



WITH PAUL CARRICK & DRASHI KHENDUP



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> The Victorian home visited in "McKinley Boulevard" was adapted from Sloan, The Model Architect, E. S. Jones & Co., Philadelphia, 1852.

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Wherein the investigators attend a funeral, and soon find more than one candidate for the burial.

The draw for this scenario is the death of Professor Henry Ennis, a former associate of the investigators. Ennis was socially and academically active. Almost any type of person could have come into close contact with him. The keeper has plausible reasons for introducing previously unacquainted investigators to one another, making this an ideal starting scenario for a campaign, or one into which new investigators are introduced into a team recently decimated by eldritch horrors.

Interaction with the people of Runville is of importance to this scenario, as most of the mystery unfolds, in true whodunnit style, after the investigators arrive. The following sections discuss the Professor as the investigators knew him, his daughter Lucinda, and key figures among the Runville townsfolk. There are quite a few non-player characters. The keeper is urged to read their brief descriptions with some care.

## **Keeper Information**

#### LUCINDA'S REVENGE

Though he never knew it, Professor Ennis was touched by the Mythos through his only child, Lucinda. While studying at Oxford, she met a young cultist, Jason, who seduced her and schooled her in the Mythos, a study she kept up when



she returned to Massachusetts to be with her ailing father.

Lucinda loathed her father. As his health failed, she amused herself by creating subtle torments for him. Her hatred for her father started with the death of her mother, Nicole Ennis, who hanged herself in 1980. Her mother's suicide note mentioned her husband's womanizing. Helping him into the grave was a conclusion she found appropriate

LUCINDA ENNIS

for a professor of ethics who was a hypocrite.

The key to Nicole's and Lucinda's instability lies in a dark secret harbored for decades in Runville. Since World War Two, a cult of diabolists who refer to themselves as the Children of Satan has been active in the village of Runville, performing dubious sexual rites involving livestock, each other, and, much more rarely, young children. In 1979, Sophia Ennis, Lucinda's younger sister, became such a victim. Her battered, bruised, and sexually abused young body was discovered on the beach. Nicole could not recover from her death.

The now-aging cultists still live in Runville. Using her recently acquired mind-reading powers, Lucinda has learned who they are. She plans to kill them unconventionally, via a concoction brewed for her by her ex-lover, Jason. With it she plans to reanimate the corpse of her father so that he becomes her undead instrument of revenge. It pleases her that her revenge can be double-edged.

#### HENRY ENNIS AND THE INVESTIGATORS

He was a handsome man. The investigators who knew Ennis think of him as a lover of all aspects of life, and also as a man who paid special attention to women. Keep reiterating this particular foible to the investigators. Encourage



them to believe that it is inextricably linked to the mystery, because it isn't, at least not directly.

The NY Times obituary of Ennis, found a little further on in the scenario, is accurate. The investigators also know that Ennis suffered from high blood pressure, which led to his first heart attack in 1994. A few years later, he retired to Runville, Massachusetts, and began to pay careful attention to

PROFESSOR HENRY ENNIS

his health. By then much damage had been done. He died there following his sixth infarction.

The investigators also know that Ennis' family life was not a happy one. Like so many public men, he reserved nothing for his wife and children.

#### OTHER WAYS OF INVOLVING SOME OR ALL OF THE INVESTIGATORS

These ideas assume no investigator knowledge of Professor Ennis.

Someone with police connections may be called in after the murder at Ennis' grave. A journalist investigator may be sent out on the Ennis story. One of the investigators may see Lucinda in Manchester, Arkham, or Gloucester

earlier in the week, be attracted by her, and try to find her. A parcel sent to Lucinda by Jason contains the reanimation potion, but is delivered by mistake to a similarly named investigator, who obligingly brings her the contents and thereby puts himself on her murder list.

The investigators' boat pulls into Runville Cove for repairs on the night of Ethel Goodson's murder. Ashore, they see the cadaverous Ennis lurch into the fog and disappear. This approach means that the keeper must find ways to fill in much of the Runville background. Constable Talbott is up to the task.

#### SOME PEOPLE OF RUNVILLE

Much of Runville descends from Catholic settlers who fled England and Ireland in the seventeenth century to escape persecution. With few exceptions the present descendants are good, honest individuals whose vices are minor. They love to gossip, so conversation with them should be an integral part of the adventure. A description of the key figures follows. All of these people will be at the funeral and at the wake. The keeper can add to this information as he or she wishes, but should keep it simple.

## The People of Runville

Following is a quick reference listing the people of Runville relevant to this adventure.

Drum, Barney-owner of the Lobster Pot.

Drum, Lois-wife of Barney Drum.

*Ennis, Henry*—professor, former associate of the investigators, now murdered.

*Ennis, Lucinda*—daughter of Henry Ennis and secret Mythos devotee

Ettringer, Alan-town doctor and cultist.

*Ettringer, Toby*—part-time deputy and son of Dr. Allan Ettringer.

Flaherty, David-retired postal worker and cultist.

Goodson, Dwight-bank proprietor.

*Goodson, Ethel*—wife of Dwight Goodson and mistress of the late Henry Ennis.

Goodson, Rudy—college student and son of Dwight and Ethel Goodson.

Greigson, Georgette-local schoolteacher.

O'Hearne, Sheldon-store and gas station owner.

Rook, Edward-old friend of the late Henry Ennis.

Smith, Katarina-former magistrate and cultist leader.

Springer, Bernadette-widow and cultist.

Talbott, Maurice-town constable.

*Lucinda Ennis:* age 26, daughter of the deceased. She is an attractive young blonde woman who tends toward sensuous and revealing clothes, enough that all eyes are on her when she walks to the beach. She is also is absent-minded about dressing and undressing at her windows, also annoying some of the townsfolk. Her face has a sullen, secret beauty. It is rarely animated or pleasant. She inherits the Ennis estate, worth more than a million and a half in property and cash as rumor has it.

*Barney Drum:* age 45, a jovial, chubby man, owner of the Lobster Pot Inn. He is a source of gossip, much of it accurate. He was one of the Professor's favorite drinking partners.

Lois Drum: age 42, a female version of her husband, wider at the hips. Her favorite topic is her son, Daniel, a law student at Boston University.

**Toby Ettringer:** age 40, part-time deputy Ettringer is a blundering, muscle-bound fool, tolerated by Talbott because no one else wanted the job. Toby's father is Dr. Alan Ettringer, one of the cultist-diabolists. It will take a great deal to convince Toby that his beloved father is any-thing other than a kind, benevolent man.

Dwight and Ethel Goodson: ages 40 and 35, respectively. Dwight is the proprietor of a bank in Manchester. He is a pompous, kindhearted man. Although he considers himself to be one of Professor Ennis' close friends, the good Professor had been having an affair with Goodson's wife, Ethel, since his retirement to Runville. Most people in the town know this. Ethel has difficulty hiding her grief. (She is sprawled across Ennis' grave when he rises, and is the first to die at the zombie's hands.)

*Rudy Goodson:* age 18, the son of Dwight and Ethel, Rudy was befriended by Professor Ennis and tutored by him. He hopes to attend Boston University next semester and is currently studying at a minor college in Gloucester. He is stricken with grief by Ennis' death. He has a severe crush on Lucinda; she uses that to her advantage when convenient.

*Georgette Greigson:* age 29, the local schoolteacher, responsible for educating all Runville children until the age of ten, at which age they take the bus to Manchester. Georgette is rumored to be no better than she ought to be, though in reality she remains faithful to her fiancee, Clarence, currently on the American Antarctic Survey. The Professor often invited her to dinner. Though she enjoyed his company, she always refused his advances.

Sheldon O'Hearne: age 39, owner of the local store and gas station, he is a pensive, introverted man, especially nervous and distrustful of women. As a minor businessman, he has some small influence over matters within the town. His store stocks everything, from meats to hardware, from alcohol to groceries.

Father Edward Rook: age 55, a harsh man, with a scowling, weather-ravaged face. He was close friends with Professor Ennis, whom he believes to have been a good

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Catholic to the last, dismissing all rumors to the contrary as vicious gossip. His favorite topic for discussion is "the last President worth a damn," JFK. Usually taciturn, Rook's tongue is best loosened with a few shots of whiskey.

*Maurice Talbott:* age 62, constable for the town and the surrounding countryside. Talbott is a wise old coot. Though



the crimes were mostly a matter for the state police, he dealt with the child abductions of two decades before, and is one of the few who know the details of Sophia Ennis' fate. The abductions and murders went unsolved, which Talbott has never forgotten. Close to the Professor, he sees it as his duty to look after Lucinda. Talbott is liked by all of Runville. He makes an excellent ally for the investigators.

CONST. MAURICE TALBOTT

#### THE DIABOLISTS

These four unpleasant individuals, though depraved and evil, have no powers from or knowledge of the mighty Cthulhu Mythos. Since old age has set in, they restrict their activities to a few bizarre sexual rites and the occasional sacrifice of a chicken. Nobody in the town will believe that they are devil-worshipers unless presented with conclusive evidence.

**Dr. Alan Ettringer:** age 67, Ettringer is more sprightly than his cultist friends, and he possesses more intellect and wit. Since he was a friend of the Professor, the investigators probably will come into contact with him. As the town's doctor, he is subject to constant rumors about malpractice suits that have been brought against him, none of which were taken before the Commonwealth's medical practice board. The investigators will hear this so often from so many different people that they may come to believe the Doctor is a victim of vicious gossip.

**David Flaherty:** age 70. On the surface Flaherty seems like a kindly old man, spending his days nursing his wife, Barbara, who has been paralyzed by a series of strokes. In reality Flaherty is a sadist. Before his retirement he was a postal worker in Gloucester.

*Katarina Smith:* age 72, leader of the diabolists. She and Dr. Ettringer have long been lovers, though this is known to no one. Once notorious as Runville's loose woman, Smith has retained the attractive features of her youth. She is a cold, unfriendly woman. Until recently she was the town's magistrate and an associate of the Professor.

**Bernadette Springer:** age 68, a widow. Her late husband Ted was ignorant of his wife's peculiar hobby for the forty years of their marriage. Mrs. Springer hides behind a charade of senility, talking constantly about Ted, particularly how the two of them met in 1944 while serving in the army. Ted died of prostate cancer in 1990, as can be found in Dr. Ettringer's case notes.



#### Henry Ennis, Humanitarian, Dies at 58 Ano

Leading humanitarian and academic Dr. Henry Ennis, 58, died yesterday in Runville, Massachusetts, after a lengthy illness. He is survived by a daughter, Lucinda. His wife, Nicole, passed away in 1980.

Runville has been home to the Ennises since the seventeenth century, when the staunchly Catholic family fled England and Cromwell for the New World. Dr. Ennis had retired to Runville earlier in this decade, after several debilitating heart attacks.

He was for many years deeply involved in humanitarian relief, organizing aid programs for starving nations in Africa, and contributing great comfort to Bosnian Muslim refugees. He published more than a dozen books on the philosophy of ethics, and twice delivered the Clerkenwell Lectures on Ethics, at Oxford.

Since his doctorate from Harvard, he has traveled widely, studying and teaching at institutions as diverse as Princeton, Oxford, New Delhi, and the Sorbonne.

Dr. Ennis was the only son of theologian Justin Ennis (1915-1977).

#### Last Rites Papers #1

## **Investigator Information**

The Professor's obituary appears in the national edition of the *NY Times*. See *Last Rites Papers #1*.

The keeper must orchestrate the investigators' arrival. Do they know each other? Have they traveled from different points of the country? Do they arrive separately? At least one must be present in Runville the day before the funeral.

Runville is tiny and isolated. A narrow, lumpy dead-end road winds through dreary marshes that often flood the road in winter. In the summer, the road is a-swarm with insects. Inland, the road joins a state highway.

The highway connects Gloucester to the northeast and Manchester to the southwest. Via Manchester, Arkham is about ten miles distant. Arkham is also the nearest passenger train connection. The bus between Gloucester and Manchester runs regularly each day, but the disembarking traveler must trudge a mile and more between the state highway and the hamlet on the sea.

Runville is home to perhaps a hundred souls. Approaching the hamlet by road, at first one sees only the Ennis house, for it is high on a bluff. The rest of the town is carved out of the

bluff below, well above the sea but the streets are built on tiers like a lopsided wedding cake. The fishermen live on the lowest level. Below them is a shingle-covered beach and a sheltering cove from where fishing smacks come and go.

A lighthouse, situated on a notorious shoal few miles out into the Atlantic, warns off sea traffic in the area. Typically, a chill fog emerges from the Atlantic in the afternoon and obscures the area until mid-morning of the next day.

# Last Rites

## The Ennis House

See the plan on the opposing page. The current Ennis family home is a new one, built to take advantage of the sweeping views granted by the site. None of the rooms contain things of importance, with the exception of Lucinda's bedroom. A separate sub-section later in the adventure discusses that room. The living room hosts the open casket of Professor Ennis.

Present at the house during the day before the funeral are Father Rook, Barney Drum (who keeps everybody's glasses topped up with liquor), and Mrs. Drum, waddling to and from the kitchen preparing food for the wake. Lucinda is present, though she is withdrawn and rarely speaks.

Mrs. Drum says that Lucinda has offered the conservatory tonight and tomorrow night (and the living room tomorrow night) to anyone wishing to stay overnight. The investigators may, if they prefer, stay at the Lobster Pot for a small amount. "It's convenient to have your own rooms," she encourages.

On the mantelpiece, several photographs depict the Professor and his family. The photos remind the investigators of Mrs. Ennis' suicide and inform them that there were two daughters in the family.

Whether the investigators stay at the Ennis house or at the Lobster Pot, introduce them to as many residents as seems appropriate.

## The Funeral

Mourners begin to arrive at the house on the morning of the second day, gradually filling up the dining room. Make sure the investigators are involved in conversations, and introduce them to the guests for which information exists or is created. They notice the following minor frictions.

Rudy Goodson follows Lucinda about the room, babbling about how much he valued her father's tutelage. Exasperated, Lucinda sharply says, "Why don't you go bother someone else, you little dork?" Rudy, inconsolable, leaves the room in tears. Everyone puts Lucinda's behavior down to grief.

Ethel Goodson trembles as though trying to suppress her grief. Allow investigators a Psychology roll to notice this. In contrast, her husband is relatively cheerful and full of bourbon, blissfully unaware of everyone else's awkwardness. Ethel slips away later on and can be found sobbing over the Professor's body.

Dr. Ettringer discusses heart disease, rather too matterof-factly for most people. Barney Drum eventually tells him bluntly to keep quiet.

Shortly after midday, the Professor's coffin is sealed up and is borne down the lane to the churchyard by Barney, Rudy, Maurice, Toby, and two younger men. Father Rook performs the graveside ceremony with a suitably solemn air. Ethel Goodson faints as the coffin is lowered. Puzzled, her husband takes her back to the house. Somewhat awkwardly, Lucinda invites everybody back to the house for drinks and food.

The following few hours can be spent as the investigators wish, probably being plied with alcohol by Barney and stuffed with food by Lois. Continue conversations as possible. The majority of people slip away in the next hour or two. It is essential that constable Talbott and Father Rook stay until darkness falls.

## **The Terror Begins**

As darkness falls, the younger Ettringer pounds on the door of the house and asks for the constable. The stammering, wide-eyed deputy leads everyone who will come to the



graveyard. There, a flashlight discloses that the Professor's grave has been violently excavated. Dirt, sod, and fragments of the coffin-lid have been tossed all about. The rest of the open, empty coffin is still in the pit. Ennis' body has been stolen.

Most shocking of all is the smashed body of poor Ethel Goodson, bleeding to death from a deep wound in her stomach (Sanity loss of 0/1D2 to all witnesses). While Father Rook delivers the last

THE LATE PROFESSOR

rites, she mutters, "They took him . . . they took him. . . ." She expires seconds later.

Apart from Ethel's high-heels, anyone with a successful Track roll is able to distinguish one set of boot prints, though the area is so churned up that it is difficult to be sure. The boot prints end at a sidewalk, and cannot be picked up again.

Lucinda takes to her room and locks the door.

#### LUCINDA'S INFLUENCE

For the two hours following this inexplicable murder and vandalism, Lucinda sits cross-legged in her room. Using her psychic powers she is in a trance-like communication with her father's cadaver. The door to her room is locked, though the keyhole is empty (the key being on a chain around Lucinda's neck). Any investigator wishing to peek needs a successful Sneak roll. A failure alerts Lucinda, and she reads the offending investigator's mind. Attempts to get her to open the door are met with a sulky, "Leave me alone."





After finishing the instructions to her dead father, Lucinda emerges from her room, though she remains uncommunicative and withdrawn.

For her Psychic Powers skill, see the notes on p. 15 (" Psychic Powers, a new skill").

#### WHAT DOES TALBOTT DO?

As Talbott, who is the immediate representative of the law, the keeper can make some suggestions if the investigators seem baffled, but Talbott would prefer to observe what the investigators attempt. Since he knows that the state police will soon be at the scene, it is his duty to stand guard over the site and not allow the body or other evidence to be moved or contaminated, and he can attempt nothing until control of the scene passes from his hands.

Talbott does not want his personal regrets about this murder to parallel those he still feels about the death of Sophia Ennis. As he can see his way to do it, Talbott will gather information about people in town who might be connected with the murder. His suspicions will tend toward the four diabolists. since he has long thought that they were connected with Sophia's death, and since the havoc at the grave site seems to call for more than one perpetrator.

If the investigators might be helpful, he will try to ally them to his personal investigation. If he succeeds, he can also offer summaries of information from his files (see Last Rites Papers #2 and Last Rites Papers #3).

# **The Aftermath**

The Commonwealth's police soon arrive and take charge of the investigation. As he was during the child abductions, Constable Talbott is pushed aside, obviously lacking the resources and the personal experience needed for a major investigation. As much drawn by the grave-robbing as the murder, local journalists and photographers also appear. They search persistently for unexploited angles. Everyone at the funeral is questioned, the investigators among them.

Did the investigators conduct themselves reasonably well at the scene of Ethel Goodson's murder? Once the county and state police shove Talbott aside, he compensates by telling the investigators the story of Sophia Ennis' death,

and of his suspicions concerning the four people who may have committed the crime. This gives the investigators a place from which to start.

He also is able to tell them a detail from the coroner's report that is not publicly announced. Ethel Goodson's stomach wound was not made by a knife or other metal weapon, but by something like a claw that punctured the body wall, then was dragged with enormous force across the torso to open the entire belly. The ragged incision is more a rip than a slice. Never has the coroner seen such a wound.

## **Flaherty's Death**

The Abduction and Murder of Miss Sophia Ennis

The Death of Mrs. Nicole Ennis, nee Bertillion

from a ladder.

record for reasons of privacy. The coroner found for death by

Mrs. Ennis had fastened a rope round her neck and jumped in

suicide. Cause of death was self-inflicted, by a broken neck once

Miss Sophia, age 6, was reported missing on the night of

01.03.79 by her parents. Her body was discovered on Runville

beach in the early morning of 05.03.79 by Lemuel Jarvis, a fisherman. The coroner declared the corpse had been at sea

> While the investigators go about their business, perhaps tonight or perhaps tomorrow night, the undead professor claims his second victim, David Flaherty; his head is ripped from his shoulders, and his sitting-room sprayed with arterial blood. Viewing this scene costs 1/1D6 Sanity. In her bath-chair, soaked in gore, Barbara Flaherty sits, alive and unharmed, a beatific smile on one side of her disfigured

face as though she had been freed of a great burden. She swears she heard nothing, and no amount of questioning shakes that story.

#### LEADS TO THE CHILDREN OF SATAN

When he was attacked, Flaherty was reading a Satanic text,

Night of the Goat. It is on the floor, blood-stained but readable. The title should pique the investigators' interest. A search through Flaherty's house uncovers robes hidden in a suitcase beneath his bed, together with an ebony-handled dagger in the shape of a goat's head. A successful Occult roll tells the investigators that the symbols etched into the blade are homages to the Prince of Light.



DAVID FLAHERTY

More sinister is a child's brightly patterned T-shirt in the suitcase. With a successful Idea roll, the investigators recognize it from the photograph on the mantel in the Ennis house. The garment once belonged to Sophia Ennis. If Talbott sees the shirt he immediately connects it with the case, as her shirt was never recovered.

Enterprising investigators may think to check Flaherty's telephone/address book. It is sitting on a desk in his narrow hallway, beside his old-fashioned dial telephone. Only the first page holds entries. They can lead to uncovering the other three cultists, as well as to an innocent citizen. See Last Rites Papers #4.

Last	Rites	Papers	#4
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NAMES AND ADDRESSES	TELEPHON
Alan	
Sumerv	223.4760
Home	223-6550
Mobile	223.7765
Prof. Ennis	
Home	223.8002
O'Hearne	
Store	223.6899
Home	223 - 5972
Katarina	
Home	223.7116
Bernadette	
Home	223.0017
Goodson	
Home	223.4500
Bank	223 • 5541
	and the second second
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A successful Idea roll reminds the investigators that a coven of black magicians traditionally numbered twelve, with the Old Goat himself making up the thirteenth. A successful Occult or another Idea roll reminds them (as is the case with the Children of Satan) that some groups hold the number five sacred, relating them to the pentagram and the pentangle. Such groups would require four members, and Flaherty was one.



KATARINA SMITH

## **Reactions of the Cultists**

The three cultists deny any Satanic connections, though successful Psychology rolls show them to be lying. Similar trappings to those found in Flaherty's house are to be found in the bottom of wardrobes and beneath beds. Doctor



ALAN ETTRINGER

Ettringer has converted the cellar of his house into a temple, complete with purple velvet drapes, a huge pentagram painted on the floor and an altar stained by the blood of many animals. Towering above the room is an intricate fresco depicting a maniacally grinning goat head. Viewing this scene costs 0/1D3 Sanity.

If faced with incontrovertible evidence the cultists react in differ-

ent ways. Bernadette Springer breaks down in tears and begins blaming the others for coercing her. She cooperates fully with authorities.

Dr. Ettringer becomes subdued and does not resist. He takes his own life at the earliest opportunity.

Katarina's cool façade crumbles and she becomes hysterically violent, scratching and biting at anyone present. After her capture she sits silently, brooding, waiting for a chance to escape. If she does escape, she returns at a later date to mete out revenge



against the investigators.

At some point the investigators may want to search Lucinda's bedroom. She will oppose this and do her utmost to prevent it, resorting to violence if pushed. She has an automatic pistol under her pillow. If outnumbered, she flees the house and, once in a secluded spot, uses her mind powers to direct her father against the investigators.

A spiral-bound, laser-printed manuscript has been locked in a drawer of Lucinda's writing desk. The title of



BERNADETTE SPRINGER



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jann-mail

Appendix

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the manuscript is *Flagitious Fragments* (English, author and date unknown). Written verbosely, it contains long passages of unsettling descriptions. Sanity loss 1D3/1D6 to read, and +5 to Cthulhu Mythos. There are no spells. It does contain passages for nurturing latent psychic powers.

Also locked away with the manuscript is an email sent to Lucinda's computer by the mysterious Jason. See *Last Rites Papers #5*.

## The Undercover Agent

The day after the first attacks, a state police undercover agent (keeper's choice) arrives. Ms. Juliet Passos has disguised herself as a landscape photographer. She is investigating the murder of Ethel Goodson (and any others that may have occurred), and is also interested in any connections that lead back to the abduction and death of Sophia Ennis. What she discovers depends on how well the investigators are doing. If the keeper needs to provide a new clue, she discovers them, or they discover her, as the situation warrants. Agent Passos is a sensible, slightly officious individual who can bring organization to an unruly and erratic party, if Constable Talbott has not already. If Talbott is doing fine, don't bother to introduce this new character.

## **Playing the Zombie Professor**

After killing Flaherty, the Professor's cadaver takes cover in the rocks near the beach. Lucinda bides her time, waiting until the next dense low fog comes in before summoning the zombie back to town. Determine which cultist dies next by what seems dramatically appropriate. Resist revealing the Professor to the investigators until they have worked out most of the clues. Of course, if the investigators stake out all of the diabolists, an encounter becomes inevitable, but even then use the fog and unexpected angles of approach to keep the investigators on their toes.

As detailed in the Professor's statistics, the best way to stop him is by consuming his body with fire. Gasoline is available in quantity from the pump at Sheldon O'Hearne's store. If her plan has been discovered, Lucinda flees Runville, intending to return in some roundabout way to Oxford and her beloved Jason. As is her nature, she will then seek revenge against the investigators for interfering with her Runville revenge.

## Rewards

Successfully putting the Professor out of his misery merits the reward of 1D10 SAN for each investigator. For each diabolist who survives, they receive a further 1D2 Sanity points. If Lucinda is captured, give all the investigators an additional 1D6 Sanity points each.

# **Statistics**

In the following statistics, all people without listed weapon skills have all the base percentage chances for weapons.

#### BARNEY DRUM, age 45, convivial landlord

STR 14	CON 14	SIZ 17	INT 12	POW 12
DEX 11	APP 10	EDU 12	SAN 60	HP 16
Damage l	Bonus: +1D4	1.		

Skills: First Aid 30%, Mix Drinks 70%, Hold Liquor 75%, Fast Talk 50%.

#### LOIS DRUM, age 42, convivial landlady

STR 09	CON 15	SIZ 15	<b>INT 10</b>	<b>POW 13</b>
<b>DEX 10</b>	APP 10	EDU 13	SAN 70	HP 15
Damage l	Bonus: +0.			· · ·

Skills: Bake 95%, Cook 65%, Fast Talk 70%, Persuade 70%, Gossip 70%.

#### SHELDON O'HEARNE, age 39, doleful store owner

STR 08	CON 08	SIZ 10	INT 13	POW 07
DEX 09	APP 09	EDU 13	SAN 35	HP 09
-				

#### Damage Bonus: +0.

Skills: Credit Rating 50%, Drive Auto 40%, Mechanical Repair 45%, Complain 75%.

#### DWIGHT GOODSON, age 40, self-important bank-manager

<b>STR 12</b>	CON 10	SIZ 13	INT 13	POW 11
<b>DEX 12</b>	APP 12	EDU 14	SAN 55	HP 12
-				

#### Damage Bonus: +1D4.

Skills: Accounting 65%, Credit Rating 70%, Talk About Himself 80%.

#### ETHEL GOODSON, age 35, tearful adulteress

<b>STR 08</b>	CON 10	SIZ 11	INT 15	POW 14
DEX 14	APP 15	EDU 15	SAN 70	HP 11
Damage l	Bonus: +0.			

Skills: none and, hey, she doesn't last too long anyway.

#### RUDY GOODSON, age 18, lovelorn teenager

STR 12	CON 11	SIZ 15	INT 12	POW 10
DEX 13	APP 13	EDU 18	SAN 50	HP 13
Damage 1	Bonus: +1D4	4.		

Skills: Art (Poetry) 25%, Archaeology 45%, Chemistry 15%, Computer Use 65%, Greek (Classical) 50%, History 35%, Library Use 45%, Latin 35%.

#### GEORGETTE GREIGSON, age 29, school-mistress

STR 10	CON 15	SIZ 10	INT 16	<b>POW 15</b>
<b>DEX 10</b>	APP 14	EDU 16	SAN 75	HP 13
Damage 1	Bonus: +0.			

Skills: Geology 20%, History 55%, Library Use 55%, German 35%, Psychology 40%.

#### FATHER EDWARD ROOK, age 55, disciplinarian priest

STR 14	CON 13	SIZ 15	INT 16	POW 15
<b>DEX 13</b>	APP 11	EDU 18	SAN 75	HP 14
Damage I	Bonus: +1D4	4.		

Skills: History 50%, Library Use 40%, Latin 75%, Psychology 55%, Spot Hidden 45%.

#### CONSTABLE MAURICE TALBOTT, age 62, sagacious lawman

STR 12	CON 13	SIZ 15	INT 14	POW 13
DEX 13	APP 11	EDU 12	SAN 65	HP 14
Damage 1	Bonus: +1D4	1.		

Weapons: 12-Gauge Shotgun 60%, damage 4D6/2D6/1D6 9mm Automatic Pistol 80%, damage 1D10

Skills: Bargain 50%, Fast Talk 45%, Law 40%, Listen 45%, Persuade 50%, Psychology 70%, Spot Hidden 60%.

## DEPUTY TOBY ETTRINGER, age 40, blundering comic relief

SIR I/	CON 17	SIZ 17	INT 08	POW 10	
DEX 15	APP 14	EDU 10	SAN 50	HP 17	
		-			

Damage Bonus: +1D6.

Weapons: Handgun 40%, damage 1D10 Nightstick 60%, damage 1D6+1D4 12-Gauge Shotgun 40%, damage 4D6/2D6/1D6 Skills:, Drive Auto 50%, Law 10%, Listen 30%.

DR. ALAN ETTRINGER, age 67, doctor of medicine and dabbler in darkness

STR 11	CON 12	SIZ 13	INT 15	<b>POW 14</b>
<b>DEX 13</b>	APP 12	EDU 15	SAN 60	HP 13
Damage	0			

#### Damage Bonus: +0.

Skills: Biology 50%, First Aid 80%, Latin 40%, Occult 50%, Medicine 70%, Pharmacy 55%, Psychoanalysis 30%, Psychology 60%.

#### BERNADETTE SPRINGER, age 68, gossipy diabolist

STR 09	CON 08	SIZ 12	INT 12	<b>POW 13</b>
DEX 10	APP 09	EDU 11	SAN 55	HP 10
Damage I	Bonus: +0.			

Skills: Latin 35%, Occult 35%, Knit 85%.

#### DAVID FLAHERTY, age 70, doomed diabolist

Damage I	Bonus: +0.			
DEX 10	APP 08	EDU 13	SAN 45	HP 09
<b>STR 08</b>	CON 07	SIZ 10	INT 13	POW 11

Skills: First Aid 50%, Latin 25%, Occult 30%, Change Bedpan 85%.

#### Psychic Power: A New Skill

The *Flagitious Fragments* details acquiring psychic powers. A person reading this material may spend 1D3 weeks meditating and performing mental tests to learn if he or she is a suitable candidate. In this scenario the chance of having the basis for a psychic gift equals half of the investigator's POW (round up a fraction), rolled once against D100.

If a person has latent powers, the book can nurture the ability. This unnerving process costs the student 1D3+2 Sanity points. After 1D10 weeks he or she has learned what the book can teach and now has a new skill, Psychic Power, starting with a base percentage chance equal to the investigator's POW. This skill increases through successful use as does any other skill, but wielding it also costs magic points and Sanity as does a Cthulhu Mythos spell. Psychic Power includes three distinct applications.

*Telepathy:* reads the surface thoughts of other characters at a range equal to the Psychic Power skill percentiles in yards. Each time this is successful the psychic loses one magic point and 0/1D2 Sanity points (perhaps more if reading the mind of a disturbed individual). A successful Resistance Table roll of POW versus the target's POW also is required.

Mind Control: controls the actions of an individual. given a successful POW versus POW roll on the Resistance Table. The target must be within half of the wielder's Psychic Power percentiles in yards and must be caused to steadily watch the psychic's eyes. It costs 1 magic point and 1 Sanity point to power this application of the skill. If the Psychic Power use succeeds, the victim enters into a trance and is open to many suggestions-he or she may walk off a cliff, pull the trigger on a gun, crash a car, or strip naked if the psychic can find the right way to pose the suggestion (an apt mental image passed mentally to the target). The trance lasts one combat round. It may be renewed at the beginning of each round with an additional magic point and Sanity point, and another successful Resistance Table roll. If a roll fails, the victim snaps out of the trance, unable to remember anything, but the trance cannot be attempted again until the victim has slept or napped.

*Nightmares:* visits disturbing visions into the mind of a sleeping target. With a successful roll on the Resistance Table, the psychic inflicts a 1D6 Sanity loss. The psychic loses 1/1D6 Sanity points himself, whether the attack succeeds or fails. Nightmares also costs 3 magic points. It can be attempted at a distance of up to POW miles if the target has been seen by the psychic in the past few hours.

#### KATARINA SMITH, age 72, icy and evil diabolist leader

STR 10	CON 14	SIZ 12	INT 17	POW 15
DEX 11	APP 13	EDU 16	SAN 60	HP 13
Damage I	Bonus: +0.			

Weapon: Fist/Punch 60%, damage 1D3

**Skills:** Law 55%, Library Use 40%, Listen 50%, Occult 65%, Latin 40%, Persuade 80%, Psychology 55%, Sneak 50%.

#### LUCINDA ENNIS, age 26, mind-reading devotee of the Mythos

STR 11	CON 11	SIZ 10	INT 17	POW 17
<b>DEX 14</b>	APP 15	EDU 19	SAN 65	HP 11
Damage I	Bonus: +0.			

Weapons: 9mm Automatic Pistol 70%, damage 1D10 Skills: Archaeology 45%, Art (Writing) 50%, Computer Use 30%, Cthulhu Mythos 15%, First Aid 40%, Hide 40%, History 40%, Latin 50%, Library Use 35%, Natural History 30%, Occult 20%, Persuade 70%, Psychic Power 55%, Spot Hidden 60%.

Lucinda has psychic powers. For complete information about them, see the boxed commentary "Psychic Power, a New Skill" on page 15.

#### SGT. JULIET PASSOS, age 33, police investigator

STR 13	CON 14	SIZ 12	INT 15	POW 12
DEX 15	APP 14	EDU 17	SAN 60	HP 13

Damage Bonus: +1D4.

Weapons: 9mm Automatic Pistol 70%, damage 1D10 Grapple 60%, damage special

Skills: Climb 50%, Computer Use 35%, Dodge 55%, Drive Auto 40%, First Aid 40%, Jump 50%, Law 35%, Library Use 40%, Listen 40%, Martial Arts 50%, Spanish 20%, Psychology 40%, Sneak 50%, Spot Hidden 45%.

PROF. HEN	NRY ENNIS,	reanimated	undead	instrument of re	venge
STD 22	CON 21	SI7 15	INT	D POW 01	

<b>DEX 08</b>	Move 6	HP 18

Damage Bonus: +1D6.

Armor: none, but impaling weapons do 1 point of damage, and all others do half rolled damage.

Weapons: Claw 40%, damage 1D4+1D6

Bite 30%, damage 1D3

Grapple 60%, damage special (with a success, he is able to Bite or Claw on the next round)

Zombie Ennis may not use Bite and Claw in the same round.





Wherein the investigators follow a trail of blood to a supernatural conclusion.

This scenario is set in and around Arkham, for no other reason than affection. As ever, keepers are welcome to shift locale, change details and rationales to better suit their styles of play, and to add or subtract from the scenario whatever they like. Though firmly set in the modern day, no reference occurs for a particular year. The season is winter.

## **Keeper Information**

A deranged sorcerer named Douglas Drebber has stolen a mummy from an exhibit at the Miskatonic University Archaeology Department.

In his younger days, Douglas Drebber lectured in English literature at Miskatonic, happily married to his childhood sweetheart Mary. While doing special research in

the library, he came across the Dee translation of the *Necronomicon*. He became obsessed with the book. Madness edged its way into his life. His wife left him, but he barely noticed. He abandoned his teaching post, and dedicated himself to dangerous studies.

He moved to a squalid garret on French Hill. His demented mind wallowed in regret. Again and again his thoughts returned to his



DOUGLAS DREBBER

lost love. He would never see her again. Years later, by chance he happened upon a newspaper feature concerning Randy Kalms, the respected novelist. There was a large color photograph of Kalms and his third wife, whom he married seven years ago. The woman was Mary.

Drebber nursed the jealousy he felt, and turned it into rage. At last he summoned a dimensional shambler from the void, and sent it to slaughter Mary, her husband, and their children. On its way out, the shambler encountered Drebber's landlady on the stairs, and in a moment ripped her apart.

Shocked into a moment of clarity by the drip of blood, Drebber attempted to reverse the command, but the shambler ignored his efforts, smashed its way out into the night, and disappeared. Anticipating a trail of devastation across Arkham and the intervening miles to the Kalms' country home, the sorcerer broke into Miskatonic's archaeology department exhibit and stole a mummy. Mummy dust is a vital component in the compound Dust of Suleiman, an effective weapon against beings from other planes of existence. Drebber wanted the compound in order to fight the dimensional shambler.

Having made the Dust, Drebber drove north frantically and too fast. He left the highway and wrapped his car around a tree. He died quickly. Meanwhile the shambler trudged on, determined to perform its commanded bloody task.

#### THE WEATHER

Unless the keeper wishes otherwise, snow is falling by Day Three. To prepare for this, mention the increasingly cold weather. By the time the investigators think to drive to the Kalms mansion, drifting snow could represent an obstacle.

#### INVOLVING THE INVESTIGATORS

The adventure hereafter assumes that the investigators are summoned by Dr. Joseph Bread, an assistant professor who was in charge of the small exhibit where the mummy was kept. Other ways of beginning the adventure are possible, though most take extra work by the keeper.

- A witness might wrongly identify one of the investigators as the thief who stole the mummy.
- The company insuring the exhibit might want to investigate because the mummy was insured for an unusually high amount of money.
- A psychic may have premonitions of the theft and of a terrible thing advancing through the night. (The psychic needs to be created by the keeper.)
- Unrelated witnesses describe a grotesque, murderous mummy advancing across Massachusetts. (This hook demands that several new killings by the shambler be put into the timeline.)

## **Player Information**

#### MISKATONIC UNIVERSITY

Dr. Joseph Bread is a tall, excitable young man with dark curly hair and glasses. He is given to emphatic gesture. He is an assistant professor of archaeology at Miskatonic. One

of his minor chores is to choose topics for the department's small exhibit space, a room beside the department offices. If any of the investigators have interest or experience in archaeology or Middle Eastern history, he or she probably has met Dr. Bread at a party, a faculty garden, or perhaps at the Dean's annual Garden Tea.

Bread has offered some money for a day's consulting; he would like it very much if the investigators simply donated their time. Negotiate the point. Obviously he does not have a large budget for this sort of emergency.

Chattering and waving his hands, Bread brings them to the door of the space. It is closed by police tape, though the police have now left. A university security guard stands beside the door, and holds up the tape so they may pass into the room, about 20 x 30 feet in dimension. This month the exhibit concerns Dynastic Egypt. At one side of the room, past pottery, bronze jewelry with cloisonné work, dove nets, and a fine collection of adzes, rests a sarcophagus. The heavy protective glass top has been unscrewed and

## Timeline

The following sequence of events is a checklist for the keeper and also tells the keeper how much time the investigators have. The sequence should not be immutable; feel free to alter it as seems best to accommodate sluggish investigators. After all, the shambler is an unpredictable alien menace. It has its own requirements and schedule.

#### DAY ONE

5 a.m.—Drebber summons the dimensional shambler. It promptly slays Mrs. Cooper, then departs to do Drebber's bidding.

9 a.m.-Drebber telephones Randy Kalms.

5:29 p.m.—Drebber hides in the archaeology department offices, leaving at 7:15 p.m. with the mummy.

10 p.m.—Drebber finishes the Dust of Suleiman, and drives north toward the Kalms mansion.

11:45 p.m.—Drebber's automobile goes off the road. The wreck is undetected.

#### DAY TWO

7:30 a.m.—a janitor reports the theft of the mummy. Dr. Joseph Bread contacts the investigators.

varies—the investigators visit Drebber's home address, and find Mrs. Cooper's body.

varies-police learn sometime today of Drebber's accidental death.

#### DAY THREE

7 p.m.—Obscured by snow and darkness, the dimensional shambler reaches the Kalms mansion.

moved aside. The sarcophagus is empty inside, except for random dirt and a few scraps of crumbling linen. "The police came and went. They weren't much interested, I'm afraid. The theft has student prank written all over it."

Bread says that thousands of mummies from ancient days have been found in Egypt and elsewhere, and this one was utterly unremarkable—of interest, certainly, since all old things are, but of nominal value. Like most, it was male, and dated to the Old Kingdom (c.2686 to c.2181 B.C.), the period of the 3rd-6th dynasties and the era when the first pyramids were raised. (Bread is perfectly right about this: let the investigators make of it what they will, but the mummy only has significance as part of Drebber's Dust of Suleiman.)

The sarcophagus itself also seems to be crumbling; if the investigators mention this, Bread blushes a little. "It's a leftover from a student fair a few years ago. Papier-mâché. Not stone at all. Too heavy. Stone would go right through our floor. Good job, though, isn't it?"

The professor believes that the mummy is still on campus. "Odd time of year for a prank, though. Pranks usually happen when the weather's decent. Imagine toting a mummy about in a cold rain such as we've had." He pauses, then murmurs, "God, I hope they've wrapped it in something!"

He says that the doors to the exhibit are regularly locked at 6 p.m., as are the department offices. Weekdays, an hourly security patrol of the building begins at that time, until 7 a.m. "And I should show you the security camera tapes. Quite odd, in themselves." He takes the investigators to a security office where an obliging guard runs the tapes. "In the exhibit, there's one camera in plain sight. That's the dummy. And there are two real cameras, hidden at opposite ends of the room."

#### WHAT THE TAPES SHOW

There are two tapes from two cameras. Each shows exactly what the other shows, except from the reverse angle. See *Lethal Papers #1*.

It's easy to guess that the intruder has cast some sort of spell of invisibility; a successful Idea roll provides the same answer.

"Sam Knowles is the guard," the professor says. "He's been reliable for more than fifteen years. He knows the security arrangements in the room. He remembers nothing of this, except that he closed the room as he always does. When he closed it, there was no one here." (Sam Knowles lives only a block or two away. If the investigators interview him, he is baffled and humiliated by the contradiction between his memory and what the tapes reveal.)

"A witness who passed the building last night has described a tall, thin man in a balaclava who exited the building carrying a bag. The time matches the time on the tapes," Bread adds.

Even if the investigators do not ask, the security guard prints out a frame which shows Drebber's face reasonably clearly. A vidcap print is in the investigators' hands in a few minutes.

"This gentleman is not a member of the campus community," Bread says firmly. "Security has already searched

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Lethal Papers #1

our ID library. We have no match. But this guy probably hangs out with some campus group. He sure doesn't look like a frat man." Bread tells the investigators to call him with results or if they need help.

#### BLACK GOAT QUARTERLY

A successful Occult roll, a successful Know roll by an investigator who has some Occult skill, or a visit to any local occult book shop identifies the magazine *Black Goat Quarterly* as a laughable local 'zine concerned with black magic. It is published by an eccentric, Josh Wilton, who has opened an esoteric book shop, Third Eye Books, in one cramped, narrow room near campus.

Wilton is a goth whose age has caught up with his style. His black clothes fit too tightly, and his tattoos are spreading so badly that their designs are hard to read. His attitude of superiority is annoying. He is harmless. With a successful Fast Talk roll or a ten dollar bill, Wilton changes to a friendlier tone, and he'll show the investigators his fiftyperson subscriber list for his magazine. If the investigators show Wilton the vidcap of the mummy thief, or even mention that he is tall and thin, Wilton immediately says, "Douglas Drebber."

Drebber had been reading his own article, "The Sorcerer's Way," in the current *BGQ*. Wilton holds up a copy. It is a digest-size 'zine of about sixty pages, photoreduced and stapled. Drebber's article takes up about forty pages. "Only five dollars," Wilton offers. The article is worth it. Without naming names, or naming gods, or making spectacular claims, Drebber talks about the seductive power of the Mythos, offers ways of contacting cults connected with it, and provides simple ways to come to its attention (such as attempting to direct dreams toward the scaly horror sleeping in watery R'lyeh). It is a clever recruiting article, undercut only by Wilton's dismaying circulation (about seventy copies).

If the investigators buy a copy, Wilton tells them Drebber's address, a walk-up at Lich and South Powder Mill, in the French Hill neighborhood.

# **Lich Street**

Niskatonic River, Drebber's building is a late Victorian faced with brick and broken up into apartments, a-squat on subsiding ground. The cold, hard rain lends the impression that the building will continue to slide, but it is quite solid. A few ragged willow trees bow their heads in the shallow front yard.

Knocks at the front door get no answer except, if the knocks persist for ten rounds or more, a response from old Mr. Edelstein next door. Retired, incurious like so many at the turn of the millennium but with nothing else to do, he at last wanders out on his stoop to see what's happening. Though partially blind, he tells the investigators that he

### The Tapes: A Description

At about 5:45 p.m., a tall, thin man about forty years old enters the exhibit room, looks about, then leaves. He wears a raincoat and a balaclava. He returns ten minutes later, reaches up, and neatly sprays the lens of the visible camera with



THE TALL, THIN MAN

black spray paint without showing his face. He then puts down the spray can and makes some curious signs with his hands. His lips move as well, but of course no sound is recorded.

Then the intruder sits on a bench and opens a magazine from his pocket. A close examination deciphers the smeary title: <u>Black Goat Quarterly</u>. A large pentangle decorates the front cover of the thin little magazine.

At 6:10 p.m., a guard arrives, looks about indifferently, and utterly ignores the sitting man who is reading. The guard turns out the lights, but the man on the bench makes a gesture, and the guard turns on the lights again. The man continues to read. The guard locks the door and departs. The man on the bench reads some more.

At 7:05 p.m., just after the guard has looked in again and passed on, the man on the bench rises and walks briskly to the mummy. He takes out a bag from under his raincoat and lays it aside. Again he makes brisk, convoluted gestures. A moment later all the screws pop out of the glass lid. He carefully slides the heavy glass off the sarcophagus, then slips the open bag under and around the mummy. Carefully, he carries away the bundle. He turns off the lights, then opens the door from the inside and closes it behind him carefully, and disappears from the tapes.

heard "a lot of shouting" last night, followed by a smashing sound. He was tempted to telephone the police, but didn't feel that he dared to walk to the nearest pay phone—at Ernie's (a bar), on the corner. He agrees that a tall man ("tall geek" are his actual words) lives at the address the investigators have come to. He doesn't know the man's name, but he rents from Mrs. Gladys Cooper.

No amount of knocking gets a response. There is garbage access on one side of the house, but the gate is high, smooth-faced, and firmly locked. A dexterous investigator gets over with a successful Climb roll, and opens the gate from the far side for the rest of the group. Incidentally,

## Kalms the Savage Beast A People Profile Bella O'Rourke travels to the

wilds of Massachusetts and talks to rough 'n' ready novelist and social commentator Randy Kalms.

Living in the expansive mansion built to his specifications when he fled from Hollywood six years ago, Randy Kalms is a man at peace with himself. And about time, too. He's had a tough



RANDY KALMS

life. Born on New York's Lower East Side, the sixth child of a dipsomaniac father and overworked mother, Randy escaped via the Marines in 1964 and soon distinguished himself as a marksman. In 1965 he was posted to Vietnam and his life irrevocably changed.

"For the first time since I joined up," he says, "I started doubting our role as the cops of the world, started wondering if the Communist menace was as real as we were being told."

Following Vietnam Kalms returned to the States and spent several months in a government hospital. After his release he became a major player in the peace movement. His first novel, *Long Hair*, was published in 1975, to critical acclaim. After several years writing, Kalms moved to Hollywood to write screenplays in 1980. Hollywood was not kind to Kalms. He became an alcoholic and was married twice while in that city. In the end he moved to Massachusetts to take up a quieter life.

Today Randy is quite happy to live out here with his third wife Mary, a one-time nurse from nearby Arkham. "This time, I can tell, she's the one for me. I know I've said that before, but, hell, I was in Hollywood. You breathe the air out there, you're going to lie. Rural Massachusetts is hard, honest country. You can't help but tell the truth. And I know, I'm gonna be with Mary until I die." he or she will notice several fresh long scratches up and down the back of the gate.

## Mrs. Cooper

Rounding the extension of the covered back porch, the investigators are stunned to see a huge hole in the back of the house. Bricks, mortar, a broken window casing, and broken lumber litter the yard beyond. The roughly circular hole is seven feet across, shattered as if a runaway truck had driven out through the wall. Beyond can be seen a portion of a hallway and stairs. Getting in the house will be easy, thanks to the dimensional shambler.

If the investigators study the outside area for a while, with a successful Spot Hidden they find one very strange footprint, already well-eroded by the wind-blown rain: a bulky wide track more like a bear track than a human's but with four long razor-tipped toes. Any investigator who has encountered a dimensional shambler or who makes a successful Cthulhu Mythos roll knows a little of what must have been here.

Once in the remnants of the hall, everyone notices dried rusty stains on the carpeted steps leading up. If the investigators follow the stains, the stains get bigger. When they turn a corner, there are entrails as well (1/1D2+1 Sanity points).

At the next corner, a few steps from the upstairs landing, is the body of Mrs. Cooper, now no more than a marionette propped beside Drebber's open door, her limbs snapped and weirdly twisted, the flesh of her face ripped away, her guts and internal organs crumpled out everywhere, her flowery print dress riven and bloodsoaked. Even in the chill draft from the stairs the scent of death is strong and disturbing. Uneasy, the investigators fall silent. Witnessing this carnage costs 1/1D4+1 Sanity points.

Presumably the investigators notify the police, but first they may take a few minutes to look through Douglas Drebber's things.

## **Drebber's Rooms**

They consist of a sitting-room cum kitchenette, a separate bathroom, and a small bedroom. The rooms are a squalid mess of encrusted plates, burnt pans, and dead potted plants. Thick dust drifts everywhere. Drebber lived in total seclusion from his landlady. A quick search turns up some or all of the following, as the keeper wishes.

Sitting Room/Kitchenette: pinned to the cork-board above the sink is a *People* article featuring Randy Kalms and his family, together with a color photo of the whole clan— Randy Kalms, his wife Mary, and their children Belinda, Scott, and Luke—smiling. A telephone number is scrawled in a margin, although it is not ascribed to Kalms. See *Lethal Papers #2*.

#### MORE CLUES

Anyone pressing *redial* on the telephone—hanging from a fitting on the wall next to the bulletin board—gets through

to Kalms' residence. Drebber had called them last night, shouting hysterically that he was sorry and ordering them



MARY KALMS

to flee their home. Kalms thought it a crank call, which he ignored.

On the coffee table is a mildewed photograph in a tarnished metal frame. It is of the same woman who stands with Randy Kalms in the *People* photo, though here she looks younger.

On the kitchen table are three half empty jars, two of dark color and one of bright yellow powder. All are capped. There is also most

of a mummy. Its feet and ankles have been sawed off, and are nowhere to be seen. If they look, a roasting pan in the sink seems to bear traces of these materials, and certainly there is a sulfurous scent to the pan itself. If the investigators decide to make Dust of Suleiman, there are enough components here for two doses.

*Bathroom:* as dirty as the rest of the apartment. Nothing of interest in this room.

*Bedroom:* Under his brass-frame bed is a heavy, leatherbound book, *Monstres de la Mer et la Étoiles*. It is written in crude French by Bertrand Grimaud, dated 1869. Sanity loss to read is 1D4/1D8 SAN, +9 Cthulhu Mythos. Spells: Chant to the Children of the Sea (Contact Deep Ones), Chant to the Children of the Sea-god (Contact Star-Spawn of Cthulhu), Chant to the Sea-god (Contact Cthulhu).

A thinner book, apparently an abridgment of the previous volume, is lying on the bed, open at the pages which detail the creation of Dust of Suleiman and the related incantation. (See *Lethal Papers #3* and the *Call of Cthulhu* 5.5 rulebook, page 204, for more information.) It is an English translation by Michael Trotter-Scott, published in 1898. The title has been changed to *Children of the Sea and Stars*. Sanity loss to read it is 1D3/1D6 SAN, +6 Cthulhu Mythos, Spells: Chant to the Children of the Sea (Contact Deep Ones), Chant to the Children of the Sea-god (Contact Star-Spawn of Cthulhu).

### **Contacting the Police**

Do the investigators know anyone on the local police force? Professor Bread will be happy to vouch for them and also can assist in explaining how they happened to find the body. Wilton, of Third Eye Books, at first pretends not to know the investigators, but accurately remembers as soon as a detective says the word "murder."

Whenever they are informed, the authorities are greatly interested in Mrs. Cooper's mangled body, but resolutely ignore any connection between Drebber and Kalms, since they now know (or will know within hours) that Drebber is dead. They believe that Drebber killed his landlady and, with hysterical rage, attacked the house itself with a sledgehammer or other instrument of destruction. When he is found, for instance, Drebber's shoes are thoroughly covered



ut fear not, dear reader, for there do exist protections against those dread and unwanted visitations. The

most effective that is known to the author is a powder. Used by the Ancients, this has its provenance, so it is believed, in Ancient Egypt. Known by some as the Ashes of Karnak, by others as the Dust of Suleiman, and by others yet as the Protection of the Dyksos, the ingredients for the mixture are, save for one, readily available.

for three doses, mix together equal parts of olibanum, sulfur, and saltpeter. Equal in weight to these three combined must be the ground dust of an Egyptian King or noble who has lain in its mummified state for at least two millennia. How this last component is acquired tests the initiative and resource of the individual.

#### Lethal Papers #3

with Mrs. Cooper's blood. Even though Drebber might have intended to attack the Kalms, he will never get there. The case is closed.

If the investigators think to ask, they may be able to inspect a jar of powder that was in Drebber's car. (The powder is a single dose of Dust of Suleiman.) If they have good relations with the police, they may be able to take it with them. Without Dust of Suleiman, the shambler is too strong for most investigators.

At this point, let the players take stock. They must establish what they think has happened, and whether the police are right or wrong. Before the day dims, snow will start to fall. Have the investigators used their time wisely? Have they decided that the Kalms are safe or still in danger? If in danger, have their investigators made plans to defend them? Did they make more Dust of Suleiman from all those ingredients so conveniently gathered? Have they tried to equip themselves with light, warm clothes, cell phones, weapons? Have they notified Dr. Bread where (most of) his mummy can be found? Have they asked for help from Dr. Bread or perhaps other sources known only to them? Have they even tried a Cthulhu Mythos roll to attempt to deduce what Drebber might have intended, or what he may have decided against?

If the investigators do not arrive at the Kalms house soon, its residents will be dead by about 7:30 p.m. on Day Three. Learning about the slaughter in the morning, each investigator loses 1D4 SAN for each of the five members of the family.

# The Horror in the Dark

The rest of this adventure assumes that the investigators drive to the Kalms residence. Though the directions are clear enough, as they drive the rain turns into snow. The flakes are wide and soft. The air is cold. Despite the wetness, the snow begins to stick almost immediately. They leave the interstate at the Dunderwell exit, and the going gets tough. If they did not stop before, now they have to have their chains on, or the automobile cannot make headway. The road narrows as it climbs a little, and the surface becomes black ice. Drive Auto rolls are needed above 15 mph. Consequences of going off the road depend on speed and the driver's recklessness.

At least once, chains and 4wd or not, the car simply

drifts on an inclining turn and slides softly off the road no matter how good the driver is. Three or more people can get it back on the road, but if there are only two, they will have to walk the rest of the way, about five miles.

Two miles on is the hamlet of Dunderwell, home to just eighty people. No villager can be persuaded to go out when a blizzard is starting up, but they can assist



## Walking in a Blizzard

Investigators on foot who have good boots and warm clothes are subject to a D100 roll equal to or less than CON x6 for every mile that they walk. Failure means the loss of a hit point. Those who lose hit points then must roll equal to or less than CON x5 for the next mile. Another failure costs another hit point, and then the D100 roll is CON x4 or less, and so on. If an investigator fails a CON x1 roll, he or she has succumbed to the cold and has collapsed in the snow. Thereafter the investigator loses one hit point per hour until death or rescue.

If an investigator is inadequately dressed, start the D100 rolls at CON x3.

Following the road is simple enough while there is daylight or while the investigators can provide their own light with flashlights or lanterns, but those who venture into the forest need several successful Navigate rolls, or they become lost, perhaps running into the dimensional shambler sooner than they otherwise would.

## The Kalms Home

The house is a solid, timber-built fortress with its own fuel and supplies. It is as well-equipped for country life as a

man who is wealthy and who has time can make it. The solid log outer walls and heavy stone foundations and chimney are strong. Kalms designed this home himself, and it is somewhat eccentric in plan. Using the plan, refer to the descriptions below.

Electrical and wire telephone connections usually are broken during a blizzard and not restored until several days later. The house



SCOTT KALMS

is heated by propane, and has propane for cooking. It also has several fireplaces, and a smallish emergency electrical generator. There is plenty of stored food.

Nearly every room has a telephone. There are cell phones in both jeeps, the snow-cat, in the Den, and in the Master Bedroom.

#### THE KALMS FAMILY

If at all possible, let the investigators meet Randy Kalms and the rest of his family before the shambler starts its onslaught. A Vietnam vet and one-time peace-protester, Kalms is a formidable man's man, a cigar-chompin', saltof-the-earth guy. He is highly intelligent, perceptive, and short-tempered. At first he will bellow at the investigators to leave, his shotgun casually at his side; he is comfortable with some of the feelings of the survivalist movement. The investigators will have to be very persuasive, perhaps needing several rolls connected with Fast Talk, Psychology, Credit Rating, Bargain, or Persuade if they are to gain his trust.

Perhaps with reason, he is more likely to believe them if they arrive on foot, exhausted and frozen, since their sacri-



LUKE KALMS

fice will be evident.

Once the attack starts, of course, he is convinced of their good will and does everything in his power to defend his family. If he loses many Sanity points, he might suffer from a combat flashback, ranging from a random reminiscence to possibly violent psychosis.

Though saner than her husband, Mary's toughness is hampered by her fears for her children. She will

not hesitate to offer herself to the shambler if doing so extends the lives of her children. As a former nurse, she has technique and an inner toughness. She also has a doctor'sstrength medical kit which she keeps potent with the connivance of a local physician.





Belinda is braver than her brother, Scott, who tends to freeze or to panic. Belinda might be able to originate and execute a plan. Luke is brave, and will want to follow his father.

#### GROUND FLOOR

*Foyer:* double doors to the outside open onto a polished pine floor. Running here in socks or trying to maneuver on claw-tips is difficult, requiring a successful roll of DEX x5 or less to complete without falling or skidding out of control. A compact circular iron stair leads up to the bedrooms.

**Den:** where Kalms does his writing. It is a jumble of books, correspondence, old manuscripts, phones, a fax, an ISDN-connected computer, a laptop, and any new media toys with which Kalms is currently playing. There is a cell-phone in a briefcase. The heads of several morose-looking deer stare down from the wall. A shelf of high school and college sports trophies runs along beneath the deer heads. A locked cabinet contains four hunting rifles, a semi-auto 12-gauge shotgun, three revolvers, and enough ammunition to fight a skirmish, if not a war. Keepers may establish calibers and rates of fire as they wish.

*Sun Room:* not a lot of sun today. This room is the most likely entry point for the shambler, since it has floor-to-ceiling windows. It houses a large open fire, and a massive amount of firewood is stored beside the fireplace, along with a bellows. There is lots of comfortable furniture, some of it antique. A drinks cabinet and entertainment system gleam in one corner. The floor here is slippery, as in the Dining Room and Foyer.

*Dining Room:* the table expands to seat twenty. Cupboards and chests contain china, glassware, serving aids, linen, and a selection of favorite wines and brandies. The wooden floor here is also polished and slippery.

*Kitchen:* a huge room with a ridiculous number of surfaces and shining pots and pans hanging from copper hooks. There is a large selection of knives and cleavers, and several meat saws.

*Utility Room:* a cold, stone-floored room, containing several freezers and refrigerators. In the corner, a quartered deer carcass hangs and seasons. Also here are the family's snowshoes, cross-country skis, poles, heavy jackets, etc.

*Wine Cellar:* just a place where Kalms keeps his wine, two to three dozen cases at any one time. A shop in Boston supplies it. There are also two barrels of Kalms' smooth home-made ale. The room is temperature controlled to a constant 57°F. Otherwise there is no large basement, just a crawl space. Through a small interior door is a large closet in which are located the central furnace and its controls.

**Pantry:** a long, thin room stuck on as an afterthought to the side of the house. Contains, dry, canned, and preserved food of every description arranged on shelves rising to the ceiling. A rolling ladder gives high access when needed. A stout door in the pantry opens directly into the woodshed so

that fresh wood can be retrieved easily. From the outside, this door cannot be seen.

*Laundry:* contains a washing machine, a dryer, a folding table, drip lines and a drain, and a laundry chute from the Master Bedroom.

*Generator Shack:* the electrical generator runs on gasoline. It puts out 2000 watts of power, enough to keep the freezers cold and the lights on when there's a storm. Right now the regular electricity is on, so it's not running, but the blizzard will probably break the regular line in the next few hours. A fifty gallon drum full of gasoline runs the generator. (The generator acts up from time to time, as Kalms can say. It can be started from the house, but to fix it someone has to go through the snow to the generator shack.) If the gasoline tank blew up, it would start fires in dry weather, but there's only a 5% chance during a storm.

Next to the generator shack is a large free-standing propane tank, supplying gas to the kitchen stoves and the central heating furnace. If exploded, this tank would likely (70% chance) set fire to the generator shack and possibly (20% chance) set fire to the garage.

*Garage:* it houses two 4wd jeeps, a snow-cat, a huge Harley-Davidson, firewood equal to a week's burning for the house, garden tools, fertilizers, etc. The jeeps and snow-cat have cell-phones.

*Woodshed:* a big lean-to roof to keep the worst of the weather off the firewood. Walls are only on two sides. Kalms keeps at least six cords of wood here, stacked neatly and high. The door leading out from the pantry to the inside of the shed is completely concealed by all the stacked wood around it.

#### THE ROOMS UPSTAIRS

*Master Bedroom:* large bed, chests of drawers, closets, television, cell-phone, fax, private bath, fireplace with bellows, personal effects, loaded semi-automatic 12-gauge shotgun under the bed.

*Scott's Bedroom:* cluttered with clothes, books, and athletic equipment. Appropriate posters for bands and media stars on the walls. Stereo, TV, PC, phone, closet.

*Belinda's Bedroom:* like Scott's, but more cluttered with clothes and CD's than books and athletic equipment. Being older but not wiser, her room smells of cigarettes, and there is an overflowing ashtray in a desk drawer. Stereo, TV, PC, phone, closet.

Luke's Bedroom: full of toys and spaceship posters. PC, phone, closet.

*Library:* a wide-ranging selection of books, mostly fiction, including virtually everything important in American literature since the eighteenth century.

*Guest Bedrooms:* double bed, tiny table and one chair, closet, empty chest of drawers, phone. Cramped private toilet and shower.



**Bathroom:** Kalms wanted his children to have the benefits of prosperity, but worried that they would miss part of life if they had everything. His solution was to force family social intimacy on them by sharing a single bath. Each has his or her own sink and cabinet, but there is only one toilet and one tub/shower. If the squabbling gets overpowering, he opens the guest bedrooms, but not for long. For Kalms, the moral lesson of sharing is important: he is happy to lose a little sanity in the process.

*Storeroom:* holds linens, a vacuum, and cleaning supplies. From the ceiling dangles the cord of a pull-down, fold-away ladder which offers the only access to the attic.

Attic: entered via the storeroom ladder, the large attic holds little. A few boxes contain unwanted crockery and three weddings'-worth of unwanted wedding gifts. A hatch in the ceiling offers roof access. The satellite TV antenna is next to the hatch.

## **Running the Shambler**

When it arrives, the shambler stalks around the house. If in the day, perhaps it is noticeable as a vague shadow through the falling snow. The thing's first foray will be quick and

cautious, to gauge the strength of its opponents inside. It is compelled to attack and is malevolent, but its ignorance of our world is profound.

Despite its Sphere of Solid Air spell, the creature will be justly wary of firearms as soon as it learns they exist. It might scream and break off its first attack when the first bullet or shotgun blast hits it (or else is stopped by Sphere of Solid Air).



THE SHAMBLER

After a few minutes of thought, it deduces the nature of the threat, and begins to choose tactics to counteract firearms.

It will not understand the Dust of Suleiman, nor know what the Dust can do, but it will recognize and fear the effect of the Dust as soon as it experiences it.

It will not understand what a propane tank is or what it could do, until it sees a pilot light on a hot water heater or a pan cooking on a burner of the kitchen stove.

It will understand automobiles when it sees one move. It will not comprehend gasoline until it examines the working electrical generator.

It will not understand that the house can be burned until it has seen some or most of the rooms.

The shambler is intelligent, and can learn, but it is an alien. It is mortal, and vulnerable to guns unless it has magical protection. It is capable of savage hand-to-hand attacks against which humans cannot easily prevail. If it can corner all or most of the family in one room and then physically attack while protecting itself with Sphere of Solid Air, it probably can satisfy Drebber's command in a short time.

It knows three spells, but its magic points (15 when fully regenerated) severely limit its tactics. Furthermore, it can regenerate no more than four magic points in any sixhour period. If it uses up enough that it no longer can cast Sphere of Solid Air, it will retreat to regenerate them. (During this period, if the family flees in a vehicle, the shambler has no chance of keeping up, and must sniff out the family again. This might take months, or never occur.)

The shambler's Sphere of Solid Air should be cast prior to combat. For dramatic purposes, the investigators might see the sphere coalescing around the beast, refracting light a little, like a sphere of water or glass. Alternately, the keeper could describe the quivering, jelly-like air around it.

The Trance spell is suited for combination with Sphere of Solid Air and any physical assault.

The Swelling Torment spell is best used if the shambler is hiding, perhaps within a room of the house, on the roof, or outside an exterior wall. While one of their number's brain is bubbling out his nose, the investigators will frantically try to discover where the creature is.

Remember that just seeing the shambler may cost a viewer ten points of Sanity, enough to send him or her over the edge for a while.

If the shambler has a choice, it will always attack a member of the family. Randy Kalms will be its first choice. If it kills all five members of the family, its job will be done, and it will retreat from this plane. It only attacks investigators who are in the way or who cause it pain.

If the shambler retreats outside, through the snow, its enormous footprints will be visible to trackers even under blizzard conditions for a half hour or so.

#### USING THE DUST OF SULEIMAN

Each dose of the Dust, sprinkled over the shambler or otherwise touching it, inflicts 1D20 hit points of damage. The investigators probably have made two doses of their own Dust, and perhaps obtained Drebber's dose as well. How the Dust is administered during combat depends on the discretion of the keeper and the ingenuity of the players.

A handful of Dust is the equivalent of a dose, requiring a successful Throw roll. This means that the thrower must be close to the shambler and probably in its line of sight, leaving him or her to its tender mercies.

Other methods easily employable by the investigators include loading shotgun cartridges with the Dust (each equivalent to a compacted dose), reversing the suck/blow mechanism on a vacuum cleaner and bombarding the shambler with the Dust, similarly using the bellows beside the fireplaces in the Sun Room and the Master Bedroom, leaving various traps such as a bucket on the top of a door, and so on.

#### IF THE INVESTIGATORS GAIN THE UPPER HAND

If the shambler's hit points drop to around five, it will retreat to wait to counter-attack, perhaps for days, hoping that the Kalms family drops its guard. As it can, it will ignore the investigators, though it may seek vengeance for a particularly humiliating defeat. If cornered and escape seems unlikely, it begins to warp its way back to its home plane—this costs four magic points and takes one round to achieve. For the duration of the round it cannot defend and is open to attack. If it takes someone with it, that person is lost (0/1D3 Sanity loss). Once it leaves earth, the shambler will not return.

## **Rewards for Success**

If the shambler is destroyed outright, reward the investigators with 1D10+1 Sanity points. If the shambler returns to its plane, reduce that reward to 1D6+1 Sanity points. For each member of the Kalms family alive at the end, add 1D2 Sanity points.

# **Statistics**

Dr. JOSEI	PH BREAD, a	ge 32, profes	sor of archae	ology
STR 12	CON 12	SIZ 11	INT 15	<b>POW 15</b>
DEX 11	APP 12	EDU 21	SAN 60	HP 12
Damage 1	Bonus: +0.			
Weapons	none.			

Skills: Archaeology 75%, Art (Painting) 50%, Art (Piano) 55%, Bargain 30%, Credit Rating 25%, History 80%, Law 35%, Library use 90%, Latin 85%, Spot Hidden 40%.

#### RANDY KALMS, age 55, turbulent and overbearing author

MALIDI B	ALMO, age 5	s, tur putent a	and over bear	ing aution
STR 15	CON 15	SIZ 17	INT 16	<b>POW 15</b>
<b>DEX 13</b>	APP 10	EDU 16	SAN 60	HP 16
Damage 1	Bonus: +1D4	4.		
Weapons	Fist/Punch	70%, damag	e 1D3+1D4	
Kick 60%	, damage 1D	6+1D4		
Grapple 5	5%, damage	special		
9mm Auto	omatic Pistol	70%, damag	ge 1D10	
Semi-Auto	o 12-Gauge S	Shotgun 60%	, damage 4I	D6/2D6/1D6
M-16 Sen	ni-Auto Rifle	75%, dama	ge 2D8	
M-16 Ass	ault Rifle* 7	0%, damage	2D8	

\* Kalms is experienced with this weapon, but does not own one. Skills: Art (Novelist) 75%, Bargain 40%, Computer Use 20%, Credit Rating 60%, Dodge 35%, Electrical Repair 45%, English 90%, First Aid 35%, Hide 40%, History 55%, Library Use 35%, Listen 60%, Mechanical Repair 55%, Natural History 20%, Navigate 50%, Persuade 85%, Psychology 65%, Sneak 40%, Spot Hidden 40%, Vietnamese 20%, Throw 35%, Track 55%.

MARY KALMS, age 40, loyal wife and stubborn womanSTR 12CON 13SIZ 11INT 13POW 13DEX 11APP 11EDU 15SAN 65HP 12

## **Shambling Sorcery: Three New Spells**

#### SPHERE OF SOLID AIR

By spending 4 magic points and 3 Sanity points, the caster creates a vaguely shimmering, ever-shifting sphere about its person that is gelatinous and cold to the touch of others, and that diffracts light as a sphere of water might. The nature of this otherworldly secretion gives the sphere great stopping power, equivalent to 20 points of armor.

The Sphere lasts for 1D20 rounds, or until dispelled. Within the Sphere, the caster moves normally and performs all normal, non-magical actions—thus for instance were the shambler knocked over, it would get up normally, and not roll about helplessly as though inside a huge marble. The Trance spell may be cast out through the sphere while Sphere is active, but casting Swelling Torment cancels the remainder of Sphere of Solid Air.

If Dust of Suleiman is thrown at the sphere, the Dust rapidly eats through the Sphere, like acid into plastic. This cancels the spell in the same round and on the same DEX rank as the Dust was thrown or fired. Damage to the shambler for that dose is reduced, to 1D10 hit points.

#### SWELLING TORMENT

This spell takes about thirty seconds to cast, costs 3D6 Sanity points to cast, and costs 2 magic points to cast and 2 magic points per round to sustain. To sustain the spell the caster must concentrate on the target's suffering, or the caster must cast the spell again. The magical attack expands the target's brain tissue, causing intense pain and costing the target 1D3 hit points per round of the attack. During that time the victim is incapacitated save for clutching the sides of his head or sinking to his knees with blood spurting from his nose. Permanent brain damage is possible: if the spell is sustained for a second and later round, match POW vs. POW on the Resistance Table each round. Each round that the victim loses, he also loses 1 INT.

If a victim is reduced to zero hit points, his brain liquefies with a sickening squelch and pours out as a grayred soup from his nose and ears. (Witnesses to this horror lose 0/1D4 SAN.)

The spell has a range of 20 yards. The target must be visible to the caster, but intervening transparent barriers such as glass windows or porch screens do not affect it.

#### TRANCE

Costs 1 magic point and 1 Sanity point to cast; castable at no more than one target per round. The caster emits a tuneless, mirthless melody that is fascinating to hear. Hearing this alien music causes the target to stand motionless. The target can try break the spell with a successful POW vs. POW match on the Resistance Table each round, including the first, but otherwise cannot move or act.

Caster and target must be within ten yards, and be able to see and hear each other.

#### Damage Bonus: +0.

Weapons: 9mm Automatic Pistol 35%, damage 1D10 M-16 Semi-Auto Rifle 30%, damage 2D8

Skills: Chemistry 30%, Credit Rating 45%, Dodge 30%, Drive Auto 40%, First Aid 70%, Hide 40%, Listen 45%, Medicine 50%, Pharmacy 30%, Psychology 50%, Sneak 40%, Spot Hidden 55%.

#### BELINDA DREBBER KALMS, age 16, rebellious teen

STR 10	CON 11	SIZ 10	INT 13	POW 11
<b>DEX 13</b>	APP 14	EDU 11	SAN 65	HP 11
-				

Damage Bonus: +0.

Weapons: 9mm Automatic Pistol 30%, damage 1D10 M-16 Semi-Auto 30%, damage 2D8

Skills: Computer Use 15%, Drive Auto 30%, Dodge 25%, Hide 30%, Listen 30%, Play Music Loudly 70%, Smoke in Secret 70%, Sneak 30%, Spot Hidden 35%, Sulk 80%, Throw 15%.

#### SCOTT KALMS, age 14, petulant teen

STR 11	CON 13	SIZ 12	INT 11	POW 11
DEX 12	APP 12	EDU 09	SAN 55	HP 13
Damage 1	Bonus: +0			

Weapons: 9mm Automatic Pistol 50%, damage 1D10 M-16 Semi-Auto Rifle 40%, damage 2D8

**Skills:** Computer Use 40%, Dodge 40%, Hide 45%, Listen 25%, Play Music Loudly 80%, Sneak 35%, Throw 45%.

#### LUKE KALMS, age 6, happy youth

STR 7	CON 10	SIZ 6	INT 13	<b>POW 12</b>
DEX 10	APP 14	EDU 01	SAN 60	HP 8
	and a second second second			

#### Damage Bonus: -1D4.

Weapons: Hit with Toy Rocket 40%, damage 1D3-1D4 Scream Loudly 40%, damage hurts eardrums

Skills: Computer Use 20%, Dodge 50%, Invent Stories in Head 40%, Keep Out of Way of Siblings 60%, Play with Toy Rocket 60%, Spot Hidden 40%.

#### THE DIMENSIONAL SHAMBLER, a shuddering hulk

STR 20	CON 21	SIZ 22	INT 12	POW 15
DEX 14	Move 7			HP 22

Damage Bonus: +2D6.

Weapon: Claw x2 50%, damage 1D8+2D6

Can attack with both foreclaws at once, at the same DEX rank. Armor: 3-point hide.

**Spells:** Sphere of Solid Air, Swelling Torment, Trance (see p. 27 for descriptions).

Skills: Climb 45%, Dodge 10%, Jump 10%, Listen 30%, Scent 25%, Sneak 25%.

#### Sanity Loss: 0/1D10 Sanity points.

The shambler finds it hard to maneuver (DEX x3 roll or less on D100) on slick floors, such as in the Sun Room, Dining Room, and Foyer.





Wherein the investigators learn a secret long withheld and, perhaps, what to do about it.

The nominal setting for this scenario is Boston. It can be any New England town or city large enough to have a boulevard and poor enough to leave property abandoned for years at a time. The season should be autumn or winter, so that the squatters have reason to hold on to this refuge. The year is the present.

If the players are careful and methodical, this adventure may last more than one evening, but in any case probably less than two full sessions. If the keeper wishes or needs, additional evidence lines can easily be developed from people who have previously lived in the house, or their descendants, and new interruptions by the real estate agent or by police whom she has summoned.

## **Keeper's Summary**

The abandoned house on McKinley Boulevard has harbored an evil secret for a century. Before the turn of the last century, when the area was more salubrious, the house was built to the direction of Cedric Hedge, a sorcerer. Hedge settled in Massachusetts after spending many years as a colonial administrator in the British Empire. Always interested in the occult, Hedge was seduced into the worship of Tsathoggua, the Toad-God.

He performed foul rites in secret chambers. His most ambitious experiment was his last. He molded a ten-foottall idol from clay in the image of Tsathoggua, and imbued it with life. When the thing turned on him, Hedge smashed the likeness to pieces, but not before a claw delivered his death wound. Hedge died hidden from discovery or aid. The fragments of the idol were likewise sealed away.

In time, the fragments magically animated—they became homunculi, twenty identical miniatures of the Toad-God. Since then they have chattered and scampered within their locked secret room, trying their meager powers on successive residents, manifesting themselves as nightmarish visions and troubling dreams, hoping to gain their freedom and reassemble themselves into one whole.

Recently they drove a resident to suicide. His squatter friends still occupy the building. It is only a matter of time before someone else responds to these dream-sent urgings, and dies or gives in to Tsathoggua.

#### INVOLVING THE INVESTIGATORS

The adventure is written as though Hagbard Carlyle's urgent offer of a large sum of money motivates the investigators (for which, see the next sub-section). But it is just as reasonable that one investigator first has a connection to 17 McKinley Blvd, and then calls in some of his friends for help. Choose or originate an approach suited to your players and play style.

- An author or journalist is commissioned to write a piece about Boston's famous haunted house, 17 McKinley Boulevard. What could be more useful to the book or story than a few overnights and some interviews at the dread address?
- A kind, charitable investigator gives money to Kristian, who panhandles. The investigator brings him meals sometimes, or a warm coat, and sees that Kristian knows where to go for medical aid. Sooner or later, Kristian asks for help when one by one the weird but relatively unchanging personalities at 17 McKinley begin to slide into madness and evil.
- If an investigator previously has had something to do with Tsathoggua, he or she begins to dream of 17 McKinley for no clear reason, and begins to form a murky curiosity about the address. This could go on for weeks or months before the investigator is moved to visit the place, perhaps going there while sleepwalking.
- Prearrange this with a player: a lonely investigator has just begun an affair with Diana, who represents herself as an artist. He/she has stayed over several nights, and is beginning to fear that he/she's made a big mistake. But Diana clings tightly, and persuades the investigator to bring some friends to fix the stairs.

## **Player Information**

#### HAGBARD CARLYLE

Bedridden in an upper-class nursing home, 87-year old Hagbard Carlyle is dying of cancer. He contacts the investigators. He refers them to an incident reported by the local media, the death of one Andrew Holmes, who threw himself from the roof of an abandoned house at 17 McKinley Boulevard, where Holmes had lived as a squatter. The coroner returned a verdict of suicide. Carlyle, having lived in the same house many years previously, believes that matters are not that simple.

He says with intensity that he and his wife, Ella, moved into 17 McKinley shortly after marrying in 1936. Both suffered frequent nightmares from that day on. The dreams increased in intensity and vividness. Carlyle cannot recall the dreams, but he remembers that he could always see a complex symbol for most of the next day, as though it was painted on the inside of his eyelids.

If asked why he is still interested in the house, Carlyle replies that his experience in that house has overshadowed the rest of his life—to this very day. Shortly after they left the address, his wife deliberately overdosed with sleeping tablets and died. He blames himself for Ella's death. He says he should have acted. Now that he is dying, he sees clearly that he must do something about the house. He offers a contract bequeathing his life savings upon his death, a large amount, saying that the money will be of no use to him then.

By the terms of the document, the investigators are to eliminate what Carlyle calls an "alien influence" in the house. Failing that, they should attempt to convince the owners to see to the demolition of the house.

# Preliminary Investigations

## **Real Estate**

If the investigators research the property's history, the local records office holds documents about the property. The house is too old to have a plan on file. The current owner of record is the Reinhardt-Mackenzie Bank, which went bankrupt some years previously. The bank's assets are in receivership, and the court has suspended the collection of property taxes until disposition is made.

Successful Fast Talks at city hall learn that real estate values in the lower McKinley area have declined slowly for a dozen years. Prospective buyers have decided to wait until values have bottomed out.

A half dozen random telephone calls or a bribe of twenty dollars at city hall yields the name of a realtor who might still have a key to the property. An agent agrees to come out to the property and to unlock the massive front door, but will not go inside. "The building at 17 McKinley is a hundred years old, and in very bad repair. Ten years ago one floor was sagging and ready to collapse." She asks anyone who plans to cross the threshold to sign a waiver of damages. She says that squatters and addicts have moved into the place. "The place is full of low-life. Drug addicts, dealers, and God knows what else. Oh, and all the windows are boarded up. You'll want flashlights."

## The Death of Andrew Holmes

With the coroner's report accepted, and the burial of Mr. Holmes at public expense, the records connected with his death are open to the public. They are still in the active files of the police department, and will be until all the paperwork relating to the death is finished. The powersthat-be are busy. They are uninterested by this dead-end case. The public information officer gossips only that the house is full of junkies.

Holmes died as a result of a fall onto concrete from three stories up.

His blood contained traces of low-grade heroin and the household cleanser with which the heroin was cut.

With a successful Law or Fast Talk roll (and a little persistence), the investigators also can view the photographs of Holmes' self-inflicted cuts (0/1D2 Sanity loss). The photos were made during the autopsy. A successful Cthulhu Mythos roll identifies the patterns of the cuts as symbols relating to Tsathoggua, a Great Old One.

## Newspapers

The house has been mentioned in the *Boston Globe* a halfdozen times. The first mention was the mysterious disappearance of Cedric Hedge.

The *Globe* will not let the investigators browse its clippings file unless they can Fast Talk their way into the morgue. Investigators who know someone who works for the paper can ask them to photocopy the file.

All back issues of the *Globe* are available on film or fiche in the excellent Boston Public Library or in other local libraries, including the Widener at Harvard, a few minutes away. Each story requires 1D4 hours and a successful Library Use roll to find.

Alternately, the same information is available for download, via the *Globe's* database, for one dollar a minute. The search and download costs the investigators 1D10+10 minutes during peak times, and 1D4 minutes during non-business hours. The *Globe* accepts a half dozen well known credit cards, or can post its charge to the originating phone number.

The free search services on the Internet uncover any three of the *Globe's* stories as references in other stories or similar journalistic contexts, keeper's choice as to which three, or else the first three for which Luck rolls succeed.

See McKinley Papers #1 for all six stories.

## **Cedric Hedge**

Roll D100 for all investigators against their Occult skills. If successful, the investigator knows of Cedric Hedge, a prolific but now obscure author of esoterica. Hedge's often fat occult volumes were issued between 1890 and 1900 in the Boston area, and are rarities. Finding his publications in second-hand book shops is impossible within the timeframe of this adventure, though in a year or two a few copies turn up.

# enon The Boston Globe

## **Missing Gentleman**

Authorities are concerned as to the whereabouts of resident Cedric Hedge, Esq., of 17 McKinley Boulevard of this city. They request all information about his current location that citizens may be able to bring forth.

After servants reported that he had not been seen for some days, police officers searched his home and grounds yesterday. No sign of Mr. Hedge was to be found. In his customarily locked library, a fully prepared meal had been left untouched on a table. The housekeeper reported that the food had been prepared a week before. No sign of struggle or disturbance was apparent.

An Englishman by birth, Mr. Hedge was an accountant and colonial administrative officer in India, South Africa, and Rhodesia. Citing Boston's culture and civic high-mindedness, Mr. Hedge settled here some years ago and had built for himself a substantial home filled with trophies and marvels from his travels.

—December 17, 1900

## **Evil Spirits Haunt Family**

An unwholesome presence and ghostly manifestations were the unlikely reasons given for the speedy departure of Samuel Rankin and family from their home at 17 McKinley Boulevard. The Rankins moved in at the address three months ago and affirm having suffered nightmares and hallucinations since then. Rankin has now purchased a new abode, also in Boston, and we wish the family well.

-August 14, 1916

## Verdict Concerning Widower's Tragic Death

This morning brought the coroner's verdict in the death of Arthur "Art" Ramacovic, of 17 McKinley Blvd., the jury finding that Mr. Ramacovic died by his own hand.

According to the jury, Mr. Ramacovic hanged himself using a ligature fashioned from his wife's stockings. Evidence was also present to suggest that Mr. Ramacovic had tried to open his wrists with a razorblade, for his upper arms were covered in deep cuts, as was his bare chest.

It was reported that he had been despondent following the death before Christmas of his late wife.

Mr. Ramacovic is survived by one son, in Jersey City, New Jersey.

-February 12, 1940

## Family Vacates Haunted House

Number 17 McKinley Boulevard, known to long-time residents as something of a "haunted house," has lived up to its reputation for the Hagbard Carlyles. An office worker at White Star Lines, Mr. Carlyle and his bride Gillian moved into the house less than six months ago. The couple reported that they were assailed with nightmares of a disturbing nature. A visit from a local minister, though much appreciated, did nothing to alleviate their distress. Unnatural noises and voices were also heard. The Carlyles have successfully sold the house to the Reinhardt Mortgage Trust Bank for an undisclosed sum.

-September 16, 1936

# **Mother Slays Family**

## Six Die from Gunshot Wounds

Late last night police discovered six dead by gunfire at 17 McKinley Blvd. The mother of the family, Frederica Rodriguez, was arrested on suspicion of the slayings, and is in city jail this morning.

Police stated that this was the worst multiple killing to occur in this city in this century.

Numbered among the dead are the four Rodriguez family children, Paolo, Resperita, Rosita, and Guillermo. The bodies of the husband, Alphonso Rodriguez, and the family housekeeper, Nancy Murphy, were also found dead.

Police officers were called to 17 McKinley Boulevard late last night after a neighbor reported multiple gunshots from within. Lawmen discovered Mrs. Frederica Rodriguez brandishing her husband's hunting rifle and ranting in what one officer described as a "disturbed and hysterical manner." When challenged by the officers, she opened fire wildly, fortunately missing her targets. Once her gun was empty, she was quickly subdued.

More details are promised in a news conference to occur this morning.

-November 1, 1940

## Haunted House Troubles Bank

The Reinhardt Bank has a singular problem. One of its properties, 17 McKinley Boulevard, is reputed to be possessed by evil spirits. Realtors are unable to find a renter or a buyer. Speaking informally, a company spokesman suggested lowering the price of the property in an attempt to "coax a buyer out of the woodwork." —March 11, 1941

If an investigator collects books, he or she may own Hedge's *The Limbic Journeys* (Boston, 1896). This volume of numbered poems alludes to sleeping greatnesses beneath the earth and seas and on other planets, defines the stages of the mental journeys needed to reach each of them, and reveals the anguish and terror the poet feels when at last one of these greatnesses receives him. Hedge's iambs are sharp and cunningly varied, and each of his journeys is distinct, sinister, and dramatically compelling. Every journey leaves the reader feeling ominously disturbed and convinced that some dim truth has been imparted, though it is hard to put into words. There are no spells, nor are points earned for the Cthulhu Mythos skill, nor are Sanity points lost. Reading and comprehending the book takes sixteen hours and adds one point to the reader's Occult.

## **McKinley Boulevard**

A long strip of road, McKinley Boulevard was once part of an upper-class residential area. Some crumbling manses have been razed or burned down. Others are cut up into apartments or rooming houses. A few, among them 17 McKinley, are more or less sound buildings that for various reasons have been abandoned to vagrants, addicts, and runaways. Nearby small factories and sleazy businesses have for some time quietly used the abandoned properties as dumping grounds for refuse, adding to the general atmosphere of neglect and decay.

Though they are in no danger, the investigators should be made to feel threatened, especially after dark. Cars speed recklessly. Vagrants huddle around open fires. Loud arguments occur. Bottles are thrown and broken in impotent rage. In the distance, a successful Listen roll seems to detect the flat crack of a gun firing.

Investigators who do something stupid, such as insulting someone on the street, should get into trouble. Anyone leaving the keys in the ignition of his or her Porsche should really be taught a lesson.

# 17 McKinley Boulevard

The keeper should draw out the floor plan as the players need it. If the players carefully explore the basement, some rationale for the temple area will have to be prepared. As much as possible, the original plan of this Victorian home is unchanged, and most of the room names describe their original functions. The Attic was intended for servants, as was the extensive Basement work area. The husband and wife of the house were to have occupied the Second Story bedrooms flanking the nursery, but Hedge became obsessed with Tsathoggua, and never married. Instead of children, Hedge filled most of the house with bric-a-brac.

## **Outside; First Story**

Cedric Hedge built a large Norman-style Victorian home of three stories and a basement. In addition to the formal front entrance are four entries on the west side and two more at the north, or back (see both the First Story and Basement plans). The entries at the back of the house are presently blocked by mounds of industrial waste and household garbage—smashed pallets, chemical drums, cardboard, and



packaging waste. Dried or soaked with gasoline and then ignited, the refuse is highly flammable.

Most windows and doors have been boarded up. A few plywood panels seem to have come loose and fallen away from second story and attic windows, or perhaps been kicked away to let in light.

Squatters have broken through the tool room door. They use that as their entry. A plywood panel still

GIDEON CAST

covers the narrow tool room door, but the sheet of plywood can be swung aside to allow passage. The door itself no longer can be locked. The wider entrance along the side of the house is stoutly boarded and timbered, and cannot be forced short of pry bars and a good reciprocating saw. The First Story's adjacent side entrance (next to the octagonal turret) is stoutly boarded up and cannot be forced from the outside.

Top to bottom, the stories of the house have this relation: attic, second story, first story, and basement.

The real estate agent unlocks the thick oak and iron front

door (STR 36). She then retreats to her car and waits for the group to emerge. If the investigators take a long time, she locks the front door from the outside, puts her card under a wiper blade of the investigators' car, and leaves.

To get in without a key, an investigator can attempt a Locksmith roll. They can also get a ladder and tools to enter through one of the First Story windows—on



CLARA KEEBLE

this floor uniformly, the 5/8" plywood is carefully fastened with two inch screws. Once through the board, of course, the window itself will have to be forced or broken. Again, the tool room's outer door is the squatter's entrance to the building.

The rooms are extremely dark. A little light comes in around the window boards, just enough to make out the general layout of the rooms. The ceilings are eleven feet high. The rooms are stripped of every furnishing. Plaster has broken and fallen. Rain damage is apparent. Dust and dirt drift everywhere along the walls. Trash, empty bottles, used needles, and moldering human wastes are present in most of the rooms. The stairs in the entry hall are blocked off and propped up with odd lengths of lumber (these stairs



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protest being walked on but will support one person at a time). There is no electricity, no water, and no central heat. Keepers can add to this floor as desired, but the following need to be described.

*The Two Statues:* their great bulk almost too large to be noticed in the gloom, two elaborately carved stone columns, each about three feet square and nearly eight feet high, flank the entry between the First Story vestibule and the hallway. One is of Ganesha, the Hindu elephant god of wisdom. The other, in a similar style, portrays a squat, lizardy beast, a cross between a monkey and a gargoyle. No



skill roll identifies this entity. Hedge built the foundations to support these figures. They are so cumbersome and so heavy that neither one can be moved without disassembling part of the front facade. Deep scratches in the parquetry beside them memorialize a failed attempt. (The statues are red herrings, lacking significance except that the squat lizardy beast will be recognized as an abstraction of

KRISTIAN MYLES

Tsathoggua once the homunculi have been seen.)

*The Trail on the Stairs:* a fresh trail has been worn through the dust on the back stairs. The squatters enter the building via the tool room, splash through seepage and sewage backflow to the rear stairs, and then head upstairs. Only these stairs link all the floors.

Drawing Room A (the unsound north floor): this room is mostly empty of garbage. People avoid it. The floor feels weak and dangerous underfoot. An investigator crossing the drawing room to reach the dining room needs a roll greater than or equal to his or her SIZ. If more than one investigator enters at the same time, combine their SIZ for the purposes of the roll. A failing roll sags and splinters the floor, plunging hapless investigators downward into the Furnace Room. Each loses 1D6 hit points from the fall. Given a successful Jump roll or a roll of DEX x3 or less on D100, an investigator may scramble back to safety before the collapse.

It takes two rounds to cross from the hallway to the dining room via the drawing room. Require the SIZ roll for every round that an investigator spends in the north part of the drawing room. If an investigator reaches the far wall of the room, he or she escapes the fall.

A fallen investigator stays conscious under the rubble, and listens to the unnatural chattering and ominous whispers of the homunculi.



DIANA PEPPARD

Those hearing their chatter lose 0/1D3 Sanity points.

*Drawing Room B (at the south end):* a long spring-loaded trap door can be found along the south wall of the drawing

room. A successful Spot Hidden roll while looking for a trap door reveals the seams in the floor, but the door itself will not open or react in any way unless an ornament high in the wood paneling is pushed while the door bears no weight. Hedge stood a couple of feet away and used a duck-headed walking stick to open the way. A long strip of floor about two feet wide and ten feet long rises up and back, exposing narrow stairs leading down to the Basement. A simple mechanism opens and closes the trap door from below.

All other rooms of the First Story are dirty and empty.

## Second Story

*Clara and Gideon's Room:* smelling of joss sticks, decorated with a beautiful leafy branch, this is by far the cleanest of the rooms. Clara and Gideon do their best. They have piled two mattresses as a bed. Indian-print sheets hang from the ceiling. Ethnic rugs warm the wood floors. A battered portable tape deck sits in the corner, with Gideon's guitar propped beside it. Numerous candles stuck into wine-bottles illuminate the room. Well thumbed paperback novels rest in stacks. A small camp stove pro-



vides warm food. Potable water comes from a rain barrel on the roof of the Arcade.

Dave's Room: the stinking abode of Dave. Only a mildewed mattress can be seen. An investigator making a successful Spot Hidden roll notices that the wallpaper above the floor register sags and faintly moves. Raising the paper reveals a square opening cut into the lath and plaster, making a hid-

DAVE REDONDO

den shelf. In it is Dave's stash, consisting of several balloons of heroin, a compressor band, syringes, a lighter, and a blackened spoon. Squatting over the floor register the investigator can hear the whispers and chatters of the homunculi. Their murmurs and complaints are so real and so alien that the hackles rise.

*Kristian's Room:* this small room contains Kristian's sleeping bundle and some candles for light. When not out foraging or exploring, he spends most of his time here, daydreaming.

All other rooms of the Second Story are dirty and empty.

### Attic

*Diana's Room:* the room reflects her chaotic life. It is a squalid mess of fast-food cartons, beer-cans, and wine and liquor bottles.

Andrew's Room: this attic room is where the recent suicide lived. It is exactly as he left it. He had no possessions save for a burlap sack containing a few items of clothing and his

drug paraphernalia. Dave scavenged Andrew's remaining drugs. Scratched into the plaster walls are sigils identical to those photographed on Andrew's chest by the coroner. Looking closely at the markings, a successful Idea roll deduces that Holmes made these sigils with his bare hands. Tests detect traces of blood and fragments of fingernail, likely confirmation that he used no tool.

*The Reservoir:* in the little octagonal turret near Diana's room is a large metal water tank of 2000 gallons. Water still ripples in this reservoir because no one has bothered to drain it. The connection is turned off.

#### All other rooms of the Attic are dirty and empty.

*The Stairs and the Cupola:* the small stairs leading up at the south end of the house reach a cupola room with four windows that is four stories above the street. Sandwiched between the cupola room and the attic bedroom is another metal water reservoir of 2000 gallons capacity, also filled with water. The connection is also turned off.

#### Basement

The basement windows are small, narrow, and at the ceilings—designed to let in light but baffle thieves. All windows are boarded over. The rooms are pitch black. Flashlights are needed, or investigators must go by feel.

Though the walls of the upstairs are of wood, in the basement the walls are of well-set stone. These are strong, load-bearing foundations. The basement walls are of dressed stone approximately one foot thick.

The house's foundations have settled slightly to the southeast. Because of a blocked drain in the laundry, seepage and sewer backup no longer drains from the southeastern part of the house. The lightly screened area on the plan shows the standing water. The deepest part, a few inches, is in the Laundry.

The Part You Can't Get To: investigators who explore carefully notice that the center of the basement seems to be walled off or else has never been developed. A survey also detects the false door that Hedge installed as a red herring to protect his privacy from the servants. That false door is in the Laundry.

*Laundry:* this empty room is awash with several inches of foul-smelling water. There are wall faucets, but the water is turned off. Two pairs of concrete tubs with sides slanted for washboards rest on the floor.

A locked door (STR 40) is set into the wall. If the lock is opened with a successful Locksmith roll, the investigators see only a blank stone wall behind it. There is no way through this false entry, short of picks and sledge hammers.

To drain the water, investigators need only unblock the drain in the middle of the laundry floor, currently blocked by a paste of old newspapers.

*Kitchen:* the remains of a kitchen. There are counters, a fractured porcelain sink, and empty cupboards whose doors have been ripped off for firewood.

*Furnace Room:* a cramped, dark hole of a room. The old-fashioned coal-burning furnace is intact. When there is silence or when loud noises have excited them, the homunculi can be heard through the furnace ducts. The sanity loss is 0/1D3 if they have not been heard before.

The furnace ducts are approximately a foot square. Despite odd bends and weird tilts in the sheet metal ducts, an investigator of SIZ 9 or smaller could reach the register that opens into the Experiment Room, and use a flashlight to see in. If so, the homunculi retreat to the far end of the room. Their eyes shine brightly from the reflected light, while their clay bodies are nearly indistinguishable from the dirty lead lining of the room. Watching the tilt and waver of the eyes is most like seeing a small shoggoth from a distance.

#### THE SECRET PART OF THE BASEMENT

*The Temple:* entering this room from the trap door in the drawing room, the investigators notice an unusual chill. This is Hedge's temple to Tsathoggua, consecrated by him with blood. Stacked on shelves at one side of the room are the skulls of small animals, an ossuary of evil. The shock of seeing these by flashlight or candlelight costs 0/1 Sanity point. A squat wooden statue of Tsathoggua crouches in a wall alcove, flanked by two large candles. This statue is easily identified by anyone who has any points of Cthulhu Mythos skill; no roll is needed.

Most of Hedge's sacrifices were dogs, cats, rats, and the odd raccoon. Occasionally Hedge's rites demanded more. Three human skulls, covered in the toughened leather of their skin, are at the back. These grisly remains cost a further 0/1D2 Sanity points.

At the far end of the room is an octagonal alcove whose floor is an intricate tile mosaic, ten feet in diameter, of polished jet and white marble. The mosaic depicts the sigil of Tsathoggua, identifiable by a successful Cthulhu Mythos roll. Walking across the tiles cause hair on the arms and the nape of the neck to stand on end. Should two characters touch while on the octagon, they share a static shock.

The skeletal remains of Hedge's last victim lies across the sigil, just bones and fragments of a dress, underclothes, and shoes. A tin ring circles a bone of the victim's left hand. A successful History roll dates the apparel as late Victorian or Edwardian. A Medicine roll suggests that the skeleton is about that old. Viewing the unfortunate's remains costs no Sanity points.

In the north wall of the octagon is a closed, unlocked door. It opens into Hedge's workroom.

*The Workroom:* a large room featuring tables, book cases, and chairs. At the north end of the room is a large bureau desk. Souvenirs such as Indian and African statuary, masks, and ceremonial spears hang on the walls. A second door in the east wall is barred and bolted shut. This second door opens into the Experiments Room, where the homunculi are confined.

Not far from the door connecting to the mosaic is another skeleton, a male according to a Medicine or Biology roll. No clothing fragments or shoes are near him, though there are suit fragments and a pair of button shoes on a nearby table. He apparently died nude. Among the fragments of clothing on the table gleams a gold pocket watch and chain. On the inside of the cover is etched:

#### Cedric Ruell Hedge — Auld Lang Syne — The Pukka Club, Rajhpoor, 1886

This evidence solves Hedge's disappearance. There is no cost to see his yellowed skeleton. As with the other skeletons, these dusty bones are a century old. Several of the jumbled ribs can be seen to be broken. A forearm and hand is beside the haft of a rusted Bengali battle club (25%, damage 1D8+db).

Draped in cobwebs, a dust-covered bureau is against the north wall. Among ordinary correspondence and documents from around the British Empire is a handwritten manuscript in a bound ledger. The first page of the ledger reads *Secrets of N'Kai, the Journal of Cedric Hedge* (Sanity loss 1D3/1D6, Cthulhu Mythos +5). Skimming Hedge's journal takes approximately two hours and costs 0/1D3 Sanity. Relevant information from it is quoted in *McKinley Papers #2*. (See p. 38 for information on a spell contained in the journal.)

**Books and Bookcases:** Despite the reference to a "Great Book" in his journal, no Mythos tome can be found in the house. If it was upstairs, probably it was stolen or sold at auction with Hedge's other property when he was declared legally dead in 1907.

*The Experiment Room:* in the east wall of the temple is an iron door. A stout timber bars it. There are also corner bolts shot closed into the walls and floor. The quadruple door hinges are solid. From behind it, the chittering homunculi can be heard, costing 0/1D3 Sanity.

This door can be opened. Behind it is the narrow, long, barren, lead-lined room in which Hedge conducted magical experiments which he thought dangerous. Here he shattered the attacking idol with an exceptionally lucky blow, and here the hungry homunculi wait and whisper, hoping to be free. If the door opens, all twenty leap out.

## **The Squatters**

In individual ways, each resident presents a problem to the investigators. All are mistrustful of outsiders and of people in authority. Clara, Dave, and Diana are damaged by drug abuse. None are insane or habitual criminals, but bad decisions have put them on the edge. If the investigators are respectful and polite, these cautious people will react favorably in return.

*Gideon:* he is a strong-willed, dread-locked individual who prides himself in living a completely drug-free life. He stays at the house because of his love for Clara and because the weather is not good for traveling. He is a principled

#### **McKinley Papers #2**

#### Excerpts from The Secrets of N'Kai

September 17, 1892: at last the house is complete, built entirely to my very exact requirements. I move in on the morrow and will resume my dialogue with the Great Toad as soon as the hated sun dips below the horizon.

November 5, 1893: my temple is complete both physically (I inserted the last stone into the mosaic floor this afternoon) and spiritually. (I spilled the blood of a stray dog over the floor. I hope it did not make too much noise with its piteous whining.) I can sense that my Master expects great things of me.

August 10, 1898: another barrier crossed today. I consecrated my temple, not with the blood of a mere beast but with the essence of a child. Using my new powers, imparted to me by the Great Book, I ushered one of the many street urchins away from his friends. Little blighter bit my finger while I was trying to stop him from screaming out. Also, ruined a good shirt with the spurting. Must be more careful next time.

The entries for the following years feature more blood-letting (mostly cats and dogs with human sacrifices being very rare occurrences) and discussions with himself on useful applications for his newly acquired powers. Also mentioned are his esoteric writings and his annoyance that nobody is willing to publish them.

March, 1900: today I embarked upon my greatest task to date. It came to me while I was in the local store purchasing some new shoes (my pairs are all but worn away with all this tramping up and down stairs and roaming the streets in search of suitable sacrifices). My Road to Damascus? A bag of clay! Just the way it was lying there against the counter all sagging and bloated, well, it could do little else other than to remind me of my glorious Master. And so, I have decided to sculpt an effigy of my Lord, the Toad. I may need more than one bag of clay. Quite a few, I expect.

April, 1900: my statue is almost complete. I have marvelous news, also. I have devised a way for my masterpiece to become more than just a homage to my Master. Using incantations learned from the Great Book, it will walk, it will talk, it will live! serving my needs, and through me, the needs of my Master, also.

May, 1900: resplendent in its amphibious folds and beauteous in its bloated eyes is my statue. And tonight I perform the hardest ritual yet of my apprenticeship. To this end I have a young prostitute named Darlene tied to my sink, unconscious from opium. I think I will wear no clothes tonight, for I fear my knife blows will be at their most violent due to my fevered anticipation. Best not to stain clothes. Blood comes off the skin easily with a good bath. Oh, I can scarce contain my excitement, such delicious presentiments I do have!
environmental activist, burdened with outstanding warrants for criminal damage in several states. He finds it difficult to tolerate those he sees as in moral error. His contempt encompasses police and other authorities, people with credit cards, stockholders of rapacious corporations, meateaters, people in suits, people with cars, and those who own expensive athletic shoes. Investigators who fall into such categories get a cold reception from Gideon. If they manage to gain his trust, he will, perhaps reluctantly, assist them in every way.

*Clara:* a quiet, reserved young woman. In the six months since she met Gideon, she has not shot up. Holmes' death upset her, and she has also been disturbed by the dream-suggestions sent out by the homunculi. Clara is prone to panic attacks; any stressful situation requires a Sanity roll for her. Failure results in a screaming and sobbing session, lasting 1D20 minutes. Heart palpitations and a drop in temperature accompany it. Only Gideon's soothing presence, a successful Medicine roll by a physician who has brought his medical kit, or a successful Psychoanalysis roll by an investigator can calm her.

#### Removal of Favor: A New Spell

Skimming Hedge's journal takes two hours. The reader notices many peculiar phrasings. A successful Idea roll uncovers an elementary cipher (last word of successive lines) that provides the elements of a spell which would strip the power of the idol or the homunculi. The reader comes to think of it as Removal of Favor. The reader may try to learn the spell by rolling against his or her INT x1 once every game hour. The key is in uttering a repetitive mantra of unnerving syllables. Successfully learning the incantation costs the investigator 1/1D3 Sanity points. Casting the spell costs five magic points and takes one round.

For this spell to be effective, the homunculi must have been released and have made for the mosaic (see "The Homunculi Set Free," below). The investigator must pit his or her POW against the POW 18 of Hedge's temple on the Resistance Table. Success means that all homunculi on the mosaic, incorporated into the idol or not, disintegrate and revert to their original clay. Homunculi elsewhere in the house are unaffected and continue to scamper blindly for the mosaic, feeding as they can, and ultimately merging together.

More than one investigator may learn the spell and chant along together, increasing the effective POW for the Resistance Table roll by 1. A chanter may not perform other actions without breaking the spell.

The spell to create the idol seems not to be present. It is, actually, but the cipher is much less obvious and also involves a rare disappearing ink. Months of study and experiment are needed to locate this second spell, well beyond this scenario. *Kristian:* never having known his parents, Kristian has lived in a score of foster homes and state orphanages. He ran away six months ago, shortly before his fourteenth birthday. Luckily he ran into Gideon, who has protected him from the nastier side of life on the streets. Now Kristian looks up to Gideon as he would an elder brother. Kristian is a street-smart kid, quite capable of tricking or eluding even the most skilled investigator.

*Diana:* a deeply unhappy woman, she ran away from her abusive father at the age of twelve and drowns her sorrows with drink and blots out her worries with drugs. When drunk, her insecurity manifests itself as overbearing friendliness, not stopping at promiscuity. She may make clumsy passes at male investigators. She is at ease only with Clara, her friend of many years. She resents Gideon's presence (and he resents hers). She is generally too out of it to be receptive to homunculi urgings.

*Dave:* wasted by psychological problems and a lengthy addiction to heroin, Dave is extremely introverted. He has known Diana and Clara for years but they are not close friends. He was friendly with Andrew, and has been more withdrawn than usual since Andrew's death. The homunculi are often in his head. Every night he wakes screaming from fitful sleep. Heroin keeps his mind numb and free.

Heroin also confuses the results of Psychology rolls directed at him. Only a "special" result (one-fifth or less of the investigator's current skill) suggests that Dave is also deeply troubled by some extraordinary influence as well as by heroin and his own psychological problems.

But, if an investigator follows up on this observation, a successful Psychoanalysis roll reduces Dave to gibbering hysteria. He may shout the name Tsathoggua or, if the investigators are in dire need of clues, say something like "His servants! They want to be free! They're in the walls!" He might have some presentiment of the idol as well. This hysteria can last for hours. Heroin or some other suitable medication can calm him.

With little heroin, no money, and always living on the edge, Dave begs or steals from the investigators as the occasion allows. He is not violent unless the homunculi completely take over his mind. This could happen as soon as the first night (see the sub-section The Madness, a little further below).

#### PLAYING THE SQUATTERS

The main thing the squatters can tell the investigators is about odd events in the house. There are inexplicable sounds at almost any time of the day or night. Sometimes people wake having had strange bad dreams, or feelings of alarm or dread. To gain trust, the investigators need to present their clear interest in just such events.

As the danger in the house becomes more apparent, the investigators may try to get the squatters to leave, perhaps offering them money to do so, or attempting Fast Talk and Persuade rolls against each individual. Try to avoid this. The residents' psychologies and quirks make convincing excuses, an example being Gideon's stubborn refusal of charity, which he sees as patronizing. If the investigators persist, the squatters can leave, but Dave, wracked by visions from the homunculi, returns in the darkest hour of night, deranged and deadly.

(Notice the locations of the heating registers. In addition to their mind attacks, the subtle but rarely absent chatters and whispers from the homunculi wear down those who hear them.)

If the residents remain in the house, they can help or hinder the investigators. Gideon is the most open to reason. Clara follows Gideon's lead, offering her own ideas only if pressured or clearly supported by the investigators. Her mental frailty can be disarming, but she has no strength of will. Kristian, on the other hand, is very willful and does not follow Gideon blindly, though he respects Gideon and wants to follow him.

Up one minute and down the next, Diana is unpredictable. If a male investigator rejects her advances, as one would hope, she becomes vindictive toward him. Should he accept a carnal romp with her, thereafter she follows him everywhere, proclaiming undying love.

Play Dave as a quiet, frightened man, willing to ingratiate himself in almost any way to get a fix. Only through his waking nightmares do the investigators gain a clue to the secret cause of his derangement.

# **Death & Rebirth**

ost events in this scenario depend upon the actions of the players. If they arrive at the house and immediately start smashing through walls, they may accidentally release the homunculi and thereby suffer messy deaths. Encourage caution. (The real estate agent can always show up the first time, to stop them.) Five living squatters in the house should tell the investigators that whatever lurks in the house doesn't pose an immediate threat, even though the sixth, Andrew, is dead.

Investigators exploring at a careful pace should discover Hedge's body, read his journal, and learn the spell. What awaits them in the locked room should stay a mystery, and the multitude of alien voices should argue against incautious action.

The three following events should be staged when the keeper feels they best aid the flow of the adventure.

## **The Madness**

The homunculi control of Dave is strong when the adventure begins. His full-blown madness could occur during the first night of the scenario, but that won't be much fun if the investigators go home for the night. Perhaps he or someone there can say something about the alien voices being strongest at night, to induce the investigators to stay over the next night. Once the investigators have pieced together most of the clues and learned Removal of Favor, it wouldn't be too unfair to let Dave free the creatures, especially if the investigators have not bothered to understand how weak Dave is. He might puzzle out the existence of Hedge's trap door (the homunculi don't know about it), or steal a sledge hammer somewhere and begin to smash through the stone wall of the furnace room or the other side of Hedge's workroom—wherever he thinks his whispering visions are closest to hand.

Freed, the homunculi swarm over him. He dies screaming and thrashing in a cloud of blood. They gnaw his bones clean. Anyone witnessing this loses 1/1D6 Sanity points.

If the investigators have not learned the spell, Dave's madness can be wilder and less directed. Giggling to himself, he claws the symbol of Tsathoggua into the walls and attempts to smash through into the Experiment Room with his head. If cornered he undergoes convulsions, biting off his own tongue, and eventually expires due to a stroke. Witnessing this macabre spectacle costs the viewer 1/1D4 Sanity points.

# **After Dave Dies**

If Dave dies and the homunculi have not been freed, the creatures attempt to persuade another individual to do their will, choosing the target with the lowest POW (probably Clara or Diana). As they attack, the homunculi become a group mind and cease all movement and speech, pooling their POW. If all twenty are still alive, their combined POW for the attack is 20.

The victim starts to feel troubled. If failing a POW versus POW Resistance Table roll, the victim suffers disturbing visions and bizarre thoughts, costing 1D4 Sanity points. If a non-player character, he or she probably keeps quiet. The mood change may go unnoticed by anyone.

The final stage occurs days later, when the keeper feels it is dramatically appropriate. The victim acts as Dave did before. The madness shows itself as the keeper deems fit. As with Dave, death from injury or stroke is a possibility. If this happens to a player character, he or she can be saved by a successful First Aid or Medicine roll. Hospital attention will be needed for 1D10 weeks afterwards. These attacks can continue as long as targets are available.

If the investigators pound on the walls of the Experiment Room, or loosen a fastening on the door, homunculi attention is diverted. Abruptly the attacks stop for a while.

# The Homunculi Set Free

Via an agent or an investigator action, the homunculi spill out of the Experiment Room and into the house. If they escape through a hole in the wall or in the ceiling, they spill out and forage for living food. If they escape through the door in the workroom, they immediately make for the mosaic, with nothing but the other door and the investigators to stop them. As the homunculi pass within the boundaries of the mosaic, they begin to merge together. The process takes one combat round.

After the homunculi have merged together, they become the idol and act as one being. Its statistics depend upon how many of the creatures managed to make it into the circle. See the statistics for the idol for more information. The idol reformed, it tries to free itself, reaching after any survivors. The investigators can fight or flee.

The terror caused by the sight of the statue reforming, with its threat to the investigators' safety, costs 2/1D8+1 Sanity points to witness.

### Conclusion

If the investigators destroy Hedge's creation by using the spell, award each 2D6 Sanity points. If they have to resort to shotguns and sledge hammers, lower the reward to 1D4+1 Sanity points.

If the idol reconstitutes and the investigators flee, it has disappeared by the time they return. The contract with Hagbard Carlyle falls void, since the thing may return at any time. At the discretion of the keeper they may encounter it again in a future scenario, for now it hides in a dark and deserted area, using its psychic influence to start a cult venerating Tsathoggua.

If the investigators took Hagbard Carlyle's offer and performed to its terms, the contract is good. But an experimental treatment keeps Carlyle alive until he is 97. Minus fees, the investigators collect six hundred and three thousand dollars on June 1, 2010.

# **Statistics**

GIDEON CAST, age 25, straight-arrow environmental activist					
STR 13	CON 13	SIZ 14	INT 15	POW 14	
DEX 15	APP 15	EDU 16	<b>SAN 68</b>	HP 14	

Damage Bonus: +1D4.

#### Weapons: Fist/Punch 40%, damage 1D3+1D4

**Skills:** Art (Guitar) 35, Bargain 25%, Biology 25%, Chemistry 15%, Computer Use 15%, Dodge 54%, Drive Auto 45%, First Aid 40%, Hide 35%, Law 30%, Library Use 25%, Persuade 70%, Sneak 40%, Spot Hidden 55%.

#### CLARA KEEBLE, age 23, recovering heroin addict

STR 09	CON 08	SIZ 10	INT 12	POW 10
DEX 11	APP 12	EDU 09	SAN 40	HP 9
Damage 1	Bonus: +0.			

Weapon: Kick 35%, damage 1D4.

Skills: Art (Installations) 25%, Bargain 15%, Conceal 30%, Dodge 30%, Fast Talk 20%, First Aid 39%, Hide 48%, Listen 55%, Psychology 35%, Sneak 44%.

#### KRISTIAN MYLES, age 13, orphan runaway

STR 09	CON 15	SIZ 10	INT 16	POW 17
<b>DEX 15</b>	APP 14	EDU 09	SAN 73	HP 13

#### Damage Bonus: +0.

Weapon: Kick 39%, damage 1D4.

Skills: Climb 40%, Fast Talk 60%, Hide 55%, Jump 35%, Listen 35%, Spot Hidden 45%, Sneak 70%, Throw 45%.

#### DIANA PEPPARD, age 30, wayward and troubled woman

STR 10	CON 10	SIZ 09	INT 12	POW 10
<b>DEX 11</b>	APP 11	EDU 11	SAN 48	HP 10

Damage Bonus: +0.

Damage: Kick 44%, damage 1D4

**Skills:** Bargain 45%, Fast Talk 50%, Persuade 50%, Rant 70%, Tell Jokes 67%.

#### DAVE REDONDO, age 29, morose heroin-addict

STR 14	CON 11	SIZ 16	INT 10	POW 10
DEX 13	APP 09	EDU 10	SAN 31	HP 14

Damage Bonus: +1D4.

**Skills:** Borrow 85%, Fast Talk 35%, Get Money 40%, Inject 95%, Nod Off 99%, Listen 35%, Scrounge Needle 75%, Spot Hidden 28%.

### The Homunculi

*Physical Attack:* a homunculus attacks by leaping for the face or torso of a victim. Roll its Jump, then its Bite. The target may dodge if the homunculus can be seen. Once the homunculus successfully Bites, its subsequent Bite attacks automatically hit, the tiny serrated teeth and cruel claws doing 1D2-1 damage every round. Being attacked for the first time in this way costs 1/1D4+1 Sanity points. The homunculus may be pulled loose from the victim with a D100 result of STR x5 or less. This causes no damage.

All of the homunculi can attack a single target. There is plenty of room. If there are several targets, allot an equal number of attackers to each.

Since homunculi are small and fast, penalize physical attacks at minus 20 percentiles to hit. Magical attacks occur normally. Homunculi cannot be drowned, strangled, electrocuted, burned, or suffocated. Homunculi can fall or jump from up to twenty feet without damage; above that distance, charge normal damage against them. A homunculus survives trampling underfoot, though it squeals. A homunculus hurled against a stone wall loses 1D2 hit points; if both hit points are lost, it shatters and dies.

*Mind Attack:* with this attack the homunculi pool their POW and become a group mind. During the attack they cease all movement and speech.

The target starts to feel troubled. Failing a POW versus POW roll on the Resistance Table, the victim suffers disturbing visions and thoughts, and loses 1/1D4+1 Sanity points from nightmares and anxiety. A successful Psychology roll detects this internal turmoil. If a non-player character, the target keeps quiet and perhaps the turmoil goes unnoticed by the investigators.

At some point, whenever the keeper feels it dramatically appropriate or when an important Sanity roll is missed, the new target breaks and acts madly. As with Dave, death from injury or stroke is a possibility. If this happens, he or she



can be saved by a successful First Aid or Medicine roll. Hospital attention will be needed for 1D10 weeks afterwards. Homunculi attacks can continue as long as targets are available.

HOMUNCULI, 20 identica	l scampering miniature	Tsathogguas
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	1	2	3	4	5	6	7	8
STR	02	02	02	02	02	02	02	02
CON	02	02	02	02	02	02	02	02
SIZ	01	01	01	01	01	01	01	01
INT	01	01	01	01	01	01	01	01
POW	01	01	01	01	01	01	01	01
HP	02	02	02	02	02	02	02	02
	9	10	11	12	13	14	15	16
STR	02	02	02	02	02	02	02	02
CON	02	02	02	02	02	02	02	02
SIZ	01	01	01	01	01	01	01	01
INT	01	01	01	01	01	01	01	01
POW	01	01	01	01	01	01	01	01
HP	02	02	02	02	02	02	02	02
	17	18	19	20				
STR	02	02	02	02				
CON	02	02	02	02				
SIZ	01	01	01	01				
INT	01	01	01	01				
POW	01	01	01	01				
HP	02	02	02	02				
all are	DEX	18; all	are MC	OV 10				

Damage Bonus: not applicable to Bite.

**Armor:** none, but quickness and small size lowers by 20 percentiles the chance for a successful attack. Weapon: Bite 30%, damage 1D2-1

Skills: Climb 45%, Dodge 40%, Hide 55%, Jump 30%, Listen 12%. Sanity Loss: 0/1D3 for the first creature seen, but individuals thereafter cost nothing. Viewing four or more en masse, the Sanity loss is a one-time 1/1D10 SAN.

#### The Idol That Hedge Built

Determine the top line of this thing's statistics by totaling the STR, CON, SIZ, INT, and POW of the homunculi that go to make it up. The keeper must calculate its hit points and damage bonus from the resulting statistics.

Though the homunculi are swift and energetic, the idol tends to lumber and move jerkily, something like stop-animation in a Ray Harryhausen film. The expressions on the thing's face are curiosity, anger, and hunger.

The idol has the same mind attack as exhibited by the combined homunculi. The thing breaks up into homunculi after losing 75% of its hit points, round fractions up.

IDOL OF TSATHOGGUA, corpulence in clay

STR	CON	SIZ	INT	POW
DEX 10	Move 7			HP
1200				

#### Damage Bonus: \_\_\_\_

Weapons: Two Claws\*, each 50%, damage 1D6+db Bite\* 40%, damage 1D10 plus damage bonus

\* The idol attacks with both claws simultaneously, on the same DEX rank. It may not use Claw and Bite in the same round.

**Armor:** 3-point outer layer. Tsathoggua magically aids the idol; it is affected only by spells costing three or more Sanity points to cast. Guns and other impaling weapons do minimum damage; shotguns minimum damage; blunt weapons do ordinary damage. **Skills:** Climb 20%, Dodge 20%, Hide 15%, Jump 10%, Listen 45%, Sneak 20%.

Sanity Cost: 1/1D10 Sanity points to see.





Wherein a literary lark concludes in profit and nightmare, when a poet's passions are derided.

This adventure is presented in two halves, the first dealing with investigations in and around an unnamed university, somewhere in the northeastern United States. It could easily be Miskatonic University, or any school the keeper desires. Clues lead the investigators to Vermont and the fictional town of Ellardsville, close to the Canadian border, for the second portion of the adventure. Here, in an isolated mansion, the investigators encounter an ancient and cunning terror. To combat it, they must travel to ancient Sumeria, and return.

### **Keeper's Summary**

Four thousand years previously, in the Tigris-Euphrates river valley of the Middle East, a depraved Sumerian cult worshiped Pazzuzu, a particularly sadistic aspect of Nyarlathotep. High priestess of the cult was a sorceress, Jerinnana. Through magics invoking the unholy power of Pazzuzu, Jerinnana extended her life span. In doing so, her physical body became distorted and warped. After many crimes and barbaric acts, she was captured and died in a deep pit.

Before her incarceration, Jerinnana had made a jade necklace of special power. She instructed one of her disciples to bury it with her. Four millennia passed. In the 1930s, archaeological excavations uncovered the necklace. A young dilettante and antiquities enthusiast named Simon Zellweger found the necklace, coveted it, and stole it away. After his return to New York, he began to suffer overwhelming nightmares. In the end, he took his own life. His son, Albert, came across the necklace. Through it, Jerinnana spoke to him across time, instructing him in practices that one day would free her.

Subverted by the Priestess' dreamy but insidious solicitations, Albert's sanity deteriorated. He wrote perverse poetry, inspired by her. One day he noticed a small classified ad in *USA Today*, appealing for poetry submissions. The editors were Joanna Fellowes and Harriet Clute.

Crassly, Fellowes and Clute calculated that by advertising in such a venue they could receive a flood of bad poems from all corners of the country. They planned to publish the funniest ones in a volume titled *America's Worst Verse*. Their model was of an earlier book, *The Stuffed Owl*, a collection of hilariously bad British verse. But that volume mostly skewered contributors who were long dead, and who belonged to the ages for other reasons; Fellowes' and Clute's book arrogantly ridiculed hundreds of living would-be poets. Publication brought the young women much criticism, but the book sold briskly.

Guided by the Priestess, Albert Zellweger created a magical gate connecting our time with hers. A blood sacrifice was needed to complete the ritual and to allow Jerinnana to transfer her essence to this time. Angered by Fellowes' and Clute's utter dismissal of his poetry to holy Pazzuzu, Zellweger chose the two women as the sacrifices needed to bring his mistress alive. His paid thugs kidnapped the two students, and brought them to his isolated home in northern Vermont. Tricking her disciple, the High Priestess of Pazzuzu occupied Zellweger's body as the women were butchered, and now her unfettered malevolence once again challenges the world. Of Zellweger, Jerinnana is the sole tenant.

# **A University Town**

The investigators are contacted by Inspector Seamus Bennings. He is concerned by the disappearances of two young women, Joanna Fellowes and Harriet Clute, both English majors at the university. They were last seen at a campus party. Bennings hopes the investigators have special knowledge useful to the case, as we will see. His own investigation has just started. Without bodies or other evidence of wrong-doing, the pair become Missing Persons cases after seventy-two hours. Bennings' connection with the case will then be even more tenuous.

- Alternatively, the young women can have friends or relatives in the area who are frightened by their sudden disappearance, or there might be some other circumstance linking them to the player-characters. Choose a rationale involving several of the player-characters.
- Inspector Bennings may be an old friend of the investigators, or may be contacting them via a reference from

someone else. If one of the investigators is a police detective, then he or she may fill the roll of Bennings.

The inspector is an open man, with a fiery temper when he notices incompetence or laziness among his staff. When Bennings is sure of a suspect's guilt, he may bully him, threaten him, or coerce statements or confessions from him. His actions may dismay the investigators. Bennings is unlikely to believe in supernatural events. His results are controversial even among his peers.

#### WHAT BENNINGS KNOWS

There is no evidence of wrong-doing in the disappearance of the two women. Bennings has only an advisement of the

Missing Persons case concerning them. Something about the disappearances has caught his imagination. He believes that the young women have been killed. He sees a motive for their deaths in the publication of their controversial book. He is sure that one of the six hundred and twenty-eight named or anonymous poets in *America's Worst Verse* has taken deadly vengeance. But which one? He hopes the investigators can supply



SEAMUS BENNINGS

enough of a lead that he can take up the case himself and track down the maniac scribbler before some other unwitting critic insults the killer's hapless lines, and a fresh murder results.

On the day before they disappeared, Fellowes and Clute studied together in the library, with a break for lunch in the cafeteria. At six o'clock they left the library and ate dinner with two other friends, Kate Paxton and Maynard Opie, in a small cafe downtown. The two returned to campus, and last were seen wearing sheets at a toga party. By the end of the following day, having missed classes, appointments, and a part-time job, the women were reported missing.

Concerned, campus authorities quickly gave Bennings access to the room the women shared. Within, he noticed an incongruous stone tablet about the size of a shoe box, sitting on a desk. Odd symbols and writings like chicken tracks were incised in it. Its potential occult connection prompted Bennings to seek out the investigators.

#### **Priestess Papers #1**

#### TRANSLATION OF THE STONE TABLET

YOU HAVE DISPLEASED ME. YOU HAVE INSULTED ME. YOU HAVE ANGERED ME. JERINNANA IS ANGERED ON MY BEHALF. GREAT PAZZUZU IS ANGERED. YOU ARE TO DIE. YOU ARE TO DIE. OUR CURSE IS UPON YOU. Since no crime has yet been shown to have occurred, and there is no official police presence as yet, this is an excellent time for the investigators to become involved. Once Bennings has summarized the situation to the investigators, he can be called away on a new case—perhaps the related disappearances of Rodney Brevis and Mitchell Gooch—and leave Fellowes and Clute to the investigators.

### The Room

Bennings has a key to the young women's room. They lived in a chaos of papers, books, scattered clothes, and computers. Fast food cartons and diet soda cans are everywhere. As befits a pair of English majors, the walls of the room are lined with stacks of paperbacks, mostly English language literary works.

Bennings shows the tablet to the investigators. Lacking any authority to remove items from the room, he has left it where he found it. The tablet is a inch thick slab of polished granite about a foot high and six inches wide. The carvings on both sides are fresh and clear. There is a damp oily feel about the stone, but touching it neither causes harm nor requires a Sanity roll. It is a simple matter to make rubbings of both sides and leave the original. Once made, the rubbings are perfectly dry.

A successful Archaeology or History roll identifies the script as cuneiform.

If taken to a specialist, or receiving a second successful Archaeology roll, the investigator identifies the language of the script as Sumerian, a dead language. By its style, the writing is third millennium B.C. or later in origin, since the letters read left to right. Why someone would chisel ancient Sumerian into a fresh slab of granite is not apparent.

There are also symbols chiseled into the granite, and a successful Occult roll tells the investigators that they are associated with Sumerian magical curses.

#### TRANSLATION OF THE TABLET

If an investigator reads Sumerian, the words are quickly translated. If investigator knowledge of Sumerian is lacking, a friendly scholar exists on campus in the person of Prof. Philip Ward. He happens to be in his office, reading term papers. Eccentric and cheerful, the sixty year old academic peruses the tablet for a few minutes, then translates. See *Priestess Papers #1* nearby.

Ward recognizes the name Pazzuzu as that of a minor mythological figure, and quotes from an entry in Huxtable Lethbridge, *Demons of Sumeria and Babylonia*. See *Priestess Papers #2*, opposite page.

#### OTHER ITEMS IN THE ROOM

Under One Bed: under one bed are two boxes of America's Worst Verse. Investigators can study the book here or take along copies to be examined later. All are identical; the cover is red, with a vaguely amusing drawing of a mentally unbalanced person writing doggerel. Fellowes and Clute are listed as editors on the title page; the publisher is "Twa Goils Publishing," of the city in which this adventure begins.

Under the Other Bed: a cardboard box is crammed with hundreds of complaining letters from those whose verses were hijacked into America's Worst Verse. Some messages are long; all are angry or bitter in tone. It takes one person two hours to scan and comprehend all these letters. On top, because it accompanied Zellweger's curse-tablet, is a letter from Zellweger, unsigned, at its end bearing a death symbol identical to one incised into the granite tablet. See *Priestess Papers #3*.

Stuck to the back of the letter is a piece of clear tape that came from the tablet's wrapping, and also stuck to the tape it is a swatch of the stout gray paper within which the tablet was mailed. The rest of the wrapping and tape can be found in a trash basket. See page 46.

#### THE FILING CABINET

This four-drawer file was shared by the duo. Two drawers hold transcripts, letters, papers, and class notes. The bottom drawer is crammed with wool sweaters in plastic bags.

The third drawer, just above the sweaters, reads "Twa Goils." It contains successive drafts of their only publication, *America's Worst Verse*. If the investigators do not search the drawer with care, allow Luck rolls to find each of the following.

- Folders of invoices record orders for the book. Thousands of copies have been sold this month. The orders are from every sort of bookstore across the United States. Canadian orders are specially strong.
- Another folder concerns Dubois Printing, a local concern. It prints and binds the book. Its invoices show that approximately 35,000 copies of *America's Worst Verse* have been printed in the last three months, and that the print runs are increasing in size. Payment terms are thirty days, but invoices are paid as if COD. With a successful Spot Hidden or Idea roll, an investigator notices that the books were not delivered to a university address, but to Storage Unit 118, at Colonial Rent-a-Space, an address near campus. (If the keeper wants to get the investigators quickly to the space, have the phone ring; it is Dubois Printing, wanting to deliver a new shipment of books to the storage space.)
- The file for Colonial shows that the space is 200 square feet, large enough to hold much more than an average print run of *America's Worst Verse*. Clipped to the file is a spare key tagged as belonging to Colonial Rent-a-Space.
- A file for Semblance Associates, a small local ad and PR agency, discusses a marketing plan for *Worst Verse*. Semblance thinks the book could earn about seven hundred thousand dollars in the next twelve months.
- In the Minuteman Mercantile Bank file, monthly statements show Twa Goils to be doing well. A successful Accounting roll made in connection with the Dubois Printing file establishes that Twa Goils presently has \$103,000 in a savings account, and about \$16,000 in checking.

PAZZUZU—a foul demon of fecund but diseased fertility, Pazzuzu's screaming maw was said to contain row upon row of needle-sharp teeth, all set in decaying, bleeding gums. His breath was so noisome as to strike dead all those who



Depiction from a Mesopotamian bronze amulet, c. 9th-7th centuries B.C.

inhaled it, save for his most faithful followers. With rotting genitalia and distorted, crippled limbs, Pazzuzu is one of the most bizarre demons found in Sumero-Babylonian myth. Archaeological evidence suggests that he had a small but zealous cult following.

#### Priestess Papers #2

You think your publication amusing do you! Such brazen arrogance and confidence in your abilities do you possess! No I think not. By your inclusion of my work of art in such a bilge-filled tome you serve to highlight your ignorance. Were it merely an insult against me I would be inclined to forgive you but the matter is not that simple. You have defamed the name of my Master and for that crime my dears you must die. So sorry.



**Priestess Papers #3** 

#### AMERICA'S WORST VERSE

Once the investigators know about Pazzuzu, an important clue can be found in *America's Worst Verse*. The clue is half way through the book, and takes half an hour to find. It is near the beginning of chapter six, "O Bountiful Praise." See *Priestess Papers #4*.

#### A VERY IMPORTANT CLUE

The original Pazzuzu poem was tossed randomly into a box of correspondence in a closet. Its light gray envelope bears Zellweger's return address, written long before his god was treacherously insulted. If the investigators do not search systematically, an Idea roll can raise the question of the original. (If your players are experienced and likely to find this clue quickly, consider planting it elsewhere, so that they find it a little later, after they have gathered additional clues.)

#### THE TRASH BASKET

Crumpled within is the gray wrapping paper and padding in which the stone tablet was delivered. The swatch of gray paper attached to the threatening letter is clearly the same as this, and a missing patch in the shape of that swatch is apparent. The wrapping paper bears no return address. The cancellation mark is *Burlington VT*, a regional postal sorting center.

# **On Campus**

When told about the disappearances, students and staff are eager to tell investigators all they know about Fellowes and Clute. Some describe them as snooty, spoiled, and too rich for their own good. *Worst Verse* often comes up as an example of their arrogant attitudes.

#### MIKE SHORTFIELD

Often found mooching at the cafeteria, or posing with some tome of philosophy outside on a bench, he stands out because he dresses in smoking jacket and velvet pantaloons, after Oscar Wilde. If asked about Fellowes and Clute, he sniffs and says, in a mock British accent, that he does hope they have been murdered, but only if they died slowly. Shortfield's "Landlocked in Love," which he describes as one of the greatest love poems ever written, is among the work in *America's Worst Verse*. The poem is absolutely dire.

#### MAYNARD OPIE

The fullback captain of the football team, Opie is the size of a house with the face of Flash Gordon. In the past, he has

#### **Priestess Papers #4**

Chapter Six O Bountiful Praise "Hail O Master" Hail O Master All I see from this floor Is stone after stone Circling spiraling Upward Upward Upward Beyond my prison The Mocking Moon leers down. I think, my Master, of you My Master Pazzuzu. I dream your glorious pustules Burst upon my skin You are without and within I inhale your sweet breath The taste of blood and of Death. O may the Mace of Agade be corrupted, that your rule be restored! - Anonymous.

dated both Fellowes and Clute, though they are just friends now. When he and Kate Paxton had supper with them, they were happily looking forward to the party at Delta-O. He thinks they left the party with a couple of grunge-heads. He didn't see who they were.

#### KATE PAXTON

Ms. Paxton knows the young men with whom Fellowes and Clute left the party, though she is reluctant to say so, for fear of getting herself into trouble. Recently she, Fellowes, Clute, and the two young men have been using false ID's to drink underage in a notorious bar known as "Skuzz." The two guys were losers, she says, but with cute bods. She only knows their nicknames, "Moose" and "Ditch."

#### SKUZZ

The bar has no name on its signboard, just a white skull with bloodshot eyeballs. Although this smoky, dirty place has an evil reputation, it is one of the least troubled spots in town. Barring a little traffic in marijuana and some underage drinking, the police find nothing to worry about it. A guitarist and a drummer, respectively, Moose (Rodney Brevis) and Ditch (Mitch Gooch) spent vast amounts of time at Skuzz, discussing their unlikely future in the music industry.

When questioned about the pair, Skuzz regulars say no one has seen them since the night that Fellowes and Clute disappeared. With a successful Fast Talk roll, or by standing a round for the dozen people in the bar, a wobbly denizen gives directions to Moose's squalid house a few blocks distant.

#### THE MANSE OF MOOSE AND DITCH

The front door to the four-room cottage is locked tight, but recently Moose forgot his key and in a drunken fury kicked in the back entry to the kitchen. The house can be easily entered. Inside are a couch and TV in the living room, a dinette and two chairs in the kitchen, and a mattress and sleeping bag on the floor in each of the two bedrooms. All the dishes are in the sink. Letters, unpaid bills, autographed CD's, and names sewn in shirts or underwear establish that the two friends lived here.

With a little effort, the investigators also can establish that Joanna Fellowes and Harriet Clute recently have been here. On a bedside table is a gold chain necklace with a broken clasp that Kate Paxton will testify belonged to Fellowes. In a living room ashtray are cigarette butts bearing traces of a purple lipstick that Paxton can identify as belonging to Clute. A matching tube of lipstick can be found in Harriet Clute's room, on her dresser.

### **Colonial Rent-a-Space**

Among the lonely rows of ten-foot-high metal storage units, Unit 118 is wider, with a large roll-up door, large enough that a van can pull up and unload inside. The roll-up door is the only way in. The key works smoothly in the lock.

The space is about ten feet wide by twenty deep. Headhigh stacks of cardboard boxes loaded with America's *Worst Verse* fill most of the space. There is a small desk with a stack of current orders, a UPS sign, scales, tape, stamps, forms, and a battery-powered lamp. Alongside the desk is packaging of different sorts.

The entire space is about ten feet wide and twenty feet deep. An aisle at the left wall lets one walk to the back, apparently empty. If someone walks to the back, he or she quickly begins to smell rotting meat.

In the shadowy space at the rear of the books there is only a concrete slab, perhaps five feet deep by ten wide. On the concrete two bodies sprawl face down, their blue and swollen hands tied behind them, their temples blown open by a gunshot each at close range. Gore has trickled across the floor away from the exit wounds. Seeing and smelling the two corpses costs each inexperienced investigator 1/1D6 Sanity. Medical people, police investigators, and those others who are used to the sight of cadavers and the presence of death do not have to participate in this roll.

Presumably the investigators call the police and do not disturb the bodies. There would be little point to do otherwise, since Bennings can soon tell them whatever the police know, while disturbing the bodies will probably cost them Bennings as an ally. If they do examine the corpses, they learn that Rodney Brevis and Mitch Gooch have been executed by gunshot, that both had driver's licenses, and that between them they possessed \$37.44 in cash.

On the way back to the door, call for Spot Hidden rolls. With a success, the investigator notices the tip of a light gray envelope sticking out from between two boxes. Addressed to Fellows and Clute at their campus address, it has already been opened. The message is short, printed in the same hand as the poem to Pazzuzu, if the investigators have found the original. The envelope is the same as the one containing the poem. There is no return address. The cancellation is "Burlington VT." See *Priestess Papers #5*.

A successful Idea roll suggests that Fellowes and Clute brought their friends to the unit, perhaps to show off the stacks of books, or perhaps to lift boxes and help out. At least one armed stranger then arrived, and overpowered the group. The two young men were executed because they were in the way. While the males were being shot, apparently one of the young women managed to leave the clue where alert police might notice it. Both were then taken away, perhaps to northern Vermont.

#### ANOTHER WAY TO GET TO COLONIAL

If the investigators did not find the Colonial file in Fellowes' and Clute's room, Bennings soon telephones them, saying that Dubois Printing tried to make a delivery to unit 118. When there was no answer, the driver looked inside. He found just what the investigators would have: two bodies toward the rear of the storage space. Bennings says that Rodney Brevis and Mitch Gooch were shot in the head at close range.

#### THE WATCHMAN

The police will generate new information once they have talked with the owner of Colonial. The investigators have You are the chosen vessels for holy Pazzuzu's priestess. Prepare. We come for you.

#### **Priestess Papers #5**

no quick way of learning this unless they have kept good relations with Bennings. Because of two recent break-ins, a watchman had been posted at Colonial. Parked in his car the night of the murders, listening to the radio, he heard no shots. But he kept a record of every car entering or leaving Colonial. On his list for that night he noted the license for Fellowes' new Accord, and the time. Then, less than a minute later, he wrote down the license of a Taurus with Vermont plates. When they left Colonial, the two vehicles drove out together.

A check of the Vermont license shows that the Taurus was a rental car, returned the next day by Chico Marlo of Ellardsville, Vermont.

# **Northern Vermont**

ithout Bennings, the investigators can learn about Chico Marlo only by Fast Talking members of the homicide squad or listening to conversations at Paddy's, a bar across from Central Police Station. Perhaps an investigator has an inside connection to the police or to a crime reporter whom the police trust.

In conjunction with Ellardsville police, Bennings



quizzes Chico Marlo, a devious young man who shrinks from Bennings' questions as if they were blows. Marlo was half-packed and he had a stolen 9mm Glock on the table beside his bed. Marlo was spending the morning trying to collect money he was owed, so that he could get out of town for good. His urgent threats for money were noticed by local police. When they learned that he was a suspect in a

CHICO MARLO

murder case, they were able to pick him up in minutes.

Watching the interrogation through a two-way mirror, the investigators witness Bennings' less-appealing side. After some bullying, tempted by mention of state's evidence, Marlo waives a lawyer and blurts out his story. He and two acquaintances, Ira Dworkin and Phil Camber, were hired to abduct the women for \$1000 each. The trio quickly found their victims but two loser college boys were also there. While Marlo kept the car running, Dworkin panicked and shot the males. Camber and Dworkin drove the women to Vermont in their own car, since Camber wanted to sell it to raise more cash. Camber and Dworkin fled to Toronto. Marlo was packing for New York City.

### About Jerinnana

Once a priestess of Pazzuzu, a deity of ancient Sumer, Jerinnana was convicted of evil crimes. None dared to kill her outright, for he would earn thereby Pazzuzu's enmity, so she was lowered down a dry well. There she would die naturally of thirst and starvation, or Pazzuzu would save her.

Well before this, she had constructed an enchanted

necklace. Assuming that someone would soon acquire the valuable necklace, she planned to tempt the future owner into becoming her agent, and he or she would oversee Jerinnana's return from death to life. The life she would seize, of course, would be her agent's. But a disciple betrayed her, and



hurled the necklace down the well that imprisoned her. She died, and remained dead for 4,000 years.

In taking control of Zellweger, her disciple, Jerinnana has inherited his memories, but as yet has little way to use them. She knows about driving an automobile, for instance, but as yet is utterly unable to do it. Her English is good, but hesitant and stiff. Her manners and carriage are oddly feminine. Her gestures are often grandiose. A successful Psychology roll makes nothing of her, unless she/he has already been observed to attempt murder or some other violent act.

When the investigators arrive, she senses that they mean no good to Zellweger. What she does about that is up to the keeper, who needs to study her spells, the layout of the house, and the capabilities of the investigators. The bridge, for instance, could already have been burned down using kerosene from the lanterns. She might wait until all have entered the house, and then burn the bridge. That way the group could flee into the woods but not be able to get help quickly.

She might try to pick off isolated individuals, one by one. That she can turn into a monster for a minute or so at a time might allow her to claim that a monster is responsible for all the deaths, and that he/she is entirely innocent and has been living in terror. To add further confusion, perhaps he/she claims to be a relative, and not Zellweger at all.

One could postulate a hidden stairway between two of the floors, but that seems to give Jerinnana too much advantage—keepers are warned against that possibility. There are possibilities as well with the Necklace of Suasion, but using the necklace against the investigators demands much more time than Jerinnana presently has. Marlo does not know the address to which they took the women, but he remembers a big house in his headlights, across a bridge. He thinks he could find it again. "Up some side roads. Less than ten miles from Ellardsville, but I got lost twice coming back. Camber is the guy who knows. Camber made the deal."

While Toronto police look for Dworkin and Camber, the investigators can cruise northern Vermont, looking for what Marlo describes as a small mansion. The state police do not recognize the description—perhaps the building is behind a locked gate somewhere. Marlo mumbles again and again that everything looks different in the daylight.

## The Zellweger Mansion

Marlo's disorientation eases near dusk. At last he spies a narrow macadam drive so angling into the county road that

it is nearly invisible driving south to north, while reasonably obvious driving north to south. There is no mailbox—Zellweger used a post office box in Burlington. There seem to be no electrical or phone connections, either; the connections exist underground, but the utilities have long been turned off.



As the keeper wishes, Bennings or some other official can radio for additional police assistance at any

additional police assistance at any ALBERT ZELLWEGER time. Bennings can also produce Professor Ward (and his very useful facility with Sumerian) if there seems to be some reason to bring him along.

Surrounded by towering forest and shrouded in freshrising mist, when the log and stone mansion becomes visible, its looming bulk is a formidable sight. The sun having set, visibility rapidly dims beneath the trees. There are no lights to be seen in the large dwelling. The windows are like large empty eyes.

The mansion is separated from a small parking area by a picturesque ravine lined with sandstone slabs and ferns. It is a vertical drop of about fifty feet (5D6 damage) to the bottom. An old wooden footbridge leads over the ravine to the mansion on the other side. An inspection with a flashlight suggests that the bridge is weak, and might collapse under the combined weight of several people.

In the parking lot is a new Chevy pickup. Its doors are unlocked and the keys are in the ignition. It is registered to Zellweger.

Marlo is understandably reluctant to go near the mansion. Bennings, afraid he will bolt from the scene, decides to take him along. The group crosses the bridge one at a time, each sway of the bridge disconcerting. The massive double doors of the mansion are open, creaking back and forth in a wind that has sprung up as the air cools.

#### INSIDE

Even by day the mansion is a gloomy, shadow-filled place. The investigators must use whatever illumination they have



SECOND FLOOR



#### 50 - Last Rites

at hand. Most of the rooms are self-explanatory and unremarkable. Let the investigators explore. If you wish, occasionally add a squeaking floor, or let a branch rap on a window, to keep the investigators on their toes.

Furnishings date from the first quarter of the 20th century. The rooms are distinguishable by function, of course, and yet they have in common a strange over-abundance, a peculiarity of the Zellweger family.

For instance, the dining room's formal table nearly fills that room, and there are many more chairs for it than can be fitted around it. China and silver cabinets climb to the ceiling, and are stuffed full of random utensils and bric-a-brac, as strange or as dull as the keeper wishes.

Similarly, the library's shelves are crammed, and a hundred more books overflow onto the floor. On every table and chair yet more stacks of books teeter, their subjects utterly unrelated, almost as if they had been purchased by by the roomful. There is not one free-standing world globe here but three essentially identical pre-WW2 political spheres. There are no Mythos tomes on these shelves, nor significant occult books.

The smoking room contains cases of cigars, bundles of pipe tobacco, pyramids of snuff, and enough wooden matches to ignite a forest. The sitting room is nearly impassable for the quantity of over-stuffed chairs. Bedrooms contain not one but two or three beds, of different styles and sizes. And so it goes.

#### THE GLOWING ROOM

On the second floor, the stairs to the left reach the landing at the entrance to the Glowing Room. This is where Zellweger's ritual murders took place, and where Jerinnana came forward through time. A dim light exudes from it. Within, a softly glowing ellipse of eerie, inexplicable light eddies in one corner.

A space was ruthlessly cleared for the ritual. Priceless Persian rugs, Art Nouveau tables, and Edwardian chairs were pushed aside however they would go. Across this cleared space a wide circle was scratched into the floorboards, and then symbols were carved and scored into the wood all around the perimeter of the circle. Several kerosene lanterns sit on the floor outside the circle; lit, they give good light to the horror within the circle.

At the center of circle are heaped the mutilated remains of Joanna Fellowes and Harriet Clute. The bodies have been cut up and arranged into a mound. Their now slackmouthed heads surmounting the grisly, dripping pile. Let

# Weapons in the Mansion

A wide choice of handguns and shotguns exist in the house, with cases of ammunition. There are also knives and kerosene in the kitchen, pool cues and spears in the library, and more cues inside a rolled rug in the Glowing Room. In the basement wait sickles, pruners, scythes, and axes.

the investigators turn away and vomit, if they need. As the investigators reel from the shock, each mouth starts to move. Their severed vocal cords hiss in vain, and spew forth blood and bile. Witnessing this sum of horror costs each person 2/1D6+2 Sanity points.

The vision sends Marlo runs screaming from the room. He suffers from temporary insanity for as long as the keeper deems necessary. Send him to the kitchen, and have him pretend to be his mother, and make some soup or a sandwich. Jerinnana can find him when appropriate.

Whoever stays in the room becomes aware that the undead heads are trying to communicate. Following this macabre conversation costs a further 1/1D3+1 Sanity points. In guttural tones, the heads say, "Jerinnana . . . High Priestess of Pazzuzu . . . has cheated death . . . has bridged time . . . has come to conquer. . . . Death to all her enemies."

#### THE PORTAL, THE TEMPLE OF NANSE

In a corner of this room shimmers and shifts an unsupported sheet of electrical color, like an enigmatic ambassador from the aurora borealis. The dimensions are large, so that a person can easily step into and through it.

A successful Cthulhu Mythos roll suggests that this is a dimensional Gate. A tube of cardboard or a metal pipe shoved through the light shows nothing, because the shimmering field is inside the tube as well as out. A head or entire body thrust through the field survives and returns from the other side.

Beyond the field is the inside of a narrow stone well a dozen feet deep, with smooth sides and bottom. On the floor are some human bones and scraps of cloth, as well as an interesting looking jade necklace. These are Jerinnana's remains.

A broken clay tablet bearing cuneiform writing can be made out on the floor. The largest fragment, when translated, reads, "Sundered by holy Nanse and the might of the Mace of Agade. O sinners beware."

If the investigators decide to explore outside the well,

climbing out is easy for two or three people of modern height. They find themselves on the floor of the temple of Nanse, the austere Sumerian goddess of justice and ethical behavior, in the city of Nippur. Their appearance out of the haunted punishment well does not go unnoticed. Guards in skullshaped bronze helmets and with spears tipped with bronze, and functionaries of the temple in their ordinary summer garb quickly surround the investigators.



SKULL WARRIOR

The investigators are quite safe so long as they patiently try to communicate. If Professor Ward has come along, he can make himself understood quickly, as can any investigators who are familiar with Sumerian. If the investigators do not know Sumerian, they may communicate in Hebrew or Arabic, since Akkadian, a language contemporary with Sumerian, is related to those tongues. Lacking that, the



investigators must fall back on gestures, drawings, and their winning personalities.

The point of entering the Gate is two-fold. There is a hint in the Pazzuzu poem as well as on the shard in the well (part of the temple's legal indictment of Jerinnana) concerning the Mace of Agade, which with a successful Idea roll can be deduced as referring to a magical or mythical weapon. That weapon might exist in ancient Sumer. Second, unless they are lucky or very enterprising, the investigators may need to escape from Jerinnana, and the Gate makes an excellent refuge. Returning to her deathwell in Sumer is not something that Jerinnana will choose to do, even though in appearing as Zellweger she has the perfect disguise.

To the temple priests it has been only a few days since Jerinnana died and the rats gnawed her bones. If the investigators are able to communicate well with them, the priests and six of their guards may be willing to follow the investigators back through the Gate to fight this new outbreak of Pazzuzu worship. One of the guards can wield the Mace. Or, if the investigators and the temple priests hit it off well, they can borrow the mace if they promise to bring it back. The temple priests have no magic to offer, but when spears and bullets fail to do damage, they will guess that clubs will work against Jerinnana/Zellweger and tell the guards. The priests themselves are entirely ineffective as combatants; if attacked, they die quickly.

Time-travel does not have to be mentioned; through the shimmer is just going to another place.

# The Mace of Agade

A heavy ball of bronze on a stout wooden handle wrapped with bronze wire and small bull's-head decorations. The ball is about three inches in diameter, the handle is a little less than two feet long and inserts into the ball. Magical symbols are incised around the equator of the ball. A leather strap hangs from the base of the handle, making it harder to drop the weapon.

This enchanted weapon removes 1D6 hit points from the target, whether the target is hit or missed. If it hits the target, it also does normal damage of 1D10+db.

Imagine that the man who wields the mace has a damage bonus of 1D4. His swing and a miss do 1D6 points of damage to the target. His swing and a hit cost the target



MACE OF AGADE

dearly, a total 1D10+1D4+1D6 hit points.

Finally, the mace blocks one physical attack per round made by the target. An enchanted weapon, the mace never takes damage.

## Conclusion

If the investigators vanquish the evil Jerinnana, award each participant 1D8+2 Sanity points. If a particular investigator has saved or tried to save another's life, award another 1D2 Sanity to him or her each time such aid was rendered. If Zellweger/Jerinnana manages to escape and the investigators come to realize who he/she must be, the knowledge costs each survivor 1D6 Sanity points. Thereafter the knowledge gnaws at the investigators, and they organize occasional searches for her. Each time they read of some new outrageous murder, they know she is out there somewhere, gathering followers, preparing new outrages according to the sinister wishes of her fetid god.

# **Statistics**

INSPECT detective	OR SEAMUS	BENNINGS	, age 40, mav	erick homicide
STR 15	CON 15	SIZ 15	INT 15	POW 12
DEX 14	APP 10	EDU 14	SAN 60	HP 15
Damage I	Bonus: +1D4	4.		
Weapons	Fist/Punch	80%, damag	e 1D3+1D4	
Kick 75%	, damage 1D	6+1D4		
.38 Revolv	ver 60%, dan	nage 1D10		
Nightstick	70%, dama	ge 1D6+1D4		
12-Gauge	Shotgun 509	%, damage 4	D6/2D6/1D6	6, none carried
Skills: Do	dge 55%, D	rive Auto 60	%, Fast Talk	60%, First Aid
	p 50%, Law			
	y 40%, Snea			

PROFESSOR PHILIP WARD, age 60, bookish bumbler

STR 10	CON 11	SIZ 12	INT 18	<b>POW 16</b>
<b>DEX 08</b>	APP 10	EDU 21	SAN 80	HP 12
Damage I	Bonus: +0.			

Weapons: none.

Skills: Archaeology 45%, History 95%, Library Use 95%, Latin 80%, Greek (Classical) 60%, Sumerian 75%.

#### CHICO MARLO, age 22, cowardly thug

STR 11	CON 12	SIZ 12	INT 11	<b>POW 10</b>
<b>DEX 13</b>	APP 09	EDU 12	SAN 45	HP 12
Damage I	Bonus: +0.			

Weapons: Fist/Punch 60%, damage 1D3

Club 55%, damage 1D6

9mm Automatic Pistol 45%, damage 1D10, none carried Skills: Dodge 55%, Listen 60%, Sneak 80%, Spot Hidden 50%.

JERINNANA, ageless, monstrous priestess in the age-ravaged, blood-splattered body of Albert Zellweger

STR 11	CON 10	SIZ 12	INT 20	<b>POW 25</b>
DEX 12	APP 08	EDU 16	SAN 0	HP 11

Damage Bonus: +0.

Weapons: none, but the enchanted jade necklace adds 30 percentiles to her Persuade skill. **Armor:** as a dispensation from divine Pazzuzu, a hit from any impaling weapon, edged weapon, or poison does no damage. Blunt weapons do minimum damage. Spells and magical weapons (including the Mace of Agade) do rolled damage.

**Spells:** Breath of Pazzuzu, Chant of Thoth, Contact Pazzuzu, Create Gate, Deflect Harm, Mind Transfer, Necklace of Suasion, Send Madness, Transformation, Wasting Curse, Wrath of Pazzuzu (see nearby).

Skills: Bargain 56%, Conceal 26%, Cthulhu Mythos 28%, Dodge 33%, English 60%, Fast Talk (English) 15%, Hide 35%, Listen 49%, Persuade 50% (plus necklace), Psychology 55%, Sneak 33%, Sumerian 85%.

Special Disability: in compensation for matchless Pazzuzu's limited protection against physical attack, Jerinnana may not attempt Luck rolls.

# SEMBLANCE OF PAZZUZU, a magical transformation of Jerinnana, good for ten rounds

STR 21	CON 20	<b>SIZ 22</b>	INT 20	<b>POW 25</b>			
DEX 12	APP 01	EDU 16	SAN N/A	HP 21			

Damage Bonus: +2D6.

Weapons: Claws 60%, damage 1D10+1+2D6, or Bite 50%, damage 1D20

In this form, Jerinnana gets only one attack per round.

#### Armor: 2 points of bony plated skin.

Spells: though Jerinnana remembers all her magic, none works for her in this form, including Pazzuzu's gift of limited immunity to physical attack.

Skills: Conceal 12%, Cthulhu Mythos 28%, Dodge 33%, Hide 20%, Listen 51%, Persuade 50% (plus necklace), Psychology 55%, Sneak 33%, Sumerian 85%. Jerinnana's communication skills are of no use to her in this form.

Sanity Loss: 3/1D8+2 Sanity points.

#### SIX GUARDS from Holy Nanse's Temple in Nippur

	STR	CON	SIZ	POW	DEX
One	12	14	13	11	14
Two	13	11	12	10	13
Three	12	12	14	10	12
Four	11	13	14	09	11
Five	10	11	16	11	10
Six	11	12	15	10	09

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage

Short Sword 70%, damage 1D8+1

Two-Handed Spear 65%, damage 1D10+2

Large Shield 60%, does 1D6 blunt weapon damage and has 12 armor points

Armor: 1 point of leather; on a POW x1 roll, an attack that hits a skull guard strikes his bronze helmet (2 points of armor).

Skills: Climb 44%, Conceal 30%, Dodge 50%, Jump 35%, Kick 25%, Listen 55%, Sneak 45%, Throw 35%.

## Jerinnana's Spells

For the spell Create Gate, see any edition of the *Call of Cthulhu* rules. The form for edition 5.5 and later is the most complete.

#### BREATH OF PAZZUZU

With the expenditure of three magic points and three Sanity points, Jerinnana spews forth a visible cloud of noxious vapors from her mouth like a jet of steam. It can affect one target at a distance of up to thirty yards. The victim loses 1D6 hit points from this choking poison. The cloud dissipates immediately in the open air, but stays active in enclosed rooms until a window is opened or a draft is otherwise created. The stream of noxious gases may be dodged in the first round, but if the room cannot be fled or the air in it otherwise be made breathable, 1D4 hit points are lost in the second round, and 1D2 hit points are lost in the third and final round. In those two rounds, all who are in the room lose hit points, 1D4 and 1D2, respectively, since the noxious vapors are everywhere.

#### CHANT OF THOTH

It can increase the caster's chance to solve a particular intellectual problem. To cast it requires 30 minutes of time and 1D4 Sanity points. For every magic point spent in the chant, the caster adds 2 percentiles to his or her chance to gain knowledge, learn a spell, translate a passage, deduce the meaning of a symbol, etc. If the user's chance is less than 10%, the Chant of Thoth cannot help: thus for its aid in translating a passage in Latin, the caster must know at least Latin 10%.

#### CONTACT PAZZUZU

The spell beseeches the attention of Pazzuzu. For each cast of the spell, the caster must sacrifice one POW and 1D6 Sanity points. The chance of success for Jerinnana (as Priestess of Pazzuzu) is her current POW as a percentage. Should he deign to appear, Pazzuzu manifests only if there are graves or charnel nearby. If Pazzuzu does manifest, the keeper will have to invent statistics and powers for him.

#### DEFLECT HARM

Allows the caster to negate various physical attacks. The spell costs 1 magic point and 1 Sanity point. The caster invokes the names of the Outer Gods, then stretches out a hand toward an attacker. Until dropping the hand, the caster may deflect successive attacks by expending magic points equal to the rolled damage for each attack. If an attack would have missed, no magic points are expended. Upon dropping the hand, the spell ends.

The spell may be cast again. The caster may deflect any number of attacks until out of magic points. He or she may choose which attacks to deflect and from which attacks to take damage, but must choose before knowing what the damage will be. Lacking the magic points to stop a particular attack, the spell ends, and the blow or missile hits or misses as it would in ordinary circumstances.

#### MIND TRANSFER

Allows the caster to trade minds permanently with the target, perhaps to attain longer life at the target's expense. The spell requires 10 magic points to cast, and also takes a successful magic points match on the Resistance Table. With

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success, the caster loses 1D10 Sanity points, and the victim loses 1D20 Sanity points.

If the exchange fails, the caster must immediately cast the spell again (lose 10 more magic points) or his or her soul dissipates into eternity. Running out of magic points has the same result. Once the transfer is begun, it cannot be broken off.

#### NECKLACE OF SUASION

Failing a Resistance Table roll of POW against POW, the soul of the necklace's maker becomes an irresistible obsession to the current owner of the necklace. The target finds himself or herself devoting every effort to becoming more intimate with the caster. Communication is entirely mental and emotional; images can be grasped, but words and abstract ideas cannot be transferred.

The necklace also aids more narrowly, by convincing a target that a particular belief or course of action is necessary and vital.

The stones to form a necklace are arranged, drilled, cut, and polished as the caster desires. The caster keeps the stones close to his or her body for a week, and then must perform a series of obscene and blasphemous rites alone.

When the stones are strung, a blood sacrifice is made over the necklace. The caster must sacrifice one POW, a varying number of magic points, and 1D6 Sanity points. Each ten magic points sacrificed increases the caster's chance for success with his or her Persuade skill by ten percentiles.

Despite the aid of the Necklace of Suasion, a roll of 00 means a failure with the Persuade skill.

#### SEND MADNESS

Assaults the mind of a sleeping target with nightmarish images. The tone or implication of the nightmare can be chosen by the caster. Each cast costs three magic points and one Sanity point. The target is allowed a Resistance Table roll, POW against POW. If the target fails to resist, he or she loses 1D4 Sanity points. If the target resists, he or she loses no Sanity and has no nightmare. To cast the spell and let it evolve into a terrifying nightmare takes about an hour.

#### TRANSFORMATION

Enables Jerinnana to transform into a Semblance of her hideous god, Pazzuzu. The skin blackens and the limbs twist, the body swelling to four times its original size. The head slips open, flowing into a slack maw full of needlesharp teeth. The transformation to Pazzuzu is unstable, lasting for ten rounds. Then her shape snaps back to her human form without magical assistance. The transformation to Semblance costs six magic points, and another six to transform back. (See page 53 for Semblance statistics.)

#### WASTING CURSE

The ritual involves a week of concoction and evil meditation. It causes the target to become disoriented and to age ten years in the space of a few months. Cost of the spell is three POW and 2D8 Sanity points, and also involves a gesture dangerous to the caster: simulate this with a POW x4 roll. If the caster fails the roll, the spell is turned against him or her.

Death follows a year and a day thereafter, unless the victim can fight off the magic by a D100 roll equal to or less than CON x2. Even in that case remove 1D2 each from STR, CON, INT, DEX, and APP, and adjust hit points and Dodge roll. The effect upon Sanity is also profound: lower the target's maximum Sanity by one point for each point of characteristic ebbing from the victim. The keeper must apportion all consequences of this spell over time.

#### WRATH OF PAZZUZU

Sends a powerful bolt of energy from Jerinnana's outstretched hands and arms to a target of up to one hundred yards distant. Each casting takes three rounds, and costs three magic points and two Sanity points. The effect is as a bolt of lightning, but not so powerful: each bolt does damage of 1D6 hit points, accompanied by a decisive sonic crack.

The casting is not instantaneous, and the lightning bolt itself is narrower than a bullet, so the Dodge skill may be used to defend against this spell.



# Handouts

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#### Priestess Papers #4

Chapter Six

O Bountiful Praise

#### "Hail O Master"

Hail O Master All I see from this floor Is stone after stone Circling spiraling Upward Upward Upward Beyond my prison The Mocking Moon leers down. I think, my Master, of you My Master Pazzuzu. I dream your glorious pustules Burst upon my skin You are without and within I inhale your sweet breath The taste of blood and of Death. O may the Mace of Agade be corrupted, that your rule be restored! Anonymous.



#### Henry Ennis, Humanitarian, Dies at 58

Leading humanitarian and academic Dr. Henry Ennis, 58, died yesterday in Runville, Massachusetts, after a lengthy illness. He is survived by a daughter, Lucinda. His wife, Nicole, passed away in 1980.

Runville has been home to the Ennises since the seventeenth century, when the staunchly Catholic family fled England and Cromwell for the New World. Dr. Ennis had retired to Runville earlier in this decade, after several debilitating heart attacks.

He was for many years deeply involved in humanitarian relief, organizing aid programs for starving nations in Africa, and contributing great comfort to Bosnian Muslim refugees. He published more than a dozen books on the philosophy of ethics, and twice delivered the Clerkenwell Lectures on Ethics, at Oxford.

Since his doctorate from Harvard, he has traveled widely, studying and teaching at institutions as diverse as Princeton, Oxford, New Delhi, and the Sorbonne.

Dr. Ennis was the only son of theologian Justin Ennis (1915-1977).

#### **Priestess Papers #5**

You are the chosen vessels for holy Pazzuzu's priestess. Prepare. We come for you.

Last Rites Papers #1

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#### Last Rites Papers #2

	Miss Sophia, age 6, was reported missing on the night of
	01.03.79 by her parents. Her body was discovered on Runville beach in the early morning of 05.03.79 by Lemuel Jarvis, a
	fisherman. The coroner declared the corpse had been at sea for several days. An autopsy revealed sexual injuries, though no fluid samples were found, nor fingerprints. There was
	marked bruising to her neck, arms, and chest. Her T-shirt was missing and has not been found. Cause of death was found to
the second	be strangulation. A murderer was never accused nor arrested.
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#### Last Rites Papers #3



#### Lethal Papers #1

# The Tapes: A Description

At about 5:45 p.m., a tall, thin man about forty years old enters the exhibit room, looks about, then leaves. He wears a raincoat and a balaclava. He returns ten minutes later, reaches up, and neatly sprays the lens of the visible camera with



THE TALL, THIN MAN

black spray paint without showing his face. He then puts down the spray can and makes some curious signs with his hands. His lips move as well, but of course no sound is recorded.

Then the intruder sits on a bench and opens a magazine from his pocket. A close examination deciphers the smeary title: <u>Black Goat Quarterly</u>. A large pentangle decorates the front cover of the thin little magazine.

At 6:10 p.m., a guard arrives, looks about indifferently, and utterly ignores the sitting man who is reading. The guard turns out the lights, but the man on the bench makes a gesture, and the guard turns on the lights again. The man continues to read. The guard locks the door and departs. The man on the bench reads some more.

At 7:05 p.m., just after the guard has looked in again and passed on, the man on the bench rises and walks briskly to the mummy. He takes out a bag from under his raincoat and lays it aside. Again he makes brisk, convoluted gestures. A moment later all the screws pop out of the glass lid. He carefully slides the heavy glass off the sarcophagus, then slips the open bag under and around the mummy. Carefully, he carries away the bundle. He turns off the lights, then opens the door from the inside and closes it behind him carefully, and disappears from the tapes.

#### Lethal Papers #2

# Kalms the Savage Beast

A People Profile

Bella O'Rourke travels to the wilds of Massachusetts and talks to rough 'n' ready novelist and social commentator Randy Kalms.

Living in the expansive mansion built to his specifications when he fled from Hollywood six years ago, Randy Kalms is a man at



RANDY KALMS

peace with himself. And about time, too. He's had a tough life. Born on New York's Lower East Side, the sixth child of a dipsomaniac father and overworked mother, Randy escaped via the Marines in 1964 and soon distinguished himself as a marksman. In 1965 he was posted to Vietnam and his life irrevocably changed.

"For the first time since I joined up," he says, "I started doubting our role as the cops of the world, started wondering if the Communist menace was as real as we were being told."

Following Vietnam Kalms returned to the States and spent several months in a government hospital. After his release he became a major player in the peace movement. His first novel, *Long Hair*, was published in 1975, to critical acclaim. After several years writing, Kalms moved to Hollywood to write screenplays in 1980. Hollywood was not kind to Kalms. He became an alcoholic and was married twice while in that city. In the end he moved to Massachusetts to take up a quieter life.

Today Randy is quite happy to live out here with his third wife Mary, a one-time nurse from nearby Arkham. "This time, I can tell, she's the one for me. I know I've said that before, but, hell, I was in Hollywood. You breathe the air out there, you're going to lie. Rural Massachusetts is hard, honest country. You can't help but tell the truth. And I know, I'm gonna be with Mary until I die."

#### **McKinley Papers #1**

# For The Boston Globe

# **Missing Gentleman**

Authorities are concerned as to the whereabouts of resident Cedric Hedge, Esq., of 17 McKinley Boulevard of this city. They request all information about his current location that citizens may be able to bring forth.

After servants reported that he had not been seen for some days, police officers searched his home and grounds yesterday. No sign of Mr. Hedge was to be found. In his customarily locked library, a fully prepared meal had been left untouched on a table. The housekeeper reported that the food had been prepared a week before. No sign of struggle or disturbance was apparent.

An Englishman by birth, Mr. Hedge was an accountant and colonial administrative officer in India, South Africa, and Rhodesia. Citing Boston's culture and civic high-mindedness, Mr. Hedge settled here some years ago and had built for himself a substantial home filled with trophies and marvels from his travels.

—December 17, 1900

# **Evil Spirits Haunt Family**

An unwholesome presence and ghostly manifestations were the unlikely reasons given for the speedy departure of Samuel Rankin and family from their home at 17 McKinley Boulevard. The Rankins moved in at the address three months ago and affirm having suffered nightmares and hallucinations since then. Rankin has now purchased a new abode, also in Boston, and we wish the family well.

-August 14, 1916

### Verdict Concerning Widower's Tragic Death

This morning brought the coroner's verdict in the death of Arthur "Art" Ramacovic, of 17 McKinley Blvd., the jury finding that Mr. Ramacovic died by his own hand.

According to the jury, Mr. Ramacovic hanged himself using a ligature fashioned from his wife's stockings. Evidence was also present to suggest that Mr. Ramacovic had tried to open his wrists with a razorblade, for his upper arms were covered in deep cuts, as was his bare chest.

It was reported that he had been despondent following the death before Christmas of his late wife.

Mr. Ramacovic is survived by one son, in Jersey City, New Jersey.

-February 12, 1940

### **Family Vacates Haunted House**

Number 17 McKinley Boulevard, known to long-time residents as something of a "haunted house," has lived up to its reputation for the Hagbard Carlyles. An office worker at White Star Lines, Mr. Carlyle and his bride Gillian moved into the house less than six months ago. The couple reported that they were assailed with nightmares of a disturbing nature. A visit from a local minister, though much appreciated, did nothing to alleviate their distress. Unnatural noises and voices were also heard. The Carlyles have successfully sold the house to the Reinhardt Mortgage Trust Bank for an undisclosed sum.

-September 16, 1936

# Mother Slays Family Six Die from Gunshot Wounds

Late last night police discovered six dead by gunfire at 17 McKinley Blvd. The mother of the family, Frederica Rodriguez, was arrested on suspicion of the slayings, and is in city jail this morning.

Police stated that this was the worst multiple killing to occur in this city in this century.

Numbered among the dead are the four Rodriguez family children, Paolo, Resperita, Rosita, and Guillermo. The bodies of the husband, Alphonso Rodriguez, and the family housekeeper, Nancy Murphy, were also found dead.

Police officers were called to 17 McKinley Boulevard late last night after a neighbor reported multiple gunshots from within. Lawmen discovered Mrs. Frederica Rodriguez brandishing her husband's hunting rifle and ranting in what one officer described as a "disturbed and hysterical manner." When challenged by the officers, she opened fire wildly, fortunately missing her targets. Once her gun was empty, she was quickly subdued.

More details are promised in a news conference to occur this morning.

-November 1, 1940

# Haunted House Troubles Bank

The Reinhardt Bank has a singular problem. One of its properties, 17 McKinley Boulevard, is reputed to be possessed by evil spirits. Realtors are unable to find a renter or a buyer. Speaking informally, a company spokesman suggested lowering the price of the property in an attempt to "coax a buyer out of the woodwork."

-March 11, 1941

#### **McKinley Papers #2**

#### Excerpts from The Secrets of N'Kai

September 17, 1892: at last the house is complete, built entirely to my very exact requirements. I move in on the morrow and will resume my dialogue with the Great Toad as soon as the hated sun dips below the horizon.

November 5, 1893: my temple is complete both physically (I inserted the last stone into the mosaic floor this afternoon) and spiritually. (I spilled the blood of a stray dog over the floor. I hope it did not make too much noise with its piteous whining.) I can sense that my Master expects great things of me.

August 10, 1898: another barrier crossed today. I consecrated my temple, not with the blood of a mere beast but with the essence of a child. Using my new powers, imparted to me by the Great Book, I ushered one of the many street urchins away from his friends. Little blighter bit my finger while I was trying to stop him from screaming out. Also, ruined a good shirt with the spurting. Must be more careful next time.

The entries for the following years feature more blood-letting (mostly cats and dogs with human sacrifices being very rare occurrences) and discussions with himself on useful applications for his newly acquired powers. Also mentioned are his esoteric writings and his annoyance that nobody is willing to publish them.

March, 1900: today I embarked upon my greatest task to date. It came to me while I was in the local store purchasing some new shoes (my pairs are all but worn away with all this tramping up and down stairs and roaming the streets in search of suitable sacrifices). My Road to Damascus? A bag of clay! Just the way it was lying there against the counter all sagging and bloated, well, it could do little else other than to remind me of my glorious Master. And so, I have decided to sculpt an effigy of my Lord, the Toad. I may need more than one bag of clay. Quite a few, I expect.

April, 1900: my statue is almost complete. I have marvelous news, also. I have devised a way for my masterpiece to become more than just a homage to my Master. Using incantations learned from the Great Book, it will walk, it will talk, it will live! serving my needs, and through me, the needs of my Master, also.

May, 1900: resplendent in its amphibious folds and beauteous in its bloated eyes is my statue. And tonight I perform the hardest ritual yet of my apprenticeship. To this end I have a young prostitute named Darlene tied to my sink, unconscious from opium. I think I will wear no clothes tonight, for I fear my knife blows will be at their most violent due to my fevered anticipation. Best not to stain clothes. Blood comes off the skin easily with a good bath. Oh, I can scarce contain my excitement, such delicious presentiments I do have!

#### **Priestess Papers #1**

#### TRANSLATION OF THE STONE TABLET

YOU HAVE DISPLEASED ME, YOU HAVE INSULTED ME, YOU HAVE ANGERED ME, JERINNANA IS ANGERED ON MY BEHALF, GREAT PAZZUZU IS ANGERED, YOU ARE TO DIE, YOU ARE TO DIE, OUR CURSE IS UPON YOU.

#### Priestess Papers #2

PAZZUZU—a foul demon of fecund but diseased fertility, Pazzuzu's screaming maw was said to contain row upon row of needle-sharp teeth, all set in decaying, bleeding gums. His breath was so noisome as to strike dead all those who



Depiction from a Mesopotamian bronze amulet, c. 9th-7th centuries B.C.

inhaled it, save for his most faithful followers. With rotting genitalia and distorted, crippled limbs, Pazzuzu is one of the most bizarre demons found in Sumero-Babylonian myth. Archaeological evidence suggests that he had a small but zealous cult following.

#### Priestess Papers #3

You think your publication amusing do you! Such brazen arrogance and confidence in your abilities do you possess! No I think not. By your inclusion of my work of art in such a bilge-filled tome you serve to highlight your ignorance. Were it merely an insult against me I would be inclined to forgive you but the matter is not that simple. You have defamed the name of my Master and for that crime my dears you must die. So sorry.



Lethal Papers #3

NAMES AND ADDRESSES	TELEPHONE				
Alan	A				
Surgery Home	223.4760				
Home	223.6550				
Mobile	223.7765				
Prof. Ennis					
Home	223.8002				
O <sup>2</sup> Hearne					
Store	223.6899				
Home	223-5972				
Katarina					
Home	223.7116				
Bernadette					
Home	223.0017				
Goodson					
Home	223.4500				
Bank	223.5541				
the second s					
and the second					

#### Last Rites Papers #4

ut fear not. dear reader. for there do exist protections against those dread and unwanted visitations. The

most effective that is known to the author is a powder. Used by the Ancients, this has its provenance, so it is believed, in Ancient Egypt. Known by some as the Hshes of Karnak, by others as the Dust of Suleiman, and by others yet as the Protection of the Byksos, the ingredients for the mixture are, save for one, readily available.

for three doses, mix together equal parts of olibanum, sulfur, and saltpeter. Equal in weight to these three combined must be the ground dust of an Egyptian King or noble who has lain in its mummified state for at least three millennia. How this last component is acquired tests the initiative and resource of the individual.

Last Rites Papers #5



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# Last Rites

 "Last Rites" – the death of a retired professor on the Massachusetts coast brings family and friends to his funeral. But new funerals quickly follow.

\* "Lethal Legacy" – an ordinary mummy has been stolen from a papier mâché exhibition sarcophagus. Why does University security ignore the theft?

 "The House on McKinley Boulevard" – a street hustler's suicide awakens a debt of guilt in a dying man.

"The Priestess" – when two coeds vanish, a detective's hunch involves the investigators in bad poetry and a chase to a vanished epoch.

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