Yan family. John and Florence run a small Chinese laundry service on Mott Street near Worth, which is likely how they are known to the investigators. John's English is very good, but Florence's is not. He's the one who deals with customers, while she does the accounting. It is obvious to anyone that the Yans are in terrible distress, and dozens of handbills are plastered on the walls of the shop, over all the windows, and outside. The handbills are in Chinese and are about the kidnapping of young Dottie Yan, John and Florence's daughter. If none of the investigators can read Chinese, an investigator overhears a patron of the shop ask the Yans how they are holding up and if there is any word about their missing daughter. If they too inquire and are sincere, the Yans strike up a conversation with the investigators, even closing up shop so they can sit down and discuss it.

The sad story is that Dottie never made it to school this morning. The Yans learned that four men had been waiting outside their building on Pell Street, and when Dottie came outside, they grabbed her, tossed her into a car, and sped off. Frantic, they called the police but got no assistance. Dottie has been missing for several hours, but there have been no demands or contact. No one on the street saw anything: "Too scared!" weeps Florence. "Yeah," says John. "No one will say anything because the tongs rule Chinatown. No one will speak out against them. They have people on the police force, too."

During this interaction, a successful Psychology roll suggests to an investigator that John knows more than he is saying and that he seems consumed by guilt. If pressed, he shrugs it off as pressure from what's happening and his inability to do anything about it.

Toward the end of the conversation, Florence says something to John in Chinese (Taishanese, specifically), and he nods and turns to the investigators, "We do have a nephew on the force, but he can't help officially. His precinct is on the other side of town. If you can help us, he might be able to lend you a hand unofficially."

With that, he scribbles a name and number down on a piece of paper and hands it to the investigators. "Please," he pleads, "you must help find Dottie." Florence shuffles off to the back of the shop weeping uncontrollably. Pressing John at this moment about his guilt or what he knows uncovers nothing, and the grief-stricken man ushers everyone out saying he must attend to his wife.



### Ertong he Kuqi de Muqin

## A SHAMEFUL SECRET

John Yan makes contact with the investigators the first evening after the initial meeting at the laundry service. He asks to meet them at a tea house on Pell Street.

John has significant gambling debts owed to several tongs in Chinatown, and it was they who abducted the Yan's daughter as payment. If pressed, John explains that he owes the most to the Hak Liens, who run his favorite gambling house. He cannot tell his wife; guilt is eating him alive, and he cannot sleep or eat. As the scenario progresses he gets worse and worse. Every time the investigators see him, he looks more haggard. Most attribute this to the sorrow over his missing daughter, but it's the guilt and responsibility he feels over causing Dottie's abduction with his gambling debt.

By the climax of the scenario, he's almost suicidal with guilt. As the Keeper desires, the distraught father throws himself between Madam Yi and the investigators to give them a chance to strike or escape. As he does so, he cries, "I did this. This is all my fault! Please save my daughter and tell my family that I love them!"

#### Nongbao "John" Yan, Helpless Father, age 41

STR 9	CON 12	SIZ 11	INT 12	POW 9		
DEX 13	APP 9	EDU 14	SAN 45	HP 12		
Damage Bonus: none.						
Weapons: Kitchen Knife 30%, damage 1D6						
Fist/Punch 55%, damage 1D3						
Skills: Fast Talk 45%, First Aid 50%, Spot Hidden 35%.						
Languages: English 50%, Taishanese 70%.						

## **A DISTURBING DEVELOPMENT**

The following day after meeting John at the Pell Street tea house, the investigators are called to the Yans' Chinatown tenement apartment on Pell Street, near the Doyers. John is frantic on the phone and cries that something is very wrong with his wife Florence. He needs them to come over right away and talk to her.

As soon as the investigators arrive at the tiny apartment, John explains that while he was meeting with them last night, his wife went to see her friends at Aunt Mitsang's China Doll Shop on Mott Street. He pulls them aside, explaining in a hoarse whisper that his wife has been friends with the women at the doll shop since they first moved to Chinatown fifteen years ago. She noticed they had the same statue of the Guan Yin on their altar that the Yans had on theirs, and the coincidence was enough to strike up a friendship. When John returned home from his meeting with the investigators, Florence was still out. When she returned well after dark, she was preoccupied and distant, muttering that she had something to do-prayers to say. She ignored John all night, and he left her in front of the home altar when he finally went to bed. She was burning candles and incense and repeating strange mantras and chanting from a paper she'd brought home with her. John does not know what the words were-he has never heard anything like it before. He does not know the whereabouts of the paper this morning. There was ash on the altar, so he suspects Florence burned it. He also thinks there was blood involved in whatever ritual she was performing, because he found bloody gauze in the trash this morning and noticed numerous small cuts on Florence's hands.

John has shut the laundry shop today to stay home with Florence. He's worried because she's been strangely dreamy and euphoric all day, as though she's been taking opium, which he assures the investigators she has not.

Once shown inside, the investigators immediately notice the difference in Florence's demeanor. The day before, she was clearly distraught, but now she's dreamy eyed and distant, wandering around the apartment in a daze, tending to tiny tasks and muttering to herself. She barely greets the investigators as they enter, her eyes wide and unfocused. If the investigators speak to her directly, she is very docile and nearly incoherent, mumbling something about how "the wizard wouldn't help me, but my friends did!" and "She's coming! She said she'd come and help! I'm honored to have invited her and to accept her promise of assistance."

John isn't sure, but thinks "the wizard" must be Old Wu, the man who runs an herbalist shop nearby on Bayard Street, off Mulberry. He has no idea who his wife is talking about when she mentions the woman who's coming. Florence is of no more help to the investigators, so John escorts her to the closet-sized bedroom and puts her to bed.

The Yan family altar holds candles, sketches of John's parents, an incense burner, and a statue of a woman in black and white robes. The statue depicts a woman in traditional dress with her hands held open against her middle. She is looking over her shoulder, her head cocked to one side. The statue's eyes are closed as if asleep, and its lips are blood red. John doesn't know anything about the statue other than it is the Guan Yin. If the investigators look very closely, with a

## CHINESE ¢OME ¢ltfirs

Common in the Chinese home is the altar dedicated to the family's immediate ancestors. Traditionally, these are the deceased from the husband's side. Home altars vary in appearance from simple to elaborate and from resting on the floor to being mounted on the wall.

Several components are integral to the home altar. First and foremost are pictures of the ancestors, often standing toward the back. There may also be a statue to a deity or bodhisattva like the Guan Yin, candles, and incense. Finally, there may be food of some kind: often oranges are used, or a small cup of rice wine is poured and kept fresh.

During large family functions and on holidays, the altar is often decked out with extra food and drink, and family members are expected to ritually "honor the ancestors" by bowing three times or kneeling before the altar.

Spot Hidden roll, they see lines of black emanating from the figure's fingers, appearing to be long black nails. A successful Occult or History roll allows an investigator to know that the statue is not the Guan Yin. A successful Cthulhu Mythos roll made at half chance identifies the idol as that of a goddess known as Madam Yi. As the Keeper desires, a second Cthulhu Mythos roll made at half chance identifies Madam Yi as one of the many avatars of the Outer God Yidhra.

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The Guan Yin is an immensely popular bodhisattva (an enlightened, saint-like figure) in Chinese Buddhism. She is associated with compassion, seen as a source of unconditional love and as a savior. In English, worshippers refer to her as the Goddess of Mercy. While bodhisattvas can appear as either male or female, the Guan Yin is most often depicted as a gentle woman with a soft smile.

## OFFICER CARL LEE

There is no answer at Carl Lee's phone number until he returns from work in the evening. Alternately, if one of the investigators is a member of the NYPD or has a good connection in the police department or city government, that investigator can place a call and find him with a successful Luck roll after 1D4 hours of phone jockeying.

Lee fears for both his career and life if the wrong people find out he is helping the investigators, so he instructs them to meet him after dark in Central Park at Balcony Bridge off 77th Street. When they first arrive in Central Park, there appears to be no one around. A successful Spot Hidden roll eventually points out that someone is lurking in the shadows of the bridge. After a moment, the shadowy figure instructs the investigators to slowly approach and stop about three yards from the bridge. If they make any threats or threatening gestures, the hidden figure draws a pistol (a successful Spot Hidden roll to see this). The unseen man asks the investigators to identify themselves. Once they do or if they explain that they were told to contact Officer Lee by his Aunt and Uncle Yan, an Asian man in a dark coat steps out from the shadows and cautiously extends a hand. He explains that he is Carl Lee.

Officer Lee is of limited assistance and cannot help officially. He's worked hard to get where he is, and even the slightest misstep could cost him his job. Worse, as a known officer of the law living in Chinatown, he must keep a low profile because if the local tongs discover that he is assisting outsiders in an investigation of them, his life would be in jeopardy. Any assistance he gives must be discreet and after hours. He can tell the investigators that there are four tongs operating in Chinatown:

- The On Leongs run Mott Street, and are headquartered at the pagoda-roofed building on the corner of Mott and Canal Streets. That's 41 Mott Street.
- The Hip Sings run Doyers and Pell Streets and are the fierce rivals of the On Leongs. They're headquartered at 16 Pell Street.
- The Four Brothers Tong runs the Bowery and Canal Street. They have an uneasy truce going with the Hip Sings for the moment. Their base of operations is unknown.
- The Hak Lien Tong runs Bayard and Elizabeth Streets. Nothing else is known about this tong.

Lee says there are police files on suspected gang members and some of the businesses they run. He might be able to sneak the files out but has to be very careful. Officer Lee tells the investigators to meet him in the same spot after sundown the next day, and he will bring them whatever files and information he can find.

When they arrive the next night, it is obvious to the investigators that Lee is nervous and upset. He explains that his lieutenant caught him going through files on the local tongs. He was questioned about it, dressed down, and ordered not to interfere in a case outside his precinct. Lee suspects that the tongs have paid off important people on the police force to turn a blind eye to their illicit activities. Worse, Lee thinks he is being followed and watched now, although he does not know if it is by tong members or dirty cops. His career and life now firmly in danger, Office Lee cannot give the investigators any further help. He hands them a file and tells them not to contact him again. He then disappears into the shadows and is gone.

If the investigators insist on following Lee, a Spot Hidden roll gets him in their sights. He is cautious and stealthy but easy to follow back to his apartment in Chinatown. No matter how hard or long the investigators watch or look, they see no one following or watching Lee. However, if they trail him to his apartment, he is accosted the following day on his way to work and beaten severely. Carl Lee dies in a filthy side street of Chinatown, his murderer never apprehended. If the investigators let him leave the park and do not contact him again, the Keeper may have him show up and lend support for the final confrontation with Madam Yi.

The file Lee gives the investigators contains numerous photos of tong members, lists of names, and brief notes on three businesses:

- The Lucky Dragon Tea House on Mott Street is a hangout for the On Leongs. Ask for Hubert. He's a tong official who might know something.
- Toufat Lang Barber Shop on Pell Street is a Hip Sing hangout.
- Lee Garden Restaurant is a known Hak Lien hangout.

RR EE SS TT AA

## Ertong he Kuqi de Muqin

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#### Carl Lee, Police Officer, age 27

STR 14	CON 15	SIZ 12	INT 10	POW 11				
DEX 14	APP 12	EDU 10	SAN 55	HP 14				
Damage B	Damage Bonus: +1D4.							
Weapons: Fist/Punch 55%, damage 1D3 + db								
Billy Club 40%, damage 1D6 + db								
.38 Automatic 25%, damage 1D10								
Skills: Dodge 30%, Fast Talk 45%, First Aid 50%, Law								
Psychology 15%, Spot Hidden 35%.								

Languages: English 35%, Taishanese 40%.

### LUCKY DRAGON TEA HOUSE

Chinatown's several tea houses look and feel like restaurants but don't serve typical meals. Tea houses serve tea and dim sum, a meal usually eaten in the mid- to late morning or early afternoon and consisting of a variety of small dishes (what Westerners might call hors d'oeuvres).

The Lucky Dragon is located at the corner of Mott and Canal Streets, downstairs from the On Leong headquarters. Hubert Au, a tall, well-dressed Chinese man, is the maître d'. He seats the investigators at a nice table. If asked about the kidnapping of Dottie Yan, he says he's heard of it and it makes him very upset, because involving children in "business" is bad—the On Leongs would never do such a thing. He does not know the group responsible and politely says he would be unable to say so even if he knew who (a successful Psychology roll reveals he has suspicions, but he refuses to voice them).

The investigators get nothing more from Hubert Au, and he politely, if coolly, wishes them the best of luck in their search for the responsible party. If they move to attack or threaten Hubert, a number of men at other tables and from the kitchen suddenly turn on the investigators with weapons drawn in a show of force. The investigators are urged by Hubert to leave, but, if the situation escalates into combat, the Keeper can provide two tong members per investigator.

## TOUFAT LANG BARBER SHOP

This tiny barber shop is located at 22 Pell Street, near the intersection of Doyers and Pell. Non-Chinese patrons are met with quizzical and suspicious stares. Questions in English are ignored, the staff and regulars gesturing with shrugs and head shakes that they do not understand. Questions in Chinese get people's attention but not their cooperation. They laugh and smile politely, but no one responds to any questions, pointed or otherwise. A visit to this shop, while appearing fruitless, alerts the Hip Sings to the investigation.

Two to three hours after their visit to Toufat Lang Barber Shop, a neatly dressed young man approaches the investigators, joining them if they are at a table in a restaurant, tea house, or park bench. He explains that he represents the Hip Sings, and has been empowered to answer questions and offer insights. He does not offer his name, nor does he give it if asked. A successful halved Spot Hidden roll alerts an investigator to the gun this man is carrying in a shoulder holster beneath his jacket. The investigators receive information and a runaround similar to what they got from Hubert Au at the Lucky Dragon Tea House: the Hip Sings had nothing to do with the kidnapping. The Hip Sings do not know who is responsible, and wouldn't say if they did. Further investigation into the Hip Sing association is discouraged...for the investigators' own safety. The Hip Sing mouthpiece politely imparts his bits of information to the investigators then stands and walks away. If they move to stop or attack him, several heretofore unnoticed men in the crowd step forward, pointing weapons at the investigators. As at the Lucky Dragon Tea House, the investigators may still just walk away, but, if the situation escalates into combat, the Keeper can provide two tong members per investigator.

## LEE GARDEN RESTAURANT

The investigators get nothing more than a good meal if they visit Lee Garden Restaurant. No one even speaks to them beyond taking their order and serving them. All of the staff and customers say they speak no English, and even if asked in Chinese, they claim to know nothing about the Hak Liens or tongs in general. Successful Psychology rolls are not needed to tell the investigators that many of the people are lying. The Hak Liens are apparently keeping a very low profile. The alley behind the restaurant is the scene of the first grisly slaughter as Madam Yi begins her rampage (see "The First Attack, Night One: The Back Alley").

## FURTHER INVESTIGATING TONGS

The investigators get nowhere looking into the tongs on their own. Unless they are Chinese with ties to a tong, no one tells them anything. But within hours, the whole of the Chinatown underworld is aware of the investigators and their line of questioning. If the investigators become aggressive in their search or force the issue with locals, a number of hard-looking Chinese men escort them from the premises, making certain the message is clear: they are not welcome. If they make the ill-informed decision to fight back, more and more tong members keep coming to kill or drive off the investigators.

Day and night, there are gang members visibly present and watching tong meeting places and headquarters. There is no good time to sneak in and poke around. Once Madam Yi's attacks start, the nervous gangsters shoot anyone unknown to them trying to enter their hangouts. After the second bloody attack, however, things begin to change, and the investigators find that they are granted audiences with some of the tong leaders like Da Laoban and Mr. Mock Duck (see "A Meeting with the Hak Liens" and "A Surprise Visit"), depending on how events play out. If they play their cards right, the investigators could find themselves with free passage throughout Chinatown and a small army of armed tong members at their disposal.

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## AUNT MITSANG'S (HINA DOLL SHOP

Aunt Mitsang's China Doll Shop is located on Mott Street just south of Pell Street. It is just over a five-minute walk from the Yan's apartment. The shop is well maintained, with a small window, which displays all sorts of traditional china dolls, that looks out onto the street. The shop carries dolls for every budget, from the everyday to the very fine and exceedingly rare.

China dolls are displayed on every surface in the shop. Lining the walls to the right is shelf after shelf of various dolls. On the left, behind the counter where a lady stands, are more dolls, these in glass cases and clearly of finer manufacture and greater value. An altar is set in the back wall over the counter.

The shop is also the front for a small and dedicated cult: The Sisters of Woe, a group of women in servitude to the Outer God Yidhra in her Madam Yi form. The four women share the apartment above the doll shop.

Upon entering, investigators are greeted by a beautiful young lady from behind the counter. She is dressed in traditional Chinese robes, much like most of the dolls in the shop. Her face is made up beautifully, and her hair is held up by antique Chinese ornaments. Her long nails are painted a deep, lustrous black. She greets the investigators in nearly perfect English and asks how she may be of service. If the investigators clumsily launch straight into questions and fail to show any courtesy or express any interest in the shop's wares, the woman's mood chills noticeably. She answers questions curtly, and distractedly. Yes, she knows the Yans. No, she hasn't heard anything. Yes, it's a terrible tragedy. I-hope-you-have-a-nice-visitto-Chinatown-have-a-nice-day-goodbye.

If, however, the investigators have the tact to examine some of the dolls, they find that a number of the ones behind the counter are truly exquisite. If the conversation starts regarding a doll of this nature, then the lady is very cordial, explains that they are hand made in China, and that all of the material is authentic Chinese. For \$3.95 they are truly a bargain, and a matching set of two is very handsome. From this point, the saleswoman is most helpful, introducing herself as Liangmei. She says everyone at the doll shop knows Florence Yan and has heard of the terrible trouble. They are all very upset by it and think the tongs are despicable, in particular the "filthy Hak Lien Tong." ("Why are they filthy? They're just worse than the others. At least the others provide some kind of services. The Hak Liens are just leeches!")

As the woman is talking with the investigators, an-

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	STR	18	8	14	9	11	10	10	12	10	
	CON	13	13	14	10	13	13	13	15	13	
	SIZ	16	13	8	13	12	14	10	11	13	
	INT	14	11	11	13	11	9	13	14	12	
	POW	16	13	14	4	14	16	12	8	10	
		11	10	12	13	12	11	11 7	7	17	
	APP EDU	8 8	11 7	14 14	15 9	8 9	10 10	7 9	11 8	10 12	
	SAN	80	65	70	9 20	9 70	75	9 60	8 40	50	
	HP	15	13	11	12	13	14	12	13	13	
	DB	+1D6	+0	+0	+0	+0	+0	+0	+0	+0	
	Weap	oons:									
		unch (1D3	3 + db)								
		50%	90%	70%	50%	50%	50%	50%	50%	50%	
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ľ	Club (	95% 1D6 + db	25%	25%	55%	75%	25%	n/a	n/a	25%	
		25%	25%	35%	95%	n/a	n/a	35%	25%	n/a	
	Hatch	et (1D6+1		0070	0070	n,a	Π/α	0070	2070	Πįα	
		n/a	n/a	n/a	n/a	80%	n/a	n/a	n/a	40%	
	Blackj	ack (1D8	+ db)								
		80%	n/a	n/a	40%	40%	40%	80%	60%	n/a	
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		n/a	50%	n/a	n/a	n/a	n/a	n/a	40%	n/a	
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other woman enters the store from the back room. She is an older version of the saleswoman but dressed in even finer silks, adorned kingfisherwith feather hair ornaments and several gold bracelets. Her face is like a china doll's, perfectly smooth and bone white. She squints through barely open eyes delicately lined in black, and her pursed lips are a deep crimson. The regal-looking woman sports exceedingly long fingernails (at least four inches) painted a deep, lustrous black. There are no visible wrinkles or gray hairs, but there is an air of authority about her that implies age. Liangmei

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reverently greets the woman and calls her Aunt Mitsang.

Aunt Mitsang very politely and properly greets the investigators, waving Liangmei off. The older woman's air of authority and importance draws all eyes, and it is clear that she is treated with utmost respect by those around her. As long as the investigators are polite and respectful, Aunt Mitsang speaks with them. She confirms she is dear friends with Florence Yan, almost spitting the name of the Hak Lien Tong when she says she knows of Dottie Yan's abduction by "those dogs." She is obviously enraged by the situation—a successful Psychology rolls confirms it. Unfortunately, Aunt Mitsang can provide no further information, and she gives no indication of where the investigators may find the Hak Liens, although another successful Psychology roll indicates that she certainly knows.

As the investigators are concluding their business with Aunt Mitsang, Liangmei moves intently to the front of the shop. Anyone watching (or making a successful Spot Hidden) sees a heated interaction between her and an older Chinese man who is very trim and fit and neatly dressed. As they watch, the woman visibly stiffens, then, trying to be subtle but failing, she makes a small shooing motion. The old man coolly smiles and leaves. The man is "the wizard," Old Wu, or Han Wuming. Liangmei denies any such interaction if asked, insisting the investigators were mistaken, and goes as far as to say she does not know who the man was. If the investigators press Liangmei, Aunt Mitsang waves her off, nodding to the back of the shop. Lingmei politely excuses herself and exits the shop into the back rooms. Aunt Mitsang is silent if asked about the old man, changing the subject or even ushering the investigators firmly but politely out if pressed.

## THE ALTAR IN THE DOLL Shop

Upon the altar are stylized ink sketches of an older man and an older woman (presumably the owner's parents), candles, incense, the now-familiar statue, identical to the one on the Yan's altar, and an old-style hand-carved Chinese wooden puzzle box. The box has a miniature, elaborate wooden lock on it. The box is broken however: it appears to have burst

The statue depicts a woman in traditional dress composed of black and white robes, with her hands held open against her middle. She is looking over her shoulder, her head cocked to one side. The statue's eyes are closed as if asleep, and its lips are blood red. If the investigators look very closely, with a Spot Hidden roll, they see lines of black emanating from the figure's fingers, appearing to be long black nails. A successful Occult or History roll allows an investigator to know that the statue is not the Guan Yin. A successful Cthulhu Mythos roll made at half normal chance identifies the idol as that of a goddess known as Madam Yi. As the Keeper desires, a second Cthulhu Mythos roll made at half normal chance identifies Madam Yi as one of the many avatars of the Outer God Yidhra.





## THE BACK ROOMS OF THE

DOLL SHOP

No one is admitted into the back rooms of Aunt Mitsang's China Doll Shop. To search it, the investigator must either come up with a way to Sneak in during business hours or break in after dark. The door from the shop into the back rooms is kept locked all the time, day and night. Each of the four women who attend to the shop has a key to the shop's front door and to the back room.

Behind the doll shop are several back rooms. The first contains a series of file cabinets and piles of ledgers. The next room contains a number of boxes and crates with Chinese characters on them and a stairwell that leads up. Opening any of these boxes reveals china dolls carefully packed in straw. At the top of the stairs is a door that is always locked. Behind it is the small apartment Aunt Mitsang shares with her three assistants.

## THE WORKSHOP

The final room is behind a locked sturdy wooden door (STR 22). This last room is a workshop. On either side of the room are workbenches with a number of carving tools, paints, and other decorating paraphernalia. On the workbenches are a number of small hand-carved wooden Chinese puzzle boxes in varying stages of completion. Beneath one of the workbenches is a completed puzzle box. It is beautifully ornate, masterfully decorated, and cleverly designed. The intricate pattern on the box is a series of Chinese characters (they translate as sadness, sorrow, grief,...woe). This completed box has a hasp on it, and through the hasp is a decorative lock. While elaborate, the lock is easily opened.

The puzzle boxes are mystical creations. If a completed puzzle box is unlocked, the box begins to open itself. Blinding white light bursts from inside, and the room fills with thick, roiling incense smoke. And standing in the midst of the smoke is a demonic figure. This is a song of woe, ready to do battle to the death for its goddess. Witnessing the opening box and the appearance of the monster costs 0/1D3 Sanity plus an automatic 1 point loss for seeing the monster emerge from the box.

Aunt Mitsang uses the enchanted puzzle boxes as beacons to guide Madam Yi to her victims. There is only one completed, fully enchanted puzzle box here.

This song of woe is a six-foot-tall muscular red-skinned man. Its eyes bulge, its nostrils flare, and its wide grinning mouth is full of sharp fangs. A mane of thick black

hair crowns its head and a long beard falls from its chin.

#### Song of Woe

STR 17	CON 18	SIZ 16	INT 12	POW 12
DEX 15				HP 17
Move 8				
Damage B	Bonus:+1D6.			
Weapons:	Twin Chine	se Broadsw	ords 60%, da	mage 1D8+1 + db
(can a	ttack twice a	round)		
Fist/Pu	unch 80%, da	mage 1D3	+ db	
Kick 5	0%, damage	1D6 + db		

Song of Woe, automatic success, damage special

Armor: 2-point skin.

Spells: none.

Skills: Listen 50%, Martial Arts 35%, Spot Hidden 60%.

Sanity Loss: 0/1D3 Sanity points to see a song of woe; witnessing a song of woe appear out of its puzzle box automatically adds an additional 1 point of Sanity loss, regardless of the Sanity roll's result.

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The workshop has another resident who remains in hiding until he can divine the best time to leap out and surprise intruders. Gaou, a stooped, ancient, and hideously deformed child of Yidhra, guards this last room, protecting the cult's sacred work. The proprietors of the shop look down upon this disgraceful creature and treat him like a servile dog. Gaou crouches in a shadowed corner until all interlopers come into the room and then pounces on the weakest or smallest from behind. If confronted, the monster cowers in a corner, whimpering and pleading for his life, "*Please* don't hurt old Gaou! He won't do it again! His terrible mistresses force him to do evil, but he is a gentle beast." He is a coward, but a vicious one. If the investigators take pity and spare him, Gaou attacks them again at the first opportunity, but again falls down groveling for mercy if attacked in return.

#### Old Gaou, Child of Yidhra, Cult Guard Dog, age 587

STR 9	CON 10	SIZ 9	INT 15	POW 16
DEX 7	APP 4	EDU 12	SAN 0	HP 10

Damage Bonus: none.

Weapons: Dagger 40%, damage 1D6 + db

Skills: Bargain 75%, Fast Talk 65%, Grovel 84%, Hide 75%, Persuade 55%, Psychology 70%, Spot Hidden 55%, Whine & Whimper 97%.

Languages: English 30%, Mandarin 80%, Taishanese 70%.

Sanity Loss: while he is ugly and deformed, there is no Sanity loss for seeing Old Gaou.

If the investigators leave Old Gaou alive, he immediately alerts Aunt Mitsang and the other Sisters of Woe. The cult uses information learned from Gaou or any evidence left behind to pursue the investigators.

## BREAKING INTO AUNT MITSANG'S (HINA DOLL SHOP

The front door of the shop is easily bypassed with a successful Locksmith roll. Anything less subtle, however, attracts attention. Aunt Mitsang and the three other Sisters of Woe live in the small apartment above the doll shop, so each investigator must successfully Sneak to avoid being heard by one of the women. If a Sneak roll is failed, the Keeper may call for a Luck roll from that investigator to see if he or she has been lucky enough not to make enough noise to alert the upstairs tenants. If the investigators break into the shop by forcing the door or breaking a window, there is a 70% chance that someone hears and the authorities are called. If the investigators become a nuisance to Aunt Mitsang, she and her followers deal with them on their own with sorcery and Mythos threats.

## AUNT MITSANG'S APARTMENT

Located directly above the doll shop is the small four-room apartment shared by Aunt Mitsang, Liangmei, Hanmei, and Xiaomei: the Sisters of Woe. The apartment consists of two bedrooms, a bathroom, and a kitchen / dining / living area. Aunt Mitsang has one of the bedrooms to herself, and the other three women share the second. The whole of the apartment is very clean and nicely decorated with Chinese furnishings. In Aunt Mitsang's bedroom, a Spot Hidden roll while rummaging through the cabinet of clothes uncovers a carved bone pipe wrapped in silk. This is the pipe Aunt Mitsang uses in her Soul Singing spell.

The only other thing of any real interest to the investigators is the home altar kept in a corner of the common space. It is a grand and ornate altar, lit with black and white candles. Heady incense smoke curls up in thick strings from intricately carved burners at either side of the altar. In the center of the altar is a three-foot-tall statue of a regallooking woman in black and white robes. Her face is painted like a delicate china doll with closed almond-shaped eyes, lined in black, and blood-red lips. The statue's arms are outstretched, its hands like claws with long black fingernails. A successful Cthulhu Mythos roll identifies the idol as that of a goddess known as Madam Yi. A second Cthulhu Mythos roll identifies Madam Yi as one of the many avatars of the Outer God Yidhra. A small bowl at the base of the statue holds an exotic flower floating in water: it is deep black and gives off an intoxicating scent. A successful Natural History or Biology roll identifies the flower as a lotus. A successful Cthulhu Mythos roll indicates that it is the legendary black lotus. A second bowl holds what appears to be blood. Also at the base of the statue are a number of photographs of Chinese men and slips of paper with Chinese writing. The pictures are of various Hak Lien members, and the slips of paper contain the names of many of the tong members. The investigators recognize some of the men if they have had any dealings with the Hak Lien and from similar photos from Office Lee's files. A successful Chinese roll is required to read and identify the names on the slips of paper. This is where the Sisters of Woe pay homage to their dark goddess, Madam Yi. The pictures and names are being used to identify the Outer God's victims, although these items are not required for her to do so.

The altar is constructed much like a huge Chinese puzzle box with various secret drawers. Three successful Spot Hidden rolls reveal three secret drawers, each containing incense, candles, and what looks like blood-stained silk. A fourth successful Spot Hidden roll made at half chance finds a special secret drawer that opens to reveal several very old scrolls. This is the cult's holy book, the *Black Sutra* of U Pao. This tome is in Burmese and takes 18 weeks to fully study and comprehend. Sanity loss from reading the *Black Sutra* is 1D4/1D8, and it bestows 5% of Cthulhu Mythos knowledge. It contains the following spells: Call/Dismiss Madam Yi, Soul Singing, and Summon/Bind Song of Woe.

One or more of the Sisterhood is in the apartment 90% of the time. If the cult discovers the investigators have been
in their apartment, and especially if they have taken the *Black Sutra*, the Sisters mercilessly hound them until appeased by the death of the offenders.

# THE SISTERS OF SORROW

The Sisters or Sorrow, or Sisterhood of Sorrow, is an ancient Chinese sect dedicated to the teachings of Madam Yi. Only

# SONGS OF WOE, LESSER SERVITOR RACE

The songs of woe are the children of the Outer God Yidhra in her Madam Yi form. Madam Yi usually bears children that are deformed, pathetic creatures; however, occasionally she bears a song of woe. The songs of woe are strong, powerful warriors that take the form of what are traditionally Chinese demons. Bulging eyes, fanged maws, and flaring nostrils often dominate their faces. Their flesh is often red but can also be green or any other color. Their heads are sometimes adorned with elaborate horns but are more often covered with a head of bushy black hair, sometimes with an accompanying beard. They stand between six and eight feet tall and are muscular and athletic, leaping into place to wreak havoc. Some songs of woe have the bodies of humans but the heads of animals like horses or bulls, and some have multiple sets of arms.

**ATTACKS:** skilled warriors, songs of woe battle with traditional and usually heavy Chinese martial arts weapons, such as broadswords. They usually wield a weapon in each hand and can attack with all of its weapons every round. Warriors and guardians of their black goddess, the songs of woe fight skillfully to the death.

**SONG OF WOE:** these diabolical children of Yidhra possess a special ability from which they get their name—the song of woe. At will, and as often as they desire, they can produce a haunting, exotic "song" unlike anything heard by the human ear. This sound is a psychological attack, and anyone hearing it is immediately overcome by crippling despair. The song's POW is matched against the victim's on the Resistance Table. Victims who resist are sad but can function normally. If the song overcomes them, however, crushing sorrow washes over them, bringing them to uncontrollable sobbing and reducing all skills by half (round down). The despair can be overcome by killing the song of woe, and being removed from the area also relieves victims of the effects of the song after 1D2 hours.

**PUZZLE BOXES:** songs of woe are often associated with specially enchanted puzzle boxes or other vessels. Such a puzzle box is intricately carved and is sealed with a lock. If the box is unlocked, it automatically begins to open on its own, blinding white light and thick incense smoke bursting out and filling the room. Standing in the midst of the smoke, ready to do battle, is a song of woe. Witnessing the opening of the puzzle box and the appearance of the monster costs an automatic 1 point of Sanity, in addition to the possible Sanity loss for seeing the song of woe itself. Once released from its vessel, a song of woe can only be forced back in by the successful casting of the binding portion of the Summon/Bind Song of Woe spell.

#### Songs of Woe, Demonic Children of an Outer God

char.	rolls	average
STR	3D6+6	16-17
CON	3D6+6	16-17
SIZ	3D6+6	16-17
INT	3D6	10–11
POW	3D6	10-11
DEX	3D6+3	13-14
Move 8		HP 16-1
		100

#### Av. Damage Bonus:+1D6

Weapons: Any Chinese martial arts weapons per base% or higher, damage as per weapon Fist/Punch 80%, damage 1D3 + db

Kick 50%, damage 1D6 + db

Song of Woe, automatic success, damage special (see above)

Armor: 2-point skin.

#### Spells: none.

Skills: Listen 50%, Martial Arts 35%, Spot Hidden 60%.

Sanity Loss: 0/1D3 Sanity points to see a song of woe; witnessing a song of woe appear out of its puzzle box automatically adds an additional 1 point of Sanity loss, regardless of the Sanity roll's result.

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women rise through the ranks of this unholy sect. Male members are servile and occasionally used as sacrifices to Madam Yi so that she may mate with a human. Such horrible rituals end with the man being shredded alive and then absorbed by Madam Yi. A half-breed child is later born. Usually such spawn are just reabsorbed by Yidhra, but some are allowed to live to become children of Yidhra or—in rare cases—songs of woe.

The Sisters of Sorrow are cunning and ruthless, and absolutely dedicated to their goddess. They have tricked Mrs. Yan into performing a ritual and saying a prayer to Madam Yi, which brings the Outer God to Chinatown. The Sisters then use specially enchanted puzzle boxes as beacons to draw Madam Yi's attention to particular spots. There, she slaughin police custody, Mikey is quickly released back to the Hak Liens, and he is murdered. And if the Sisterhood discovers that he has been found out by the investigators, they kill him. Regardless, Mikey Chan is murdered. The police take no interest in another dead Hak Lien, and the crime goes unsolved.

The leader of the sect, Aunt Mitsang, is in the long, slow process of mutating into one of the children of Yidhra through her long and close association with Madam Yi. Her face is taking on the appearance of a china doll's face and her fingers are becoming long claws.

ters the Sisters' enemies as sacrificial victims, garnering the women great favor and, they hope, great power while spreading Yidhra's chaos and influence over Chinatown and, eventually, all of New York City.

Aunt Mitsang is blackmailing a weak-willed and frightened member of the Hak Lien Tong into acting as her errand boy. In exchange for his life and the lives of his family, Mikey Chan sneaks the Sisters' beacons into Hak Lien buildings to attract Madam Yi. Once Madam Yi's slaughter is complete and Dottie Yan is free, the Sisters kill Mikey. If their dupe is taken out of the picture before Dottie is free, one of the Sisters smuggles the puzzle boxes to their destinations in Hak Lien territory.

One of Aunt Mitsang's three disciples secretly meets Mikey Chan at various spots around Chinatown to pass off each puzzle box. Unless they are specifically watching the doll shop and follow all the comings and goings of the cult members, the investigators never see Mikey Chan. Even if they catch and confront him, Mikey tells the investigators nothing. If the Hak Liens are shown that Mikey is helping the people responsible for the murders, the gang kills him and dumps his body in the river. If he ends up somehow

# CHILDREN OF GIDHRA, GESSER SERVITOR RACE

"Wearing ample clothing and the wig that lay beside her I suppose she could have passed as fully human, though incredibly ugly and deformed, but now there could be no doubt of the alien taint."—Walter C. DeBill, Jr., "Where Yidhra Walks."

The children of Yidhra are the deformed offspring which the Outer God has not reabsorbed, or long-time worshippers of the Outer God who have mutated because of their close association with Yidhra. Mutated worshippers take on the appearance of the avatar they are associated with; slowly, over the years and decades, Yidhra's faithful begin to mutate, their APP and SAN plummeting and their CON increasing as they become more and more like their goddess. There are sometimes SIZ or other attribute changes during the mutation. The only benefit to being a child of Yidhra is supernatural longevity, and it is unknown when or if a child of Yidhra ever dies a natural death.

**ATTACKS:** The children of Yidhra have no special attacks or abilities. They attack as a normal human with fists or kicks or with any normal weapons they might wield.

### Children of Yidhra, Twisted and Deformed Children of an Outer God

char.	rolls	averages
STR	3D6	10-11
CON	3D6+6	16-17
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	2D3	4
EDU	3D6+3	13-14
SAN	0	0
Move 8		<b>HP</b> 15
Av. Dama	ge Bonus:	none.
Weapons:	Fist/Punch,	damage 1D3 + db
Kick da	maga 1D6	dh

KICK, damage 1D6 + dt

Armor: none.

Spells: any learned as a human—otherwise none.

Skills: any learned as a human.

Sanity Loss: Sanity loss for seeing a child of Yidhra varies. Some may be hideously deformed but essentially still human, so there is no Sanity loss. Others who look more like their goddess may cost from 0/1 up to 0/1D6 Sanity points to see..

### Aunt Mitsang, Surreptitious Cult Leader, age 124 (appears to be in her fifties)

STR 8	CON 18	SIZ 8	INT 16	POW 23	
DEX 13	APP 14	EDU 19	SAN 0	HP 13	
Damage Bonus: -1D4.					

Weapons: Tai Chi Sword 50%, damage 1D6+1 + db

Spells: Call/Dismiss Madam Yi, Shrivelling, Soul Singing, Spectral Razor, Summon/Bind Song of Woe, Wrack.

Skills: Bargain 55%, Cthulhu Mythos 15%, Fast Talk 45%, First Aid 50%, Persuade 55%, Psychology 60%, Spot Hidden 35%.

Languages: Cantonese 95%, English 60%, Mandarin 40%, Taishanese 40%.

### Liangmei, The Pretty Cult Member, age 68 (appears to be in her twenties)

STR 9	CON 14	SIZ 10	INT 15	POW 18	
DEX 13	APP 16	EDU 17	SAN 0	HP 12	

Damage Bonus: none.

**Weapons:** Tai Chi Sword 40%, damage 1D6+1 + db **Spells:** Shrivelling, Wrack.

Skills: Bargain 45%, Cthulhu Mythos 5%, Fast Talk 45%, First Aid 40%, Persuade 55%, Psychology 50%, Spot Hidden 35%.

Languages: Cantonese 85%, English 60%, Mandarin 30%, Taishanese 40%.

### Hanmei, The Strong Cult Member, age 81 (appears to be in her thirties)

STR 11	CON 15	SIZ 9	INT 16	POW 19		
DEX 14	APP 14	EDU 18	SAN 0	HP 12		
Damage Bonus: none.						

Weapons: Chinese Broadsword 60%, damage 1D8+1 + db

Spells: Shrivelling, Summon/Bind Song of Woe, Wrack.

Skills: Bargain 45%, Cthulhu Mythos 5%, Fast Talk 15%, First Aid 45%, Psychology 40%, Spot Hidden 35%.

Languages: Cantonese 90%, English 60%, Mandarin 35%, Taishanese 40%.

### Xiaomei, The Youngest Cult Member, age 53 (appears to be in her late teens)

STR 9	CON 16	SIZ 11	INT 16	POW 17	
DEX 15	APP 15	EDU 16	SAN 0	HP 14	
Damage Bonus: none.					

Weapons: Tai Chi Sword 40%, damage 1D6+1 + db

Spells: Shrivelling.

- Skills: Bargain 35%, Cthulhu Mythos 5%, Fast Talk 55%, First Aid 50%, Persuade 45%, Psychology 40%, Spot Hidden 55%.
- Languages: Cantonese 80%, English 60%, Mandarin 20%, Taishanese 30%.

# WU'S HERBALIST SHOP

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**Call/Dismiss Madam Yi:** calls the Outer God to a specially prepared beacon. The spell costs the caster and other participants a varying amount of magic points, and the caster loses 1D10 Sanity points. The arrival of the deity costs more Sanity points. Madam Yi manifests in a cloud of mist or fog and only after dark. She appears within about 100 yards of the beacon and immediately seeks blood sacrifices, usually men, that she shreds with her savage claws. The beacon required to call forth Madam Yi is an enchanted vessel within which is one of her songs of woe.

Summon/Bind Song of Woe: a single song of woe appears in a flash of bright light and cloud of incense smoke. The magic point cost varies; for each magic point sacrificed, increase the chance for success by 10%; a result of 96-00 is always a failure. Each cast of the spell also costs 1D3 Sanity points. The summoner needs to first prepare a special vessel, carved with intricate Chinese symbols. The vessel is typically a puzzle box, but jars and other types of boxes may also be used. The size of the vessel is not important, and may range from a tiny hand-held one to an enormous trunk. When the song of woe appears, the caster may either command it to do his or her bidding or may bind it to the vessel, wherein it resides until opened and set free. Once set free, only the successful recasting of the Binding portion of the spell can force the song of woe back into its vessel. The vessel inhabited by the song of woe is the beacon used in the casting of the Call Madam Yi spell.

The sign over the door of the shop is very simple: Chinese characters painted onto a white background. The translation is simply "Herbalist Shop." The tiny shop is so unassuming that it's very easy to miss; most people walk past it without even noticing its presence.

Stepping into the narrow dark space, the investigators see walls lined floor to ceiling with earthenware and glass jars holding all manner of fresh and dried herbs, plants, and related substances. To one side of the room is the counter, behind which stands the proprietor, an older Chinese man in dark clothes. The ceiling's beams are hung with various herbs and plant bunches. If the investigators examine the ceiling, they see what appear to be talismanic bunches on the first several beams, working their way across the ceiling. The last beam at the far end of the shop, however, is entirely clean but for a mask in the middle that faces the shop front. The mask is a fearsome Chinese-demon face. Beyond the final mask-bearing beam is a door to the back room of the shop.

Inexplicably, the investigators cannot walk under or past the final ceiling beam. They turn and move in a different direction, unaware that they've done so. Only someone observing this phenomenon from a distance can bring it to the attention of those so inflicted. Even then, some convincing needs to be done with a successful Persuade or Psychology roll. Once this phenomenon has been

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noted, the investigators can focus on moving past the spot where the mask is instead of turning away. This realization is of no avail, however, and they stop where they are as if trying to push through a soft but unyielding membrane.

The proprietor smiles and nods at the investigators but otherwise ignores them. As they approach the mask, however, and especially if they focus on it or are trying to solve the conundrum of the barrier, they find themselves being watched by the man behind the counter. His face holds an expression somewhere between amusement and curiosity.

If the investigators show interest or curiosity about the mask and the unseen barrier at the back of the shop, the old man behind the counter eventually chuckles and explains that it's called a taotie (pronounced "TOW-tyeh"). This one offers protection, keeping out the unwelcome. So long as they have been polite and have caused no damage or commotion in his shop, the man introduces himself as Han Wuming. He gestures, muttering something that investigators do not recognize. He then tells them to try passing beneath the mask again, which they find they now can. He grins widely and mischievously. He has deactivated his enchanted barrier but need only speak a few words to bring it back. The mystical barrier is up most of the time to keep trespassers out of the back room. It is always on when Wu is out of the shop and at night.

If the investigators speak with Wu or question him about recent events he invites them to tea, so long as they have been and remain respectful and polite. Otherwise, they are asked to leave. Wu proceeds to serve the investigators very fine green tea, tastier than any they have had before. If the investigation is still in its early stages, he answers their questions with the following information (anything not noted he does not know):

- Yes, he's heard of the tragedy of the Yans' daughter. His heart goes out to them.
- He's quite sure the tongs are involved but not sure which yet.
- If he had to guess, he'd probably bet on the Hak Lien Tong being behind it.
- No, he's not sure who is "coming" as per Florence Yan's dreamy claim.
- Describing the two altar statues gets knit eyebrows in response. "That's useful information," he says. "I can't say for sure, so I won't say anything yet, but it's good information. Thank you."
- True, he was unable to help Mrs. Yan when she asked. The situation of out-of-hand gambling debts did not merit his intervention, he felt. (Yes, he does know why Dottie was kidnapped, and no, he won't tell how he knows.)
- Yes, he agrees to teach them how to make taotie if specifically asked. "But I warn you, it takes time and energy." If they have been respectful and polite, he agrees to teach one investigator the Enchant Taotie spell. This ties up that investigator for the 1D6+10 hours it takes to learn the spell.

That is the extent of Wu's help until after Madam Yi's first bloody attack.

# OLD WU THE WIZARD

Han Wuming is often referred to as "Old Wu." If this name is mentioned, he grins and says, "But I'm not that old, really!" If translated, his name means "Unsung Hero of China." It also



translates as "Nameless Chinese."

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If the investigators do not spot him at the doll shop or aren't guided to his herb shop by John Yan, Wu may be encountered as the investigators are following up other leads in Chinatown, perhaps having a cup of tea at the Lucky Dragon, or getting his hair cut at the Toufat Lang Barber Shop. As they approach a destination, or leave one, they have a good chance of seeing him walking through Chinatown as the Keeper wishes. Once the investigators spot him, he allows them to eventually follow him back to his little herbalist's shop on Bayard Street after some serendipitous strolls along the crowded streets of Chinatown.

Wu is a powerful wizard who has recently taken up residence in Chinatown. He suspects various goings-on and is something of a busybody. He keeps an eye on Aunt Mitsang's China Doll Shop, although he cannot say exactly why yet. "But when you've been doing this as long as I have, you get a feel for things." He volunteers very little initially.

Though old (although appearing not as old as he is), Wu is a formidable fighter. He is dexterous, cunning, and spry, his eyes twinkling like a child on Christmas morning as he leaps into action with sword or spell. He has extensive knowledge of Chinese mysticism and may be of invaluable assistance to the investigators in recovering from attacks and defending themselves. The Keeper should be familiar with Wu's spells from *The Call of Cthulhu* rulebook.

### Han "Old Wu" Wuming, Wizard, age 95 (appears to be in his early sixties)

STR 14	CON 18	SIZ 13	INT 18	POW 24		
DEX 16	APP 14	EDU 20	SAN 50	HP 16		
Damage Bonus: +1D4.						

Weapons: Chinese Broadsword 60%, damage 1D8+1 + db

- **Spells:** Bind Enemy, Charm Animal, Create Eternal Cage of the Nightingale, Deflect Harm, Enchant Taotie, Fist of Yog-Sothoth, Flesh Ward, Healing, Levitate, Vanish.
- Skills: Bargain 55%, Cthulhu Mythos 10%, Fast Talk 25%, First Aid 65%, Library Use 75%, Martial Arts 75%, Occult 70%, Psychology 60%, Spot Hidden 65.

Languages: Burmese 25%, Cantonese 50%, English 50%, Mandarin 99%, Taishanese 45%.



# THE BACKROOM OF THE HERBALIST SHOP

The backroom of Wu's herbalist shop is a small, cramped space he uses for storage. A staircase leads up to Wu's small apartment above his shop. Without Wu's admission, gaining access to this room may be done only after overcoming the protective taotie mask hanging in the back of the shop. To do so, the mask's POW of 25 must be overcome on the Resistance Table by each person or other being trying to pass. Failure brings the same strange effects as first encountered in the shop (inexplicably turning away from the area, etc.). If the taotie is destroyed, its power is broken and any may pass, but to do so, its 25 POW must first be overcome and then a successful attack roll of some sort must be made to the mask.

If the backroom is entered without his permission, there is a 75% chance that Wu hears and comes to investigate. Investigators caught snooping around without permission must work very hard to appease the old man or face losing a powerful ally.

The investigators easily find the trunk containing the *Black Sutra* and Seven Songs of Heaven (see boxed text) in Wu's backroom. A successful Spot Hidden roll made at half chance uncovers a very well-hidden little black box intricately inscribed with Chinese dragons. This box is nothing at all like the puzzle boxes

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the investigators may already have encountered. Wu has enchanted this little box for use in his Vanish spell. It is his escape route: should he encounter trouble, he says a few words of enchantment that trigger the spell, and he vanishes in a puff of smoke only to reappear here next to the carved box. Inside the little box are clippings of Wu's hair and fingernails. It works only for Wu.

# BREAKING INTO THE HERBALIST Shop

Wu lives in the small apartment above his shop, so each investigator must successfully Sneak to avoid being heard by him if they break into the shop itself. If a Sneak roll is failed, the Keeper may call for a Luck roll from that investigator to see if he or she has been lucky enough not to make enough noise to alert the upstairs tenant. If the investigators break into the shop by forcing the door, or breaking a window, there is a 70% chance that someone hears and the authorities are called. Wu's apartment holds little of true value or interest to the investigators. The place is a very modestly furnished studio consisting of a tiny bathroom and a combined kitchen / bedroom / living area. While Wu practices his mystical enchantments here, the various ingredients are of no significance to anyone unfamiliar with ancient Chinese sorcery.

# More Help from Old Wu

Once Madam Yi begins her slaughter in Chinatown, Wu will seek out the investigators if they do not come to him, as long as his relationship with them is good. Wu can provide the investigators with more information and assistance. From everything they're able to tell him about the attacks and what they've learned, it sounds to him like they face Madam Yi, a powerful demonic goddess. If that's so, he has specific books and spells that will help them.

*The Black Sutra*—In his back room, Wu pulls out a small steamer trunk from the bottom shelf and opens it, removing one of the several ancient scrolls therein. It is the *Black Sutra* of U Pao, and he translates one short section to them from the original Burmese:

And the mists parted, and there She stood. The face of the Goddess as beautiful as the finest doll, features as delicate as porcelain. Her lips are like blood and her nails black and as long as the most powerful Dowager. Mother Yi was before Life and is life; she was before Death and is death. From all things does She come and to her do all things return. Before Her kneel the Sisters of Sorrow, strong with life but bringing death, and from the death does the Mother live. This is but one of the many faces of the Goddess... He reads no more of the text and quickly shuts the old scrolls back in the trunk.

*Seven Songs of Heaven*—This is a book of classical Chinese poetry, containing multiple descriptive images, praising various mighty beings from Chinese folklore. While Wu will not loan the investigators the *Black Sutra*, he does give them a copy of this. The copy Wu presents the investigators is a translation that he did over the past several years. He is reluctant to part with it, but, since it may prove of use against the unholy threat they face, he does. The enchantments therein might be of particular use to the investigators, Wu says. For game purposes, the Keeper should allow an investigator to learn the spells contained within the book after 4D6 hours of study. (See boxed text.)

# MADAM YI STRIKES

Madam Yi first strikes on the second night of the scenario, after she is unwittingly summoned by the distraught Florence Yan. She appears only at night, and only strikes where the Sisters of Sorrow have placed the summoning beacons: in the Hak Lien Tong hideouts. Each attack focuses on higher and higher echelons of power within the tong. The timing of each event is such that the investigators hear of it and stand a chance of being the first on the scene. Should they not respond immediately, however, police and bystanders arrive first, and more people die.

# ¶EW SPELL: €NCHANT ⊈AOTIE

Similar in effect to an Elder Sign, the enchanted taotie can be used to protect a given area not only against Mythos creatures but also against any kind of unwelcome visitor. The spell costs the caster, working alone, 12 magic points and 1D4 Sanity, and requires the sacrifice of 2 POW, while working clay to form a mask. The caster's hands must be ritually cut along each finger to enchant this mask effectively. A successful Art (Sculpting) roll keeps the end result from looking like a child's art project but is not necessary for the spell to work. The finished mask must be cooked in a kiln for 24 hours for the clay and eldritch forces to set. The finished product can be used as a barrier to push an enemy along or bar their path. Entities wishing to overcome the effects of the enchanted taotie must pit their POW against its POW of 25 on the Resistance Table. The taotie may be smashed and thus destroyed by first overcoming its POW and then making a successful roll to hit it. Clay, a taotie breaks easily once its magic is overcome.

# Tales of the Sleepless (ityTHE FIRST ATTACK, NIGHTONE: THE BACK ALLEYempty crates, none of videntity of the victims.<br/>door on either side, bo<br/>to the back of Lee Garden 1

Given that this is the first appearance of the main Mythos threat of this scenario, and there has been no warning, the investigators miss this chance to face Madam Yi. Instead, they find the gruesome aftermath: in a dark back alley lie seven slaughtered bodies, savagely shredded as if by some wild beast. The volume of blood on the sidewalk and walls is alarming. Torsos are run through and torn open, organs spilled to the ground in glistening heaps, and heads and limbs severed from bodies. This scene costs 1/1D4+1 Sanity points to see. The investigators may be in the area and hear a final scream, be drawn to the site because of the horrified crowd gathering in the mouth of the alley, or may be alerted by some ally in Chinatown, such as Mr. Yan or Wu. However they do so, the investigators arrive well before the police. The police can be introduced when the Keeper sees fit. The investigators may make a clean getaway before authorities show up, or they may be caught in the act of investigating the crime scene, in which case they are likely taken to the police station and held for questioning. Appropriate skill rolls (Fast Talk, Persuade, Credit Rating, etc.) or a bribe may be used by the investigators to get out of an uncomfortable situation with the police, as the Keeper desires. Besides the bodies, the alley holds only trash cans and

empty crates, none of which offer any clues to the crime or identity of the victims. The alley is a dead end with a single door on either side, both closed and locked. One door leads to the back of Lee Garden Restaurant and the other to Ng's Gift Shop. Lee Garden Restaurant is a known Hak Lien Tong hangout, which is why it was chosen as the first target.

Investigating the crime scene, a successful Spot Hidden reveals the only footprints to be the apparent victims'. There is no indication as to who or what butchered these men. An Idea roll suggests something large with claws is responsible for the mauling, although a successful Natural History or Biology roll indicates that this is not the work of any known North American animal species. There are only claw wounds; there are no signs of bites.

Given the amount of gore, a Spot Hidden is required. If successful, there, in the midst of the bloody carnage, the investigator sees an elaborate wooden box. If the investigators have already explored the back room of Aunt Mitsang's China Doll Shop, they recognize it as one of the puzzle boxes. An enchanted trap of sorts, if the box is opened, brilliant light and thick smoke explode out, and the box continues to open itself. Once begun, a puzzle box cannot be prevented from opening. Opening the box releases a song of woe armed with twin hook-bladed swords. The songs of woe fight to the death, so the investigators must face it in combat or flee. If they flee, the creature remains in the area causing havoc until dealt with by the police. (This event is never openly reported. The story is never released to the newspapers, and the police re-

# SEVEN SONGS OF HEAVEN

This is a book of classical Chinese poetry, containing multiple descriptive images, praising various mighty beings from Chinese folklore. It is a handwritten leather-bound journal of about 200 pages. All text is written neatly in verse. The poetry talks about not only Madam Yi but of the Bloated Woman and other dark forces that have affected China's ancient past. *Sanity loss 1/D6; Cthulhu Mythos +6%; average 12 weeks to study and comprehend.* Spells: Create Eternal Cage of the Nightingale, Fist of Yog-Sothoth.

### ¶EW SPELL: CREATE ∉TERNAL CAGE OF THE GIGHTINGALE

A magical reed nightingale cage is constructed while a verse from *Seven Songs of Heaven* is chanted. One person incants the spell while a group chants the verse in a circle of candles, crystals and stones, and exotic herbs. The spell costs a total of 35 magic points (divided evenly amongst the spell casters—round up and any extra magic points drained are simply lost) and requires the sacrifice of 2 POW from each participant. Each participant loses 1D4 SAN. The spell takes 12 hours to cast minus 1 hour for every participant (therefore, if a group of 6 were casting the spell it would take 6 hours to cast: 12-6=6). If any participant leaves the circle or is harmed in any way, the spell automatically fails, all magic points, Sanity points, and POW expended are lost, and the spell must be started again from the beginning, with the same requirements, including costs.

If successful, the Eternal Cage of the Nightingale traps Madam Yi's physical manifestation and holds her body indefinitely until released. At the successful completion of the spell, there is a blinding flash of light, and a cloud of thick smoke forms around the cage. Soon, a horrible wailing sound can be heard drawing near. Within moments, the billowing form of Madam Yi appears over the cage, floating on some unseen wind. A chorus of spectral sobbing and weeping echoes through the area, and blood begins to rain down. The spectral chorus rises to near-deafening pitch and culminates with a blood curdling shriek. It is then over—Madam Yi has been forced into the enchanted cage. Having her body trapped does not render the Outer God powerless, however; her body will be trapped, but she will still be capable of speaking to her followers in dreams. Madam Yi is immediately released if the cage is opened or destroyed.

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ports are buried deep in the files.)

This song of woe is a muscular six-foot-tall man with blue skin. It has the typical bulging eyes and flaring nostrils of its kind, and large curled tusks project from its wide mouth. A pair of short goat-like horns sprouts from its head.

#### Song of Woe, Night One

STR 15	CON 16	SIZ 14	INT 10	POW 15
DEX 13	Move 8			HP 15
-				

Damage Bonus: +1D4.

Weapons: Twin Chinese Hook-bladed Swords 60%, damage 1D8+ db (can attack twice a round) Fist/Punch 80%, damage 1D3 + db

Kick 50%, damage 1D6 + db

Song of Woe, automatic success, damage special

Armor: 2-point skin.

#### Spells: none.

Skills: Listen 50%, Martial Arts 35%, Spot Hidden 60%

Sanity Loss: 0/1D3 Sanity points to see a song of woe; witnessing a song of woe appear out of its puzzle box automatically adds an additional 1 point of Sanity loss, regardless of the Sanity roll's result.

# NG'S GIFT SHOP

The small shop is crammed with aisles full and stacks of merchandise: woks and fire pots, china tea pots and cups, soup bowls and fancy chopsticks, cheap dolls, traditional clothing, Chinatown postcards and cheap souvenirs, small statues of the Buddha and the Seven Immortals, etc. Of possible interest to the investigators, however, is the large volume of firecrackers and fireworks for sale in the shop and packed in crates in the back room. Hundreds of strings of firecrackers and even more rockets, smoke and flash bombs, and colorful pyrotechnic goodies are available here. Crafty investigators might make good use of a cache of fireworks!

# THE SECOND ATTACK, NIGHT TWO: THE GAMBLING HALL

By this time, investigators may well know the tong behind the abduction of Dottie Yan and be hot on its trail. At the Keeper's discretion, there is a 30% chance they are at or near this establishment if they have been investigating the Hak Liens' operations. Even if they are not present, there is a chance that the investigators hear something if they are in the area. The Keeper should ask a random player to roll beneath half his or her character's Luck. If successful, the party suddenly hears screams of terror, followed by several gunshots.

If the investigators are near the gambling hall before the attack, the air starts to grow hazy and thickens until the area or room is full of mist. A character looking at the door of the gambling hall who makes a Spot Hidden roll with a penalty of 20 percentiles sees something: a very tall, regal-looking woman in traditional Chinese robes enters the room. Her face is like the face of a beautiful china doll, black eyes forever closed and blood red lips motionless on a smooth, white face. The figure seems to float just above the ground, her black and white robes billowing on some unseen wind, and her fingers end in very long razor-like black nails. Although her lips do not move, the figure is singing some exotic and haunting song which has a hypnotic quality to it. This is the Outer God Yidhra's avatar known as Madam Yi, and everyone present must make a Sanity roll and lose 1/1D8 Sanity points.

Madam Yi wastes no time in tearing the proprietors to pieces. She does not attack the investigators or other non–Hak Liens unless they attempt to interfere in her vengeful task. Panic stricken, most of the patrons run screaming from the building, while most of the Hak Liens calmly move toward the Outer God, their faces blank and expressionless. The few tong members who have not fallen under her spell attack Madam Yi with guns and knives, but seem to have no effect on her. She methodically shreds the tong members with her savage claws, bodies and pieces falling in a bloody heap around her, and blood spattering walls and ceiling. Witnessing the horrific slaughter costs 1/1D4 Sanity. Once all the Hak Liens present have been slaughtered, the Outer God departs in the mist, her haunting song fading away into the ether.

If the investigators miss Madam Yi, they are met with the sight of bloody carnage and a 1/1D4 Sanity point loss. The room has been destroyed: mah-jongg and pai gow tables shattered, roulette tables turned over, and dice, chips, tiles, and bits of playing cards strewn around the room, many spattered with blood and gore. Mutilated bodies and pieces are strewn about as though some wild animal tore through them. If any of the survivors outside the building are questioned they tell investigators that the only people killed were Hak Lien members—the savage woman ignored everyone else.

Whether witness to the slaughter or not, a successful Spot Hidden reveals a decorative Chinese puzzle box sitting in a

# ¢IREWORKS

Firecrackers and fireworks have been a popular Chinese import for many years and have been available and legal on and off throughout the twentieth century. They play an important part in Chinese celebrations and are commonly seen during the era. As with any form of explosives, there are inherent dangers to fireworks—mostly the danger of fire and burns, both minor and life threatening.

As "weapons," fireworks vary in effectiveness. The long strings of little red firecrackers produce loud pops or cracks and smoke but cause little more than very minor burns (perhaps a single hit point or less per string). Larger rockets and bombs, however, cause considerably more damage—even the possible loss of limb or life. Fire and burns are also possible—or probable—regardless of the size of the firework, and depending upon the surroundings when they explode (paper, wood, clothing, etc. vs. steel, concrete, brick, etc.).

Fireworks cause damage in a radius, the immediate blast area receiving the highest damage and incrementally less the farther out the radius goes. The Keeper is referred to the Explosion rules in the *Call of Cthulhu* rulebook. A typical rocket or firework might do 1D6 radius damage in the first two yards, 1D4 damage in yards 3–4, 1D3 damage in yards 5–6, 1D2 damage in yards 7–8, and 0/1 damage in yards 9–10, and none thereafter. A case of fireworks may be equivalent to a stick of dynamite (5D6 damage in the immediate blast area, and dropping by 1D6 damage each two yards of the radius out).

corner, clearly out of place. If the lock on this box is undone, a song of woe leaps out to do battle with a wicked-looking trident. This one is red skinned with the typical muscular build, but it has a horse's head instead of the bulging-eyed demonic face.

#### Song of Woe, Night Two

STR 19	CON 17	SIZ 18	INT 5	POW 7
DEX 16	Move 8			HP 18
Damage B	<b>Bonus:</b> +1D6.			
Weapons:	Trident 50%	, damage 11	D10 + db	
Fist/Pu	unch 80%, da	mage 1D3 ·	+ db	
Kick 5	0%, damage	1D6 + db		
Song o	of Woe, autor	natic succes	s, damage sp	ecial
Armor: 2-	point skin.			
Spells: no	ne			
Skills: List	ten 50%, Mai	tial Arts 35	%, Spot Hide	den 60%.
Sanity Los	ss: 0/1D3 Sar	nity points t	o see a song	of woe; witnes
•				

Sanity Loss: 0/1D3 Sanity points to see a song of woe; witnessing a song of woe appear out of its puzzle box automatically adds an additional 1 point of Sanity loss, regardless of the Sanity roll's result.

# A MEETING WITH THE HAK LIENS

Old Wu is a powerful figure in Chinatown, and the Hak Liens know it. They contact him following the attack at the gambling hall on the second night. Wu arranges a meeting between Hak Lien leader Da Laoban and the investigators in

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Chinatown's Columbus Park that day.

At Columbus Park, the investigators find all the tables occupied but one. As they make their way to the table, men appear, stepping out of the crowd from various points to converge on the same table. A handsome, well-dressed young Chinese man sits and is flanked by several obvious thugs. This is Da Laoban, head of the Hak Lien tong, and the meeting has begun.

Although presenting a tough facade, a successful Psychology roll lets an investigator know immediately that Da Laoban is a terrified man. The gang boss gets right down to business. He knows that the Hak Liens are the target of some supernatural force and he wants the investigators to put a stop to it. If they were sent by the old wizard they must know something about such things.

If the investigators point out that this is all to do with the abduction of young Dottie Yan, Da Laoban turns to his lieutenant, and the two have a brief, but heated, conversation in Cantonese. Da Laoban finally turns back to the investigators with a cold smile, explaining that it was a matter of business. Mr. Yan had accumulated some very deep debts in Hak Lien gaming houses, and, despite numerous warnings, he made no attempt to repay his debt. Unfortunate, perhaps, but business is business.

"It's out of our hands. The girl has already been sold to one of my lieutenants. Why do you care? More importantly, what will it cost us to get help with this problem we're having?" he asks through a forced smile. If asked about Dottie's whereabouts, Da Laoban again turns to his lieutenant for a quick conversation, then tells the investigators he no longer has the girl. He has sold her to one of his associates. Only if pressed does the gangster tell the investigators that Dottie has been sold into prostitution.

The Hak Lien boss says that if they agree to help deal with his problem, he will buy Dottie back and return her to the investigators. The investigators have some bargaining power here. Although the ultimate goal is the return of Dottie, they may push for more. Da Laoban reluctantly agrees to forgive John Yan's gambling debt if the investigators insist. Successful Bargain rolls might also get the Hak Liens to provide a little "reparation" to the Yans in the amount of \$1,000 and ensure that they and their laundry business are kept off limits to further tong activities. Helping the Hak Liens grants the investigators a "free pass" through Chinatown, as well as many armed thugs and supplies and weapons as they may need (within reason).

If they insist on the return of young Dottie, Da Laoban has the investigators wait while he goes to discuss terms with his lieutenant. Less than an hour later he returns and says, "I have held up my end of this bargain. The girl will be delivered to me this afternoon. I trust you will hold up your end of the bargain, given how much I have paid for your services."

Dottie is brought to Da Laoban within a few hours. As the Keeper desires, the gang boss either releases the girl and the horror ends, or he keeps her at his office as insurance that the investigators uphold their end of the deal. Once Madam Yi has been dealt with once and for all, the girl is turned over to the investigators. If they are successful in stopping Madam Yi before Da Laoban has been butchered, the investigators have a very powerful friend in Chinatown. Reuniting Dottie with her family before Madam Yi tears through all of the Hak Liens triggers the end of the spell summoning Madam Yi to

this plane and breaks the dreamy state which holds Florence Yan. No further vengeance is needed.

# A SURPRISE VISIT

As the violence wrought by Madam Yi escalates, people in Chinatown are clearly scared. The police historically don't have much to do with actual law enforcement in Chinatown, leaving the uneasy peace to be kept by the tongs operating within their own borders and by their own rules. Suddenly, there is an outcry for police protection, even from some members of the tongs who fear for their lives. Tong leaders suddenly look for the police who are taking tong money to protect them rather than look the other way.

After the second night of killings, a man stops in to see Old Wu: Mr. Mock Duck, leader of the Hip Sing Tong. He realizes that all the people targeted have been members of the Hak Lien Tong but fears the killer may spread his bloodshed beyond the Hak Liens to other tongs. As the investigators head into Wu's herbalist shop, they are stopped by two menacing Chinese men just inside the door. A heated conversation between Wu and another man is just ending. The second man, Mr. Mock Duck, turns and heads out, the two bodyguards following closely. If the investigators are not near Wu's shop, this encounter may take place on the street or elsewhere, as the Keeper desires.

Old Wu explains that Mr. Duck is a very frightened man. Fearing for his life, he has turned to Wu for protection, saying his own people are powerless against such sorcery. Wu refused to help because the targets are clearly the Hak Liens and not Duck and his Hip Sings.

Sly investigators may want to make contact with Mr. Mock Duck and his Hip Sings themselves at their headquar-

# Sfil WING &OCK fikfi &OCK DUCK (1879-JULY 23, 1941)

On a Saturday night in 1897 the young Mr. Mock Duck was attacked by an armed mob in the streets of Chinatown. Mr. Duck survived the assault, and in the following forty years continued to survive attacks—stabbings, beatings, and shootings—thanks to the chain mail he always wore beneath his shirt after surviving that first attack.

Already a member of the On Leong Tong for several years, in 1900, at the age of 20, Mock Duck broke away and founded the Hip Sing Tong, which he headed for over thirty years. In 1932, he declared peace in Chinatown and retired to Brooklyn, where he lived until his death in 1941. ters at 16 Pell Street. They must first roll a successful Fast Talk or Persuade to convince the guards at the door that they have something to offer the tong and Duck. If they can offer realistic protection or convince the tong that they are working on stopping the killer (the Keeper may insist on skill rolls such as Fast Talk, Persuade, Credit Rating, etc. as appropriate), they might have a small army of armed thugs at their disposal. Duck offers the investigators a similar deal as Da Laoban: money, weapons, and "protection" and "support" in Chinatown in exchange for their help.

#### Mr. Mock Duck, Leader of the Hip Sing Tong, age 40-something

STR 15	CON 16	SIZ 14	INT 15	POW 13	
DEX 16	APP 14	EDU 15	SAN 65	HP 15	
Damage Bonus: +1D4.					

**Weapons:** Fist/Punch 75%, damage 1D3 + db Kick 50%, damage 1D6 + db Fighting Knife 75%, damage 1D4+2 + db .45 Automatic 60%, damage 1D10+2

Armor: 7-point chain-mail vest he wears beneath his shirt.

Skills: Bargain 75%, Conceal 40%, Fast Talk 65%, Listen 70%, Martial Arts 75%, Persuade 55%, Psychology 50%, Spot Hidden 65%.

Languages: Cantonese 35%, English 30%, Mandarin 75%.

# THE THIRD ATTACK, NIGHT THREE: THE WHOREHOUSE

By the third night of Madam Yi's reign of terror, local tension has come to a head: Chinatown is crawling with police, the tongs are well armed and dug in for battle, tourists are avoiding Chinatown, and the residents are terrified to leave their homes. As night falls, the streets empty and everyone jumps at their own shadow.

The target of Madam Yi's rage is now one of the Hak Lien whorehouses. Dottie Yan was sold to the Hak Lien lieutenant Johnny Liu, and he brought her here to work. The building appears to be a tenement like so many others in Chinatown, except for the open door of the apartment across the hall from the building's front door. There, a large man sits at a table having a meal or playing the Chinese-domino game pai gow. Although he is not alone, the man's companion is out of sight of the hallway. The large man is the bouncer and doorman, sending clients up to the second floor. The only women allowed beyond the bouncer and up to the second floor are those who work here—all others are turned away.

#### Hak Lien Whorehouse Bouncer, age 31

STR 14	CON 15	SIZ 16	INT 11	POW 9
DEX 12	APP 10	EDU 10	SAN 45	HP 16
D D	1.1.0.4			

Damage Bonus: +1D4.

Weapons: .38 Special 60%, damage 1D10 Fist/Punch 55%, damage 1D3 + db Kick 45%, damage 1D6 + db

Skills: Intimidate Snooping Investigators 86%, Psychology 50%, Spot Hidden 65%.

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#### Hak Lien Tong Member, age 24

STR 13	CON 14	SIZ 13	INT 10	POW 8	
DEX 12	APP 10	EDU 10	SAN 40	HP 14	
Damage B	onus: +1D4.				
Weapons: Cleaver 60%, damage 1D6+1 + db					
Fist/Punch 50%, damage 1D3 + db					
Kick 40%, damage 1D6 + db					

Skills: Intimidate Snooping Investigators 42%, Psychology 30%, Spot Hidden 35%.

The madam of the house, an older woman, greets clients at the top of the stairs, asking their preference and assuring them that all the girls are "pearls plucked from the heart of China." Clients must pay in advance and then are shown into a dimly lit waiting room heavily decorated with Chinese decor. Eventually, a suggestively clad Asian girl comes for each man, leading him away to her tiny room: this floor and the two above are filled with tiny, cramped rooms where the house's business is performed. A single bouncer stands guard on each floor to ensure clients do not mistreat the girls or start any trouble (use the same stats as the assistant bouncer above). Troublemakers and those whose business is anything other than what the house offers are unceremoniously ejected. Additional armed backup is only a few floors away. The house is open for business around the clock.

The investigators get advanced warning of Madam Yi's attack this time. Da Laoban sends his trusted lieutenant Johnny Liu to ask for the investigators' help. He tells them that the madam of one of the Hak Liens' "houses" has found a puzzle box. Fearing the box, the older woman left it where she found it but has cleared out and locked the room and those to either side.

If they have not already struck a deal with Da Laoban and the Hak Liens, the investigators are offered \$1,000 cash each, weapons or whatever supplies they need (within realistic reason!), and a "free pass" through Chinatown (the Hak Liens' promise of "protection" and "non-harassment"). If for some reason they cannot or will not work with the Hak Liens, then Old Wu contacts the investigators with the same information, having been alerted and asked for help by Da Laoban. Wu cannot offer the investigators any remuneration for their services but can pass on the Hak Liens'. All of this happens about half an hour before sunset, and the attack comes shortly after dark.

This time, mist gathers at the building's stoop and Madam Yi glides up to the front door. Any attempt to stop her is met with fatal violence. She quickly dispatches the bouncer and any other Hak Liens present and works her way up through the building. As with the previous attacks, the goddess slaughters only Hak Lien members and those working with them. Clients and the working girls (most of whom are here against their will) are spared unless they interfere. If Da Laoban has spoken with the investigators and knows Madam Yi is searching for Dottie Yan, he secretly spirits her away from the whorehouse before dark. If he foolishly does not free her, then he takes her to his office at the Hak Lien headquarters. If she is still in the whorehouse, Dottie Yan is freed by the dark goddess, but she is never quite the same. Haunted in her dreams, she soon joins Aunt Mitsang and becomes one of the Sisters of Woe.

In her wake, Madam Yi again leaves shredded and butchered bodies with gore and blood spattered everywhere. Witnessing or viewing this now-familiar carnage costs 1/1D4 Sanity points. The puzzle box is found in the locked top floor room just as the investigators were told. The same thing as always happens if the box is opened. The song of woe imprisoned within this puzzle box is blue skinned and has four arms, each wielding a hatchet.

If the investigators gather up the puzzle box before dark and remove it from the house, Madam Yi does not appear here and this slaughter is avoided. They must be careful what they do with the box, however, as the goddess does materialize that evening wherever it is. If there are no Hak Liens available, she butchers whoever is around. If the box has been placed somewhere where there are no people, Madam Yi appears, searches within a few hundred yards for sacrifices, and then vanishes with a shriek when none are found.

#### Song of Woe, Night Three

STR 19	CON 18	SIZ 15	INT 15	POW 16
DEX 20	Move 8			HP 17
Damage B	onus: +1D6			
Weapons:	Hatchet 40%	, damage 11	D6+1 + db (ca	an attack four times
a roun	d)			
Fist/Pu	nch 80%, da	mage 1D3 ·	+ db	
Kick 50	)%, damage	1D6 + db		
Song o	f Woe, autor	natic succes	s, damage spe	ecial
Armor: 2-	point skin.			
Spells: nor	ne.			
01.011 7.1	= 0 0 ( ) (	. 1 4	o/ O	600/

Skills: Listen 50%, Martial Arts 35%, Spot Hidden 60%.

Sanity Loss: 0/1D3 Sanity points to see a song of woe; witnessing a song of woe appear out of its puzzle box automatically adds an additional 1 point of Sanity loss, regardless of the Sanity roll's result.

# THE FOURTH ATTACK, NIGHT FOUR: HAK LIEN HEADQUARTERS

If Dottie Yan has not been released by the Hak Liens yet or freed by Madam Yi, this is the final night of the goddess's bloody carnage. Tension in Chinatown has reached a fever pitch, and the city beyond has had to acknowledge the troubles in Chinatown. Policemen are out in force, and they patrol the neighborhood in pairs on every street. The Hak Liens are also out in force, openly brandishing weapons. By now, tourists avoid Chinatown even by daylight and families have gathered in groups, locking themselves in their homes to wait out the terror that the night brings. If the investigators have been working with the Hak Liens, they get free rein of the Chinatown streets and all the assistance they require. Otherwise, non-Chinese investigators now stick out like sore thumbs, and unless they Sneak or Hide or Disguise themselves as police or locals, they are repeatedly stopped by both

police and Hak Liens, questioned, possibly roughed up a little, and told to get out of Chinatown.

The base of operations for the Hak Liens is on the top floor of a converted tenement. Floors one through three are offices, work areas, and seemingly simple industrial space. The fourth floor consists of apartments converted to offices and meeting rooms. Tong boss Da Laoban's office is on the top floor, as is the small room where Dottie Yan is now being held. There are obvious guards posted around the building and in the street, making approaching difficult.

As she did on night three, Madam Yi floats out of the mist on the stoop of the building, butchering any Hak Lien in her way and working her way up to the top floor. The evil goddess works her way through the building, leaving a trail of gore behind her. Singing her haunting and hypnotic song, she glides finally into Da Laoban's office where the tong boss and Dottie Yan are. If she remains unstopped, she has her vengeance, butchering Da Laoban and his compatriots. Dottie Yan is freed by the dark goddess but is never quite the same. Haunted in her dreams, she soon joins Aunt Mitsang and becomes one of the Sisters of Woe. In the desk of tong boss Da Laoban is a puzzle box. The song of woe within this puzzle box is green skinned with bulging eyes, a wide mouth full of fangs, and a forked serpent-like tongue. It wields a long staff in one hand and an elaborate dagger in the other.

#### Da Laoban, Leader of the Hak Lien Tong, age 29

STR 15	CON 17	SIZ 13	INT 13	POW 14
DEX 14	APP 17	EDU 18	SAN 70	HP 15
Damage B	onus: +1D4.			

Weapons: Fist/Punch 55%, damage 1D3 + db Kick 35%, damage 1D6 + db Fighting Knife 55%, damage 1D4+2 + db .38 Revolver 50%, damage 1D10

Skills: Bargain 55%, Conceal 45%, Fast Talk 75%, Listen 55%, Martial Arts 45%, Persuade 75%, Psychology 45%, Spot Hidden 60%.

Languages: Cantonese 45%, English 40%, Mandarin 90%.

#### Song of Woe, Night Four

STR 19	CON 18	SIZ 19	INT 11	POW 5	
DEX 15	Move 8			HP 19	
Damage H	Bonus: +1D6.	No.SIN			
Weapons:	Staff 60%, d	amage 1D8	+ db		
Dagge	r 50%, dama	ge 1D6 + d	b (can attack	with both staff an	d
dagger	each round)				

- Fist/Punch 80%, damage 1D3 + db
- Kick 50%, damage 1D6 + db
- Song of Woe, automatic success, damage special

Armor:2-point skin.

#### Spells: none.

Skills: Listen 50%, Martial Arts 35%, Spot Hidden 60%.

Sanity Loss: 0/1D3 Sanity points to see a song of woe; witnessing a song of woe appear out of its puzzle box automatically adds an additional 1 point of Sanity loss, regardless of the Sanity roll's result.

# THE FINAL SHOWDOWN

Throughout their investigations, the investigators may have made some powerful allies whose services might be invaluable in the final confrontation with Madam Yi. At the Keeper's discretion, any number of characters may be available or show up to help defeat Yidhra's avatar: Officer Carl Lee, Old Wu the Wizard, and any number of armed tong members. It depends upon how spectacular and cinematic the Keeper wishes to make the finale! Swords could flash, guns blaze, fireworks go off, spells fly, etc.

However it plays out, once the heads of the Hak Lien Tong are dead, Madam Yi's rampage ends, and life in Chinatown eventually returns to normal with one exception. If Da Laoban is dead and his tong all but destroyed, the other Chinatown gangs vie to fill the spot and expand their own territories. A bloody tong war is likely to erupt as tongs fight over Hak Lien territory and rackets.

# **REWARDS AND PENALTIES**

Rescuing Dottie Yan awards the investigators 1D6 Sanity, while failing to rescue her causes a loss of 1D6 Sanity. If the investigators stop Madam Yi's rampages, they gain 1D8 Sanity. But failing to stop the Outer God's vengeance costs the investigators 1D8 Sanity instead. For defeating Aunt Mitsang and her Sisters of Sorrow, the investigators are awarded an additional 1D4 Sanity. If the investigators fail to defeat or neglect to resolve the cult issue, they lose 1D4 Sanity.

# A DREAM OF WOE . . . AND A WARNING

Regardless of how the scenario ends, the immensely power Yidhra is not at all pleased with the investigators' interference. The night after the scenario ends, each of the investigators has a disturbing dream wherein Madam Yi appears to them. She hovers before them, her gowns billowing on some unseen wind and singing her haunting song while fog swirls around her. Then she says, "I know you now, (investigator's name). I shall not forget." Her hand flashes forward and slices the investigator's chest with her razor-like nails.

The investigators each awaken, screaming in pain and aware of burning, raw flesh on their chests. There, inside their untouched nightclothes, bleeding and scarred into their skin, is the Chinese character for "woe." Each suffers the loss of 1 point of Sanity and gains 1 percentile of Cthulhu Mythos knowledge.

EE SS TT AA

# MAPS AND HANDOUTS





















Awaken Papers #1

lork Times.

BARGE CARGOES BLOW UP

Sparks from Small Blaze Reach Explosives-

Firemen Trapped.

CITY IS TERROR-STRICKEN

Great Part of Population Rushes

to Streets, Many in Night

Attire, Seeking Safety.

BLACK TOM ISLAND IN RUINS

Cars Crossing Lose Windows-

All Police Called to Pre-

vent Looting of Stores.

A series of explosions, beginning

with a terrifying one at 2:08 o'clock

this morning, shook New York and

New Jersey and spread panic and

destruction throughout the city and

The explosions occurred on four-

teen barges, stored with high ex-

plosives, at the piers of the National Storage Company on Black Tom

Island, in New York Harbor, op-

posite Bedloe's Island. Sparks from

two freight cars that caught fire a

little earlier were supposed to have

Firemen who were fighting the

fire were hurled high in the air as the first barge of explosives let go. The first report was that thirty-

three persons were killed in the first

explosion, but rescuers did not dare

caused the explosion.

suburbs.

#### JULY 30, 1916. NDAY,

PRICE FIVE CENTS

THE WEATHER Fair, warmer Sunday; Monday fair; moderate south winds. For weather report see Page 31.

#### Explosion Felt at Camden, 90 Miles Away; Philadelphia Also Plainly Gets the Jar

PHILADELPHIA, Sunday, July 30. 3 A. M.-The explosion near Jersey City was felt at Camden, N. J. opposite this city, and at Bristol, Penn. Telephone inquiries into Philadelphia said the shock was plainly felt. Bristol is 66 miles from Jersey

City, and Camden nearly 90 miles.



Deutschland's Agents, on Eve of Her Departure, Appeal to the Government.

WILL GET NO SPECIAL AID

President in His Yacht is Off Cape Charles, While Baltimore Awaits Farewell.

Special to The New York Times. WASHINGTON, July 29.merchant submarine Deutschland would sail from Baltimore tomorrow is said to have been conveyed to the United States Government in a request for protection for the sub-marine while passing through the neutral waters of the United States which was received today in behalf of the Deutschland.

The request came to the Trea-sury Department and was referred to the State Department, which was asked to advise the Treasury Department as to how the request should be answered.

The request caused some un-easiness in both departments con-cerned. Officials were reticent tonight as to the exact character of the Deutschland's appeal, but it is known that it contemplated the assignment of American warships to guard the submarine during her progress through Chesapeake Bay until she passed outside the three-mile limit of American territo-rial jurisdiction, where British and French cruisers are waiting for the undersea boat in the hope of capturing her.

The decision of the State Depart-

# MUNITIONS EXPLOSIONS SHAKE NEW YORK; WRECK \$7,000,000 JERSEY STORAGE PLANT; MANY KILLED ; ALARM AND DAMAGE HERE

venture near the National Storage Company's plant for hours. cause of fear that another of the barges might explode.

That there was loss of life, how-ever, was certain. Firemen, blackened by smoke and their clothing torn to tatters, came staggering out of the smoke, but they were too dazed to tell what had happened.

A great pillar of flame, which lit up the sky with a red glare, brought thousands of persons to the neighborhood.

The first explosion caused tre-mendous damage to property. Buildings in the vicinity of the company's plan were wrecked, and seven of the National Company's warehouses were set on fire.

Barges of Dynamite at Piers.

The National Storage Company is affiliated with the Lehigh Valley Railroad Company, and many ves-sels are generally anchored there for loading and unloading. Yesterday six freight cars had

been run upon the company's property with goods that were to be loaded on ships. The fourteen barges with the dynamite were tied up to the piers.

The Fire Departments of Jersey City and nearby towns were noti-fied when the freight cars caught fire, and all the men available for fire fighting were sent to the docks.

The firemen had several lines of hose playing on the fire when the first explosion occurred.

The entire plant was wrecked, and the entire island appeared at 3:30 o'clock to be covered with a sheet of flame. Access to it was gained from the mainland by a

gained from the mainland by a bridge, over which run tracks of the railroad. The first terrific explosion, which shook all of New York City and nearby New Jersey cities, was followed a half an hour by one slightly less severe. There was a continuous series of smaller explo-sions which resembled the rear of sions which resembled the roar of big guns.

Edmund L. Mackenzie, President of the National Storage Company, said at his home at Plainfield, N.J., at 3:40 o'clock this morning that he had just receive a telegram informing him that a great fire was raging in the plant of his company following an explosion

The plant of the storage company consists of seven large warehouses and three or four covered piers, one of which is a powder pier. Edmund L. MacKenzie, President of the National Storage Company, later explained that there were no combustibles in the warehouses. His first information was that the explosion occurred in trains of munitions which had been run to the powder docks, awaiting removal on lighters to ships anchored in the bay. He declared the plant was

Two tank steamers said to be long to the Standard Oil Company also were moored at the pler, but these had not caught fire up to 4:00 o'clock this morning.

Firemen Hurled Fifty Feet.

The firemen who were fighting the fire were in charge of Battalion Chief Gagely and Chief Roger Boyle. Battalion Chief Gagely and Chief Rogers were hurled fifty feet by the explosion, but were not killed.

Scores of people who were in a fleet of wheat barges on the southerly side of the island were tossed among the débris. Many of them were injured. Practically every window in Jer-

sey City was shattered. A few minutes later thousands

A rew minutes later thousands gathered in the streets. At 2:25 A.M. the second explo-sion occurred, further wrecking the buildings. Firemen were powerless to fight the flames, fearing one of the other barges might explode.

Every available ambulance in New York City and Jersey City was rushed to the scene, and an hour later they and the police ambulances had carried dozens of in-jured persons to hospitals. Scores of women and children were among those occupying barges near the

As quickly as possible such ves-sels as could be moved away from danger zone were towed out

Two barges, however, caught fire, but whether they carried dy-namite or not was not learned. The two boats drifted down toward Ellis Island, blazing from stem to stern.

Patients in the Ellis Island Hos-

Awaken Papers #2





AUGUST 25, 1928. RDAY,

TWO CENTS In Greater | THREE CENTS | FOUR CENTS New York | Within 200 Miles | Elsewhere in the U

THE WEATHER Cloudy, probably showers today; tomorrow partly cloudy. Temperature yesterday-Max. 72; Min. 65. - For weather report see Page 31.

# D, 100 HURT IN SUBWAY CRASH IN TIMES SQUARE; CARS OF RUSH-HOUR I.R.T. EXPRESS JUMP FAULTY SWITCH: UBWAY MAINTENANCE MAN ARRESTED, CHARGE IS HOMICIDE



McGROARTY, ANNA, 25 years old, 20 Ramsen Street, Brooklyn; frac-

MENGUS, VINCENT. 31 years old, 175 Trimble Street, Clifton, N. J.; died on way to St. Vincent's Hos-

Hospital.

tured skull; died in Polyclinic



THE SUBWAY NEAR 40TH STREET, WHERE WRECK OCCURRED. IN he Wrecked Car, From Which Most of the Dead and Injured Were Taken. To the Right, a Photograph of the Tracks cident. The Car in This Photograph Was Part of the Wrecked Train, but Remained on the Rails.

HORROR IN THE DARK Dead and Injured In Subway Wreck WEIGHS ON RESCUERS THE DEAD. BURKE, JAMES. 19 years old, 210 | RABINOWITZ, IRVING. 25 years Avenue A, Inwood, L. I. old, 322 East Ninety-first Street, Brooklyn; died in Bellevue Hos-CONE, JOSEPH. 28 years old, adpital. dress unknown. WETHERFORD, ALICE. 64 years old, of 167 Hicks Sreet, Brooklyn. FRY, GEORGE. 21 years old, Rockville Centre, L. I.; body identified in West Thirteenth Street Sta-Identified by her husband, George Wetherford. tion. ZIPS, Mrs. MARION. 29 years old, 560 West 144th Street, Manhattan. Identified by husband, Max Zips. HAINES, MARY, 57 Linden Street, West New Brighton, S. I.; iden-tifed by husband, George Haines. ZIPS, HERBERT. 11 years old, of KEANE, Anna, Mrs., 23 years old, 312 Fifth Avenue, Brooklyn, leg amputated, died in Polyclinic Hospital. 560 West 144th Street. His father, Max, made the identification.

WOMAN, unidentified, about 28 years Roadbed of Subway Littered old, in Bellevue Hospital.

WOMAN, unidentified, 25 years old, 5 feet 3 inches tall, Jewish or Lat-in extraction, dark complexion, had long black hair, wore brown crépe dress, and silk underwear. No jewelry. Weight 120 pounds. In Ballaura Hospital



Associated Press Photos

With Possessions of III-Fated Riders.

### MAYOR SPEEDS THE INQUIRY

Maintenance of Way Man Questioned for Hours— In Court Today.

CROWDED CARS SMASHED

Last Two Are Ripped Off and Crushed Against Wall Between the Inner Tracks.

VICTIMS THRONG HOSPITALS

**Commandeered Autos and Taxis** Aid Ambulances - Line Tied Up for Miles.

By BRUCE RAE.

Two cars leaped from the subway rails south of the Times Square station yesterday at the 5 o'clock rush hour and brought death to thirteen passengers and injuries to at least 100 others.

Reports immediately after the accident put the number of dead at from twenty to twenty-five. Later the number dropped to seventeen and that figure was accepted until an early hour this morning when a careful check at the Bellevue morgue and at all hospitals where victims were known to have died or injured persons to have been treated, fixed the toll definitely at eleven. At 2:45 this morning announcement that the police had arrived at this lastmentioned figure was made at the West Thirtieth Street station. Half an hour later two more victims died 133

Awaken bonus handout

ENING GRAPHIC HOCUS POCUS THE ON STOCK

Tales of the Sleepless (ity

SINCE THE DAWN OF TIME, the supersti-tious have looked to the stars in a search for guid-ance. Today we can laugh at these ignorant fools of benighted times gone by, found today only in the depths of Hayti or other distant locales only construction to any brave Burds and Starkweathers accessible to our brave Byrds and Starkweathers. Yet some insane or deluded figures in our own

time might cling to such abracadabra. The photo below shows a paper taken from the dust bin outside the office of Wall Street millionaire Edward W\_\_\_\_\_. Apparently some clerk in his firm is using astrology to make the trades. We can only deplore his actions and wish him the best of luck. — Julius Gabriel, Staff Writer



Awaken Papers #4

ot engines. annual intake of energy, with goods assessed by a magnitude of thousands. deed, the Megapolitan Age is our greatest triumph and our formula, for Babylon, London in 1580, and San Francisco. non-life. most horrible sin. Yet it is not merely physical fuel that drives the putrefying Table 12 shows the estimated goods assessed via Einstein's 111-

**Megalopisomancy: A New Science of Cities** 

and journalists are in vain. still be a current that could energize flights to heaven or spatio-temporal locale, though of inchoate structure, would coaxed forth for any purpose; the best efforts of demagogues opple empires. individual's spiritual potential is infinitesmal, ated energy, its potential for psychical creation or disruptraining us that it might glut itself to fuel its vampiristic Theseus in an endless labyrinth that is itself the minotaur, heart of the metropolis, the howls of fire and the screeching ions or tens of millions of such motes aggregated in a small ion. And even if we overlook the Aristotles and the Agrippas. he human soul, but no scientist has yet described its accumuhe muddled masses of medieval minds, to conclude that MacDougall might have postulated the weight of It is the shrieking of the human psyche, a modern Yet only the merest fraction of this is ever that of milan

of the aforementioned spiritophallic spires of the temples of of this ectoplasm, however, remain within the accumulators crumbling houses, or any place where men have lived and ets, rays of force that nonetheless swirl like wisps of smoke and cough out its horrid vitality. Paramentals, called as such stance via the skyscrapers, the modern blasphemous Montes each age breathed and cursed and died. terstices with their dire quivering essence. atic processes. as they exist alongside the matter of our world yet are apart Deorum, through ectoplasmic pulmonaries that it might hack to their own vanity. The bodies of paramentals, when they take monstrosities that the robber barons of our age erect as mute ties in some locations hrough energy and matter alike, filling the interatomic inbetween the cracks and the crevices, the joints and the rivfrom its cycles and rhythms, are the effluvium of this nosferhem, are constituted out of the bones and muscle of the me-Nay, it is the city itself that siphons this miraculous sub-1 ziggurats, pyramids, or the new spirito-secular For the most part, they remain unmanifested winding alleys, deserted factories The strongest concentrations Yet there are ed-

tropolis. Although many paramental convergences have only through the non-living megalopistic centers. their attitudes ble. As with energy across all typologies and dimensions, the derived from the atemporality of the collective unconscious warning us in advance of the foes which we must fight to bring about the Unnamed Age. In the same manner, the White Pyminor effects — a creaking, a whisper, a figure in the corner As the paramentals are filters for all of our deepest fears and hatreds humming plicable accidents and unsolved murders that plague urban levolent actions of these semi-creatures. An avid and careful creative nature, bordering upon the powers attributed to the divine. It might be that an individual comprehending such a nexus might be able to transfer these techniques to suitably prepared and initiated adepts, who have proven themselves of the eve — they might also, under the particular melding of ife are not the result of chance or human malice, but the mareader of local papers will begin to grasp the hunting grounds knowledge of the principles and inclinations of the force in chosen locale and time. The objectives of such an experiment tion – a vulgar term, but one that captures the essence of the ries of careful psychical preparation and familiarization with a particular zone of energy might allow alterations of a more There can be no apotropaic device that can fully disrupt the resonance between paramental frequencies and our own, vet some interference can be derived from different sources Silver, the lunar metal, is attributed a catabolic reaction to witches and vampires in folklore, a distorted interpretation thagoras noted the significance of the five-pointed pentagrain, the sign of the gods, presaging the dire needs of those upon inner would require the utmost delicacy and knowledge of localized cious for particular purposes. If might be that with decades or, if the gross limitations of age might be overcome, centu-Nonetheless, an unpredictable energy is not uncontrollaquestion, might channel these paramental frequencies into a operation – would be limited in scope due to the hostile character of paramentalistic forces, yet this could be quite efficatoward our species are entirely mimical. Many of the inex psychogeographical forces. The objectives of such a conjura application of an appropriate operation, drawing and techniques of these rapacious fiends. Thibaut de Castries various factors, become more tangible. 114 worth of such a gift.

*Awaken Papers #5b* 

TWO

# WOMAN GOES MISSING AFTER Î Disappearance of father

Faithful readers may recall a few weeks back the disappearance of Donald Regan, an archeology professor recently returned to America after spending years in Egypt. Police have yet to make any official comments on his vanishing; only saying that the case is "still ongoing".

Now in an event too coincidental not to have a sinister connection, the man's grown daughter, Melinda Regan, has also vanished into the night. While the police are remaining tight lipped over this latest Regan disappearance, a source inside the police department said that obvious signs of a struggle were found where Miss. Regan was last seen by her neighbors.

*Terror Papers #1* 

Megalopisomancy: A New Science of Cities

by a magnitude of thousands. Table 12 shows the estimated annual intake of energy, with goods assessed via Einstein's formula, for Babylon, London in 1580, and San Francisco. Indeed, the Megapolitan Age is our greatest triumph and our most horrible sin.

Yet it is not merely physical fuel that drives the putrefying heart of the metropolis, the howls of fire and the screeching of engines. It is the shrieking of the human psyche, a modern Thesens in an endless labyrinth that is itself the minotaur, draining us that it might glut itself to fuel its vampiristic non-life. MacDougall might have postulated the weight of the human soul, but no scientist has vet described its accumulated energy, its potential for psychical creation or disruption. And even if we overlook the Aristotles and the Agrippas, the muddled masses of medieval minds, to conclude that an individual's spiritual potential is infinitesnal, that of millions or tens of millions of such motes aggregated in a small spatio-temporal locale, though of inchoate structure, would signifie a current that could energize flights to heaven or topple empires. Yet only the merest fraction of this is ever coaxed forth for any purpose; the best efforts of demagogues and iournalists are in vain.

monstrosities that the robber barons of our age erect as mute to their own vanity. The bodies of paramentals, when they take ets, rays of force that nonetheless swirl like wisps of smoke preathed and cursed and died. The strongest concentrations each age - ziggurats, pyramids, or the new spirito-secular Nay, it is the city itself that siphons this miraculous substance via the skyscrapers, the modern blasphemous Montes atic processes. For the most part, they remain unmanifested crumbling houses, or any place where men have lived and of this ectoplasm, however, remain within the accumulators of the aforementioned spiritophallic spires of the temples of them, are constituted out of the hones and muscle of the me-Deorum, through ectoplasmic pulmonaries that it might hack and cough out its horrid vitality. Paramentals, called as such as they exist alongside the matter of our world yet are apart rom its cycles and rhythms, are the effluvium of this nosferbetween the cracks and the crevices, the joints and the rivthrough energy and matter alike, filling the interatomic interstices with their dire quivering essence. Yet there are eddies in some locations - winding alleys, deserted factories.

tropolis. Although many paramental convergences have only minor effects – a creaking, a whisper, a figure in the corner of the eye – they might also, under the particular melding of various factors, become more tangible. As the paramentals various factors, become more tangible. As the paramentals through the non-living megalopistic centers, their attitudes through the non-living megalopistic centers.

Thibaut de Castries

toward our species are entirely inimical. Many of the inexplicable accidents and unsolved murders that plague urban life are not the result of chance or human malice, but the ma-

evolent actions of these semi-creatures. An avid and careful

divine. It might be that an individual comprehending such a a particular zone of energy might allow alterations of a more creative nature, bordering upon the powers attributed to the nexus might be able to transfer these techniques to suitably prepared and initiated adepts, who have proven themselves ale. As with energy across all typologies and dimensions, the tion - a vulgar term, but one that captures the essence of the acter of paramentalistic forces, yet this could be quite efficaor, if the gross limitations of age might he overcome, centuries of careful psychical preparation and familiarization with reader of local papers will begin to grasp the hunting grounds Nonetheless, an unpredictable energy is not uncontrollaapplication of an appropriate operation, drawing upon inner mowledge of the principles and inclinations of the force in question, might channel these paramental frequencies into a would require the utmost delicacy and knowledge of localized psychogeographical forces. The objectives of such a conjuraoperation - would be limited in scope due to the hostile charcious for particular purposes. It might he that with decades chosen locale and time. The objectives of such an experiment and techniques of these rapacious fiends. worth of such a gift.

Tales of the Sleepless (ity

There can be no apotropaic device that can fully disrupt the resonance between paramental frequencies and our own, yet some interference can be derived from different sources. Silver, the lunar metal, is attributed a catabolic reaction to witches and vampires in folklore, a distorted interpretation derived from the atemporality of the collective unconscious about the Unnamed Age. In the same manner, the White Pythagoras noted the significance of the five-pointed pentagram, the sign of the gods, presaging the dire needs of those

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# STRANGE THEFT AT BRONX ZOO

Late last night a number of persons unknown broke into the Bronx Zoo sometime after midnight with theft on their mind. The target of their pilfering? Nothing less than the zoo's four full grown Nile Crocodiles from Egypt, the largest of which measured over seventeen feet in length! How the perpetrators pulled off their daring theft, and why, are questions the Bronx Police are now working diligently to answer.

*Terror Papers #2* 



Terror Papers #3

Frank,

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I now fear so many things. I fear that I may be losing my mind, or if not, that some great evil is afort. Evil we brought back with us from Egypt. My dreams have become most unwholesome. While still cloudy, I awake every night screaming with great pains shorting through my lody. Also, I have noticed people following me. In the streets, in the museum the other day, I've even seen them active of my apartment window, looking up at me at all haves of the day or night.

I now believe that the night watchman at the museum was killed. I don't know how but I am certain of it. I believe he was the first to fall to the nameless evil I now feel all about me. I am hesitant to use a word like "curse" but what other word can accurately describe what has befallen us?

Now I hear that Paul Butter has gone missing. He was trying to identify that strange lind-head dagger for the museum. He hasn't been seen in days and his office was found in guite a state. That par soul, did he suffer for our sins? We never should have brought that minimy here. Yes that's faish I know, but God help me, I am certain of it.

I must see you at once. Have you also felt the evil working against us, or am I truly insame? I am terrified to leave my apartment because the watchers are always at there. Please, come see me at once. If ever I needed your help, it is now.

Gonald



*Terror Papers #5* 

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IN RE Ibis Dagger	CABLE ADDRESS "MUSEOLOGY NEW YORK"
77TH STREET A	EUM OF NATURAL HISTORY nd central park west wyork city
DIVISION OF ANTHROPOLOGY CLARK WISSLER. PH.D., CURATOR-IN-CHIEF DEPARTMENT OF EGYPTIAN ARCHLEOLOGY WILBUR STEPHENS, PH.D., CURATOR * * * L O A N	Мау 15, 1925 Мемо RGA DDU M <sup>4</sup> * *
Accession No.: <u>880340561</u> Field Activity No.: <u>1924P-RM</u> Description: <u>Egyptian bird-hea</u>	Collecting Scientist: Regan/Moore
Purpose: (XX) Research () Other:	
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ABLE ADDRESS "MUSEOLOGY NEW

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IN RE

THE AMERICAN MUSEUM OF NATURAL HISTORY 77th street and central park west

NEW YORK CITY

DEPARTMENT OF EGYPTIAN ARCHÆOLOGY PAUL BUTLER, PH.D., CURATOR

Professor aloone,

I have been studying that bind-headed dagger you brought back from Egypt. The handle is carved into the figure of an ibis - the sacred bind and symbol of Thoth. It seems strange that your notes say it was found plunged into the chest of a ununung in a tomb with carvings and idols of crocodiles. Crocodiles sound like Sebek to me. What would a dagger connected to Thoth be doing in a tomb of someone devoted to Sebek? And why had the ununung been stabled with it?

As T'an sure you know, Thath was one of the Earliest deities in the Egyptian partheon and this dagger appears to have been made nearly at the start of the founding of his temples. Debek didn't start getting wide renown while much later. 7 would guess that at least a thousand years separate the creation of this dagger and the Entombing of your mysterious mumany. That is just incredible. Now what I'd like to do next is

Terror Papers #7



The Church of Enlightenment DR. HAROLD BEJOUJOU 125-127 W. 130TH STREET Pastor New York City Osar Friends, I know that you were close to my husband and hope that you will join us at 3 pm in the affernoon of September 7 th to celebrate his life. I also have some concerns reparding the nature of his death that I must discuss with you. I believe 143 you may be able to help reconcile some bothersome thoughts I have about his departure and the state of our great church. Refreshments will be served. Please dress formally. /incerely, Baulah Brijoujou

Fishers Papers #2

#### GEOFFREY DYDEN, ESQ.

My dear priend,

I would be most grateful if you could take my place at 'saturday's opening of Bordighera's Massa di Requiem per Thuggay at the Metropolitan Opera House. A newly-discovered 18th century Italian opera, it is sure to be something not to be missed. Mufortunately, I must do just that as I find myself with a conflicting social engagement which takes me away from the City. My private box is well-appointed and spacious enough for you and several compatriots. Just present this letter to the low oppice at 5-00 p.m. and they will give you the key to my box. It is very bad showing to have an empty box on opening night, so I hope you can oblige me of my little favor.

Most sincerely,

Geoffrey



**Opera Papers #1** 



### SYNOPSIS Savio and Ida mourn Rafael with a duet while the

#### ACT I

In a faraway kingdom called Shuggay live Savio and Ida. They are in love and want to get married. They ask the Father, Rafael, for permission. Also they want him to ask their God, Aesutout, if they could have his favor. Rafael goes to the pyramid temple and asks Aesutout. He returns with horrific news: Shuggay will fall. Everyone must flee. The people call on the three Explorers to show them the way to their new land. "How will Aesutout follow us?" ask the townspeople. Orso, the hero of the people, says they don't need Gods anymore. "Follow me instead!" Everyone follows Orso and the Explorers. Only Rafael remains to light the beacon in the temple to let Aesutout know where they are going. "Aesutout, follow us: let the light guide your way."

#### Аст II

In the background of the second act we can hear the townspeople singing a song while building the New Kingdom. The song tells of a journey "through Tuggon and Lyx, many are lost, many are lost. In the Kingdom of the New, no Gods are needed." Savio and Ida mourn Rafael with a duet while the Explorers explain to Orso, the new King, that there is a better land than this: "We should press on." But Orso is happy with his new Kingdom and orders the townspeople to build higher and higher.

Ida asks the Explorers if Aesutout is there, in the "better land." Call him, he will come when he is wanted. they answer. Ida tells Savio this and he sets out to bring Aesutout to this land so everyone can see that Aesutout is the greatest God of all. Savio lights the beacon on top of the highest building in the New Kingdom. Orso confronts Savio on the street below and strikes him to the ground. Savio flees the scene calling, "Aesutout curse you, Orso." Orso sings his final aria before he dies from the curse.

#### Act III

Savio and Ida sit in a circle of standing stones in the "better land." Only Vico has survived of the three Explorers. Savio and Ida sing laments for Shuggay and the friends they have lost. Vico says he will light a fire on the highest hill to call Aesutout to the "better land." Savio and Ida sing until they hear their lost friends sing with them from the beyond. Together they rejoice in the coming of Aesutout.

Opera Papers #2



#### METROPOLITAN OPERA HOUSE



FIRE NOTICE—Look around NOW and choose the exit nearest to your seat. In case of fire, walk (not run) to that exit. Do not try to beat your neighbor to the street. JOHN J. DORMAN, Fire Commissioner

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EMIL KATZ ...... Manager Buffet

Opera bonus handout #1



Opera bonus handout #2

#### INDEX LIBRORUM

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Botfaccus

*Opera Papers #3* 

We knew the years as a passing of shadows, Languidly we kept our gardens, whose grey lilies concealed a necromantic perfume, that we may carry on and build on our heritage fool, but you're King. Put Him to sleep so spectral dreams of the past. Or, wandering were lost in the dust of accumulated time. we sought the rare and mystic immorteles, plead for the right to exist. O all miracles bloomed beneath willows of wan and veilnepenthe-laden dew by the flowing silence countermanded by the idiocy of the Black with sombre leaves and pallid petals, that immersed in Your indifference. Swallowed pipers of the court, your jester is not the Sultan Azathoth, what waste. Turn away, through ashen fields of perennial autumn, and death itself as the yielding of twilight by Your madness, left without chance to had power to evoke for us the dead and the ulterior night, the ultimate oblivion. like foliage: or swept with a sweet and And one by one we died and A pitch black kettle of inane ambition, worlds formed over æons lie Azathoth & Others (85) if only for another day. of Acherontic waters. \*\*\*\* unto night. copper, and streets that ran between lines of as in a sepulcher, forever sealed with all its Vaguely we lived, and loved as in whose vast and iron-builded fanes preserved sluggish vampires born of mausoleums, rose carven golden obelisks, lay dim and ghastly forgotten gods looked forth with unalterable oppression, and we breathed beneath them dreams - the dim and mystic dreams that immemorial cities, whose palaces of fretted awe, from which the simulacra of centurythat distilled a malefic languor made from and hovered the black hours, with wings hover upon the verge of fathomless sleep. and spectral beauty, the same desire that the shadowy we and despair of perished cycles. The very skies were fraught with stagnancies of corruption and slow decay, in roaming through the ruins of lone and forever in seas of stagnant shadow; cities the dead may feel for the phantom lilies of Hadean meads. Our days were spent We felt for our women, with their pale and darkness impenetrable save to the eyes to the hopeless heavens, and saw their gloom of primordial mystery and with the dead light, or were drowned EDWARD DERBY (84) fretting worm. 

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Opera Papers #4



And the mists parted, and there She stood. The face of the Goddess as beautiful as the finest doll, features as delicate as porcelain. Her lips are like blood and her nails black and as long as the most powerful Dowager. Mother Yi was before Life and is life; she was before Death and is Jeath. From all things does She come and to her do all things return. Before Her kneel the Sisters of Sorrow, strong with life but bringing death, and from the death Joes the Mother live. This is but one of the many faces of the Goddess.

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