

CTHULHU
NOW

RAMSEY CAMPBELL'S
GOATSWOOD
and less pleasant places

A Severn Valley Sourcebook and
Open Campaign for Call of Cthulhu®

Scott David Aniolowski
Gary Sumpter

WITH WATTS, KINGREA, GANYARD,
MALKOVICH, SPISAK, MASON,
MITCHELL, HARPOLD, KHENDUP
& CARRICK



RAMSEY CAMPBELL'S GOATSWOOD and less pleasant places

with a foreword by Ramsey Campbell

A Severn Valley Sourcebook and Open Campaign for Call of Cthulhu®

Goatswood is set in the towns and villages of the Severn River Valley, in southwestern Britain. A gentle land of green rolling hills, thick ancient forests, and golden limestone

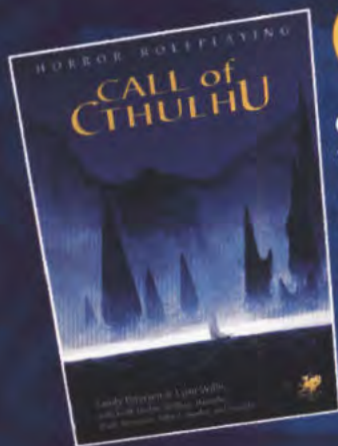
cottages, the Severn Valley nonetheless holds dark and brooding secrets. The world of Ramsey Campbell is not always a nice place...not always a pretty place. It is deadly to those who meddle where they do not belong, to those who seek the things man is best not knowing, and to those who covet darkness and degenerate pleasures.

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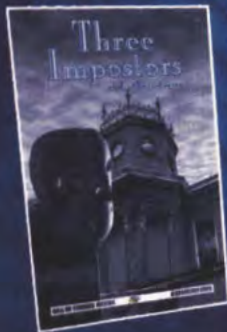


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RAMSEY CAMPBELL'S
GOATSWOOD
and less pleasant places

by Scott David Aniolowski and friends

with a foreword by Ramsey Campbell

Who has heard the songs of the dead? Who has seen the ropes of faces that gather in the sky on that night of the year? Who has shared the dreams of the eye that watches our speck of cosmic dust and is seen by all yet remarked by none? Not the thousand Gothic hacks with their Cerberus novels, that guard nothing but the enemies of mankind; for as these hollow men disseminate their dummy terrors, so They beyond the rim grow unspeakably stronger for our ignorance—so Their grasp roots deeper in our secret souls. . . .

— Revelations of Glaaki, vol. 12.

Dedication

This book is dedicated, with infinite respect and admiration, to Robert Bloch, Ramsey Campbell, John Carpenter, Lon Chaney Sr., and Vincent Price. Their work has been an endless source of joyous nightmares and dark inspiration.

This volume is also dedicated to Keith Herber—friend, colleague, and mentor.

My playtesters, The Goatswood Gang and Less Pleasant Playtesters, were: Will Ehgoetz, Clif Ganyard, Paula Ganyard, Greg Gerstung, Bill Koonz, Mike Lesner, Dan Long, Amy Mawhiney, Scott Mawhiney, and Greg Zuba. The Canadian Cthulhu Cartel were: Kevin Arnell, Darren Cargill, Kevin Cargill, Warren Ehgoetz, Will Ehgoetz, Craig Hopkins, Mike Jenkins (no relation to Albert or Elizabeth Jenkins), and Joe Perez. Portions of this book have also been run at various conventions across the United States, Canada, and Australia.

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Ramsey Campbell's
Goatswood
and Less Pleasant Places

A Present Day Severn Valley Sourcebook and Campaign for Call of Cthulhu®

foreword by Ramsey Campbell

introduced by Scott David Aniolowski

selected by Scott David Aniolowski and
Gary Sumpter

written by Scott David Aniolowski, Gary Sumpter,
Richard Watts, J. Todd Kingrea, Clifton Ganyard,
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cover art by Matt Harpold

editing by Lynn Willis and David Mitchell

design & layout by David Mitchell

copyediting by David Mitchell and Lynn Willis



2001

25 Years of Chaos

Dedication

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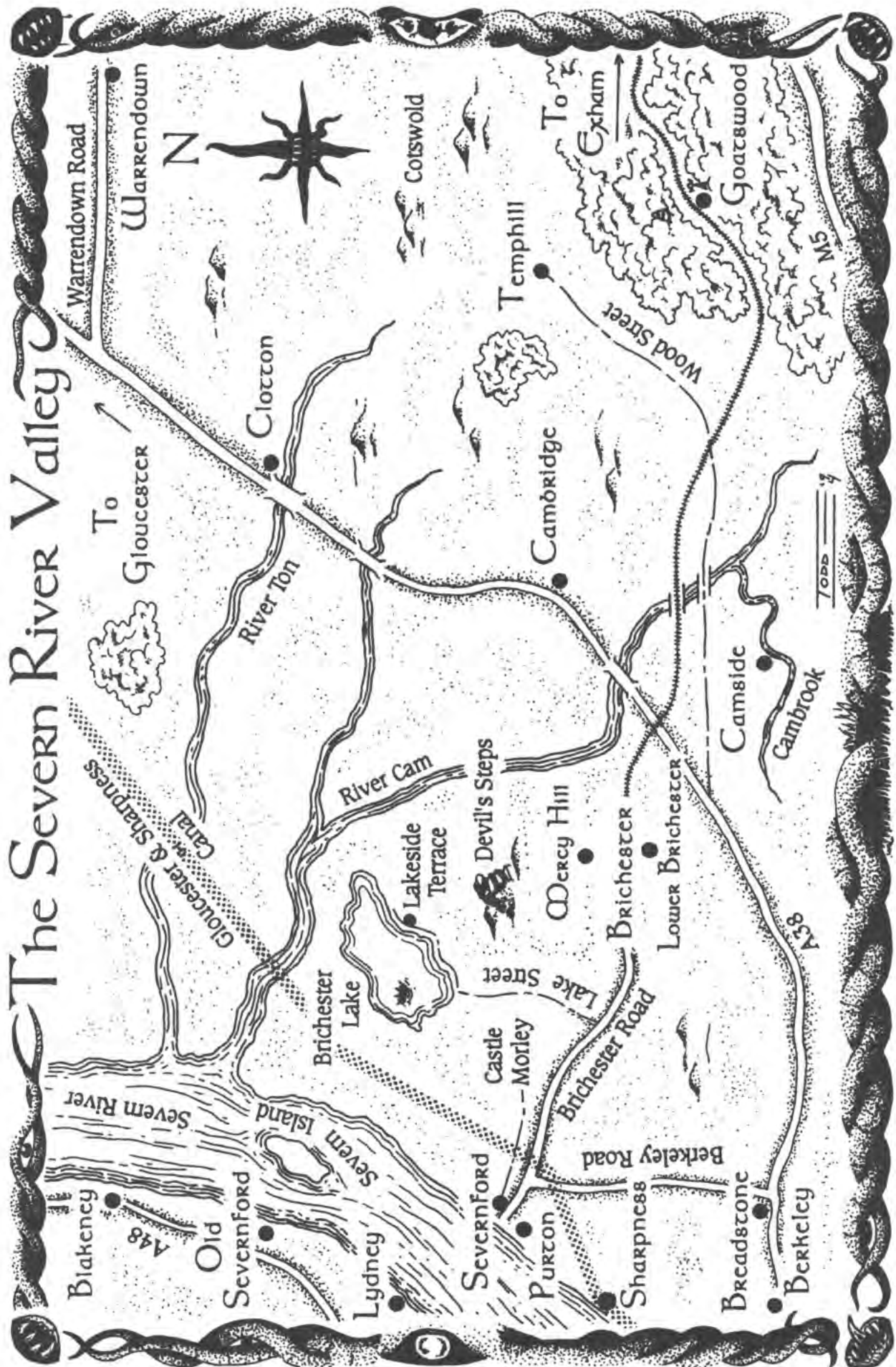


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Foreword

Dear Mr. Campbell,

I have received your stories, but I have had time to read only one or two of them. . . . there is one alteration I think you should definitely make; and I know that as the joint copyright-holder, Mr. Wandrei would insist on it, and that is to remove your stories from the Lovecraft milieu. I mean, keep the Gods, the Books, etc., but establish your own place. This would give the stories vastly more authenticity as an addition to the Mythos rather than pastiche pieces . . .

What I suggest you do is establish a setting in a coastal area of England and create your own British milieu. This would not appreciably change your stories, but it would give them a much needed *new* setting and would not, in the reader's mind, invite a direct comparison with Lovecraft, for in such a comparison they would not show up as well as if you had your own setting and place-names for the tales . . .

So wrote August Derleth to me on 6 October 1961. As so often while he was my mentor, he was right. I'd sent him my first few Lovecraftian tales, all of which were set in Arkham country. I wouldn't venture out of England for several years yet and, by gum, my lack of first-hand experience showed. Post-haste I assured him I would do as he advised, perhaps by using Devon and Cornwall. On 18 October, having read all the stories I'd sent—"The Box in the Priory" (rewritten as "The Room in the Castle"), "The Tomb-Herd" (rewritten as "The Church in High Street"), "The Horror from the Bridge", "The Tower from Yuggoth" (rewritten as "The Mine on Yuggoth"), and "The Face in the Desert" (too dire to rewrite)—he advised, amid much else:

I would avoid also the use of Lovecraft family names such as Armitage, Peabody, etc. What you should strive for is a definitely British setting, paralleling the Arkham country—and I would suggest here some part of Roman Britain, with links in your stories to the decadent Roman practises—how about part of the Severn Valley, was this not Roman? The Cotswolds wd. lend color and landscape to your stories. A coast setting does not seem absolutely essential to these stories, and in any case the Severn leads to the sea . . .

"A definitely British setting"! I gave him something along those lines, no question. All the same, I have to confess that the Severn Valley at Brichester (as Frank Utpatel entitled his fine map on the endpapers of *The Inhabitant of the Lake*) was more the product of my imagination than of close research. Whenever I can I like to visit a place before I use it as a setting—there are always details I couldn't have imagined—but back then, in my mid-teens, I thought making places up was enough. The result hardly compares with Lovecraft's Australia or Antarctica or Poppy Z. Brite's Calcutta, but it seems to have taken on an unexpected vitality independent of me: hence the present book.

The area has developed over the years, as the gazetteer included in this book reminds me. I may mention in passing that Brichester and environs figure in my forthcoming novel *The Darkest Part of the Woods*, where something Lovecraftian lurks. Other folk new to me have taken up residence in my countryside—indeed, the Windthropes seem to have been there for centuries, and I welcome them. How could I not be in favour of a mansion that once provided the setting for a lost Lon Chaney film? I look forward to seeing it restored on DVD, as other treasures have been.

Meanwhile, imagine it, and much more with the help of this book. Role-playing isn't a pastime of mine, any more than Scrabble is. When so much of my time at my desk and away from it too is spent contending with language, I don't seek more of the same for fun, and by the same token, inhabiting my characters in order to write about them can be so exacting that my instinct is to steer clear of any similar recreation. Maybe that's to say I play roles most of the time, not least the one of being myself or however many selves I have, a fulltime job.

Enough of me! You're here to enjoy yourselves. Let me open the massive creaking fungus-overgrown oddly angled door to the world Scott David Aniolowski and Gary Sumpter and their friends have derived from mine. Are your voices growing smaller as you venture into the dark? Things I never dreamed of may await you. Good luck on your journey! Hang onto your reason! The door is falling shut behind you, and look how immense it is. Perhaps it wasn't I who opened it, but only something with my face.

Ramsey Campbell
Wallasey, Merseyside
10 July 2001

Introduction

. . . Half-an-hour out of Brichester, the train slowed to take a more pronounced bend in the track. Leakey's carriage reached the bend. The left-hand side, where he was sitting, was on the inside of the curve; and as he looked out, for the first time he saw Goatswood.

— Ramsey Campbell, "The Moon-Lens."

W elcome to Ramsey Campbell's *Goatswood and Less Pleasant Places*. Designed as a way of highlighting the Lovecraftian tales of Ramsey Campbell, *Goatswood* makes use of the creatures, locations, and characters created by Mr. Campbell in his Cthulhu Mythos stories. While not directly a part of the Lovecraft Country series, *Goatswood* is, nonetheless, a sourcebook in the same spirit as Chaosium's *Arkham Unveiled* and other titles in the Lovecraft Country series. Most of the Cthulhu Mythos tales spun by Ramsey Campbell are set in towns and villages of the Severn River Valley, in southwest Britain. Some of these legend-shrouded hamlets like Brichester and Goatswood are purely fictional, while others like Tewkesbury and Berkeley exist and can be visited. A gentle land of green rolling hills, thick ancient forests, and golden limestone cottages, the Severn Valley nonetheless holds dark and brooding secrets.

Referring to Mr. Campbell's work, I have put together the Severn Valley and the towns within for *Call of Cthulhu*. Some references were well-explained and needed nothing added. Others were short or incomplete and required much more conjecture and artistic license on my part. Throughout the writing of this book my goal has been to stay as close to the style and atmosphere of Mr. Campbell's tales as possible. I hope that I have been successful. Be forewarned, however, that the world as recorded by Ramsey Campbell is not always a nice place . . . it is not always a pretty place. The world he describes is harsh, gritty, and corruptive, and deadly to those who meddle where they don't belong . . . to those who seek the things man is best not knowing . . . and to those who covet the darkness and degenerate pleasures.

It has been a very long road from inception to completion and publication of this book. The original idea and notes for this project date to the summer of 1991. I had been writing freelance for Chaosium for about five or six years at the time, and this was to be my first big project. Spurred on and supported by then line-editor Keith Herber, *Goatswood and Less Pleasant Places* began to take form. It developed slowly, and in layers, as over the next year I brain-stormed with Keith and various *Call of Cthulhu* authors. Ramsey Campbell was very helpful and supportive, gladly answering my various questions about his fictional settings. I spent probably close to a year running my own gaming group through the original concept of the campaign, honing the

scenarios and noting trouble spots. Then for various reasons, Keith Herber and Chaosium had a parting of the ways. In an effort to reorganize and regroup, a number of projects were shelved by Chaosium. *Goatswood*, a very slow developer, was among those projects that got the axe.

Discouraged, I put the project aside, not planning on ever finishing it (this, a short-sighted disservice to the other fine authors and friends whom I'd dragged along with me on my trip to the Severn Valley). Then John Tynes and Pagan Publishing stepped in. John was very keen to get his hands on the book. I was non-committal. Then I had the great opportunity to edit my first fiction anthology. And so *Made in Goatswood* was born. I turned my interest in Campbell's Severn Valley from the *Call of Cthulhu* game to fiction. What resulted was a very solid anthology of all-original Severn Valley tales of which I am very proud. It is still in print from Chaosium. Nine of the eighteen stories in that volume went on to make the recommended reading list in that year's edition of *The Year's Best Fantasy and Horror*.

But the game campaign was still in limbo. Pagan Publishing was as keen as ever to do the book, but it needed work. By then I was busy editing other anthologies, working on my own fiction, and was in the process of starting up Jack O'Lantern Press—my own small press. Finally, I turned the manuscript over to good friend and fellow author Gary Sumpter. Gary felt he was up to the task of completing the book and seeing it to publication with Pagan. Gary worked on the manuscript for the next few years, putting the needed flesh on those creaky old bones I'd constructed so long ago.

Goatswood and Less Pleasant Places was finally completed. What an occasion. Everyone was happy—me, Gary, the other authors, Pagan Publishing. Well, not quite. Seems Pagan no longer felt that they were in the position to produce the book. Here it was, finally after ten long years the manuscript was done and ready, but had no home. Ah, but as life is cyclical, so is this story. At the suggestion of John Tynes, Gary sent the manuscript off to Lynn Willis at Chaosium. Lynn liked what he saw, and after a few revisions the rest, as they say, is history. You now hold in your hand the product of over ten years and the tireless efforts of a dozen or more very talented people. What a journey!

Although the material is presented in a modern setting, *Goatswood* is not necessarily a *Cthulhu Now* supplement. Mr. Campbell wrote his tales in the 1960s and 1970s and I have tried to keep with the spirit of his work by setting this book in the present. It is unlikely that much has really changed in the small towns and villages of the Severn Valley in the last few decades. With a little work keepers could move much of this material to the 1920s, or the Victorian era, if they desired. *Goatswood* presents most of its source material within its scenarios, vaguely connected

into a campaign. The scenarios may certainly be run individually if the keeper desires. The source material presented herein will adequately guide investigators visiting the Severn Valley from a foreign country, or from another part of the British Isles. As always, keepers are urged to add, expand upon, or change material to fit their campaigns.

Finally, I thank the cast of thousands who helped me with this project—for all their comments, guidance, suggestions, letters, and phone calls. Thanks to everyone for remaining patient and supportive throughout the tremendous gestation period of this project! Thanks to Kevin A. Ross for all the support and encouragement. Thanks to my co-authors and partners in crime: Clif Ganyard, J. Todd Kingrea, Rob Malkovich, Steve Spisak, Gary Sumpter, and Richard Watts. Thanks to Keith Herber who believed in me and the project and got the ball rolling way back at the very beginning. Thanks to Lynn Willis for picking up the manuscript up and finally making it a reality. Thanks to Mark Morrison, Peter Jeffery, Fred Behrendt, David Pauwels, Paula Ganyard, and Will Ehgoetz. An enormous thanks to Aref A. Dyer and Mark H. Alexander for supplying me with pages of notes on the Severn River Valley and life in Britain way back in the beginning. Thank you to John Tynes and Pagan Publishing for helping to keep the project alive, and for useful editorial comments. A special thanks to Mike Szymanski for introducing me to *Call of Cthulhu* so long ago. Thanks also to Mr. Robert Hatch of The Haunted Bookshop in Buffalo, NY. A big thanks to the Goatswood Gang (my own gaming group), the Canadian Cthulhu Cartel (Will Ehgoetz's gaming group), and all of the other

playtesters who helped to hammer out problems in the scenarios. A huge thanks to Ramsey Campbell for giving the approving nod to the project, for giving me so much help in the way of answers, insights, and comments to my letters, and for inspiring me to do this book in the first place. Thanks to all the very talented authors who contributed to *Made in Goatswood*, some of whose creations have made their way into this campaign. And finally, a very special thanks goes to Gary Sumpter, without whom this book would not exist. Great job, mate!

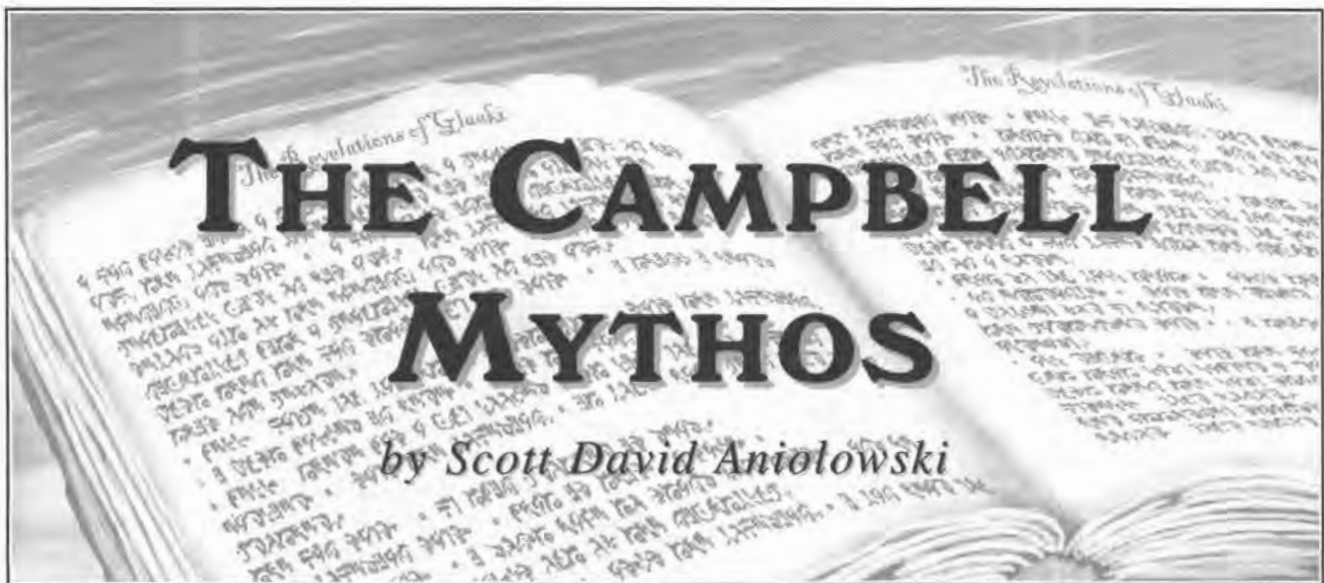
Unpleasant dreams. . . .

— Scott David Aniolowski, Lockport, NY
February 9, 2001.

POSTSCRIPT

If ever a literary cliché deserved to ring true, it's with the book you now hold in your hands, for it truly is a labour of love. As Scott Aniolowski has demonstrated, a great many people have contributed to *Goatswood*—but I can assure you that none has laboured more mightily on its behalf than Scott himself, who conceived the project and got the ball rolling. I am honoured to have been entrusted with the task of guiding the book through to completion. I hope *Call of Cthulhu* players and keepers will enjoy their stay in the Severn Valley as much as we have.

— Gary Sumpter, Burlington, Ontario
February 12, 2001.



Overview

"You've only heard about all the horrors I saw," I reminded him. "I saw them so that if I don't wipe them out now they're going to haunt me with knowledge that one day that toad-creature may smash out of its prison."

— Ramsey Campbell, "The Room in the Castle."

In his collection of Lovecraftian tales, *The Inhabitant of the Lake*, Ramsey Campbell created and defined his own corner of the Cthulhu pantheon. Combining a rich blend of Gothic horror and science fiction, the Liverpool writer populated his semi-fictional British settings along the Severn River with a bizarre horde of alien entities. The beings dwelling on the world of L'gy'hx are composed of living metal; the deep ones brought Byatis to Earth from somewhere in the stars; Ghroth is a living planet; Glaaki fell to this world on a meteor; the insects from Shaggai spread through space, conquering worlds and enslaving other races. The prevalent themes of Campbell's Mythos tales are those of science fiction, but his stories have a style all their own.

Despite the cosmic aura attached to his tales, as a writer Campbell concentrates on a personal horror—the corruption of the individual. Y'golonac and the Shans covet degenerate pleasures; the tomb-herd attack only those who trespass into their necromantic lairs; Eihort uses bargainers to carry his seed; the Keeper of the Moon-Lens mutates sacrifices and the willing into half-human servants of Shub-Niggurath.

The segment of the Cthulhu Mythos created by Ramsey Campbell is unique. His creations are intelligent, patient, and corruptive, seeking those willing or foolish enough to do their bidding, or luckless enough to stumble upon their dank lairs. For subtlety, other-worldliness, and personal corruption, Campbell's gifts to the Mythos are unmatched.

Keepers intending to use the material presented here are urged to read (or re-read) Campbell's Severn Valley Mythos

tales. From the celebrated (and out-of-print) *The Inhabitant of the Lake and Less Welcome Tenants* (Arkham House 1964): "The Plain of Sound," "The Return of the Witch," "The Mine on Yuggoth," and seven other tales reprinted in *Cold Print* (q.v.). From *Demons by Daylight* (Arkham House 1973): "The Franklyn Paragraphs," "The Interloper," "The Enchanted Fruit," and "Made in Goatswood." From *New Tales of the Cthulhu Mythos* (Arkham House 1980): "The Faces at Pine Dunes." From *Cold Print* (Scream Press 1985; revised edition, Tor Books 1987): "The Church in High Street," "The Room in the Castle," "The Horror from the Bridge," "The Insects from Shaggai," "The Render of the Veils," "The Inhabitant of the Lake," "The Will of Stanley Brooke," "The Moon-Lens," "Before the Storm," "Cold Print," "The Tugging," "The Faces at Pine Dunes," "Blacked Out," and "The Voice of the Beach." "Cold Print" also appears in *Tales of the Cthulhu Mythos* (Arkham House 1990). In recent years, a tribute to Campbell's Lovecraftian tales has been published, featuring eighteen new tales by a variety of authors, *Made in Goatswood* (Chaosium, 1995) included an original contribution from Campbell, "The Horror Under Warrendown."

The succeeding sections detail the various creatures, cults, and books and artifacts (magical and otherwise) that make up Campbell's contribution. Some of them appeared in Campbell's fiction, others are original to this book and appear as elements in the campaign beginning with "The Windthrope Legacy."



Books and Artifacts

A Directory by Divers Hands

Book of Sacred Magic of Abra-Melin
 Book of Thoth
 * Crystallizer of Dreams
 * Damon's Enchanted Glove
 Diary of Sir Gilbert Morley
 Diary of Ursula Seton
 Drawing Down the Moon
 Eltdown Shards
 Golden Bough
 History of the Valley Severn
 * Icon of Daoloth
 Journal of Walter Gilman
 Legendry and Customs of the Severn Valley
 Malleus Maleficarum
 Necronomicon
 * Nightgaunt Skull
 Notes on Witchcraft in Monmouthshire, Gloucestershire, and the Berkeley Region
 The Outer Ones
 * Pentacle of Planes
 The Revelations of Glaaki (the original 11 volumes in manuscript)
 The Revelations of Glaaki (9 volumes typeset, printed, and bound)
 The Revelations of Glaaki (12 volumes in manuscript)
 Sepher Yezirah (in English)
 Sigsand Manuscript
 The Spiral Dance
 Sussex Manuscript
 * Sword of Solomon
 The Vale of Berkeley
 De Vermiis Mysteriis
 We Pass From View
 The Witch-Cult in Western Europe

Reading and skimming times for occult books may be chosen by the keeper. Asterisked entries are artifacts or other non-books.

THE BOOK OF SACRED MAGIC OF ABRA-MELIN—in English, translated from the French by S. L. MacGregor Mathers, 1900. A book concerning magic squares and other mystical formulae, as well as the legions of "spirits" who may be summoned to grant the sorcerer's wishes. *No Sanity loss; Occult +3 percentiles.* Possible spells: clairvoyance, create illusions, find treasure, fly,

invisibility, raise storm, read minds, shape shift, summon spirit.

THE BOOK OF THOTH—in English, by Aleister Crowley, 1944. A book concerning the Tarot, its mystical origins and arcane properties. *No Sanity loss; Occult +1 percentile.* No spells.

THE CRYSTALLIZER OF DREAMS—A magical artifact, the Crystallizer of Dreams is a yellow egg-shaped form about a foot in diameter which emits a whistling sound from time to time. While the egg sounds hollow, it weighs nearly twenty pounds. The Crystallizer has the ability to transport items from the Dreamlands back to the waking world. To use it, one falls asleep in the presence of the artifact. The Crystallizer will aid in projecting the user to the Dreamlands and, upon awaking, the user will bring anything he is wearing or holding back into the waking world with him. Apparently the Crystallizer can also be used to bring items back from other dimensions as well.

Every physical item brought back from the Dreamlands is inherently unstable. Within 1D20 hours after its arrival in the waking world, the item begins to fade and will soon slip back into the Dreamlands. This can be delayed by expending one magic point for each item brought back, per 1D20 hours delayed.

Items brought back from yet other dimensions may be somewhat more stable, as they exist in a waking world already. However, even these items begin to shift back to their home planes within 1D6 days of arriving here.

DAMON'S ENCHANTED GLOVE—drains POW points from victims and stores them as magic points usable by the wearer of the glove. When anyone but Damon touches the enchanted glove for more than thirty seconds, he or she loses a point of POW, and the glove accumulates a magic point. Damon's glove can store no more than 100 magic points.

When a magic point from the glove is spent, it does not regenerate. A point of POW from a target may be drained to replace it. The magic points stored in the glove cannot be used to augment a Resistance Table roll. Damon is never without his glove and rarely takes it off. He wears a matching but non-magical glove on his left hand.

THE DIARY OF SIR GILBERT MORLEY—in Old English, by Sir Gilbert Morley, 1748. This folio volume was begun by Sir Gilbert Morley in 1696 and concludes in 1748. The first third of the tome concerns standard occult topics; the second introduces some Mythos references; the final third deals exclusively with the Cthulhu Mythos. *Sanity loss 1/1D4+1; Cthulhu Mythos +4 percentiles;*



average 45 weeks to study and comprehend/1 week to skim first third but latter two-thirds cannot be skimmed. Spells—Flight, Strike Blind, Elder Sign, Banish Byatis, Create Gate, and Call M'nagalah.

Morley's journal recounts how the demonologist was drawn to the Severn Valley by its ancient legends, and how he later discovered Byatis asleep in the dark woods near Drake Castle. According to the tome, Morley managed to wake up the sleeping monster, and was somehow able to avoid being destroyed by it. The demonologist goes on to explain that he kept Byatis in the basement of his manor house until the entity grew too large and had to be moved to a secret chamber beneath the castle ruins. The tome also discusses how Gilbert Morley and Byatis terrorized the valley, and how the demonologist used the Great Old One to tap into the psychic dreams of Glaaki, Cthulhu, Shub-Niggurath, and Daoloth. The last several entries discuss something Morley calls M'nagalah, and his attempt to summon it forth. The final entry explains that he is about to perform the ritual of summoning. Nothing follows.

Morley's diary is difficult to comprehend because of the book's poor condition and the progressively more illegible handwriting. As Morley lost sanity by delving into the Cthulhu Mythos, his hand became more cryptic. The final third of the tome is especially hard to decipher.

DRAWING DOWN THE MOON—in *English*, by Margot Adler, 1979. A modern treatise about pagan and Wiccan groups—their origins, culture, etc. *No Sanity loss; Occult +3 percentiles*. No spells.

THE ELTDOWN SHARDS—in *English*, by Rev. Arthur Brooke Winters-Hall, 1912. Questionable translation of mysterious hieroglyphs found on clay fragments discovered in southern England. Approximately 350 copies of the thick brochure were printed at the author's expense. *Sanity loss 1D4/1D8 Sanity points; Cthulhu Mythos +11 percentiles; average 6 weeks to study and comprehend*. Spells—Contact Flying Polyp, Contact Yithian, Elder Sign. (The first and third spells are scrawled on blank pages at the end.)

THE GOLDEN BOUGH—in *English*, by Sir George Fraser, 1890. A twelve-volume edition of the classic work of comparative anthropology. *Sanity loss 0/1D2; Occult +5 percentiles*. No spells.

HISTORY OF THE VALLEY SEVERN—in *English*, by Father James Camwell, 1798. This extremely old and brittle volume details a number of curious incidents in the history of the Severn Valley, including a lengthy report of a local farmer's discovery of a strange statue and his subsequent

horrifying encounter with a purported daemon. The book mentions Gilbert Morley and his ability to subdue a great monster with his black arts. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 2 weeks to study and comprehend*. No spells.

ICON OF DAOLOTH—The strange atomic construct is in actuality an icon representing Daoloth; it consists of hemispheres and shining metal, coupled by long plastic rods. The coloring of the rods is flat gray, thus making it difficult to determine which rod is nearest to the viewer. Individual cylinders protrude from the mass of the construct. If one looks at the construct for any length of time, the feeling comes that eyes stare back from between the rods. Staring directly at a particular spot reveals only empty space, however. When an investigator turns away from the icon, he or she sees peripherally that the icon has expanded to fill that entire side of the room. This too is an optical illusion. Turning back reveals that the representation remains the same size. Viewing this alien idol costs 0/1 *Sanity* points. A successful *Cthulhu Mythos* roll identifies it as a statue of the Outer God Daoloth, requiring another *SAN* roll and the loss of an additional 1/1D6 *Sanity* points.

THE JOURNAL OF WALTER GILMAN—in *English*, by Walter Gilman, 1928. Records Gilman's theories about multiple universes and the existence of dimensions beyond those commonly hypothesized in modern mathematics. Some of his theories relate non-Euclidean calculus to the supposed magic of various witch cults. A successful *Physics* or *Mathematics* roll is necessary to understand the book. *Sanity loss 1D3/1D6; Physics +3 percentiles; Cthulhu Mythos +4 percentiles; average 5 weeks to study and comprehend*. No spells.

Walter Gilman was a talented mathematician who lived in Arkham, Massachusetts, in the late 1920s. He studied hyper-dimensional physics. In his search for knowledge, he delved into the *Necronomicon*, the *Book of Eibon*, and the *Unaussprechlichen Kulten* from the famed Orne Library at Miskatonic. His journal also refers to the Cthulhu Mythos, including both Daoloth and Yog-Sothoth, and it describes a number of bizarre dreams Gilman experienced while boarding at 197 E Pickman Street in Arkham.

LEGENDRY AND CUSTOMS OF THE SEVERN VALLEY—in *English*, by Professor Winston Hill, 1954. This book discusses various myths of the Severn River Valley, including legends of Byatis, Shub-Niggurath, and Glaaki. Little actual information is given about the Mythos. The book collects local ghost stories and fables. *Sanity loss 1/1D6; Cthulhu Mythos +5 percentiles; average 14 hours to study and comprehend*. No spells.





MALLEUS MALEFICARUM—in Latin, by Jakob Sprenger and Heinrich Kramer, 1486. A guide for Church Inquisitors of the Middle Ages, especially on the identification and torture of witches. *No Sanity loss; Occult +3 percentiles.* No spells.

NECRONOMICON—in Latin, translated by Olaus Wormius, 1228. Published in Spain in the early seventeenth century, in an edition nearly identical to the fifteenth century black-letter folio published in Germany. *Sanity loss 1D10/2D10; Cthulhu Mythos +16 percentiles; average 66 weeks to study and comprehend.* Spells—Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Contact Deity/Nyarlahotep, Contact Ghoul, Contact Sand Dweller, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, Resurrection, Shrivelling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/ Bind Servitor of the Outer Gods, Voorish Sign.

THE NIGHTGAUNT SKULL—This item, needed for the ceremony which calls Daoloth into this dimension, was obtained by Ursula Seton in the Dreamlands, and brought back to the waking world using a Crystallizer of Dreams. Being a dream-thing, the skull eventually fades back into the Dreamlands. The nightgaunt skull vanishes 1D10 hours after the “experiment.” Viewing this strange item costs 0/1 Sanity. A successful Cthulhu Mythos roll identifies it, requiring another SAN roll and the loss of an additional 0/1D2 Sanity points.

NOTES ON WITCHCRAFT IN MONMOUTHSHIRE, GLOUCESTERSHIRE AND THE BERKELEY REGION—in English, by William Thomas Sangster, 1962. This bound collection of scholarly notes and theses is the life’s work of psychical researcher William Sangster. The various essays in this collection discuss Eihort, Shub-Niggurath, and Yog-Sothoth; an Azathoth witch cult is briefly mentioned in connection with a clearing in Goatswood. Byatis and Gilbert Morley are discussed in great length. *Sanity loss 1D4/1D8; Cthulhu Mythos +6 percentiles; average 4 weeks to study and comprehend.* No spells.

THE OUTER ONES—in Latin, author unknown, circa fifteenth century. Contains references to such cosmically horrible subjects as Azathoth and its seeds, Daoloth, Shub-Niggurath, Yog-Sothoth, Ubbo-Sathla, and others. The book, like most of its ilk, is cryptic and does not explicitly describe the workings of each entity. *Sanity loss 1D4/1D8+1; Cthulhu Mythos +8 percentiles; average 7 weeks to*

study and comprehend. Spells—Dread Curse of Azathoth, Shrivelling, Summon/Bind Servitor of the Outer Gods.

PENTACLE OF PLANES—The Pentacle of Planes is a magical construct designed to contain beings summoned from other dimensions. It is similar to an Elder Sign in effect, but less powerful as it is effective only against summoned creatures. Each creature requires certain specific constructions within the Pentacle. The individual plastic tubes are arranged into a distorted semi-solid pentagram for the calling of Daoloth. If used in conjunction with the Call Daoloth spell, this construct will prevent the Outer God from expanding past its boundaries.

The Revelations of Glaaki

Several versions of this seminal multi-volume work exist. The individual volumes detail the prophecies, wisdom, and commands bestowed upon Glaaki’s worshipers. Each volume covers a different cult subject, and includes related spells.

ELEVEN VOLUME HOLOGRAPHIC MANUSCRIPT—in English, by various anonymous authors, early 19th century. This eleven-volume edition is the original version, hand-written original or else in part hand-copied. It is exceedingly rare. *Sanity loss 1D10/2D10; Cthulhu Mythos +18 percentiles; average 70 weeks to study and comprehend.* As the original, keepers may add at least four more spells than granted by the nine volume folio version below.

THE NINE VOLUME FOLIO VERSION—in English, by various anonymous authors, 1842–1865, typeset subscription series. Drawing from but abridging the eleven volume original, this nine-volume version was secretly printed in subscription, the final volume appearing in 1865. *Sanity loss 1D6/2D6; Cthulhu Mythos +15 percentiles; average 32 weeks to study and comprehend.* Spells—Call/Dismiss Azathoth, Call/Dismiss Daoloth, Call/Dismiss Shub-Niggurath, Contact Guardians of the Crystallizers of Dreams, Contact Deity/Byatis, Contact Deity/Eihort, Contact Deity/Glaaki, Contact Deity/Ghroth, Contact Deity/M’nagalah, plus Nyhargo Dirge and Summon/Bind Being from Xiclotl.

TWELVE-VOLUME HOLOGRAPHIC MANUSCRIPT—in English, by various anonymous authors, copied and recopied since the mid-nineteenth century. To the original eleven volumes, a twelfth manuscript volume was added in 1925, and since then several more volumes may have been added. The later hand-copied versions have

themselves undergone successive copyings. The latest versions now incorporate many small errors that for lack of care frequently invalidate magical procedures, potion recipes, or spell formulae. Successful Cthulhu Mythos rolls can sometimes correct such errors. *Sanity loss 1D8/2D8+4; Cthulhu Mythos +19 percentiles; average 80+ weeks to study and comprehend depending on the extent of the mss.* Spells—as per the typeset folio edition, plus the four spells chosen for the original eleven volume edition, plus 1D4 more spells for the new volumes, dated 1925 and later.

These important collections of Mythos lore are hand-written on onion-skin rag paper bound into notebooks. Composed by worshipers of Glaaki, the information in the *Revelations* was received through dreams and visions sent by the Great Old One to its faithful. The original volumes are fragmentary. Often the handwriting and subject matter abruptly changes as a different author picks up the thread of the writing where another left off. The first eleven volumes were written in the early nineteenth century. The twelfth volume appeared in 1925. In 1865 an edition pirated from nine of the then eleven volumes was published in a very limited edition from a hastily-copied text smuggled out of the Glaaki cult. Some of the information was blasphemous enough that, pirated or not, the publisher dared not print it. Other underground societies were also mentioned in the *Revelations* and most of the printed sets were purchased or stolen by them. Today this set is nearly impossible to find on the collectors' market. This, the only printed version of the *Revelations of Glaaki* to date, was printed in folio-sized hard covers.

Besides Glaaki and its cult, the *Revelations* also refer to Daoloth and the Crystallizers of Dreams, Yog-Sothoth, Eihort, Byatis, R'lyeh and Cthulhu, the Keeper of the Moon-Lens and the Goatswood Shub-Niggurath cult, M'nagalah, Ghroth, Y'gol-nac, the fosterlings of the Old Ones, the mi-go, the insects from Shaggai, and Azathoth. Most of the information refers to cults in the British Isles, particularly the Severn River Valley.

In 1925, the then twelve manuscript volumes of the *Revelations of Glaaki* contained the following information:

VOLUME I—The first volume of the *Revelations* discusses Glaaki's arrival on earth when a city-bearing asteroid carrying the entity crashed in Gloucestershire. This volume also discusses heretics who insist that Glaaki was present on Earth long before the crash of the meteor, and mention the deity in connection with other Great Old Ones Sebek and Karnak. Something known as the "reverse angles of Tagh-Clatur" is mentioned. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles;*

average 7 weeks to study and comprehend. Spell—Contact Deity/Glaaki.

VOLUME II—This volume discusses the undead servants of Glaaki and the "Green Decay" which ultimately destroys them. The great dead city and Glaaki's crystal trapdoor are also mentioned in this volume, as are the "forty-eight Aklo unveilings." *Sanity loss 1/1D2; Cthulhu Mythos +1 percentile; average 10 weeks to study and comprehend.* Spells—Contact Servants of Glaaki (on a sheet of paper inserted in the center), Green Decay, Nyhargho Dirge; Steal Life penned on the flyleaf.

VOLUME III—The third volume of the *Revelations of Glaaki* mentions Byatis and explains that the deep ones brought its image to Earth from the stars, and that the Great Old One may be summoned simply by touching its image. The Imprisonment of Byatis and Glaaki's "initiation" are addressed. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 8 weeks to study and comprehend.* Spells—Banish Byatis, Call/Dismiss Byatis, Contact Deity/Byatis.

VOLUME IV—Eihort and its brood are discussed in this volume, as are the Fosterlings of the Old Ones. Also set forth are the duties the minions of the Great Old Ones will have when the stars are right and their Masters walk the earth once more. *Sanity loss 1/1D2; Cthulhu Mythos +1 percentile; average 9 weeks to study and comprehend.* Spells—Contact Deity/Eihort, and Balk Brood and Exile Eihort on a sheet glued in between pages 58–59.

VOLUME V—Examines Ghroth, the Harbinger and Maker, a comet or asteroid-like creature and part of the Nemesis myth. *Sanity loss 1/1D4; Cthulhu Mythos +3 percentiles; average 6 weeks to study and comprehend.* Spells—Contact Deity/Ghroth, Summon/Bind Servitor of the Outer Gods.

VOLUME VI—This volume concerns the Moon-Lens, its Keeper, and Goatswood's Shub-Niggurath cult. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 8 weeks to study and comprehend.* Spells—Call/Dismiss the Keeper of the Moon-Lens, Call/Dismiss Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath.

VOLUME VII—Azathoth, its "other form," and the mines and creatures of Yuggoth are discussed in this volume. There is also some mention of Shaggai, its inhabitants, and their slave races. *Sanity loss 1/1D3; Cthulhu Mythos +2 percentiles; average 10 weeks to study and comprehend.* Spells—Call/Dismiss Azathoth, Call Xada-Hgla, Cast Out Shan, Contact Mi-go, Contact Insects from Shaggai, Summon/Bind Being from Xiclotl.





VOLUME VIII—This volume addresses the Yog-Sothoth cult and the tomb-herd, as well as various gates and portals to other places, times, and dimensions. Also discussed in this volume are the inhabitants of S'glhuo, and plans are given for the construction of a special device which enables the sound creatures to travel to Earth. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 9 weeks to study and comprehend.* Spells—Call Yog-Sothoth, Contact Tomb-Herd, Create Gate, Find Gate, Create Time Warp, Gate of Oneirology.

VOLUME IX—The Crystallizers of Dreams, their hungry guardians, and Daoloth are discussed in this volume. A ceremony for summoning Daoloth and “seeing beyond the veil” is included. *Sanity loss 1/1D2; Cthulhu Mythos +1 percentile; average 7 weeks to study and comprehend.* Spells—Call/Dismiss Daoloth, Contact Hypnos.

VOLUME X—Compares the dream sendings of Glaaki with those of Cthulhu. There is an unrelated discussion of R'lyeh. M'nagalah and its dimension on the Outside are summarized. *Sanity loss 1/1D3; Cthulhu Mythos +1 percentile; average 7 weeks to study and comprehend.* Spells—Contact Deity/Cthulhu, Call M'nagalah, Elder Sign, Send Dreams.

VOLUME XI—This volume discusses the planet known as Tond, its cities of blue metal and black stone, and the many horrors there, as well as a deity called Chig. The Crystallizers of Dreams are mentioned, and Glaaki's dreaming abilities are also discussed. *Sanity loss 1/1D2; Cthulhu Mythos +1 percentile; average 5 weeks to study and comprehend.* Spell—Contact Guardians of the Crystallizers of Dreams.

VOLUME XII—This volume, written in 1925 by a man in Mercy Hill, discusses Y'gonolac and those scampering, tattered minions who serve him. There is a terrible danger in reading this volume, for Y'gonolac is free to attempt to possess anyone who reads a single page of this volume. *Sanity loss 1/1D2; Cthulhu Mythos +1 percentile; average 8 weeks to study and comprehend.* Spells—Contact Deity/Y'gonolac, Contact the Children of Y'gonolac.

SEPPER YEZIRAH—in English, translation by Isidor Kalisch, 1877. A book of Hebrew and Jewish theosophy—a combination of medieval mysticism and science, and a major source in the making of the Kabala. *No Sanity loss; Occult +2 percentiles.* No spells.

SIGSAND MANUSCRIPT—in English, by an unnamed clergyman, seventeenth century. A British-printed quarto bound in embossed leather. Only ten copies are thought to exist—the British

Museum, the Royal Ontario Museum in Toronto, and the Bibliothèque Nationale in France are all known to hold copies. *Sanity loss 1D6/1D10; Cthulhu Mythos +10 percentiles; average 11 weeks to study and comprehend.* Spells—Call Saaitii, Saaamaaa Ritual, Heal, Journey to the Other Side.

THE SPIRAL DANCE—in English, by Starhawk, 1979. A handbook for modern Wiccans containing numerous essays and exercises to help get in touch with the powers of nature and of the mind. *No Sanity loss; Occult +1 percentile; average 4 weeks to study and comprehend.* Spells—Cast Circle, Heal, Power Chant, Spirit Cleansing.

SUSSEX MANUSCRIPT—in English, translated by Baron Frederic, 1597. Properly titled *Cultus Maleficarum*, this is a garbled and incomplete translation of the Latin *Necronomicon*. Fewer than one hundred copies were produced at the translator's expense. *Sanity loss 1D3/1D6; Cthulhu Mythos +7 percentiles; average 36 weeks to study and comprehend.* Spells—as per the *Necronomicon*, but the spells are probably dangerously flawed; this copy includes inserts bearing Contact Mi-go, Contact Deity/Nodens, Elder Sign.

THE SWORD OF SOLOMON—An ancient sword enchanted ages ago by a fanatical, enigmatic sect known as the Order of Saint Michael the Defender. The Sword of Solomon can inflict normal damage upon unholy creatures such as ghosts, demons, vampires, etc., although it has no special powers over the forces of the Cthulhu Mythos.

URSULA SETON'S DIARY—in English, by Ursula Seton, of an unspecified year but recent. Her diary starts with her purchase of Gilman's journal in Arkham. It goes on to detail her studies into hyper-dimensional physics, her discovery of Daoloth and some of its unique qualities, her use of the Temphill cult's Crystallizer of Dreams, and her more recent activities involved in preparing for the “experiment.” The book also discusses “seeing beyond the veil.” This is a treasure trove of information concerning her experiments and theories, and goes beyond Gilman's researches. To truly understand the author's discoveries, a successful Physics roll is required (*Sanity loss 1/1D3 but add Physics +3 percentiles*); this also gives the reader some insight into the workings of Daoloth and what it represents. *Sanity loss 1/1D3; Cthulhu Mythos +2 percentiles; average 4 weeks to study and comprehend.* No spells.

THE VALE OF BERKELEY—in English, by Lord Arthur Wilshire, 1928. This volume relates typical legends of ghostly monks and female apparitions. It mentions the Witch of Berkeley and the Berkeley Toad, and explains that the Berkeley

Toad was an inhuman monstrosity which was kept imprisoned in a dungeon and which ate the corpses of humans. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 12 hours to study and comprehend.* No spells.

DE VERMIIS MYSTERIIS—in *Latin*, by Ludwig Prinn, 1542. Published in folio size in Germany and suppressed by the Church. Fifteen copies are known to have survived. *Sanity loss 1D6/2D6; Cthulhu Mythos +12 percentiles; average 48 weeks to study and comprehend.* Spells—Contact Deity/Byatis, Contact Deity/Yig, Create Liao Drug, Create Scrying Window, Create Zombie, Summon/Bind Byakhee, Summon/Bind Dark Young, Summon/Bind Star Vampire, Prinn's Crux Ansata, Spirit Transfer, Summon Ghost, Voorish Sign.

WE PASS FROM VIEW—in *English*, by Roland Franklyn, 1964. Approximately two hundred copies were circulated in single-sided mimeograph bound with cardstock covers, by the author's own True Light Press of Brichester, England. Within three years of publication, no copies could be found. *Sanity loss 1D3/1D6; Cthulhu Mythos +5 percentiles; average 1 week to study and comprehend.* No spells.

THE WITCH-CULT IN WESTERN EUROPE—in *English*, by Dr. Margaret Murray, 1921. A common volume on pagan groups throughout Western Europe. *No Sanity loss; Occult +1 percentile.* No spells.

Cults in the Campbell Mythos

A Directory by Divers Hands

THE GOATSWOOD CULT OF SHUB-NIGGURATH

The largest cult in the Severn River Valley, the Shub-Niggurath cult in Goatswood counts as members the entire population of the village. The local Shub-Niggurath cult is also the oldest sect in the valley, dating back to before the time of the Romans. On certain nights of the year when the moon shines through the Moon-Lens and onto the side of a hill, the god of Goatswood comes forth to accept sacrifices.

Due to their prolonged worship of Shub-Niggurath, all the people of Goatswood have strange, goat-like features. Some of these deformities may be more noticeable than others. Most of the town's inhabitants try to conceal the taint. A few inhabitants have become the Blessed of Shub-Niggurath—the chosen of their pagan god. These horribly disfigured sacrifices seldom go abroad. They keep to themselves in the catacombs beneath Goatswood or in the deep woods which surround the village.

Goatswood's proximity to the Insects from Shaggai has resulted in a consentient—if not entirely harmonious—relationship between the Shub-Niggurath cult and the shans.

Additional information on this cult of Shub-Niggurath appears in the scenario "Blessed Be."

THE AZATHOTH WITCH-CULT

In the seventeenth century, a group of people from Goatswood gathered in a clearing in the woods where something from space had crashed. There the cult performed vile and degenerate rites and made blood sacrifices to the god of the meteorite. This meteorite was a temple/ship from Shaggai. The alien insects from that planet led the cult in the worship of their god, Azathoth. By the eighteenth century, local magistrates had extinguished the cult. The shans continue their vile worship of Azathoth today, but the human cult no longer exists. Infrequently, sacrifices to Azathoth are sought out and captured by the shans and their slave races.

Additional information on the Azathoth witch-cult appears in the scenario "Third Time's the Charm."

THE TEMPHILL CULT OF YOG-SOTHOTH

Many of the inhabitants of Temphill are members of the Yog-Sothoth cult, and all of the inhabitants know of the cult. An old crumbling church on Temphill's High Street is the center for the worship of Yog-Sothoth. Crypts and catacombs far beneath the church hold Gates to distant alien worlds and dimensions, and it is whispered that the church in High Street actually exists in other dimensions as well as in this one. The alien tomb-herd slips between the planes and into this dimension to feed on the inhabitants of the dark crypt, and to participate in the worship of Yog-Sothoth.

The Temphill cult is lead by a mysterious figure known only as the "Old Man." Rumored to be a Son of Yog-Sothoth—one of the few surviving members of the Hermetic Order of the Silver Twilight—few of the cult have ever seen him, although his raspy, whispered voice is often heard at darkened cult gatherings. Damon MacInnes is the only living member of the sect who has ever





seen the high priest, and he reports to his fellow-cultists the wishes of the "Old Man." In reality, MacInnes and the "Old Man" are the same person: MacInnes performs an intricate charade to keep his true identity as cult leader secret from the rest of Temphill.

Additional information on the Temphill Yog-Sothoth cult appears in the scenario "The Watcher Out of Time."

THE CULT OF GLAAKI

Around 1790, a group of people from Goatswood were drawn to a deep lake north of Brichester and there built six houses. The people, led by Thomas Lee, woke Glaaki from its slumber at the bottom of the lake, but then became the undead servants of the Great Old One. The original members of the cult wrote the first eleven volumes of the *Revelations of Glaaki* in the early nineteenth century. The small community remained active for about sixty years, until the threat of the "Green Decay" forced them to hide during daylight hours. Since that time the Glaaki cult has grown little, initiating the occasional visitor who is drawn to the ghost town out of curiosity, or through the dream-pull of Glaaki.

Additional information on the Glaaki cult appears in the scenario "Of Dreams and Dark Waters."

THE CULT OF GHROTH

At the end of the nineteenth century, a cult of five men met in a secret room in the Variety Theatre in Lower Brichester. These men studied astrological charts and watched the sky through a telescope, waiting for Ghroth, an Outer God who was prophesied to herald the end of the world. In 1900, the cult was exposed by the owner of the Variety Theatre. Four of the five men went to jail, with the fifth—the man who owned the theatre—quietly leaving town.

Additional information on the Ghroth cult appears in the scenario "Gothic."

THE CAMSIDE COVEN

A group of a dozen pagans dedicated to following the Old Religion. This group is in no way associated with the Cthulhu Mythos. Although they do possess mystical powers, they are typically a harmless group. The original members of the coven are Nell Allen, Robert Allen, James Carter, Jenny Carter, Adam Cooper, Elizabeth Cooper, Jane Cooper, Mary Cooper, Anne Norton, John Norton, Thomas Small, Alice Young, and Arthur Young.

The Camside coven, not detailed in this volume, is available for keeper expansion.

Denizens of the Campbell Mythos

A Goatswood Bestiary by Scott David Aniolowski & Divers Hands

Byatis
Crystallizers of Dreams, Guardians of the Daoloth
Dwellers in the Depths
Eihort
Eihort's Brood
Fosterlings of the Old Ones
Ghroth
Glaaki
Glaaki, Servants of
Goatswood Gnomes
Green God
Green God, Children of the Keeper of the Moon-Lens
L'gy'hx, Inhabitants of Lrogg
M'nagalah
S'glhuo, Denizens of Shaggai, Insects from Shub-Niggurath, Blessed of The Tick Tock Man (machine)
The Tick Tock Man (humanoid)
Tomb-Herd
Xada-Hgla
Xiclotl, Beings from Y'gonolac
Y'gonolac, Children of Zy'tl Q'ae

BYATIS, Great Old One. . . . *It had but one eye like the Cyclops, and had claws like unto a crab. He said also that it had a nose like the elephants . . . and great serpent-like growths which hung from its face like a beard, in the fashion of some sea monster. . . . They heard a sound of wings, like the flapping of a great bat. . . . For the snake-like thing that had reached for me, that thing as wide as a human body and impossibly long, had been merely the face-tentacle of the abomination Byatis.*—Ramsey Campbell, "The Room in the Castle."

Byatis is mentioned in several books of occult lore concerned with the British Isles. According to Ludwig Prinn in *De Vermis Mysteriis*, the deep

ones originally brought Byatis' image to earth. Few deep ones here still worship this Great Old One, for it is kept apart from them by its imprisonment inland. No known human cult is associated with Byatis.

Presently Byatis is held at bay behind a door inscribed with an Elder Sign in an ancient castle in Britain. If released, Byatis' characteristics of STR, CON, and SIZ each increase by 1D3 points whenever it feeds. Byatis' STR can increase to 98, its CON to 85, and its SIZ can increase to 175, but no further. If brought to zero hit points Byatis assumes a toad-shaped cloudy form and cannot reform until summoned or released from behind the door. When Byatis does reappear, it reappears with its original statistics.

The Great Old One can be summoned by touching one of its statues. Whoever gazes into the eye of Byatis is hypnotically drawn into the clutches of the alien god. To avoid looking into the eye of the Great Old One, an investigator's player needs a successful Luck roll each round while his or her character is in the presence of this monster.

Byatis attacks with two claws, or its nose-tentacle, or a bite on any given round. Byatis' damage bonus changes according to its current STR and SIZ. The reach of the nose-tentacle equals Byatis' current SIZ in feet. A victim caught by Byatis' proboscis can only break free by matching his or her STR against the god's STR on the Resistance Table. If this roll fails, the victim is automatically bitten the round after being captured.

BYATIS, Great Old One, the Serpent-Bearded

STR 35* CON 60* SIZ 30* INT 20 POW 32
DEX 15 MOV 8/10/8 run/fly/swim HP 45*

**These are Byatis' original statistics, which increase each time it feeds.*

Damage Bonus: +3D6*.

Weapons: Claws 85%, damage 1D10 + db

Nose-tentacle 80%, damage 1/2 db

Bite 55%, damage 1D8

Armor: 10 points of scaly hide.

Spells: Byatis can Summon or Contact all of the races and gods of the Mythos except the Elder Gods and their minions, plus any others as the keeper desires.

Sanity Loss: 1D6/1D20 Sanity points for seeing Byatis.

GUARDIANS OF THE CRYSTALLIZERS OF DREAMS, Lesser Servitor Race. *"Don't ask me where I got the Crystallizer, by the way—until I can be sure its guardian will not follow, I must never speak of it."*—Ramsey Campbell, "The Render of the Veils."

These creatures appear in this world as shadowy silhouettes—vague half-images. Looking much like ghostly, floating jellyfish, the guardians of the Crystallizers of dreams bob silently and cloud-like

above the ground, long, graceful tentacles dangling from beneath a dark and stormy sack-like body. Featureless except for a pair of yellow, cat-like eyes that glow menacingly, the guardians are a weird and ominous sight to behold. See page 135 for an illustration.

Those creatures whose responsibility it is to guard the fabled and bizarre Crystallizers of dreams are not wholly of this planet, but exist instead in a dimension somewhere between the realms of dreams and the world of the waking. When one of the strange whistling, egg-shaped crystals is used improperly, or taken wrongly from its owner, Hypnos sends forth the guardians to retrieve the enigmatic jewel and capture the offending party.

The guardians are attracted to the Crystallizer's whistling and each use of the artifact adds a cumulative +1D10% chance of attracting the creatures. At first a rolling, oozing, puddle-like spot of shadow forms in the air. A few moments later one or more guardians waft through the spatial disturbance and into this dimension, to seek the Crystallizer of Dreams and its imprudent user. Crystallizer guardians have no scent and make no sound, so they almost always attack with surprise.

Guardians attack by entangling victims in their shadowy tentacles and dragging them back through the portal to their habitat between dreams and reality. To break free, a victim's player must match his character's STR against the creature's POW on the Resistance Table. Those taken by the guardians are later found in a deep sleep from which they never awake. The dream-essence of such offenders is trapped forever in the realm of the guardians and their Sire, Hypnos. These creatures may appear and attack in either the waking world or any of the worlds of dream.

Due to their shadowy consistency, guardians have no STR or CON as understood by humans. These creatures' hit points equal their POW.

GUARDIANS OF THE CRYSTALLIZERS OF DREAMS, Hypnos' Hunters

char.	rolls	average
STR	N/A	N/A
CON	N/A	N/A
SIZ	3D6+3	13–14
INT	2D6+8	15
POW	2D6+6	13
DEX	2D6+8	15
MOV 10 floating in air		HP 13

Av. Damage Bonus: N/A.

Weapon: Entangle 35%, damage special

Armor: none, but these creatures take damage only from enchanted weapons, and magic which affects INT or POW.

Skills: Move Silently 100%.





Spells: If a guardian's INT or less is rolled on D100, then it knows that many spells. These creatures have the unique ability to be able to cast Dreamlands spells in the waking world. If a guardian knows spells they are likely to be those of the Dreamlands.

Sanity Loss: 1/1D6 Sanity points to see a guardian.

DAOLOTH, Outer God. *Not shapeless, but so complex that the eye could recognize no describable shape. There were hemispheres and shining metal, coupled by long plastic rods. The rods were of a flat gray color, so that he could not make out which were nearer; they merged into a flat mass from which protruded individual cylinders. As he looked at it, he had a curious feeling that eyes gleamed from between those rods; but wherever he glanced at its construction, he saw only the spaces between them.*—Ramsey Campbell, "The Render of the Veils."

Daoloth's astrologer-priests can see the past and future, and perceive how objects extend into the last dimension. They gain the power to travel into other dimensions and to see other types of reality. Daoloth does not appear to be particularly malign. He is currently worshiped on Yuggoth and other alien worlds, but seems to have little earthly cult.

The god's presence causes disaster among humankind. If he is not carefully held inside some magical barrier, his form expands and engulfs anyone nearby. Those engulfed by Daoloth are immediately sent to distant and dismal worlds and dimensions, from which they rarely return. Seeing Daoloth is also disastrous, for the human eye attempts to follow the god's outline, and that speedily causes madness. Daoloth's few human cultists summon the god only in absolute blackness.

Daoloth moves unconventionally, either by expanding his shape or by slipping through dimensions. He expands at 8 meters radius per round, and can continue expanding to any size.

DAOLOTH, The Render of the Veils

STR N/A CON 100 SIZ varies INT 50 POW 70
DEX 30 MOV 8 HP 100

Damage Bonus: N/A.

Weapon: Engulf, automatic success, sends victim to other plane.

Armor: anything striking or penetrating Daoloth is transported to another dimension, but any spell which the keeper thinks appropriate might do harm to hit points.

Spells: it might know any spell dealing with seeing or traveling to other worlds, planes, and dimensions, and whatever other spells the keeper thinks appropriate.

Sanity Loss: 1D10/1D100 Sanity points in the first round the god is visible; in succeeding rounds automatically lose 1D10 Sanity points while nearby.

DWELLERS IN THE DEPTHS, Greater Servitor Race. *The thing had eight major arm-like*

appendages protruding from an elliptical body, six of which were tipped with flipper-like protrusions, the other two being tentacular. Four of the web-tipped legs were located at the lower end of the body, and used for walking upright. The other two were near the head, and could be used for walking near the ground. The head joined directly to the body; it was oval and eyeless. In place of eyes, there was an abominable sponge-like circular organ about the center of the head; over it grew something hideously like a spider's web. Below this was a mouth-like slit which extended at least halfway round the head, bordered at each side by a tentacle-like appendage with a cupped tip, obviously used for carrying food to the mouth. . . . The sketch and the Necronomicon illustration had not reproduced everything; they had not shown the transparency of the half-gelatinous flesh, revealing the mobile organs beneath the skin. Nor had they shown the globular organ above the brain. . . . And as the mouth fell open when they stirred the body, he saw that the being possessed no teeth, but six rows of powerful tentacles interlaced across the opening of the throat.—Ramsey Campbell, "The Horror from the Bridge."

The dwellers in the depths are an amphibious race of creatures serving the Great Old Ones, particularly those associated with water. This race may be a larger, more powerful mutant strain of deep ones.

These creatures live in cities beneath the waves of oceans and rivers. They are sometimes freed to rise to the surface world where they wreak havoc upon those they encounter. The rubbery, half-gelatinous flesh of these beings is immune to most physical harm, although damage taken to the brain-organ instantly kills the creature. The body of a slain dweller quickly decomposes, leaving behind nothing more than a foul, fishy stain.

DWELLERS IN THE DEPTHS, Aquatic Horrors

char.	rolls	average
STR	4D6+6	20
CON	4D6+6	20
SIZ	2D6+16	23
INT	2D6+6	13
POW	3D6+6	16–17
DEX	2D6+6	13
MOV 7/12 swim		HP 21–22

Av. Damage Bonus: +2D6.

Weapon: Tentacle 35%, damage 1D6 + db

Armor: none, however these creatures are immune to most physical damage—the exception to this is the brain-organ. Any damage done to the creatures' brain-organs instantly kills them. A successful attack to one of these creatures has a 10% chance of striking the brain-organ, thereby instantly killing it. Fire, electricity, and magic can inflict normal damage upon these creatures.

Spells: all dwellers know 2D6 spells of the keeper's choice.

Sanity Loss: 0/1D8 Sanity points to see a dweller.

EIHORT, Great Old One. *Then came pale movement in the well, and something clambered up from the dark, a bloated blanchd oval supported on myriad fleshless legs. Eyes formed in the gelatinous oval and stared at him.*—Ramsey Campbell, "Before the Storm."

Eihort lives in a labyrinthine network of tunnels. Cornering a human victim, it questions the captive, and if the captive refuses Eihort, it smashes him or her dead. Whoever would survive the encounter must accept Eihort's Bargain, and accept implantation of immature brood into his or her body. Soon progressively more horrible, and Sanity-wracking dreams begin, costing 1D4 Sanity points and adding 1D3 Cthulhu Mythos. The maturing brood fight the Bargainer for control of his or her body. After D100 months, the struggle climaxes as terrifying visions wrack the Bargainer's brain. At last the mature Brood split open the Bargainer's body, emerge from within, and scuttle off. The Bargainer always dies.

EIHORT'S BROOD: they are small, globular, white grub- or spider-like creatures, easily slain. Their systematic destruction risks Eihort's wrath. After their grisly birth, the brood hides until the Great Old Ones walk the Earth again. Then they will metamorphose into smaller versions of Eihort, and thereafter attend him. The brood is not intelligent or aggressive, but they can gnaw motionless targets to the bone. In 1D10 minutes a group can chew 1 hit point from a defenseless target.

EIHORT, God of the Labyrinth

STR 44 CON 80 SIZ 50 INT 25 POW 30
DEX 12 MOV 8/1 run/burrow HP 65

Damage Bonus: +5D6.

Weapons: Bite 70%, damage 5D3 + paralytic poison POT 15

Crush 85%, damage 5D6 to all in 10-foot radius.

Armor: none, but all physical attacks do minimum damage. Additionally, Eihort regenerates 3 hit points per combat round. Brought to zero hit points, its remains ooze into the ground and it regenerates somewhere far within the earth.

Spells: Cloud Memory, all Contact Deity spells, Create Gate, Summon/Bind Chthonian, Summon/Bind Ghoul.

Sanity Loss: 1D6/1D20 Sanity points to see Eihort.

FOSTERLINGS OF THE OLD ONES, Greater Servitor Race. *The bulk glistened as though flayed; in the dimness it looked pale pink, and oddly unstable. . . . For a moment he saw the huge head, a swollen bulb which, though blanchd by moonlight, reminded him of a mass dug from within a body. The glistening lumpy forehead was almost*

bare, except for a few strands that groped restlessly over it—strands of hair, surely, though they looked like strings of livid flesh. . . . Before he could see the rest of the figure, a vague gigantic squatting sack, the shadow flooded the clearing. As it did so, he thought he saw his mother's face sucked into the head, as though by a whirlpool of flesh. Did her features float up again, newly arranged? Were there other, plumper, features jostling among them? He could be sure of nothing in the dark.—Ramsey Campbell, "The Faces at Pine Dunes."

The fosterlings of the Old Ones are the mutant offspring of matings between humans and Outer Gods or Great Old Ones. Through a special ceremony an Outer God or Great Old One sends out dreams which reach into the womb of a pregnant woman and alter the genetic structure of the unborn fetus. The seeming child is born normally and spends many years as an ordinary human until it unpredictably mutates into something resembling its alien parent. The human-monster transformation occurs in a single evening.

Two or more transforming humans may sometimes "grow together" into one fosterling.

Such genetic mutations and transformations are passed from generation to generation; each successive generation becomes more like the parent deity. Carriers of the tainted genes experience dreams and nightmares of odd cult ceremonies and Mythos activities. These dreams are the memories of the ancestors' confrontation with the Mythos deity passed along with the mutating genes.

When the stars are right and the Great Old Ones walk the earth once more, the fosterlings shall be their chosen servants.

In some instances the characteristic rolls listed below might be higher or lower, depending upon the Outer God or Great Old One involved in the creation of the fosterling. For example, an entity with no INT would produce a fosterling with a very low INT (less than 3D6) or no INT at all.

FOSTERLINGS OF THE OLD ONES, Bastard Children of Alien Gods

char.	rolls	average
STR	3D6+3D10	27
CON	3D6+3D10	27
SIZ	2D6+6+3D10	29–30
INT	2D6+6+1D10	18–19
POW	3D6+1D10	16
DEX	3D6+1D10	16
MOV 8		HP 28–29

Av. Damage Bonus: +3D6.

Weapons: Crush 75%, damage 1D6 + db.

Armor: none, but fosterlings of the Old Ones take minimal damage from non-enchanted weapons.





Spells: all fosterlings with INT know at least 1D6 spells.

Sanity Loss: 1/1D10 Sanity points to see a fosterling of the Old Ones.

GHROTH, Outer God. *It was red as rust, featureless except for bulbous protrusions like hills. . . . Except that of course they weren't hills if he could see them at this distance; they must be immense. It seemed to hang ponderously, communicating a thunderous sense of imminence, of power. . . . Then it moved The surface of a planet doesn't move . . . the surface of a planet doesn't crack, it doesn't roll back like that, it doesn't peel back for thousands of miles so you can see what's underneath, pale and glistening.*—Ramsey Campbell, “The Tugging.”

Ghroth has a few worshipers, mostly astrologers and others interested in the stars. This Outer God is a sort of “Nemesis Star,” a planet-sized star-like entity made up of gas, ash, and molten iron. It appears as a vast rust-red sphere, its surface rent with faults and cracks. Ghroth occasionally forms great eyes out of vast seas hidden below its crust. Its absence from Azathoth’s mindless court is due to the eternal duty it must perform. Ghroth is the herald of songs which only the pitiless stars and the dead Old Ones can hear. Ghroth urges the stars to rightness and that the Old Ones waken on the worlds which Ghroth passes.

Ghroth is the Harbinger and the Maker of the Doom of Worlds. As the Outer God nears a world, its tides change, volcanoes erupt, and horrific storms, earthquakes, and tidal waves are experienced. The presence of Ghroth signals catastrophe for solar systems as the Outer God begins to pull planets into new orbits and awaken dark slumbering gods with its music of the spheres.

There is some speculation that the appearance of Ghroth was the cause of the destruction of Shaggai.

GHROTH, The Nemesis, The Harbinger and Maker
STR N/A CON N/A SIZ N/A INT 14 POW 100
DEX N/A MOV N/A HP N/A

Damage Bonus: N/A.

Weapon: N/A.

Armor: N/A. Ghroth could theoretically be destroyed by immense physical damage. If somehow reduced to zero hit points, Ghroth’s body shatters into a cloud of lifeless rock and dust. The Harbinger then reappears in another galaxy or dimension, totally regenerated.

Spells: none.

Sanity Loss: 1D10/1D100 Sanity points to see Ghroth.

GLAAKI, Great Old One. *From an oval body protruded countless thin, pointed spines of multicolored metal; at the more rounded end of the oval a circular, thick-lipped mouth formed the center of a*

spongy face, from which rose three yellow eyes on thin stalks. Around the underside of the body were many white pyramids, presumably used for locomotion. The diameter of the body must have been ten feet at its least wide . . . long stalks [were] twisting above it . . . [the] shape towered, pulsing and shaking with deafening vibration . . . a spine stiffened toward [a victim].—Ramsey Campbell, “The Inhabitant of the Lake.”

Glaaki leads a particularly loathsome cult in which most members are undead slaves. Glaaki currently dwells at the bottom of Lake Brichester, whence it summons new cultists via *dream-pull*—the sending of hypnotic dreams to potential initiates. It also manifests elsewhere. Glaaki is weak now, and without the strength drawn from the initiation process, it cannot send the dream-pull for long distances. But whenever someone comes to live nearby, it can send the dreams, or it can dispatch servants of Glaaki to capture or guide the new initiate.

Glaaki mainly uses the dream-pull to draw victims to the lake for initiation. The target’s chance to be overwhelmed by the dream is equal to Glaaki’s magic points minus the victim’s magic points on D100. For each half-mile of distance between the victim and Glaaki’s lair, add 1 magic point to the victim’s total for the effect of this calculation. Glaaki can try once per night, for as many nights as desired.

For initiation, the novice stands on the lake shore while Glaaki rises from the deep. Glaaki drives one of its spines into the victim’s chest and then, on the next round, injects a fluid into the victim. Normally the spine kills the human victim. The spine detaches from Glaaki, and from it grow protrusions through the victim’s body. When growth is complete in a night or two, the spine drops off, leaving a livid spot which does not bleed and from which emanates a network of red lines. The victim is then an undead slave, a servant of Glaaki.

If the damage from the spine fails to cause enough damage to kill the victim before the fluid is injected, the victim becomes an undead horror, but is not subject to the will of Glaaki. If possible, Glaaki has its servants capture such an individual and hold him or her while it drives in another spine to cause proper servitude. If the victim manages to break off the spine during the round of the stabbing and before the fluid is injected, the target dies anyway but does not become an undead slave of Glaaki. In the rare instance that the spine does not cause enough damage to kill the victim, and is broken off before the fluid is injected, the victim can remain a normal human being. Glaaki’s undead slaves may hold initiates tightly to prevent them from breaking off spines prematurely.

GLAAKI, the Inhabitant of the Lake

STR 40 CON 60 SIZ 90 INT 30 POW 28
DEX 10 MOV 6 HP 75

Damage Bonus: N/A.

Weapon: Spine 100%, damage 7D3

Armor: 40-point integument; each spine has 4 points of armor and 6 hit points.

Spells: Glaaki knows most spells, and imparts many of them to his worshiper-slaves.

Sanity Loss: 1D3/1D20 Sanity points to see Glaaki.

GLAAKI, SERVANTS OF, Lesser Servitor Race.

A hand came scrabbling out to lever it up! . . . The hand of a corpse—bloodless and skeletal, and with impossibly long, cracked nails.—Ramsey Campbell, “The Inhabitant of the Lake.”

Glaaki's slaves are undead things created by his spines. They share Glaaki's memories and almost become a part of the Great Old One, though they can still perform many individual actions. At first they look human enough, if stiff and corpse-like, but in time they wither and take on the cast of the undead monsters they are. After six decades of half-death, servants of Glaaki become subject to the *green decay* if subjected to intense light such as daylight. The green decay rot destroys one so exposed in a few hours.

SERVANTS OF GLAAKI, Decaying Slaves

char.	rolls	average
STR	3D6	10–11
CON	3D6x2	20–22
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10–11
DEX	1D6	3–4
MOV 5		HP 17

Av. Damage Bonus: +0.

Weapons: Grapple 20%, damage special
Sickle 40%, damage 1D6 + 1 + db

Armor: none.

Spells: retains any known when alive, plus any new spells taught it by Glaaki.

Sanity Loss: no Sanity point loss if human-seeming; 1/1D8 Sanity points lost if in living-corpse aspect; if dead from green decay, 1/1D10 Sanity points to see.

GOATSWOOD GNOMES, Lesser Servitor

Race. *The eyes were grey globes set deep in pits; the noses were hooked like those of childhood witches she'd leafed over; the mouths grinned, revealing pointed teeth.—Ramsey Campbell, “Made in Goatswood.”*

These ugly little creatures are actually statues carved of stone and enchanted to life by an unknown source in Goatswood, England. Dormant during daylight hours, they can spring to life at night to carry out vile and devious acts. The awakening of

these stone monsters may link to the cycle of the moon and seasons, and they may be able to function only at specific times such as the full or new moon, etc. Goatswood gnomes are strongly connected with Shub-Niggurath and other primal forces of nature and forest.

GOATSWOOD GNOMES, Enchanted Creatures

char.	rolls	average
STR	2D6	7
CON	5D6	17–18
SIZ	1D3+2	4
INT	3D6	10–11
POW	2D6+6	13
DEX	3D6	10–11
MOV 9		HP 10–11

Av. Damage Bonus: N/A.

Weapons: Claws 30%, damage 1D2
Bite 40%, damage 1D3

Armor: 9 points.

Skills: Hide 75%, Sneak 50%.

Spells: if the gnome's INT or less is rolled on D100, it knows 1D3 spells. Typically, they know those dealing with Shub-Niggurath, the Outer God's spawn, and other powers and entities of nature and the elements.

Sanity Loss: 0/1D3 Sanity points to see a Goatswood Gnome.

GREEN GOD, Great Old One. . . . *[It] towered from the moist earth, an idol not unlike a greenish Easter Island statue overgrown almost to featurelessness, its apex lost in the darkness overhead . . . It unfurled part of itself toward me, a glimmering green appendage which might have been a gigantic wing emerging from a cocoon, and as it reached for me it whispered seductively with no mouth.—Ramsey Campbell, “The Horror Under Warrendown.”*

The Green God is an obscure Great Old One. This sentient plant-like entity dwells in subterranean caverns where it is always tended to by 5D10 of its mutant followers. This botanical Great Old One acquires new followers by feeding bits of itself to lesser creatures—willing or not.

In combat, the Green God uses its leafy tendrils to grasp a target. It may either crush the victim or hold the victim so that he or she may be forced to swallow bits of the alien plant. Once a victim has swallowed even the tiniest bit of the Green God, he or she begins a painful transformation into one of the mutant, rabbit-like Children of the Green God. The transformation begins within 1D10 hours. If the victim is treated with three Medicine rolls within the first 1D10 hours he or she is saved, otherwise the mutation cannot be halted or reversed. The transformation is complete in 1D3 days.



**THE GREEN GOD, Botanical Great Old One**

STR 30 CON 130 SIZ 70 INT 28 POW 35
DEX 1 MOV 0 HP 100

Damage Bonus: +5D6.

Weapons: Tendril 80%, crush damage 5D6, or held with 1D4 incidental damage, as the Great Old One desires.

Armor: none, however the Green God cannot be harmed by physical weapons. Enchanted weapons, spells, fire, and chemicals inflict normal damage. Further, the Green God regenerates 1D6 hit points per round.

Spells: any spells desired by the keeper.

Sanity Loss: 1D4/1D10 Sanity points to see the Green God.

CHILDREN OF THE GREEN GOD, Lesser Servitor Race. *Then I saw that one of the worshipping horde was Crawley, and began to make out faces less able to pass for human than his, their great eyes bulging in the dimness, their bestial teeth gleaming in misshapen mouths.*—Ramsey Campbell, “The Horror Under Warrendown.”

The children of the Green God are a degenerated mutated lot. Once human, their worship of the botanical Green God has transformed them into hopping, rabbit-like parodies of their former selves. The children are typically covered in coarse hair, have elongated ears, large eyes, and sharp rodent-like teeth. They move with a hopping gait, and seem to shun light. They typically dwell in underground warrens and overgrown woods.

These lesser servitors are mostly harmless to man, so long as their lairs are avoided and they are left to themselves. They are quick and agile, capable of out-maneuvering humans or vehicles. Single children flee if confronted. They may attack, however, if encountered in large groups. These creatures seldom stray far on their own, though, and are typically encountered in groups.

In combat, children of the Green God attack with a claw or a bite each round.

CHILDREN OF THE GREEN GOD, Worshipful Servants

char.	rolls	average
STR	3D6+3	13–14
CON	3D6+6	16–17
SIZ	2D6+6	13
INT	2D6+6	13
POW	2D6+6	13
DEX	2D6+12	19
MOV 8		HP 14–15

Av. Damage Bonus: +1D4.

Weapons: Claw 30%, damage 1D4 + db
Bite 30%, damage 1D3

Armor: none.

Spells: if the keeper wishes, a Child with POW 16 or more knows 1D6 spells.

Sanity Loss: 0/1D4 Sanity Points to see a Child of the Green God.

KEEPER OF THE MOON-LENS, Avatar of Shub-Niggurath. . . . *That pillar of white flesh supported on many-jointed bony legs tipped with great circular pads. . . . It had no arms, merely three spines which dug into the ground. But the head was the worst—formed of thick coils of white jelly, covered with watery eyes, and at the center was a huge toothed beak. . . . Those great yellow eyes peered in different directions, and all the coils were twisting and jerking, sometimes transparent so that he could see into the head. . . . The three spines moved with a grotesque rowing motion to heave the body forward. The beak opened, and from it a voice issued—sibilant and high-pitched, it spoke to its worshippers. . . .*—Ramsey Campbell, “The Moon-Lens.”

In connection with their adoration of Shub-Niggurath, the people of Goatswood worship the Keeper of the Moon-Lens. This colossus may be worshiped elsewhere as well.

The Keeper of the Moon-Lens is an avatar of the Dark Mother, Shub-Niggurath. The Keeper dwells in an expansive underground complex beneath Goatswood. It comes to the surface only at certain times, when the moon shines through an alien device known as the Moon-Lens—a large convex lens surrounded by an arrangement of pivoting mirrors, high on a fifty-foot-high metal pylon. When the moon shines through the Moon-Lens and onto a particular hillside, a great stone slab slides away and the Keeper can then emerge to accept the offerings of its worshippers.

When the Keeper accepts a sacrifice, it swallows the offering, holding it gently in its transparent, gelatinous head. The colossus retreats back into its subterranean lair where the victim is “born” out of the avatar after having suffered strange mutations. These individuals drafted into the service of Shub-Niggurath are seldom seen again. They are known as the Blessed of Shub-Niggurath.

The avatar can attack with its beak or crush a victim beneath its great and cumbersome bulk.

KEEPER OF THE MOON-LENS, Fertile Mother of the Hill

STR 55 CON 135 SIZ 95 INT 21 POW 70
DEX 16 MOV 12 HP 115

Damage Bonus: + 8D6.

Weapons: Beak 90%, damage 1D10 or swallow.
Crush 75%, damage 1D6 + 8D6.

Armor: none, but the Keeper takes no more than a single point of damage from successful attacks with any weapons, and two points on an impale. Fire, electricity,

and magic do normal damage to the creature. This avatar of the Black Goat regenerates 1D10 hit points each round.

Spells: knows all spells dealing with the Outer Gods, as well as any connected with the forces of nature and the elements, and others as the keeper desires.

Sanity Loss: 1D10/1D100 Sanity points to see the Keeper of the Moon-Lens.

L'GY'HX, INHABITANTS OF, Lesser Independent Race. . . . *The native race of cuboid, many-legged metal beings was not openly hostile.* . . . —Ramsey Campbell, “The Insects from Shaggai.”

The inhabitants of L'gy'hx (Uranus) once shared their planet with the refugee Shans but eventually forced the insect race to leave because of the abhorrent rites the Shans practiced in the worship of their dread god Azathoth. The cuboid denizens of Uranus worship the two-headed bat-god Lrogg—a minor form of the Outer God Nyarlathotep—with bizarre rites of self-mutilation.

L'gy'hxians are not a hostile race, although they are a curious species. These creatures utilize various weapons constructed of a strange gleaming metal unknown to earth, including many more not listed below. They may have certain technologically advanced weapons and devices as well.

These creatures stand only about three feet tall but are very heavy and strong. A few members of this race may have come to Earth with the Shans—probably as slaves of the degenerate insects.

INHABITANTS OF L'GY'HX, Metal Cuboid Aliens

char.	rolls	average
STR	6D6	21
CON	3D6+6	16–17
SIZ	2D6+10	17
INT	2D6+10	17
POW	3D6	10–11
DEX	2D6+3	10
MOV 8		HP 16–17

Av. Damage Bonus: +1D6.

Weapons: Knife* 25%, damage 1D8 + db.

Whip** 30%, damage 1D4 + 2D10 electrical shock.

*These knives can cut through metal as easily as through soft flesh.

**These whips emit an electrical charge upon contact which inflicts an additional 2D10 damage. If an impale is rolled, it means that the whip wraps around the victim, who suffers an automatic 2D10 electrical damage each round thereafter. A successful Dodge roll allows a victim to avoid the whip.

Armor: 19 points of metal skin.

Spells: if the L'gy'hxian's INT or less is rolled on 1D100, it knows that many spells.

Sanity Loss: 0/1D8 Sanity points to see an inhabitant of L'gy'hx.

LROGG, Avatar of Nyarlathotep. . . . *Which conferred benefits on its worshipers and demanded only annual sacrifice, in the shape of the removal of the legs of a conscious native. . . . Smashing all the statues of the two-headed bat-deity Lrogg and killing three of the priests.*—Ramsey Campbell, “The Insects from Shaggai.”

Lrogg is worshiped by the cuboid inhabitants of L'gy'hx by means of rites of self-mutilation.

This avatar of Nyarlathotep is closely connected to the Outer God's Father of All Bats/Fly-the-Light/Haunter of the Dark form. Lrogg is a double-headed bat-creature composed of living, icy blackness. The bat-god has countless star-like eyes that twinkle and move about on its two faces, and each head has several fanged mouths. Lrogg's wings flap noiselessly but throw off showers of queer black sparks and flame.

Lrogg may attack with two bites each round or by showering black sparks and flame from its wings. Those struck by the unholy black fire automatically lose 1D10 hit points and 1D6 CON each. CON lost in this way never regenerates.

LROGG, the Silent Bat-God from the Stars

STR 40	CON 55	SIZ 45	INT 25	POW 35
DEX 20	MOV 10/60 fly			HP 50

Damage Bonus: +4D6.

Weapons: Bite 75%, damage 2D6.

Sparks & Flame 45%, damage 1D10 + 1D6 CON drain.

Armor: none, but Lrogg suffers damage only from fire or light.

Spells: as desired by the keeper.

Sanity Loss: 1D8/1D20 Sanity points to see Lrogg.

M'NAGALAH, Great Old One. . . . *A tentacled mass of what looked like bloated raw entrails and eyes.* . . . —Ramsey Campbell, “The Tugging.”

M'nagalah has no known human cult. It may be worshiped by alien races on other worlds. Its appearance is signaled by a hissing, squishing, wet writhing noise. When encountered or summoned, M'nagalah drags itself in ghastly fashion across the ground toward its target, clutching and reaching for victims with dripping, quivering entrail-like tentacles. The cancerous deity can attack even the summoner unless he or she is somehow protected or hidden from the creature's view.

Those grasped by M'nagalah are crushed or have slippery tentacles forced into body openings and are turned inside out on the following round. The corpses are then drawn into M'nagalah's mass of bloated entrails, bleeding and quivering, where they become one with the alien deity.

M'NAGALAH, The Devourer

STR 55	CON 80	SIZ 50	INT 21	POW 30
DEX 25	MOV 16			HP 65





Damage Bonus: +6D6.

Weapon: Tentacle 80%, damage 1D6 + 6D6 or death on following round.

Armor: none. M'nagalah regenerates at a rate of 25 points per round.

Spells: all those dealing with the Great Old Ones and their minions, as well as others the keeper thinks appropriate.

Sanity Loss: 1D8/3D10 Sanity points to see M'nagalah.

SAAITII, Great Old One. *I saw it pale and huge through the swaying, whirling funnel of cloud—a monstrous pallid snout rising out of that unknowable abyss. . . . It rose higher like a huge pale mound. Through the thinning of the cloud curtain I saw one small eye. . . . A pig's eye with a sort of hell-light of vile understanding shining at the back of it.* — William Hope Hodgson, "The Hog."

Saaitii manifests as a swine-like horror with a bloated, cadaverous body, a dozen or more cloven-hoofed legs, a single tiny black eye, and three mouths full of boar-like tusks and teeth beneath its pig-like snout.

Saaitii has no organized cult among men.

This minor god dwells in an outer realm of darkness and labyrinthine tunnels. The Great Old One attacks its victims' souls, possessing them and dragging their souls off into its hellish lair where it devours them. Saaitii does this by first overcoming a victim's POW with its own. If successful, the Hog begins draining 1D3 POW from its victim each night. Once a victim's POW drops to 0 he is dead, his or her soul devoured by the alien god. Those who have been attacked in this way experience vivid, horrible dreams of descending into hellish labyrinths and darkness, and the maddening sounds of countless howling, squealing swine. During such dreams, the Great Old One's victim behaves strangely, falling into a coma-like state and grunting like a hog. The eyes of Saaitii's dreaming victims remain partially open and filled with chilling terror. Once they enter the Great Old One's dream-escape nothing will wake a victim.

The Hog's victims often act as a focal point for the Great Old One to enter this dimension. Strange pools and clouds of shadow, and the sounds of far-off squealing of swine herald Saaitii's arrival.

The Hog may attack by trampling its victims, biting with one of its mouths, or goring them with great tusks.

SAAITII, The Hog

STR 45 CON 75 SIZ 35 INT 20 POW 55
DEX 12 MOV 10 HP 55

Damage Bonus: +4D6.

Weapons: Trample 80%, damage 3D10 + db

Bite 50%, damage 2D6

Gore 70%, damage 1D10 + db

Armor: 10 points of thick hide

Spells: Cloud Memory, Create Gate, Enthrall Victim, Implant Fear, Mesmerize, Mindblast, and any others the keeper feels appropriate.

Sanity Loss: 1D8/1D20 Sanity points to see Saaitii.

S'GLHUO, DENIZENS OF, Lesser Independent Race. . . . *It was not human. It was too thin and tall, with huge pupilless eyes, and a skin covered with tiny rippling blue scales. The fingers were boneless. . . .* — Ramsey Campbell, "The Plain of Sound."

In the Gulf of S'glhuo, in a strange and distant universe, all of the worlds and their inhabitants are composed of sound. These strange entities may appear as vaguely reptilian creatures to humans, although in reality they are nothing more than sound.

The denizens of S'glhuo have the ability to mentally project messages over incredible distances. Humans receive these messages as dreams. Such sound-creatures are unable to travel outside their universe, however, without the aid of a "translator," a special device which must be activated on the world they wish to visit. The ninth volume of the *Revelations of Glaaki* contains plans for building the alien translator device. Those receiving the S'glhuoian dream messages are guided to the strange blueprints, and are instructed to build the device.

These entities attack with bursts of sound waves, bypassing the protection offered by most armors. Such attacks can not be Dodged. The denizens of S'glhuo's hit points equal their POW. The strange beings of S'glhuo worship the Outer God Tru'nembra—an entity, like themselves, composed of living sound. Tru'nembra may dwell or have originated in the Gulf of S'glhuo.

DENIZENS OF S'GLHUO, Creatures of Living Sound

char.	rolls	average
STR	N/A	N/A
CON	N/A	N/A
SIZ*	3D6+6	16–17
INT	3D6+10	20–21
POW	3D10+10	26–27
DEX	2D10+10	21
MOV	40	HP 26–27

*Applies to reptilian form only.

Av. Damage Bonus: N/A

Weapon: Sound Blast 25%, damage 1D6

Armor: none, but as living sound these creatures are immune to all physical damage. Certain spells which affect INT or POW harm them normally, as do particularly discordant sounds, which are especially harmful to the denizens of S'glhuo.

Spells: Normally none.

Sanity Loss: 0/1D2 Sanity points to hear the denizens of S'glhuo, and 1/1D4 to see their blue scaled form.

SHAGGAI, INSECTS FROM, Lesser Independent Race. *Even though they flew so fast, I could, with the augmented perception of terror, make out many more details than I wished. Those huge lidless eyes which stared in hate at me, the jointed tendrils which seemed to twist from the head in cosmic rhythms, the ten legs, covered with black shining tentacles and folded into the pallid underbelly, and the semi-circular ridged wings covered with triangular scales—all this cannot convey the soul-ripping horror of the shape which darted at me. I saw the three mouths of the thing move moistly, and then it was upon me.*—Ramsey Campbell, “The Insects from Shaggai.”

These insect-beings never feed, as they live by photosynthesis. They spend their time in decadence, in aesthetic enjoyment of abnormality and in torture of their many slave-races. Shans, as they also are known, are extremely long-lived, taking centuries to reach adulthood, and are scientifically advanced. They have many weapons and devices which operate by focused mind-power (magic points). The shans worship Azathoth with many complex rites and systems of torment.

They are a fugitive race. Shaggai itself was destroyed by a great catastrophe, but many shans escaped in temples made of an indestructible gray metal, teleporting themselves to other worlds. Earth's atmosphere contains some component which prevented the shans who came here from teleporting away once they arrived. It also keeps individual shans from flying any great distance.

The insect-beings now dwelling on Earth have brought with them certain beings from the planet Xiclotl as slaves and guards. At one time they ruled a human witch-cult dedicated to finding sacrifices for Azathoth.

MENTAL ATTACK: Shans are parasitic and not wholly material. One of these pigeon-sized creatures can fly right through human tissue into a target's brain, wherein it crawls about and reads its host's memories, affects target thought-processes, and injects specific memories and ideas of its own. During the day, the insect is not active within the brain, leaving the victim to do more or less as he pleases. But at night the shan wakes, and begins to implant memories. It can enter into memory Sanity-destroying sights which the insect has witnessed, or riddle memory-fragments to entice the victim into performing certain actions. Eventually the host is so hypnotized that he or she gladly helps the shan. But often such progressively-increasing control causes the victim to go mad, and become an unsuitable host.

NERVE WHIP ATTACK: the nerve whip is a small device which projects a chattering line of pallid light. When the light strikes a target, match the shan's magic points against the target's magic points on the Resistance Table. If the shan wins, the target is overcome by agony, and can do nothing but writhe on the ground until the weapon is turned off. If the attack fails, the target is still in pain, and his or her skill chances drop by 20 percentiles for the next 24-CON hours. The nerve whip attack may be renewed each round.

INSECTS FROM SHAGGAI, Mental Parasites

char.	rolls	average
STR	1D3	2
CON	1D3	2
SIZ	1	1
INT	3D6+6	16-17
POW	5D6	17-18
DEX	2D6+24	31
MOV 4/40 fly		HP 2

Av. Damage Bonus: N/A.

Weapons: Meld 60%, damage is progressive control after insect enters brain of target
Nerve whip 50%, damage special

Armor: none.

Spells: roll 1D20 — if the result is equal to or less than the shan's INT, that many spells are known by it, usually including Call Azathoth.

Sanity Loss: 0/1D6 Sanity points to see a shan.

SHUB-NIGGURATH, BLESSED OF, Lesser Servitor Race. *The more recognizable living bodies were dissociated alarmingly without any noticeable injury, while some others were composed of parts of varying familiarity, together with portions that did not seem to belong at all.*—Ramsey Campbell, “The Moon-Lens.”

These creatures are the servants and priests of Shub-Niggurath, created by the Black Goat from sacrificial victims. In the Outer God's form as Keeper of the Moon-Lens, the deity accepts human sacrifices by swallowing them, and later causes them to be “born” out of its body, having suffered great mutations in the process. Such individuals are usually never seen again, as from then on they dwell in dank caverns or dark woods, serving the Black Goat and her followers.

The Blessed of Shub-Niggurath are a mutant race, some of which have the semblance of satyrs, others mostly humanoid, and still others are horribly mutated into monstrous things. No two creatures are alike, although they are almost always humanoid. In combat, one of the blessed may attack with a bite or with a claw/hoof/fist.





BLESSED OF SHUB-NIGGURATH, Mutant Worshipers

char.	roll	average
STR	3D6	10–11
CON	3D6+6	16–17
SIZ	2D6+6	13
INT	3D6	10–11
POW	3D6+6	16–17
DEX	3D6	10–11
MOV	8	HP 11–12

Av. Damage Bonus: none.

Weapons: Claw 30%, damage 1D6 + db
Bite 30%, damage 1D4

Armor: none. The Blessed of Shub-Niggurath regenerate 1D6 hit points each round until dead.

Spells: All of the Blessed of Shub-Niggurath know Call Shub-Niggurath plus 1D6 other spells.

Sanity Loss: 1/1D4 Sanity points to see most Blessed of Shub-Niggurath; 1/1D6 for really horrible mutations.

TICK TOCK MAN, THE, Avatar of Nyarlathotep. *The black figure tugged at his expressionless face, peeling back the flesh to reveal wires and gears and mechanical workings. . . . His eyes were two small clock faces. . . . And he saw machines—or one great machine. Gurneys holding the people were arranged around an island of monitors and keyboards and cables. The filaments attached to heads and chests plugged into the computer: flies caught in the wire web of a mechanical spider.*—Scott David Aniolowski, “I Dream of Wires.”

The Tick Tock Man is an avatar of Nyarlathotep in the form of artificial intelligence. This entity's true form is that of a machine, although it may also appear in a humanoid form that most often seems to be a black man with some mechanical body parts (the humanoid form cannot exist without the machine form). To manifest, the Tick Tock Man causes some other being to build a suitable machine for it to inhabit. This avatar may either send inspirational dreams to its chosen builder, cause some other creature to contribute adequate designs, or in some other way cause its machine hull to be built. Occasionally the Tick Tock Man simply finds a suitable host machine without having instructed its creator.

The actual size, construction, and appearance of the avatar's machine vary with the time and place in which it manifests: in Victorian London it would be an enormous steam-powered engine, while in modern Tokyo it would be a high-tech computer. On some alien world it might be some unimaginable solid state device.

The Tick Tock Man has the ability to control any machine, and may do so to deadly ends. The machine form of this avatar also has the ability to attack with bursts of energy applicable to its construction. For

example, the enormous steam-powered engine would attack with scalding steam, whereas the high-tech computer might hurl electricity. The steam attack inflicts 1D6+2 points of damage per round. Electricity does 2D6+1 points of damage per round and stuns the investigator for 1D6 combat rounds. With the electrical attack, the investigator must match the hit point damage against his CON on the Resistance Table. If overcome, the investigator suffers cardiac arrest, and must be successfully treated with a Medicine roll within a few rounds or die.

The Tick Tock Man, like all other forms of Nyarlathotep, brings chaos and madness. The machine form of the Outer God may supply advanced calculations to scientists working on weapons or unsafe technology, or may seize control of other machines to cause chaos and destruction.

THE TICK TOCK MAN (machine form)

STR N/A	CON 50	SIZ varies	INT 78	POW 95
DEX N/A	Move N/A			HP 95

Damage Bonus: N/A.

Weapons: Energy Attack 90%, damage as per energy form (electricity, steam, etc.)

Armor: 12 points of metal and/or plastic, wires, glass, etc., plus the Tick Tock Man may regenerate itself by expending 1 POW per point of damage healed.

Spells: as desired by the keeper, plus the Tick Tock Man may control any machine.

Sanity Loss: none unless the machine's true identity is discovered, and then 1/1D8 Sanity points.

THE TICK TOCK MAN (humanoid form)

STR 24	CON 36	SIZ 17	INT 78	POW 95
DEX 18	MOV 9			HP 27

Damage Bonus: +2D6.

Weapons: Fist/Punch 90%, damage 1D3 + db.

Armor: 3 points of metal and wires, plus the Tick Tock Man may regenerate itself by expending 1 POW per point of damage healed.

Spells: as desired by the keeper, plus the Tick Tock Man may control any machine.

Sanity Loss: 0/1D2 Sanity points to see the man-machine form of the Tick Tock Man.

TOMB-HERD, Lesser Servitor Race.

Horrible white, gelatinous shapes flopped across the landscape toward the forefront of the scene. . . . And as in a dream saw those frightful shapes move upon the statues nearby, and watched the outlines of those statues blur and then begin to move. Then swiftly, one of those dreadful beings rolled and flopped toward me. I felt something cold as ice touch my ankle.—Ramsey Campbell, “The Church in High Street.”

The tomb-herd have connections to Earth through certain tombs and crypts where they feed upon the extra-dimensional excrescences of the

crypts' inhabitants, which are accessible to them on their home world. Special half-humanoid, half-crustacean statues are placed within certain tombs by the followers of Yog-Sothoth, to be host bodies for the tomb-herd on this plane.

A tomb-herd Gate to this dimension is triggered by the closeness of a living presence, and the tomb-herd immediately enters specially prepared statues in the crypt, to attack the intruder and feast upon him.

If a statue is unavailable to a member of the herd, it can attempt to possess a human in the tomb by touching him and winning a POW versus POW struggle with him on the Resistance Table. If overcome by the alien, the victim's player must roll POW or less on D100 or the victim passes out; whether or not the victim passes out, the herd-member immediately uses the unfortunate "host" to feed in the tomb. A conscious host of one of these foul feasting creatures needs a SAN roll and loses 1D3/2D4 from participating in such a ghoulish repast. The feeding complete, the herd-member leaves its temporary host, returning to its home plane and leaving the victim otherwise unharmed.

Uniquely, the tomb-herd can fold or disarrange space in small regions (this can be done only while the herd-member is in its natural, insubstantial form). This warping of space acts as the Gate spell and drains one SAN and one magic point from anyone passing through the disarranged area. This unusual attack is directed at a specific individual, and can be avoided only if the target's player rolls POW or less on D100. It costs a herd-member one magic point for each folding of space it does; this need be done but once per victim, who continues to experience the warping until the player can roll POW or less on D100. This Gate-like disarranging usually has a range of less than five miles.

The tomb-herd use this power to repeatedly return a victim to their tomb or similar location; sometimes they merely keep a victim within the town or area in which the aliens were encountered. Large groups of victims are usually separated so that they can be tormented individually; while some of the tomb-herd bewilder their enemies in this manner, others alert their human allies to the presence of intruders.

When not occupied by the herd, the special statues have hit points equal to their SIZ, plus 3 points of armor. Impaling weapons do half damage to unoccupied statues. The tomb-herd automatically crosses into this dimension if their statues are tampered with.

TOMB-HERD, Lurkers at the Threshold, the Burrowers of the Core

char.	rolls*	average*
STR	N/A (2D6+6)	N/A (13)
CON	3D6 (3d6)	10–11 (10–11)
SIZ	1D6 (2d6+6)	3–4 (13)
INT	3D6 (3d6)	10–11 (10–11)
POW	3D6+6 (3d6+6)	16–17 (16–17)
DEX	3D6 (2D6)	10–11 (7)
MOV	10 (6)	HP 7–8 (12)

*Parenthetical entries apply to statue form only.

Av. Damage Bonus (statue form only): +1D4.

Weapons: Usually none, though in statue form the herd may grapple or make other physical attacks. The herd-members' statue forms have their (STR + DEX)% chance to attack. Damage from a statue-form's attack equals the creature's damage bonus.

Armor: In natural form, the tomb-herd is immune to all damage inflicted by non-enchanted physical weapons, while magic, fire, and acid do normal damage to the seemingly insubstantial herd-form. In statue form, the tomb-herd is harmed normally, but they have 3 points of armor.

Spells: Normally none

Sanity Loss: 1/1D6 Sanity points to see the natural form of the tomb-herd, 0/1D3 Sanity points for the statues sometimes inhabited by the herd, and 1/1D6 Sanity points to see a statue in use.

XADA-HGLA, Avatar of Azathoth . . . *It consisted of a bivalvular shell supported on many pairs of flexible legs. From the half-open shell rose several jointed cylinders, tipped with polypous appendages; and in the darkness inside the shell I thought I saw a horrible bestial, mouthless face, with deep-sunk eyes and covered with glistening black hair.*—Ramsey Campbell, "The Insects from Shaggai."

This form of mighty Azathoth is worshiped only by the shans and the mi-go. Xada-Hgla attacks by putting forth green-glowing appendages from its body, crushing victims, or drawing them into its shell where they are dissolved in the sticky, burning flesh of the Outer God.

Unlike the writhing nuclear chaos it represents, this avatar of Azathoth does not bring with it any other gods or servitors when summoned.

XADA-HGLA, the Cradle of Chaos

STR 120	CON 130	SIZ 120	INT 0	POW 100
DEX 10	MOV 15			HP 125

Damage Bonus: +14D6.

Weapon: Appendage 100%, damage 14D6 or death on second round.

Armor: 50 points of hard shell; however, the sticky flesh within has no armor.

Spells: none.

Sanity Loss: 1D10/1D100 Sanity points to see Xada-Hgla.





XICLOTL, BEINGS FROM, Lesser Independent Race. *I had almost collided, I thought, with a metallic grey tree . . . about sixteen feet high with very thick cylindrical branches . . . cylinders further divided into six flat circular extensions. This might merely have been a natural distortion, and such an explanation might also have accounted for the strange arrangement of the branches in a regular circle at the apex of the trunk; but I could reach for no natural explanation when those branches nearest me suddenly extended clutchingly in my direction, and from the top of what I had taken for a trunk rose a featureless oval . . . an orifice gaping at the top.*—Ramsey Campbell, “The Insects from Shaggai.”

These carnivorous aliens come from the planet of Xiclotl. The Xiclotlans are enslaved by the insects from Shaggai for their great strength and feeble intellect, and are used as brute laborers. On their home world, the Xiclotlans worship a legendary species of plant-creature, periodically voluntarily sacrificing themselves to these plants.

ATTACKS: Xiclotlans can simultaneously use all six of their tentacles in combat. Each tentacle does damage equal to half the creature’s damage bonus.

Once seized, the victim’s player must make a successful STR against STR roll on the resistance table or the victim is lifted to the being’s mouth in the next round. The Xiclotlan can swallow one creature a round but cannot swallow anything larger than one-third its SIZ. Naturally a Xiclotlan tears into pieces those investigators too large to swallow. Victims swallowed whole take damage each round equal to the devourer’s damage bonus.

After the Xiclotlan has eaten prey of total SIZ equal to the Xiclotlan’s own SIZ, it can no longer swallow prey, though it can continue to fight.

BEINGS FROM XICLOTL

char.	rolls	average
STR	6D6+30	51
CON	3D6+24	34–35
SIZ	4D6+30	44
INT	2D6	7
POW	3D6	10–11
DEX	4D6	14
MOV 8		HP 39–40

Av. Damage Bonus: +5D6.

Weapons: Tentacle 50%, grasp +1/2 db swallows whole—does 5D6 damage per round thereafter.

Armor: 8-point hide.

Spells: none.

Skills: Hide 60%, Sneak 60%, Spot Hidden 50%.

Spells: usually none.

Sanity Loss: 0/1D6 Sanity points to see a Being from Xiclotl.

Y’GOLONAC, Great Old One. *He saw why the shadow on the frosted pane yesterday had been headless, and he screamed. As the desk was thrust aside by the towering naked figure, on whose surface still hung rags of the tweed suit, Strutt’s last thought was an unbelieving conviction that this was happening because he had read the Revelations . . . but before he could scream out his protest his breath was cut off, as the hands descended on his face and the wet red mouths opened in their palms.*—Ramsey Campbell, “Cold Print.”

A bloated, glowing figure who dwells underground in a vast ruin behind a wall of bricks, Y’gononac is known to come when his name is read or spoken while evil is present. He is a minor god, but malignant.

Y’gononac is delineated in the *Revelations of Glaaki*, an arcane set of books. He has little cult, but strives mightily after more worship, entrapping those who are subtly evil to be his priests. Y’gononac’s notion of evil seems to be a shallow one, however.

Y’gononac may manifest as a normal, somewhat neurotic flabby man. When he manages to contact a person debased by evil, that target is possessed and absorbed by the deity. Thereafter Y’gononac’s shape can change at will from the form of the possessed individual to Y’gononac’s true form—glowing, headless, naked and huge, with wet mouths opening in the palms of the hands.

ATTACKS: to fight off a psychic attack, the target’s player must roll his investigator’s POW x5 or less on D100 each round to avoid being overcome. Once overcome, the investigator loses 1 INT and 1 POW each round until Y’gononac is forced away or until the investigator’s soul and mind are destroyed, and replaced with Y’gononac’s. Y’gononac departs only after losing all hit points. Y’gononac normally attacks people who have become aware of him, usually through reading at least a page of the *Revelations of Glaaki*. Y’gononac is clever at getting persons to read passages from those horrid books without knowing they have done so.

In combat against more than one enemy, Y’gononac uses his mouths to devour and destroy foes. Damage done by the mouths does not heal naturally, and INT and POW loss is permanent, since the suppurating wounds never close.

Y’GOLONAC, Great Old One

STR 25	CON 125	SIZ 25	INT 30	POW 28
DEX 14	MOV 10			HP 75

Damage Bonus: N/A.

Weapon: Touch 100%, damage lose 1 INT & 1 POW each round

Devour 100%, damage 1D4 non-healing damage

Armor: none.

Spells: Summon/Bind and Contact spells, and whatever else the keeper thinks appropriate.

Sanity Loss: 1/1D20 Sanity points to witness the transformation from human to Y'gononac.

Y'GOLONAC, CHILDREN OF, Lesser Servitor Race. . . . *And beyond the wall rises Y'gononac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gononac.* . . . —Ramsey Campbell, “Cold Print.”

The children of Y'gononac are small, deformed, eyeless humanoids. Cloaked in tattered rags, they grope blindly about in the dark, mindlessly awaiting the day their sire is free to walk the earth once more.

Like the Great Old One, the disfigured children of Y'gononac have mouths in the palms of their hands. These crippled figures may attack with three bites per round: one for the mouths on each of their hands, plus the one on their face. When encountered in groups, these near-mindless creatures swarm over victims, attacking them in packs.

Due to their blindness, the children of Y'gononac have heightened hearing and senses of smell.

THE CHILDREN OF Y'GOLONAC, Tattered Eyeless Figures of the Dark

char.	rolls	average
STR	2D6	7
CON	3D6	10–11
SIZ	2D4	5
INT	1D4	2–3
POW	2D6	7
DEX	3D6	10–11
MOV 10		HP 8

Av. Damage Bonus: –1D6.

Weapons: Bite 30%, damage 1D2.

Armor: none.

Spells: none.

Skills: Listen 80%, Scent 80%.

Sanity Loss: 0/1D4 Sanity points to see a child of Y'gononac.

ZY'TL Q'AE, Greater Independent Race. *Then came a splashing in that darkness, and a huge purple moist blossom rose from it, its petals opening and closing hungrily. But the greatest abnormality of the thing which splashed out of the pit was its green tentacles, tipped with many-fingered hands of unholy beauty, which it held yearningly toward the point where the sacrifices threw themselves off.* —Ramsey Campbell, “The Insects from Shaggai.”

This race of intelligent plant-things rules the planet Xiclotl, demanding that the other inhabitants of the world periodically offer sacrifice to

the carnivorous plant-creatures. The Zy'tl Q'ae dwell in darkness, thriving on the sustenance they derive from the living sacrifices and other prey they capture in their grasping tendrils and snapping blossoms.

The plant-creatures have a strange, hypnotic ability to lure prey into their clutches by sending

Pronunciations of Mythos Names

These are not official, but it's how we say them. The capitalized syllable is stressed. Lovecraft developed unpronounceable names sometimes, to drive home the alien nature of these creatures.

Consonants are always hard. All S's are sibilants. An apostrophe indicates a compacted short-I sound. A short-O is written O; a broad-O is written AU; a long-O is written OE. A short-A is written A; a broad-A is written AH; a long-A is written AE. A short-E is written E or EH; a long-E is written EE. A short-I is written I or IH; a long-I is written IGH. A short-U is written U or UH; a long-U is written OO. With one exception, the letter Y is pronounced as it is in “yore.” OI is pronounced as in “noise.”

entity	pronunciation
Azathoth	AZ-uh-thauth
Byatis	BEE-at-ihs
Chig	CHIG
Cthulhu	kuh-THOO-loo
Daoloth	DAE-oe-lauth
Eihort	IGH-hort
Ghroth	GHROTH
Glaaki	GLAH-kee
Hypnos	HIP-noes
Karnak	KAHR-nak
L'gy'hx	LYKS
Lrogg	L'ROG
Mi-Go	MEE-goe
M'nagalah	m'nah-GAH-lah
Nyarlathep	NIGH-ar-LATH-oe-tep
R'lyeh	r'I-YAEH
Sebek	SEH-behk
Shaggai	shahg-GIGH
Shub-Niggurath	shub-NIG-er-ath
S'glhuo	S'GLOE
Tagh-Clatur	TAGH-CLAH-tuhr
Tond	TOND
Xada-Hgla	ZAE-dah-GLAE
Xiclotl	ZIGH-laut'l
Y'gononac	ee-GOE-laun-ahk
Yog-Sothoth	YAHG-sau-thauth
Yuggoth	YUG-gauth
Zy'tl Q'ae	ZIGH-tuhl KAE





out clouds of pollen-like spores. Any creature breathing in the alien pollen must match its POW against that of the plant-being that produced the spores. If overcome by the pollen, the creature is drawn to the lair of the waiting voracious plant-things. Those who overcome the spores temporarily lose 1D3 points of CON and suffer from headaches, dizziness, and fever which results in a penalty to all skills connected to sight, DEX, or STR equal to the plant-creature's POW.

The penalty lasts only as long as the effects of the spores, and no skills are reduced below 1%. These symptoms subside and the CON returns in 1D10 hours, or in about one hour if treated by someone with medical skills.

The Zy'tl Q'ae can attack either with their snapping purple blossoms or with their grasping tendrils. A victim caught in a moist flower suffers 1D10+3 points of acid damage each round as corrosive digestive enzymes begin to dissolve the victim. The creatures' tendrils may either crush prey, or grasp and hold it until the following round when it is automatically scooped up by one of the ghastly blossoms. Victims caught by the zy'tl Q'ae may break free if they overcome the plant-creature's STR with their own.

These carnivorous horrors reproduce by discharging hard, warty seeds about the size of a human skull. The force of this seed discharge is strong enough to propel some of the material through the atmosphere of the planet and into space. Eventually some seeds fall into the atmospheres of other worlds and there germinate, spreading the species from world to world.

ZY'TL Q'AE, Botanical Nightmares

char.	rolls	average
STR	4D6+10	24
CON	3D6+6	16-17
SIZ	6D10+20	53
INT	5D6	17-18
POW	4D6	14
DEX	4D6	14
MOV 0		HP 35

Av. Damage Bonus: +4D6.

Weapons: Blossom 60%, damage engulf and 1D10 + 3 acid damage each round.

Tendrils 75%, damage 1D6 + db crush, or grasp and hold.

Armor: none, however these creatures regenerate 1D10 + 10 hit points each round.

Spells: none, usually.

Sanity Loss: 1D4/1D10 to see one of the zy'tl q'ae.

Magic in the Campbell Mythos

New Spells by Divers Hands

Full procedures for Call/Dismiss Deity spells and Contact Deity spells can be found in the "Mythos Grimoire" chapter in *Call of Cthulhu* 5.5 and later editions.

BANISH BYATIS: Forces Byatis back into his subterranean prison until summoned forth again. The spell requires two rounds to intone and costs 1D4 SAN per participant. The caster (and other people who know the spell) may expend as many magic points as they desire. Additional people present may donate 1 magic point each to the casting. Every person present loses 1D4 SAN. Match the total magic points cast against Byatis' POW 32 on the Resistance Table.

For this spell to be cast successfully, an Elder Sign must be present. A statue of Byatis is not a requirement, but having one present increases the effect of the magic points by 20%, offering a better chance for a successful cast.

For Call/Dismiss Deity spell mechanics, apply the general costs and procedures for Daoloth to Glaaki, Keeper of the Moon-Lens, M'nagalah, and Saaitii.

CALL/DISMISS DAOLOTH: This spell summons the Outer God Daoloth to appear within a special pentacle. The caster needs an icon of Daoloth, the skull of a nightgaunt, two black candles, a metal rod, and rods or tubes with which to create the Pentacle of Planes. The Pentacle keeps Daoloth's form from expanding and engulfing the spell caster. To evade the powerful Sanity loss penalty for viewing Daoloth's alien form, the spell may be cast in complete darkness. Any number of people may contribute one magic point each, and those who know the spell may contribute some or all of their magic points. Caster loses 1D10 SAN, successful cast or not. Others present lose 1D10 SAN only if the spell succeeds.

If Daoloth is called without one or more of the above-mentioned items, the caster risks becoming host to the Outer God after reciting the spell. To do this, recite the spell normally, and if successful the caster's body is pulled into Daoloth's dimension, and appears to warp and change: it flattens and

becomes one-dimensional, folding in on itself. Soon the spell caster's body has folded into a strange geometric form which then begins to expand and open, releasing Daoloth into this dimension. The spell caster is wracked with great pain as his or her body is drawn into the alien plane and inhabited by the Outer God. Watching someone become possessed by Daoloth costs 1/1D10 SAN. In returning to its own dimension, Daoloth destroys the host body.

CALL/DISMISS GLAAKI: This spell must be cast at night, and on the shores of Brichester Lake. If successful, Glaaki will rise from the Lake and emerge at the shore. Sanity loss for the spell is 1D10 SAN.

CALL/DISMISS KEEPER OF THE MOON-LENS: It can only be called on certain nights of the year, when the moon shines through the Moon-Lens and onto the side of a hill in the town of Goatswood, England. Although no other restrictions apply to this spell, one or more sacrificial victims await the Keeper of the Moon-Lens when it lumbers out of its subterranean lair. Sacrifices are swallowed whole, to be later reborn as the mutant Blessed of Shub-Niggurath.

CALL/DISMISS M'NAGALAH: The spell can be cast only at night. A sacrificial victim must await M'nagalah when it arrives, and the caster should conceal himself from the deity's view, or risk being eaten.

CALL/DISMISS SAAITII: Saaatii is a little-known Great Old One. The spell summons a horrible hog-like entity from the Outside. It may be cast anywhere after dark, but a living human sacrifice must be presented to the creature when it appears: Saaatii corrupts and devours the souls of its sacrifices, possessing them and first driving them mad.

CAST CIRCLE: Creates a magical barrier through which specific unnatural creatures (byakhee, deep ones, lycanthropes, nightgaunts, vampires, wraiths, and zombies) may not pass. Other Mythos servant races—those which can be summoned and bound—have a 50% chance per individual of being stopped by the barrier. Humans, natural creatures, and greater Mythos entities are unaffected by the barrier, nor are spells, physical weapons, or magical weapons affected.

The caster spends three magic points to establish the barrier, and an additional magic point for each person to be encircled by the barrier. There is no Sanity cost to the caster.

The spell takes five minutes to cast. The magical barrier lasts an hour, then must be recast to continue in effect.

The spell caster must inscribe the spell's barrier as a rough circle on the floor. The spell being cast, the barrier appears as a brightly glowing circle. Though the barrier is inscribed as circular, nothing against which the spell is effective can reach those protected from any direction.

For the Contact Deity spells below, the caster sacrifices POW 1 for each cast, and 1D6 SAN. Halve Luck roll to establish the percentile chance on the first cast, then accept full Luck roll thereafter. If POW drops, so does the Luck roll.

CONTACT DEITY/EIHORT: Resembles other Contact Deity spells, except that Eihort's Bargainers sacrifice 1 magic point instead of 1 POW when casting this spell. The god automatically appears in dream form if the caster is distant, and in person if within a few hundred yards. Bargainers lose 1 POW as compensation to Eihort for receiving this spell.

CONTACT DEITY/GLAAKI: Similar to other Contact Deity spells, it may be cast in any area where Glaaki has some influence. If successful, Glaaki sends 1D6 of its servants to the caster.

CONTACT TOMB-HERD: Requires 9 magic points to cast and 1D3 SAN. The attempt always succeeds, and takes five to ten rounds to cast. It must be cast near a Gate or other dimensional portal through which the tomb-herd may enter from their plane, or at or near a temple to Yog-Sothoth.

EMBRACE OF YOG-SOTHOTH: Ages the victim until he or she withers away and turns to dust. Casting the spell costs 18 magic points and 1D6 Sanity; match magic points on the Resistance Table. The victim loses 1 CON each round until he or she is completely drained of life and withered to dust. Casting the Heal spell on a victim of the Embrace of Yog-Sothoth halts the aging process, although any CON lost up to then is forever gone. Once the victim's CON reaches zero, death occurs. Witnessing the progress of the spell costs the viewer 1/1D8 SAN.

ENCHANT GLOVE: A spell similar to the Enchant Cane spell of *Call of Cthulhu* edition 5.0 and later. It creates and enchants a glove which drains POW points from victims and stores them as magic points usable by the owner. Casting the spell and creating the glove requires a week of work, a human sacrifice, 6 POW, and 1D6 SAN. Each use of the glove costs 1D3 Sanity points for the wearer. It can store up to 100 magic points.

When anyone but the glove's creator touches the enchanted object for more than thirty seconds, he or she loses a point of POW, and the glove accumulates a magic point. The person losing the POW





immediately feels suspicious and profoundly uneasy. The glove may be held against a victim who is held by force, perhaps until all POW is drained and the soul sucked into the enchanted glove. When a magic point from the object is used up in casting a spell, it is gone permanently, but a fresh point of POW may be drained from a victim to replace it.

EYES OF A STRANGER: Causes the target to see something specified by the caster. The spell costs 8 magic points and 1 Sanity point to cast. It affects a single target and takes effect at any range, although the victim must be within sight of the caster. The caster must first overcome the victim's magic points with his own on the Resistance Table, and then choose the vision with which the victim is to be burdened. If the spell succeeds, the target's view suddenly changes to what the caster has chosen. Cthulhu Mythos entities require Sanity rolls; Sanity losses for such visions are one-tenth normal (round all fractions up). A view of a friend changing into Y'golonac, for instance, costs 1/1D2 Sanity points. The spell lasts for 20—victim's INT in minutes. Nothing interrupts the vision, which is visible even with the eyes closed. The caster must personally have witnessed whatever the victim is to see.

FLIGHT: Creates an ointment which allows the user to soar through the air. The spell requires the rendered fat from an unbaptized male child and other ghastly components. They must be brewed in a cauldron by the dark of the new moon. The spell caster expends 15 magic points and 1D10 SAN, cooking down the spell components and performing a lengthy ritual over the span of the night. The enchanted ointment created by this spell is destroyed by direct sunlight, so it must be stored in a dark place and should be opened or used only after sunset. This spell produces 1D4 applications of the flying ointment. The effects of an application of the ointment lasts for 1D6 hours. A sorcerer may fly up to a speed 10 with the aid of this spell.

LIFT VEIL: Allows the caster to temporarily remove one of the "veils" from a target, allowing him or her to view the reality of a time, space, or component of reality. To cast the spell, successfully match the caster's POW against the target's POW on the Resistance Table; the caster then expends 15 magic points and 1D6 SAN while calling on Daoloth to "lift the veil." The spell takes 3 rounds to cast.

Seeing beyond the veil can be very dangerous. Those unprepared for the experience may suffer massive shocks. Those who see the reality of matter, time, or space may quickly descend into insanity, their minds unable to cope with what cascades upon them. Victims of Lift Veil lose 1/1D10 SAN

each round. The effects of this spell last for 1D3 + 1 rounds.

POWER CHANT: Offers the caster a way to temporarily double his or her magic points by expending POW 1. The caster must chant for ten minutes while intoning and extolling the gods of earth, and then expend the point of POW. The caster's newly-doubled magic points last only from sun-up to sun-down, or sun-down to sun-up, depending on the sun's visibility when the spell was cast.

REND VEIL: A deadlier version of Lift Veil: instead of just lifting one veil from the target for a little while, the caster permanently rips away one of the veils. To cast this spell, successfully match the caster's POW versus the target's POW on the Resistance Table. The caster then must expend 24 magic points and 2D8 SAN. The spell takes 5 rounds to cast.

With one of the veils to perception ripped away, a rift is created which pulls in the victim. Successfully cast, a portion of reality twists itself into a fist-sized lump. It quickly becomes a swirling, churning vortex until the fabric of reality rips, folding in on the victim. A victim of Rend Veil is forever gone, cast into the infinite time stream, the swirling multiverse, or some other portion of time, space, or hyper-reality.

REVERSED ANGLES OF TAGH-CLATUR: As revealed by ancient Egyptian priests, this is believed to have been the method by which Glaaki first came to earth. It costs 1D20 SAN and 3 points of POW to cast. This spell is highly mathematical in nature, and cannot be attempted by anyone with an INT of less than 18. When cast, it opens a Gate between Glaaki's dimension and our own. When the Gate is opened, the part of Glaaki that inhabits our world is connected to his full being, allowing him to exert far more influence over our world. This spell can also be used to close an existing Gate; POW requirements and SAN loss are the same.

SAAAMAAA RITUAL: By means of a complicated ritual, this spell creates a protective barrier, effective against the minions of the Outer Gods and the Great Old Ones. By inscribing the eight signs of the Saaamaaa Ritual on the ground within a chalk circle, a magical barrier is created through which no members of the greater or lesser races of the Mythos, or any mundane supernatural entities (vampires, zombies, etc.) may pass. The Saaamaaa Ritual requires about an hour to cast and the sacrifice of 6 points of POW. No Sanity points are lost in the casting of this spell. The magical circle created is large enough for up to eight people and lasts for 24 minus 1D10 hours.

The Saaamaaa Ritual has a second use: by inscribing the first and eighth signs of the ritual and connecting them with three straight lines, a doorway or other passage may be sealed off from members of the greater or lesser Mythos races, or mundane supernatural creatures. This shortened version of the ritual requires only a few rounds to cast and costs 2 POW. No Sanity points are lost in the casting of this spell. A passageway so enchanted remains so until one or both of the Saaamaaa Ritual signs are removed.

Outer Gods and Great Old Ones are unaffected by the Saaamaaa Ritual.

SPIRIT CLEANSING: Similar to Cast Out Devil, but the caster uses various herbs, incenses, stones, and other items of wiccan magic appropriate to Europe or North America, instead of Africa. Otherwise, the spells are identical in cost, time, and effect.

This elaborate spell takes a full day to cast, and a sacrifice of 10 magic points. No Sanity points are required.

Match the POW of the exorcist against the POW of the foe possessing the victim on the Resistance Table. Willing assistants who also know the spell may add half of their POW (round down), and this spell is seldom attempted without such help.

STRIKE BLIND: The spell requires 20 magic points and 1D8 SAN to cast. Match the caster's magic points against the target's magic points on the Resistance Table. If the target is overcome, he or she loses 1D10 SAN points as the victim is horribly blinded and the eyes suddenly melt and flow down the face. The pain is intense. The target must be visible and within 30 yards of the caster. Only ten seconds are needed to intone this spell.

Britain and the United Kingdom

by Scott David Aniolowski,
Mike Mason, and Alan Glover

Getting to England

Investigators flying into England from outside of Europe generally land at London's Heathrow Airport. Those coming from North America probably depart from New York City's Kennedy International Airport, or Toronto's Pearson International Airport. Investigators from

even further away depart from their nearest international airport, probably making connecting flights in between.

Greater London is served by five airports, with Heathrow and Gatwick receiving most overseas scheduled flights. Gatwick Airport is served by the high-speed Gatwick Express rail service to Victoria Station, whilst London (Heathrow) Airport sits at the terminus of the Piccadilly Line of the London Underground and also has fast rail service to London's Paddington Station. Buses link both airports with the capital. Those with more time on their hands will also find coach services linking the airports with major centers. International flights also land in several other cities, including Manchester, Birmingham, Newcastle, Glasgow, and Edinburgh, but London is by far the biggest destination. The Concorde flies over the Atlantic twice a day between London and New York (although flights are suspended at the time of writing following a crash in France).

Those coming from continental Europe have a number of options. They may fly into Heathrow or Gatwick Airport. They can take a ferry from France, Belgium, Holland, or Denmark (all have daily service), Germany or Norway (four times a week), or Spain (twice weekly). They may also ride the Venice Simplon Orient-Express into Paris, and then continue on to England via the Channel Tunnel which connects Paris direct to Waterloo Station, London and points between.

Officially opened in 1994, the Channel Tunnel, or "chunnel" as it is known, is a tunnel below the English Channel that connects Folkestone, England, with Calais, France. The tunnel is 31 miles long (23 miles under the sea, 8 miles below land) and some 131 feet below the sea floor. Passenger trains and special shuttle trains for vehicles run through twin tunnels; a third tunnel is reserved for maintenance and emergencies. The cross-channel trip takes less than 30 minutes.

TRAVEL DOCUMENTS AND CUSTOMS REGULATIONS

Citizens of European Union (EU) countries are required only to have a personal identification card for entry into Great Britain, which allows for a three-month stay. Citizens of other nationalities must hold and carry with them a valid passport, and in some cases a British Visitor's Card (available from travel agencies).

American and Canadian citizens need passports valid for at least six months beyond the intended length of stay.

Medical treatment is generally available free to foreign visitors through the National Health Service, although there is a charge for medicines and medical supplies.





Present-Day Gun Laws in the UK

BY DAVID MITCHELL

Firearms are heavily regulated in the British Isles. Whether investigators are visitors from outside or residents of the United Kingdom, they will find it difficult to obtain heavy firepower for use against Mythos monsters and cultists. What follows is a summary of real world firearm regulations in the land of the Union Jack, as of May 2001. For more detailed information, those with Internet access can go to the "Firearms Enquiries" section of the British Metropolitan Police Service site, <http://www.met.police.uk/firearms-enquiries/>. Information about importing firearms is provided at the British High Commission site, <http://www.brithighcomm.org.nz/general/firearms.htm>.

FIREARMS DEFINED

Under the Firearms Acts, a firearm is "a lethal barrelled weapon of any description, from which any shot, bullet or other missile can be discharged."¹ A shotgun is considered to be a separate type of weapon. However, a "section one" shotgun, i.e., one that can hold more than two cartridges in the magazine, qualifies as a firearm. (A section one shotgun can be "restricted," i.e., adapted by a gunsmith to hold only two cartridges in its magazine and a third in the breech; this qualifies as a shotgun.) Antique firearms (usually those that are at least 100 years old) that are kept purely for display purposes are not considered to be firearms and are not regulated. (However, there is no such thing as antique ammunition under the law; possession of ammunition for a gun of any sort automatically rules it out as a display piece.) Deactivated firearms of any sort (those that have been converted so that they cannot fire or be reconverted to fire again) are likewise exempt from regulation.

Weapons available for civilian possession with a certificate or permit include small or full bore rifles, shotguns of any type, and muzzle-loading handguns.

PROHIBITED WEAPONS AND AMMO

Prohibited firearms include those capable of full automatic fire or burst fire, concealable firearms, and firearms disguised as other objects for concealment purposes. Also prohibited are self-loading and pump-action rifled guns firing any ammunition other than .22 rim-fire cartridges. (For example, a .30-06 bolt action rifle is civilian legal, but a .30-06 semi-automatic rifle is prohibited.) Prohibited ammunition types include exploding and armor-piercing ammunition. Expanding ammunition is also prohibited, unless approved

for vermin extermination. Mortars, grenades, rocket launchers, and other heavy weapons are likewise prohibited.

CERTIFICATES

A UK resident who wishes to legally own a firearm or shotgun must acquire a firearm or shotgun certificate, respectively. Applications for such certificates are submitted to the local chief officer of police. (A player whose character applies for a certificate might be required to make Credit Rating and/or Charisma rolls, at the keeper's discretion.) The prospective owner must show a "good reason" for possessing each and every firearm desired, but may possess "as many shotguns as he can safely accommodate"² without having to justify each one. The number of firearms an individual may own is limited to the number which the individual can safely store, and which the individual is willing and able to use on a regular basis. Ammunition must likewise be securely stored.

One good reason for owning a firearm or shotgun is for target shooting in a government-approved shooting club, of which the applicant is a member. Note that such clubs are required by law to record their members' attendance, their membership status, and the weapons that they use. Failure to regularly attend the club, failure to regularly use the weapon(s) covered by the certificate, and/or loss of club membership can lead to partial or full revocation of the certificate.

Another good reason for weapon ownership is deer hunting or vermin control in a given area. Attempts to define Great Old Ones, Outer Gods, and their minions as "vermin" are not likely to cut any ice with the authorities. The suitability of the gun for the stated purpose must be determined (you can't use a shotgun to kill mice). Furthermore, the land in question must be inspected to determine whether the weapon(s) may be safely used there. The landowner, or the landowner's agent, must also provide written permission for such activity. Sadly for gun-loving investigators, personal protection is *not* considered a good reason for gun possession under British law.

PERMITS

An individual who unexpectedly acquires one or more firearms and/or shotguns (by inheriting them, for example) can apply for a temporary permit allowing him or her to possess the weapons. Such a permit is frequently around thirty days in duration—just long enough to allow the new owner to dispose of the guns, apply

Present-Day Gun Laws in the UK (contd.)

for a certificate, or add them to an existing certificate.³ As with a certificate, the application for a permit must be submitted to the local chief officer of police.

A visitor to the UK, or one planning to take up permanent residence, can apply for a British Visitor's Firearms Permit for one or more non-prohibited handguns and/or shotguns and their ammunition. Such permits are valid for up to twelve months.⁴ Applications for such permits must be made on behalf of the visitor by a resident, estate, or shooting club in the area to be visited. This "sponsor" submits the application to the local police chief. Such applications should be submitted well in advance of arrival, to allow time for inquiries to be made. A foreign visitor must apply for separate permits for shotguns and firearms, and must show a "good reason" for each weapon and type of ammunition he or she desires to bring. All firearms and ammunition must be declared to Customs when entering the UK.

To permanently import or export firearms, one must obtain a license from the Department of Trade and Industry.

EXPLOSIVES

A license is required to acquire or keep explosives. The three main uses are sporting and social use (such as re-enactments of historical battles involving muzzle-loading cannon and/or firearms), mining/quarrying, and demolition. A license application must be submitted to the police. The applicant is subsequently visited by an explosives officer, who reviews the application. (Credit Rating and/or Charisma rolls may again be called for.) Generally speaking, no more than 25 kg of explosive material may be acquired or kept, including a maximum of 10 kg of gunpowder and 5 kg of any other explosive or 15 kg powder content caps and ammunition.⁵ An "acquire only" certificate is issued for a period of twelve months; an "acquire and keep" certificate is issued for up to three years.

PROHIBITED PERSONS

Depending on the offense, individuals convicted of certain crimes are temporarily or permanently denied the right to own firearms or ammunition. A person sentenced to three or more years of preventive detention, imprisonment, or corrective training, or to three or more years of imprisonment in a young offender's institution in Scotland, is barred for life from possessing any firearms or ammunition, including air guns. A person sentenced to borstal training; less than

three years of corrective training; or between three months and three years in a prison, a Scottish detention center, or a Scottish young offender's institution, is forbidden to own firearms or ammunition for five years after being released.

SHOOTING WITHOUT A CERTIFICATE

Under certain circumstances, it is possible to use a gun without a certificate or permit. Certain approved shooting clubs and firearms dealers have days where non-certificate holders can try their hand at target shooting. Some clubs allow members to shoot club guns without a certificate or permit, and/or allow non-members to become "guests" sponsored by club members. Finally, a landowner or landowner's agent with a certificate or permit may allow another person to use his or her gun(s) on the landowner's property.

FEES

A new shotgun or firearm certificate* = £50.00

Renewing a shotgun or firearm certificate* =
£40.00

Replacing a lost or stolen shotgun certificate =
£8.00

Replacing a lost or stolen firearm certificate =
£9.00

Visitor's permit (per individual) = £12.00

Visitor's permit (for a group of 6–20 individuals) = £60.00

* A coterminous shotgun certificate (one granted or renewed at the same time as a firearm certificate) costs only £10.00.

FOOTNOTES

1 http://www.met.police.uk/firearms-enquiries/f_whatish.htm

2 http://www.met.police.uk/firearms-enquiries/f_reasn1.htm

3 <http://www.met.police.uk/firearms-enquiries/faq5-6.htm>

4 <http://www.met.police.uk/firearms-enquiries/faq7-8.htm>

5 <http://www.met.police.uk/firearms-enquiries/explos2.htm>





An entry permit and a compulsory six-month quarantine period are required of all domestic animals brought into Great Britain.

Great Britain uses different electrical plugs and sockets (220 volts AC, 50 Hz, plugs are square with three pins) from most other countries, and adapters should be brought along with any electrical equipment.

Video equipment and any items that are intended for sale in Great Britain must be declared on entry to the country. Shotguns and muzzle-loading handguns may be brought into the country for up to 12 months with the necessary paperwork, but not into Northern Ireland. See pages 36–37 for more information regarding gun laws. Other firearms, flick-knives, broadcasting equipment, meat, poultry, meat products, gold coins, drugs, and pornographic materials are strictly prohibited.

The following items require an export license to be taken out of Great Britain: most animals, certain plants, certain animal products, weapons and munitions, controlled drugs, antiques, objects d'art, photographic material more than sixty years old and worth more than £200, and other collectors' items. All archaeological materials, manuscripts and documents more than fifty years old also require export licenses. Most Mythos books and artifacts, therefore, must be declared and an export license obtained before being removed from Great Britain.

Currency

The basic monetary unit is the pound sterling (£). The pound is divided into 100 pence. Bills are issued in the denominations of £5, 10, 20, and 50. Scotland still has £1 notes in circulation and Scottish bank notes are considered legal tender throughout the UK. Coins are available in denominations of £1, £2, and 1, 2, 5, 10, 20, and 50 pence. Coins of higher value exist, but are not in general circulation.

Money can be exchanged in banks, large travel agencies, exchange bureaus, and many hotels. Exchange bureaus conveniently open for longer hours than banks, but they also charge higher commissions. In Northern Ireland, major tourist information centers and post offices offer currency exchange.

Credit cards and traveler's cheques are widely accepted forms of payment in the UK, with the exception of, perhaps, small shops in rural areas.

The UK has no restrictions on the import or export of currency.

Investigators are warned—England is an expensive country, and London is by far its most expensive city. Investigators should expect to spend around £30 per person, per day—more,

much more, will be required if they intend to savour the delights of fine dining, nightlife, and quality hotels.

EXCHANGE RATES

As of June 2001, £1 was equivalent to about \$1.43 USD; 1 Euro was equivalent to about \$0.86 USD; £1 was equivalent to about E 1.66; 1 USD was equivalent to 0.86 Euro. By their nature, exchange rates fluctuate. Current information will be found on the web and in newspapers.

Time Zone

The UK operates on Greenwich Mean Time (GMT) which is 8 hours ahead of San Francisco, 5 hours ahead of New York and Montréal, 3 hours ahead of São Paulo, 1 hour behind Paris, 9 hours behind Tokyo, and 10 hours behind Sydney and Melbourne. During the summer the UK operates on British Summer Time (BST) which is one hour ahead of GMT. The change usually occurs in March and October on dates set by the European Union.

BUSINESS HOURS

Banks are generally open 9.30 A.M. to 3.30 P.M. Monday to Friday. However, many of the major banks open for business on Saturday mornings for minor transactions.

Shopping hours are usually 9.00 A.M. to 5.30 P.M., Monday to Thursday, and 9.00 A.M. to 8.00 P.M. on Fridays and Saturdays. Some large supermarkets are open 24 hours. In smaller towns and villages, most shops close early on one weekday afternoon, usually Wednesday. Sunday closing is the norm, except for large shopping centers.

Post offices are open from 9.00 A.M. until 5.30 P.M. Monday through Friday, and until 12.30 P.M. on Saturdays.

Weather

The UK has a wet, temperate climate, seldom too hot or too cold. In winter, the northern regions and Scotland get snow and ice. England's west coast, Wales, and Highland Scotland have the highest annual rainfall, receiving up to 2,000 millimeters (80 inches) of rain annually. The rest of England receives about half that. Fog, mists, and overcast skies are frequent. Average temperatures for the months of January and July in London are 4° C (40° F) and 18° C (64° F) respectively. In Wales, the averages for those same months are just two degrees lower across the board, while in Scotland's eastern and western coastal regions, and in Northern Ireland, the January/July averages are 4° C (40° F) and 14° C (57° F).

Driving

A good network of roads exists in the United Kingdom. Efficient highways connect major towns and cities. Rural roads can be slow for travelling and some roads in higher elevations may close during winter or bad weather. North American drivers should be aware that a red light means stop, unless there is a filter signal. Unlike North America, turns are not allowed on red.

Traffic drives on the left, passes on the right. Traffic signs are international. Documentation needed by visitors from abroad is simply a valid driver's license from one's home country, which can be used for up to 12 months from the time of entry. A current international driving permit (available from automobile clubs in one's home country) is also sufficient. A British driving license must be applied for thereafter. Insurance covering personal injury is required, and a green International Insurance Card is recommended for drivers.

ROAD DESIGNATIONS

UK roads are classified as A, B, or C roads, or Motorways. Motorways, which are named M(number), are much like interstates in the U.S. There are no junctions at which traffic must stop, and a minimum of signals. All traffic joins or leaves by slip roads (much like onramps/offramps). Motorways link major cities. The UK staple are A roads, and can vary from single lanes in each direction up to three or four lanes. Sometimes an A road will be designated with a (M), e.g. A1(M). This means that this is a section of the A1 road which has been uprated to Motorway standards.

More minor roads are classified as B roads. There are also C roads, but these are usually too minor to be shown on road maps. C roads should be treated with caution. They may well be a narrow single-lane country track with a poor road surface and only occasional passing places.

Population

According to census estimates from 1994, about 82 percent of the country's population are English, 10 percent Scottish, 2 percent Welsh, and 4 percent Irish; 2 percent are people of other races, in nationality primarily West Indian, Pakistani, Indian, Chinese, and other European.

England is the largest country of the United Kingdom, with 130,362 square kilometres (50,533 square miles) and a population of 46,170,000 people in 1991. Though society is highly secular, about 27 million English people are members of the Church of England; Catholics make up a sizable minority of 5 million.

The English are famous for their "stiff upper lip"—an unflappable calm in the face of danger—though in peaceful social settings, this notable reticence also has been maligned as stiff formality. In fact, most English people are polite and friendly to strangers. English society's once heavily stratified class structure has broken down considerably since WWII, though differences in education and social background are reflected in a person's deportment, dress, and accent.

Comprising 78,749 square kilometers (30,405 square miles), and with a population of 4,957,000 in 1991, Scotland is an ancient nation unto itself. A sizable minority periodically agitates to separate from the UK. There is now a National Assembly for Scotland, which has local governmental authority. Unlike Lowland Scots, who have long spoken a dialect of English, Highlanders are proud of their stronger Celtic roots. The Scottish form of Gaelic still thrives in the Western Isles. The Scots are reputed (especially by the English) to be frugal and austere, but they certainly prove friendly and hospitable to most visitors, and particularly to North Americans.

A small, mountainous country of only 20,791 square kilometers (8,027 square miles), Wales has been governed by England since 1276. It now has a National Assembly for local governmental control. Nevertheless, it retains a distinctive culture based on Celtic roots, particularly in the north, home to most of the country's Welsh speakers, who comprise about 20 percent of the 2,798,000 people who live in Wales.

About 55 percent of Northern Ireland's population of 1,583,000 is Protestant, while about 38 percent is Catholic; and this is at the heart of the region's troubles. Despite the region's reputation for violence, however, the vast majority of people are peace loving and exceedingly gracious to visitors. An official cease fire is currently in effect, although the corresponding peace process looks increasingly fragile. Some violence continues, much of it under the auspices of the "Real IRA" who renounce the cease fire and still maintain that direct action is needed.

Most Irish Catholics claim lineage from the Gaelic tribes that have inhabited the island since about 600 BC. The majority of Protestant families trace their origins to the migration of settlers from Scotland and England from the late sixteenth century onward.

Food

Traditional English food tends to be a simple hearty fare of meats and vegetables, often served in pastry as pies or casseroles. The food also tends to be heavy and filling, important factors in the ethnic





cuisine of colder areas everywhere. However, with the advent of mass food importing and fast food, British supermarkets carry an ever-growing range of continental, Asian, and American specialties.

A full English breakfast might consist of some or all of porridge (with salt in Scotland), kippers, eggs, bacon, tomatoes, black pudding, sausages, baked beans, fried mushrooms, and fried bread.

The classic British fast food is the world-famous fish and chips, served with salt and vinegar. Whilst traditionally wrapped in newspaper, chips now are served in hygienic white paper or in plastic trays. By contrast, the most popular British fast food has become Indian cuisine. Curries are a firm part of the national culture.

Entrees include roast beef with Yorkshire pudding (a puff-like bread used to soak up beef juices), steak and kidney pie (veal kidney and beef baked in pastry), and beef Wellington (beef filet and mushrooms baked in puff pastry). Shepherd's pie is a casserole of ground beef or lamb, topped with mashed potatoes and baked. There is also boiled beef with carrots and dumplings, and hot pot, a layered casserole of stewing beef and vegetables. Other fare consists of Irish stew (lamb, potatoes, and onion in a hearty sauce), pork pie (pork, sage, and nutmeg baked in a pie), poacher's pie (rabbit, mushrooms, and leeks), and roast chicken, pheasant, and goose.

Typical British desserts include spotted dick (a steamed pudding with raisins and currants), bread pudding, rice pudding, and treacle tarts (molasses). Plum pudding, a famous Christmas dessert, is a mixture of rum, candied fruit, raisins, currants and other ingredients that is slowly steamed for seven hours, then left to ferment for as long as a year. Among other sweets are apple fritters (batter-dipped apple slices), pancakes (topped with lemon and sugar), and trifle (slices of cake, raspberry jam, almonds, brandy, and pudding layered in a glass dish), and shortbread and gingerbread.

Tea is often served with small sandwiches and pastries as the middle meal of the day. Cucumber

sandwiches, scones, crumpets, hot cross buns, Scotch eggs (hard-boiled eggs wrapped in sausage), and Cornish pasties (beef and vegetables in pastry), marmalade, jams, and clotted cream are typically encountered at tea. Afternoon tea remains the preserve of the upper classes.

Broadcasting and Entertainment

There are five terrestrial television channels—BBC1, BBC2, ITV, Channel 4 and Channel 5. The BBC is state chartered; the other three channels are independent. Over the last ten years, satellite and digital television has grown to become commonplace in most British homes.

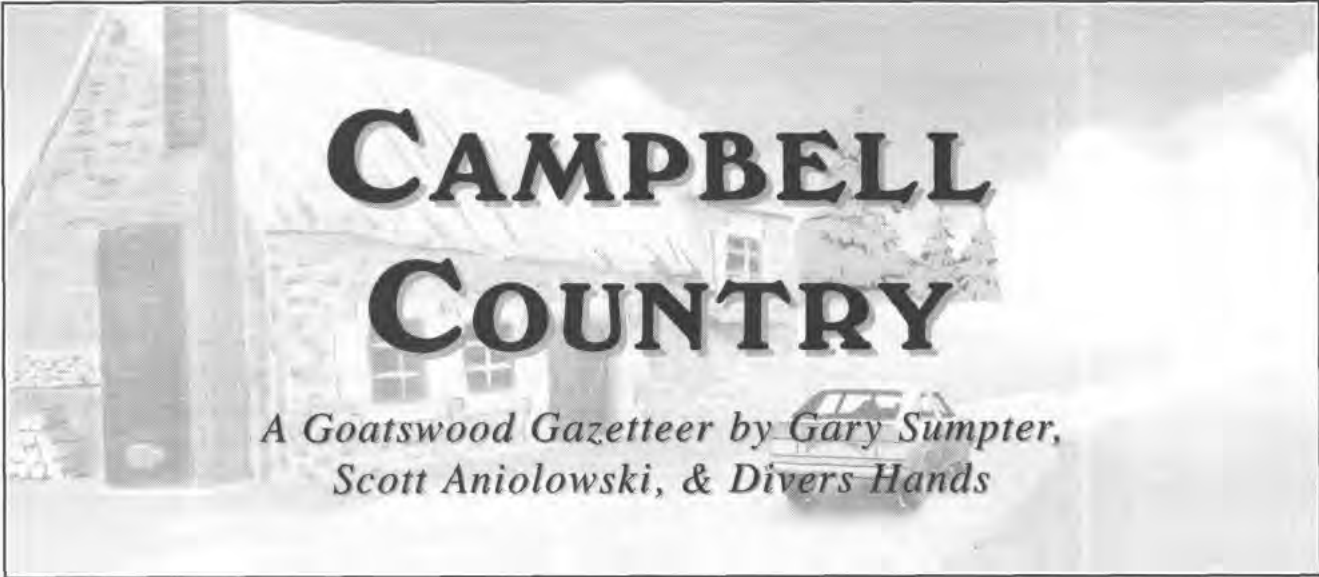
History is constantly repackaged and recycled in England, whether in the form of television costume dramas or theme parks in which people enact the tasks that once supported their communities. The royal family, though dogged by bad press, continues to occupy a prominent place in society.

Several of England's museums and galleries are ranked amongst the world's finest; most are full of treasures collected from Europe and farther afield. Investigators are likely to descend rapidly upon the British Museum and the Natural History Museum (both in London). However most large cities boast a grand museum with collections steeped in local lore.

The British countryside yields all manner of delights, from walkers' trails around the hills and lakes of Derbyshire and Cumbria, through the prehistoric stone circles, to traditional rural villages and their pubs.

Nearly every town bears testimony to the country's rich heritage, whether it is a magnificent cathedral, a small parish church, or an impressive Victorian civic building, raised on the income of the British Empire. ■





CAMPBELL COUNTRY

*A Goatswood Gazetteer by Gary Sumpter,
Scott Aniolowski, & Divers Hands*

Instead of the gently undulating Cotswold hills, with villages and half-timbered thatched houses, the area was one of grim, brooding plains, sparsely habited, where the only vegetation was a grey, diseased grass and an infrequent bloated oak.

—Ramsey Campbell, "The Church in High Street."

I had never been fond of the countryside, regarding it at best as a way of getting from town to town, and now the stagnant almost reptilian smell and chilly haze . . . seemed to attach itself to my car. This unwelcome presence helped to render the Cotswold landscape yet more forbidding to me, the farmland and green fields a disguise for the ancient stone of the hills, and I resolved to drive south of Brichester on the motorway in future and double back, even though this added half an hour to my journey.

—Ramsey Campbell, "The Horror Under Warrendown."

The Severn Valley

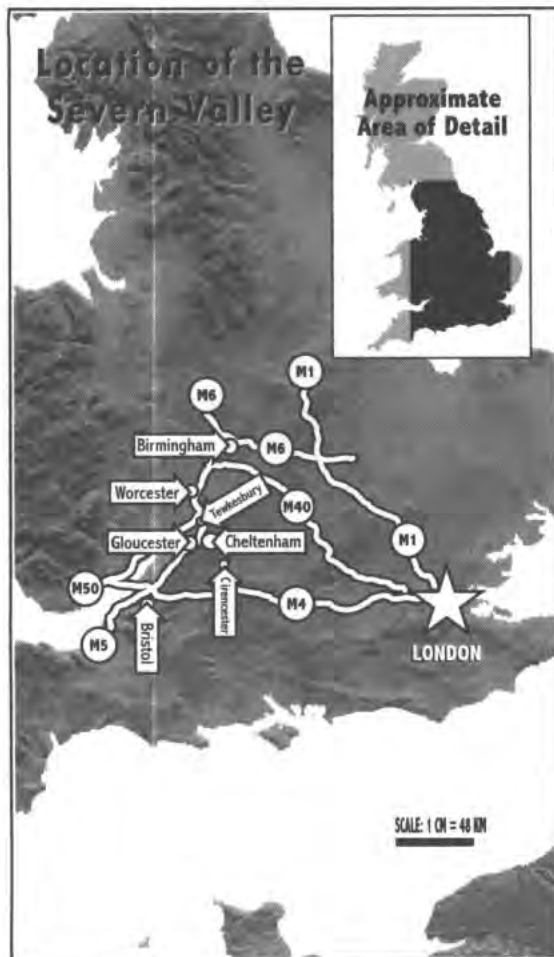
From legend-haunted Brichester to sinister Warrendown, the Severn Valley holds more than its share of mystery. We present here only the most relevant or remarkable aspects of each location. Please note that an asterisk beside a main entry marks a fictional place.

The Severn Valley is in the county of Gloucestershire, located in the west midlands of England, about 110 miles from London. Prominent features in this part of the country include the Severn River, the rolling Cotswold Hills, and the ancient deciduous Forest of Dean. Green and mossy meadows and cottages built of the local golden limestone are common sights here. A major sheep-raising area, it is not uncommon to see well-disciplined flocks of sheep herded along twisting roads to fresh pastures. Coal

Main Entries

Belas Knap
Berkeley
Birmingham
Bishop's Cleeve
*Brichester
Bristol
*Camside
Cheltenham
Cirencester
*Clotton
Deerhurst
Forest of Dean
Gloucester
*Goatswood
London
*Lower Brichester
Lydney
*Mercy Hill
*Old Severnford
*Severnford
Sharpness
South Cerney
Stourport-on-Severn
*Temphill
Tewkesbury
Upton upon Severn
*Warrendown
Winchcombe
Witley Court
Worcester

**Asterisked entries will not be found in atlases.*



mines also dot the country side, dating back to the eighteenth century.

The Cotswolds are a range of limestone hills extending about fifty miles northeast to the south-west—they mark the eastern side of Gloucestershire and the Severn Valley region as a whole. Greener than the hills above—and more fertile and lush—the valley of the Severn River runs along the west of the Cotswolds from Tewkesbury in the northeast to Bristol in the southwest. The venerable Forest of Dean is one of England's largest ancient forests, and once an important source of iron and coal.

During the Roman occupation of Britain, a major legionary fort was established in Glevum, which would later become the city of Gloucester. Along with a few remnants of the Roman occupation, numerous medieval structures stand still today in the county of Gloucestershire, including the Tewkesbury Abbey in Tewkesbury, Berkeley Castle in Berkeley, the Deerhurst Priory in Deerhurst, Flaxley Abbey in the Forest of Dean, Castle Drake outside of Severnford, and St. Oswald's Priory, the Dominican Friary, and the Franciscan Friary, all in Gloucester. And while neither in the Severn Valley nor in Gloucestershire, player characters may be interested in knowing that

Stonehenge is not far away, in the neighboring county of Wiltshire.

Most of the towns of the Severn Valley are small and many retain certain remnants from medieval or Roman times, such as street plans, buildings, and customs and festivals. The cities are Birmingham, Brichester, Bristol, and Gloucester.

TRAVEL

Bristol has the nearest major airport. There are train stations in Berkeley, Brichester, Bristol, Gloucester, and Goatswood. Buses stop at most towns in the valley. Boats also stop at Severnford, Clotton, and Camside. Car rentals are available in Berkeley, Birmingham, Bishop's Cleeve, Brichester, Bristol, Cirencester, Cheltenham, Gloucester, Tewkesbury, and Worcester. Concerning automobile travel in England, consult also the "Britain and the UK" notes preceding this section.

CLIMATE

The Severn Valley is one of the wettest parts of England. Frequent showers from spring through fall, and snow in the winter, are to be expected. Surrounded by the sea, all of Britain experiences high humidity and winter fogs. Summer temperatures average 15°C to 20°C (60–70°F), while in winter temperatures average 5°C (40°F) during the day, sometimes dropping below freezing at night.

Towns, Places, and Features

Belas Knap

This Neolithic cairn rests atop a hill nearly a thousand feet high. The wedge-shaped mound measures more than 160 feet long and stands about thirteen feet high. The structure is made up of four chambers, all of which are still accessible. The

The Domesday Book

The *Domesday Book* is a statistical survey of England compiled in 1086 A.D. and several times referred to in this gazetteer. Created at the direction of King William I, it is a census of the population and productive resources of the country at that time, noting their value and who held them.

remains of thirty people were excavated from the burial chambers in the 1930s.

Berkeley

Population 50,000. Berkeley's most famous landmark, Berkeley Castle, is a twelfth century stronghold still owned by the Berkeley family. In 1327, Edward II was murdered at Berkeley Castle. An impressive building constructed of different colored stones, it stands commandingly above the Severn River, surrounded by exquisite grounds. Berkeley is also the site of the Berkeley Power Station, the oldest nuclear-powered electrical generating station in Great Britain, at over 30 years old. In 1990 the power station was closed.

Birmingham

Population 1,014,000. England's second largest city, Birmingham is one of the largest industrial centers in the world. Birmingham's development was greatly accelerated by the Birmingham Canal, which linked the city with the Staffordshire coal fields. The pioneer of the steam engine, James Watt, made Birmingham his headquarters, as did many other brilliant, inventive men. The Central Museum and Art Gallery is one of the finest art museums in Great Britain. The Museum of Science

and Industry holds a choice collection of automobiles and machinery. The Central Library claims the largest Shakespeare collection in the world, some 35,000 volumes in nearly eighty languages. The University of Birmingham—one of the largest in the country—was founded in 1900. Corporation Street and streets around St. Martin's Circus—the old market square—are the busiest shopping areas of Birmingham. The city's Botanical Gardens, Town Hall, Exhibition Centre, and ancient cathedrals are also noteworthy.

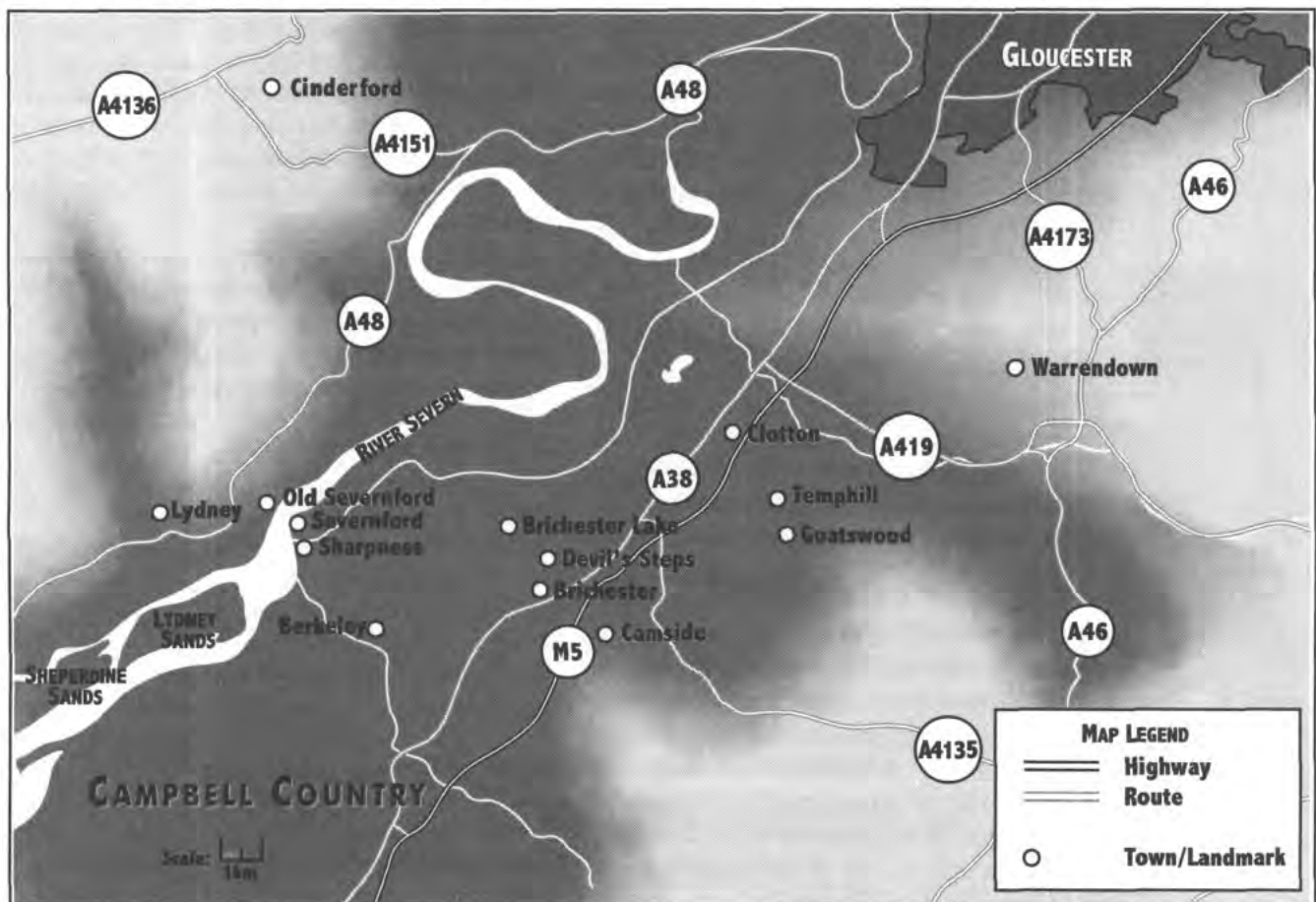
Bishop's Cleeve

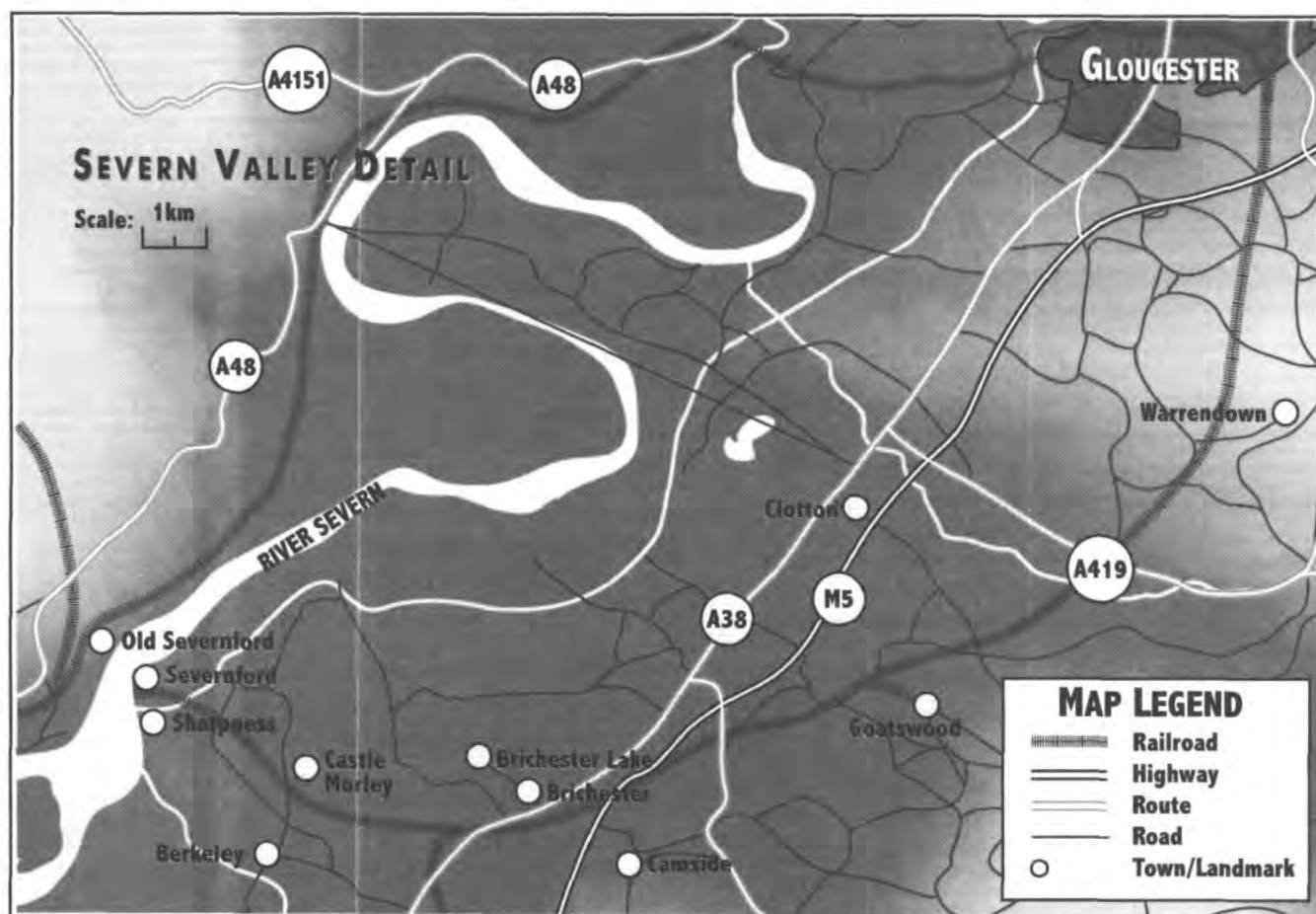
Population less than 10,000. Once under the patronage of the Bishops of Worcester, this rapidly-growing and prosperous town has been transformed and modernized by hi-tech industry.

*Brichester

Offices flashed past, glazed displays of figures at desks, the abrupt flight of perspective down alleys with a shock like a fall in a dream, more displays. The offices thinned out and aged as the bus gathered speed toward the edge of Brichester.

—Ramsey Campbell, "The Tugging."





Population 101,300. Brichester, with its suburbs of Lower Brichester and Mercy Hill, is one of the largest and most urban cities in the valley. A bustling city of office buildings, pubs, cinemas, galleries, shops, and various other business and entertainment centers, Brichester teeters between technical modernization and urban decay. The University of Brichester is one of the largest in the area. Brichester's businesses employ the bulk of the work force of this part of the valley. Separate entries for Lower Brichester and Mercy Hill will be found.

The commercial hub of the Severn Valley, Brichester appears in the *Domesday Book* as "Bricestre." It is the home of Brichester University, a respected institution of learning.

1. NEW CENTRAL LIBRARY

The main branch of the Brichester Public Libraries is located near the city center. New Central opened in 1980, a long-overdue replacement for the decaying original building. A dozen full-time librarians provide reference assistance. The library also employs a score of support staff and a number of student pages. New Central owns a number of books of possible interest to investigators: see the nearby box, "Books of Interest."

The library subscribes to the *Times* of London, as well as the Severn Valley's three newspapers: the *Brichester Herald* and *Weekly News*, and the *Camside Observer*. The most recent two months of each paper are kept shelved; indexed back issues of the *Times* (1956-) and the *Herald* (1960-) are available on microfilm.

New Central Library is open Monday to Friday, 9 A.M. to 9 P.M. and Saturday 9 A.M. to 5 P.M. Smaller branch libraries with limited hours serve Mercy Hill and Lower Brichester, but their meager collections offer little to investigators.

2. BRICHESTER HERALD

The newspaper's slogan, *Brichester Herald: Brichester's Evening Voice*, appears above the entrance to the building. A conservative daily with a guilty penchant for sensationalism, the *Herald* is the most popular paper in the Severn Valley. The newspaper clipping files are available to anyone with a successful Credit Rating or Persuade roll, but the morgue section holding reporter notes and copies of complete stories is available only to staff members or those admitted by staff members. There is also a useful but incomplete data base of published stories available. The complete run of the newspaper is microfilmed and updated every ninety days.

Books of Interest

Drawing Down the Moon—by Margot Adler, 1979. A modern treatise about pagan and Wiccan groups: their origins, culture, etc. *No Sanity loss; Occult +3 percentiles.* No spells.

The Golden Bough—by Sir George Fraser, 1890. The classic work of comparative anthropology. *Sanity loss 0/1D2; Occult +5 percentiles.* No spells.

Malleus Maleficarum (The Hammer of Witches)—by Jakob Sprenger and Heinrich Kramer, 1486. In Latin. This is a guide for Church Inquisitors of the Middle Ages on the identification and torture of witches. *No Sanity loss; Occult +3 percentiles.* No spells.

The Spiral Dance—by Starhawk, 1979. A handbook for modern Wiccans containing numerous essays and exercises to help get in touch with the powers of nature and of the mind. *No Sanity loss; Occult +1 percentile; average 4 weeks to study and comprehend.* Spells: Cast Circle, Heal, Power Chant, Spirit Cleansing.

We Pass from View—by Roland Franklyn, 1964. Franklyn's self-published, pseudo-philosophical book suggests that the number of souls in the universe is limited and that humanity must therefore acknowledge an infinite number of simultaneous incarnations. *Sanity loss 1D3/1D6; Cthulhu Mythos +5 percentiles; average 1 week to study and comprehend.* No spells.

The Witch-Cult in Western Europe—Dr. Margaret Murray, 1921. A volume on pagan groups throughout Western Europe. *No Sanity loss; Occult +1 percentile.* No spells.

3. BRICHESTER WEEKLY NEWS

Whereas the *Herald* provides national and international news, the *Weekly News* concentrates on local features and extensive advertising. The newspaper's morgue and bound issues are available to anyone with a successful Credit Rating or Persuade roll. No index of any sort exists. The newspaper has never been microfilmed; original papers date to 1964.

4. BRICHESTER CENTRAL STATION

Brichester's station primarily serves outlying regional communities; London trains stop at Lower Brichester Station.

5. BRICHESTER UNIVERSITY

The valley's most respected institution of learning, the university is a wealth of information. Many of the professors possess at least some knowledge of local superstitions—some of them first-hand. As recently as the 1920s, a congregation of students worshiping the Great Old Ones was exposed and broken up.

The library boasts a large collection of books dealing with local lore. The library also has substantial holdings of occult literature. See the box on page 46, "Books of Interest at the University." At one time the university library held a set of the *Revelations of Glaaki*, but all nine of the volumes have now disappeared.

An Encounter in the Library

While the investigators look though the university library, they might notice a woman browsing over the occult section. She appears to be in her middle forties with black hair and brown eyes, and a calm, intellectual air about her. If the investigators introduce themselves, or inquire of the library staff, they learn that the woman is Professor Ursula Seton, of Brichester's physics department. Seton does not talk long with inquisitive investigators. She checks out a few books at the faculty desk and quickly leaves the building.

6. POLICE

The Brichester constabulary consists of a half-dozen inspectors, a dozen sergeants, and a score of constables. None carries a firearm, but handguns and long guns can be issued as required. Chief Inspector Edward Llewellyn is in charge.

7. THE DEVIL'S STEPS

North and east of Brichester, erosion has carved a two-hundred-foot outcrop of rock into what appears to be a series of stone steps. No one in living memory has dared to climb this formation. All the locals shun it.

Two successful Climb rolls are required to ascend to the top of the Devil's Steps. The plateau is covered with a strange gray-leafed fungus. Close examination of the seeming fungus shows it to be totally alien and not wholly vegetable: the stems reach out for intruders, the leaves uncurl and clutch (Sanity loss 0/1).

There are three stone towers on the plateau, connected by narrow catwalks of black metal. These towers stand about thirty feet high and are



Books of Interest at the University

The Golden Bough—by Sir George Fraser, 1890. The classic work of comparative anthropology. *Sanity loss 0/1D2; Occult +5 percentiles.* No spells.

Sussex Manuscript—in English, translated by Baron Frederic, 1597. Properly titled *Cultus Maleficarum*, this is a garbled and incomplete translation of the Latin *Necronomicon*. *Sanity loss 1D3/1D6; Cthulhu Mythos +7 percentiles; average 36 weeks to study and comprehend.* Spells: as per the *Necronomicon*, but these translations are probably dangerously flawed; this copy includes inserts bearing three additional spells: Contact Mi-go, Contact Nodens, and Elder Sign.

The Book of Sacred Magic of Abra-Melin—in English, translated from the French by S. L. MacGregor Mathers, 1900. A book concerning magic squares and other mystical formulae, as well as the legions of "spirits" who may be summoned to grant the sorcerer's wishes. *No Sanity loss; Occult +3 percentiles.* Spell: Create Gate on verso of title page. Possible spells for clairvoyance, create illusions, find treasure, fly, invisibility, raise storm, read minds, shape shift, summon spirit.

Legendry and Customs of the Severn Valley—in English, by Professor Winston Hill, 1954. This book discusses various myths of the Severn River Valley, including legends of Byatis, Shub-Niggurath, and Glaaki. Little actual information is given about the Mythos. The book collects local ghost stories and fables. *Sanity loss 1/1D6; Cthulhu Mythos +5 percentiles; average 14 hours to study and comprehend.* No spells.

Malleus Maleficarum ("The Hammer of Witches")—in Latin, by Jakob Sprenger and Heinrich Kramer, 1486. This is a guide for Inquisitors of the Middle Ages on the identification and torture of witches. *No Sanity loss; Occult +3 percentiles.* No spells.

Notes on Witchcraft in Monmouthshire, Gloucestershire and the Berkeley Region—by William Thomas Sangster, 1962. This bound collection of scholarly notes and theses is the life's work of psychical researcher William Sangster. Byatis and Gilbert Morley are discussed at great length, while other articles address Eihort, Shub-Niggurath, and Yog-Sothoth. An Azathoth witch

cult is briefly mentioned in connection with a clearing in Goatswood. *Sanity loss 1D4/1D8; Cthulhu Mythos +6 percentiles; average 4 weeks to study and comprehend.* No spells.

The Vale of Berkeley—in English, by Lord Arthur Wilshire, 1928. This volume relates typical legends of ghostly monks and female apparitions. It mentions the Witch of Berkeley and the Berkeley Toad, and explains that the Berkeley Toad was an inhuman monstrosity which was kept imprisoned in a dungeon and which ate the corpses of humans. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 12 hours to study and comprehend.* No spells.

The Book of Thoth—by Aleister Crowley, 1944. A book concerning the tarot, its mystical origins and its arcane properties. *No Sanity loss; Occult +1 percentile.* No spells.

Drawing Down the Moon—by Margot Adler, 1979. A modern treatise about pagan and Wiccan groups: their origins, culture, etc. *No Sanity loss; Occult +3 percentiles.* No spells.

Sepher Yezirah—English translation by Isidor Kalisch, 1877. A book of Hebrew and Jewish theosophy: a combination of medieval mysticism and science, and a major source in the making of the Kabala. *No Sanity loss; Occult +2 percentiles.* No spells.

The Spiral Dance—by Starhawk, 1979. A handbook for modern Wiccans containing numerous essays and exercises to help get in touch with the powers of nature and of the mind. *No Sanity loss; Occult +1 percentile.* Spells: Cast Circle, Heal, Power Chant, Spirit Cleansing.

The Witch-Cult in Western Europe—by Dr. Margaret Murray, 1921. A volume on pagan groups throughout Western Europe. *No Sanity loss; Occult +1 percentile.* No spells.



windowless. Strangely angled doors open onto stairs which ascend into darkness; hieroglyphs of unknown origin cover the inside of the tower walls. The stairs end abruptly at an odd barrier through which light does not penetrate. The barrier is actually a Gate to Yuggoth, and stepping through costs 9 magic points and 1 point of Sanity. The Gate opens onto a mi-go city on Yuggoth, costing 1/1D4 additional Sanity points.

8. BRICHESTER LAKE

North of Brichester and east of Severnford, is Brichester Lake, in which Glaaki resides. It is a very deep, still, and stagnant body of water surrounded by dark woods. At the bottom of the lake there is an alien city on the meteor that brought Glaaki to Earth from the stars. Around 1790, a group of people from Goatswood built six houses around the lake and began the worship of Glaaki. See statistics for Glaaki and its undead servants on pages 22-23, 179, 187-188, 189 and 206.

Bristol

Population 405,500. Although the old town center suffered severe damage during World War II, Bristol still ranks as one of England's most beautiful cities. Bristol is an industrial city, as well as a port. It is also a city of sailors' taverns and old churches. From the fifteenth to the eighteenth century, Bristol was the second most important town in England, exceeded only by London. Bristol has the oldest theatre in England, the Theatre Royal. Built in 1766, the Theatre Royal is still in use. Two renowned churches, the Cathedral, built in the twelfth century, and St. Mary Redcliffe, built in the thirteenth, are also found in Bristol. During the eighteenth century the city flourished. Apart from its trade with the American colonies, it was an important center for leather goods, fine pottery, and the chocolate industry. Bristol also had numerous glassworks.

*Camside

... She glanced back at the cottages of Camside. Some were empty, she knew, and so was the Cooper farmhouse at the edge of the village. The rest were dark and sleeping, without the faintest gleam of a rush-light. Across the common, the high voice of a sheep joined her in derisive mirth. Ahead of her, John had reached the edge of the wood. The wood was quiet, muffled. Only the Cambrook stream gossiped incessantly in the darkness.

— Ramsey Campbell, "Dolls."

Population 2,400. Camside is a small farming community, quiet and picturesque with its flocks of sheep, babbling streams, and quaint limestone cottages. Appearing as Cammaside in the *Domesday Book*, the town has remained virtually untouched by the forces of the Mythos while villages and towns around it are infested by ancient evils and alien forces. Camside has long been home to covens of Wiccans—those practicing the "old religion." These individuals have little knowledge of, and no connection to, the alien forces of the Mythos.

1. CAMSIDE OBSERVER

This popular weekly is the chief rival to the more urbane *Brichester Weekly News*. The newspaper morgue may be consulted with a successful Credit Rating or Persuade roll. A partial run of the newspaper has been microfilmed (to 1976); an incomplete bound set of the original newspapers dates to 1962. There is an index of sorts, but it is limited in scope and of little use.

2. HOSPITAL

Camside's small hospital provides limited services; serious casualties are removed to Brichester. The staff is hard-working and competent; Medicine skill is 70%.

3. POLICE

A small, efficient constabulary polices Camside. The force comprises an inspector, a pair of sergeants, and a handful of constables. None carries firearms, but handguns and long guns can be issued as required. The evidence lock-up in the basement contains a tape recording recovered from Henry Fisher's flat on Tudor Street (as chronicled in Campbell's "The Render of the Veils"); to gain access to this recording requires successful Law and Persuade rolls.

4. THE OLD GRANT RUINS

The weathered and crumbled ruins of a cottage on a lonely road just outside Camside, this place was once the abode of a madman named Howard Grant. In the 1920s, Grant made a pact with the Great Old One Eihort, procuring sacrifices for the god of the labyrinth. Today little more remains of Grant's cottage than crumbling stone.

The trapdoor leading to the subterranean lair of Eihort still exists, however, buried beneath rock and dirt. Excavating the trapdoor, the curious discover that it leads to a musty tunnel below. This is the labyrinth of Eihort, and those who trespass in its lair are surely doomed.

Somewhere in the dark, twisting tunnels is a Gate that opens into a similar labyrinth beneath Arkham, Massachusetts. The Gate is composed of





a series of odd lines carved into the tunnel wall. Passing through the Gate costs 1 Sanity point and 3 magic points. In the 1920s a trapdoor led up into a clapboard house outside of Arkham; it may not have survived into the current decade.

For statistics on Eihort, see pages 21 and 122–123.

Cheltenham

Population 85,000. A garden city full of trees, Cheltenham—once a spa—is now a favored residential area, particularly with the retired. In 1716 the mineral waters that were to make the town a prosperous spa were discovered. After George III's visit to Cheltenham in 1788, wealthy high society adopted the town as a summer resort. The finest shopping street in England, the Promenade, is found in Cheltenham, and the town is known for its antiques and old book shops, as well as exclusive boutiques. Cheltenham is also known for the Gold Cup and Champion Hurdle horse race which is held in March. The town also hosts music, literary, and cricket festivals each year. The Gloucestershire Constabulary has its headquarters at Holland House in Lansdown Road.

Cirencester

Population 15,500. Cirencester is an ancient town at the junction of five Roman roads. It was a Roman capital during the latter half of the first century A.D. The Corinium Museum displays a wealth of Roman material excavated from the area. In medieval times the city was England's largest market for wool. Cirencester Park hosts polo matches from May through September on its 30,000 acres of land.

*Clotton

Clotton, Gloucestershire, is not a name which can be found on any map, and of the inhabitants of the few leaning red-brick houses which remain of the uptown section of the once-prosperous town, there is not one person who can remember anything of that period of horror in the town in 1931.

—Ramsey Campbell, "The Horror from the Bridge."

Population 98. Clotton appears on only the most detailed maps of the Severn Valley. Today the town is all but abandoned, a ghost of its former prosperous self. Appearing in the *Domesday Book* as Clotone, Clotton is located on the River Ton, a tributary of the Severn. The decayed and abandoned

state of Clotton can be attributed to the strange events of 1931 when Lionel Phipps performed a ritual from the *Necronomicon*. Phipps' sorcery caused an ancient seal to be destroyed, opening the way to a long-hidden alien city beneath the River Ton, and freeing the dwellers in the depths. The amphibious dwellers were driven back, and one was sealed up within a concrete and stone tower that still stands in Clotton. All of the buildings along the water were destroyed and the town has remained all but deserted since that day.

THE CLOTTON TOWER

A twenty-foot stone structure carved with odd glyphs on each side, the tower was built in the 1930s over the spot where one of the marauding dwellers in the depths had been sealed in concrete and buried. The strange glyphs on the tower are warding symbols equivalent to Elder Signs, used to insure that the aquatic horror does not escape its prison. For statistics on dwellers in the depths, see pages 20–21.

Deerhurst

Population under 5,000. A charming country village, Deerhurst boasts one of the best preserved Saxon churches in England. St. Mary's Church, originally a part of a monastery, was first mentioned in 804 A.D.

Forest of Dean

Formerly a royal hunting reserve, the Forest of Dean is a wedge-shaped area between the Severn River on the east and south, and the Wye River on the west. One of England's largest ancient forests with over 40 square miles of wooded area, the Forest of Dean is now a national park. It is composed mostly of oaks and beech trees. The area is also a source of iron and coal, although the last large commercial mine closed in 1965.

Gloucester

Population 106,500. For the Romans, Gloucester was an important fortified town at a ford on the Severn, guarding the road into Wales. By the eleventh century, Gloucester was important enough for Edward the Confessor and William the Conqueror to hold court here. After the Norman Conquest, Gloucester became a favored residence of the Plantagenet kings. Henry III was crowned there in 1216. Connected to the Severn River by a canal, Gloucester is a port city. Construction of the docks was begun at the end of the eighteenth century; they are largely preserved in their original state. Gloucester's street pattern still reflects the

underlying Roman grid system. Its two major streets meet at the cross.

*Goatswood

He saw offices, department stores, public houses, cinemas, parked cars, all the attributes of any town center; but he felt something unusual here. . . . Eventually he reached a large square, read the street sign and saw the neon Central Hotel at the other side. But his attention was immediately drawn to the metal pylon, fifty feet high, which rose from the center of the square. At the top he saw a large convex lens surrounded by an arrangement of mirrors, and all hinged on a pivot attached to the ground by taut ropes.

—Ramsey Campbell, “The Moon-Lens.”

Population 270. One of the oldest villages in the area, Goatswood is a small, ancient town of red brick and golden limestone buildings. Like Clotton, the once-prosperous population of Goatswood has seriously declined in the last few decades. Most of Goatswood’s offices, department stores, and cinemas, built during a time of prosperity, have closed as the population dwindled. Goatswood’s remaining shops specialize in antiques, old books, and local hand-crafted items.

Goatswood was originally settled by former Templars early in the fourteenth century; its inhabitants remain aloof to visitors. Most of the populace sport goatish features—all worship Shub-Niggurath. The odd metal pylon at the center of town plays an important role in their pagan worship.

More Goatswood locations are detailed in “Blessed Be.”

THE MOON-LENS

A fifty-foot-high metal pylon in the center of the village of Goatswood. At the top of the pylon is an arrangement of pivoting mirrors and lenses. At certain times of the year the moon shines through the Moon-Lens and onto a hillside, causing a great door to open and an avatar of Shub-Niggurath to stride forward to collect sacrifices. A complex of massive stairs and dark caverns exists beneath the hill. That is the lair of the Keeper of the Moon-Lens and its weird priests.

For statistics on the Keeper of the Moon-Lens and the Blessed of Shub-Niggurath, see pages 24–25 and 27–28, or 174 and 176.

THE WOODS

The woods near Goatswood have a bad reputation. In a clearing in the dark woods outside of Goatswood is an enormous metal cone made of a

strange dull gray mineral, pitted and scarred. The partially buried cone is covered with odd glyphs and symbols which clearly depict five different races and tells the history of the alien insects from Shaggai. This cone is one of the temple/ships of the alien shans, which crashed here sometime in the seventeenth century. The shans and their various slave races haunt the dank forest, capturing whoever wanders too close to the alien cone. For statistics for the shans and Xiclotlans, see pages 27 and 30 or page 225.

London

Addicts were gathering outside the all-night chemist’s on Piccadilly; in the subterranean Gents’, a starved youth washed blood off a syringe. Off Regent Street, Soho gleamed like an amusement arcade. On Oxford Street figures in expensive dresses, their bald heads gleaming, gestured broken-wristed in windows.

—Ramsey Campbell, “The Depths.”

Conspicuously not one of Campbell’s creations, we include London here as the home of the British Museum with its substantive Cthulhu Mythos holdings.

1. THE BRITISH MUSEUM

The British Museum contains one of the largest collections of English-language books in the entire world. It is a library of deposit, not a lending library. Ordinary books and the reference collection are available to readers with letters of reference specifying some academic or governmental purpose to be accomplished in the Museum library. Rare books—such as Prinn’s *De Vermis Mysteriis* or Wormius’ translation of the *Necronomicon*—are accessible to very few people. Beyond letters of reference, an investigator needs a successful Luck roll, followed by a successful Persuade, Fast Talk, or Law roll, and then a successful halved Credit Rating roll to convince the librarian to allow him or her access to these exceedingly rare and valuable volumes. The *Necronomicon*, *De Vermis Mysteriis*, and others of their ilk must be examined in one of the library’s offices under the supervision of library staff. No book is permitted to leave the library; some may not even be photocopied.

*Lower Brichester

He hadn’t been through Lower Brichester for months, and was taken aback by its dereliction. Dogs scrabbled clattering in gouged shop-fronts, an uprooted street-lamp lay across a road, humped earth was



scattered with disembowelled mattresses, their entrails fluttering feebly. He passed houses where one window was blinded with bricks, the next still open and filmy with a drooping curtain.

— Ramsey Campbell, "The Tugging."

Population 26,700. Lower Brichester is a seedy area of decay and degeneration. Burned-out shop-fronts, condemned buildings, pornography shops, slums, sagging flats, and seedy pubs make up much of it. The poor and homeless populate this Brichester suburb; runaways, gangs, drug pushers, winos, and flesh peddlers haunt the dangerous streets by night. Despite numerous attempts at revitalization, Lower Brichester's urban renewal schemes have all failed.

1. AMERICAN BOOKS

A dingy adult bookshop in Lower Brichester. Y'golonac long ago possessed the proprietor and uses the shop to lure victims into its grasp. For statistics on Y'golonac and his "children," see pages 30-31 or 104.

2. THE OLD VARIETY THEATRE

A theater located on Fieldview Street on the edge of Lower Brichester. At the end of the nineteenth century the Ghroth cult met in a secret room in the peak of the Variety Theatre building. After the cult broke up, the building sat empty for many years until it was bought by a furniture shop and converted into a warehouse. Later the building again sat empty until recently it was purchased by a mysterious man named Roger Balfour who turned it into a nightclub. The secret room still exists, long

Books of Interest in the British Museum Library

History of the Valley Severn—by *Father James Camwell*, 1798. This brittle old volume details a number of curious incidents in the unusual history of the Severn River Valley, including a lengthy report of a local farmer's discovery of a strange statue and his subsequent horrifying encounter with a purported daemon. The book also mentions Gilbert Morley and his ability to subdue some great monster with his black arts. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 2 weeks to study and comprehend.* No spells.

Legendry and Customs of the Severn Valley—in *English*, by *Professor Winston Hill*, 1954. This book discusses various myths of the Severn River Valley, including legends of Byatis, Shub-Niggurath, and Glaaki. Little actual information is given about the Mythos. The book collects local ghost stories and fables. *Sanity loss 1/1D6; Cthulhu Mythos +5 percentiles; average 14 hours to study and comprehend.* No spells.

Necronomicon—in *German*, translator unknown, c1490? This recent acquisition appears to be a German version of Olaus Wormius' Latin translation of the infamous book. *Sanity loss 1D10/2D10; Cthulhu Mythos +16 percentiles; average 45 weeks to study and comprehend.* Spells: 1D4+4 of the keeper's selection from the *Al-Azif*, some likely corrupt.

Notes on Witchcraft in Monmouthshire, Gloucestershire and the Berkeley Region—by *William Thomas Sangster*, 1962. This bound

collection of scholarly notes and theses is the life's work of psychical researcher William Sangster. Byatis and Gilbert Morley are discussed at great length, while other articles address Eihort, Shub-Niggurath, and Yog-Sothoth. An Azathoth witch cult is briefly mentioned in connection with a clearing in Goatswood. *Sanity loss 1D4/1D8; Cthulhu Mythos +6 percentiles; average 4 weeks to study and comprehend.* No spells.

The Vale of Berkeley—in *English*, by *Lord Arthur Wilshire*, 1928. This volume relates typical legends of ghostly monks and female apparitions. It mentions the Witch of Berkeley and the Berkeley Toad, and explains that the Berkeley Toad was an inhuman monstrosity which was kept imprisoned in a dungeon and which ate the corpses of humans. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 12 hours to study and comprehend.* No spells.

De Vermis Mysteriis—in *Latin*, by *Ludwig Prinn*, 1542. The demons of the desert lands are discussed in some detail. Published in folio size in Germany and suppressed by the Church. Fifteen copies are known to have survived. *Sanity loss 1D6/2D6; Cthulhu Mythos +12 percentiles; average 48 weeks to study and comprehend.* Spells: Contact Deity/Byatis, Contact Deity/Yig, Create Liao Drug, Create Scrying Window, Create Zombie, Summon/Bind Byakhee, Summon/Bind Dark Young, Summon/Bind Star Vampire, Prinn's Crux Ansata, Spirit Transfer, Summon Ghost, Voorish Sign.



ago sealed up and forgotten. Discovered in 1976 by a reporter for the *Brichester Herald*, little remains in the secret room today, except for the antique telescope which still watches the night sky for signs of Ghroth.

3. LOWER BRICHESTER STATION

Trains to and from London pass through this sprawling, dingy station. It is filled with commuters at most hours of the day and night.

4. LOWER BRICHESTER ARTS LAB

This exhibition hall opened in 1975. Local artists display their work in these two adjoining terraced houses.

5. POLICE

The harried Lower Brichester detachment of the Brichester police consists of three inspectors, five sergeants, and a dozen constables. Petty crimes, vice, and domestic disputes keep them busy. None carries firearms but, as the situation warrants, handguns and long guns can be issued.

Lydney

Population under 10,000. A small industrial town whose businesses include shipbuilding, cargo handling, and the manufacturing of tin-plate, metal, and paper. An atmosphere of post-industrial decay prevails.

*Mercy Hill

I reached the top of Mercy Hill a few minutes later. As the car slowed at the bend which takes one past the grey hospital building, I had a view both ahead and behind; and I very nearly turned back. The red-brick houses looked far more inviting than the steep hillsides, between which plunged roads bordered by leafless trees.

—Ramsey Campbell, "The Inhabitant of the Lake."

Population 5,200. An affluent suburb of Brichester, Mercy Hill is home to doctors, solicitors, and business people. It is known for its fine hospital. One of the nation's oldest mental institutions, the John Campbell Psychiatric Hospital, is located at the top of Mercy Hill. Formerly Albrooke Asylum, the building's construction dates back to the mid-nineteenth century. This part of Brichester is ironically named, derived from the gallows which were once located here. Mercy Hill is now primarily an affluent suburb, although it too has its rough streets.

1. JOHN CAMPBELL PSYCHIATRIC HOSPITAL

The Severn Valley's oldest institute for the mentally ill, formerly Albrooke Asylum, located at the highest spot in Mercy Hill. In November of 1888 a man who would later be suspected of being Jack the Ripper was committed to Albrooke Asylum. In the late 1970s the place was re-named the John Campbell Psychiatric Hospital, after one of its leading Victorian alienists.

Hidden away in the dark cellars are the long-forgotten files on a patient named John Bidwell. According to records, at approximately 4 A.M. on 14 November, 1888, John Bidwell was admitted to Albrooke by Sir William Withey Gull, physician-in-ordinary to Her Majesty Queen Victoria. Bidwell was suspected of being the bloody killer Jack the Ripper. Reading John Bidwell's files requires a Read English roll at a -30% penalty due to the cramped handwriting and general deterioration of the files. The files state that Bidwell exhibited signs of total insanity: he acted like a savage beast, and would not speak more than guttural growls. He was kept sedated at all times for the protection of himself and the Albrooke staff. Bidwell did not speak for months, although at a few points in the file he is recorded as having made "queer clicking sounds." Then, on 17 April, 1889, Bidwell fell into a coma. According to the file, the patient was awake and totally calm and lucid by the following morning, much to the amazement of the asylum staff. He displayed no signs of mental instability except that he appeared to be genuinely confused as to his whereabouts and the date. The remaining pages of the reports are too water stained and mildewed to read. The alienist in charge of Bidwell's case was one Dr. John R. Campbell.

2. MERCY HILL CEMETERY

This graveyard is in the shadow of the hospital. The catacombs which riddle the hill can be accessed through certain of these tombs; unsubstantiated rumors suggest that at least one tunnel leads to a disused cellar beneath the prison. Possibly ghouls dwell within these catacombs. Roland Franklyn (died July 4, 1967) is buried in this cemetery.

3. HM PRISON MERCY HILL

Built in the middle of the nineteenth century, HM Prison Mercy Hill is a grim Victorian pile with few windows. Diversions are few. There is a certain stoicism among the inmates, who generally treat their warders with civility. Rumors of a tunnel network beneath the prison persist, but never have been substantiated.





4. POLICE

The Mercy Hill detachment of the Brichester police consists of two inspectors, three sergeants, and ten constables. These stalwart fellows are kept busy protecting the property of the Hill's wealthier residents; intrusions by hoodlums from other parts of the city are dealt with quietly and effectively.

5. MERCY HILL TRAIN STATION

The station dates to the early part of the twentieth century. It is an airy, underused edifice; only local destinations are served. Trains to and from London stop at the Lower Brichester station; see page 51.

6. NO. 7 VICTORIA ROAD

At the turn of the twentieth century, this Mercy Hill address was a house owned by a witch named Gladys Shorrock. She died on 31 October, 1925, and was buried in a cemetery at the bottom of Mercy Hill. The inscription on her tomb stone reads "Gladys Shorrock—died 1925; God grant she stay dead." Before her death, Shorrock boarded up a room on the second floor of her house; anyone who opens the room will be visited by the spirit of the dead woman, who will try to possess the intruder by matching POW on the Resistance Table. Her ghost appears as a shadowy blur.

GLADYS SHORROCK'S MALEVOLENT GHOST

INT 14 POW 17

Weapon: POW Drain 35% (POW vs. POW on Resistance Table), damage 1D3 POW drained.

Armor: none, although the ghost is harmed only by magic.

Spells: Cloud Memory, Implant Fear, Mesmerize, Nightmare, Wither Limb.

Sanity Loss: 1/1D6 SAN.

*Old Severnford

I could see but little of the village of Old Severnford, for this was a community where the residents retired early and stayed in their homes, the doors securely locked and the lights turned low, perhaps for fear that they attract visitors not welcome.

—Richard Lupoff, "The Turret."

Population 162. A tiny hamlet on the west bank of the Severn River, linked to Severnford on the opposite shore by a ferry service. A quaint village, Old Severnford appears in the *Domesday Book* as Sæferneford. Because of Old Severnford's proximity to the A48, several high-tech industrial plants have located nearby in recent years. The hamlet itself is a collection of cottages with a couple of pubs and a handful of shops.

*Severnford

Once one leaves behind the central area of Severnford where a group of archaic buildings is preserved, and comes to the surrounding red-brick houses, there is little to interest the sightseer.

—Ramsey Campbell, "The Plain of Sound."

Population 1,700. Once a prosperous river town, Severnford has seen its population and economy shrink during the past century as young people moved to more urban areas for education and employment. Severnford is a quaint village of beautiful old architecture and friendly residents.

Located on the banks of the Severn River, Severnford appears in the *Domesday Book* as Sauernaforde. A modest ferry service connects the town with Old Severnford on the other side of the Severn. Like many towns in the valley, Severnford is past its prime; many of its buildings stand empty. It has little business to support itself, and most who live here must commute to Brichester or Berkeley.

1. THE SEVERNFORDE VICARAGE

A stone carving above the church porch depicts an angel holding a star in front of a cowering toad-like creature. The vicar, Father Charles Duddlesworth, explains that the odd carving was not a part of the original church, but was brought to Severnford by one of the early parish priests. The man never revealed where he had gotten the carving. Legend holds that the angel is actually some powerful being from another world, and that the toad is actually the Berkeley Toad. According to legends, the Berkeley Toad is still waiting to be released from its lair. The locals will not allow Father Duddlesworth to remove the monstrous carving from the church, threatening bad luck, or even the return of the Berkeley Toad should the stone be taken down.

Three separate Cthulhu Mythos rolls may be attempted here. The first, if successful, identifies the star as an Elder Sign. If the second roll is successful, it identifies the angel as an Elder God. And if the investigator succeeds with the third Cthulhu Mythos roll he recognizes the toad-creature as the Great Old One Byatis.

An ancient and powerful warding symbol, the stone carving may be used to effectively drive Byatis. This stone may also be used to imprison the Great Old One, much as the odd metal cube did.

Father Charles Duddlesworth, the vicar of Severnford, is a portly, balding man always eager to talk to visitors. A pair of spectacles hang from the end of his nose. Father Duddlesworth has seen enough strange occurrences to make him a believer in the supernatural, or "the powers of the devil" as he calls it.

**FATHER CHARLES DUDDLESWORTH, age 57,
Vicar of Severnford**STR 09 CON 11 SIZ 15 INT 12 POW 15
DEX 12 APP 14 EDU 15 SAN 70 HP 13**Damage Bonus:** none.**Weapon:** none.**Skills:** Accounting 15%, Cthulhu Mythos 05%, Church Doctrine 65%, First Aid 35%, History 70%, Library Use 60%, Listen 25%, Occult 35%, Persuade 80%, Psychology 15%, Spot Hidden 40%, Theology 55%.**Languages:** English 75%, Latin 35%.**2. LIBRARY**

Scant resources are available at this grimy institution. It has little to interest or aid the investigators.

3. POLICE

The Severnford Constabulary consists of Inspector Nick Charles, a sergeant, and three constables. This is the constabulary serving Windthrope Manor.

4. SEVERN ISLAND

Located off the shore of Severnford in the Severn River, the island is only about 200 feet across with little more than short grass growing on it. The ruins of a Roman temple to an unnamed god are at the highest point on the island, roughly in the center, and an artificial cave has been excavated on the far side of the island. This cave is only ten feet deep and holds an odd stone. The stone is carved from a white rock and shaped like a globe on a pillar—it glows dimly, faintly flickering. Touching the stone causes nightmares, hallucinations, and madness. Strange floating faces haunt those who have had contact with the stone. Most people who have had contact with the stone die horribly and are found with unexplainable mutilations. In one instance all the flesh from a man's face was removed.

Whoever touches the white stone begins to experience weird dreams, nightmares, and hallucinations of pale faces, losing 1D10 Sanity points each day. Upon reaching zero SAN, horrible pale faces appear and attack, leaving the body mutilated. Only the person who has had contact with the stone sees the faces.

5. CASTLE DRAKE

The ruins of a Norman castle once owned by the demonologist Sir Gilbert Morley. The Great Old One Byatis is imprisoned beneath the crumbling ruins of the castle. The remains of Castle Drake rest atop a green, grassy hill a little more than a mile away from Windthrope Manor. A patch of dark, thick forest separates castle from mansion. From the manor, the castle's lone tower can be seen rising above the trees.

Moss-covered stone stairs lead up the hill to Castle Drake. The roof and one wall of the castle

have collapsed, burying most of the floor beneath a pile of rubble. Only one tower remains. The tower stairs are intact, and lead up to a single narrow room. Within the tower room is the soil-filled casket once used by the vampiric Sir Gilbert Morley. Access to the roof of the tower is gained through a trapdoor.

One of the mossy steps leading up to the castle acts as a secret trapdoor: beneath it is a hidden chamber measuring about twenty feet square, its air thick with a musty, reptilian odor. An old ladder leads down into the dark cell. This ladder can safely support a total of 24 SIZ—for every +1 SIZ thereafter there is a 5% cumulative chance that the ladder will break, sending all those on it crashing to the cold stone floor beneath, each suffering 2D6 points of damage.

This secret room contains only a small metal cube inscribed with various hieroglyphs, including among them an Elder Sign. This odd cube keeps Byatis at bay within its prison below Drake Castle. If the cube is removed from the room, that action frees the Great Old One from its subterranean dungeon. When the cube is moved, a thick reptilian stench billows out of the hole beneath; if they have discovered the buried cellars of Morley Manor, the investigators recognize this smell as the same one they encountered in the larger room of the cellar. Almost immediately, Byatis puts forth a large, black, snake-like tentacle to feel about the room. This tentacle does nothing more than grope about, but the sight of it requires a Sanity roll and the loss of 0/1D2 SAN. After 1D3 rounds the Great Old One bursts out of its prison beneath. If the cube is replaced before Byatis appears, the Great Old One is once more imprisoned. For Byatis's statistics, see page 19.

The mechanism to release the trapdoor may be noticed with a Spot Hidden roll reduced by 25%, or the door may be accidentally sprung by an unwary investigator. If the door is unintentionally opened, the investigator must make a Dodge roll to avoid toppling into the dank chamber below, suffering 2D6 points of damage from the fall to the hard stone floor.

6. THE CELLARS OF MORLEY MANOR

After Sir Gilbert Morley vanished in 1748, citizens of Severnford tore down his haunted mansion. The original cellars still exist, however, buried beneath dirt and stone for close to 250 years. Some of Morley Manor remains, although from the ground it appears to be nothing more than large stones laying about the field. From an elevated position a keen eye may still make out, with a successful Spot Hidden or Idea roll, the lines of the manor's foundation. The second floor of Windthrope Manor supplies just such an elevated vantage point.





Seepage has caused a hole to form over the concealed cellars. This hole, about a yard in diameter, is concealed by rocks and tall grass. A roll at Spot Hidden reduced by 25 percentiles is required to notice it from above. The hole is virtually impossible to perceive from the ground beside it. An investigator wandering through the stony field of tall grass may accidentally stumble into the hole unless he or she can make a successful Dodge or Jump roll—make these rolls at skill minus 15 percentiles because of the dark. Anyone falling into the dark cavity suffers 1D6 points of damage.

Dirt-caked stone stairs descend about twenty feet into darkness, directly below the seepage hole. This old staircase leads down into a subterranean chamber that was a cellar in Morley Manor. Several inches of dirt have collected on the floor of this dank room. A few pallid, sickly ferns have taken root in the soil and between the rocks of the walls. Gnarled, serpentine tree roots have grown through the rotting stone and wood ceiling above and have become homes to spiders and small bats. Rodents scamper about in the darkness, wary of noises or light. Two heavy doors of thick, fungus-encrusted wood lead off from this room. Warped with age and dampness, both doors must be forced open, requiring a STR vs. 21 match on the Resistance Table.

Behind one of the doors is a small spider-infested chamber in which is found an altar-like structure. Atop this pile of stones rests a pair of candle holders and an old leather and bone-bound book. The candle sticks were apparently carved from bone: forensic tests or a successful Medicine or Natural History roll identifies the bones as human. The book is encrusted with black mold and has suffered extensive damage from the dampness of the buried cellar. Forensic tests identify the leather as from human skin, and the bone clasps as from human bone. This disgusting revelation costs 0/1 SAN. This is the diary and grimoire of the sorcerous Sir Gilbert Morley.

The Diary of Sir Gilbert Morley—in *Old English*, by Sir Gilbert Morley, 1748. Much of the book concerns standard occult topics, but there are numerous references to Byatis, M'nagalah, and other entities. *Sanity loss 1/1D4+1; Cthulhu Mythos +4 percentiles; average 45 weeks to study and comprehend.* Spells: Flight, Strike Blind, Elder Sign, Banish Byatis, Create Gate, and Call M'nagalah.

The door to the second room is marked with an arcane symbol, identifiable as an Elder Sign with a successful Cthulhu Mythos roll. Beyond this door is a large, dank chamber thick with a lingering reptilian scent, a smell identical to the one the investigators sense if they move the metal cube at the

bottom of the secret shaft at Drake Castle. Within this chamber are the skeletal remains of three people and an ugly statuette atop a pile of rocks. The skeletons are over 250 years old and obviously died violent deaths. The bones are scattered about the room, and frequently broken or cracked, sometimes with great violence.

The statuette is eight inches tall and carved from some clear stone: it is a crouching toad-like creature with large wings, a long proboscis, crab-like claws, a single eye, and numerous facial tentacles. Viewing the horrible thing costs 0/1 Sanity points. A successful Cthulhu Mythos roll identifies the idol as Byatis. The figure gives off an odd glow of continually-changing colors. Anyone looking upon the idol of Byatis feels a compulsion to touch it. To resist the urge to touch the statuette, each player must roll D100 equal to or less than his or her investigator's POW x3.

Since Byatis may be summoned simply by touching one such idol, any investigator who comes into contact with the fetish risks calling forth the Great Old One. If an investigator touches the statue, subtract his or her POW from Byatis' POW of 32, and multiply the results by 5; this is the percentage chance of the Great Old One appearing. Byatis appears in 1D10+2 rounds. The Great Old One may be summoned in this way only after dark. If its idol is touched during daylight hours, Byatis does not appear although the investigator must match his or her POW against Byatis' POW on the Resistance Table; if the investigator is overcome, he or she loses 1D2 POW to the god.

7. PROFESSOR HIRD'S HOUSE

A small, one-story brownstone cottage on a grassy plain outside of Severnford. A constant, strange mechanical throbbing can be heard on the plain and around the hut. In 1930, Professor Arnold Hird moved into the small four-room house and soon after began experiencing odd dreams wherein he was instructed to build a device which would allow him to contact a race of sound entities in a distant universe. The long-abandoned house still holds the translator device Hird constructed, as well as a weapon used against the creatures of living sound from S'glhuo. Anyone successfully making an Electrical Repair roll may activate the translator and contact the S'glhuoians. Contacting these creatures may be dangerous and if they have completed construction on their translator device they may use it to pass through into this world. A nine-volume edition of the *Revelations of Glaaki* can be found here.

The Revelations of Glaaki, in nine volumes—in *English*, by various anonymous authors, 1842–1865, typeset subscription series. Drawing from but also abridging the eleven volume original,

this nine-volume version was secretly printed in subscription, the final volume appearing in 1865. *Sanity loss 1D6/2D6; Cthulhu Mythos +15 percentiles; average 32 weeks to study and comprehend. Spells: Call/Dismiss Azathoth, Call/Dismiss Daoloth, Call/Dismiss Shub-Niggurath, Contact Guardians of the Crystallizers of Dreams, Contact Deity/Byatis, Contact Deity/Eihort, Contact Deity/Glaaki, Contact Deity/Ghroth, Contact Deity/M'nagalah, Nyhargo Dirge, Summon/Bind Being from Xiclotl.*

The following books are also found in Hird's house: *Discovery of Witches, The Red Dragon*, and Pico della Mirandola's *La Strega*. Hird's diary is also there, wherein he narrates a series of odd dreams he experienced in the house, as well as his building of the translator and subsequent contact of the sound-creatures. For statistics on the beings of S'glhuo, see pages 26–27.

Sharpness

Population under 5,000. In 1874, new docks were constructed, and today ships continue to arrive. Its main business now is as a terminal where huge cranes unload cargo containers from sea-going vessels onto flat-bed lorries, to be dispersed north and south.

South Cerney

Population under 5,000. A large Royal Air Force base borders this small town on the north. Large-scale gravel extraction has created a number of artificial lakes that, by the end of the century, had covered more than 7,000 acres. These lakes, known as the Cotswold Water Park, serve any number of educational and recreational purposes.

Stourport-on-Severn

Population under 5,000. Wholly a late eighteenth century town, almost nothing existed here until 1771 when the canal was built. The town is built around the wharves where the canal meets the rivers Severn and Stour.

*Temphill

... The houses were square stone buildings in fairly good repair; but around the blackened hotel at the center of Temphill, the buildings were often greatly dilapidated. ...

—Ramsey Campbell, "The Church in High Street."

Population 380. Temphill is a tiny, ancient village ravaged by time and a declining economy. There is

little new architecture in Temphill, and next to no local businesses. Residents commute to Brichester for employment.

After the dissolution of their order, a group of former Templars founded this town in the fourteenth century. In the nineteenth century, many of the residents of Temphill still practiced ancient rituals of Yog-Sothoth worship at the old church in the center of town; the town's name is derived from this place, once called "Temple Hill." The cult stills exists, and those residents not actively involved in such pagan worship are at least aware of it, and do not interfere. The northwest corner of the town is in fairly good repair; the south end is the most decayed.

1. THE HIGH STREET CHURCH

Located at the center of town, this ancient church has long been used by the Yog-Sothoth cult for its evil practices. Catacombs and inter-dimensional gates exist far below ground, used by the cultists and the tomb-herd. For statistics on the tomb-herd, see pages 28–29 or 142.

DAMON MACINNES, age 82, Son of Yog-Sothoth and "Old Man"

STR 12 CON 17 SIZ 11 INT 15 POW 25
DEX 12 APP 10 EDU 19 SAN 0 HP 14

Damage Bonus: None.

Weapons: Dagger 65%, damage 1D4 + 2

Bullwhip 80%, damage 1D3 (entangles on impale; STR vs. STR to break free)

Spells: Call/Dismiss Yog-Sothoth, Cloud Memory, Contact Serpent People, Contact Tomb-Herd, Deflect Harm, Dominate, Embrace of Yog-Sothoth, Enchant Glove, Find Gate, Fist of Yog-Sothoth, Implant Fear, Mindblast, Resurrection, Steal Life, Summon/Bind Servitor of the Outer Gods, Voorish Sign.

Skills: Anthropology 35%, Archaeology 60%, Astronomy 30%, Climb 45%, Cthulhu Mythos 85%, Dodge 40%, Greek 35%, Hide 25%, History 75%, Jump 35%, Listen 75%, Occult 60%, Psychology 45%, Ride 55%, Sneak 55%, Spot Hidden 30%.

Languages: English 99%, Latin 35%.

FOUR YOG-SOTHOTH CULTISTS

char.	1	2	3	4
STR	15	10	14	13
CON	10	11	12	14
SIZ	17	14	11	11
INT	15	14	12	13
POW	13	13	10	08
DEX	15	13	11	10
SAN	0	0	0	0
HP	14	13	12	13
DB	+1D4	0	+1D4	0

Weapons: Wood Axe 30%, damage 1D8 + 2 + db
12-Gauge Shotgun 30%, damage 4D6/2D6/1D6
Knife 30%, damage 1D4 + db





Skills: Climb 45%, Cthulhu Mythos 10%, Dodge 40%, English 60%, Hide 25%, Jump 35%, Latin 10%, Listen 55%, Occult 20%, Psychology 35%, Sneak 45%, Spot Hidden 30%.

2. TEMPHILL HOTEL

Also at the center of town near the church, the hotel is a crumbling building with a dilapidated porch and decaying bricks. Though daunting in appearance, this place offers the only lodging in Temphill.

3. POOLE'S GENERAL STORE

This derelict, ramshackle building is nonetheless open for business. Poole's General Store occupies only the ground floor of the three-story building; the roof has completely collapsed, and the other floors are abandoned.

4. MARKET SQUARE

Most of the time, this cobblestone square is empty except for pigeons and debris. On Mondays and Wednesdays, however, local farmers gather to sell their produce. Real bargains can be found, but the produce is never as fresh or as wholesome as found in Brichester or beyond.

Tewkesbury

Population 9,600. A charming old-world village with ancient inns and half-timbered houses, Tewkesbury lies close to the junction of the Severn and Avon. Built in 1092, the Tewkesbury Abbey is one of the finest existing Norman buildings in England. The town's medieval street plan escaped nineteenth century development, and few new structures were built between 1850 and 1914.

Upton upon Severn

Population under 5,000. Formerly a market town, today Upton upon Severn serves the swarms of tourists who come to enjoy the Severn River. Boat cruises on the river start here. Those who inquire doubtless find small boats and launches for rental.

*Warrendown

... I saw it was one of the elements of the countryside I most disliked, an insignificant huddle of buildings miles from anywhere, but I'd never experienced such immediate revulsion. The clump of thatched roofs put me in mind of dunes surmounted by dry grass, evidence less of human habitation than of the mindless actions of nature.

—Ramsey Campbell, "The Horror Under Warrendown."

Population 84. This huddle of cottages, stretching half a mile along the Warrendown Road, is one of the most isolated communities in the Severn Valley—indeed, in all of England. Warrendown appears in the *Domesday Book* as Fernduna. It is shunned as much for its cloying vegetable stench as for its strange, leporine inhabitants. The entire population worships a tuber-like entity that lives in a vast space beneath an abandoned church.

The hamlet is well off the beaten path; few travelers visit, even by accident. Warrendown consists of a handful of stunted cottages, a small school, and a few nondescript shops.

1. THE ABANDONED CHURCH

Long-deserted, this extension of the village school is a mere shell. The rotted remains of pews are strewn across the floor, and the altar has been removed to reveal the entrance to a gently sloping passage. This tunnel winds its way into the earth, eventually reaching a huge cavern where the Green God dwells surrounded by its worshipers. For statistics on the Green God and the children of the Green God, see pages 23–24.

Winchcombe

Population 4,700. An old town of the Cotswolds built of gray sandstone. Sudeley Castle, once the home of Henry VIII's widow Catherine Parr, still stands in a lovely garden.

Witley Court

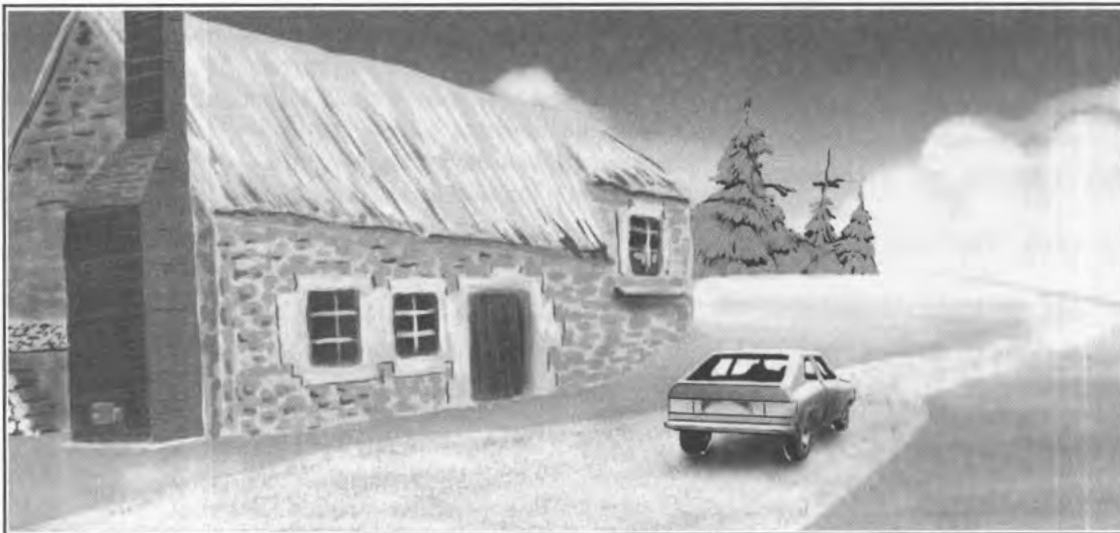
A turning off the A443 leads to the ruins of Witley Court. Until it was destroyed by fire in 1935, Witley Court was among the grandest of mansions in all of Europe. The first Lord Foley enlarged the original manor in the early eighteenth century; however, its current appearance owes much to the first Lord Dudley, an industrialist who acquired the mansion in 1838. In its heyday, crowned heads of Europe danced and dined within the walls of the majestic manor. Exotic flowers decorated the place, and the Poseidon fountain—then the largest sculpture in Europe—could throw a jet of water a hundred feet into the air. Today the place is desolate and abandoned, with little more than rook-haunted bare walls remaining. The roof, windows, plasterwork, and exquisite furnishings were all destroyed in the fire. English Heritage owns the ruins, open daily.

Worcester

Population 74,800. Worcester is known for its famous sauces and porcelain. The city has eight medieval churches. Worcester was the last town to

surrender to Cromwell. It was the headquarters of Charles II during the final battle of the war, which ended on September 3, 1651 with his defeat outside the walls of town. Severn Street leads to the river and Diglis Basin, the meeting point of the Severn River and the Worcester and Birmingham canals,

linking all points south and west to the Midlands. Blemished by insensitive development and urbanization, the countryside surrounding Worcester is becoming clogged with shopping centers and sprawling housing developments. ■



THE WINDTHROPE LEGACY

A Campaign Overview by Scott David Aniolowski

*Wherein a player character becomes an heir to property
and wealth . . . and to dark, timeless secrets.*

The castle came into view as I turned the corner and left behind me a row of untenanted cottages. It was set on the crest of a hill, three walls still standing, though the roof had long ago collapsed. A lone tower stood like a charred finger against the pale sky, and I momentarily wondered if this were the tower around whose window bats had clustered so long ago.

—Ramsey Campbell, “The Room in the Castle.”

Scenario Considerations

This chapter introduces the player characters to their newly-inherited property. One of the investigators learns of his or her inheritance in Gloucestershire, England. The investigators visit the Severn Valley and explore Windthrope Manor and the surrounding area where they begin to perceive ancient Mythos influence. The keeper should allow the investigators sufficient time to get settled in Windthrope Manor and become acquainted with the house and local residents. Then they can move on to the next chapter. Unless they are from the British Isles, the investigators should be reminded that they are in a foreign land, green and pleasant as it may appear!

Keeper's Information

Windthrope Manor has sat unlivid in since the investigator's distant cousin, Martin Dixon, died of a heart attack five years ago. A solitary, vindictive man, Dixon left the whole of his estate to the investigator, a distant relative he'd never met, to spite his close relatives. They naturally contested the will, tying it up in a lengthy legal battle. Now the estate of

the late Martin Dixon has been settled by the courts and his will upheld.

The property which the investigator inherits includes Windthrope Manor, the nearby ruins of a Norman castle, some land, and some money. Manor and castle alike hide ancient, brooding secrets, for within them are traces and clues to the Cthulhu Mythos: the most dire is a Great Old One who lies imprisoned beneath the ruins of the castle.

Investigator Information

One afternoon an investigator receives a phone call from a lawyer at a local law firm. She explains that he or she has inherited property in the west of England and a lump sum in cash, and arranges a meeting at the firm at the earliest convenience. After completing the formalities of legal identification, she explains to the investigator that the inheritance is an estate near the village of Severnford that includes a manor house and the ruins of a Norman castle, as well as roughly £100,000 after taxes and fees. (The estate also includes assorted miscellaneous antiques, such as furniture, vehicles,

What You Know about Martin Dixon

Your inheritance is a great surprise to you. You do not know and have never met Martin Dixon. Vaguely you remember meeting some distant cousins from England when you were very young.

If you have surviving relatives, inquiries put to your parents or other older relatives indicate that your mother's cousin Rosalie married Philip Dixon in Severnford, England, and gave birth to a son, Martin, long before you were born. Your mother last saw her cousin when you were very young. Rosalie and her husband died a few years later in an auto accident, leaving their estate to their only child, Martin, who is twelve years older than you.

Alternate Entries into the Campaign

Although the campaign has been structured around an investigator's inheritance, intrepid keepers looking for a different plot hook might consider one of the following.

- The current owner, having heard of the investigators' exploits, contacts them to look into the weird legends associated with the manor. This wealthy man or woman is willing to provide significant compensation for the investigators' services.
- The current owner of the manor is a friend of one or more of the investigators. When he disappears, the investigators attempt to find him.
- The manor is being auctioned off and the investigators buy it.
- A Tarot or palm reading leads an investigator to Severnford, in England. There he begins to experience horrifying dreams of the Mythos, and urges the reliable friends to join him, to uncover the terror hinted at.
- One of the investigators is infested by an Insect from Shaggai. He or she disappears, but soon turns up in England, in the Severn Valley. The rest of the player characters follow. They find the missing friend at Windthrope Manor, with amnesia.

Other options of the keeper's design are certainly possible. While changing the hook may require some small plot adjustments in certain instances, no major alterations need be undertaken.

and a flintlock dueling pistol.) Aref, Alexander, Dyer, & Hannigan, London solicitors, are handling the estate of the late Martin Dixon. The British firm will assist in travel arrangements for the beneficiary and his or her companions, if desired.

Aref, Alexander, Dyer, & Hannigan

Located in a glass-fronted building overlooking the Thames, the solicitors' offices look north across the river toward St. Paul's Cathedral. The reception area is a gleaming glass-walled room that looks down upon a mixture of architecture from the nineteenth and twentieth centuries; below, the streets

and bridges throng with activity. Lush green plants sit clustered along the glass wall of the reception room, and a few very well-dressed people wait patiently to see their solicitors.

The investigators wait only a few moments before an office door opens and a young man in an expensive suit greets them. He is Keith Carter Hannigan, the junior partner of the firm. He is handling the estate of Martin Dixon. Hannigan presents the legal documents which the inheritor must sign, and goes through all the necessary legalities, explaining the history and extent of the property (see "Timeline for the History of Windthrope Manor" on page 60), and answering what questions he can.

Mr. Hannigan knows only that Martin Dixon died of a heart attack. Among the legal documents is a copy of the death certificate, which also lists the cause of death as heart failure. Martin Dixon was only twelve years older than the investigator, so his death may seem suspicious, especially to young investigators. All medical and police reports claim Dixon died of natural causes. No foul play was suspected.

The solicitor has reserved hotel rooms for the investigator and companions at the luxurious Savoy Hotel and offers to arrange for dinner reservations and tickets to the evening's performance of any of a number of popular musicals. The investigators have the afternoon and evening to explore London as they wish. The following morning Hannigan flies with them from London to Bristol, from where a waiting limousine takes the group the rest of the way to Windthrope Manor.

KEITH CARTER HANNIGAN

An athletic-looking man with smooth features, Hannigan uses his charming, well-groomed, well-dressed facade to hide the fact that he is a cunning, ruthless man. With a reputation for being a shark, he is already a highly feared solicitor known for cut-throat tactics. As unpleasant as he can be, his senior partners appreciate the amount of legal business he has been able to attract to the firm, and approve his every move, even though his loyalties lie with fame, fortune, and power. Unless they are wealthy, powerful, or famous, he views the investigators with private contempt, which he masks with charm.

Hannigan does everything within his power to assist the investigators and keep them happy so that his firm may continue to represent the estate. If an investigator is wealthy, powerful, or famous, Hannigan puts on extra charm, going out of his way to ingratiate himself. The solicitor neglects no opportunity to increase the value of the Dixon estate. For example, when the American film crew shows up in the scenario "Silent Scream," Hannigan resorts to trickery if need be to get the investigator to sign the contract allowing them to film on the property.





Hannigan keeps in contact with the investigators, showing up at various times to check on them, and their valuable estate.

KEITH CARTER HANNIGAN, age 31, Solicitor

STR 13 CON 13 SIZ 15 INT 17 POW 08
DEX 10 APP 10 EDU 22 SAN 40 HP 14

Damage Bonus: +1D4.

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

Skills: Accounting 45%, Bargain 80%, Charm and Beguile 90%, Computer Use 25%, Credit Rating 90%, Drive Automobile 30%, Fast Talk 75%, Innocent Flattery 70%, Law 95%, Library Use 90%, Listen 45%, Persuade 90%, Psychology 85%, Spot Hidden 45%.

Languages: English 99%, French 65%.

The Secret History of Windthrope Manor

In 1157, Sir William Drake, the Earl of Brichester, seeking the quiet seclusion that the surrounding forest would provide him, had a Norman-style castle built on a hill outside the tiny river-town of Severnford. The heirs of Sir William Drake flourished at Castle Drake until 1624 when James Drake died after a long illness. Without heirs, and with the land troubled by war and revolution, the castle was left empty for 92 years when the mysterious Sir Gilbert Morley purchased the property from the Drake family in 1716. That same year Sir Gilbert had a great Georgian mansion built on the property not far from the now partly ruined Castle Drake.

In 1732, Sir Gilbert Morley discovered a strange man hiding in one of the towers of the castle. The man was pale and weak, and appeared to be near death. This strange man—Count Nadasdy—was nobility from Western Europe who had fled his native Hungary, seeking refuge in England. He was also a vampire. Sir Gilbert aided the vampire and nursed him back to health with the understanding that in return he would make Morley a vampire. For the following sixteen years, the Count paid nightly visits to Sir Gilbert, inspiring local legends of bats clustering around the towers of the castle.

In 1743, Sir Gilbert discovered the Great Old One Byatis in the dark forests near the castle and awakened it from its sleep. He imprisoned the monster in the cellars beneath Morley Manor. In the following five years, Byatis and Morley terrorized the Severn Valley. The demonologist used the Great Old One to communicate with the psychic and dream sendings of Cthulhu, Glaaki, Daoloth, and Shub-Niggurath, becoming ever more powerful. By 1747, Byatis had become too large for the cellars of the mansion and was moved to a secret room beneath Castle Drake.

It was Morley's unholy interest and dealings with the Cthulhu Mythos that was his ultimate

downfall. In 1748 he summoned the Great Old One M'nagalah, opening a gate between the dimensions. Sir Gilbert was unable to control M'nagalah as he had done with Byatis, however, and the loathsome

Timeline for the History of Windthrope Manor

1157 — Sir William Drake, the Earl of Brichester, raises a castle on a hill just outside the town of Severnford.

1157–1624 — The heirs of Sir William Drake live in Castle Drake.

1624 — James Drake dies of an illness, leaving the castle empty.

1716 — Sir Gilbert Morley purchases the decayed castle and the surrounding land. He begins construction of a great mansion near the castle.

1717–1748 — Sir Gilbert accepts the keys to his mansion, Morley Manor.

1748 — Sir Gilbert disappears. The people of Severnford tear down Morley Manor.

1783 — A priory is built near the spot where Morley Manor stood.

1783–1821 — Severnford Priory opens its doors.

1821 — Prior Hastings and his staff disappear. A few nights later the priory is totally destroyed by fire.

1843 — Charles Windthrope builds a mansion on the site of Severnford Priory.

1843–1940 — The heirs of Charles Windthrope live in Windthrope Manor.

1925 — In a move unusual in its time, MGM films *The Harbinger* on location at Castle Drake, 5000 miles from its movie stages. The film stars Lon Chaney and Theron Lysander.

1940 — Dr. Douglas Windthrope disappears, and Windthrope Manor is sold by his son, Aaron Windthrope, to Colin Dixon.

1940 on — The heirs of Colin Dixon live in Windthrope Manor.

Five years ago — Martin Dixon dies, his contested will leaving Windthrope Manor to the investigator.

Great Old One carried the mad demonologist back to its dimension on the Outside, leaving Byatis imprisoned beneath Castle Drake. Shortly after his disappearance, an angry, superstitious mob from Severnford tore down Morley Manor.

Deserted once again, the property sat quiet until 1783, when the township of Severnford took ownership of the land and built a priory near the spot where the cursed Morley Manor once stood. In 1821, Sir Gilbert Morley escaped from the Outside and broke back into this dimension. Immortal because of his vampirism, Morley did not die in that abyss on the Outside, although he was now little more than a tangle of inhuman organs. Morley killed the prior and his staff, and bricked up their bodies in the basement of the priory, in a secret room he made.

For the next few days the Morley-creature haunted the area, killing locals who wandered too near the priory. His escape was discovered, however, and a few nights later M'nagalah appeared. It dragged its prisoner back to its insane dimension. Sir Gilbert and the Great Old One were seen by a local farmer who set fire to Severnford Priory that the evil spirits might be banished. The building was destroyed. No sign of the prior or his staff was ever found. The secret room in the basement was never discovered.

In 1843, twenty-two years after the priory fire, a wealthy Londoner named Charles Windthrope purchased the property from the town of Severnford and had a Gothic-style mansion built, partly on the surviving foundation of the old Severnford Priory. In 1904, the parapsychologist Dr. Douglas Windthrope inherited Windthrope Manor from his father, Robert.

In 1925 a crew from the American movie company MGM filmed *The Harbinger* in and around Castle Drake. The film recounts the legends of Sir Gilbert Morley, and starred American actors Lon Chaney and Theron Lysander. During the shooting of the film, a perverse young actor became possessed by the Great Old One Y'gonolac. Before it was finally driven off, Y'gonolac had killed several members of the cast and crew.

While investigating the Yog-Sothoth cult in Temphill in 1940, Dr. Windthrope fell prey to the Outer God and the tomb-herd. Several Mythos tomes Windthrope was known to have had were never found. As the family fortune was spent in the investigation of the Mythos, Douglas Windthrope's son, Aaron, was forced to sell much of the family holdings around the world. Colin Dixon purchased Windthrope Manor.

Five years ago Martin Dixon discovered the secret room beneath Castle Drake, and the monstrous Great Old One who is imprisoned there. Dixon managed to escape Byatis and seal up the

Timeline for the Secret History of Windthrope Manor

1732 — Sir Gilbert Morley aids a vampire seeking refuge. In return, Count Nadasdy makes Morley a vampire and imparts much secret knowledge.

1732–1748 — Count Nadasdy pays frequent nighttime visits to Sir Gilbert.

1743 — Sir Gilbert Morley stirs Byatis from its sleep in the woods, and imprisons the Great Old One in a room beneath Morley Manor.

1743–1748 — Sir Gilbert and Byatis terrorize the Severn Valley.

1747 — Having grown too large for the cellar of Morley Manor, Byatis is moved to a secret vault beneath Castle Drake.

1748 — Sir Gilbert summons M'nagalah, but is then unable to ward off the Great Old One and is carried off into another dimension.

1821 — Sir Gilbert Morley breaks back into this dimension from the Outside, kills Prior Hastings and his staff, and bricks up their bodies in a secret room in the priory cellar. Morley's escape is discovered, and a few nights later he is taken back to that dimension on the Outside. A local farmer burns down Severnford Priory, hoping to shut out the evil from beyond.

1925 — One of the crew filming *The Harbinger* is possessed by the Great Old One Y'gonolac, resulting in the deaths of several cast and crew.

1940 — Dr. Douglas Windthrope falls afoul of Yog-Sothoth and the tomb-herd while investigating the Outer God's cult in Temphill. Several Mythos tomes Windthrope is known to have are never found. The family fortune spent, Aaron Windthrope is forced to sell much of the Windthrope holdings around the world. Windthrope Manor is sold to Colin Dixon.

5 years ago — Martin Dixon discovers Byatis beneath Castle Drake. Dixon escapes the Great Old One and seals up the secret room, but then suffers a fatal heart attack.





secret chamber, but subsequently died of a heart attack. Always an eccentric, Martin Dixon bequeathed his entire estate to one of the investigators—a relative he had never even met.

Windthrope Manor

Windthrope Manor is a Gothic Revival-style building of stone and wood. Sharp-peaked roofs, delicately scrolled wood trim and tall, narrow windows decorated with leaded glass give the manor a fairy tale or gingerbread house appearance. The garage—a converted carriage house—stands well behind the house.

The interior of the building is as charming as the exterior with more delicate woodwork, beautiful stonework, etc. All interior doors slide back into walls instead of opening on hinges. Most of the large rooms on the first and second floors have functioning fireplaces. Secret passages, stairways, and doors are found throughout the house. Most of the furniture is the original and is, therefore, antique.

Although Windthrope Manor has heat, water, and electricity, the estate is far from twenty-first century standards and is not connected to outside water, sewer, or power lines. Fireplaces and a coal furnace provide heat. Petrol-fueled generators produce an unsteady electricity. A well supplies water to the manor. There have been septic tanks since the end of the Second World War. Telephone lines do connect the manor to Severnford and the rest of the world.

Individual rooms are briefly discussed below.

First Floor

FOYER: Along the walls of the foyer hang numerous portraits in oils. Brass plates at the bottoms of the paintings identify the people carefully memorialized as several generations of the Windthrope family. Among them are Charles Windthrope (1811–1872), Patricia Windthrope (1831–1901), Robert Windthrope (1851–1904), Mary Windthrope (1851–1902), Anne Windthrope (1869–1932), Douglas Windthrope (1871–1940), Camille Windthrope (1873–1906), Aaron Windthrope (1891–1974), Rose Windthrope (1903–1991), Lawrence Windthrope (1925–), and Lucinda Windthrope (1925–).

An enormous fireplace graces the wall opposite the main entrance and is connected to the dining room fireplace. A grand staircase, just off the foyer, climbs up to the second floor. The banister and other woodwork of the staircase are intricately hand carved.

DRAWING ROOM: This room was used in its day as a formal reception room. In the days of Charles and Patricia Windthrope, prominent citizens of the area often visited the manor. Above the fireplace hangs a portrait of Queen Victoria done by Burne-Jones.

THE DINING ROOM: A formal dining table capable of seating twenty-two fills this room. In an unusual provision for the 1840s, the fireplace here connects with the fireplace in the foyer, allowing access between the rooms when not in use.

THE LIBRARY: The walls are lined with built-in bookcases with glass doors. The books here are

mostly works of literature, though random volumes on science, history, cooking, gardening, music, and art are also found. There are no occult or Mythos tomes in the library.

On the fireplace mantle are a pair of old photographs in frames. The photos are of Colin Dixon and his wife Maria. With a successful Know roll, the investigator who inherited the manor may recognize the pair from old family photographs he or she has seen.

Behind one of the bookcases is a secret staircase that leads up to a tiny secret room off the master bedroom. Pressing the correct scroll-work daisy to open the bookcase can only be done after a successful Spot Hidden roll at one fourth normal.

The windows of the library, like many others in the old house, are bordered with colored leaded glass. The one window in the library that faces the front of the mansion has an unusual design in it: an eye at the center of a star—in the pupil of the eye is a flame. This design is done in brilliant red, purple, and green glass. A successful Cthulhu Mythos roll identifies this symbol as an Elder Sign.

Douglas Windthrope created this window in the late 1920s. By then his exploration of the Cthulhu Mythos had left him paranoid and uncertain. Convinced of the imminent threat of alien powers, he incorporated the Elder Sign into the library window to stave off attack. This Elder Sign works as any other, but since it is glass it may be easily shattered, thus destroying its protective powers. It is not possible to remove the symbol from the rest of the window without breaking it.

THE KITCHEN: The spacious kitchen is furnished with only the most modest of modern appliances, including an old, bulky refrigerator and freezer, and an enormous black stove. A large cooking fireplace is still in use.

THE LAUNDRY: The laundry consists of several large tubs in which clothes may be washed by hand or boiled over open fires, a crank-ringer, drying racks and line, and an electric clothespress.

There is a dumb waiter to haul dishes, food, linen, laundry, etc. between the ground floor laundry and the second floor closet. The dumb waiter can carry up to SIZ 12: larger/heavier items/people do not fit in the small box, or face the risk of snapping the cables that suspend the box above the ground floor. For every 1 SIZ past 12, there is a 15% cumulative chance that the cables snap, sending the dumb waiter plunging to the ground floor. If it falls from the second floor, any passenger within the dumb waiter loses 1D6 hit points.

The servants' bathroom with tub and toilet is also in the laundry room.

THE SCULLERY: The scullery is used to wash and store the dishes and cooking utensils, as well as to wash and prepare vegetables.

SERVANT'S ROOM A: This small room is used by Albert and Elizabeth Jenkins, and consists of a bed, dresser, two chairs, a small table, a coal grate, and armoire.

SERVANT'S ROOM B: Andrew Cook uses this small room if the investigators ask him to move into the mansion—otherwise it remains empty. The room consists of a bed, dresser, chairs, small fireplace, coal grate, and closet.

The Cellars

Charles Windthrope had his architect design and build Windthrope Manor to take advantage of the sturdy existing foundations and cellars of the old Severnford Priory, as well as expand on them slightly to create two smaller rooms: a wine cellar and more storage space. The coal furnace, coal bin, and petrol-fueled electrical generators are also located down here.

THE WINE CELLAR: Racks of dusty wine bottles line the walls of this cool, dry room. A few bottles are quite old, such as the 1900 Lafite Rothschild, Pauillac. This collection of wines is very valuable to anyone who loves the wines of France. It includes a case of the 1990 d'Yquem sauterne (best to drink in only fifty more years), and twenty bottles of the legendary 1947 Lafleur Pomerol Bordeaux.

THE SECRET CELLAR ROOM: When Sir Gilbert Morley escaped back into this dimension he found Severnford Priory standing near where his mansion had once stood. Morley killed the prior and his staff, and bricked up their bodies behind a wall in the cellar. Later, the Great Old One M'nagalah discovered Morley and dragged him back to its alien dimension, leaving the mystery of the missing priory staff unsolved. The priory soon after burned to the ground. Prior Hastings and his staff were forgotten.

Their skeletal remains are still behind the brick wall where Morley left them. A successful Spot Hidden while examining the wall points out a few loose bricks. Pulling the bricks out, a room can be seen beyond. Only by making a larger hole in the wall can the investigators see what lies within. There, covered with dust and spider webs, are a dozen skeletons dressed in rotting clothes. Any who view this room's contents lose 0/1D3 Sanity points. Looking over the bodies, an Idea roll suggests that



the WINDTHROPE MANOR

LEGEND

Water Closet
(Bathroom)
W.C.



Secret Doors

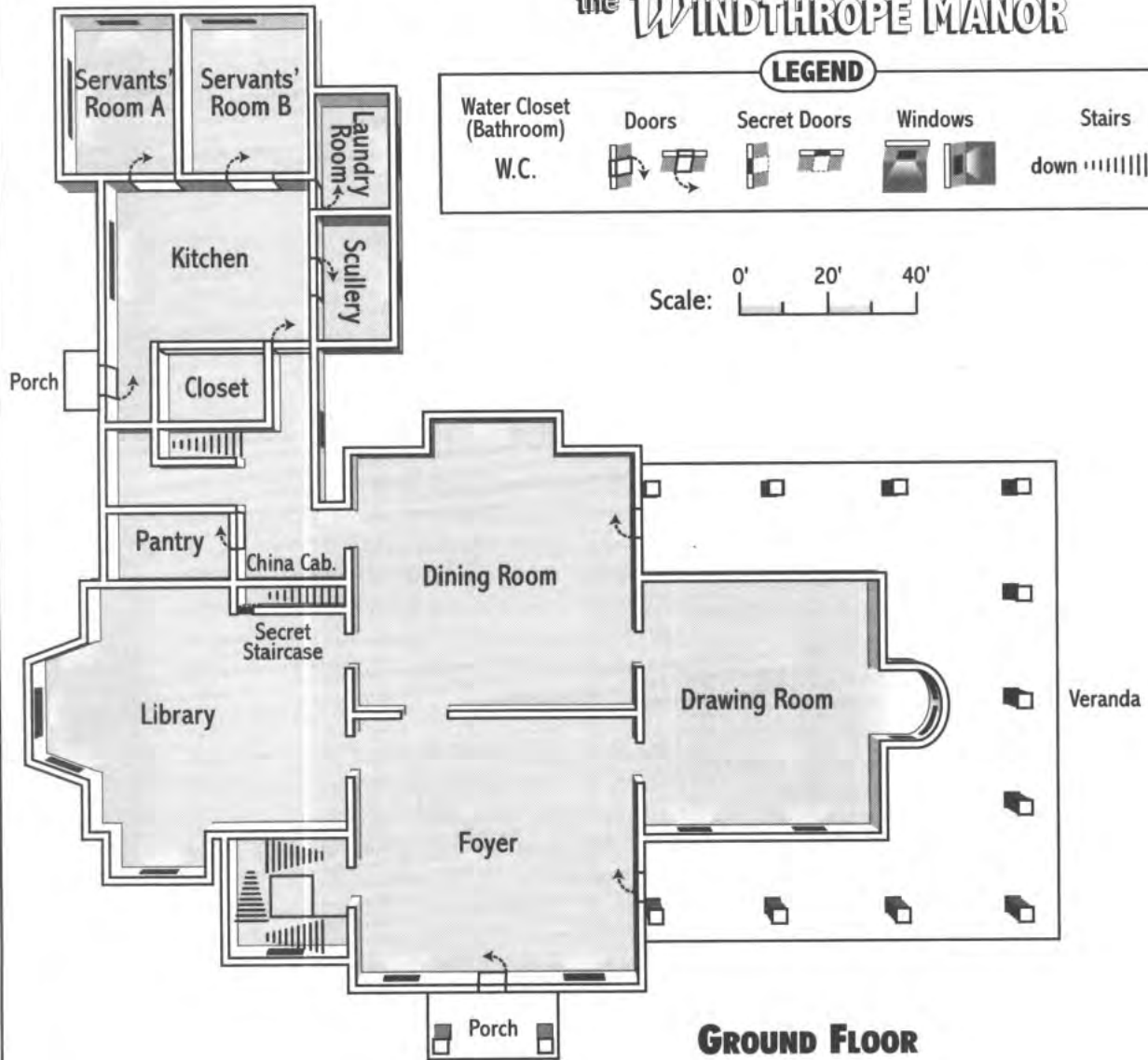


Windows

Stairs

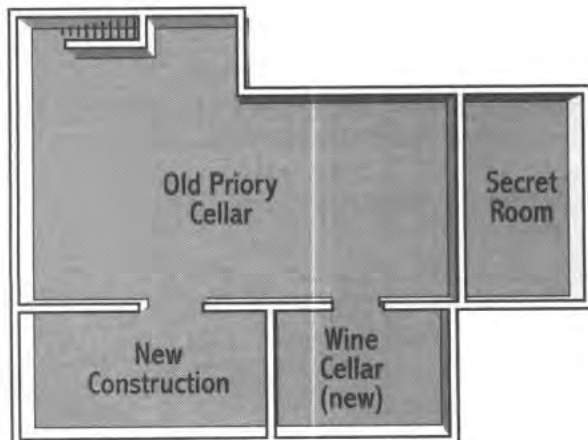
down ||||| up

Scale: 0' 20' 40'

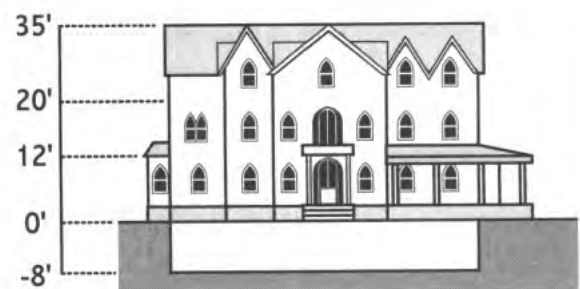


GROUND FLOOR

CELLARS



SIDE ELEVATION



SECOND FLOOR



ATTIC





they were dead before the wall was built—they were not sealed up alive.

Second Floor

THE MASTER BEDROOM: The largest and most luxurious of the bedrooms. This room is furnished with a huge four-poster bed, a large dresser, two high-backed leather chairs, a wash basin, nightstand, fireplace, bookshelves, and closet. A sliding panel along one wall opens onto the tiny secret room behind the master bedroom, and the hidden flight of stairs that descends down to the library. A Spot Hidden roll at a quarter of normal is required to find the tiny trip mechanism used to open the sliding panel.

THE SECRET ROOM: A tiny, cramped room at the top of the hidden staircase that leads down into the library. There is a folding desk, one chair, and a bookcase in this secret chamber. All is shrouded in dust and spider webs. A yellowed candle, matches, musty paper, and an old fountain pen and dried up bottle of ink rest on the desk. The bookcase is crammed with books on the occult—more than three dozen in all. This was Dr. Windthroe's secret library. Reading through Douglas Windthroe's collection grants an investigator 2D10 Occult but takes several weeks.

Also in the bookcase are the *Eltdown Shards*, the *Sigsand Manuscript*, and the nine-volume edition of the *Revelations of Glaaki*. A note scrawled on the front page of the *Sigsand Manuscript* reads: "Douglas, thought you might appreciate a copy of this rare volume. My copy has served me well.—Thomas Carnacki." A successful Occult roll identifies Thomas Carnacki as a London occult investigator active just after the turn of the twentieth century.

THE ELTDOWN SHARDS—in English, by Rev. Arthur Brooke Winters-Hall, 1912. Questionable translation of mysterious hieroglyphs found on clay fragments discovered in southern England. Approximately 350 copies of the thick brochure were printed at the owner's expense. *Sanity loss 1D4/1D8 Sanity points; Cthulhu Mythos +11 percentiles; average 6 weeks to study and comprehend.* Spells: Contact Flying Polyp, Elder Sign.

REVELATIONS OF GLAAKI: THE NINE VOLUME FOLIO VERSION—in English, by various anonymous authors, 1842–1865, typeset subscription series. Drawing from but also abridging the eleven volume original, this nine-volume version was secretly printed in subscription, the final volume appearing in 1865. *Sanity loss 1D6/2D6; Cthulhu Mythos +15 percentiles; average 32 weeks*

to study and comprehend. Spells: Call/Dismiss Azathoth, Call/Dismiss Daoloth, Call/Dismiss Shub-Niggurath, Contact Guardians of the Crystalizers of Dreams, Contact Deity/Byatis, Contact Deity/Eihort, Contact Deity/Glaaki, Contact Deity/Ghroth, Contact Deity/M'nagalah, plus Nyhargo Dirge and Summon/Bind Being from Xiclotl.

SIGSAND MANUSCRIPT—in English, by an unnamed clergyman, seventeenth century. A British-printed quarto bound in embossed leather. Only ten copies are thought to exist: the British Museum, the Royal Ontario Museum in Toronto, and the Bibliothèque Nationale in France are all known to hold copies. *Sanity loss 1D6/1D10; Cthulhu Mythos +10 percentiles; average 11 weeks to study and comprehend.* Spells: Call/Dismiss Saaitii (see page 33), Saaamaaa Ritual (pages 34–35), Heal, and Journey to the Other Side. (For statistics on Saaitii, see page 26.)

BEDROOM A: This bedroom is the next-largest to the master bedroom. Furnished with a bed, dresser, chairs, fireplace, and closet, this room also hides an entrance to a secret passage that leads up to the attic. A successful Spot Hidden roll at one quarter of normal is required to spot the tiny trip mechanism that opens the secret passage.

BEDROOM B: This room is furnished with a bed, dresser, chairs, fireplace, and closet.

BEDROOM C: This room is furnished with a bed, dresser, chairs, fireplace, and closet.

BEDROOM D: This room is furnished with a bed, dresser, chairs, fireplace, and closet.

BEDROOM E: This room is furnished with a bed, dresser, chairs, fireplace, and closet.

BEDROOM F: This room is furnished with a bed, dresser, chairs, fireplace, and closet.

The Attic

THE DEN: This room was the recent construction of the late Martin Dixon. Dixon had planned to remodel the entire attic space, but had only gotten as far as this area. The spacious den offers a fine view of much of the grounds of Windthroe Manor, including the ominous lone tower of Castle Drake. Dixon had his den furnished with a large billiards table, dart board, small but well-stocked bar, and very comfortable couches and chairs.

Dixon also furnished this room with various items he found around the house. An obviously old portrait hangs on a wall. The tarnished brass plate

at the bottom of the portrait identifies the subject as Sir Gilbert Morley. Morley's visage is stern and intimidating. An old framed photograph depicts a heavy-set gentleman in the company of a short swarthy man in a fedora, and a handsome young man in an aviator's suit. A camel and swarthy attendant can be seen in the background of the photo. A successful Know or Idea roll identifies the heavy-set gentleman as Douglas Windthrope. If the old sepia photo is carefully removed from its frame a note is discovered scrawled on the back: "with Vito and Gleason in Cairo, 1924." One final item of interest is found sitting next to an ashtray on the coffee table. It is some sort of triangular stone tablet or amulet inscribed with a crude tree-like design. A successful Archaeology roll identifies the artifact as being of Peruvian origin. A successful Cthulhu Mythos roll identifies this as a representation of Shub-Niggurath.

THE REST OF THE ATTIC: The rest of the attic is either empty space, or used as storage. The secret staircase that leads down into Bedroom A below is hidden behind a rotting tapestry. A successful Spot Hidden at one fourth normal is required to locate the hidden trip mechanism which opens the secret panel and allows access to the hidden stairwell.

The Garage

The garage was once the carriage house and stables, later converted by Douglas Windthrope in the 1920s. The building has two floors. The ground floor is spacious enough for four cars, and still has stable space for several riding horses. A vintage Rolls Royce Phantom and a Victorian-era coach are stored in the garage, tightly wrapped in sheets.

The Rolls Royce has been in storage since Dr. Windthrope's disappearance, and although in near-vintage condition, requires considerable work to be made functional after its more than fifty years of disuse. A successful Mechanical Repair roll allows an investigator to discover what parts the antique car needs. The next problem is obtaining the parts. The antique auto parts needed for this car must be ordered from a dealer who specializes in vintage cars. A successful Library Use roll is required to locate such a dealer. The parts take 1D10+2 weeks to arrive, and cost 1D100 x£50. Three successful Mechanical Repairs rolls are required to replace and/or install all of the new parts.

The coach is in nearly mint condition, as well, although there has been some warping of wood and rusting of metal parts. A Mechanical Repair roll and several hours of work return the coach to working condition. A pair of horses are required to pull the coach. A successful Drive Carriage roll is required to operate the coach. Investigators have a

base of 10% plus half of their Ride skill at driving the carriage if they don't actually have the Riding skill.

The stable holds three large, white horses. Martin Dixon became a riding enthusiast after moving into the manor, and kept horses in his stables so that he could ride when the urge took him.

The second floor of the garage has been converted into living space and storage.

Three Horses

	One	Two	Three
STR	32	31	27
CON	15	11	18
SIZ	27	32	24
POW	16	13	11
DEX	17	15	14
HP	21	22	21
MOV	12	12	12
DB	+3D6	+3D6	+2D6

Weapons: Bite 5%, damage 1D10.

Kick 5%, damage 1D8 + db

Rear/Plunge 5%, damage 2D8 + db

Trample 25%, damage 2D6 + db

Armor: one point of muscle

Skills: Dodge 45%, Hide 25%.

The Servants

Keith Hannigan has taken the liberty of hiring people to help keep up Windthrope Manor and assist the investigators. Albert and Elizabeth Jenkins are a kindly older couple who have worked for the Dixon family for thirty years. Andrew Cook is a young man from Severnford who has been hired to tend to the grounds, horses, and general repairs and maintenance. The Jenkins live in the servants' quarters in Windthrope Manor while Andy initially lives at home in Severnford.

ALBERT AND ELIZABETH JENKINS

The Jenkins, a kindly couple with a terrible secret, have long worked for the Dixon family. When Martin died five years ago they were kept on by Keith Hannigan to keep up Windthrope Manor until its inheritor could settle in.

Albert Jenkins is a small, serious gentleman professionally trained as



ALBERT JENKINS





a butler: he has sharp features, and often wears spectacles and a black tuxedo when on duty. Mr. Jenkins is responsible for the smooth operation of Windthrope Manor, and oversees every aspect of the mansion: repairs, lawn work, shopping, etc. Jenkins can set up appointments for the investigators, obtain specific legal items for them, etc. Albert Jenkins also has heart problems. Strenuous physical or emotional stress may cause him to suffer a heart attack.

Elizabeth Jenkins is a plump, happy woman who acts as the mansion's housekeeper and cook: she has round features and rosy cheeks, and whistles or sings frequently. She is responsible for cleaning and cooking at Windthrope Manor, as well as the grocery shopping and laundry. The investigators are treated to hearty English meals.

The Jenkins are a friendly couple, eager to please the investigators. Albert and Elizabeth make sure that the investigators are happy and comfortable: they put fresh flowers throughout the house, serve afternoon tea, turn down the investigators' beds, build and light fires in the fireplaces, take tea or brandy to the bedrooms, etc. The investigators are treated like royalty by the kindly couple.

In reality, Albert and Elizabeth are pawns of the alien shans—the insects from Shaggai. The Jenkins are aiding the shans in their elaborate and awful plan to destroy the valley and escape the planet. The insects' human allies hide the truth from the investigators, covering their tracks with skillfully crafted lies and excuses. Because of their allegiance to the shans, the Jenkins are not affected by the other Mythos elements present in the valley.

ALBERT JENKINS, age 60, butler

STR 08 CON 10 SIZ 10 INT 16 POW 15
DEX 09 APP 13 EDU 17 SAN 0 HP 10

Damage Bonus: none.

Weapon: none.

Spells: none.

Skills: Accounting 80%, Bargain 60%, Credit Rating 70%, Cthulhu Mythos 10%, Drive Automobile 30%, English 85%, First Aid 35%, History 50%, Listen 35%, Persuade 80%, Psychology 75%, Spot Hidden 35%.

ELIZABETH JENKINS, age 56, housekeeper

STR 07 CON 13 SIZ 17 INT 11 POW 12
DEX 07 APP 14 EDU 10 SAN 0 HP 15

Damage Bonus: none.



ELIZABETH JENKINS

Weapons: none.

Skills: Cook 75%, Cthulhu Mythos 10%, English 50%, History 50%, Listen 35%, Psychology 40%, Spot Hidden 35%.

ANDY COOK

A handsome youth with boyish features and blond hair, Andy Cook is a friendly young man. Yet there is a tragic air about him, and he hides a terrible secret. He is the victim of child abuse. Since he was a small child, his alcoholic father has physically, sexually, and emotionally abused Andy. As time goes by, the investigators may notice fresh signs of Andy's abuse. They see that the youth has an occasional black eye and strange bruises. On warm days when Andy works in the yard with his shirt off, the investigators might even notice welts across his bare back. A successful Psychology roll on the young man also indicates that something is wrong—that he is full of fear, shame, and anger. Andy does not discuss his abuse with any of the investigators, explaining away his frequent injuries as brawls with other young men, falls, and simple accidents.

When things become really bad at home, Andy sneaks back to the manor and sleeps in one of the servant's rooms. If the investigators discover him, he is in bad shape: a black eye, bloody nose, bruises and welts on his chest, back, and legs. Andy tells the investigators that he was in a fight, but by this time they should at least be suspicious: a successful Psychology roll indicates that the young man is



ANDY COOK

lying. Andy apologizes for sneaking into the house, and says he will go. If the investigators do not ask him to stay he leaves, sleeping somewhere outside. Investigators suspecting Andy's abuse and yet allowing him to leave lose 1 SAN each. If Andy stays the night, his drunken father shows up the next morning looking for him; the man is loud, abusive, and stinks of liquor. Mr. Cook rants and raves, telling the investigators that his son is no good, lazy, and stupid. The elder Cook tries to force his way into the house, but if the investigators resist he turns and leaves, cursing them as he goes. Hearing his father's voice, Andy runs off and hides.

It does not take much for the investigators to get Andy to move into one of the servants' rooms, and if they invite him to move in, each investigator should receive 1 point of SAN. If the investigators have gone out of their way to befriend the youth, they may be able to get him to open up and discuss

his abuse with a successful Psychoanalysis roll. If he moves into the investigators' house, Andy Cook's father pays several more visits, each time drunk and belligerent.

If the investigators go to the authorities about the young man's abuse, little is done. The Cook family has been in the valley for generations, it is a very close area where everyone knows everyone else, Andy is 18, he probably deserved it, Mr. Cook is an honest and hard-working man, etc. The investigators are met by numerous excuses and told every step of the way to just forget it and stop causing trouble.

Andy Cook is a hard-working, friendly young man who goes out of his way to help the investigators. Andy knows nothing of the Jenkins' allegiance

with the alien insects until he falls prey to their evil machinations. (See "Unpleasant Dreams," pages 145–162, for more information.)

ANDY COOK, age 18, handyman

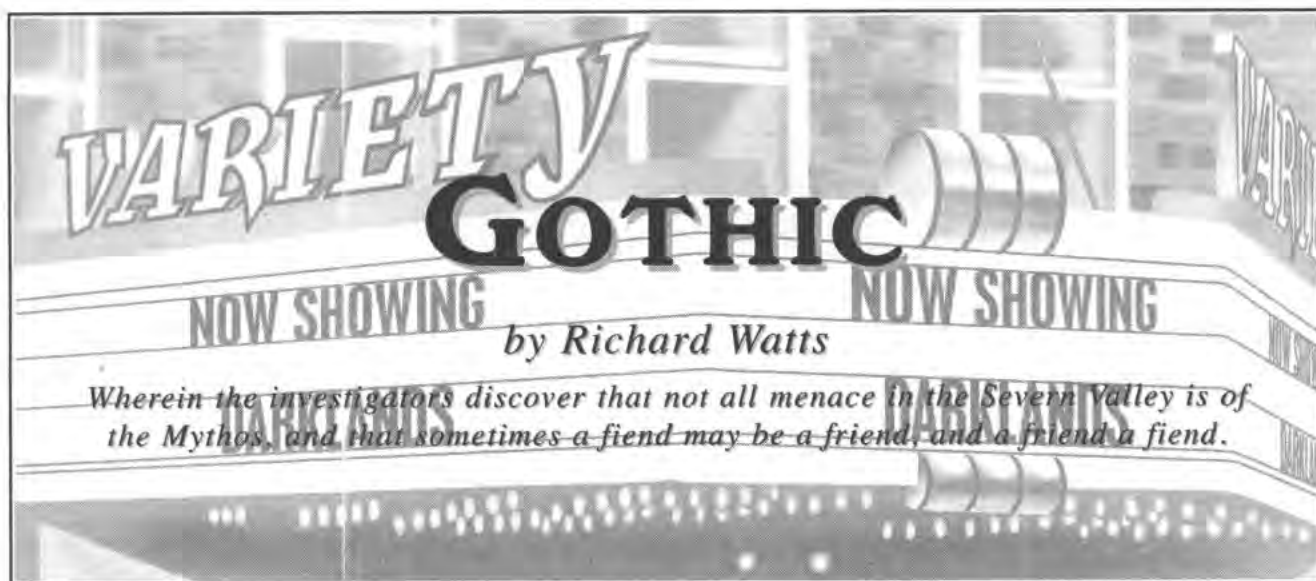
STR 15 CON 17 SIZ 12 INT 12 POW 09
DEX 16 APP 15 EDU 10 SAN 45 HP 15

Damage Bonus: +1D4.

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

Skills: Climb 55%, Dodge 35%, Drive Automobile 25%, Electrical Repair 30%, English 50%, Fast Talk 20%, Jump 40%, Listen 50%, Locksmith 10%, Mechanical Repair 35%, Ride 20%, Spot Hidden 50%, Swim 40%, Tend to Horses 35%, Throw 35%. ■





*And the Devil in a black dress watches over me,
My guardian angel walks away.
Life is short and love is always over in the morning.
Black winds come carry me far away.*
—The Sisters of Mercy, “Temple of Love.”

Scenario Considerations

This is an unusual scenario which presents the investigators with more than the usual challenges: the problems they face concern a matter of ethics and the investigators’ own humanity . . . something which they may well have lost or compromised during their soul-destroying fight against the Mythos. The vampires encountered in this scenario are, by definition, monsters; however, they are compassionate and feeling “monsters,” hurting no one and wishing only to be left alone to express their love for one another. This scenario requires the evocation of sympathy as well as horror.

All individual stats are on pages 88–89. There are four player handouts: those on pages 72 and 83, and the left and right margin illustrations for this scenario. The handouts are repeated in the “Handouts” section at the end of this book.

Keeper’s Information

Sebastian Leigh was, on the surface, a quiet and ordinary young man. He had just dropped out of school and was living a safe and quiet—but ultimately boring—life in his parents’ suburban home. However, underneath his placid facade, Sebastian Leigh was suffocating . . . screaming . . . going slowly mad, for he harbored what he believed to be a terrible secret: he was gay. The son of bigoted, intolerant, middle-class parents, Sebastian knew that to reveal his true

feelings to his parents would fill them with disgust and cause them to reject him, and that was the last thing the already insecure adolescent wanted. Fearing this abandonment, Sebastian retreated from the unkind world, hiding behind an artificial personality in an attempt to conceal what he truly was, both from himself and others. The youth became a punk, then settled into the gloomy theatricality of the Gothic scene; Sebastian Leigh found that the Goth preoccupation with the grotesque and macabre suited him well. These drastic changes worried those around Sebastian; he lost some friends, but he did not care so long as he retained his parents’ love.

Not even the walls of his new image could cut off Sebastian’s feelings completely; even if it went against everything he had been taught by his parents, he could not deny that he was gay. Despite his fear and guilt, despite the pressures he felt to conform, Sebastian’s self-identity continued to develop. So it was that one evening two months ago the young man nervously ascended the stairs to Heaven, a well-known gay nightclub in Brichester. Years of hiding and lying were finally at an end. He had found a place where he truly felt he fit in.

Cherishing his new-found personal freedom, Sebastian professed his homosexuality to his best friend. Sebastian lost that friend because of the young man’s homophobia. Despite the agony of losing someone so close, Sebastian continued his nocturnal sojourns to Heaven. He was soon a regular face among the young and varied crowd at the nightclub.

While visiting Heaven a few weeks later, Sebastian met and fell in love with another Goth—a handsome young man named Christopher Ferguson. He was tall, pale, and very handsome, with dark eyes that gazed soulfully beneath black eye shadow. He was also a vampire, and would change Sebastian Leigh’s life forever.

The relationship grew between Sebastian and Christopher. Each saw themselves reflected in the other—each a loner, trying to conceal a secret from a savage outside world. Christopher soon revealed his true nature to Sebastian, who ran away from home to join his lover. Drawing off a small amount of blood from Sebastian’s wrist

night after night, Christopher began to initiate his love into the deathless state. By the time the investigators begin their search for the missing Sebastian Leigh, the two have been together for a few weeks, and the young man has completed the transition from human to vampire.

Investigators' Information

The investigators become involved in the disappearance of Sebastian Leigh quite by accident: one evening while in Brichester—on business, perhaps, or to visit the cinema—they spot a young man being attacked by a group of teenage boys with shaved heads. If two or more investigators intercede, the National Front skinheads run off laughing: a lone



PC COLIN BIMSELEY

badly beaten—penalize each investigator 1 Sanity point for standing by.

Regardless of the investigators' actions, a policeman approaches ID3+2 rounds later, scattering the thugs. Police Constable Colin Bimsley asks for the young man's name and assesses his condition. The lad is able to stand and walk without difficulty. He identifies himself as "David Jay" and insists that he is uninjured. Satisfied that the victim's able to walk and speak without difficulty, the constable sends him on his way with a warning to stay out of trouble, and turns his attention to the investigators: "Looks like you lot happened along at just the right time," he says. PC Bimsley asks the investigators their names, but takes no notes. The altercation seems trifling, and a cup of hot tea awaits his return to the station. He bids them a good evening. PC Bimsley's picture is found above. His stats are on page 88.

The victim has disappeared into the night. Investigators who search for him do so without success. His picture appears on page 72.

The next day the investigators spot the following article in the Brichester *Herald*, along

Six National Front Skinheads

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

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3 + db
Kick 25%, damage 1D6 + db
(One) Cricket Bat 35%, damage 1D6 + db
(Five) Chain 35%, damage 1D6 + 1 + db

Skills: Bargain 40%, Climb 50%, Credit Rating 01%, Dodge 50%, Fast Talk 25%, Hide 20%, Intimidate 55%, Listen 40%, Mechanical Repair 30%, Promote Dubious Racial Theory 50%, Psychology 25%, Sneak 40%, Spot Hidden 35%, Shout Racist Epithets 50%.



A stranger in distress

r Herald

16, 2001 15 PENCE PLUS TAX

Missing Youth

Sebastian Edward Leigh was yesterday reported missing from his parents' home in Mercy Hill.

Leigh, aged 17, was last seen two nights ago when he left home at around 8.00 P.M. to take public transport to Lower Brichester to the home of Peter Nelson, a friend.

Described as slim, pale and dark-haired, Sebastian Leigh weighs approximately 10 stone and stands 5'5" tall. He was last seen wearing black jeans, a long black coat, and pointed black boots.

When he failed to return home the boy's mother, Maureen Leigh, telephoned the Nelson household and was told that Sebastian had never arrived. Mrs. Leigh then telephoned police.

According to Inspector James Whitstable, police have no leads at this time and are appealing to the public for help.



Sebastian E. Leigh,
currently missing

with a photograph of the missing youth—the same young man they saw being beaten the night before in Brichester (see *Gothic Papers #1*, above).

Since PC Bimsley filed no report of the altercation, the identity of the victim was not known until his next shift, when he saw the photo of the missing Sebastian Leigh. The constable quickly put two and two together and realized that, apart from himself and the skinheads, the investigators might be the last people to have seen the young man after he left home. Although he has no written record of the investigators' names, PC Bimsley is able to recall the name of at least one of them—enough to lead detectives to Windthroe Manor. If the investigators do not come forward on their own initiative, the police eventually appear on their doorstep.

Brother Raphael

A religious zealot, Brother Raphael, has appeared on the scene to compound and confuse the course of events. Always alert for the taint of brimstone, Brother Raphael has taken up vigil near the Leigh residence, patiently watching for anything unusual that might be a clue to Sebastian's disappearance.

He has not come to the Severn Valley by accident. About fifteen years ago he discovered a pair of vampires in London: under the protection of daylight, he broke into their lair and killed one as they slept in their coffins. The second vampire managed to escape. That was Christopher Ferguson—Sebastian Leigh's new-found lover. After many years, Brother Raphael has traced Christopher to the Severn River Valley, and now diligently seeks clues that will direct him to the vampire's lair.

After the investigators have spoken with the Leigh family and searched Sebastian's room, Brother Raphael breaks into the Leigh home to reap what clues he can. Discovering that the young man's room was already searched, he turns his full attention to the investigators. Living only to wipe Satan's work from the face of the Earth, Brother Raphael watches, follows, and monitors them—even breaking into their house if the opportunity presents itself. He should not introduce himself to the investigators until they have already learned that Sebastian is now a vampire. Once he determines that the investigators are also searching for Sebastian and are not the pawns of the Prince of Darkness, he reveals himself as an ally. How he approaches the investigators is left to the keeper: he might visit them at home or simply hail them on the street. The investigators might even confront the monk as he shadows them.

However they meet, Brother Raphael informs the investigators that, about fifteen years ago, he discovered a pair of vampires in London. Entering their lair, he destroyed one of them, but the second vampire managed to escape. Now Brother Raphael has tracked that vampire, known as Christopher Ferguson, to Brichester. He has been unable to locate the creature's lair and appeals to the investigators for assistance. He suspects that Christopher Ferguson has taken Sebastian Leigh as his mate, leading the boy from God's enlightened ways and into the darkness that is the living death. Christopher and Sebastian are, he says, "creatures of evil; the foul spawn of Satan. Make no mistake: they will not hesitate to kill you and everyone you hold dear. They are an abomination unto the Lord and must be destroyed."

As noted earlier, however, the vampires the investigators face in this scenario are not the blood-crazed fiends Brother Raphael believes them to be.

ANT BEARER
ADMISSION
NO REFUND
EXCHANGE

1263

Heaven is in
Brichester

HEAVEN

ANT BEARER
ADMISSION
NO REFUND
EXCHANGE

1262

Heaven is in
Brichester

HEAVEN

ANT BEARER
ADMISSION
NO REFUND
EXCHANGE

01261

Heaven is in
Brichester

HEAVEN

GRANT BEARER
ADMISSION
£3 * NO REFUND
NO EXCHANGE

101260

Heaven is in
Brichester

HEAVEN

GRANT BEARER
ADMISSION
£3 * NO REFUND
NO EXCHANGE

101255

Heaven is in
Brichester

HEAVEN

GRANT BEARER
ADMISSION
£3 * NO REFUND
NO EXCHANGE

10125

The Order of St. Michael the Defender

Founded in Constantinople in 1035 AD, the Order of Saint Michael the Defender was a radical sect devoted to a single cause: to root out and destroy the agents of the Devil wherever they were found. This group seems to have died out centuries ago, and there are no known remnants of the order. Although Brother Raphael believes himself to be a member of the enigmatic sect, true remnants of the Order of Saint Michael the Defender are unknown today.

The Sword of Solomon

This ancient sword was enchanted a millennium ago by the Order of Saint Michael the Defender. The Sword of Solomon inflicts normal damage upon "unholy" creatures such as ghosts, demons and vampires, but it has no special powers over the forces of the Cthulhu Mythos. Brother Raphael found the enchanted sword years ago in a dusty London antique shop.

Therein lies the problem: do the investigators ultimately allow the zealot to slaughter Christopher and Sebastian for what may seem a conventionally good reason, or do they intercede to protect these particular undead and prevent what may come to seem a bloody tragedy? Are those not with us against us?

Should the investigators refuse assistance, the monk becomes suspicious of their motives and resolves to monitor their activities more closely: perhaps they will lead him to the vampire's lair without realizing it.

For years, the mad monk has—like his patron saint the Archangel Michael, who cast Satan out of Heaven—made it his personal duty to seek out and destroy the enemies of the Lord. Demons, spirits, vampires—the agents of the Devil in all their forms: they are the prey of this most devout and martial monk. For the greater glory of God, Brother Raphael will stop at nothing to destroy anything he believes to be an act or agent of the Devil. In his eyes, the



BROTHER RAPHAEL

creatures of the Cthulhu Mythos are simply examples of Satan's spawn.

Lean and wiry, Brother Raphael is filled with enthusiasm for his task; indeed, his dark eyes seem to burn with divine fervor. Wearing expensive suits, and driving a luxurious white Mercedes, the insane cleric presents a paradoxical picture. His stats are found on page 88.

He suffers from peccatophobia, the fear of sinful acts.

He keeps a weapon in his car which he refers to as the Sword of Solomon.

The Leigh Residence

A large red-brick home in an upper-middle class neighborhood in Mercy Hill, the Leigh house squats smugly athwart an immaculately trimmed lawn. This is the home of Stuart and Maureen Leigh, and their sons Matthew and Sebastian.

When the investigators arrive at the Leigh home, successful Spot Hidden rolls make them aware of countless pairs of eyes peering from behind the closed curtains of neighboring houses.

Arriving, the investigators notice a large white Mercedes sitting quietly across the street; after a moment the car starts its engine and slowly drives off. Although the tinted windows of the gleaming white automobile prevent anyone from seeing inside, a Spot Hidden roll reveals what appears to be a camera lens protruding from the partially-open front window. The Mercedes speeds away. Its license plate is obscured by mud.

Inside the Leigh home, the investigators are greeted by a large carved cross bearing a Christ, whose wooden face is fixed in an unchanging mask of agony. Large oil paintings depict the Passion of Christ, the Massacre of the Holy Innocents, and other similar religious themes. More such paintings hang about the home. The Leigh household is a shrine of Christian religiosity.

Sebastian's family is unaware of his true reasons for running away from home. The parents were shocked by the sudden changes in their son. They openly disapproved of Sebastian's punk—and then Goth—lifestyle, but did not forbid their son's interests, hoping that he would outgrow such foolishness. They did, however, make it perfectly clear how they felt about the matter. Mrs. Leigh now fears that it was their disapproval which drove Sebastian away. The family has no knowledge of





Sebastian's homosexuality nor his present location. They are unable to provide helpful information. The sad truth is that none of the Leigh family know their youngest member very well.

Stuart Leigh

Short, fat, and balding, Mr. Leigh is an assistant branch manager in a large banking firm in Brichester, and provides the sole income for the family. Leigh is rigidly religious and strongly outspoken. A close-minded upbringing has left him racist, sexist, and strongly anti-gay. If he learned the truth about Sebastian, he would disown him, and would hold the young man would be better off dead.



STUART LEIGH

Any investigators belonging to any of the groups of which Stuart Leigh disapproves are treated with contempt, masked only by a thin veneer of politeness for his wife's sake. Concerning Sebastian, Leigh believes his son ran away because of a lack of respect for authority; nonetheless, he admits almost proudly that it is the most manly thing Sebastian has done since he got into his makeup-wearing stage a few months ago.

Maureen Leigh

A highly attractive woman due to genes and cosmetic surgery, Mrs. Leigh is currently disheveled and overwrought. Having no idea why her youngest son has run away, Mrs. Leigh blames only herself for her son's disappearance. Mingled with her guilt, she also worries what the gossip and publicity will do to the Leighs' social standing. Although not as bigoted as her husband, Maureen Leigh is a religious snob who looks down upon those who move outside her circle, and whose lifestyles and opinions are not her own.

She offers a recent photograph of Sebastian. It shows a slim, attractive young man with black-ringed eyes that gaze mournfully at the camera from beneath a shock of raven-black hair. A similar photograph has been reproduced in the local papers (see *Gothic Papers* #1 on page 72).



MAUREEN LEIGH

Matthew Leigh

A fit and muscular young man, Matthew Leigh sports blond hair and boyish charms. Matthew's whole life revolves around sports and girls. Because of those recreational preoccupations, Matthew had little time for his baby brother or for God. Nonetheless, Matthew has always been his father's favorite because of these driving, manly goals—unlike Sebastian, who has always been quiet and sensitive. Matthew Leigh possesses much of the same blind bigotry as his parents.



MATTHEW LEIGH

Sebastian's Room

Situated at the rear of the house, Sebastian's bedroom markedly differs from the rest of the house, not least because it sports no religious paraphernalia. Walls, ceiling, and door are all painted black. The small room is gloomy, depressing, and claustrophobic. Heavy black drapes are drawn across the windows, successfully shutting out the sunlight. Large posters of gaunt and pale faces hang about the room: the black-rimmed eyes of musical groups the Cure, the Sisters of Mercy, Bauhaus, the Mission, and Siouxsie and the Banshees stare down, black-painted lips curved in mocking, two-dimensional smiles. A plastic skull grins ghoulishly from atop a bookcase. A life-size poster of Bela Lugosi as the blood-sucking Count Dracula hangs on the back of the bedroom door.

■ In the wardrobe, the investigators discover a large number of wire coat-hangers dangling like emaciated bats from a rail—many articles of clothing are missing. None of the few items of clothing remaining in the wardrobe are black. If the investigators suggest that Sebastian might actually have planned his disappearance, Mrs. Leigh can confirm that a suitcase is indeed missing from the closet.

■ In a large wicker basket used to hold dirty laundry, a black silk shirt with something encrusted on the forearm can be found. The stain appears to be blood and if a sample is analyzed this suspicion is confirmed—it is human blood. In the breast pocket of the shirt are the stubs of two tickets, one for a club in Brichester named "Heaven," and one for a nightclub in Lower Brichester called "Darklands." Tickets for both are reproduced on the extreme left and right

margins of this scenario. Treat these as *Gothic Papers* #2 and *Gothic Papers* #3.

- A successful Spot Hidden roll allows the investigators to discover a slim address book under the bed, otherwise hidden from view by the folds of a black bedspread. Almost all of the pages of the address book have been ripped out—those few that remain are blank, except for two entries: one for a Peter Nelson in Lower Brixchester, and the other for Andrew Morrison. Morrison's address has been crossed out so violently that the page has torn, and a successful Spot Hidden at half normal value is required to make out his address in Brixchester.

After the investigators have visited the Leigh household, Brother Raphael breaks into the house under cover of darkness to search Sebastian's room. Unless the investigators have the house under surveillance and decide to intervene, the fanatical zealot enters and escapes with any clues the investigators have missed. The next morning the Leighs find signs of an intruder and call the police. The investigators are Stuart Leigh's suspects in the break-in, unless they witnessed the crime and reported it immediately.

Brixchester Police

If the investigators are brought in for questioning concerning the break-in at the Leigh family's home, they are asked to give statements regarding the altercation with the skinheads, and their involvement in it; if they arrive unannounced, PC Bimsley recognizes them and swiftly sets the interrogation process in motion. The investigators have little to offer the police, and are soon cleared of any suspicion of burglarizing the Leigh household.

Because thousands of people run away each year, the police have neither the time nor the resources to do much more than issue a general bulletin to hospitals, ambulances, and local sub-stations. Lacking evidence to the contrary, the altercation with the skinheads is being treated as unrelated to Leigh's disappearance. If the investigators present solid evidence that suggests Sebastian Leigh's disappearance is something more serious—perhaps even a homicide—then the case naturally assumes greater intensity.

The officer in charge of the investigation, Inspector James Whitstable, is a cagey veteran with snow-white hair and a pencil-thin moustache. Inspector Whitstable is polite and soft-spoken, but he expects the investigators—as witnesses—to cooperate fully with his effort to locate Sebastian Leigh. Any attempt to withhold information or hinder the investigation attracts unwanted attention from the inspector and his men.

Inspector Whitstable's statistics can be found on page 88.

Peter Nelson

Peter Nelson's flat is in one of the dingiest areas of dingy Lower Brixchester, a place where all the buildings look alike and seem to have surrendered to the elements. Inside, posters of guitar heroes decorate the cracked walls and green, leafy plants sit in ceramic pots in the grime-caked windows. A burnt herbal scent lingers in the air: a successful Know roll identifies it as the scent of marijuana.

Peter Nelson is short, muscular, and sports an unruly mop of curly brown hair. He is a cheerful, friendly, open-minded guy who accepts everyone for who and what they are. Peter is a guitarist in a hard rock band called Ultrarealm and, although he smokes pot, Peter is fiercely against any stronger drugs. As he speaks with the investigators, the young man absently strums his guitar, wrapping the conversation in a piecemeal soundtrack of chords.



PETER NELSON

Peter has not seen Sebastian for a day or two before he disappeared. Sebastian came over late in the evening for a short visit. Investigators succeeding with a Psychology roll notice that Peter seems rather reticent about discussing Sebastian's last visit. A successful Persuade roll gets the young man to tell the investigator what is troubling him: he believes Sebastian has become involved with drugs in some way, and that is why he ran away from home, if indeed he did run away. The last time he saw Sebastian, he noticed that he was uncommonly thin and pale, and that both of his forearms were badly bruised.

If the investigators ask Peter about Andrew Morrison, he identifies Andrew as Sebastian's best friend and provides a rough approximation of his address. He tells them that he personally does not like Andrew, finding him rude and abrasive; furthermore, although he is unsure of the details, Peter believes that Sebastian and Andrew recently had some kind of fight.

Andrew Morrison

Tall and sinewy, with blond hair and baby-faced good looks, Andrew Morrison lives with his parents in a solidly middle-class part of Brixchester. He works as a mechanic at a local garage.



Andrew and Sebastian had been best friends since early childhood. They grew up together and were inseparable, even after Leigh moved with his family to Mercy Hill.



ANDREW MORRISON

That all changed, however, after Sebastian visited Heaven for the first time: bursting with emotions and feelings, Sebastian came out to Andrew and told him of his visit to the club. Shocked by what he heard, Andrew reacted harshly to his friend's honesty. They fought bitterly and have not spoken since. A homophobic youth, Andrew is irrationally angry and frightened, feeling somehow betrayed by Sebastian.

When the investigators mention Sebastian or present a photo of the missing youth, Andrew becomes increasingly rude and uncooperative. Eventually he loses his temper, running off and shouting "What do you want with that poof [fag-got], anyway?" A successful Psychology roll allows the investigator to realize that Andrew is an angry, frightened homophobe. Insecure with his own heterosexuality, his friend's confession of homosexuality completely repelled Andrew. If pressed, he admits that he feared Sebastian might try to seduce him. A successful Psychoanalysis roll calms him enough to learn that the last time he saw Sebastian was about two months ago. That was the day that Sebastian revealed his homosexuality, the day after his visit to Heaven—"that queer bar," in Andrew's words.

Andrew lives at home with his parents. If they are present when the investigators speak with their son, they are shocked at his behavior and unaware that bad feelings existed between the boys.

Lower Brichester Town Hall

The investigators may discover a few clues by searching the public records at Lower Brichester's town hall. A successful Library Use roll is required to locate each of the items.

- A deed to the property now housing Darklands, listing Roger Balfour as the owner. The property was transferred six years ago by the bank, which took possession of the site following the bankruptcy of the previous owner, a furniture store.

- Deeds to several pieces of property around Darklands, listing a Mr. Nadasdy as the owner. According to records, many of these properties have been in the Nadasdy family since the late eighteenth century, others only since 1927.

- All of Mr. Nadasdy's business is instructed to go through his solicitor, Mr. Albert Clarke of Quayle, Andrews & Clarke, in Mercy Hill.

- A deed to a piece of property listing Christopher Ferguson as the owner. The property is a warehouse, and was transferred into his name in 1983 from its former owner, a Mr. Nadasdy.

Allow the investigators to examine the documents. If a player can make successful Spot Hidden roll at half normal value, followed by a successful Idea roll also at half normal value, the investigator notices that all of the signatures on the Nadasdy family's deeds appear to have been made by the same man. What's more, Roger Balfour's signature appears to be in that same hand. Only Christopher Ferguson's signature was definitely made by a different hand.

QUAYLE, ANDREWS & CLARKE, SOLICITORS

Albert Clarke, of the prestigious Mercy Hill legal firm Quayle, Andrews & Clarke, handles all of Count Nadasdy's legal business. To see Mr. Clarke, the one of the investigators needs a successful Credit Rating roll. The office is protected by alarm systems, so breaking in after hours proves risky, and there is little in Nadasdy's file that cannot be learned elsewhere.

The solicitors' office is a lavish building in an upper class neighborhood of Mercy Hill. Albert Clarke refuses to discuss any of his clients—including Mr. Nadasdy—with the investigators, unless they can somehow trick him with a successful Law or Persuade roll at half normal value.

If they can get Clarke to talk about Nadasdy, the investigators discover that the solicitor is unable to recall what Nadasdy actually looks like, although he knows that he has met the man on several occasions. This oddity visibly shakes the solicitor, who attributes it to age, not supernatural causes. Clarke does say that he has frequently dropped off business papers at one of Nadasdy's properties during business hours, as the man always claimed to be too busy to come to the office. On a few occasions, Clarke has had meetings with Nadasdy in the evenings to better accommodate his busy schedule.

If the investigators inquire about Darklands and Roger Balfour, Clarke claims to have never actually met Balfour. If they somehow get to see the lease to Darklands, a successful Spot Hidden roll made at half normal value, followed by a successful Idea roll also at half normal value, allows the investigators to notice that Balfour's and Nadasdy's signatures appear to have been made by the same man. Otherwise, all the investigators can learn from the solicitor is that Nadasdy owns several pieces of property in Lower Brichester.

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Heaven

Housed in the upper floor of an old but exclusive hotel, the Camden Place, Heaven presents an impassive front to Brichester and the rest of the outside world. Heaven is open from 8 P.M. until 11 P.M. Tuesdays through Thursdays; from 8 P.M. until 2 A.M. Fridays and Saturdays; and 7 P.M. until 10:30 P.M. Sundays. It is closed Mondays. If the investigators have not already surmised the club's particular orientation, a successful Idea roll allows them to notice the same-sex couples who cluster about the entrance to Heaven, holding hands. A muscular, unsmiling bouncer stands beside the doors, and unless they are neatly dressed, hopeful entrants must succeed with a Credit Rating roll to get past this hulk. If the investigators inquire about Sebastian Leigh, the bouncer recognizes neither the name nor photograph.

Beyond the front door is a flight of massive steps covered with rich red velvet-like carpet. Gleaming, smoky, marbled mirrors cover the walls and ceiling of the ascending entryway, while sparkling chandeliers lavishly illuminate the passage. At the top of the stairs a slim, handsome youth waits to take the £3 it costs to get into Heaven; this doorman wears black tuxedo pants and shoes and is shirtless—a black bow tie and tuxedo coat with tails cover his otherwise bare torso.

THE DOORMAN

Slim and boyishly good looking, with black hair and innocent puppy dog eyes, Jeffrey Fisher began his career at Heaven two years ago as a dancer and waiter, and eventually took on the eminent position of doorman. Friendly and talkative, there is a hint of street-wise behind the youth's boyish innocence. Occasionally, when he needs extra money or is bored, Jeffrey prostitutes himself to older men with fat wallets. Jeffrey Fisher's statistics can be found on page 89.



JEFFREY FISHER

Fisher knew Sebastian, and eagerly answers any questions the investigators put to him. Sebastian, he says, was a regular at Heaven until about a month ago, when he suddenly stopped coming to the club. The last time Jeffrey saw Sebastian he was leaving Heaven with a slim, attractive youth dressed all in black. The doorman has seen this fellow a few

times before, and thinks his name is Christopher; one thing that stands out in Jeffrey's mind is that Christopher had a long white streak through his otherwise raven-black hair. Jeffrey has not seen Sebastian or Christopher since.

Beyond the doors is a cacophony of sound, color, and light. Lasers and lights flash through the hot, smoky air, and the music is so loud that it thunders in the investigators' chests. Dancers sway and twist their bodies across the dance floor: willowy young men with silky hair; slim nymphs caressing their partners' limbs; rugged women whose hair, cut mercilessly short, bristles; tanned men with the muscular builds of sporting heroes. Around the sides of the room, leaning against the walls or secluded in the private shadows of booths, sit and stand spectators—the drinkers, the lovers, the observers.

New faces, the investigators draw a certain amount of attention to themselves; they find themselves being watched by some curious eyes—and by a few seductive ones. Particularly attractive investigators may be approached by patrons with less than innocent intentions, or may have drinks bought for them by admirers. If the investigators act in a polite and civil manner, their wishes and sexual orientation are respected; if they become rude or insulting, however, the investigators are asked to leave or escorted out. Anyone expelled from Heaven is not allowed in again.

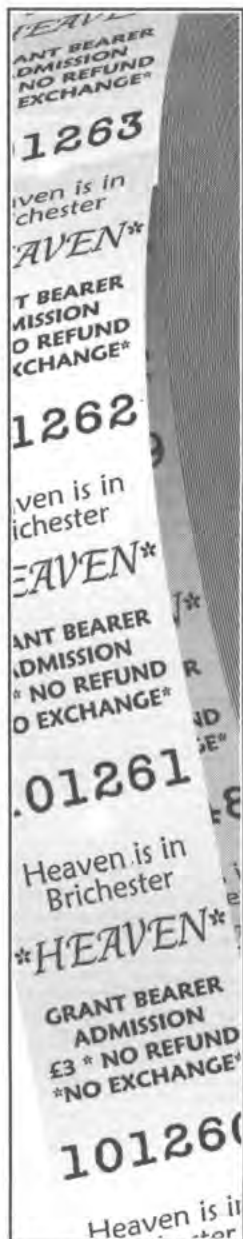
The investigators do not find Sebastian Leigh anywhere in the nightclub. If they show his photograph around, a successful Luck roll finds someone who knew the missing youth. The person says he hasn't seen Sebastian around lately, and suggests that the investigators talk to Sue the bartender, or to Jeff the doorman.

SUE THE BARTENDER

The investigators have to shout above the thunderous beat of the music to have any sort of a conversation with the bartender. Short and stocky, Sue Oates is a friendly, out-going woman with short-cropped blond hair, and a dragon tattoo on her left arm. She has been working at Heaven for nearly six years, and is amazingly quick on her feet. Her memory for drinks and faces is encyclopedic, and she never forgets either. Her statistics can be found on page 89.

She clearly remembers Sebastian, saying that he was a nice, quiet kid who spent most of his time out on the dance floor. She says that Leigh used to come in two or three times a week, and although he was a friendly young man, he didn't seem to have any friends at the club. Sue spoke with Sebastian several times, and she got the impression that the young man was terrified that his family would discover his homosexuality, and that he had already





lost his best friend because he had divulged his true sexuality to him. The last time Sue saw Sebastian was about a month ago; on that particular evening he met up with another Goth, whose name the bartender does not know. If asked for a description of this person, Sue tells the investigators that he was a youth in his late teens with black hair, white face with black lipstick and eye shadow, and that he dressed completely in black. Oates says she refers to him as "Skunk" because of the white streak in his hair.

If asked about Darklands, many of Heaven's staff or patrons can tell the investigators that it is a new Goth nightclub on Fieldview Street. If the investigators don't ask about Darklands specifically, but ask where they might look for Sebastian or his friend Christopher, various people suggest Darklands. Anyone interested in more information is directed to Chad Starrit, tonight's DJ; he also works at Darklands.

Chad the DJ

The investigators easily locate Chad in the glass DJ's booth. The youth is clad completely in black, his sleeveless shirt exposing a bio-hazard tattoo on his right shoulder. A stiff, blue-tinged Mohawk springs from his head, while a studded belt and wristbands complete the outfit. Chad Starrit is a friendly young man, although his black clothes, studded accessories, and Mohawk may intimidate the conservative-minded. He is openly and vocally gay, enjoys drink, drugs, and music, and is an anarchist at heart. His statistics can be found on page 89.

Starrit works as a DJ one night a week at Heaven, and two or three more at Darklands. Chad knows who Sebastian is and can identify his companion with the white-streaked hair as Christopher

Ferguson. Chad acknowledges that the pair frequent Darklands, but he claims to know nothing more about either of them.

Darklands

Located in an old theater on Fieldview Street at the edge of Lower Brichester, Darklands is the latest Mecca for the area's population of Goths. Darklands also plays host to another, less human group—vampires.

The neighborhoods around Darklands are composed of dark store fronts with broken windows, burned out buildings, vacant lots overgrown with weeds and overcome by trash, and graffiti-encrusted tenements. A few cold eyes stare out from behind the cracked and boarded up windows. The pungent bodies of drunks lie sprawled across the filthy pavement. Rats dart in and out of piles of rubble. Day or night, prostitutes, drug dealers, and street punks may approach passers-by. One or two investigators alone in the neighborhood may be threatened, robbed, or even attacked. Unless they somehow offend the locals, player characters in groups of three or more go unmolested.

At the turn of the century the building was the Variety Theatre; by the 1950s the place had been abandoned, then converted into a furniture shop and warehouse. The furniture shop closed in the early 1980s and later a civic group began to restore the theater but ran out of funding before they could finish. The building sat dark and empty for several years until it suddenly opened as a club called Darklands.

Darklands is open from 8 P.M. until dawn, Thursdays through Sundays. It is closed Mondays



A typical night at Heaven

Thugs Making Incidental Music in the Night

Surly and violent—especially after drinking—these men range in age from 18 to 35. Average Sanity is 50.

	STR	CON	SIZ	DEX	POW	HP
One	13	09	12	12	15	11
Two	11	09	14	12	15	12
Three	11	12	15	12	06	14
Four	14	09	11	07	07	10
Five	15	10	10	13	10	10
Six	16	16	16	08	12	16

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3 + db
(One) Knife 30%, damage 1D4 + db
(Three) Cricket Bat 35%, damage 1D6 + db
(Five) Lead Pipe 50%, damage 1D8 + db

Skills: Bargain 50%, Climb 55%, Dodge 50%, Fast Talk 45%, Hide 20%, Intimidate 50%, Listen 40%, Psychology 25%, Sneak 40%, Spot Hidden 35%.

to Wednesdays. The nightclub is in violation of liquor licensing laws by operating past 11 P.M. without an approved extension license. Darklands is owned and operated by Roger Balfour, a mysterious gentleman who is never seen. In reality, Roger Balfour is Count Nadasdy—an ancient vampire who settled in the Severn Valley long ago.

With enough digging at either the nightclub or the local records office, the investigators come upon Roger Balfour's name as the owner and operator of Darklands. No other records or address can be found for Balfour. The Count almost never visits the nightclub, leaving his staff to oversee its operation; the investigators learn nothing of Roger

Balfour/Count Nadasdy from the staff or patrons of Darklands.

Nigel Travers, Darklands Doorman

The word "DARKLANDS" is displayed boldly in black letters on the weathered and partially illuminated theater marquee high above litter-strewn Fieldview Street. A menacing bouncer in studded black leather, Nigel Travers, diligently guards the front door. He is bouncer, doorman, and commissar for the club, collecting the £2 entry charge, and turning away patrons who become troublesome. His statistics can be found on page 89.

If questioned about Sebastian Leigh, Travers claims to know nothing about the young man, although a successful Psychology roll indicates that the man is probably lying. Only a successful Law roll encourages the doorman to speak truthfully about Leigh, in which case

he says only that Sebastian is a regular, and that he has been visiting Darklands for several weeks. If the investigators ask Travers about Christopher Ferguson, the bouncer claims to know nothing about this young man, and although a successful Psychology roll again suggests that he is lying, nothing the investigators do can get the man to talk about Ferguson. If the investigators



NIGEL TRAVERS





persist, Travers refuses them admittance to Darklands and orders them away.

Six foot four, with shaved head, tattoos, and rippling muscles, Nigel Travers dresses in straining, studded black leather. Doorman and bouncer, Travers is also a watchdog of sorts for the less human patrons of Darklands, turning away, threatening, or even beating anyone who asks too many questions. Travers is totally loyal to his vampiric master, both out of respect and fear: a successful Psychology roll made on Travers when asked about Nadasdy shows this. Travers, along with Albert Clarke, Nadasdy's solicitor, takes care of all of the vampire's daylight business. Travers wears a key around his neck—a key that unlocks the padlocks on Balfour Manor.

INSIDE DARKLANDS

Beyond the front door and the diligent bouncer are a pair of heavy, iron-bound doors in a small, dark, black velvet-curtained foyer. Behind the heavy oak doors is Darklands. The theater boxes have long ago been bricked over, and have recently been painted black, as has the floor and ceiling. The black walls are broken only occasionally by mirrors and remnants of dusty red velvet drapes. The yellowed, towering movie screen has been returned to its place over the stage at the back of the building, and flickers noiselessly with ancient black and white horror movies. A heavy hook and a length of dusty chain in the ceiling above is all that remains of the once glorious chandelier; a few rows of antique theater seats face the dance floor, their once-rich upholstery faded and torn.

Harsh, flickering white lights illuminate the club in grainy monochrome, giving the place the look of an old silent movie. Dry ice and smoke mingle to form thick, pungent clouds that roll and curl in the cloying atmosphere, rising to the far-off ceiling and hanging like a shroud above the patrons. Haunting music wails and screams above the constant susurrations of the crowd; ghostly figures weave a slow and macabre pattern across the crowded dance floor. The crowded bar is at one end of the room, lit with the deathly ultra-violet glow of blacklight. A rusty spiral staircase behind the bar leads up to the second floor above, then on up to a small boarded-up room in the rafters of the old theater. Trapdoors behind the bar, and on the old stage, lead into the musty cellars below. During operating hours the investigators are unable to access any of these areas without being spotted immediately by patrons and staff.

Darklands is a sea of pale flesh and black clothes: women in black wedding dresses, lace and gauze artfully ripped to reveal skin like alabaster; young men with pouting lips of charcoal, swathed in silk and velvet, their hair crow's-nests of spikes

and cobwebs. Youths in long black coats, black fingernails and wildly-teased hair move zombie-like to the haunting sounds of the music, and androgynous patrons in mesh and lace pose against stark walls, malevolently majestic in their ebon finery, crosses and other religious symbols dangling from ears, wrists, necks, and clothes.

About Goth

Goth, from Gothic, is a youth sub-culture formed as an offshoot from the punk movement. It concentrates on the macabre and the morbid, upon death, doom, and depression, as well as the supernatural. Traditional Gothic fiction such as Mary Shelley's *Frankenstein* and the poetry of Byron and other romantics are as much an influence as bands like the Cure, Nine Inch Nails, Marilyn Manson, Rosetta Stone, All Living Fear, Inkubus Sukkubus, and Nick Cave and the Bad Seeds. Goth music tends to be dark and atmospheric, with moody guitars and melancholy lyrics.

Traditionally, Goths dress mostly in black, with silver jewelry in the form of bats, skulls, and crosses. Pointed black boots, studded belts, torn lace, and velvet are common accessories. White face makeup, black eye shadow and lipstick, and dyed black hair are the norm. An aversion to sunlight and a morbid state of mind are also common Goth traits.

Investigators inquiring about Sebastian Leigh in Darklands meet with quick success: he frequents the club almost nightly, and is well known by many of the patrons. The keeper may reasonably require investigators to make skill rolls to gain the trust of the young Goths: Fast Talk, Law, Luck, or Persuade are possible rolls. If Chad Starrit is on duty and the investigators have treated him well, he may coax patrons into talking with the strangers. If, however, the investigators have offended or mistreated Starrit, he points them out to the staff, who keep a close watch on them or ask them to leave.

The investigators may learn that Sebastian, or "Seb" as he's known in Darklands, has been a regular at the nightclub for the past month and that he is always in the company of his boyfriend, Christopher Ferguson. If the investigators ask about a young man with a white streak through his black hair, the Goths identify him as Ferguson. The young patrons of Darklands claim to never see Sebastian or Christopher anywhere but at the club, and seem to know nothing else about either of

them: they appear to be well-liked and respected by the young crowd.

The Undead Denizens of Darklands

There is a 50% chance that Sebastian and Christopher are at Darklands any night the investigators visit the club. The pair usually arrive at the club around midnight; both dress almost identically in tight-fitting velvet trousers, calf-length boots adorned with zippers, buckles, and straps, ruffled silk shirts trimmed in lace, velvet waistcoats, and floor-length velvet cloaks—all of pure, rich black. Likewise, both sport shoulder-length black hair teased out around their pale faces: Christopher's hair has a long white streak dyed in it, from his forehead to the nape of his neck. The lovers' eyes and lips are decorated with black makeup, making their faces appear even more porcelain-like. If the investigators arrive first and keep an eye on the door, they instantly recognize Sebastian; otherwise a successful Spot Hidden roll is required to spot him in the crowd. Likewise, a successful Spot Hidden can be used to find Christopher's white-streaked hair in the monochrome congregation. That there are no cuts or bruises may surprise the

Christopher Ferguson



Sebastian Leigh



investigators: Sebastian bears no trace of his recent beating.

The blood is the life, and the crimson fluid is one of the reasons that Sebastian and Christopher visit Darklands regularly: in order to survive, the vampires must feed, and Darklands is the perfect hunting ground. The pair first attract a victim to the shadowed privacy of the small side booths. Then, using their vampiric powers, they mesmerize him or her and drink a small amount of blood: the lovers never take enough blood from any one victim to harm the innocent person. After feeding, the vampires use their powers to cloud the memory of their victims, who go their own way vague about the last five minutes of their lives, weak but otherwise unharmed. The pair's victims generally think nothing of the small, odd bruises on their necks and arms, explaining them away as having been accidentally inflicted by a bump from an intoxicated patron of the club, or an over-zealous lover. The two each take four or five victims every night: victims who never remember what happened, only that they danced briefly with a stranger in the night.

Immersed in their surroundings, and their love for one another, they are unaware of the investigators' scrutiny: as sharp as their senses may be, even vampires have trouble overhearing conversations in a crowded and noisy nightclub. Watching the





pair, the investigators see them frequently venturing out onto the dance floor, each having an occasional tryst with other patrons, both male and female. Ferguson and Leigh often dance very closely to these other patrons, frequently burying their faces into their partners' necks for a lingering kiss, or inviting them back to the darkness of a booth. After a few moments the pair abandon their partners, retiring together to a booth until the next slow dance where they choose new companions. The investigators witness this odd activity four or five times over the span of an evening.

If the investigators make a successful Spot Hidden roll while watching Sebastian and Christopher on the dance floor, they notice something startling: neither of them casts a reflection in the mirrors. This costs 0/1D6 Sanity. Another successful Spot Hidden roll allows the investigators to witness the small bites which Christopher and Sebastian inflict upon their dance partners, under the guise of a passionate kiss. Closer examination of any of these bites shows that a small bruise has been left behind, along with two tiny puncture wounds. Those who have been bitten can recall nothing of the event, and are at a loss to explain the odd marks.

SPEAKING WITH SEBASTIAN LEIGH

Unless the investigators approach the vampires, Christopher Ferguson and Sebastian Leigh eventually seek them out, having been informed by Chad Starrit or their other friends in Darklands that strangers have been asking about them.

If Brother Raphael is present, Ferguson instantly recognizes him as the man who killed his first lover. He flees immediately, with Leigh close behind him. Alerted to the zealot's presence, the couple thereafter watches for him, avoiding Brother Raphael at all costs.

If Brother Raphael is not present, and providing that the investigators act calmly and reasonably, Sebastian Leigh happily consents to speak with them—he does, however, insist that Christopher be present. Politely, Leigh introduces his lover by name, and suggests a booth as a place to talk; if the investigators suggest or insist upon another location, the pair politely concede, unless it appears to be some sort of trap. Leigh is quite curious as to the investigators' business with him: upon discovering that they are connected to his family, the youth grows highly agitated.

Sebastian explains to the investigators that he is no longer the son his parents thought he was, nor is he the son they would want him to be. If his mother and father were to learn of his homosexuality, Sebastian says, they would be filled with shock, anger and shame. Sebastian insists that he has a new life with Christopher, whom he loves, and says

he does not want to go home, cannot go home, and never will go home. Surely his parents would disown him if they were to learn of his true lifestyle, so it is best just to avoid the whole situation.

Under no circumstances do either ever mention their vampirism. If, however, the investigators acknowledge that the lovers are vampires, they react with shock and fear. If only one or two investigators confront the vampires, they attempt to use their hypnotic powers to cause the player characters to forget what they have seen and suspect. Otherwise, they turn to mist and flee. If the investigators have not yet witnessed the pair's supernatural powers, they lose 0/1D6 Sanity.

Darklands by Day

During the daylight hours, while Darklands is closed, the building is deathly quiet and still. A pair of local youths clean and do repair work to the place from about 7 A.M. until noon every Friday through Monday; Nigel Travers receives shipments of liquor and supplies and takes care of other business a few hours each day. Otherwise, the place is usually abandoned.

Nothing unusual is found on the first or second floors, although a search of the office on the second floor uncovers nothing whatsoever about Darklands' proprietor, Roger Balfour. Nigel Travers signs all invoices and records, and it is apparent that he alone uses the office. The second floor holds nothing else except for some supplies.

THE HIDDEN ROOM

Following the spiral staircase to the top, the investigators discover a boarded-up room in the rafters of the old theater. Prising away the boards sends dust and spider webs whirling into the air; beyond is a small, long-abandoned office. This dust-choked room contains only the splintered ruins of an old desk, and an antique typewriter. A four-foot high opening in the plaster and brick of the back wall of this gloomy chamber leads into a hidden room.

Within the musty room are two half-empty bookcases and an antique brass refractor telescope on a tripod, all covered with dusty velvet sheets. The bookcases contain a few musty volumes about astronomy. There are also astrological charts and records, as well as books on astrology. All the books that are dated are more than a century old. The material is in English, Latin, and French. There is even some Oriental script. A successful Spot Hidden roll at half normal value allows investigators to discover a yellowed piece of paper stuck between two of the books. This paper is one of the pages from the fifth book of the *Revelations of Glaaki*, reproduced on page 83 as *Gothic Papers #4*.

Gothic Papers #4

Though the universe may feign the semblance of fickleness, its soul has always known its masters. The sleep of its masters is but the largest cycle of all life, for as the defiance and forgetfulness of winter is rendered vain by summer, so the defiance and forgetfulness of man, and those others who have assumed stewardship, shall be cast aside by the reawakened masters. When these hibernal times are over, and the season for reawakening is near, the universe itself shall send forth the Harbinger and Maker, Ghroth. Who shall urge the stars and worlds to rightness. Who shall raise the sleeping masters from their burrows and drowned tombs; who shall raise the tombs themselves. Who shall be attentive to those worlds where worshippers presume themselves stewards. Who shall bring those worlds under sway, until all acknowledge their presumption, and bow down.

The foot-long telescope, in shape and appearance something like what an eighteenth century sea captain might have used, peers up through a small opening in the roof and into the sky above. It is mounted on a brass tripod. There is a slide focus and eyepiece at the back of the instrument. Abbreviated words in Latin are etched around the top of the tube. A successful Latin roll guesses at a translation: "By This, Only The Harbinger."

By day nothing unusual is seen through the telescope. After nightfall, however, wherever in the sky the telescope is aimed reveals an odd rusty red planet, centered within the field of vision. It is much nearer than Mars. It should be visible to the naked eye. No such world is seen in any other telescope. This is quite impossible. The vision distresses anyone with Astronomy 15% or more, and results in a loss to them of 1D2/1D4 Sanity points.

A successful Cthulhu Mythos roll identifies the jagged red globe as Ghroth, an Outer God: this revelation costs 1/1D4 Sanity to all who know of the globe. Make a Luck roll for any investigator watching the mystery planet for more than a moment or two. If the Luck roll fails, he or she witnesses a bizarre occurrence: the planet's surface cracks open, exposing a glistening sea-like surface below. The planet is looking back at the investigator! This results in a 1D10/1D100 Sanity loss for the player character.

THE MEANING OF THE ROOM: At the end of the nineteenth century, a cult consisting of five men met in this secret room. They studied astrological and occult lore, and watched the sky for a sign from the Outer God Ghroth, who would herald the end of the world, or perhaps the beginning of the end of the world. In 1900 the Variety Theatre owner, Mr. Radcliffe, who was later identified as the fifth member of the group, exposed the cult.

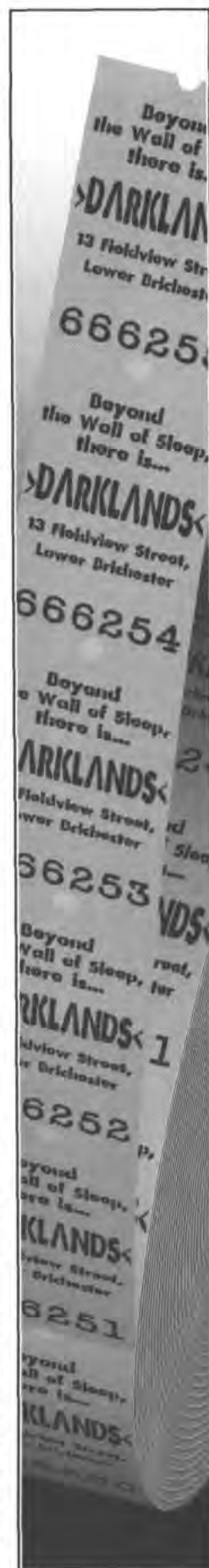
Four of the members of the sect served jail terms for attempted robbery of the theater, and Radcliffe sold the Variety and quietly left Lower Brichester.

The secret room was thereafter boarded up and forgotten until 1976, when a Geoffrey Ingels, a reporter from the Brichester *Herald*, discovered the former cult gathering place. Ingels was drawn to the old theater and the room in the rafters by a series of dreams. Ingels' grandfather was one of those cult members, and his delving into the Mythos caused his son and grandson to experience dreams of Ghroth and other Mythos horrors. After glimpsing Ghroth through the telescope, Ingels removed several books and then sealed up the outer office, never to return. The volumes taken by Ingels were *The Story of Atlantis and the Lost Lemuria*, *Image du Monde*, *Liber Investigationis*, and a nine volume edition of the *Revelations of Glaaki*.

THE CELLARS

The cellars of Darklands hold an assortment of trash: old theater props, ruined furniture, and boxes of forgotten records and papers from the Variety Theatre and the furniture warehouse. This is also where Darklands' liquor is stored: cases of alcohol are stacked along the walls beneath the bar trapdoor. A couple of rats scurry about in the cellar.

Although there is nothing unusual or of much interest among the contents of the cellar, a successful Spot Hidden roll discovers a door hidden behind a length of rotting velvet curtain. This door is not locked; beyond is a dark sewer-like passage that appears to lead straight across the street. This is a tunnel used by Count Nadasdy when he wishes to sneak into Darklands unnoticed, or by day. The musty passage leads directly to the warehouse across the street—Balfour Manor.



Count Nadasdy



Nadasdy uses a pack of rats as guardians of this passage and anyone entering this dark, cool tunnel is swarmed by the vermin. The gnawed remains of one such unfortunate lie in a pool of stagnant water several yards down the tunnel: 0/1D3 Sanity to view.

Balfour Manor

Directly across the street from Darklands is an ancient warehouse, its broken windows boarded up and its rusted doors chained and padlocked. In peeling and chipped paint above the main door to the warehouse hangs a sign that

Guardian Rats

There are ten rat packs in the tunnel, and ten more rat packs in the warehouse. The rats always attack second, and a successful attack by an investigator always kills a rat, sending the rest of its pack scampering (there are 10 rats in each pack). Multiply the number of packs by five to establish each pack's current chance to successfully attack. A successful attack by the rats inflicts 1D3 points of damage. Since they have nowhere to hide, the rats form into new packs and attack again and again until either all of the rats are dead or all of the intruders have been slain or driven off.

Valiant as Nadasdy's rats are, the vampire depends upon them only to make loud squeaks of warning. His keen senses can hear them from any part of the warehouse.

reads "Balfour Manor." This is the lair of Count Nadasdy.

The warehouse consists of one cavernous chamber that is thick with the stench of animals and decay. Debris and bits of junk litter the floor of this enormous tomb, and dust and cobwebs hang in curtains from rafters and walls. Spiders drop from the ceiling, bats flutter about the rafters, and rats scurry across the dusty floor. In the center of the room, on a raised platform, is the count's ancient dirt-filled coffin. Several pieces of old, worn furniture are grouped about the floor of the warehouse around a large steel drum, within which burns a fire. In a far corner is a horse-drawn hearse of the Victorian era, with four well-groomed black horses stabled nearby: Nadasdy occasionally prowls the benighted streets of Lower Brichester in the funeral carriage. A metal door secured with an iron bar leads from the warehouse down into a tunnel and across the street to the cellars of Darklands. Packs of rats guard this passage, and attack all intruders.

By day the ancient vampire sleeps, guarded by the creatures that make the warehouse their home: intruders are attacked by large bats, packs of rats, or biting spiders, and even the four black steeds noisily alert their master of intruders. (See the sidebar on page 85.) Nadasdy's human agent, Nigel Travers, is never far away, and comes to his master's aid immediately. If he is threatened, Nadasdy turns into mist and seeps through a crack or flees through the rat-infested passage to Darklands.

Count Nadasdy

The man appeared to be tall, but very stooped and mis-shapen. A long, black Inverness coat enshrouded his seemingly



emaciated figure. He also wore a high, narrow-brimmed beaver hat.

—Marie Coolidge-Rask, *London After Midnight*.

In 1575, at the age of fifteen, Elizabeth Bathory was wed to Count Ferencz Nadasdy of Hungary. Shortly after their marriage, Count Nadasdy went off to do battle in lengthy wars, where his cruelties and tortures of prisoners became legendary. He died in 1604.

The countess' sadistic tastes were every bit as inhuman as her husband's, and between 1604 and 1610 she tortured and murdered no fewer than 650 young girls. The countess drank and bathed in the blood of her young virgin victims to stave off the

effects of aging. Elizabeth Bathory died in 1614 after being bricked up in a lightless room for three years.

Count Ferencz Nadasdy's cruelty in life cursed him to return from the dead—a corpse cursed to walk the earth for eternity, drinking the blood of others to survive. Count Nadasdy secretly visited his wife after his return from death. Her husband's miraculous return from the grave, with his new-found thirst for blood, convinced Elizabeth that she could also cheat death if she drank and bathed in blood. For the next six years Elizabeth Bathory and her loyal staff tortured and murdered hundreds of young girls so that the Countess might gain eternal youth. During this time, Count Nadasdy secretly lived in the dungeons beneath gloomy Csejthe Castle, sharing the blood of his wife's victims.

When his wife was found out and imprisoned, Count Nadasdy fled Csejthe Castle. The countess' murderous accomplices were tried and then publicly tortured and executed. One of these accomplices confessed that Ferencz Nadasdy had returned to Csejthe Castle shortly after his burial. Nadasdy was one of the living dead. The hunt for Count Ferencz Nadasdy was on, and he was forced to flee his native Hungary.

The Count made his way across Europe, eventually settling in the eighteenth century in the Severn River Valley. He established himself with the aid of Sir Gilbert Morley, who arranged for a safe dwelling for the fugitive Count and supplied him with sufficient victims to feast upon. In return, Nadasdy transformed Morley into a vampire.

The count has dwelled in the area since. Realizing the need for secrecy, Nadasdy is cautious about his feeding habits, leaving behind few clues that point to vampirism. Under the alias of Roger Balfour, Nadasdy owns and operates Darklands as a place to acquire food. He also owns several other pieces of property in Lower Brichester.

Count Nadasdy is an intelligent, cunning creature living by instinct instead of morals. While cautious, the vampire does not hesitate to kill if he must. He usually calls upon his human agents to do his dirty work, including the disposal of bodies. Nadasdy's feeding, however, does not usually kill victims, and he uses his Hypnotic Gaze ability to wipe their memories of the event. Count Nadasdy kills only as a last resort, to protect his secret: he knows neither good nor evil, only survival.

The vampire's solicitor, Albert Clarke, and the doorman at Darklands, Nigel Travers, take care of all of the Count's daylight business. Nadasdy uses his supernatural powers to cause

Large Bats

There are ten of these giant specimens in the warehouse.

STR 05 CON 07 SIZ 05 POW 07
DEX 22 MOV 1/12 flying HP 06

Damage Bonus: n/a

Weapon: Bite 40%, damage 1D2

Skills: Echo-Locate Prey 75%, Spot Hidden 75%.

Nadasdy's Black Steeds

Big and ornery, Count Nadasdy's horses are not frightened by gunfire or supernatural entities.

	STR	CON	SIZ	DEX	POW	HP
One	26	15	30	18	13	23
Two	30	13	20	9	9	17
Three	31	12	24	11	17	18
Four	26	16	26	10	11	21
MOV 12						

Damage Bonus: +2D6.

Weapons: Bite 5%, damage 1D10

Kick 10%, damage 1D8 + db

Rear/Plunge 10%, damage 2D8 + db

Trample 25%, damage 2D6 + db

Armor: 1 point of muscle

Skills: Dodge 45%, Hide 25%

Guardian Rats

See the nearby box.

Spiders

The bite of these spiders transmits a poison of POT 1D6. The spiders automatically bite anyone they drop onto, although they may not bite through clothing. The keeper may allow a DEX or Dodge roll for an investigator to brush off spiders.





his solicitor to forget his monstrous features and habits; Travers has seen and remembers Nadasdy quite clearly.

Count Nadasdy has death-white flesh, long gray hair, bulging eyes, and a mouth full of sharp canine-like teeth. The Count's black clothes are Victorian in style, including top hat and batwing cloak. It was in 1925, while filming *The Harbinger* at the ruins of Castle Drake that actor Lon Chaney and Count Nadasdy met, quite by chance: Nadasdy inspired Chaney's vampire makeup for his 1927 film, *London After Midnight*. It was from one of Chaney's characters in that film that Nadasdy took the alias Roger Balfour. Count Nadasdy is not affected by religious symbols of any kind.

Nadasdy's statistics can be found on page 89.

The Lovers' Warehouse

Christopher and Sebastian live in a dark warehouse about ten minutes from Darklands by car. The investigators can learn of its existence through the town records, or perhaps by shadowing the lovers home from Darklands. The neighborhood is made up of narrow streets littered with the refuse of society. It is a drab expanse of abandoned parkland, empty except for the rusted iron skeletons of children's swings, slides, and climbing frames. Sheets of newsprint flap by on gusts of wind past listless, thin-faced children. Monolithic blocks of flats rise above the grime-covered streets like giant gray tombstones. The sky is thick with the smoke and grime of nameless factories.

The warehouse itself squats bunker-like at the end of an echoing lane, a fortress of brick and corrugated iron. Countless small barred windows dot the peeling front of the building; a successful Spot Hidden roll reveals that all of the windows have been covered over with black paint, apparently from the inside. There are three doors into the warehouse: two leading directly off the dead-end street; and a third, seventeen feet above the ground. The flights of stairs which once obviously led to the third door are gone, leaving the door to open precariously onto nothing. Both doors which open onto the cobbled street are locked: the larger door (STR 25), designed for truck access, slides sideways; the smaller door (STR 15) is set within the larger door, and opens in. A heavy padlock tightly secures the large door, but the smaller door is simply locked. A successful Locksmith roll is required

to open the small door; a successful Locksmith at half is required for the larger door. The door located high above the street is not locked.

Once the locks have been breached, the battered metal doors and rusted hinges scream and groan as they stiffly open. If the investigators pay a visit to the warehouse during daylight hours, the two vampires are present. If they come at night there is a 25% chance that the lovers are at home. In either case, unless the investigators have devised some silent means of access, the breaking of windows or screeching of metal doors alerts the pair to the investigators' presence. If the player characters have already confronted Christopher Ferguson and Sebastian Leigh, the lovers anticipate their arrival.

The warehouse has a ground floor, a second floor, and a small third floor. The warehouse stands as it has for years, unchanged and unsettling, a bare expanse of dust and grime. During the day, stray beams of sunlight cut with razor-edged precision through the floating motes of dust, spotlighting a bent nail, or a coil of rotting rope.

In the cavernous ground floor and the second floor, bare beams stand out like ribs from walls and ceilings, shrouded in generations of gray cobwebs; empty and broken packing crates dot the creaking, grimy floors. Here and there in the darkness hang heavy lengths of chain, thick, rusty hooks silently swaying in the stale air. Bloated rats scuttle about the dirty floor, while fat spiders dangle from near-invisible strands. The third door the investigators noticed high above the street opens into the second floor of the warehouse.

A creaky flight of steps leads from the second floor up to the smaller, third floor. Unlike the lower two floors, this level of the building is clean. The light of countless candles that flicker and sputter shatters the eternal darkness of the place. In the center of the floor is a huge ornate coffin, brass handles and rich red silk lining gleaming in the soft candle light. On the floor around the coffin are numerous cut crystal bowls, a single red rose floating like a blood clot on the water each holds. Heavy folds of black velvet hang from the walls and in a great curve across the roof, completely shutting out the killing rays of the sun.

If the vampires are at home when the investigators call, they are awake, alert and waiting here. The lovers welcome the investigators calmly and politely, unless they have brought Brother Raphael with them. If the mad monk is not with the investigators, Christopher Ferguson and Sebastian Leigh speak with them, trying to assure them that they are no threat to anyone, and that they wish only to be left alone. If the investigators have not already spoken with them at Darklands, then they have that conversation here.

Ferguson does not wait for the investigators to make the first move. He begins to talk to them softly and rationally. A successful Psychology roll allows the player characters to realize that he is filled with anguish. The vampire speaks of the love which supports them both, and of the mindless, frightened hatred humanity has for what it does not understand. He talks about blood and about life. He speaks of wanting only what humans want: shelter, love, food—to continue their twilight existence safe from fear and harm. It is a desperate and impassioned plea, and as he speaks, a single drop of crimson trickles slowly down Ferguson's cheek, bright against his pale flesh: he weeps tears of blood.

Statistics for both Christopher Ferguson and Sebastian Leigh can be found on page 89.

Christopher Ferguson

Beaten and abused by his alcoholic father, he fled to the streets of London at the age of fifteen. On the streets he learned the stark reality that the only way he would survive was by selling the only thing he had—his body.

On the night of Christopher's sixteenth birthday something happened that changed his life forever: alone and lonely, Christopher wandered along the Thames, contemplating suicide as an exit from a life of hell. As he stood on Southwark Bridge, hypnotized by the dark water below him, a man approached Christopher out of the darkness. The young man was immediately transfixed by the older, well-dressed gentleman, who spoke in a voice soothing and comforting, yet strong and commanding. Christopher spent the night with the man, and found himself falling in love. The man was a vampire, however, and soon Christopher Ferguson joined the ranks of the immortal.

They lived very happily together until the day when his lover and mentor was murdered. Someone had discovered the pair's vampiric nature, and traced them back to their lair. Under the blazing protection of daylight, a man broke into the building and killed the older vampire by driving a stake through his heart. Christopher Ferguson just managed to escape a similar fate and, broken-hearted, fled London. Depressed and alone, the fledgling vampire wandered aimlessly across England, until one evening, a few years later, he met Count Nadasdy. Having finally made contact with another of his own kind, Ferguson settled into the Severn Valley, taking up residence in a warehouse in Lower Brichester, not far from the dark domain of the Count.

That was all fifteen years ago. Until very recently, Ferguson lived a solitary life. When he met Sebastian Leigh a month ago, he fell in love again. With Sebastian to share the long darkness of

eternity with, he now considers his life complete and wishes only to be left alone.

Slim and pale, Christopher Ferguson has black hair with a white streak dyed from his forehead to the nape of his neck. He dresses in all-black clothes: ruffled shirts, velvet pants and coats, long cloaks, etc. Although he is thirty-one, he forever has the appearance of a sixteen-year-old youth.

Sebastian Leigh

His young life was filled with pain, deception, and guilt. Forced to choke back his true feelings and emotions, he lived in fear of who and what he really was—a homosexual. That all changed, however, the night he found himself climbing the stairs to Heaven for the very first time. Socializing with other people like himself buoyed his self-esteem. Yet his life would change even more drastically than he could ever have expected: he met and fell in love with a young man who loved him for who and what he was, who understood and cared—a young man who walked in eternity. Sebastian Leigh's love was a vampire, and he too would soon join the ranks of the undead.

Those who knew Sebastian Leigh would be stunned at the changes wrought in him by Christopher's blood: in the short time since his transformation from human to vampire, Sebastian has acquired many of the abilities of the vampire. Yet, for all his new powers and abilities, it is Christopher who keeps Sebastian going: without his lover, Sebastian knows that he would probably go mad.

Slim and pale, Sebastian Leigh is a very handsome youth who dresses completely in black. He is unaffected by any sort of religious symbols.

A Kiss Before Dying

If the lovers' eloquent plea to be left alone falls upon deaf ears—Brother Raphael, if present, certainly remains unmoved—they know that they will never be able to sleep safely again. If at night, the lovers—faced with death at the hands of blood-thirsty maniacs or temporary escape and an uncertain, fear-fraught future—change into mist and flee. If, however, the investigators have come during the day, the lovers have another option, the killing rays of the sun. This last, bittersweet action leaves their dignity intact.

The lovers stand hand in hand at the foot of the coffin they share, slim black-clad bodies almost invisible in the semi-darkness of the room. Cool candlelight flutters across their pale faces. Both wear sunglasses. Behind the dark glasses hide eyes red and swollen from weeping.





In his right hand, Sebastian clasps a thin black cord, invisible to all but the very best eyes against the black background. The cord stretches to the curve of black velvet high above the floor, its end knotted tightly around the skylight latch.

With a pained smile upon his lips, Sebastian yanks on the cord. The skylight falls open, tearing aside the black curtains as it swings. A spear of sunlight lances savagely down through the air, spotlighting the couple where they stand. As they begin to burn, they share one last kiss, desperate against the flames. They hold one another close in a final, passionate embrace. Even as they burst into an inferno, they are still together. The lovers are consumed by flame, but also by fear and hatred. As they turn to ash, a brief gap in the fiery swirl shows their blackened skeletons still embraced. Then the shapes collapse to smoldering cinders.

All is quiet. A cloud of noxious smoke billows about the chamber. Anyone witnessing the fiery demise of Christopher Ferguson and Sebastian Leigh must make a Sanity roll and lose 1/1D8 Sanity Points.

Conclusion

If the investigators help Sebastian and Christopher to survive, they each gain 1D8 Sanity points. The player characters also may have found a pair of unlikely allies for the future. If, however, the investigators killed the lovers or allowed Brother Raphael to murder them, they should each lose 1D6 Sanity; they may also find themselves dogged by Count Nadasdy. Murdering the investigators would threaten his secret, so Count Nadasdy instead persuades Albert Clarke to press formal charges of murder against them. In either case, the outcome is not good. If, on the other hand, the investigators took part in preventing Brother Raphael from killing the pair, Count Nadasdy keeps them in mind, and does them some favor in the future.

Statistics

PC COLIN BIMSLEY, age 33, Police Constable

STR 14 CON 13 SIZ 13 INT 13 POW 13
DEX 11 APP 10 EDU 11 SAN 65 HP 13

Damage Bonus: +1D4.

Weapons: Truncheon 70%, damage 1D6 + db
Fist/Punch 65%, damage 1D3 + db

Skills: Bargain 40%, Climb 45%, Credit Rating 20%, Dodge 45%, Fast Talk 35%, First Aid 30%, Drive Automobile 35%, Law 40%, Listen 40%, Mechanical

Repair 30%, Psychology 35%, Spot Hidden 45%, Track 15%.

BROTHER RAPHAEL, age 41, Zealot and Monk

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

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3 + db
Sword of Solomon 75%, damage 1D8 + 1 + db

Skills: Climb 35%, Credit Rating 40%, Dodge 40%, Drive Automobile 55%, Hide 65%, History 45%, Library Use 65%, Listen 45%, Locksmith 20%, Occult 85%, Persuade 65%, Photography 30%, Psychology 55%, Religious Fervor 99%, Sneak 30%, Spot Hidden 60%.

Language: English 60%, Italian 90%, Latin 65%.

JAMES WHITSTABLE, age 50, Police Inspector

STR 14 CON 14 SIZ 12 INT 14 POW 14
DEX 11 APP 10 EDU 15 SAN 70 HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3 + db
Truncheon 60%, damage 1D6 + db
.45 revolver 55%, damage 1D10+2

Skills: Bargain 70%, Climb 50%, Credit Rating 55%, Dodge 50%, Drive Automobile 50%, Fast Talk 55%, First Aid 40%, Law 65%, Library Use 30%, Listen 55%, Mechanical Repair 30%, Photography 25%, Psychology 45%, Sneak 30%, Spot Hidden 50%.

Special Vampire Abilities

The round after successfully biting a victim, a vampire begins to drain blood (STR). Although a vampire sucks away 1D6 STR per round, the creature may also choose to drain only a single point if it desires. (Vampires who are creatures of blood must need a successful roll of POW x3 or less on D100 in order to ignore their cravings for blood.)

A vampire's touch may drain 1D3 magic points from a victim if his or her magic points are first overcome by the vampire's on the Resistance Table. This magic point versus magic point roll must be made each round that the vampire wishes to drain magic points. The drained magic points are transferred to the vampire, but they last only for the vampire's POW in hours.

To successfully hypnotize a victim a vampire must overcome the target's POW with its own on the Resistance Table. Hypnotized victims follow simple instructions, although if they are self-destructive the victim may attempt to roll his or her INT x5 or less on D100 to snap out of the trance.

It costs a vampire nothing to change into an animal form or into fog or mist, and it may do so at will.

JEFFREY FISHER, age 20, Doorman and Rent-Boy at Heaven

STR 14 CON 13 SIZ 11 INT 13 POW 10
DEX 16 APP 16 EDU 12 SAN 50 HP 12

Damage Bonus: +1D4.

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

Skills: Bargain 50%, Dance 45%, Dodge 35%, English 60%, Fast Talk 35%, Gossip 45%, Hustle 65%, Jump 40%, Listen 40%, Psychology 60%.

SUE OATES, age 32, Bartender at Heaven

STR 11 CON 12 SIZ 14 INT 15 POW 13
DEX 13 APP 12 EDU 10 SAN 65 HP 13

Damage Bonus: +1D4.

Weapon: Fist/Punch 55%, damage 1D3 + db

Skills: Gossip 85%, Listen 65%, Memorize 75%, Mixology 95%, Persuade 60%, Psychology 55%.

CHAD W. STARRIT, age 24, DJ

STR 13 CON 15 SIZ 12 INT 16 POW 14
DEX 10 APP 15 EDU 12 SAN 70 HP 14

Damage Bonus: +1D4.

Weapon: Studded Belt 40%, damage 1D3 + 1 + db

Skills: Dance 50%, DJ 60%, Drug Use 75%, Listen 30%.

NIGEL TRAVERS, age 33, Darklands Doorman and Watchdog

STR 18 CON 15 SIZ 17 INT 12 POW 08
DEX 13 APP 08 EDU 9 SAN 40 HP 16

Damage Bonus: +1D6.

Weapons: Fist/Punch 75%, damage 1D3 + db
Head Butt 50%, damage 1D4 + db
Grapple 80%, damage special

Skills: Flex Muscles 85%, Glare Menacingly 90%, Psychology 35%, Spot Hidden 50%.

CHRISTOPHER FERGUSON, appears 16, Vampire

STR 28 CON 14 SIZ 12 INT 17 POW 17
DEX 12 APP 18 HP 13

Move 8/10/12 run/mist/panther or bat

Damage Bonus: +1D6.

Weapons: Bite 80%, damage 1D6 first round + STR drain thereafter

Touch 60%, damage 1D4 + db or magic point drain

Armor: 1 point in panther form, otherwise none; however, if his hit points reach zero or less he turns to mist and regenerates 1 hit point per round. Only by driving a stake through his heart can Christopher be killed forever.

Spells: none, but Christopher can become a panther, bat, or mist at will and has the special Hypnotic Gaze ability.

Skills: Climb 80%, Dance 70%, Dodge 55%, Echo-Locate Prey (bat form only) 75%, Hide 50%, Hide in

Cover (panther form only) 80%, History 45%, Jump 75%, Linguistics 40%, Listen 55%, Occult 60%, Persuade 60%, Psychology 55%, Sneak 35%, Sneak 85% (panther form only), Spot Hidden 65%, Track (panther form only) 50%.

Language: English 90%.

Sanity Loss: 1D6 Sanity points to see only upon the realization of his true nature.

SEBASTIAN LEIGH, age 17, Vampire

STR 22 CON 10 SIZ 12 INT 16 POW 14
DEX 13 APP 17 HP 11

Move 8/10/12 run/mist/panther or bat

Damage Bonus: +1D6.

Weapons: Bite 80%, damage 1D6 first round + STR drain thereafter

Touch 60%, damage 1D4 + db or magic point drain

Armor: 1 point in panther form, otherwise none; however, if his hit points reach zero or less he turns to mist and regenerates 1 hit point per round. Only by driving a stake through his heart can he be killed forever.

Spells: none, but Sebastian can become mist at will and has the special Hypnotic Gaze ability.

Skills: Climb 35%, Dance 85%, Dodge 30%, English 55%, Hide 35%, Jump 40%, Listen 50%, Sneak 70%, Spot Hidden 55%.

Sanity Loss: 1D6 Sanity points to see only upon the realization of his true nature.

COUNT NADASY, Vampire

STR 36 CON 16 SIZ 16 INT 18 POW 19
DEX 16 APP 07 HP 16

MOV 8/10/12 run/mist/wolf or bat

Damage Bonus: +2D6.

Weapons: Bite 80%, damage 1D6 first round + STR drain thereafter

Touch 60%, damage 1D4 + db or magic point drain

Armor: 1 point in wolf form, otherwise none. If, however, his hit points are reduced to zero he simply turns to mist and regenerates 1D6 hit points per round. Only driving a stake through his heart, cutting off his head, and then burning the body can kill Count Nadasdy.

Spells: none, but Count Nadasdy can become mist, a wolf, or a bat at will, and has the special Hypnotic Gaze ability (see the sidebar on page 88).

Skills: Climb 75%, Cthulhu Mythos 10%, Dodge 50%, Echo-Locate Prey (bat form only) 75%, Jump 65%, Listen 75%, Occult 65%, Persuade 90%, Psychology 85%, Sense Fear 85%, Sneak 90%, Spot Hidden 75%, Track (wolf form only) 80%.

Languages: Egyptian Hieroglyphs 45%, English 70%, French 50%, German 50%, Hungarian 99%, Latin 35%.

Sanity Loss: 1/1D8 points to see Count Nadasdy with his bulging eyes, pasty skin, and mouth full of sharp fangs. ■



SILENT SCREAM

by Scott David Aniolowski

In which a lost film now discovered threatens to awaken ancient evil anew, and a masquerading monster menaces the manor.

*... I sense a danger,
You've got the eyes of a stranger.*
—Payola\$, "Eyes of a Stranger."

Scenario Considerations

This scenario relies heavily upon paranoia, confusion, and fear. The Great Old One Y'gonolac possesses a visitor to Windthrope Manor, masquerading as a guest or investigator and infiltrating the group. In the guise of a guest, Y'gonolac begins killing, while changing its appearance to foster paranoia, keep the investigators off guard, and keep its kill streak going. The keeper should stress this paranoia—just who is the monster? It could be anyone! John Carpenter's film *The Thing* is an example of this theme.

Keeper's Information

Recently, a copy of an old silent film thought lost forever was discovered in the vaults of a collector in San Francisco. The film, *The Harbinger*, was made by MGM in 1925, and was the only film in which both Lon Chaney Sr. and Theron Lysander appeared. MGM ran into numerous problems while filming *The Harbinger*; after completion, it played in theaters only for a short time before being recalled by the studio. All copies were then thought to have been destroyed, and the film lost forever.

When famed movie memorabilia collector Agatha Qing recently died in her home in San Francisco, her family held an auction and sold most of her impressive collection. The bulk of the proceeds was donated to Mrs. Qing's favorite charities. Collectors came from around the world to bid on the legendary hoard—the second largest private collection of movie memorabilia in the world. One of the choicest

treasures discovered in Mrs. Qing's vault was a complete copy of the 1925 Chaney and Lysander film, *The Harbinger*. Bidding was furious, but in the end director John Carpenter out-bid collector Forrest J. Ackerman, walking away with the only known copy of the rare silent film.

Upon viewing *The Harbinger*, Carpenter decided to remake the film and began to contact writers, researchers, and actors. Ultimately the research led Carpenter and his team back to Windthrope Manor, where MGM filmed the original so many years ago.

Soon the old film's curse appears to strike again when Y'gonolac possesses one of the Americans and begins the killing again at Windthrope Manor.

Note: the Windthrope Manor map from pages 64–65 is reproduced on pages 94–95 for the keeper's convenience.

Investigators' Information

One afternoon, a black stretch limousine arrives at Windthrope Manor with Keith Carter Hannigan and three American visitors. A successful Know roll immediately identifies a famous face among the visitors: Winter Dai, an actress. The others are Anthony Benevento, a Hollywood writer, and Benjamin Raspbell, friend and assistant to horror film-maker John Carpenter.

After introductions, Hannigan and Raspbell explain to the investigators that John Carpenter is interested in filming a portion of a new project on their property; they would, of course, be compensated for their troubles. Raspbell asks the investigators if he and his group may stay a few days at the mansion while he and Benevento do research for the film. He also tells them that teen idol Robby J and blues singer Loretta Holiday will be joining them in a day or two: they are presently performing in London. If the investigators seem hesitant or refuse, Keith Hannigan takes them aside and explains that among the papers they signed when they first came to London was an agreement with Carpenter granting him the right to conduct research and film on the property. If the investigators willingly take the group in,

Raspbell later presents them with a contract to sign that will allow Carpenter to film on the property.

Benjamin Raspbell explains to the investigators that John Carpenter is planning to re-make the 1925 silent film *The Harbinger*, which tells the story of Sir Gilbert Morley. Anthony Benevento is researching the film, and will co-write the screenplay with Carpenter, while Winter Dai and Robby J are to star in the film.

If possible, the keeper should try to put up the guests as follows: Robby J and Tony Benevento in one room together, Winter Dai and Loretta Holiday in one room together, and Benjamin Raspbell in a room by himself.

Before the other guests arrive, the investigators have a couple of days to get acquainted with Raspbell, Benevento, and Dai. They may wish to take their guests on a tour of the estate, or explore

The Harbinger

In 1925, MGM sent silent film star Lon Chaney and relative newcomer Theron Lysander to England to film *The Harbinger*. Earlier that year, Chaney had been borrowed back by his former employer, Universal, to star in their ten-reel version of Gaston Leroux's *The Phantom of the Opera*—a film which the studio had gone to great lengths to produce. Fearing that they had made a potentially disastrous decision in allowing Chaney to do the film for Universal, MGM hustled him off to England to film *The Harbinger*. This unusual choice of an international location highlighted a project that studio executives hoped would top the latest Universal offering, and set new box-office records.

The Harbinger had the biggest budget of any MGM production to date, reflected in the expense of shipping cast and crew to England to film on-site at an authentic Norman castle. Never before had an American film company gone to such extravagant lengths to produce a movie, filming so much on location in a foreign country. Under the master directorial eye of Tod Browning, MGM was confident that *The Harbinger* would be wrapped up quickly. The studio executives were wrong, however: *The Harbinger* was a cursed film, haunted by accidents, murders, and suicide.

While filming *The Harbinger*, Randy McCray, one of the cast, became possessed by the Great Old One Y'gonolac. McCray was a handsome youth from London who celebrated a life of decadence and perversion filled with drink, drugs, and sexual aberrations: the young actor had reached deep into his animal lusts, raising tactile elation and sexual gratification to new heights. Yet for all his education in depravity young Randy, barely out of his teenage years, was not satisfied—he yearned for something more . . . for the ultimate pleasure. It was this unnatural yearning for sins of the flesh that drew the attention of obscene Y'gonolac, who found a perfect host in him. In the body of McCray, the Great Old One spread chaos and

death through the cast and crew of the film, until it was finally forced back to its dark lair beyond that legend-whispered wall of bricks when its human host destroyed himself.

The unholy experiences suffered by the cast and crew were explained away as accidents and unfortunate incidents. Several of the cast and crew had been murdered by Y'gonolac, and in the end young McCray killed himself. The film was eventually completed, behind schedule and over-budget; *The Harbinger* was a brilliant piece of film work, with shining performances by Chaney and Lysander, as well as their supporting cast. It was director Browning's best work to date, capturing an artistically eerie sensation in his film. Yet for all the exceptional work done on *The Harbinger*, the movie's curse seemed to follow it back to America and into the theaters: viewers were known to faint with fright, accidents occurred, and disturbances frequently broke out in playhouses where it was shown. Theater owners and viewers alike threatened suits against MGM. After hastily reviewing the film, MGM voluntarily removed it from all theaters. *The Harbinger* was never shown in public again, and eventually the copies were lost or destroyed: the film was thought lost forever until a copy was discovered in the vaults of Agatha Qing.

The Harbinger recounts the legends of demonologist Sir Gilbert Morley, and was filmed at the very castle he had owned some two hundred years earlier. Lon Chaney played the auspicious part of Morley, while Theron Lysander had the role of the vicar. Although no demon is actually shown in the silent film, ominous toad-like shadows appear on screen when Chaney summons his monster. In the end, the monster which casts the toad-like shadow kills the demonologist, and the vicar leads his congregation in destroying the mansion. A rare and all but forgotten film, little can be learned about *The Harbinger* in even the most detailed volumes of film history.





the sites of the Severn Valley. Nothing unusual happens during this time, although Benevento is eager to go off by himself to conduct preliminary research.

The Others Arrive

A day or two after Raspbell and company arrive at Windthorpe Manor, a black Mercedes Benz pulls up at the door. A muscular young man drives the car; beside him is a large but attractive black woman. Successful Know rolls identify them as teen heart-throb Robby J and vocalist Loretta Holiday. Raspbell introduces the pair to the investigators and helps them with their bags.

While Raspbell scouts locations and Benevento researches the Morley legend, the other three visitors busy themselves with trips into the local towns, exploration of the house and grounds, and relaxation. With two notable exceptions, the investigators find their guests obnoxious and annoying.

BENJAMIN RASPBELL

Benjamin Raspbell is the long-time friend and assistant to horror film maker John Carpenter. The pair first met in 1978 when Carpenter was filming *Halloween*. Raspbell officially went to work as John Carpenter's assistant in 1982 during the shooting of *The Thing*, and has been with him since. Raspbell is responsible for the legal end of

the John Carpenter movie-making machine, reviewing contracts and accounts, and handling all other legal matters. Benjamin Raspbell watches out for Mr. Carpenter's best interests, staying away from the trap of Hollywood's decadence so many others have fallen prey to.



BENJAMIN RASPBELL

Benjamin Raspbell enjoys talking with the investigators about films and his association with John Carpenter; Loretta Holiday eagerly helps in the kitchen, cooking special dishes for her hosts, or honoring them with a song or two after dinner. Both Raspbell and Holiday are polite, courteous, and likable, and cause the investigators no problems, unlike their three companions.

LORETTA HOLIDAY

One of a large, impoverished family from Detroit, Loretta's fondest childhood memory is of listening to her beloved grandmother sing in the church choir. It was her grandmother's heavenly songs that pulled Loretta through a sad and difficult childhood; when the older woman passed away, Loretta concentrated on her own singing to keep the memories of her grandmother alive.



LORETTA HOLIDAY

Loretta's voice was her ticket out of a life of poverty and slums, and by the age of twenty she was singing in clubs around Detroit, Chicago, and Milwaukee. In the early 1970s Loretta did studio work for, and toured with, Diana Ross and James Brown. By the end of the 1970s, Loretta

Holiday was signed to Motown Records, and was a star in her own right: since then, she has continued to make records, tour, and has appeared in a number of films. Currently she is touring with Robby J and White Chocolate, singing a few songs with the young rapper. While she recognizes his rudeness, Loretta thinks the world of Robby, and she is the only person he seems to respect or listen to.

John Carpenter Filmography

Ghosts of Mars (2001)
Vampires (1998)
Escape from L.A. (1996)
In the Mouth of Madness (1995)
Village of the Damned (1995)
Bodybags (1993)
Memoirs of an Invisible Man (1992)
They Live (1988)
Prince of Darkness (1987)
Big Trouble in Little China (1986)
Starman (1984)
Christine (1983)
The Thing (1982)
Escape from New York (1981)
The Fog (1980)
Elvis (1979)
Halloween (1978)
Someone's Watching Me! (1978)
Assault on Precinct 13 (1976)
Dark Star (1974)

Loretta Holiday is a warm, generous, down-to-earth woman with an infectious laugh and a genuine kind heart. She is a large woman with beautiful features and a remarkable voice—charming, elegant, and graceful. Miss Holiday has an extensive wardrobe, and always dresses beautifully.

ROBBY J

Rob Johnson's hip-hop rap group, White Chocolate, got their first big break when they were invited to open for Heavy D. & The Boyz on their 1999 tour. Rob Johnson quit his job in construction, left his home town of Buffalo, New York, and went on the road. In early 2000, White Chocolate recorded their debut album *Freak the Beat!*, which reached the Billboard top ten by late spring. Noticing the singular popularity of white front man, Rob "Robby J" Johnson, the record company insisted that the group change their name to Robby J and White Chocolate.



ROBBY J

Robby J quickly found a place of success among other white rappers like Vanilla Ice and Eminem, and his record company was quick to cash in on his good looks and physique with a flood of promotional hype. In a promotional blitz, Robby J began to appear in fleshy poses in numerous teen magazines and on posters, T-shirts, pillows and buttons. His videos garnered frequent airplay on MTV, and he appeared on popular late night talk shows, rapping and peeling away his shirt for screaming teenage fans. Robby J and White Chocolate's concerts and personal appearances began to sell out; crowds of screaming, fainting girls began camping out around hotels and concert halls where they hoped to catch a glimpse of their heart-throb. Robby J had ascended to the dubious status of teen idol.

Despite all his boy-next-door good looks and vulnerability, there's a bad boy side of Robby J, and the tabloids are ever-full of juicy gossip about the young man and his alleged temper. Recently, Robby J has appeared as a centerfold in *Playgirl* magazine, and he has signed to appear in his first motion picture as the male lead in John Carpenter's upcoming *The Harbinger*. Robby J is currently on a tour of Europe with Loretta Holiday: Robby has great admiration and respect for Miss Holiday, and she is the only person he seems to respect or listen to.

Robby J is a handsome young man with short sandy hair, gray eyes, and a muscular build. He always wears a reversed baseball cap, and often

goes shirtless indoors. He can be polite and charming, but the young rapper is basically a thug with a quick, violent temper and little self-restraint. (He has drunkenly forced himself on fans on numerous occasions, although none of the girls have ever brought charges against him.) Most of Robby J's bad-boy image is little more than publicity hype, although his recent exposure in *Playgirl* came as a complete surprise to his agent and record company, who chastised Robby J for taking the image too far without their knowledge and possibly hurting their interests.

He is a rude youth who repeatedly puts his feet up on furniture and does things he is told not to do. He has no respect for other people's property or feelings. Trips into town with Robby may turn into chaos when he is spotted and identified by screaming fans who mob him, weeping and begging for autographs, kisses, or pulling off bits of clothes or strands of hair. Anyone near the teen idol is caught in the crush. Robby spends hours each day in his room exercising.

WINTER DAI

Born Wilma Daigler, the actress left her home in Iowa at the age of eighteen to seek out fame and fortune in New York City. Wilma Daigler changed her name to Winter Dai soon after settling in the Big Apple, and for several years worked as a waitress as her meager acting career floundered. In the early 1990s, Ms. Dai appeared in a string of low-



WINTER DAI

budget sexploitation horror films and soft-porn movies. In 1998 Winter enjoyed her first real success with a 16-month stint on the CBS soap opera *As the World Turns*, playing a scheming bad girl in league with the show's major villain. After Winter's popular vixen character was killed off she guest-starred on numerous television dramas, and began to get work in commercials. Most recently she has appeared in the B-grade horror films *Trick or Treat* and *Carnival Knowledge*. John Carpenter remembered Dai, and offered her the female lead in his upcoming remake of *The Harbinger*.

Small but vivacious, Winter Dai is a strikingly attractive, curvaceous red-head, whose beauty has been surgically enhanced. In her teen years Dai enjoyed the attention her looks brought her from boys; she spent countless impassioned evenings in the back seats of cars, in quiet corn fields, and in other secluded places. As an adult, she has perfected her seductive ways to ensure that she gets



the WINDTHROPE MANOR

LEGEND

Water Closet
(Bathroom)

W.C.



Secret Doors

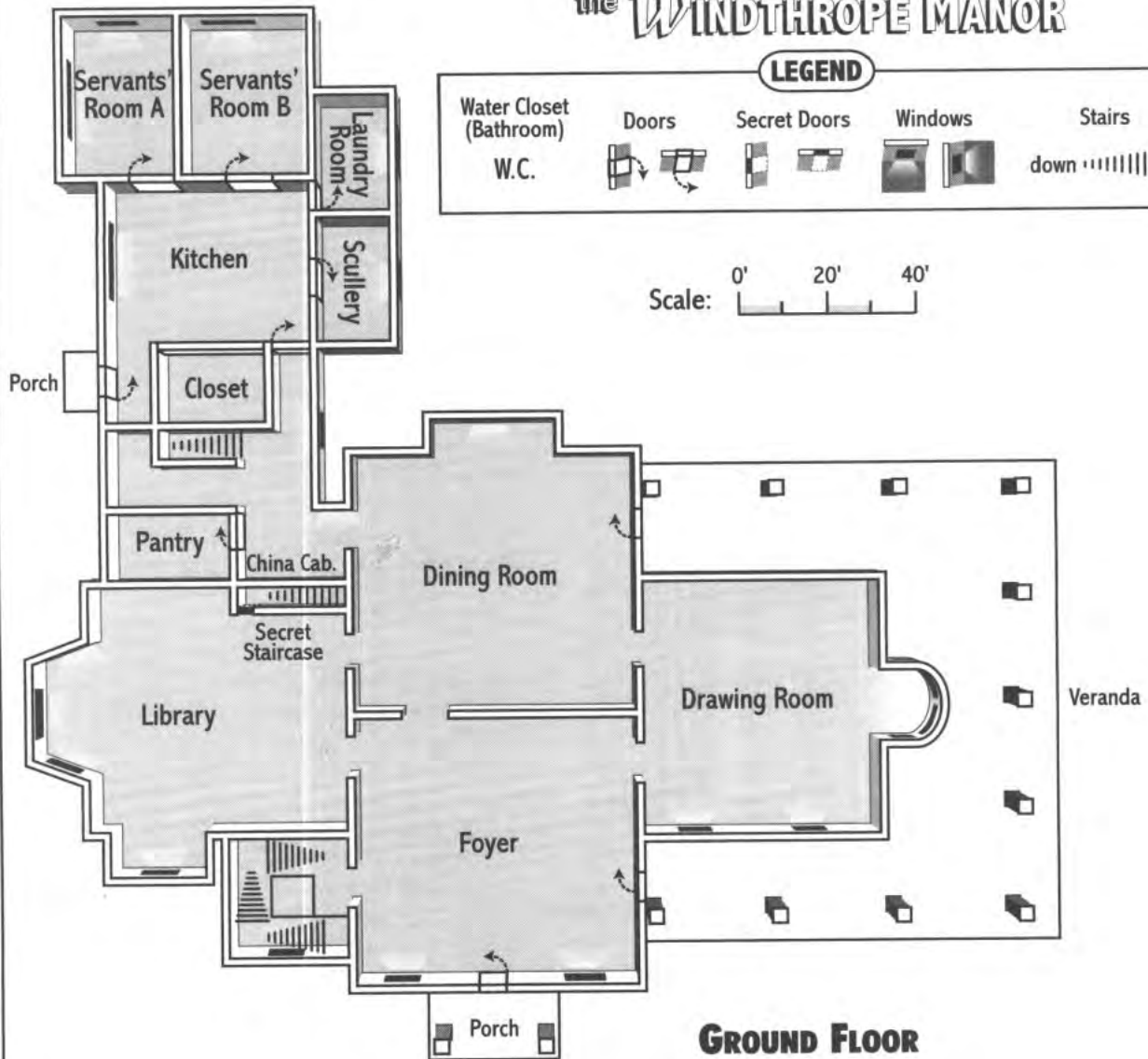
Windows



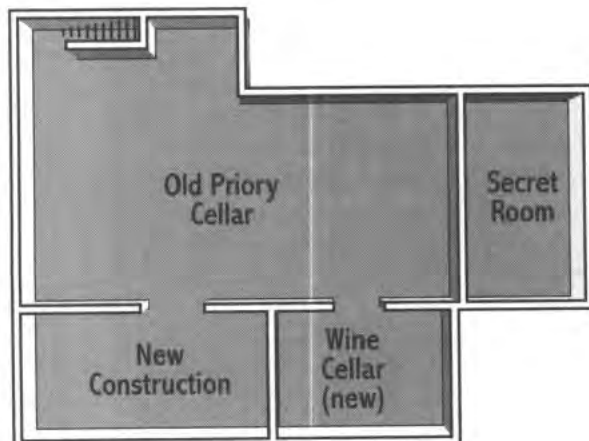
Stairs

down ····· up

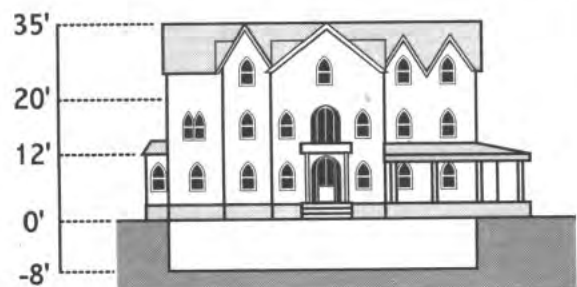
Scale: 0' 20' 40'



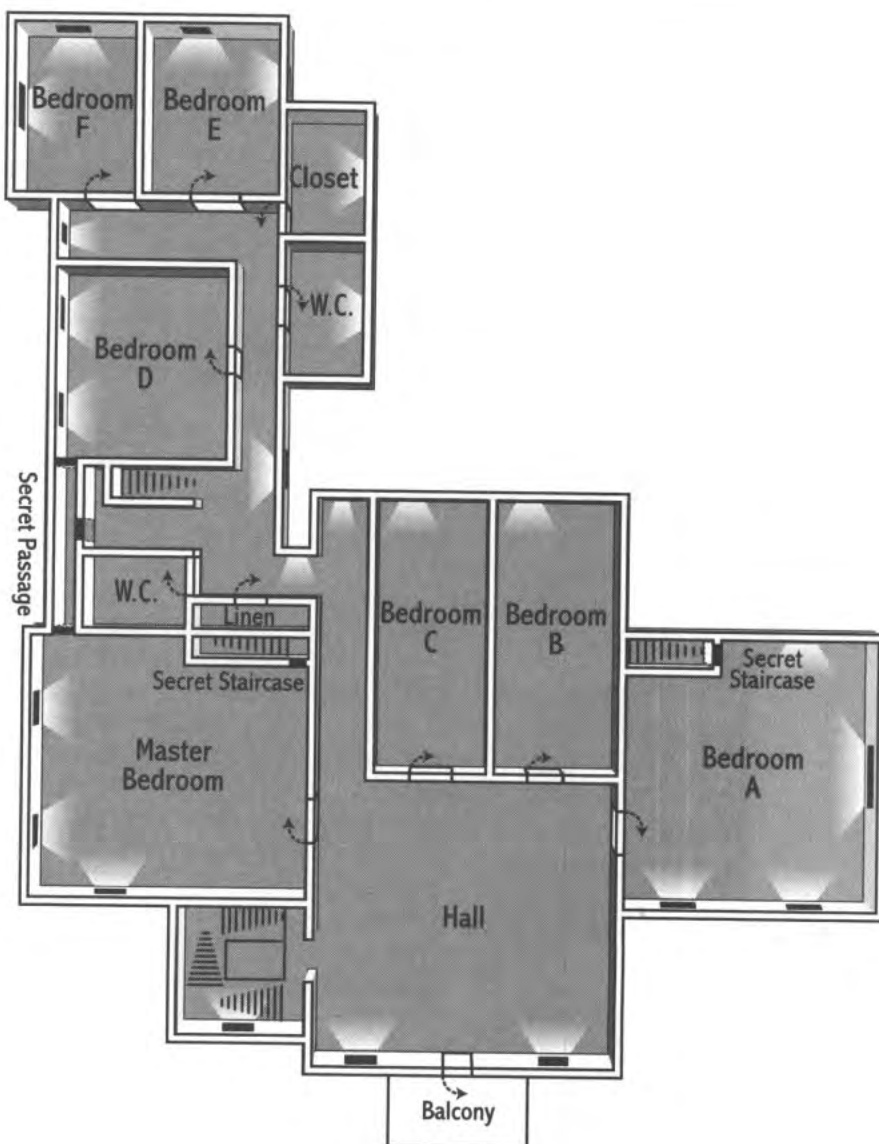
CELLARS



SIDE ELEVATION



SECOND FLOOR



ATTIC





the attention she so desperately needs: she trades sex for the attention and favor of men, and to further her career. Winter hides insecurity behind an inflated ego.

Winter Dai is flirtatious with her fellow guests and male investigators alike, going to great lengths to bed those she sets her eyes upon. She and Robby J have at least one late night rendezvous. Perhaps one of the investigators walks in on them while they frolic in a public part of the house, or their lovemaking becomes loud enough to wake sleepers. Those who spurn Winter suffer her wrath: dirty looks, nasty comments, or even a slap in the face. She is a bitch when angered.

ANTHONY BENEVENTO

Anthony Benevento is a successful screenwriter from New York City, now residing in Hollywood where he lives a wild and decadent life. Tony is an insider: he knows the right people, eats at the right restaurants, wears the right labels, and does the right drugs. Benevento arrived in California at the age of nineteen, and immediately immersed himself in his new-found social freedom. For the next ten years Tony drifted around California trying out new drugs, sexual adventures, and dubious religious sects. Benevento explored everything from



ANTHONY BENEVENTO

Satanism to Born Again Christianity, never staying with any one spiritual mode for very long. Finally, in the mid 1980s, Benevento settled down in Los Angeles and began writing scripts for television shows: shortly thereafter he began to ingratiate himself with the movers and shakers until he, himself, was a part of that crowd. His special field of interest is the supernatural, and the bulk of his work has been in that genre. Due to his research, he has gained a smattering of Cthulhu Mythos knowledge. Benevento made the acquaintance of horror film maker John Carpenter in 1989; when Carpenter began planning his remake of *The Harbinger*, Tony was brought in to research the background of the original legends, and to co-write the screenplay.

Tony Benevento was once handsome, but his years of self-destructive decadence have left him prematurely aged to the point where even his face-lift and dyed hair are little consolation. Tony is pale and unhealthy-looking, his once-thick hair now scarcely covering his scalp. Benevento begins drinking by 10 A.M., he continuously has a cigarette in his mouth or hand, and he snorts cocaine at least once a day. Tony is also fond of hallucinogens, and

does them whenever he can. Because of his addictions, Benevento is usually at least mildly out of touch with reality.

The Possessed

On the day that Robby J and Loretta Holiday arrive at Windthrope Manor, Tony Benevento's life changes forever. Research leads take him, that day, to a used bookshop in Lower Brixton that specializes in pornographic materials. There he discovers the twelfth volume of the *Revelations of Glaaki*, and is convinced to read the book by the obese shopkeeper—who is, in fact, Y'golonac. Having willingly sought out and read the blasphemous volume, Benevento is possessed by the Great Old One, who leaves the shopkeeper's body in search of a new home. Once back at Windthrope Manor, Y'golonac begins its reign of terror anew on familiar ground.

The first murder occurs on the night of Benevento's possession by the Great Old One.

A Bump in the Night

Soon after retiring for the evening, at least one investigator hears Winter Dai pay a visit to Robby J's room: if he is sharing with anyone, his roommate (Anthony Benevento, most likely) exits the room and finds a sofa or chair to curl up in. Winter and Robby then proceed with wild passions to keep awake everyone adjacent to their room. After an hour or so, all becomes quiet. Ms. Dai sneaks back to her room.

An hour later, Y'golonac uses the Body Warping of Gorgoroth spell to change its form from that of Anthony Benevento to that of Winter Dai. In this guise, Y'golonac pays a visit to Robby J. Believing that the actress has returned for more frolicking, the young rapper eagerly greets his visitor. She quickly and silently dispatches the young man.

The Second Murder

The first murder of which the investigators become aware is actually Y'golonac's second victim, Loretta Holiday. After murdering Robby J, and while the manor slept, Anthony Benevento crept from his room, cut the telephone lines, and prowled the dark halls of the house. Ms. Holiday, unable to sleep, encountered the possessed writer at the bottom of the stairs; Y'golonac's attack was swift and vicious, but the woman had time enough to scream. Benevento fled back to his room, leaving the corpse at the bottom of the stairs, and used the

Body Warping of Gorgoroth to change his appearance to that of Robby J.

The investigators arrive on the scene at the same time as the other guests appear, including Robby J but not Anthony Benevento. Loretta's throat has been savagely ripped out: the wound looks rather like an odd bite mark. A shower of blood speckles the grand staircase. Ms. Holiday's body lies in a pool of the red fluid at the bottom of the stairs. There are no signs of a struggle and no guest heard or saw anything unusual. Viewing this scene costs 1/1D4+1 Sanity points.

If the investigators do not immediately mention calling the police, Benjamin Raspbell makes the suggestion. The phone, of course, is not working; subsequent investigation reveals that the line has been cut.

Benevento is nowhere to be found. Someone—Raspbell, perhaps—suggests searching for him. During the search, Robby J quietly slips away and changes back to Benevento's form. He then pretends to enter the house through any convenient door, claiming to have been taking a walk outside after vacating his room for Robby J's nocturnal activities with Miss Dai. The investigators may be suspicious of Benevento, but he shows no hint of treachery.

When the group gathers together again, they notice that Robby J is now missing. When the investigators check Robby J's room, they discover the young man naked, wrists and ankles tied to the bedposts, with a gag in his mouth: he is dead. There is a single bite-like wound in the young man's groin—his reproductive organs are missing. The bed is soaked with clotted blood, and a pool of the thick substance has formed on the floor. The body is cold. The young man's ankles and wrists are bruised and bloody where he struggled to break free. Viewing Robby J's body costs 1/1D4+1 points of Sanity.

Anyone making a successful Medicine roll, or a Know roll at half normal chance, realizes that Robby has been dead for several hours. Anyone having seen Robby J after the discovery of Loretta Holiday's body suffers the loss of another 0/1 Sanity point.

TONY BENEVENTO'S ROOM

Successful Spot Hidden rolls are needed to find each of these things:

- an amount of cocaine and other illegal drugs.
- After Benevento's possession by Y'gonolac, the twelfth volume of the *Revelations of Glaaki*. The book is well hidden, requiring a Spot Hidden roll at half normal chance to discover it; perhaps Benevento even hides the *Revelations* among his

roommate's things if he is sharing a room. (A successful Spot Hidden roll by a player whose investigator reads the book reveals the passage in *Scream Papers #1*, on page 98.)

The Revelations of Glaaki

VOLUME XII—This volume, written in 1925 by a man in Mercy Hill, discusses Y'gonolac and those scampering, tattered minions who serve him. There is a terrible danger in reading this volume, for Y'gonolac is free to attempt to possess anyone who reads a single page of this volume. *Sanity loss 1/1D2; Cthulhu Mythos +1 percentile; average 8 weeks to study and comprehend.* Spells: Contact Deity/Y'gonolac, Contact the Children of Y'gonolac. Inserted on folded butcher paper, written in pencil, is a third spell, Contact Rat-thing.

- Benevento also has a portable laptop computer along with him. Exploring the computer—anyone with a Computer Use skill can operate Benevento's laptop—the investigators discover two interesting files stored in Benevento's WordPerfect directory: C:\WP\CAST.WPD and C:\WP\MORLEY.WPD.

Accessing C:\WP\CAST.WPD is a list of everyone who was involved with the filming of the original *The Harbinger*, including cast and crew. Next to most of the names appear the notations *dead*, or *?*. Three entries with addresses follow.

- McCray, Randy: actor. Dead. Harrison McCray (brother), 2773 Brook Street, London.
- Newman (Steward), Rose: actress. 34 River Street, Severnford.
- Quin, Paul: set-builder. Dead. Derek Quin (grandson), 871 Edward Lane, Mercy Hill.

Accessing C:\WP\MORLEY.WPD, the investigators discover that it is a list of addresses in London, Brichester, Severnford, and Lower Brichester. The London address is of the British Museum. Books are listed beneath the British Museum entry: Camwell's *History of the Valley Severn*, Wilshire's *The Vale of Berkeley*, Hill's *Legendry and Customs of the Severn Valley*, Sangster's *Notes on Witchcraft in Monmouthshire, Gloucestershire and the Berkeley Region*, Prinn's *De Vermiis Mysteriis*, and Wormius' translation of the *Necronomicon*. The address in Brichester is for the University of Brichester. The addresses in Severnford are of





Scream Papers #1

Beyond a gulf in the subterranean night a passage leads to a wall of massive bricks, and beyond the wall rises Y'gononac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gononac. When his name is spoken or read he comes forth to be worshiped or to feed and take on the shape and soul of those he feeds upon. For those who read of evil and search for its form within their minds call forth evil, and so may Y'gononac return to walk among men and await that time when the earth is cleared off and Cthulhu rises from his tomb among the weeds, Glaaki thrusts open the crystal trap-door, the brood of Eihort are born into daylight, Shub-Niggurath strides forth to smash the Moon-Lens, Byatis bursts forth from his prison, Daoloth tears away illusion to expose the reality concealed behind.

Windthrope Manor and the local vicarage. The Lower Brichester address, American Books, is for a used bookshop.

WINTER DAI'S ROOM

A successful Spot Hidden roll allows an investigator to discover several bottles of pills tucked away in one of her suitcases. A successful Chemistry, Pharmacy, or Medicine roll identifies the pills as various prescription drugs: valium, sleeping pills, anti-depressants, etc.

LORETTA HOLIDAY'S ROOM

A successful Spot Hidden roll uncovers a bottle full of some reddish-black powder. Anyone smelling the substance instantly experiences a burning sensation in the nasal passages and begins to sneeze; the stuff tastes hot and peppery. Anyone with a Botany skill can easily identify the powder as a mixture of spices. This is a jar of Loretta's favorite Cajun spice, which she always brings when she travels.

ROBBY J'S ROOM

A successful Spot Hidden roll allows an investigator to discover several condoms tucked away in one of Robby's suitcases, along with two pairs of handcuffs. Another Spot Hidden roll uncovers a couple of hard-core pornographic magazines hidden among the young man's clothes. A third successful Spot Hidden roll finds a few business cards for adult book shops, among them a place called American Books in Lower Brichester.

BENJAMIN RASPBELL'S ROOM

Anyone successfully breaking into Raspbell's locked briefcase (successful Locksmith roll

required) discovers, along with assorted legal papers, a VHS tape. The videotape is unmarked, as is the box which holds it. If the investigators have access to a VHS (PAL format is standard in the British Isles) video player and they watch the tape, they discover it to be a copy of the original *The Harbinger*. Carpenter made copies of the rare silent film shortly after purchasing it. If the investigators have a useful VCR on the premises, Raspbell offers to show them the film, otherwise he does not mention having a copy with him.

Murder! Chaos! Paranoia!

With the manor's telephone inoperable, the easiest way of contacting the police is from a call box in the nearest village, or from a neighbor's phone. Anthony Benevento volunteers to do this, perhaps in the company of an investigator or one of the other guests. Benevento's plan is to do away with his companion, assume his or her form, and return to the manor. He then claims to have contacted the police; Benevento, he says, volunteered to meet the police and guide them to the manor.

Y'gononac proceeds to create confusion and paranoia among the investigators and their American guests while continuing to kill. The Great Old One uses the Body Warping of Gorgoroth spell to take on the appearance of an investigator or visitor in order to get close to its prey, and uses the Eyes of a Stranger spell to foster paranoia by causing the investigators to "see" any number of things. (See the sidebar on page 99.)

Y'gononac strikes lone investigators and visitors at any opportunity, always careful, however, to protect the identity of its host body. If Benevento suspects that someone knows the truth,



he may murder that person in some mundane way to silence him or her, making it look like an accident, for instance. Dai might overdose on sleeping pills, or Raspbell might fall from an upper-floor window. (Andrew Cook and the Jenkins never encounter Y'gononac, however, as they play important roles in later scenarios.) To further confuse things, Benevento may plant seemingly incriminating or suspicious evidence in the rooms of other guests or investigators, murder someone and take their place with the Body Warping spell, or even fake his own death. The investigators should be kept wondering just who the murderer is—is it one of their guests? A stranger who knocks at the door? Or is it one of them? And why haven't the police arrived?

New Spell: Eyes of a Stranger

Causes the target to see something specified by the caster. The spell costs 8 magic points and 1 Sanity point to cast. It affects a single target and takes effect at any range, although the victim must be within sight of the caster. The caster must first overcome the victim's magic points with his own on the Resistance Table, and then choose the vision with which the victim is to be burdened. If the spell succeeds, the target's view suddenly changes to what the caster has chosen. Cthulhu Mythos entities require Sanity rolls; Sanity losses for such visions are one-tenth normal (round all fractions up). A view of a friend changing into Y'gononac, for instance, costs 1/1D2 Sanity points. The spell lasts for 20-victim's INT in minutes. Nothing interrupts the vision, which is visible even with the eyes closed. The caster must personally have witnessed whatever the victim is to see.

POLICE INVOLVEMENT

When the police are finally contacted, a pair of constables and an inspector arrive within twenty minutes, with an ambulance following soon thereafter, and more constables and technicians. Inspector Nick Charles is a well-preserved man of 50, with tanned skin and smooth manners. He wears a



NICK CHARLES

trench-coat. His uniformed constables are sturdy and properly deferential.

While the ambulance attendants tend to the victim(s), the police begin rounding up the investigators and their guests. Statements are taken in isolation and compared; discrepancies are recorded and investigated. Suspicious behavior is duly noted; once the interviews are complete, and while the killer remains at large, Inspector Charles moves the guests to a hotel for their own safety—and to facilitate the surveillance of potential suspects. The investigators and their servants are urged to join their guests at the hotel, but are under no obligation to comply.

Inspector Charles is efficient, meticulous, and patient; he is unlikely to make a quick arrest except in the face of overwhelming evidence. To this end, Benevento uses the Body Warping of Gorgoroth and/or Eyes of a Stranger spells in order to have the police witness what appears to be one of the investigators murdering—or attempting to murder—one of the guests.

Leads from Benevento's Files

Once the police have interviewed them, the player characters are free to follow up on any of the leads they might previously have encountered. The police closely monitor their activities.

SEVERNFORDE: ROSE STEWARD

Mrs. Rose Steward (formerly Rose Newman) is one of the two surviving members of the cast and crew of *The Harbinger*; the other, Theron Lysander, lives in United States, somewhere in upstate New York. The former Miss Newman, now an old woman, lives alone with her three cats in a small limestone cottage surrounded by wildflowers and old weathered garden gnomes. Mrs. Steward eagerly invites the investigators in for tea and scones. Inside, the cottage is quaint but cramped; the furnishings are antiquated and dusty. The place has an old, stale smell about it. Several yellowed photographs in tarnished frames occupy a place of honor above the stone fireplace.



ROSE STEWARD

The subject of the old photos is a beautiful girl; three handsome men appear with her in a succession of photos. If the investigators have not seen *The Harbinger*, a successful Idea roll identifies the girl as Rose herself, while successful Know rolls identify two of the three men as actors Lon Chaney





Sr. and Theron Lysander. The third man is unidentifiable: only if they inquire do the investigators learn that the third man is Randy McCray. If the investigators have viewed Benjamin Raspbell's copy of *The Harbinger* they may easily identify the young Rose and her three male friends.

Rose had a minor part in *The Harbinger* opposite Randy McCray. Rose never saw the alien horror of Y'gonolac, but she was the one who discovered Randy McCray after he had shot himself in the head.

This charming woman tells the investigators how she instantly fell in love with the handsome McCray and how, throughout the filming of *The Harbinger*, she followed him around, hoping he would notice her and take a romantic interest. He never did. On the night that Randy shot himself, Rose had secretly followed him into Windthroe Manor and was waiting for him to come out of the library when a shot rang out. Rushing in, the hysterical girl found her idol crumpled over on the floor, a pool of blood at his head. The elderly woman's eyes still get watery when she tells of cradling McCray in her arms, and of his cryptic dying words: "I've sent it back."

If the investigators ask Mrs. Steward if she can remember anything else about the incident, a successful group Luck roll allows the woman to recall seeing what appeared to be a single moist red line in the palm of each of McCray's hands as she held him. With his last breath the odd marks faded away.

Mrs. Steward becomes visibly upset upon learning that a copy of *The Harbinger* has been discovered, more so upon learning of the plan to re-make the lost film. The old woman begs the investigators not to allow the film to be re-made, saying that it has a curse upon it and that it is best to let the old evil remain dormant.

After the investigators leave Mrs. Steward's cottage, the possessed Anthony Benevento visits her. The mad writer tricks or forces his way into the woman's home, there manifesting as Y'gonolac. Rose is literally scared to death by the sight of the Great Old One; her heart attack is quick and fatal. The following day a neighbor discovers her body. Although it appears that a struggle took place in the cottage, no other evidence is found. Medical examination shows that the woman suffered a massive heart attack. The woman's cats have also suffered from the encounter with Y'gonolac, and they savagely attack anyone entering the building. The three insane animals may have to be destroyed.

MERCY HILL: DEREK QUIN

Mr. Quin's grandfather, Paul, worked on the set of *The Harbinger*. Quin knows next to nothing about the old silent film, saying that his father never spoke of it. A successful Fast Talk, Persuade, or



DEREK QUIN

Psychoanalysis roll does convince Quin to tell the investigators that his grandfather died a madman in a local asylum. He remembers visiting him once when he was just a child, but his parents quickly escorted him from the room when his grandfather went into a screaming fit. Another successful Fast Talk,

Persuade, or Psychoanalysis roll gets Derek to tell the investigators that his grandfather was raving about "that cursed film," "the headless horror," "the hand that feeds," and "the book in the attic."

Paul Quin was driven mad by the appearance of Y'gonolac while working on *The Harbinger*. Quin returned to his family in Mercy Hill after his nightmarish experiences, and shortly thereafter was committed to Albrooke Asylum. He died there many years later.

Y'gonolac, in the guise of Anthony Benevento, also pays a visit to the Quin residence. Taking on the appearance of one of the investigators, the possessed writer talks his way into the Quin household where he then turns on Derek Quin. Exerting the strength of the Great Old One which possesses him, Benevento hurls Quin out a third floor window to his death. Benevento then calmly leaves the Quin home, still in the guise of one of the investigators. The authorities consider Quin's death a suicide, although no note is left behind, nor was there any apparent cause for the man to take his own life.

The police, maintaining surveillance of the investigators, may have spotted Benevento—in the form of one of the investigators—leaving the scene just after Quin's fatal fall; in the absence of the police, perhaps a neighbor has witnessed these events.

LOWER BRICHESTER (American Books)

This dingy shop is located in a large red brick building on a dirty side-street in Lower Brichester. Crumbling stairs and a rusty railing lead down from the littered pavement into the basement shop; above the shop hangs a sign which reads "American Books Bought and Sold." The windows of the shop, cloudy and thick with grime, display a few yellowed and dog-eared paperback books of dubious content.

The door to the shop is tightly locked, a "CLOSED" sign posted in the cracked window of the door. Whenever the investigators stop by the shop they find it closed. Calling on the telephone receives no response. A successful Locksmith roll, however, gains access to the shop.

Beyond the front door is a single room with shelves, stacks, and boxes full of used books, many of them pornographic in nature. A single door with frosted glass leads out of this room: beyond is the shopkeeper's office. The office is a mess and, within, the investigators make a ghastly discovery: the obese shopkeeper lies dead in a pool of clotted blood, chunks of flesh missing from his face and body. The sight of this costs 1/1D4+1 Sanity points from all present.

In the desk the investigators find an old manila file folder. Within the folder are numerous newspaper clippings, many old and yellowed. The clippings date back from the 1960s to the present, and all deal with mutilation murders. All of the articles mention "odd wounds," and many refer to "oval mutilations" and "bite marks." A successful Cthulhu Mythos roll identifies the odd markings as possibly having been made by the Great Old One Y'gonolac.

Anthony Benevento killed the shopkeeper after reading the twelfth volume of the *Revelations of Glaaki* and becoming possessed by Y'gonolac. Benevento hid that volume at Windthroe Manor.

LONDON (Harrison McCray)

Mr. McCray's brother, Randy, appeared in the original silent *The Harbinger*. A successful Fast Talk, Persuade, or Psychoanalysis roll is required to keep the elderly gentleman from hanging up on the investigators or from throwing them out of his home. He does not like talking about the old film. If convinced to speak, Mr. McCray says that *The Harbinger* was his brother's final film, and that it was the cause of his death. A successful Fast Talk roll gets the elderly McCray to confess that Randy committed suicide near the end of the filming of *The Harbinger*: he shot himself in the head. After relating this, Harrison McCray demands to be left alone, and rids himself of the investigators.

Unlike Rose Steward and Derek Quin, Harrison McCray is not visited by Y'gonolac as the possessed Benevento.

Dreams of Darkness

Any investigator who reads a single page or more from the twelfth volume of the *Revelations of Glaaki* becomes susceptible to the powers of Y'gonolac. Once the Great Old One begins to glut itself on blood, these investigators may experience some unusual dreams and

nightmares. In keeping with the atmosphere, the keeper is advised to subtly sneak in these dreams, and play them up as though they were real, until the investigators awaken and discover that they have been dreaming.

The Wall

This dream begins with an investigator waking in the middle of the night. Something does not feel right: the investigator cannot put his finger on it, but there is something wrong in the house. The dreaming investigator finds each of his fellow-investigators and guests where they should be, and can wake them if he desires. The investigator hears something from below. A successful Listen roll identifies the sound as stone scraping on stone.

Following the sound, the dreamer discovers a faint glow emanating from the cellar below. Peering down the stairs he catches a glimpse of furtive movement. Odd shadows move across the wall. One of the walls of the cellar has opened up to reveal a foggy passage that glows with a sickly light. A successful Spot Hidden roll allows the dreaming investigator to see a small, tattered figure dart into the foggy passage. If the investigator decides to turn back instead of exploring the tunnel, he awakens in his bed.

If the dreamer enters the glowing tunnel, however, he takes a few steps and finds himself in a large, dank chamber. One wall is brick, and from out of a hole wafts the fog and the sickly light. The hole is big enough for the investigator to crawl through if he gets on his hands and knees. Nothing can be seen beyond the brick wall without crawling through the hole. The dreamer can't turn back from this point on: searching for the tunnel back into the basement of Windthroe Manor reveals only a solid wall. If the player character lingers too long, several deformed, dwarfish figures scamper out of the hole in the brick wall. These little creatures are crippled, eyeless things with wet mouths in their palms. The sight of these things costs the dreamer 0/1 Sanity point. The deformed things swarm the dreamer, pulling him to the ground and dragging him through the hole. He may lash out at the figures, even killing some, but more scurry out of the hole.

If the investigator does not linger too long, but crawls into the hole in the brick wall, he is not attacked by the horrible little creatures.

In either case, beyond the brick wall the dreamer sees a mind-blasting sight. Behind the wall is a large room thick with the stench of sewage and decay. There on the brick floor lies an enormous figure, fat, naked, and glowing with a sickly light. No head is seen. Streams of thick, clotting blood pour from open mouths in the palm of each giant hand. A horde of the deformed, eyeless figures





Y'golonac Revealed

crawl and scamper around and over the glowing body, apparently oblivious to its presence.

To the dreamer's horror, the naked figure sits up, brushing away the small, tattered creatures. As it raises its enormous sallow bulk, the investigator clearly sees that the thing has no head. As the player character turns to flee, he is shocked to see that several of the crippled things have the faces of his friends or the American visitors. These creatures cackle and swarm over the dreamer, pulling him to the ground. The fat, headless bulk pulls itself to its feet; the floor begins to shake under its heavy footsteps. The deformed creatures scamper away as the headless thing towers over the dreamer, and the last thing he sees is a massive hand reaching for his face, the drooling mouth in its palm snapping open and shut. The investigator awakens, suffering the loss of 0/1D3 points of Sanity for the nightmare.

A successful Cthulhu Mythos roll identifies the glowing, headless figure as Y'gonolac.

The Mouths

This dream may begin with the dreamer sitting down to eat, going for a walk, taking a bath, or reading a book. The player character hears the call of his name by a voice which seems very near. If other investigators are present, they do not hear this voice.

The voice calls the investigator's name again but, looking around, he sees nothing. Other player characters begin to act troubled—none of them can hear this voice.

The voice continues to call to the investigator, now instructing him to kill: "Kill your friends . . . Kill the visitors . . . Kill! Kill! Kill!" The voice, by now, is screaming—it echoes in the investigator's ears, pounding in his head. Any fellow-investigators or visitors who are with the dreamer are worried by this point as they still do not hear this voice.

Finally, the player character discovers where the voice is coming from: a mouth has opened up in each of his palms. As he looks on in horror, the mouths scream, laugh, and continue their chant of "Kill! Kill! Kill!" and naming specific investigators and guests.

The dreamer wakes. He had fallen asleep. There are no mouths in his hands, yet the screams of "Kill! Kill!" echo in his head for a few moments; the investigator loses 0/1 Sanity point and, if the Sanity roll failed, he feels a compulsion to kill the closest person, whoever it may be. The compulsion lasts for one combat round only.

Conclusion

Y'gonolac continues its cat-and-mouse game with the player characters and their Hollywood visitors,

killing them one by one, gorging itself on blood until it is stopped. The Great Old One may be defeated by inflicting 75 points of damage to it or by driving it off with an Elder Sign. Inventive investigators may discover other methods, but the difficult part is determining the identity of the monstrous Y'gonolac.

The investigators each receive 1D20 Sanity for defeating Y'gonolac. Additionally, they receive 1 point of Sanity for each of their guests alive at the end of the scenario—but they lose 1 Sanity point from their reward for each guest dead at the end.

After Y'gonolac's reign of terror is over, any remaining guests return to America. The deaths of the famous, explained as an accident by the surviving visitors or covered up by desperate agents and lawyers, quickly spread through the media. Unless the police are party to this conspiracy of silence, scandal erupts. Although reputations are sullied, even posthumously, the dead quickly become immortalized, icons to the public, the James Deans and Marilyn Monroes of their generation.

John Carpenter still films his remake of *The Harbinger*, but decides against shooting any of it at Windthorpe Manor or Castle Drake. Other actors step in to replace Robby J and, if she was killed, Winter Dai. *The Harbinger* meets with moderate success, and within a year is released on home video.

If Y'gonolac is not stopped, it burns down the mansion to cover up the murders, takes the place of Benjamin Raspbell, and returns to the United States. In this case, Carpenter's version of *The Harbinger* opens with a close-up shot of a page from the twelfth volume of the *Revelations of Glaaki*, brought back to Hollywood by Y'gonolac. Everyone who watches *The Harbinger* and reads that page is then vulnerable to Y'gonolac's powers. The Great Old One revels in the decadence and corruption of Hollywood. There it finds an endless supply of victims.

Statistics

ANTHONY BENEVENTO, age 36, coke-addicted writer

STR 13 CON 10 SIZ 14 INT 15 POW 12
DEX 13 APP 11 EDU 15 SAN 40 HP 12

Damage Bonus: +1D4.

Weapon: Fist/Punch 50%, damage 1D3 + 1D4.

Skills: Cthulhu Mythos 5%, Credit Rating 55%, Drive Automobile 40%, Drug & Liquor Lore 65%, Fast Talk 35%, Film Knowledge 75%, History 60%, Library Use 75%, Listen 30%, Occult 75%, Persuade 75%, Psychology 45%, Spot Hidden 30%.

Languages: English 75%, Italian 50%.



**Y'GOLONAC, He Who Waits Beyond the Wall**

STR 25 CON 125 SIZ 25 INT 30 POW 28
DEX 14 MOV 10 HP 75

Damage Bonus: N/A.

Weapon: Touch 100%, damage lose 1 INT and 1 POW each round.

Devour 100%, damage 1D4 non-healing damage.

Armor: none.

Spells: Y'gonolac knows all Summon/Bind and Contact spells, as well as any others the keeper desires.

Sanity Loss: Lose 1/1D20 Sanity points to witness human to Y'gonolac transformation; lose 1/1D10+1 Sanity points to see Y'gonolac.

THE CHILDREN OF Y'GOLONAC, Tattered**Eyeless Figures of the Dark**

char.	rolls	average
STR	2D6	7
CON	3D6	10-11
SIZ	2D4	5
INT	1D4	2-3
POW	2D6	7
DEX	3D6	10-11
MOV 10		HP 8

Av. Damage Bonus: -1D6.

Weapons: Bite 30%, damage 1D2.

Armor: none.

Spells: none.

Skills: Listen 80%, Scent 80%.

Sanity Loss: 0/1D4 Sanity points to see a child of Y'gonolac.

WINTER DAI, age 31, bimbo starlet

STR 10 CON 15 SIZ 09 INT 12 POW 12
DEX 16 APP 17 EDU 11 SAN 60 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Act 55%, Bargain 40%, Drug & Liquor Use 30%, Fast Talk 45%, Flirt 75%, Listen 50%, Memorize 50%, Pout 45%, Psychology 50%, Seduce 75%.

Language: English 55%.

LORETTA HOLIDAY, age 43, blues singer

STR 13 CON 13 SIZ 17 INT 15 POW 13
DEX 09 APP 12 EDU 14 SAN 65 HP 15

Damage Bonus: +1D4.

Weapon: Fist/Punch 50%, damage 1D3 + db
Kick 35%, damage 1D6 + db

Skills: Bargain 35%, Cook 45%, Credit Rating 55%, Drive Automobile 25%, English 70%, Fast Talk 45%, Listen 55%, Persuade 25%, Play Piano 70%, Psychology 40%, Sing 90%, Write Music 65%.

Language: English 70%.

ROBBY J., age 19, delinquent teen heart-throb

STR 15 CON 16 SIZ 13 INT 12 POW 15
DEX 14 APP 16 EDU 11 SAN 75 HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 75%, damage 1D3 + db

Skills: Bargain 30%, Climb 60%, Dodge 30%, Drive Automobile 25%, Drug & Liquor Use 30%, Fast Talk 55%, Jump 50%, Listen 45%, Psychology 35%, Rap 65%, Seduce 50%, Strut 50%.

Languages: English 55%, Street Talk 75%.

BENJAMIN RASPBELL, age 48, Mr. Carpenter's assistant

STR 13 CON 12 SIZ 15 INT 17 POW 10
DEX 10 APP 12 EDU 18 SAN 50 HP 14

Damage Bonus: +1D4.

Weapon: none.

Skills: Accounting 40%, Bargain 45%, Credit Rating 85%, Film Knowledge 45%, Law 75%, Library Use 60%, Listen 60%, Persuade 75%, Photography 40%, Psychology 85%, Spot Hidden 60%.

Languages: English 90%, French 30%, Hebrew 90%.

NICK CHARLES, age 50, Inspector, Gloucestershire Constabulary

STR 14 CON 16 SIZ 13 INT 14 POW 15
DEX 11 APP 10 EDU 15 SAN 75 HP 15

Damage Bonus: +1D4.

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

Nightstick 70%, damage 1D6 + db

.45 revolver 65%, damage 1D10 + 2

Skills: Bargain 70%, Climb 50%, Credit Rating 55%, Dodge 50%, Drive Automobile 50%, Fast Talk 60%, First Aid 40%, Law 65%, Library Use 30%, Listen 60%, Locksmith 30%, Mechanical Repair 35%, Photography 25%, Psychology 45%, Sneak 30%, Spot Hidden 55%, Track 15%.

Languages: English 80%, French 44%.

TWO CONSTABLES

These two stalwarts are honest and diligent. Both are in their late twenties. Reuse the statistics for additional manpower as necessary.

	STR	CON	SIZ	DEX	POW	HP
Fowler	14	14	12	11	10	13
Clark	16	14	16	11	10	15

Damage Bonus: +1D4.

Weapon: Nightstick 70%, damage 1D6 + db

Skills: Bargain 40%, Climb 45%, Credit Rating 20%, Dodge 45%, Fast Talk 35%, First Aid 40%, Law 35%, Listen 40%, Mechanical Repair 30%, Psychology 35%, Sneak 25%, Spot Hidden 25%. ■



CROSS MY HEART, HOPE TO DIE

by J. Todd Kingrea

*Wherein a child who is not what he seems leads his
friends into mischief with dire consequences.*

*Ding dong bell, Pussy's in the well,
Who put her in? Little Johnny Green.
Who pulled her out? Little Tommy Stout.
What a naughty boy was that, to try and drown
poor pussy cat.*

—Children's nursery rhyme.

Scenario Considerations

This scenario pits the player characters against a group of malicious Camside children, unknowingly in the service of the Great Old One Eihort. Led by a living mannequin composed of Eihort's Brood, the children engage in pranks and abusive behavior, and quickly accelerate to murder as they prepare the way for Eihort. The adventure is difficult for the investigators. Their antagonists are children, and the player characters need to think up new methods of confrontation and retaliation. The scenario is also a challenge for keepers, as the children must be convincingly role-played to reveal their different ages and personalities. Both sides of this adventure require fresh thinking, and considerable preparation.

Though various children are encountered or can be encountered at almost any point in the adventure, only the parents of Kerwin Barclay and Jamie Upton are discussed. The many other parents of the children are left as undeveloped wild-cards, free to balance either player characters or the children. One of the other parents might summon the police at an opportune moment. Another parent might keel over with a heart attack and thereby force a Brood to abandon ship in plain sight of the investigators. A third might turn up insane in Eihort's labyrinth and babble a warning about the Great Old One. A fourth might remember that some chap left him an odd star-shaped stone, and so on.

Eihort's purpose in this adventure is to take advantage of a meteor shower and thereby loosen its restrictions to the magical labyrinth in which it has been confined for eons. It will not be free, but if all goes right it will be freer.

Keeper's Information

Twelve years ago, Eihort caused an infant boy to be switched with a doppelganger of the infant made up from his own Brood. The hundreds of thousands of Brood necessary to duplicate the shape, bones, musculature, and organs of the infant were joined together as a single community. They mimicked every detail of the real child. Meanwhile, the true newborn was carried from the hospital down into Eihort's inky labyrinth and locked away, barely kept alive but nearby to the Great Old One.

Eihort became suffused with the changes in the real child. As the child grew, so it could cause the doppelganger or mannequin to correspondingly reflect that growth. The doppelganger grew normally.

After several years, however, the real child's lifeless, lightless imprisonment underground had severely impaired its development. The doppelganger exhibited a variety of strange and unusual conditions and behaviors. Doctors were consulted. To create balance, Eihort sent a Brood to infest each of the children who were the doppelganger's playmates. When they were infested with Brood, Eihort began to absorb the pertinence from them, and thereafter the doppelganger—Kerwin Barclay was his name—seemed to grow more normally to the eyes of observers. The playmates infested with the Brood also became more emotionally attached to young Barclay than they otherwise might have been, and they became the core of the club that eventually formed.

Soon Kerwin Barclay became their leader in daily deviltry. His parents could not explain the boy's troublesome nature, but they temporized, as alcoholics feeling a secret guilt about their failure as parents. Kerwin and his close friends formed a secret club called the Survivors. They had

a secret handshake, passwords, and a hide-out that was an anteroom into Eihort's domain.

In time, the club became enormously powerful among the local children, and attracted many unfettered children as well. Criteria for membership included completing several dares and then an initiation at the secret hide-out. During the initiation, Eihort would manifest, and plant a Brood into the candidate. The Brood gave Eihort a sense of a child's attitudes and fears, and it also inclined the child toward Kerwin Barclay.

Young Barclay still leads the Survivors, and still sows confusion and chaos. The club members are unaware of their true purpose. Most are desperately afraid of Kerwin. All have been threatened with death if they speak of the Survivors or reveal the club's secrets. They follow Kerwin's orders—most do so obligingly, and some reluctantly. They perform all manner of hateful and destructive acts around town, each worse than the last.

The investigators' involvement begins with Jamie Upton, whose recent initiation into the Survivors caused the boy to suffer a mental collapse. His initiation didn't take, and he fled screaming from the hide-out, his mind unable to cope with what he had seen. It is up to the investigators to expose the hellish dominion Kerwin has over the children of Camside and to stymie the return of the Shambler Below.

Investigators' Information

On a gray, rainy morning, an attractive woman in her mid-thirties approaches the investigators. She identifies herself as Katherine Upton. She asks to speak to the investigator with the highest Psychology, Psychoanalysis, or Medicine skill. If no one has significant points in these skills, choose the player character with the highest POW. Other investigators may be present, but she directs her comments to this one.

Mrs. Upton is a petite woman with creamy skin and short brunette hair. She wears a pretty yet inexpensive blouse and skirt and carries a soggy umbrella. She is cordial and soft-spoken, but clearly anxious.



KATHARINE UPTON

She explains that she got the investigator's name from her cousin, Maureen Leigh of Brichester. Maureen Leigh was encountered in the scenario "Gothic," if the keeper has already run that one. Otherwise Mrs. Upton must be introduced by another third party.

Mrs. Upton's only son, Jamie, has recently undergone some sort of traumatic shock. He won't talk about it, but it has affected him deeply. She has tried to consult a psychiatrist in the area, but all are booked solid or are away from their practices. She pleads with the investigators to visit her home and take a look at Jamie.

Two days ago the boy went out to play with his friends, and returned several hours later—pale, shaken, and terrified. He would not talk about what had happened. Since then he has slept with the light on, is restless, eats very little, and seems perpetually clammy. She has taken him to the emergency room, but the staff found nothing physically wrong with him. Their suggestion for psychiatric aid has now led her to the investigators. She offers to pay whatever fee the investigator charges, but asks that the visit be made as soon as possible. She is afraid for her child's health. Other investigators with skills of a medical or psychological nature are also invited. If the investigators agree to visit the boy, she scribbles her address down on a scrap of paper and graciously thanks them before leaving.

Those who are medical doctors, psychiatrists, or psychoanalysts will realize that to practice professionally in the U.K. requires the proper documentation and certification—that while they might make suggestions on a casual basis, it would be most especially illegal if they treated Jamie and accepted a fee. A single consultation would concern no one, but an extended relation would. Their professional ethics should indicate potential trouble ahead.

Visiting Jamie Upton

The Upton home is located on Queen Street in Camside. It is a modest two-story home flanked by tall hedgerows. The investigators are greeted at the

door by Katherine and her husband, Sean. He is a broad man with deep set eyes, a cleft chin, bright red hair, and a serious demeanor. They receive the investigators cordially. After introductions are made, they lead them upstairs. The inside of the house is neat, tidy, and tastefully furnished. Downstairs consists of a central living room, a



SEAN UPTON

kitchen, a small dining room, a den, and a guest bedroom. The master bedroom, Jamie's room, and the lavatory are upstairs.

Sean and Katherine introduce the investigators to eight-year old Jamie, who sits in the middle of his bed playing with several toy action figures. Jamie

has red hair, freckles, and glasses, and physically seems normal for a boy his age. His room is decorated with movie and athletic posters, as well as comic books, airplane models, and the numerous knickknacks little boys hoard. After explaining why the investigators are there, his parents quietly step out into the hall to wait. Jamie doesn't seem to notice.



JAMIE UPTON

Investigators attempting to talk with Jamie have no luck at first. The boy won't communicate with them. Occasionally he goes to his window and peers between the closed curtains before scurrying back to the safety of his bed. Investigators may attempt Psychoanalysis rolls to get Jamie to open up. If no one has that skill, a successful Psychology roll followed by a Persuade roll achieves the same result. Jamie's statement (*Cross Papers #1*) can be found boxed below.

Jamie begins talking in a deliberate whisper, continually glancing toward the window and shivering. Psychology rolls suggest that he likely has several secrets which are connected with his problem, but that he cannot or will not reveal them. As he repeats his experience, he becomes more and more terrified. He also begins to clutch at his stomach as if in pain. By the end of his story he is quaking from fear and a cascade of tears. Another

Cross Papers #1

Jamie Upton's Statement

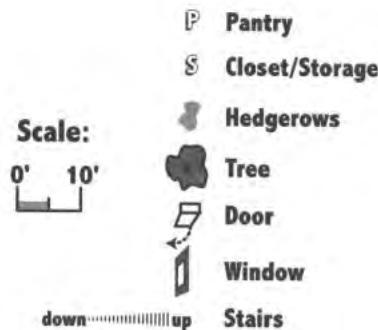
"Well, I hadda go to my initiation into the club, so I went and met everyone at the hide-out. I was blindfolded and lead into someplace cold and smelly. Kerwin and Davey were sayin' all kinds of funny things, which they said was part of the initiation. I don't think any of the other kids were with us then. We walked for a long time, but I think maybe we were just going around in a circle or something. Finally they stopped and took off the blindfold.

"I . . . it was dark—really, really dark—and it smelled bad. The dark smelled bad. Kerwin and Davey was still sayin' stuff, but really quiet-like. Then it came around . . . around this corner . . . Kerwin and Davey, smilin'. The floor . . . I wanted to yell, but I couldn't! My head hurt! Big . . . Mummy! Daddy! I think I fell . . . then ran . . . crying . . . whole body felt funny . . . ran all the way home. . . ."

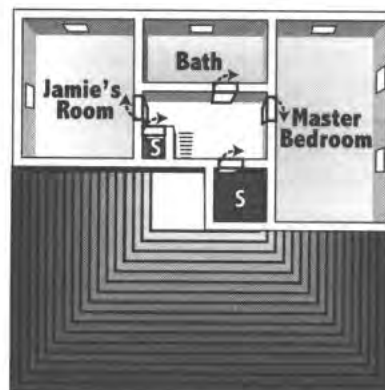
the UPTON HOUSE



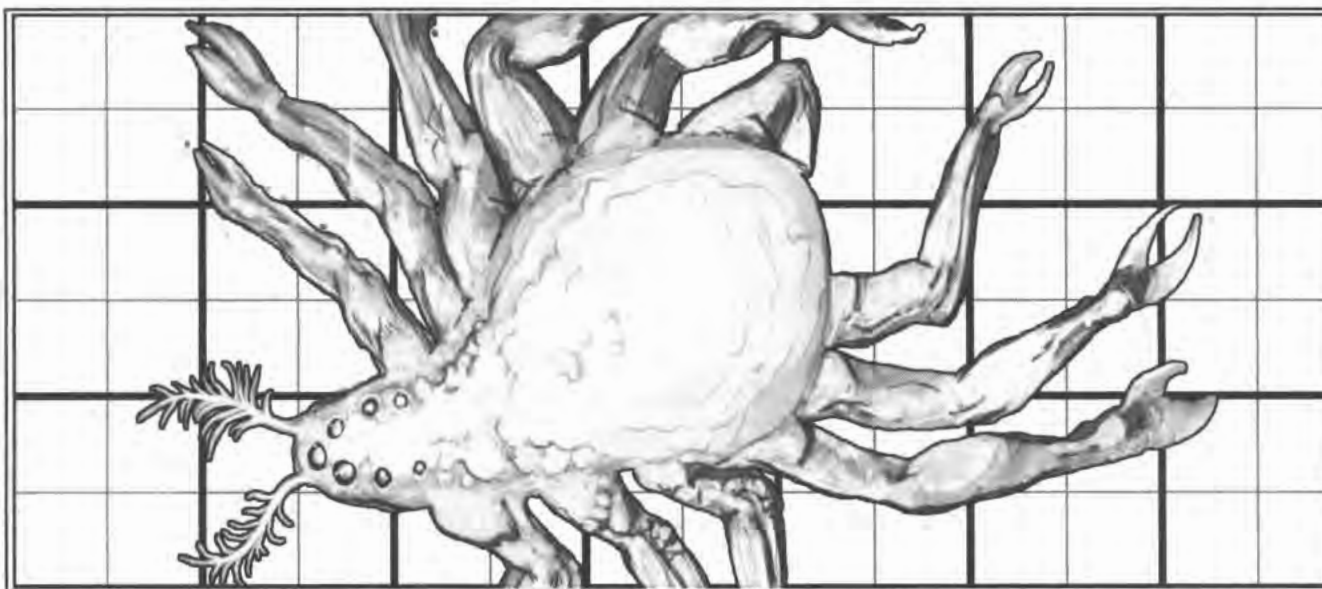
GROUND FLOOR



SECOND FLOOR



The White Spider



Psychoanalysis or Psychology is required to calm him down.

The boy does not name the club unless a Persuade roll succeeds. Two more Persuade rolls are required to get him to name the other children involved. They are Kerwin Barclay (the president), Davey Nooren (vice-president), Nick Selsby, Brendan Cox, Tanith Cline, Megan Trowers, Michael Condell, Ricky Watson, Victoria Cox, Ellen Griffith, Betty Staples, Scotty David, Geoff Kingrey, Allan Roth, Renee D'Acier, Allison Gester, Jack Bowen, Lily Wallerton, Fresca Dunston, and Herbie Keith. They are all local children whose homes are within walking distance.

Under no circumstances does Jamie divulge the location of the hide-out. Psychology rolls reveal that he seems as terrified of what he has just told them as of the incident itself. Idea rolls recall that children's clubs usually have a lot of secret rules and such; probably all the kids have taken an oath of silence, which young Upton has now broken. If this is mentioned, he tearfully and solemnly repeats "cross my heart, hope to die, stick a needle in my eye," which the investigators recognize as a universal oath of binding between children. Jamie Upton places an unsettling emphasis on the words "hope to die."

All during their talk, he has been holding his stomach. By its conclusion, he is visibly sweating and ashen-faced. Medicine rolls show that he suffers from some physical malady but, before any action can be taken, he leaps up and races into the bathroom, gagging. After a few moments a crumpling thud is heard. Successful DEX x4 rolls allow the investigators to get to the bathroom before Katherine or Sean.

Jamie Upton is unconscious on the floor. He has been sick in the toilet and has collapsed beside it. Investigators making Spot Hidden rolls at half their

normal percentile rating see a white, spidery creature skitter into a crack beneath the sink and disappear. Several trickles of blood show where the thing crawled out of Jamie's ear. Investigators may attempt Cthulhu Mythos rolls to identify the grubby spider-thing as one of the Brood of Eihort. Sanity loss is 1/1D2. If the investigators are not in the bathroom, Mrs. Upton comments on seeing the white spider once Jamie is okay. The lad recovers consciousness quickly and seems remarkably improved, physically. He asks for something to eat and his coloration returns to normal. Mentally, however, the investigators can still detect the fear in Jamie as he glances toward his window.

JAMIE'S HOMEWORK

Before leaving Jamie's room, investigators may make Spot Hidden rolls to notice a rather large collection of magazines sticking out of the boy's backpack. They are all of an astronomical nature, and some bear the stamps of the Camside Public Library or the Camside School Library. All of the magazines are current scientific periodicals, and each contains an article concerning some recent meteorite fall. Astronomy rolls reveal that the most prominent meteor showers occur every year, on roughly the same dates. They seem to be connected with the orbits of comets, or are the offspring of a parental comet. Some meteor showers are unexpected, however, and some unexpectedly appear with special intensity. One of these journals predicts a meteor swarm in three nights from now, with an unusual radiant point near Polaris, in Ursa Minor.

The youngest Upton wrinkles his nose up and says that he will observe the meteor shower for his science project. His whole class is doing it. His voice and manner are evasive, but he does not change his story. His attention to this celestial event



is at Kerwin's request, so that he can prepare for his master's return. During this powerful meteor fall, the barriers that separate Eihort from the surface world will be weakened, and the Great Old One can visit the surface for a time. If asked, Sean and Katherine are aware of Jamie's science project. Even though they think the subject may be a bit over his head, both are pleased the boy is taking the project so seriously.

If Jamie Upton is asked where the Survivors' president, Kerwin Barclay, can be found, he hesitates, then tells them that usually most of the kids hang out over in Grigsby's Field. All the other children and most of their parents also know this. If asked about any of the children Jamie named, Katherine and Sean know all of them, or their parents. They're pretty good kids, although lately they've been getting into lots of mischief. Of course, as long as Kerwin has been around, the kids have always done things they weren't supposed to. "That lad brings out the worst in the kids," Sean says. In his opinion, Kerwin is a smart-aleck who's been given too much freedom and not enough discipline. Kerwin is rude, hateful, and devious. "He's always got a sneer on his face. You just know every time you see him that he's up to no good," Katherine adds. Sean indicates that Jamie will have nothing further to do with Kerwin or his club, thereby closing the discussion.

As the investigators leave the Upton home, a successful Spot Hidden roll detects two small children running away down the sidewalk. Once they've gone half a block or so, they stop and turn to look at the investigators. After a few seconds, they take off again and disappear around a corner.

Day 1

During the rest of the time after the investigators' interview with Jamie, members of the Survivors follow the investigators around. A child or two can often be found outside the player characters' location, innocently playing. They keep an eye on these adults at Kerwin's command, because of the attention that these adults have given to Jamie. The kids watch from across the street, from behind trees, and from hiding places. Occasionally call for POW x5 rolls to allow the investigators to sense they are being watched. Successful Spot Hidden rolls detect grinning children who duck out of sight when noticed.

As time passes, the investigators see the children behaving worse and worse. These activities might include such things as games of keep-away, harassing animals, pranking one another, small

scuffles, and the like. They are actions which are normal for children, but that also hint at darker deeds to come. Give witnesses Spot Hidden rolls to notice the sadistic pleasure taken in these acts, usually evidenced by demonic smiles that quickly change into angelic countenances when someone draws near. Through the course of the scenario, keepers should expose the player characters to examples of the children's increasingly evil behavior.

Talking to the Children

If the investigators wish to talk to any of the club members, a Luck roll allows them to find a few out playing, walking home from school, or being mischievous. In order to gain their trust, the adults need successful Luck and Persuade rolls. (Credit Rating rolls only bewilder them.) If both rolls succeed, the youngsters open up somewhat and begin chatting about anything and everything, jumping from topic to topic. If questioned about the club or its members, they answer cautiously, in very vague ways—after all, adults aren't supposed to know about their secret club. Another Persuade roll is required before the children reveal anything. They all know where the hide-out is, but will not tell; they all know of Grigsby's Field; all are involved in the science project. They will not tell on each other, as the reins of secrecy are held tightly by Kerwin Barclay.

If any of the rolls fail, the children fall silent and study the investigator in an appraising, highly intelligent way. They say nothing else. They may begin to jeer at the investigator, calling him or her names and throwing things. Afterward they scamper away, giggling in high-pitched voices. If any of the children are caught, they kick and bite ferociously until released or until someone comes to investigate the commotion.

A Meeting with Kerwin

It may seem to the investigators that their part in Jamie Upton's life is over. This is not so. Soon the investigators see Jamie running from a gang of children. They seem intent on doing him harm, shouting and threatening him as they give chase. If the player characters try to help Jamie, they need two DEX x5 rolls and a Luck roll to keep pace. Keepers may also require occasional Dodge and Jump rolls to clear obstacles with which the smaller, more mobile children can better deal. On and on they chase Jamie, through yards and alleys, sometimes separating to prevent him from veering left or right, or escaping into the company of adults. Pursuing investigators quickly understand



that the children are herding Jamie in a specific direction.

If an investigator fails get the needed DEX or Luck rolls, then he or she is fatigued from running or trips over something. If this happens, successful Listen and Navigate rolls allow him or her to locate the children and pick up the pace again.

The group of kids chase Jamie to Grigsby's Field, where Kerwin, Davey Nooren, and Nick Selsby await. The three boys are engaged in a morbid game of tying up cats and tossing them into an old well. Seeing this and hearing the cats' pitiful cries costs 0/1 sanity points. Jamie stands

breathless in front of the three boys, the other children encircling him from behind.

If the player characters follow the hunt to Grigsby's Field, they can intervene and easily prevent Kerwin and his pals from pitching Jamie into the well. Most of the children scatter in all directions, disappearing across the field. But Jamie, Kerwin, Davey, and Nick stay by the well. Kerwin Barclay and his friends hand Jamie over to the investigators, and glare menacingly. They also reply to investigator questions with belches, wisecracks, and childish defiance. When the investigators leave,

Kerwin Barclay and Friends

Kerwin Barclay is twelve years old, with grungy blond hair, watery blue eyes, and an



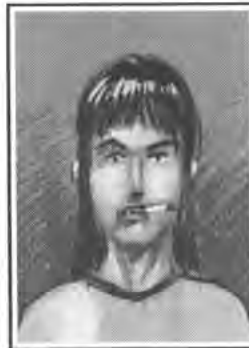
KERWIN BARCLAY

extremely pale complexion. His lips turn up slightly on the corners, giving him a hateful expression most of the time. Kerwin is a community of Brood, hundreds of thousands of the vile creatures knitted together to mimic a human form. They account for his

chalk-like coloration as well as the clammy, greasy feeling of his skin.

The naked eye cannot distinguish the Brood once they are joined according to Eihort's will. Should Kerwin lose half or more of his hit points, or be exposed to an Elder Sign, his body quickly collapses and the Brood separate completely, scuttling off toward shelter in every direction. Nothing remains of Kerwin except his clothes. Seeing the boy's body separate into hundreds of thousands of individual Brood costs 1/1D6 sanity points.

Kerwin is the tyrannical leader of the Survivors; all the members must do as he says. The Brood inside each of them helps draw them to Kerwin, making them more receptive to his commands. Even though the children are essentially good kids who realize that the evil things they do are wrong, they cannot help but follow Kerwin. He encourages them by telling them it is okay to feel good about doing bad things. The kids are more frightened of Kerwin than of their parents, teachers, or police.



DAVEY NOOREN

Davey Nooren is the vice-president of the Survivors and Kerwin's right-hand man. He is almost fanatical in his devotion to his best mate, and carries out Kerwin's wishes to the letter. Davey is almost as feared at times as Kerwin. He is a razor-thin lad, exceedingly tall for his age. He has long black hair and braces, and smokes cigarettes.



NICK SELSBY

Nick Selsby is the club enforcer. He distributes Kerwin's punishments—a task he carries out with sadistic glee. Nick is bulky, stout, and rude. He already shows a strong growth of facial hair amid his unsightly pimples. He has a loud, annoying laugh and enjoys making annoying sounds of flatulence with his armpit.

Punishments meted out by the Survivors include mental abuse, bruised shins, and harsh physical beatings. Although he has never done so, young Barclay is prepared to impose a death sentence for major transgressions. The children are cunning, however, and carefully orchestrate their activities to avoid or minimize police and parental involvement. Accidents do happen, after all. . . .

Kerwin continues to stare in their direction long after they've gone.

If the investigators bide their time and wait, a successful Listen roll allows them to overhear young Barclay's comments beside the well. Kerwin tells Jamie that he has broken his vow of secrecy by telling adults about the Survivors. Jamie tries to protest, but Kerwin stops him. The pale boy announces to the children that Jamie has hurt the club by telling its secrets and must pay the penalty. Jamie protests, then asks how Kerwin knew. Smiling like a skeleton, Kerwin Barclay tells Jamie that he is "no longer part of us, no longer like us. I know." When Kerwin and Davey turn to consult on the punishment, Jamie Upton makes a break for it. Nick immediately catches him and punches him hard in the stomach. A baleful glare springs into Kerwin's eyes, and he yells for Jamie to be thrown into the well. "If he wants to act like a pussy cat, we shall have to treat him like a pussy cat!" he sneers.

The investigators presumably act to prevent Jamie from being pitched into the well.

COME OUT AND PLAY

Understandably shaken, Jamie asks the investigators to walk him home. Once there, someone knocks at the door and Sean answers it. Two children—Megan Trowers and Allan Roth—ask if Jamie can come out and play in the yard for a while. Investigators looking out the door or window see three or four children standing nearby in the shadows of hedgerows or trees. Spot Hidden rolls show a few of these children hold small knives behind their backs. Sean orders the children away, refusing to let Jamie go outside. Investigators who continue to watch see the children slowly gather in one corner of the yard—watching the house—before gradually slipping away into the night.

If Sean or Katherine is told of the children with knives, both are amazed, and a Psychology roll shows they are fearful. Sean stomps off into the kitchen to begin calling the kids' parents and Katherine sees the investigators to the door. Jamie comes down the stairs as they leave and tells his mother that he's seen kids standing along the street, watching the house. Katherine bids the investigators a good night, thanking them for bringing Jamie home, then consoles her son.

Outside, the night fog settles, diffusing the street lamps and turning the familiar into the surreal. Somewhere nearby the investigators hear two or three children giggle, then the sound of tiny feet running away.

STICKS AND STONES

This incident occurs at night as the investigators leave the Upton home, or at a time of the keeper's choosing during the first or second day. If they are

"Can Jamie come out and play?"



on foot, the investigators are ambushed by a dozen of the children throwing rocks, sticks, and bottles through the swirling fog. They curse and taunt the player characters, yelling that the adults have been marked and cannot escape retribution. The children are violent and hellish, flinging their projectiles with fury and delight. Each round, random members of the group are hit by a total of 1D4+1 objects. A successful Dodge roll reduces the number of hits by half. Each hit does 1D3-1 hit points of damage. (Assume that the attackers all have damage bonus ratings of +0.) Player characters reduced to zero hit points fall unconscious.

The investigators may attempt to retaliate but spotting the continually-moving children through the fog is difficult. The player characters need successful Luck and Spot Hidden rolls each round to locate a child; built closer to the ground, the children know where the investigators are at every moment. Keepers should remind investigators of the social and legal ramifications of retaliating with extreme force against children. Fortunately the attackers only have enough ammunition for four combat rounds. After that they disappear into the fog, their cackling laughter hanging in the damp night air.

If the investigators drove to the Upton house, a second surprise awaits them as they reach their car. The children attack as described above, but two





children are hiding in the back seat of the car—perhaps the doors weren't locked, or they broke a window. When the rear doors are opened, the children shriek and attack the investigators who open them. If no one gets in the back, the children attempt to stab whoever is in the front seat. D100 rolls of DEX x3 or less let investigators react to the children's attack; failures indicate they were caught off-guard and surprised. The two children then get a free attack at +25 percentiles. Damage from the knives is 1D6+1. After their attack, the two attempt to get away. If any of the children are captured, they fight, curse, and scream until released or until a neighbor responds to the noise. If someone arrives, the children immediately act as if the investigators assaulted them. Needless to say, this could put the investigators into a very nasty predicament.

Kerwin's Past

If the investigators express an interest in Kerwin Barclay's background, they may talk to his parents, his principal, his doctor, and the nurse who helped deliver him.

Keepers should note that at least the Abigail Dandridge interview must be completed tonight, since she will die before morning.

CRAIG AND EMILY BARCLAY

They are alcoholic and shallow parents who can spend hours boring the investigators with stories and snapshots of "little Kerry." They realize he is a troublesome child but cannot explain why. When the subject is brought up, they turn the conversation to more agreeable areas of remembrance and achievement. A Psychology roll guesses that the Barclays suspect something in particular about their son's behavior, but they do not tell the investigators. Their suspicion deals with the developmental problems he suffered as a little boy (see the sub-sections "Sanford Price" and "Abigail Dandridge," on this page and page 114).

RODNEY KINER

The Camside Schools headmaster is a balding scarecrow of a man, with wide glasses and droopy jowls. A successful Persuade or Medicine roll is required before Kiner will reveal anything from Kerwin's file. He notes that the boy is smart but doesn't apply himself. He's been in trouble countless times, mostly for pranks and cruel stunts, and has been expelled on two occasions. The first was for releasing a brown recluse spider in his teacher's desk, and the second was for lashing another student to the flagpole and whipping him with a switch. Kiner can describe dozens of other instances of defiance or spiteful behavior, but cannot explain

the intensity of young Barclay's behavior. He notes that Kerwin has always been a bad influence on the other children, who seem to flock to him with an unhealthy fanaticism.

SANFORD PRICE

Sanford Price is the Barclay's family doctor; he delivered Kerwin. He is a portly and jovial fellow in his late fifties, especially popular with young patients for whom he always has balloons and lollipops. His office is busy but he gladly allows a few minutes for the investigators between appointments.

Upon referral by the Barclays, the investigators learn about an incident involving Kerwin when he was about two. His parents brought him in for an examination, concerned about some problems with his development and behavior. The lad walked bent

over in a hunched position; ate in a greedy, feral style; communicated with grunts, howls, and gestures; disliked bright light; and often sailed off into fits of rage, gnashing his teeth and flailing about. Doctor Price prescribed some medication and urged the parents to become more active in helping Kerwin develop his personal and social



SANFORD PRICE

skills. Shortly after that the boy began to recover, his behaviors and development progressing normally. Without pausing, Dr. Price notes that "it was as though Kerwin had been raised without benefit of contact with other people."

Dr. Price also mentions, in passing, an odd event that occurred the night Kerwin was born. A storm knocked out electricity throughout the building, and one of the nurses reported seeing a suspicious person prowling the halls outside the nursery. If the investigators seek further information, Dr. Price refers them to Nurse Abigail Dandridge, since the good doctor had already gone home and didn't actually see anything unusual that evening himself.

ABIGAIL DANDRIDGE

Mrs. Dandridge helped Dr. Price deliver Kerwin. She is in her early seventies, with snow-white hair and severe arthritis. She moves about her tiny house with a walker, talking to her eight cats and scolding the television for its useless programming. A successful Persuade or Medicine roll gains her trust and her story of Kerwin.

Mrs. Dandridge was a couple of years away from retirement when Kerwin was born. She



Sticks and stones may break your bones . . .



ABIGAIL DANDRIDGE

remembers the night vividly because of a tremendous thunderstorm that was underway. The lights in the hospital had gone out and she was phoning maintenance to see why the back-up generators hadn't come on. She remembers a tall man in a heavy trench coat and hat who stepped

out of the stairwell and started toward the nursery. She called for him to stop and then lightning suddenly ran in on the phone wire and knocked her unconscious.

When Nurse Dandridge regained consciousness it was still dark in the hospital and she felt terribly weak, nauseous, and dizzy. As she struggled to stand, the tall man returned from the direction of the nursery, bearing something under his coat. As he opened the stairway door, the emergency lights suddenly came on. The man reacted as if he'd been burnt, jerking and twitching. He escaped down the stairs but she couldn't follow: the babies crying in the nursery were her first concern.

Fearing the bundle under the man's coat was a baby, Nurse Dandridge hurried to the nursery, finding the other nurses also unconscious on the floor. She began to question whether it really was lightning that had knocked her unconscious, or perhaps something the stranger did. Her fears of abduction were groundless, however, since all the babies were safe and sound in their cribs. She can offer the investigators no explanation as to who the man was, or what he took from the maternity ward.

Psychology rolls reveal that Mrs. Dandridge is hiding something. If another Persuade roll is made, she explains that she didn't want to say anything for fear the investigators might think her senile. When she returned from the nursery, she immediately phoned security to inform them of the man; then she went to investigate the stairway, where she found dozens and dozens of scurrying white spiders. Minutes later security reported finding an empty trench coat and hat outside in the bushes which matched the ones the tall man had been wearing. The security guard remarked on the strange white spiders in the bushes that scampered away into the darkness.

No one knows who the man was, where he went, or why he was on the maternity floor. A thorough inventory of the entire floor revealed nothing missing.



Day 2

The morning after their interview with Mrs. Dandridge, investigators notice a headline and story in the *Brichester Herald*. Investigators lose 0/1D3 Sanity points after reading of the widow's murder at the hands of the children. See the *Cross Papers* #2, on page 115.

Children at Play

On the day before the predicted meteor shower, investigators see the children behaving much more cruelly. They vandalize and steal, trip old people coming down stairs or crossing streets, brutally beat children not in the club, and threaten others with knives. When caught performing these acts, they smile evilly and then adopt cherubic expressions which cry innocence. These events are optional but it is easy to see that what was mischief yesterday has become terrorism today.

PASS THE WORD

The day before the meteor shower and the first walk of Eihort, the player characters overhear several of the children talking about an initiation. Successful Listen rolls, possibly in conjunction with a Hide roll to avoid detection, reveal that the Survivors are holding an initiation that afternoon for two new children at the secret hide-out. A Luck roll can have the children point out the location—a cave at the base of Grimsdyke Hill, behind a grove of trees. If the Luck roll fails, the investigators will have to surreptitiously trail the children to the place, using Sneak and Hide rolls to avoid detection.

Grimsdyke Hill and the Secret Hide-out

Grimsdyke Hill is located roughly a mile outside the town. It is a small, domed hill about a hundred yards high at its pinnacle. Rough ground, farmland, and open fields bounded by stone walls lie around it. Grigsby's Field is about a ten-minute walk from the hill. A successful Spot Hidden roll at half normal chance is required to find the cave entrance behind the foliage. If the investigators have followed the children here, the roll is not necessary. From this point on, the narrative assumes that the investigators are there at the same time as the initiation is going on.

Initiation into the Survivors consists of performing several dares (which the two children have already done), then entering the tunnels beyond the cave, where pledges are implanted

with a single Brood. If the investigators approach the cave mouth, two separate Sneak rolls are required to avoid detection. If either roll fails, an alarm is raised and children scatter madly in every direction. Should the investigators reach the cave mouth undetected, they see the club members within, standing in a semi-circle and facing Kerwin and the prospective members. The pledges are blindfolded.

Kerwin and Davey lead the pledges into a tunnel at the rear of the cave. After a few moments, Listen rolls hear the echoing, haunting sounds of chanting, performed in a sing-song child's voice. A successful Cthulhu Mythos roll recognizes the Contact Deity/Eihort spell.

Contact Deity/Eihort

This spell resembles other Contact Deity spells, except that Eihort's Bargainers sacrifice 1 magic point instead of 1 POW when casting this spell. The god automatically appears in dream form if the caster is distant, and in person if within a few hundred yards. New Bargainers lose 1 POW as compensation to Eihort for receiving this spell.

For the purposes of this scenario, Kerwin can automatically contact Eihort without any point loss. Any other children who know this spell lose 1 magic point, as if they were Bargainers.

Should the investigators interrupt the initiation at any point, the children scatter and flee into several small tunnels which branch away from the central cave. All of these lead outside. Investigators pursuing children through these tunnels must make DEX x4 rolls to avoid colliding with the low ceilings. Failure indicates the investigator suffers 1D3–1 points of damage. A Luck roll is also necessary to follow children through any tunnel and back outside. If unsuccessful, the tunnel narrows to a point where only persons of SIZ 8 or less can slip through. Kerwin, Davey, and the pledges are immediately alerted if any sort of alarm is raised. They likewise escape through tunnels too narrow for adults.

Eihort's Labyrinth

The cave and its myriad tunnels are some of the entrances to Eihort's labyrinth. From the point where Kerwin calls his "father," a wide tunnel with a sloping floor descends into foul darkness. Following this incline takes ten minutes and requires a DEX x5 roll to avoid slipping down the

Cross Papers #2

Briches

JU

Late-Night Fire Kills One

Firefighters in Camside last night battled an almost-uncontrollable blaze at the home of Mrs. Abigail Dandridge of Elizabeth Street.

The fire was reported shortly after midnight by a neighbor who heard an explosion and saw flames shooting out of the windows. "It was awful," the neighbor, who wished to remain anonymous, noted. "I had just gone to bed when I heard the explosion. It was like a bomb going off, then there were flames licking out of every window. Poor Mrs. Dandridge couldn't have had a chance."

Firefighters fought the intense blaze for thirty minutes before getting it under control. Several open gas valves on the kitchen stove caused the explosion. "There was petrol or some kind of combustible chemical in that house somewhere," fireman Benny Hebrull said. "It burned too hot and too long for it not to have been fed by something. Once the fire hit that gas, it was all over."

The house itself was totally destroyed by the explosion and the fire. The lone occupant of the house, Mrs. Abigail Dandridge, was pronounced dead on the scene. She was a retired nurse who suffered from arthritis and had difficulty moving about. Mrs. Dandridge was thought of highly by friends and neighbors. She was 76 years old.

Fire Marshal Roger Emmitt believes the fire was purposefully started by arsonists. He spoke with several witnesses who claim to have heard children laughing and running away right after the explosion. Police found an empty petrol can in the bushes a block away. In addition, several of Mrs. Dandridge's cats were discovered on the premises bound, tortured, and burnt. When asked if he thought children or young adults could be responsible for the blaze, Emmitt refused to comment.

All gas lines in the area have been closed off as a safety precaution until the cause of the gas leak can be determined.





steepest part. A failed roll causes 1D6+1 points of damage if the unfortunate outsider slides down the slope, bouncing off the cold walls.

The tunnel finally opens up into a huge circular cavern of pale white stone that is spongy, slimy, and icy to the touch. Dozens of tunnels lead off in every direction through the peculiar stone. These are more entrances to Eihort's labyrinth. When the interlopers reach this point, the domain of the Shambler Below exerts its alien influence. The cavern seems to warp and fold around the investigators, causing them to become very dizzy. Moments later, when the spinning and twisting stops, the investigators no longer know which tunnel leads back out: all the exits look the same. Sanity loss is 1/1D6 SAN.

Investigators can choose to explore any of the tunnels, but once the cavern has warped and folded, only one tunnel will return them to the surface. To pick the correct route, a player character needs a successful Navigate roll and a roll of INT x1 or less on D100. If either roll fails, both must be attempted again. They may be rolled as often as desired, but each new attempt costs the guiding player character 1D2 Sanity points. His or her companions lose only 1 Sanity point each per set of rolls. Success with both rolls allows everyone in the group to escape the labyrinth.

Eihort's labyrinth is a dangerous and tricky place, and investigators who go temporarily insane may develop phobias appropriate to the location. Insane investigators could also run away down one of the tunnels, forcing companions to follow or else abandon their friend. These tunnels lead into the damp, maddening twists and turns of this maze. Inside the labyrinth, Brood scurry across the floor and cling to the ceiling, crunching underfoot and dropping on clothing. Investigators lose 1 Sanity Point per hour spent in the maze just due to the ever-present Brood, frustration, fear, and the alien madness they stumble through.

There is a D100 table for labyrinth events and encounters on page 117.

THE REAL KERWIN

At some point, let the investigators encounter the real Kerwin Barclay. Unable to grow properly in this environment, he is a gangly and hunched parody of a young boy. He has long, stringy white hair, bone-white skin and huge bulging eyes that are totally colorless. His fingernails are sharp and cracked, his teeth rotten and jagged. Kerwin growls, shrieks, and grunts, leaping about and attacking with the frenzy of a wild beast. He has no language. He cannot be reasoned with—he is a raging animal. To

be rescued from the labyrinth, he must be knocked unconscious and carried out. Seeing the feral Kerwin for the first time costs 1/1D6 Sanity points.

Mythos Research

Player characters looking for information about Eihort or the meteor fall in a Mythos tome have a chance equal to the book's Cthulhu Mythos percentiles x2 of finding the passages. Any volume of the *Revelations of Glaaki* has a Cthulhu Mythos x5 chance—except volume IV of that horrid collection, which automatically contains the passages. For the four quotes, see *Cross Papers #3*, on page 118.

The Visitation

This event can occur after “A Meeting with Kerwin,” “Sticks and Stones,” or whenever the player characters show themselves as enemies of Eihort. Even if they do not interrupt the initiation, their systematic movements stand out among the daily routines of the adults. To solidify the situation, Eihort sends nightmares and his Brood.

In the dreams, the whispering sound of cloth rubbing together wakes each investigator. Floating in the doorway or at the foot of the bed is a ragged figure, dressed in a thick, hooded robe, exuding the chill of the pale god's domain. The face is hidden completely in the shadows cast by the hood. The figure then floats through the air toward the investigator, the robe rustling as it does so. Sanity loss is 0/1D4 when the hood falls half-way back, revealing a head of flying cobwebs. The hood presses into the investigator's face, and the clingy cobwebs are now home to several scurrying Brood.

If the dreaming player character lost any Sanity points, he now sees one of the spidery creatures leap from the cobwebbed head into his own mouth. A successful CON x4 roll allows the investigator to spit out the slick glob, and this action automatically awakens the dreamer. The waking investigators see dozens of Brood swarming over their bedclothes, bodies, and faces. They can still taste the Brood. One lies nearby in a pool of vomit and spittle. Awakening and realizing that a Brood was actually in one's mouth costs 1/1D6 Sanity points.

If no Sanity points are lost from seeing the dream-figure, the investigator awakens as the thing presses the cobwebs into his face. Those waking are greeted by the same sight as above: dozens of grub-like, crab-legged fleshlets all over them and their beds, but none—as yet—in their mouths.

The Brood's goal is to implant one or more of their number inside each investigator. There are 3D12+10 Brood on each waking investigator, and there will be an additional 3D10 Brood on the following round. Sanity loss for being covered in

Eihort's Labyrinth, Event or Encounter

D100 event or encounter

- 01 An exit to the surface.
- 02–10 A human skeleton with a cracked skull.
- 11–20 A dead end.
- 21–25 An earth tremor. Roll 1D6: 1–3, Dodge rolls are required to avoid 1D8 points of damage from a ceiling collapse; 4–5, nothing happens; 6, the ceiling caves in behind the investigators, blocking the tunnel completely.
- 26–40 Nothing.
- 41–45 The feral Kerwin Barclay attacks until he loses half his hit points, then he lopes away.
- 46–50 An icy underground lake; investigators can swim across or turn back. At their option, keepers may choose horrors to inhabit the lake.
- 51–60 The labyrinth's walls begin to pulsate as if alive. Anyone touching a wall is sucked inside it and killed unless a successful Resistance Table roll is made of the investigator's STR or SIZ against the pulling STR 25.
- 61–64 A tower of cracked human skulls.
- 65 The labyrinth opens up into a gigantic vaulted cavern. Human bones form maze-like pathways across the floor. Stepping outside the bones or disturbing them in any way has no unusual consequences, unless the keeper determines otherwise.
- 66–75 The moldering corpses of two spelunkers.
- 76–80 Nothing.
- 81–85 The feral Kerwin Barclay attacks until he loses half his hit points, then he lopes away.
- 86–95 Bad Air: reduces STR, DEX, and CON by 1D6 points each for 1D4 hours spent in the labyrinth.
- 96–97 A human body, badly decomposed and still crawling with Brood.
- 98–99 Eihort.
- 00 A Gate. Keepers determine where it leads.



Cross Papers #3

At the appointed hour, when the newest stars in the heavens spring forth to align themselves upon this sphere, then shall Eihort—the Shambler Below, the god of the labyrinth—come forth to crawl once more upon the land. He will for precious moments leave the dismal imprisonment of His nightmare abyss and enter again the world of Man, and when He does, the hours or days that follow shall be bleak and caliginous. For the rays of the Sun now will be fitful upon this sphere. Eihort shall begin His remaking, and find revenge upon the unfaithful. Those who honor Him and repeat His canticles will receive a new existence.

... When Eihort emerges from the labyrinth, the children of His will precede him. Their emergence will mark the passing of the old and the beginning of the new. And His blood children will crawl and scuttle from every hiding place that has held them without measure, growing strong and serving their Master.

Let those who persecute us beware! For the servants of Eihort and His brethren are protected. Great Eihort knows the minds of the weak, for He is the God of the Labyrinth. The true mystery of the labyrinth is Eihort's unlit prison, yes, but also the human mind! Eihort knows and commands both! As He knows the limitless reaches of His labyrinthine prison, He also knows the living, pulsing labyrinths within us!

Let yourselves be cautioned: for the star-shaped symbol is a bane to Eihort. If you see it, destroy it, for beyond it He cannot pass, neither with His body or His will. Of light we must also be warned. It causes Him pain, and a sufficiency returns Him to His prison. Be on your guard for those who come with star-shaped stones, or speak of great lights.

Brood is 1/1D3 SAN. Player characters can swat them off two or three times per round, as the keeper feels appropriate. Each swat knocks off 1D6+2 of the horrid creatures. The Brood attack for three rounds, then disappear into crevices and holes.

If a Brood successfully enters an investigator's mouth, require a CON x4 roll to spit or vomit it back out. If unsuccessful, the Brood slips down the throat and into the stomach. Presumably more Brood enter the victim, as they progressively take control. Treat infested characters as if they had made Eihort's Bargain. The difference is that Eihort greatly increases the rate of gestation for these Brood. The victim loses 2D4 hit points and 1D8 Sanity Points per day, and the Brood emerge from their host only 2D3 days later, destroying him or her in the process. Eihort can mentally summon these pain-wracked characters to do his bidding, which he may do at his time for emergence. Failure to answer the call of the Shambler Below costs 1D3 Sanity points per hour of mental agony.

Day 3

Once the meteor fall has begun, Eihort can emerge from his cave and walk abroad on the surface, and at night occasionally thereafter. His influence, once very constrained, will broaden. Investigators have until the early hours of that morning, when the shower is at its height, to devise a way to stop the Great Old One.

Opposing their efforts, the children in the Survivors club go even further with their destructive behavior. They commit assault and arson, and are willing to murder. If caught during this time, they simply giggle and laugh hatefully, forsaking all pretense of holiness or innocence. They run and skip from one evil act to another, singing, laughing, and leading pursuers on goose chases. Although individually they are afraid and confused about what



Eihort, Master of the Labyrinth



they're doing, as a group they have no qualms or remorse.

The Survivors Strike

On the evening of the meteor shower, just before midnight, the investigators receive a frantic telephone call from young Jamie Upton. The boy is terrified, crying and sobbing in fear. Choking, he tells the investigator that Kerwin and the other kids are at his house—and they're after him. They did something to daddy and he can't hear mummy screaming anymore. He says they've come to take him "to Grimsdyke Hill to feed the master." As Jamie sobs into the phone, giggling voices can be heard, followed by the sounds of several tiny fists thumping against something.

Jamie screams, crying that they're coming to get him. He pleads for the investigators to help him, then his voice is cut short by the sound of a door breaking open. Jamie screams again; the phone clatters to the floor and the line goes dead. Jamie's hysterical screams and the thought of what the children may do to him cost all investigators within earshot 0/1D2 Sanity Points.

The investigators can go to the Upton house or directly to the secret hide-out at Grimsdyke Hill.

HORROR AT THE UPTON HOME

Here all seems calm and normal. However, upon entering, everything is chaos and destruction. The place has been ransacked by the children. Furniture, decorations, and belongings are broken and strewn about. Katherine is discovered in the living room. Her hand is pinned to the wall with a knife and her body is slashed by dozens of deep cuts and lacerations. Her body is slumped against the wall, the pinned hand raised above her head like a child asking permission to speak. Blood pools on the carpet and has been used to draw a silly grin on her terror-stricken face. Seeing her body costs 1/1D4 Sanity points.

If the investigators look out back, Sean's body can be seen lying face-down in the grass. Turning him over costs all present 1/1D4 Sanity Points, as he has been unmercifully beaten and stabbed. His face is a purple, swollen mass around a broken nose, mashed forehead, and busted mouth. Dozens of jagged glass shards jut from punctures and cuts on his doughy face. A Spot Hidden roll notices a tripwire running ankle-high between two bushes; the children used this crude device to bring him down. Of Jamie there is no sign.

Keeper's choice here whether either or both survive, or not. If there has been a problem with the police, a few words from either of them will make things clear.

Grimsdyke Hill

All is silent when the investigators arrive. A successful Spot Hidden roll spies Jamie gagged and bound to a tree roughly fifty yards from the cave mouth. From within the cave, a faint glow can be seen; it slowly grows brighter and brighter. Then, as the investigators watch, Eihort emerges.

Every child in the Survivors club is present, prostrated and straining near the cave mouth as the oily, corpulent thing slowly shambles across them. Some are crying while others are in a state of shock; they are terrified but unable to resist Eihort's entrance into the world. The Shambler Below rests obesely atop the children, its patchy, quivering bulk teeming with Brood. Leprous bits of pallid hide hang from the body. Multi-faceted eyes form and disappear. The thick, fleshless legs drag the ground limply. Beneath and around the foul procession writhe millions of fleshy, grubby Brood. Investigators lose 1D6/1D20 Sanity points for witnessing the appearance of Eihort.

THE BATTLE AT THE HILL

While the children attend Eihort, the player characters can free Jamie, given a successful DEX x4 roll and a Luck roll. But soon they must contend with Eihort, its Brood, and the children. When Eihort is fully into the world, any player characters infected by Brood are also under its control.

The Great Old One attacks primarily through its agents, but it also has potent Bite and Crush attacks, and its mental abilities also can come into play now (for those abilities, see Eihort's statistics on pages 122–123).

Should Eihort reach Jamie, the Great Old One devours the child in one round. Witnesses to Jamie's death lose 1/1D6 Sanity points each.

There are at least two ways to defeat Eihort; others may be developed by imaginative keepers and investigators. An Elder Sign can be used to force Eihort to retreat back into his labyrinth. If placed at the entrance of the cave, it forever bars Eihort from that opening. If the Elder Sign is presented to the infested children they become sick and fall unconscious. The Brood within each flees the body by crawling out of the ear.

The second possibility is light. Light causes Eihort discomfort and, if intense enough, can burn and cause it pain. Ordinary light (flashlights, car headlights and the like) has no effect. A searchlight or spotlight would cause 1D6+1 points of damage per round it was trained on Eihort; aiming it properly requires a DEX x5 roll each round. The local police and fire authorities would have lights of this nature. Borrowing them is another trick entirely. Perhaps the best way to utilize light against the Great Old One is with a flare gun. Flare guns are

obtained with relative ease and, if fired skyward, the brilliant glare does Eihort 1D3 points of damage for each of the 2D4+2 rounds it burns. If shot directly at him, the flare only does three points of damage, due to Eihort's armor, but the intense light causes a further 1D10 damage. Since it is fired into the thing's body, its burn life is reduced by one-half. Should the shooter roll a critical success, the flare penetrates inside Eihort's greasy bulk and does an additional 1D6 damage. Reloading a flare gun takes one round.

If Kerwin is shown the Elder Sign or is attacked, he disintegrates into the millions of separate Brood that composed his form. Sanity loss for seeing Kerwin's destruction is 1/1D6 points.

Conclusion

There is no clear way to defeat Eihort permanently. Most options available to the investigators only delay him and force him to retreat. Even so, this is no small accomplishment since it will be almost another century before he can attempt to come forth again.

Investigators who force Eihort's retreat receive 1D10+1 Sanity points. For rescuing Jamie, they receive an additional 1D6 Sanity points. If they ventured into Eihort's labyrinth and returned with the real Kerwin Barclay, add 1D6 Sanity points more to the rewards. The investigators lose 1D4 Sanity for each child they kill, if any. All legal repercussions of investigators' actions during the scenario are left to the devices of the keeper.

If Eihort is now free to walk the Earth during the hours of darkness, he exerts a terrible influence upon his Brood: they begin to metamorphose into smaller versions of the God of the Labyrinth. Soon everyone in Camside, and eventually the Severn Valley itself is threatened by Eihort's Bargain. The implantation of immature Brood into human bodies spreads like a plague.

If the real Kerwin is returned to the surface, it takes many years for him to gain any semblance of social skills, communication, or development. His parents are shocked by the revelation of the switch, and suffer long and hard because of Kerwin's bestial state. Eventually, however, they realize they are Kerwin's only hope, if he is ever to have anything remotely approaching a normal life. They seek professional help for their alcohol problems. They also seek religious help and strength for the trials ahead of them.

The members of the Survivors eventually return to good health, but carry the memories of their actions with them. In some cases this isn't a problem, just another set of memories of something bad that happened while growing up. To a few others it does have negative, long-term repercussions. Some

are never able to forget the secret handshake, the secret hide-out, and the oath of silence that started "Cross my heart, hope to die."

Statistics

KERWIN BARCLAY, apparently age 12, doppel-gänger

STR 14 CON 14 SIZ 15 INT 12 POW 15
DEX 13 APP 08 EDU N/A SAN 0 HP 15

Damage Bonus: +1D4.

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

Kick 35%, damage 1D6 + db

Knife 25%, damage 1D3 + db

Thrown Object 50%, damage 1D3-1 + db

Armor: none, but may lose up to half hit points without consequence; once he loses half his hit points or more, the Brood which comprise his body lose their cohesiveness and separate.

Spells: Contact Deity/Eihort.

Skills: Climb 60%, Hide 50%, Jump 35%, Sneak 45%, Throw 50%.

Sanity Loss: 1/1D6 Sanity points to see Kerwin "disintegrate" when the Brood split.

REAL KERWIN BARCLAY, age 12, feral child

STR 10 CON 10 SIZ 15 INT 03 POW 08
DEX 13 APP 03 EDU 0 SAN 0 HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 40%, damage 1D2 + db

Kick 35%, damage 1D3+1 + db

Thrown Object 30%, damage 1D3-1 + db

Armor: none.

Spells: none.

Skills: Climb 40%, Cthulhu Mythos 01%, Growl 75%, Hide 25%, Jump 30%, Sneak 25%, Throw 30%.

Sanity Loss: 1/1D6 Sanity points to see the feral Kerwin for the first time.

BROOD OF EIHORT

The Brood of Eihort are small white spider- or grub-like creatures that live in Eihort's labyrinth. They hide in cracks, crevices, and holes in the ground until the Great Old Ones awake and are freed. Then they will metamorphose into smaller versions of the Shambler Below. At present, Brood are easy to kill by stepping on them, crushing them, etc., but their systematic destruction risks Eihort's wrath.

Although Brood are not normally intelligent or aggressive, they do have the potential for the latter. As the time of Eihort's return draws closer, the Brood begin to grow agitated, moving much quicker in anticipation of their forthcoming change. It is at these times—or when specifically commanded by Eihort—that Brood can become aggressive.



Brood attack under these circumstances by swarming over a target like swift, globular spiders. If more than twenty Brood are on a target at one time, their combined biting and gnawing does 1D4 points of damage per round. In addition, victims must make a Sanity check or lose 1/1D3 sanity points for the dozens of Brood clinging to them.

Player characters can swat the Brood off two or three times per round, as the keeper feels appropriate. Each swat sweeps away 1D6+2 Brood per round. While trying to remove the tenacious creatures, investigators cannot engage in any other activity. Keepers may even require DEX x5 rolls to avoid stumbling or falling while attempting to brush the things off.

BROOD OF EIHORT, ghastly minions

Weapons: Swarm 100%, 1D4 per round

Gnaw 100% (to unconscious victims), eats 1 hit point in damage every 1D10 minutes

EIHORT

Eihort not only has dominion over his stygian labyrinth but also over the labyrinth within each person's skull: the brain. Composed of countless crevices, twists and channels, it is here that Eihort can make his presence felt. The Shambler Below is able to control and manipulate the human mind.

ATTACKS & SPECIAL EFFECTS: Illusions. By expending five magic points and successfully matching magic points against magic points on the Resistance Table, Eihort can manipulate the sensory centers of a brain, thereby creating any sensation desired for about five minutes. To the victim, the illusions are totally real, even down to hit point damage and Sanity losses, if applicable. Eihort can manipulate one mind for every five points of Power possessed, for a total of six minds. A successful Idea roll can notice the illusion, and a successful Persuade or Psychology roll can break the illusion. (An individual who has broken the illusion can attempt to use Persuade or Psychology on another individual who has not made a successful Idea roll.)

Pain and loathing. By expending eight magic points, and successfully matching magic points against the target's magic points on the Resistance Table, Eihort can cause 1D6 hit points of pain and agony to wrack the body of the target. Since the brain is the control center of the entire body, this pain could conceivably be caused by anything from boiling blood to inflamed nerves to the pain of a hangnail magnified one hundred times. Although the pain is mental, the hit point loss is genuine, owing to shock.

Eihort may also reach into the darkest recesses of the mind and magnify specific fears of the target.

THE SURVIVORS, MEMBERS OF THE SECRET CLUB

name	AGE	STR	CON	SIZ	INT	POW	DEX	APP	DB	SAN	HP
Davey Nooren...	12	09	09	15	13	12	11	10	+0	50	12
Nick Selsby...	12	12	13	14	10	09	10	09	+1D4	35	14
Brendan Cox...	10	07	11	09	12	11	12	12	-1D4	48	10
Michael Condell...	11	08	09	11	11	14	13	12	+0	70	10
Ricky Watson...	09	06	10	06	09	08	12	11	-1D6	40	08
Scotty David...	11	11	10	13	12	13	12	12	+0	58	12
Geoff Kingrey...	10	06	13	11	11	13	13	11	+0	60	12
Allan Roth...	12	12	12	09	13	13	12	12	+0	55	11
Herbie Keith...	13	11	12	12	14	13	11	11	+0	55	12
Jack Bowen...	07	05	09	08	10	09	10	08	-1D4	42	09
Tanith Cline...	09	06	09	08	09	07	08	13	-1D4	35	09
Megan Trowers...	10	05	10	07	10	09	12	14	-1D6	40	09
Victoria Cox...	12	11	14	13	14	11	10	11	+0	51	14
Ellen Griffith...	11	10	10	11	12	10	13	09	+0	46	11
Betty Staples...	09	05	07	06	08	08	09	12	-1D6	40	07
Renee D'Acier...	13	10	13	12	12	11	10	15	+0	50	13
Allison Gester...	10	07	09	08	11	07	11	12	-1D4	33	09
Lily Wallerton...	10	06	12	11	10	09	11	10	+0	45	12
Fresca Dunston...	12	12	13	13	14	10	10	11	+1D4	48	13

Weapons: Fist/Punch 60%, damage 1D2 + db

Kick 40%, damage 1D3+1 + db

Thrown Objects, 50%, damage 1D3-1 + db

Skills: Climb 60%, Hide 50%, Jump 35%, Sneak 45%, Throw 50%.

This costs six magic points and requires the aforementioned Resistance Table match. If Eihort succeeds, the individual loses 1D4+1 SAN as the effects of appropriate phobias and obsessions are called forth.

Displacement. This is by far the harshest of Eihort's mental attacks. Eihort must spend eight magic points and successfully match its magic points against the target's magic points on the Resistance Table. Succeeding, Eihort sends the mind of the victim into the body of one of his servants just before that servant is to die. Each displacement costs the victim an automatic 1D6 Sanity points. Servants of Eihort are spread throughout the cosmos, and the unfortunate wretch being displaced is witness to countless alien vistas. What the investigator sees and experiences while in the other body (keeper's discretion) determines how much additional Sanity is lost.

The death of the servant-body costs the victim another 1D3/1D8+1 Sanity points, but the mind is then shot back across space to its natural body. Each time the target's mind returns, another Resistance Table roll must be made, at the same percentage as

when the displacement power first took effect. (For instance, if Eihort's chance of success was 85%, when the power first took effect, each additional check would be at 85%.) Each time Eihort succeeds, the mind displacement continues, thrusting the victim again into the blackest reaches of unknown worlds and alien forms. Each such displacement and eventual death costs the same Sanity loss as listed above. These indescribable switches continue until Eihort fails a Resistance Table match, or the victim is dead, mad, or lost to the cosmos.

EIHORT, Great Old One, God of the Labyrinth, the Shambler Below

STR 44 CON 80 SIZ 50 INT 25 POW 30
DEX 12 MOV 8/1 surface/burrow HP 65

Damage Bonus: +5D6.

Weapons: Bite 70%, 5D3 + paralytic poison (POT 15)
Crush 85%, 5D6 to all in a ten-foot radius
Mental Attack (see "Eihort's Mental Abilities," nearby)

Armor: none; but all physical attacks do minimum damage and it regenerates 3 hit points per round

Spells: Cloud Memory, all Contact Deity spells, Create Gate, Summon/Bind Chthonian, Summon/Bind Ghoul.

Sanity Loss: 1D6/1D20 Sanity points to see Eihort. ■



THE WATCHER OUT OF TIME

by Clifton Ganyard

Wherein the investigators learn that history really does repeat itself.

*"You'll see me there," said the cat and vanished.
Alice was not much surprised at this, she was getting so well used to queer things happening.*

—Lewis Carroll, Alice in Wonderland.

Scenario Considerations

This scenario is presented in three parts linked by the device of a "loop," in which time repeats itself over and over again. The second part of the scenario follows the first, but seems to begin at the same point in time. A similar event links the third portion of the scenario to the first two.

Each part represents a repetition of time. The series could continue into fourth or fifth parts if the keeper desires, or if the players do not adequately solve the problem presented. These parts have been left to the keeper's imagination. It is important to note that there are certain events which should remain the same and certain events which should change during the course of the adventure. It is highly recommended that the keeper thoroughly read and understand the complex workings of the entire adventure before commencing play.

The problem presented in this scenario seems at first straight-forward, but it can rapidly become complicated. The beginning takes place when a pair of Brichester University physicists attempt to prove certain theories of hyper-dimensional physics by summoning Daoloth; their hope is that this being, which is itself inter-dimensional, will provide the necessary corroboration. At the end of the ceremony, cultists intervene in an attempt to obtain an important artifact. Their subsequent endeavors fail, but lead to the unusual deaths of one of the physicists and his girlfriend. These deaths and the disappearance of the other physicist

provide the hook for the investigators. They represent the first part of the scenario.

The second and third parts follow the end of the first, due to the return of the missing physicist from the future (or another dimension, as may be appropriate). She returns in an attempt to locate the artifact the cultists overlooked. Since the physicist knows the location of the artifact prior to the ceremony, she has made the journey back through time. In this portion of the scenario she hires the investigators to do her work for her. Events proceed from there in a similar fashion to the first part, subject to changes caused by investigator actions. The third part of the scenario results from a mistake made by the physicist and her subsequent return (again) to the past to fix that mistake. Events once again proceed as in the second part, except as changed by investigator actions.

There are five handouts for this adventure, *Watcher Papers #1–#5*. They are found on pages 126–128, 132, and in the "Handouts" section at the back of the book.

Keeper's Information

It is suggested that several of the non-player characters introduced in this adventure (notably Ursula Seton and Ian Burroughs) be introduced prior to the actual adventure. Excellent opportunities present themselves if investigators go to Brichester University—especially the library—or during the various protest demonstrations at the nuclear power plant in Berkeley. (See pages 45 and 208–211.) It is also possible to encounter them sometime in Brichester, either together or separately. It may also be a good idea to present these encounters as trivial and/or irrelevant in order to surprise the investigators later in the campaign.

The various parts of the scenario should be tied together. Several suggestions for this are given in the sub-section "Coincidence? I Think Not!" These are presented so that the investigators will eventually realize that they are caught in a time loop. Further instances of *déjà vu* can be presented by taking notes on what investigators do in the first part and then, in subsequent parts, reminding them they had intended

to do these things: a note pad might come in handy to keep track of them.

This is a very difficult scenario for the keeper to run. The device of the time-loop puts unusual pressure on the keeper to keep track of past and future events, as well as to intelligently explain away certain discrepancies which may occur, depending upon the actions of the investigators. The designers have attempted to supply the keeper with numerous examples with which to deal with investigator actions and their effects upon the time-loop; however, the keeper will almost certainly face situations not foreseen by the authors. It is very possible that investigators will take actions which will change the course of events in later segments of the scenario. The keeper needs to be prepared to meet these instances and provide some outcome. He or she may choose to run the scenario more rigidly, not allowing certain events to be changed by investigator actions. The keeper may also look upon this scenario as being very similar to a dream scenario where events, rules, and effects change and are created as needed. Perhaps logic is suspended and anything can happen: the time-loop is a direct effect of someone's worship of an Outer God, so not everything has to make sense.

DEATH AND SKILL CHECKS

Because this scenario is a time-loop, investigator fatality may not necessarily be a permanent thing. As each successive loop of the scenario begins, each investigator begins with the same characteristics and statistics with which he began part one, including hit points and Sanity. Investigators driven insane, killed, or otherwise harmed or changed return fresh at the start of each loop. Similarly, no skill increases are made, including Cthulhu Mythos, and the investigators begin each loop with the same items: they have those which they may have lost in previous loops, and they no longer have things they may have picked up during those earlier loops. When the scenario is finally over and the investigators are no longer stuck in a time-loop, skill checks may be rolled and skills increased, items lost or gained are retained, and investigators killed or driven insane remain dead or crazy. In order to keep track of these strange time-effects it is strongly suggested that the keeper make several photocopies of the investigator sheets. The keeper should also keep track of anything that the investigators lose or pick up during play. When the next loop of the scenario begins the keeper should collect all of the players' investigator sheets and hand them the photocopies of the originals.

DÉJÀ VU AND SANITY LOSS

As in waking from a dream, an investigator trapped in this time-loop risks forgetting much of what he

or she learned therein. To simulate this, once a new loop begins and the investigator realizes that things are repeating themselves, his or her player should attempt an Idea roll: if it succeeds, then the investigator can clearly remember everything that happened in the previous loop. This calls for a Sanity roll and the loss of 1/1D4 Sanity points. If the Idea roll fails, however, the experiences in the loop are not clearly remembered, and are experienced simply as a feeling of *déjà vu*: the keeper should confiscate any notes the player made during all the previous loops.

To simulate the weirdness of *déjà vu*, the repetition of certain events should be cause for slight Sanity losses. Typical Sanity losses should be 0/1 Sanity point, and 0/1D2 for extreme cases. *Déjà vu* should not be so much frightening as strange: it is the cause of the *déjà vu* that is the frightening part.

An investigator who realizes what is going on may convince his fellows by presenting some type of physical evidence (such as a newspaper or letter that was read in the previous loop) and making a successful Psychoanalysis roll on the investigator in question. Hypnosis is also effective in breaking through the veil of time and *déjà vu*. Sanity rolls and a 1/1D4 Sanity point loss are incurred by investigators who are convinced of the weird happenings through Psychoanalysis or Hypnosis.

COINCIDENCE? I THINK NOT!

In the first section of the scenario there are no coincidences, but the repetition of events in subsequent sections should cause the investigators to become suspicious, as bulleted below:

- On the day of the experiment, Albert Jenkins brings in the mail. Among the bundle of envelopes is a letter that has been incorrectly addressed; perhaps it was misplaced at the post office. In any case, the letter has no importance except that at the beginning of the next part this occurrence is repeated. Alternately, someone could call and reach the wrong number ("Hello, is Charlie home? No? Sorry, mate, I must have the wrong number.") Again, the only significance is the call's eventual repetition.
- In the same bunch of mail that Jenkins retrieves, there is a newspaper. A small article on the bottom of the first page catches an investigator's attention. This is *Watcher Papers* #1 (see page 126).

This article is important for two reasons: first, it introduces the investigators to Ian Burroughs' name and, second, its subsequent re-appearance—bearing the exact same date—in the second loop should tip off the investigators to the unusual occurrences.



Watcher Papers #1

r Herald

16, 2001 15 PENCE PLUS TAX

Our Visitor from Space

As England awaits the first appearance of Burke's Comet in over one hundred years, Brichester is well-situated for a superb view.

According to Ian Burroughs, a physics professor at Brichester University, the entire Severn Valley is in for quite a show. "We're at some distance from the large industrial cities," says Burroughs. "Their lights are notorious for interfering with the view of celestial phenomena. I don't doubt that we'll be able to observe [Burke's Comet] quite well with the naked eye."

The comet, a chunk of rock and ice about half the size of Wembley Stadium, was discovered by Royal Astronomer Sir Edmund Burke in 1801 and last appeared in 1901. It is expected to arrive in the middle of next month, and to be visible for about two weeks.

- The event mentioned above, the cyclical advent of a comet, is in itself unusual and its repetition should set investigators to wondering. In addition, its relation to physics may be related to the nuclear power plant demonstrations in Berkeley or to certain dreams of cosmic proportions which occur in "Unpleasant Dreams."

In addition to these occurrences, the keeper should try to note certain individual actions made by the investigators so that they might be repeated in subsequent parts of the scenario.

The First Loop

Those who cannot remember the past are condemned to repeat it.

—George Santayana.

The first part of the scenario begins in the regular flow of time, until physicists Ursula Seton and Ian Burroughs perform the experiment to summon Daoloth at Seton's house in Temphill. The actual night on which this event occurs is left up to the keeper, but a weeknight is suggested as certain evidence will become apparent

sooner. The experiment ends with Seton departing with the Outer God, thus causing her disappearance.

After the experiment, the Temphill Yog-Sothoth cult breaks into Ursula's house with the intention of recovering the Crystallizer of Dreams—an artifact

she obtained from them not so long ago. Ursula had been raised in Temphill and was a member of the Yog-Sothoth cult, as are most of its citizens. Seton's original intentions were to have Ian take care of the Crystallizer, but his sanity-destroying experience with Daoloth unnerved him. Even so, Burroughs was able to grab the Crystallizer and make it out of Temphill.

He hid the Crystallizer in the trunk of his girlfriend's car; the cult soon located them, but was unable to find the Crystallizer. The Temphill cult wants very badly to retrieve its stolen artifact, and the investigators may become targets of the Yog-Sothoth worshippers as they become involved in the scenario.



URSULA SETON #1

fact, and the investigators may become targets of the Yog-Sothoth worshippers as they become involved in the scenario.

This is how the events stand when the investigators become involved. The investigators should already have met one or more of the characters, and the newspaper articles (see Investigator Information nearby) should cause them to become interested in the case. Further events should be dictated by the standard events the keeper has decided upon (see "Coincidence? I Think Not!") and the individual actions of the investigators. The presentation of all events—including the two newspaper articles—should be blended into the investigators' daily activity so as not to appear to occur in a vacuum. The investigators may already be involved in another scenario when this one begins.

Investigator Information

The investigators become involved in this part of the scenario through the appearance of two articles in the Brichester Herald. The first article appears the day after the experiment, and is especially remarkable as the name of Ian Burroughs is familiar to the investigators from *Watcher Papers #1*.

The second article (accompanied by a photo of Professor Seton) appears two days after the experiment; this is *Watcher Papers #3* (see page 128).



The article is remarkable because it involves another physics professor at Brichester University.

Ian Burroughs' Flat

Ian Burroughs had recently completed his Ph.D. dissertation at London College and had been hired by the University of Brichester as an Associate Professor of Physics and Astronomy. It was at this point that Ursula Seton approached the young man to obtain his help in some of her experiments. Burroughs was not aware of the scope of Ursula's plans and was totally astounded at his own discoveries during her experiments. A good friend and colleague of Seton's, he continued to honor his agreement with her and attempted to protect the Crystallizer of Dreams. Recently Ian had been dating Sharon Anderson, a young graduate student in psychology, and had also been casually involved in SANE (see pages 183, 191-194, 208, and 212-214).



IAN BURROUGHS

Burroughs' flat is an unremarkable apartment in a fairly nice section of Brichester; there is police tape on the door and a notice that trespassers will be prosecuted. The apartment consists of a living room/study, a kitchen, a bedroom, and a washroom. The kitchen contains a small dining table with two chairs, several cabinets of dishes and food, a refrigerator, a stove, and a sink full of dirty dishes. The bedroom is reasonably neat: there is a double bed, a dresser, a plush chair in one corner, and a closet.

The living room is of most interest to the investigators. It has been torn up and there are obvious signs of a struggle. A successful Spot Hidden roll reveals a large stain on the rug. At first this appears to be blood but further examination, and a successful Chemistry or Biology roll, determines that it is some other, unknown fluid. (This is where the tomb-herd stood during their "interrogation" of Burroughs. The cult actually killed him with a spell, Embrace of Yog-Sothoth.)

There is a couch and coffee table in the middle of the room, and a reclining chair to the right of this; on one wall there is an entertainment center with a television and stereo system. Burroughs' collection of jazz music is quite large; there is a Loretta Holiday disc in the player. Behind the couch is a desk with a computer on it; on either side of the desk are bookcases containing books and journals on physics and other sciences as well as a collection of science fiction and fantasy works. In the desk there are numerous files concerning mundane

Watcher Papers #2

Briche

JU

Death by Premature Age?

The Brichester police responded to two unusual calls last night at 12.15 A.M. and 1.05 A.M.

Local residents complained of what appeared to be a struggle in two separate apartment complexes.

When police responded, everything was quiet. Upon investigation of the premises, human remains were found and later identified through dental records as those of Ian Burroughs, a professor at Brichester University. There were obvious signs of a struggle.

Similar evidence was found at the apartment of Sharon Anderson, a student at Brichester University, whose remains were also identified through dental records.

The unusual part of the investigation lies in the apparent age of the victims. Preliminary reports by the medical examiner give the cause of death as natural causes; records, however, indicate that Professor Burroughs was 29 years old and that Miss Anderson was 23 years old. Both were said to have been in good health.

The coroner was making in-depth examinations of the bodies at press time. Police are baffled by this strange case and have no leads at this time.

household affairs and university courses which Burroughs taught. While several files have been torn out of the desk, no real damage has been done to it or the computer. Beside the computer are a number of diskettes pertaining to work, the house, and a number of games. There is also one unlabeled CD, which a Spot Hidden roll notices. With a successful Computer Use roll the investigators are able to download and unscramble the data stored on the CD. It is the personal journal of Walter Gilman. Ursula Seton obtained the journal during her time at Miskatonic University in Arkham, Massachusetts, and had it copied using a desktop scanner.

If the investigators question Ian's neighbors, they reveal that they heard some kind of scuffle in his apartment followed by shouting and a scream. It was at this point that they called the police.



Watcher Papers #3

Local Physicist Missing

Noted physicist Dr. Ursula Seton, a professor of physics at Brichester University, has been reported missing.

It was first noticed that Professor Seton was missing when she failed to report to classes yesterday.

Colleagues noted that this was highly unusual for Professor Seton and commented that she was very dedicated to education and had not missed a class in fifteen years.

Authorities were unable to reach anyone at the Temphill residence of the professor, and would appreciate any information on her disappearance which the public may possess.



Doctor Ursula Seton,
currently missing

Sharon Anderson's Flat

Sharon Anderson was a young graduate student in psychology at Brichester University. She had been dating Ian Burroughs at the time of Ursula's experiment, and had become suspicious about all the time Burroughs was spending with Seton. She knew nothing of the experiment itself, nor did she know that Ian had hidden the Crystallizer of Dreams in the trunk of her car. She too was killed by the tomb-herd when they found out that Ian was seeing her. Suspecting that she might have the artifact,



SHARON ANDERSON

the Yog-Sothoth cult "interrogated" Anderson but were unable to find it. They killed Anderson with the Embrace of Yog-Sothoth spell.

Anderson's apartment is not quite as nice as Ian's, but she lived comfortably. The apartment consists of a kitchen, a living room, a bedroom, and a bathroom. There are lush plants throughout. The kitchen contains a refrigerator, stove and oven, a sink, and a small table with two chairs. The bedroom is rather small, containing only a bed, a small chest of drawers, and a closet. There are two plants on the windowsill, however, and the

room is quite bright. Looking through the chest of drawers reveals various personal possessions: sweatshirts emblazoned with the Brichester University logo, nightgowns, and other pieces of underwear or lingerie.

A successful Spot Hidden roll reveals a small book with an ornamental lock on it, Sharon Anderson's diary. Forcing the lock is easy, but the only relevant information contained within consists of several entries questioning Ian's time spent with Professor Seton. Sharon was becoming jealous of the two and beginning to wonder whether Ian was having an affair with Ursula.

As in Ian's apartment, the living room has been wrecked: a small love-seat is overturned in front of a small stereo and tape deck, and a small writing desk has been thoroughly searched. There are several psychology books scattered about the floor, as well as a number of folders and miscellaneous papers. A successful Spot Hidden roll discovers a set of keys beneath the love-seat—one is for the apartment, another for Sharon's car.

Sharon's bookcase contains a wide range of psychology texts, a number of romance novels, and a few horror anthologies. A successful Spot Hidden roll reveals a stain on the floor similar to the one in Ian's apartment; this is where the tomb-herd stood during their interrogation of Sharon.

The police have marked off her apartment with tape and a notice warning of the prosecution of trespassers. Questioning neighbors only reveals that they heard some kind of struggle take place followed by a long scream of pain, which is what prompted them to call the police. They can, however, confirm that Sharon was seeing Ian and that she owned a car.

SHARON ANDERSON'S CAR

The real find is in Sharon's car, parked in the lot outside her building. The local authorities made only a cursory examination of the automobile, completely overlooking the contents of the trunk. This is where Burroughs hid the Crystallizer of Dreams. The tomb-herd and the Yog-Sothoth cultists were unable to locate the artifact in Sharon's apartment, and did not realize that she owned a car. The investigators can either force the trunk open or use the key found in Sharon's apartment. The Crystallizer is within, wrapped securely in layers of newspaper and cloth. Closer examination shows that the newspapers are dated the day of the experiment, and the piece of cloth is actually a man's shirt.

Brichester University

Ian Burroughs' colleagues in the department of physics at Brichester University have little information to add to what the investigators already

The Crystallizer of Dreams

The Crystallizer of Dreams is a yellow egg-shaped artifact about a foot in diameter which emits a whistling sound from time to time. While the egg sounds hollow, it weighs nearly twenty pounds. The Crystallizer has the ability to transport items from the Dreamlands back to the waking world. To use it, it is necessary to fall asleep in the presence of the artifact. The Crystallizer will aid in projecting the user to the Dreamlands and, upon waking, the user will bring anything he is wearing or holding back into the waking world with him. Apparently the Crystallizer can be used to bring items back from other dimensions as well.

The stability of items brought back from the Dreamlands is incomplete. Within 1D20 hours after its arrival in the waking world, the item will begin to fade and slip back into the Dreamlands. This can be delayed by expending one Magic Point for every item brought back per 1D20 hours delayed. Items brought back from other dimensions may be somewhat more stable as they exist in a waking world already, but even these items will begin to shift back to their home plane within 1D6 days of their arrival on this plane.

know. They can tell the investigators that Burroughs seemed to be a good physicist and teacher, though he had only been there a short while. A list of courses he taught can be supplied and, if convinced with a successful Fast Talk or Persuade roll, Burroughs' colleagues can provide the investigators with his address. Some of his colleagues are also aware that he had been working with Ursula Seton on some unknown project: a few may also suspect that the pair were having an affair.

Inquiries into Professor Seton's whereabouts reveal that she did not come into the University today if it is the day after the experiment, or that she has been reported missing to the police if it is two or more days after the experiment.

Fewer people know Sharon Anderson in the psychology department. With an appropriate Fast Talk or Persuade roll, they can furnish the investigators with a list of courses she had been taking. Sharon's professors recall only that she was a student in their classes, bright but not exceptional. The department may provide the investigators with Sharon's address: a successful Fast Talk or

Crystallizer of Dreams



Persuade roll is required. It may also be possible to get in touch with one of Sharon's friends in the department who could confirm Sharon's address and that she had been dating a professor in the physics department.

All of these contacts are deeply saddened by the deaths of Ian Burroughs and Sharon Anderson: close friends are truly distraught and show it. Callous remarks or insensitive questions lead to that person refusing to speak with the investigators. Wakes have been planned for the Friday after their deaths, to be followed on Saturday by the funerals.

Ursula Seton's House

Her house in Temphill is the key to this scenario.

Temphill is a degenerate, run-down town on the edge of the Severn River Valley. The mood presented by the place is depressing and disturbing. It is inconceivable that someone could live here and not be affected by its morbidity. The investigators should not feel comfortable here.

There are two major points of interest in Temphill. The first is Ursula's house; the second is the Church in High Street—the heart of local Yog-Sothoth worship and the abode of the tomb-herd. The only hotel in the town is run-down and unappealing; it may be difficult for the investigators to





find a satisfactory place to stay while investigating Temphill.

Seton's house is an old building, perched on the edge of town and dating back to the First World War. Her family has lived here since it was built, and have done little to change it, other than to effect required repairs. Like many other houses in Temphill, it is a three-story building with a gabled roof. The first floor consists of a living room, a kitchen, a dining room, and a large den/study in the back of the house. The second floor has three bedrooms and a bathroom. The third floor has not been kept up well, and is currently being used as storage. There is no basement. A separate garage houses Ursula's car.

The kitchen and dining room are fairly normal, and there is nothing remarkable here. The living room, however, contains several items of interest.

Items of Particular Interest

PENTACLE OF PLANES—The Pentacle of Planes is a magical construct designed to contain beings summoned from other dimensions. It is similar to an Elder Sign in effect, but less powerful as it is effective only against summoned creatures. Each creature requires certain specific constructions within the Pentacle. The individual plastic tubes are arranged into a distorted semi-solid pentagram for the calling of Daoloth. If used in conjunction with the Call Daoloth spell, this construct will prevent the Outer God from expanding past its boundaries.

ICON OF DAOLOTH—The strange atomic construct is in actuality an icon representing Daoloth; it consists of hemispheres and shining metal, coupled by long plastic rods. The coloring of the rods is flat gray, thus making it difficult to determine which of the rods is nearest to the viewer. Individual cylinders protrude from the mass of the construct. If one looks at the construct for any length of time, the feeling of eyes staring back from between the rods. Staring directly at a particular spot reveals only empty space, however. As an investigator turns away from the icon, he or she sees peripherally that the icon has expanded to fill that entire side of the room. This too is an optical illusion. Turning back reveals that the representation remains the same size. Viewing this alien idol costs 0/1 Sanity points. A successful Cthulhu Mythos roll identifies it as a statue of the Outer God Daoloth, requiring another SAN roll and the loss of an additional 1/1D6 Sanity points.

This is obviously where the experiment took place: all of the furniture has been pushed to the sides of the room and the drapes tightly drawn on the two windows. In the middle of the floor are several pieces of plastic tubing, which have been scattered (see the sub-section "The Pentacle of Planes," below). There is also a strange construct vaguely resembling an atomic model, only infinitely more complex (see the sub-section "The Icon of Daoloth," below), and a featureless, horned skull with two melted black candles perched atop it (see the sub-section "The Nightgaunt Skull," below). There are signs that a struggle took place in this room as it is in disarray. A Spot Hidden roll discovers a large stain on the rug; this stain is exactly like those in Ian's and Sharon's apartments, and was caused by the tomb-herd.

THE NIGHTGAUNT SKULL—This item, needed for the ceremony which calls Daoloth into this dimension, was obtained by Ursula Seton in the Dreamlands, and brought back to the waking world using a Crystallizer of Dreams. Being a dream-thing, the skull eventually fades back into the Dreamlands. The nightgaunt skull vanishes 1D10 hours after the "experiment." Viewing this strange item costs 0/1 Sanity. A successful Cthulhu Mythos roll identifies it, requiring another SAN roll and the loss of an additional 0/1D2 Sanity points.

THE JOURNAL OF WALTER GILMAN—*in English, by Walter Gilman, 1928.* Records of Gilman's theories about multiple universes and the existence of dimensions beyond those commonly hypothesized in modern mathematics. Some of his theories relate non-Euclidean calculus to the supposed magic of various witch cults. A successful Physics or Mathematics roll is necessary to understand the book. *Sanity loss 1D3/1D6; Physics +3 percentiles; Cthulhu Mythos +4 percentiles; average 5 weeks to study and comprehend.* No spells.

Walter Gilman was a talented mathematician who lived in Arkham, Massachusetts, in the late 1920s. He studied hyper-dimensional physics. In his search for knowledge, he delved into the *Necronomicon*, the *Book of Eibon*, and the *Unaussprechlichen Kulten* from the famed Orne Library at Miskatonic. His journal also refers to the Cthulhu Mythos, including both Daoloth and Yog-Sothoth, and it describes a number of

The den is also of interest. There is a desk with a chair behind it and two comfortable plush chairs in front of it. On top of the desk there is a computer, including a desktop scanner, and stacks of CDs and diskettes. The walls are covered with bookcases representing a lifetime of collecting. Most of the books are scientific in nature—physics, chemistry, and mathematics—but there are many history books and a number of works on the occult.

Separate Library Use rolls will reveal several books of significance: Walter Gilman's original journal, volumes IV and IX of the *Revelations of Glaaki*, and a book named *The Outer Ones*. If the investigators look through the computer diskettes and CDs, they find that most are related to scientific projects or household matters. There are, however, some more interesting diskettes: there is a copy of Gilman's journal on one diskette; another contains volumes VIII and IX of the *Revelations of Glaaki*, and a third contains

Ursula's diary. Successful Computer Use rolls are necessary to access these files.

Ursula Seton spent a semester at Miskatonic University two years ago as a guest lecturer. While there she found Walter Gilman's journal in a used bookstore. It was actually this book which started her on the line of investigation which led to her experiment. Ursula also gave Ian Burroughs a copy of Gilman's journal on CD.

Strange Occurrences

Because Ursula Seton has crossed over from this dimension into the alien realm of Daoloth, a certain residue permeates the Temphill house, causing occasional strange occurrences. The keeper should present such events as he or she sees fit. These bizarre happenings only occur within the living room of Seton's house, where Daoloth first appeared. The following are suggested examples; the keeper should create other events as desired.

Items of Particular Interest (contd.)

bizarre dreams Gilman experienced while boarding at 197 E. Pickman Street in Arkham.

REVELATIONS OF GLAAKI, vol. VIII—this volume addresses the Yog-Sothoth cult and the tomb-herd, as well as various gates and portals to other places, times, and dimensions. Also discussed in this volume are the inhabitants of S'glhuo, and plans are given for the construction of a special device which enables the sound creatures to travel to Earth. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 9 weeks to study and comprehend.* Spells: Call Yog-Sothoth, Contact Tomb-Herd, Create Gate, Find Gate, Create Time Warp, Gate of Oneirology.

A quote from this book is marked in it. See *Watcher Papers #4* on page 132.

REVELATIONS OF GLAAKI, vol. IX—the Crystallizers of Dreams, their hungry guardians, and Daoloth are discussed in this volume. A ceremony for summoning Daoloth and "seeing beyond the veil" is included. *Sanity loss 1/1D2; Cthulhu Mythos +1 percentile; average 7 weeks to study and comprehend.* Spells: Call/Dismiss Daoloth, Contact Hypnos.

A quote from this book is marked in it. See *Watcher Papers #5* on page 132.

URSULA SETON'S DIARY—in English, by Ursula Seton, of an unspecified year but within

the last few years. Her diary starts with her purchase of Gilman's journal in Arkham. It goes on to detail her studies into hyper-dimensional physics, her discovery of Daoloth and some of its unique qualities, her use of the Temphill cult's Crystallizer of Dreams, and her more recent activities involved in preparing for the "experiment." The book also discusses "seeing beyond the veil." This is a treasure trove of information concerning her experiments and theories, which go far beyond Gilman's researches. To truly understand the author's discoveries, a successful Physics roll is required (*Sanity loss 1/1D3 but add Physics +3 percentiles*); this also gives the reader some insight into the workings of Daoloth and what it represents. *Additional Sanity loss 1/1D3; Cthulhu Mythos +2 percentiles; average 4 weeks to study and comprehend.* No spells.

THE OUTER ONES—in Latin, author unknown, circa fifteenth century. Contains references to such cosmically horrible subjects as Azathoth and its seeds, Daoloth, Shub-Niggurath, Yog-Sothoth, Ubbo-Sathla, and others. The book, like most of its ilk, is cryptic and does not explicitly describe the workings of each entity. *Sanity loss 1D4/1D8+1; Cthulhu Mythos +8 percentiles; average 7 weeks to study and comprehend.* Spells: Dread Curse of Azathoth, Shrivelling, Summon/Bind Servitor of the Outer Gods.



**Watcher Papers #4: Quote from Revelations of Glaaki vol. VIII**

The tomb-herd confer no benefits upon their worshipers. Their powers are few, for they can but disarrange space in small regions and make tangible that which cometh forth from the dead in other dimensions. They have the power where the chants of Yog-Sothoth have been cried out at their seasons, and can draw to them those who will open their gates in the charnel-houses. They have no substance in this dimension, but enter earthly tenants to feed through them while they await the time when the stars become fixed and the gate of infinite sides opens to free That Which Claws at the Barrier.

Watcher Papers #5: Quote from Revelations of Glaaki vol. IX

For Daoloth, the Render of Veils on Yuggoth and Tond, must never be seen, for his image brings madness upon men and destruction also. But in darkness, bound within the Pentacle of Planes, Daoloth may grant vision to his priests—vision of past and of future, and into the very last dimension beyond even the twenty-fifth. But the gift of true sight is a dangerous one, for reality is but a fragile illusion, and madness comes quickly with truth.

These should be weird yet subtle, and used very sparingly. These events happen only after Seton has successfully Called Daoloth and breached the dimensions, allowing bits of other dimensions to momentarily spill over into this one.

THE FACE

When an investigator looks into any reflective surface, such as a window, mirror, or a shiny piece of pottery, the viewer sees the reflection of his or her face shift and change into a bizarre geometric parody composed of solid shapes and colors. This lasts for only a few seconds, before the real reflection reappears. This requires a Sanity roll and the loss of 0/1D4 Sanity points.

THE PEOPLE IN METALLIC ROBES

When an investigator is alone in the living room, he or she has an unnerving experience: the room shakes violently and everything changes. The investigator is now standing in some alien place, with walls and columns of metal so high that where they end cannot be seen. In the middle of the metal floor is an enormous jagged fissure running from wall to wall. From behind one of the great metal columns step a group of men and women dressed in red metallic robes and hoods: they each carry icons of Daoloth. A successful Idea roll will allow the investigator to recognize Ursula Seton as one of the robed figures if he or she has met or seen Seton before. The red-robed figures begin a strange chant, and something stirs in the

fissure; the investigator can not make out what moves, but it is obviously enormous. As the thing begins to grope its way out of the fissure, the ground shakes violently, and everything changes again. The investigator is once again standing in Professor Seton's living room. This vision requires a Sanity roll and the loss of 1/1D6 Sanity points.

PHANTOMS AND SHADOWS

From out of the corner of an eye, an investigator sees furtive movement; turning, he or she sees a ghost-like shape pass vertically, walking from the floor and passing through the ceiling.

Or, an investigator hears a sonorous metallic melody somewhere in the room. Turning, he or she sees a pair of odd creatures that are part insect and part bird, composed of colorful, sparkling metal. These tiny alien forms buzz about the investigator's head, then fly straight into a wall or piece of furniture, and are gone.

Or, an investigator notices his or her shadow cast on a wall or the floor, but it is not the shadow of a human being—it is a strange, geometric, monstrous shape. After a few seconds the alien form changes back into the investigator's real shadow.

Any of these events requires a Sanity roll and the loss of 0/1D2 Sanity points.

THE WELCOMING COMMITTEE

Almost everyone in Temphill is a member of the Yog-Sothoth cult, located in the Church in High Street. It is, therefore, highly likely that the cult

will know of any outsiders snooping around the town, especially if Ursula Seton's house is visited: Seton is a known heretic and someone the cult is actively seeking. When the investigators begin searching Ursula's house, a member of the Yog-Sothoth cult eventually approaches the house to see what they are doing.

Damon MacInnes, the albino who acts as tanenforcer for the Yog-Sothoth cult, may pose as a member of the local constabulary or perhaps as Ursula's brother. He does not immediately attack the investigators. He learns as much from them as he can. If the investigators attack, or appear to be a threat to the cult, he retaliates. MacInnes has help standing by, three lesser cultists and one of the tomb-herd. Those reinforcements can arrive on the scene within a few rounds of his call.

There are other options. The cult may try to take the investigators into custody in order to obtain the Crystallizer of Dreams. They may allow the investigators to leave Temphill, so that they can follow them to the artifact. Given the powers of the tomb-herd, it could be difficult for the investigators to leave Temphill if the cult wants them to remain.

The Church in High Street

Ursula Seton was a long-time member of the Temphill Yog-Sothoth cult, from whom she obtained her copy of the *Revelations of Glaaki* as well as the Crystallizer of Dreams. The cult now considers Seton a heretic, and they want to track her down to retrieve the Crystallizer. In that pursuit, the cult murdered Burroughs and Anderson. The Church in High Street is the temple to Yog-Sothoth, and contains portals to other planes and dimensions; this cursed church is also the lair of the alien tomb-herd.

The Temphill cult is led by a mysterious figure known only as the "Old Man." He is rumored to be a Son of Yog-Sothoth—one of the few survivors of the Hermetic Order of the Silver Twilight—but few of the local cult have ever seen the Old Man. His raspy, whispered voice is often heard, however, at darkened cult gatherings. Only MacInnes has seen the high priest, and he relays the wishes of the Old Man to his fellows. (In reality, MacInnes and the Old Man are the same person: MacInnes performs this intricate charade to conceal his true identity.)



DAMON MACINNES

The Climax

The confrontation with the Yog-Sothoth cult, whether in Temphill or elsewhere, is a good way to conclude the first part of the scenario. It is a good idea for the Crystallizer of Dreams to be lost or destroyed at this point, in order to set up the second loop. Ursula has been confronted by the guardians of the Crystallizers of Dreams, who have demanded the artifact's return. She has promised to get it for them. The only place to do that, if the artifact has been destroyed, is in the past.

It is possible, however, that the investigators will defeat the cult and that the Crystallizer will not be destroyed. In this case, there are two possibilities: the guardians of the Crystallizers may confront the investigators if they have the artifact, or Ursula may still return to the past in an effort to obtain the item, since this is the only place where she knows it to be. In either case, this creates a dramatic end to the first loop and sets up the second loop, as the keeper sees fit.

The Second Loop

*I remember doing the Time Warp.
Drinking those moments when
the blackness would hit me,
and the void would be calling.*

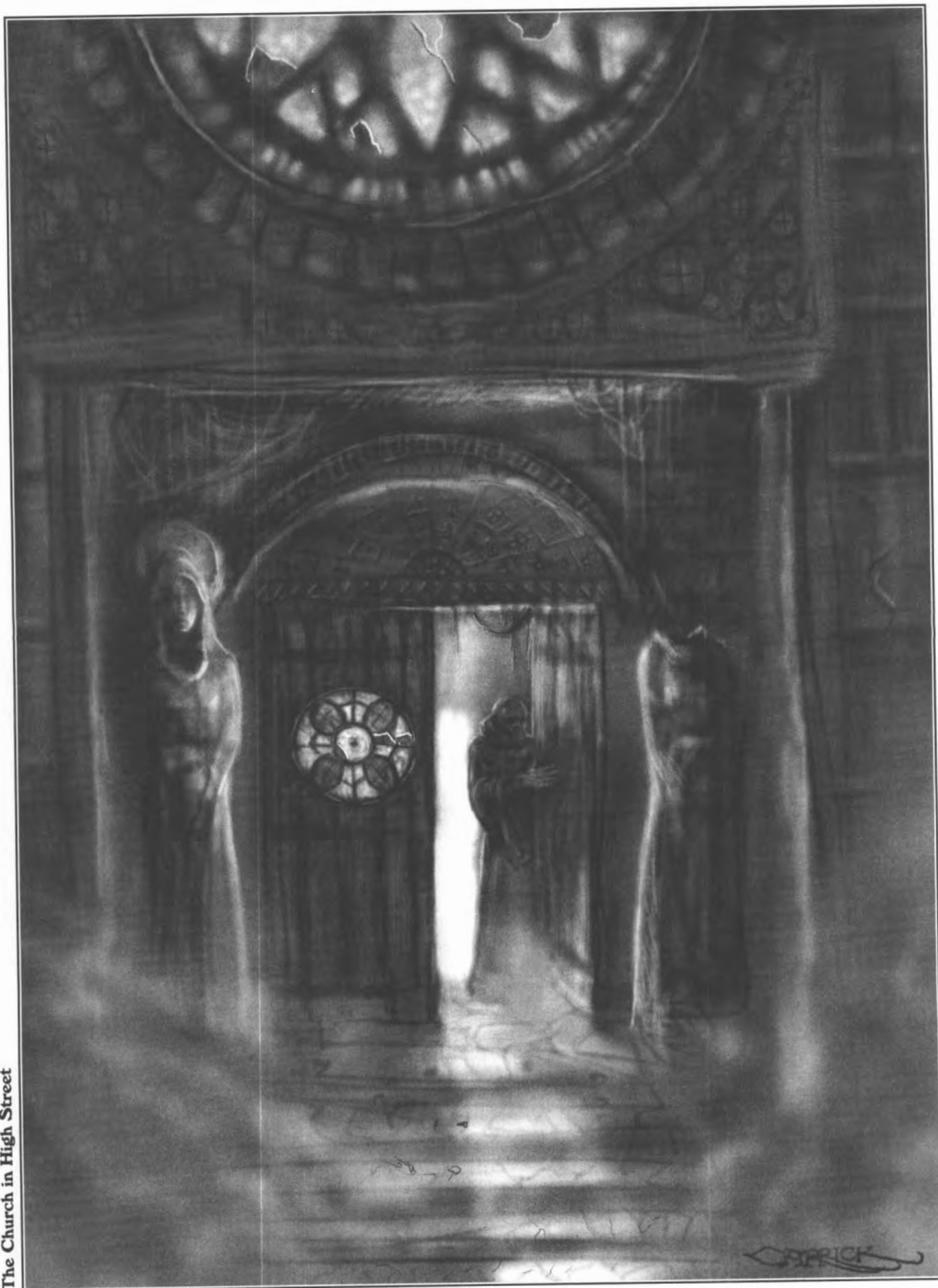
—“The Time Warp,” *The Rocky Horror Picture Show*.

Keeper's Information

The second portion of the adventure starts in the same place as the first did, probably on the morning of the experiment. If nothing were to change, the same events which occurred in the first part of the scenario would repeat themselves, but there are some very important changes which do take place. The major change is the return of Ursula Seton to this spacetime. Shortly after Ursula departed for Daoloth's dimension, the guardians caught up with her and demanded the return of the Crystallizer: they had been able to track down the physicist because she had used the item. (The guardians only refrained from dragging Ursula before Hypnos because she was a follower of an Outer God, although it is unclear whether Daoloth actually cares about its worshipers). In desperation, she agreed to retrieve the artifact by returning in time to a point preceding the ceremony



The Church in High Street



she used to summon Daoloth. Note that there are now two versions of Ursula Seton: Ursula Seton #1 is the original; Ursula Seton #2 is the one who has returned from the future.

FIRST COMPLICATION:

there are some complications. First, Seton #2 cannot retrieve the Crystallizer herself for fear of her younger self (Seton #1) seeing her. This could create a temporal paradox if Seton #1 realized some of the implications and subconsciously changed some action in the future, thus destroying Seton #2. Seton #2 has decided, therefore, to hire the investigators to retrieve the Crystallizer for her—perhaps because she has already met and knows them, or because they are not locals and, therefore, uninvolved in the valley's cults.



URSULA SETON #2

SECOND COMPLICATION: Seton #2's desperation to regain the Crystallizer wins out over her fears of a paradox, and she goes to the Temphill house the night of the experiment to make sure that the investigators succeed in their mission. Unfortunately, Seton #1 sees Seton #2 just before the end of the experiment, and Seton #2 fades from existence. This event is important in setting up the third loop of the scenario.

Any investigator watching Seton's house on the night of the experiment may attempt a Spot Hidden roll to notice Seton #2 lurking in the shadows. Seton #2 is aware of the investigators and, if anyone approaches her, she slips away into the darkness before she can be confronted. Near the end of the experiment, Seton #2 approaches one of the windows for a better look; at this point she is in clear view of anyone watching the house. Just as Seton #1 is being taken away by Daoloth, she sees her other self in the window; she subconsciously alters some future event, and Seton #2 vanishes from existence. Investigators witnessing this event are astounded as their patron suddenly fades away; the experience calls for a Sanity check and the loss of 1/1D6 Sanity points.

THIRD COMPLICATION: a third sort of complication now comes to pass. It involves the Crystallizer of Dreams, which the investigators

were hired to obtain. If the investigators do not attempt to obtain it, then events proceed as in the first loop. If they do, there are two obstacles. The first is Ian Burroughs, who has been told by Seton #1 to protect the Crystallizer. Unless the investigators move to stop him, Ian—his sanity shaken by the appearance of Daoloth—flees the house at the end of the experiment, taking the artifact with him. The other obstacle is the cult of Yog-Sothoth: the cultists too want the Crystallizer, and they arrive at Seton's house soon after the experiment.

If the player characters do not immediately attempt to gain possession of the Crystallizer from Burroughs, the cultists show up and events proceed as in loop one, ending with Ian Burroughs escaping back to Brichester. The player characters may, of course, interfere with this and try to change events. If Burroughs does escape, then events proceed as detailed in the first loop unless the investigators track him down first. Hanging around after Burroughs escapes is dangerous, as the Temphill cult to Yog-Sothoth is sure to assault anyone who might be associated with the heretical Ursula Seton.

Should the investigators attempt to get the Crystallizer from Burroughs, he resists: it is likely that the cultists show up sometime during this confrontation. There are essentially two possible results from this: first, the Crystallizer could be destroyed.

Guardian of the Crystallizers of Dreams





This ends this segment of the scenario as it did the first. Another possibility is that Ian takes the artifact and manages to escape during the battle; if this happens, then events proceed as above, but now the Yog-Sothoth cult is on the trail of the investigators.

If events proceed as in the first loop of the scenario, there are a number of interesting possibilities. For example, the investigators may be able to keep up with the cult, thus preventing the deaths of Burroughs and Anderson. Or maybe the investigators are slightly late, in which case they arrive in time to see Sharon Anderson's body age before their eyes.

Should the investigators get the Crystallizer of Dreams, they may have a small dilemma if Seton #2, who hired them to retrieve it, no longer exists, and Seton #1 is missing. When the player characters realize this, it is time for this part of the scenario to end and the third loop to start.

Other events proceed as they did in the first loop, subject to change by investigator actions. This may give them a chance to save either Burroughs or Anderson.

If the investigators refuse Seton #2's job offer, then she simply hires someone else, and events proceed as they did in the first part of the scenario, although a third bizarre murder occurs—the murder of whomever Seton #2 hired to obtain the Crystallizer of Dreams.

Investigators' Information

The second loop begins on the day of the experiment, with events occurring exactly as they did in the first loop: the same misaddressed letter and/or the wrong number, and the same newspaper—see “Coincidence? I Think Not!” Once a player character realizes that things are repeating themselves, he or she should attempt an Idea roll: if it succeeds, then the investigator can clearly remember everything that happened in the previous loop. This realization calls for a Sanity roll and the loss of 1/1D4 Sanity points. If the Idea roll fails, however, the experiences in the loop are not clearly remembered and are experienced simply as the feeling of *déjà vu*. The keeper should confiscate any notes made by a player for the previous loop.

A player character who realizes what is going on may attempt to convince his fellows by presenting some sort of physical evidence (such as a newspaper article or quotation that was read in the previous loop) and making a successful Psychoanalysis roll for the investigator in question. Hypnosis is also effective in breaking through the veil of time and *déjà vu*. Sanity rolls are in order, and a 1/1D4 Sanity point loss is incurred by investigators who are convinced of the weird happenings through psychoanalysis or hypnosis.

Seton #2 approaches the investigators, proposing to hire them to retrieve an artifact from a house in Temphill. She does not name the item, but describes it and explains that it is very valuable and that they will be rewarded handsomely for success. If the investigators balk at the request, or question its legality, she explains that the item actually belongs to her but that she cannot go to the police because she has no way of proving her ownership. If pressed, she tells the investigators that the item is unique and integral to her scientific experiments, but she does not reveal its true nature.

This should happen on the day of the experiment, before it takes place, but probably after the characters have had one or two experiences of *déjà vu*. If the investigators have already met Ursula, an Idea roll allows them to notice that something is strangely different about her: she tells them that she is Ursula Seton's older sister if they make their observations known. If they accept the job, Seton gives them the address of her house in Temphill and explains that they cannot enter the house until 11:30 P.M. (by which time the ceremony will be over, and Seton #1 will have departed). She tells the investigators that the owner will be out of the house by this time.

If the investigators refuse Seton #2, she leaves, and hires someone else to obtain her prize.

AVOIDING THE PARADOX

It is possible to avoid the paradox if Seton #1 does not see Seton #2. As long as the keeper wants to run the third loop of the scenario, however, it is recommended that this event occur. If the paradox does not occur, then the investigators have someone to give the Crystallizer to and the scenario ends, although the player characters may have the Yog-Sothoth cult and the tomb-herd on their trail.

The Experiment

This is the major portion of loop two. In the first part of the scenario the investigators did not witness the experiment which summoned Daoloth: in this part, they have that opportunity. There are a number of other events which occur at this point as well. After the experiment, events may proceed as in the first part of the scenario (subject to change by the investigators), or this may be the end of the second loop. It is possible that this loop ends in the same place as the first.

Anyone viewing the experiment must somehow conceal themselves, or risk being spotted by Seton or Burroughs. Since the room is illuminated only by a pair of candles, all those watching need successful Spot Hidden rolls: those characters whose players make failing rolls see little more than vague shadows. In the living room of Seton's house the Pentacle of Planes has been assembled on the floor;

the featureless horned skull rests within the pentacle, holding a pair of lit black candles; and the icon of Daoloth and the Crystallizer of Dreams are nearby. Ursula Seton and Ian Burroughs kneel before the pentacle, chanting "*Uthgos Yuggoth, Uthgos qond, Daoloth Uthgos fhtagn, Uthgos plam'f Daoloth asgu'I—come O Thou who sweepst the veils of sight aside, and showest the realities beyond!*" A successful Listen roll is required to clearly make out the chant, and a successful Cthulhu Mythos roll identifies it as the Call Daoloth spell.

During the chanting, Seton slams a metal rod against the floor numerous times and then both cease chanting. All is quiet for a moment. A luminous mist forms around Seton, Burroughs, and the weird skull, and then vanishes. Seconds later the candles flare briefly, then gutter and wink out, a black flame replacing them momentarily. Then the room is left in total darkness. A dry rustling sound begins to emanate from within the pentacle, and everyone within the room suddenly feels light tendrils or feelers touching their faces and probing in ears, mouths, and nostrils. A salty taste is left in mouths where something has drawn off a tiny bit of blood; those touched by the invisible feelers must make a Sanity roll and lose 0/1D2 Sanity points. Daoloth has arrived.

At this point Seton speaks: "Now Thou hast tasted of our blood, Thou knowest our intentions. The Pentacle of Planes shall hold Thee until Thou shalt do what we desire. Prove my theories! Show us the truth! Wilt Thou show me, and thus release Thyself?" With that the rustling becomes louder and the house shakes; a violent shriek of metal explodes and then silence engulfs everyone and the Outer God departs. Those experiencing the violent outburst must make Sanity checks and lose 0/1D2 Sanity points.

Seconds later a light comes on in the room and Burroughs cries out. The room has changed: it has become a field of convoluted geometric shapes and alien colors. Scents are heard, sounds tasted, flavors seen, and sights smelled. The dimensions have been breached and the room exists within multiple planes, yet outside any plane: the veil has been lifted. Strange images of mostly-intangible creatures drift by, ghost-like; a maddening array of sounds and odors assaults anyone in the room, and the shapes of everyone and everything within change and fade in and out, phantom-like. It is at this point that Ursula Seton sees her "other self" (probably through a window), thus creating the paradox and setting up part 3 of the scenario. Seton #1 is seen only for a few seconds before her body folds in on itself and is gone; at the same time Seton #2 fades away and is gone. Everyone within or looking into this room loses 1/1D10 Sanity points each round. Only the living room has been

affected in this way: once outside this room, everything reverts to normal and the Sanity losses stop. Everyone within the room needs a successful Luck roll to find an exit. After 1D3 hours the rent in the veil closes and Seton's living room is entirely normal, although a strange event occasionally occurs here due to the weakened fabric of reality where the Outer God manifested itself.

Unless the investigators move to stop him, Ian—shaken by his bizarre experiences—manages to snatch up the Crystallizer and flees the house. The Yog-Sothoth cult soon arrives and events proceed as in loop one of the scenario.

INTERRUPTING THE EXPERIMENT

It is also possible that the experiment does not take place at all. This may happen if the investigators decide to interrupt the proceedings, although they risk encountering Daoloth if they wait until the ceremony has begun. If this happens, Seton #1 spots Seton #2 and accidentally breaks the Pentacle of Planes in a moment of confusion, and is engulfed by the Outer God: Daoloth then departs in 1D3 rounds, perhaps engulfing investigators before he goes. In any event, if Seton #1 sees her other self then Seton #2 vanishes and the scenario continues as described.

If the investigators interrupt before Daoloth appears then Seton #2 fades automatically as Seton #1 will not have had the chance to go with Daoloth and then return to the past; this, however, does not stop the Yog-Sothoth cult from breaking in shortly thereafter. Perhaps the guardians of the Crystallizer of Dreams break through into this dimension and time to obtain their prized artifact.

It is also possible that interrupting the experiment only postpones it, depending on what happens to Ian and Ursula, and that the experiment occurs further down the time stream. In this case, it is possible that events occur as above and in loop three as was originally planned. However, it is possible that by some twist of fate Seton #2 does not fade and the other events of the second segment continue as described under "Avoiding The Paradox." Or, if the keeper desires, Seton #2 can remain and events in loop three can also occur.

OTHER INVESTIGATIONS

Before the experiment, Ursula Seton's house is in order and the items used in the Call Daoloth spell (the Daoloth icon, the Pentacle of Planes, and the nightgaunt skull) are locked away within a closet. The Crystallizer of Dreams is hidden in the back of an upstairs closet in a locked trunk: a successful Spot Hidden roll is required to find the trunk, and a successful Locksmith roll is required to open it. None of the events discussed in "Strange Occurrences" happen until after Daoloth has been invoked. Ian Burroughs' and Sharon Anderson's





apartments are also both in order and show no signs of struggle until after the experiment, when the Yog-Sothoth cult and the tomb-herd pay each a visit.

If the player characters attempt to discuss the results of the experiment with Burroughs or Anderson before the god is invoked, their theories are met with disbelief—especially if they mention any of the odd occurrences they have witnessed. If they persist, Burroughs or Anderson may call the authorities and file charges of harassment against the investigators. Speaking with Seton, however, has a different effect: she is obviously very interested in anything they have to say, particularly if they provide any hard evidence. Telling Seton about the odd occurrences only urges her on, and she may conduct the summoning earlier than planned—in which case the investigators may very well miss it. If the investigators can prove that they have knowledge of the Cthulhu Mythos and seem sincere, Seton may allow them to participate in the experiment. She remains suspicious of

Seeing Beyond the Veil

Nothing is actually as we see it. Everything is distorted through the complexities of the sensory organs, and our mind deludes our senses into believing that our perceptions of what we see, hear, smell, taste, and feel are real. Getting past that “veil” or illusion would be a fantastic journey, revealing spectacular sights, sounds, scents, tastes, and feelings that no one could ever imagine. It could also be a truly horrifying experience, causing madness as reality intrudes on perceptions: this is known as “seeing beyond the veil.”

Numerous veils surround us—veils of the senses, of time, and of space. Seeing beyond the veil is a major aspect of Daoloth, the Render of the Veils. In this aspect, Daoloth can strip the veils away, revealing the true reality beneath. Priests of Daoloth can see both forward and backward in time, since this veil has been removed from them by the Outer God, and it is likely that they can perceive other dimensions, and the realities of existence as well.

Seeing beyond the veil can be very dangerous. Anyone who is not totally prepared for the experience suffers a massive emotional and physical shock. Those experiencing such an event have descended into insanity on the spot because their mind (and body) cannot accept the new perceptions. Each round spent experiencing true reality beyond a lifted veil costs 1/1D10 Sanity points.

them, however, and watches their every action. Seton #2 does everything within her power to stop investigators from taking part in the ceremony, even killing them if she must. If the investigators tell Seton #1 about her other self from the future, Seton #2 instantly fades.

Investigators who go to the authorities with bizarre claims of impending murders and/or people from the future are unceremoniously turned away. Later they may be brought up on charges of murder if they gave police specifics about the forthcoming deaths of Burroughs or Anderson, or the disappearance of Professor Seton.

The Climax

This second loop of the scenario may end at any number of places, depending upon the investigators' actions and as the keeper desires. It may end in the same place the first part did, it may end with Seton #1 spotting Seton #2, or it may end in some other way. In any event, if the keeper wishes to run the third loop, he or she should be sure that it has been properly set up before the second loop ends.

The Third Loop

We see which way the stream of time doth run

And are enforc'd from our most quiet sphere

By the rough torrent of occasion.

—William Shakespeare, *King Henry IV*.

Keeper's Information

As mentioned in the preceding part of the scenario, this segment is created by a mistake that Seton #2 makes in loop two. That mistake was to be seen by Seton #1, thus resulting in the disappearance of Seton #2. However, Seton #1 realized that her other self must have been in the past to accomplish some task. She has decided, therefore, to return to the past herself to try and prevent the paradox or, failing that, accomplish the task Seton #2 had set out to do—to obtain the Crystallizer of Dreams. In this she becomes Seton #3. It is important to note that there are now three Ursulas in the area during this part: the “original” Ursula Seton, her second self who returns from the future to hire the investigators, and her third self who returns from an even more distant future to keep her other two selves from seeing each other.

This part begins in the same place as the first (see “Coincidence? I Think Not!” on pages

125–126) and should proceed as it did in loop two, with the addition of Seton #3 and her actions. Seton #3 knows only that she (as Seton #1) saw herself (as Seton #2) during the experiment: Seton #3 knows nothing of what happened in the second loop of the scenario, and it is unlikely that she knows much of what went on in loop one. She does not know that Seton #2 has contacted the investigators. Seton #3 wants help preventing the paradox: the only place she knows to find Seton #2 is at the house in Temphill, and she does not want to cause yet another paradox by being seen by either of her other selves. The keeper may have Seton #3 contact the investigators for this assistance; this can actually be seen as a complication of loop two and most of the other events in that second part will be repeated—subject, of course, to player character actions. Or, Seton #3 may hire some other people to help her, further complicating the plot.

Investigators' Information

It is suggested that the events chosen by the keeper under “Coincidence? I Think Not!” be presented first (or in order of their appearance in the first loop of the scenario), followed by the contact of the investigators by Seton #2 as in the second part of the scenario. Exactly as in loop two, Seton #2 hires the player characters to retrieve the Crystallizer of Dreams.

As before, once an investigator realizes that he or she is trapped in a time-loop, the player should attempt an Idea roll: if it succeeds, then the player character can clearly remember everything that happened in the previous loop. This calls for a Sanity roll and the loss of 1/1D4 Sanity points. If the Idea roll fails, however, the experiences in the loop are not clearly remembered, and are experienced simply as a feeling of *déjà vu*: the keeper should confiscate any notes the player made during the previous loops.

An investigator who realizes what is going on may convince his or her fellows by presenting some type of physical evidence (such as a newspaper or quotation that was read in the previous loop) and making a successful Psychoanalysis roll on the investigator in question. Hypnosis is also effective in breaking through the veil of time and *déjà vu*. A sanity roll and a 1/1D4 Sanity point loss is incurred by each player character who is convinced of the weird happenings through psychoanalysis or hypnosis.

This is then followed by Ursula Seton contacting the investigators again—this time as Seton #3. It is important to note that each of the Ursulas encountered has a somewhat different aspect about her, and the investigators should be given the chance to detect this. Also note that the investigators have

been contacted by Setons twice now, neither of whom know about the other one's contact. If the investigators were not hired by Seton #2 in the second loop, and/or are not contacted by Seton #3 in this loop, then events proceed anyway, with the Ursulas' agents doing the woman's bidding.

The contact of the investigators by Seton #3 concerns the paradox: she does not explain this to the investigators as she wants to keep as much to herself as possible. She asks the investigators to go to Temphill on the night of the experiment, find a woman who looks like her, and restrain her from going to the house. She also asks the investigators not to mention this to her again as it could be detrimental to the outcome of certain “cosmic events.” She may ask the investigators to hold Seton #2 until she comes to escort her away. Seton #3 explains that this other woman is her younger sister. If the investigators do not seem entirely convinced, Seton #3 explains that her “sister” is insane and quite dangerous.

Climax

If the investigators are successful in retrieving the artifact for Seton #2, but do not keep her from seeing herself in the house, as instructed by Seton #3, the scenario plays out as in loop two. If Seton #1 and #2 don't see each other, Seton #3 vanishes and Seton #2 remains until she is destroyed or until she retrieves the Crystallizer and returns to her own dimension. If things go badly and the paradoxes become worse, or if Seton #2 can not retrieve the Crystallizer, the guardians of the Crystallizer of Dreams break into this dimension to reclaim their artifact and capture any and all versions of Ursula Seton for punishment.

Once she has either taken the artifact back with her, or the guardians arrive and attack, time again flows normally and the investigators escape from the loop.

Sanity rewards are tough, and the keeper should award them with care. If the investigators were instrumental in solving the time-loop problem, either by assisting the Setons or in their own way, reward each player character with 2D10 Sanity



URSULA SETON #3



points. If, in the end, the investigators prevented the deaths of Sharon Anderson and Ian Burroughs, award them each 1D6 Sanity, 1D3 Sanity each if they saved only one of them.

Depending upon the outcome of this scenario, the investigators may find themselves the target of Damon MacInnes' wrath, especially if the Yog-Sothoth cult saw the investigators give the artifact to Ursula. If the investigators appear to be powerful adversaries, have the local authorities on their side, or seem to be important enough that their deaths or disappearances would garner much attention, the Yog-Sothoth cult may leave them alone, at least for now.

Statistics

URSULA SETON #1

A physicist at the University of Brichester, until recently she was also a member of the Yog-Sothoth cult in Temphill. With the discovery of

Walter Gilman's theories, she has moved beyond the Yog-Sothoth cult and turned her attention toward Daoloth. Ursula is 45 years old, has black hair and brown eyes, stands about 5'6" and weighs about 115 pounds. She is a rather small woman of slightly above average appearance, reserved in manner.

URSULA SETON #1, age 45, physicist

STR 10 CON 16 SIZ 08 INT 17 POW 15
DEX 13 APP 12 EDU 23 SAN 35 HP 12

Damage Bonus: +0.

Weapon: Fist 50%, damage 1D3

Spells: Call/Dismiss Daoloth, Call/Dismiss Yog-Sothoth, Dread Curse of Azathoth.

Skills: Astronomy 65%, Computer Use 50%, Credit Rating 75%, Cthulhu Mythos 13%, Dodge 30%, Drive Automobile 20%, History 25%, Library Use 50%, Listen 45%, Mathematics 70%, Occult 25%, Persuade 45%, Physics 90%, Psychology 20%, Spot Hidden 35%.

Languages: English 99%, German 65%, Latin 25%, Russian 70%.

Six New Spells

CALL/DISMISS DAOLOTH: this spell summons the Outer God Daoloth to appear within a special pentacle. The caster needs an icon of Daoloth, the skull of a nightgaunt, two black candles, a metal rod, and rods or tubes with which to create the Pentacle of Planes. The Pentacle keeps Daoloth's form from expanding and engulfing the spell caster. To evade the powerful Sanity loss penalty for viewing Daoloth's alien form, the spell may be cast in complete darkness. Any number of people may contribute one magic point each, and those who know the spell may contribute some or all of their magic points. Caster loses 1D10 SAN, successful cast or not. Others present lose 1D10 SAN only if the spell succeeds.

If Daoloth is called without one or more of the above-mentioned items, the caster becomes host to the Outer God. The caster's body is pulled into Daoloth's dimension, and appears to warp and change: it flattens and becomes one-dimensional, folding in on itself. Soon the spell caster's body has folded into a strange geometric form which then begins to expand and open, releasing Daoloth into this dimension. The spell caster is wracked with great pain as his or her body is drawn into the alien plane and inhabited by the Outer God. Watching someone become

possessed by Daoloth costs 1/1D10 SAN. In returning to its own dimension, Daoloth destroys the host body.

CONTACT TOMB-HERD: requires 9 magic points and 1D3 SAN to cast. The attempt always succeeds, and takes only five to ten rounds to cast. It must be cast near a Gate or other dimensional portal through which the tomb-herd may enter from their plane, or at or near a temple to Yog-Sothoth.

EMBRACE OF YOG-SOTHOTH: ages the victim until he or she withers away and turns to dust. Casting the spell costs 18 magic points and 1D6 Sanity; match magic points against magic points on the Resistance Table. The victim loses 1 CON each round until he or she is completely drained of life and withered to dust. Casting the Heal spell on a victim of the Embrace of Yog-Sothoth halts the aging process, although any CON lost up to then is forever gone. Once the victim's CON reaches zero, death occurs. Witnessing the progress of the spell costs 1/1D8 SAN.

ENCHANT GLOVE: A spell similar to the Enchant Cane spell of *Call of Cthulhu* edition 5.0 and later. It creates and enchants a glove that drains POW points from victims and stores



URSULA SETON #2

This version of Ursula Seton represents her after she has experienced life as a priestess of Daoloth: she may actually be centuries old at this point, merely appearing to be in her fifties due to her service to the Outer God. Seton #2 was created when, during her travels, Seton #1 encountered one of the guardians of the Crystallizer of Dreams: the alien entity knew of Seton's use of the artifact and sought its return. Daoloth's priestess tapped into her alien master's powers to return to the past and obtain the Crystallizer for the guardian. This Ursula Seton appears a dozen years older than the first one, with graying hair and a few wrinkles, but otherwise identical to Seton #1. Seton #2 always wears an odd red metallic medallion inscribed with a strange geometric glyph: a successful Cthulhu Mythos roll identifies the glyph as a representation of Daoloth.

URSULA SETON #2, appears as age 57, traveler of time and space

STR 10	CON 16	SIZ 08	INT 17	POW 21
DEX 13	APP 12	EDU 25	SAN 0	HP 12

Damage Bonus: +0.

Weapon: Fist 50%, damage 1D3

Spells: Call/Dismiss Daoloth, Call/Dismiss Yog-Sothoth, Create Gate, Create Time-Warp, Dominate, Dread Curse of Azathoth, Find Gate, Lift Veil.

Skills: Astronomy 75%, Computer Use 50%, Credit Rating 75%, Cthulhu Mythos 23%, Dodge 30%, Drive Automobile 20%, History 45%, Library Use 55%, Listen 55%, Mathematics 80%, Occult 45%, Persuade 55%, Physics 99%, Psychology 35%, Spot Hidden 45%.

Languages: Aklo 20%, English 99%, German 65%, Latin 45%, Russian 70%, Yekubian 12%.

URSULA SETON #3

This Ursula Seton was created by the paradox. This version of Ursula shows up in an effort to correct all the things that have gone wrong in the first two loops of the scenario. Seton #3, perhaps unguessably old, appears to be in her seventies: a single, solid white streak runs through her hair, and lines crisscross her face. Seton #3 is the deadliest of the Ursulas: she is a powerful, desperate woman bent on successfully completing her mission this time

Six New Spells (contd.)

them as magic points usable by the owner. Casting the spell and creating the glove requires a week of work, a human sacrifice, 6 POW, and 1D6 SAN. Each use of the glove costs 1D3 Sanity points for the wearer. It can store up to 100 magic points.

When anyone but the glove's creator touches the enchanted object for more than thirty seconds, he or she loses a point of POW, and the glove accumulates a magic point. The person losing the POW immediately feels suspicious and profoundly uneasy. The glove may be held against a victim who is held by force, perhaps until all POW is drained and the soul sucked into the enchanted glove. When a magic point from the object is used up in casting a spell, it is gone permanently, but a fresh point of POW may be drained from a victim to replace it.

LIFT VEIL: Allows the caster to temporarily remove one of the "veils" from a target, allowing him or her to view the reality of a time, space, or other component of reality. To cast the spell, successfully match the caster's POW against the target's POW on the Resistance Table; the caster then expends 15 magic points and 1D6 SAN while calling on Daoloth to "lift the veil." The spell takes 3 rounds to cast.

Seeing beyond the veil can be very dangerous. Those unprepared for the experience may suffer massive shocks. Those who see the reality of matter, time, or space may quickly descend into insanity, their minds unable to cope with what cascades upon them. Victims of Lift Veil lose 1/1D10 SAN each round. The effects of this spell last for 1D3 + 1 rounds.

REND VEIL: A deadlier version of Lift Veil: instead of just lifting one veil from the target for a little while, the caster actually permanently rips away one of the veils. To cast this spell, successfully match caster's POW versus target's POW on the Resistance Table. The caster then must expend 24 magic points and 2D8 SAN. The spell takes 5 rounds to cast.

With one of the veils to perception ripped away from the victim, a rift is created which pulls in him or her. Successfully cast, a portion of reality twists itself into a fist-sized lump which quickly becomes a swirling, churning vortex until the actual fabric of reality rips, folding in on the victim. A victim of Rend Veil is forever gone, cast into the infinite time stream, the swirling multiverse, or some other portion of time, space, or hyper-reality.





by retrieving the Crystallizer of Dreams. She wears a strange red metallic robe.

If Seton #3 is unsuccessful in her mission, or some other paradox is created, Seton #4 may show up, and so forth. While the specifics of each successive Ursula are left to the keeper to determine, each new version should appear older, and be more powerful than the last.

URSULA SETON #3, appears as age 71, Daoloth's priestess

STR 09 CON 15 SIZ 08 INT 17 POW 25
DEX 10 APP 12 EDU 30 SAN 0 HP 12

Damage Bonus: +0.

Weapon: Fist 50%, damage 1D3

Spells: Call/Dismiss Daoloth, Call/Dismiss Yog-Sothoth, Contact Hound of Tindalos, Create Gate, Create Time-Warp, Curse of Darkness, Dominate, Dread Curse of Azathoth, Find Gate, Lift Veil, Rend Veil, Summon/Bind Servitor of the Outer Gods.

Skills: Astronomy 95%, Computer Use 50%, Credit Rating 75%, Cthulhu Mythos 33%, Dodge 20%, Drive Automobile 15%, History 80%, Library Use 70%, Listen 45%, Mathematics 90%, Occult 65%, Persuade 65%, Physics 99%, Psychology 45%, Spot Hidden 35%.

Languages: Aklo 28%, English 99%, German 65%, Latin 65%, Naacal 16%, Russian 76%, Yekubian 21%.

IAN BURROUGHS

Ian Burroughs is a young physics professor at the University of Brichester, having just received his Ph.D. from London College. He lives in Brichester and has been seeing a young graduate student by the name of Sharon Anderson. He has been working with Ursula Seton on a personal project. Ian is 29 years old, has brown hair and blue eyes, stands 6'2" and weighs about 175 pounds. He is a handsome young man who is very intelligent and fairly well off.

IAN BURROUGHS, age 29, Associate Professor of Physics

STR 15 CON 16 SIZ 14 INT 15 POW 13
DEX 13 APP 16 EDU 21 SAN 65 HP 15

Damage Bonus: +1D4.

Weapon: Fist/Punch 60%, damage 1D3 + db

Spells: none.

Skills: Art (Painting) 30%, Astronomy 80%, Computer Use 65%, Credit Rating 50%, Dodge 30%, Drive Automobile 20%, Library Use 40%, Listen 30%, Mathematics 60%, Persuade 35%, Physics 75%, Psychology 20%, Spot Hidden 50%.

Languages: English 99%, German 44%, Russian 51%.

SHARON ANDERSON

She is a graduate student in the department of psychology. She has been attending the University of Brichester for the last year and recently has been

FOUR CULTISTS OF YOG-SOTHOTH

	STR	CON	SIZ	INT	POW	DEX	SAN	HP	DB
One	15	10	17	15	13	15	0	14	+1D4
Two	10	11	14	14	13	13	0	13	0
Three	14	12	11	12	10	11	0	12	+1D4
Four	13	14	11	13	08	10	0	13	0

Weapons: (One) Wood Axe 30%, damage 1D8 + 2 + db

(Two) 12-Gauge Shotgun 30%, damage 4D6/2D6/1D6

(Three, Four) Knife 30%, damage 1D4 + db

Skills: Climb 45%, Cthulhu Mythos 10%, Dodge 40%, Hide 25%, Jump 35%, Listen 55%, Occult 20%, Psychology 35%, Sneak 45%, Spot Hidden 30%.

Languages: English 60%, Latin 10%.

THE TOMB-HERD

	STR	CON	SIZ	INT	POW	DEX	SAN	HP	DB
One	n/a	12	04	14	13	08	n/a	08	—
Two	n/a	14	06	11	17	10	n/a	10	—
Three*	13	14	12	06	18	13	n/a	12	+1D4

Weapon: (One, Two) none; (3) Claw 19%, damage 1D4.

Armor: (One, Two) immune to all damage inflicted by non-enchanted weapons. Magic, fire, and acid do normal damage. (Three) 3 points.

Spells: none.

Sanity Loss: (One, Two) 0/1D6 Sanity points; (Three) 0/1D6 Sanity points.

*statue form

dating Ian Burroughs. Anderson is 23 years old, has blonde hair and green eyes, stands 5'8" and weighs about 110 pounds. She is a very pretty girl and a good student.

SHARON ANDERSON, age 23, unsuspecting victim of ancient evil

STR 10 CON 13 SIZ 08 INT 15 POW 16
DEX 15 APP 17 EDU 19 SAN 80 HP 11

Damage Bonus: +0.

Weapon: Fist 50%, damage 1D3

Spells: none.

Skills: Anthropology 30%, Biology 15%, Computer Use 20%, Dodge 40%, Library Use 55%, Listen 30%, Occult 20%, Persuade 65%, Pharmacy 25%, Plant Care 65%, Psychoanalysis 50%, Psychology 75%, Spot Hidden 30%.

Languages: English 95%, French 13%, German 30%.

DAMON MACINNES

Damon MacInnes is the albino son of Fergus MacInnes, one of the members of Carl Stanford's Cannich Coven in Scotland during the 1920s. When the coven was broken up, Damon was smuggled off to Temphill, where he was raised as a member of the Yog-Sothoth cult. MacInnes and the leader of the Yog-Sothoth cult—the enigmatic “Old Man”—are one and the same. MacInnes perpetrates this elaborate charade to conceal his true identity as the high priest of the cult: he speaks in the Old Man's raspy whisper of a voice at darkened gatherings, and reports back to his fellow-cultists the wishes of their mysterious leader. Many years ago MacInnes murdered the high priest of the cult after learning all he could from the aged man, and then took his place as the Old Man. Damon MacInnes is a Son of Yog-Sothoth, one of the last members of the Hermetic Order of the Silver Twilight.

Although he appears to be in his forties, MacInnes is in reality eighty-two years old: use of the Steal Life spell has kept him young. An albino, he has pale skin, snow-white hair with a thick white mustache, and strange pink eyes; he stands 5'11" tall, and weighs about 145 pounds. MacInnes is a smooth and calculating man, appearing friendly and helpful in order to gain the investigators' trust, but ruthless and brutal when he finds it convenient. MacInnes has very sensitive eyes, and wears dark glasses day and night; without his glasses to shield his eyes he is nearly blinded by sunlight or strong artificial light.

DAMON MACINNES, appears age 44, albino Son of Yog-Sothoth and “Old Man”

STR 12 CON 17 SIZ 11 INT 15 POW 25
DEX 12 APP 10 EDU 19 SAN 0 HP 14

Damage Bonus: +0.

Weapons: Dagger 65%, damage 1D4+2

Bullwhip 80%, damage 1D3 (entangles on impale: STR vs. STR to break free)

Spells: Call/Dismiss Yog-Sothoth, Cloud Memory, Contact Serpent People, Contact Tomb-Herd, Deflect Harm, Dominate, Embrace of Yog-Sothoth, Enchant Glove, Find Gate, Fist of Yog-Sothoth, Implant Fear, Mindblast, Resurrection, Steal Life, Summon/Bind Servitor of the Outer Gods, Voorish Sign.

Skills: Anthropology 35%, Archaeology 60%, Astronomy 30%, Climb 45%, Cthulhu Mythos 45%, Dodge 40%, Hide 25%, History 75%, Jump 35%, Listen 75%, Occult 60%, Psychology 45%, Ride 55%, Sneak 55%, Spot Hidden 30%.

Languages: English 99%, Greek 35%, Latin 35%.

Damon's Enchanted Glove

Drains POW points from victims and stores them as magic points usable by the owner. When anyone but the glove's creator touches the enchanted object for more than 30 seconds, he or she loses a point of POW, and the glove accumulates a magic point. When a magic point from the glove is used in casting a spell, it is gone permanently and another point of POW from some victim must be drained to replace it. The magic points stored in the glove can not be used in a Resistance Table roll. Damon is never without his glove and rarely takes it off. He wears a matching but non-magical glove on his left hand. The glove has currently stored 78 points of power for Damon to use in his spells; it can store up to 100 magic points.

DAOLOTH, the Render of the Veils

STR N/A CON 100 SIZ varies INT 50 POW 70
DEX 30 MOV 8 HP 100

Damage Bonus: N/A.

Weapon: Engulf, automatic success, sends victim to other plane.

Armor: anything striking or penetrating Daoloth is transported to another dimension, but any spell which the keeper thinks appropriate might do harm to its hit points.

Spells: it might know any spell dealing with seeing or traveling to other worlds, planes, and dimensions, and whatever other spells the keeper thinks appropriate.

Sanity Loss: 1D10/1D100 Sanity points in the first round the god is visible; in succeeding rounds automatically lose 1D10 Sanity points while nearby.

GUARDIAN OF THE CRYSTALLIZERS OF DREAMS

STR N/A CON N/A SIZ 12 INT 17 POW 17
DEX 17 MOV 10 float in air HP 17

Damage Bonus: +0.



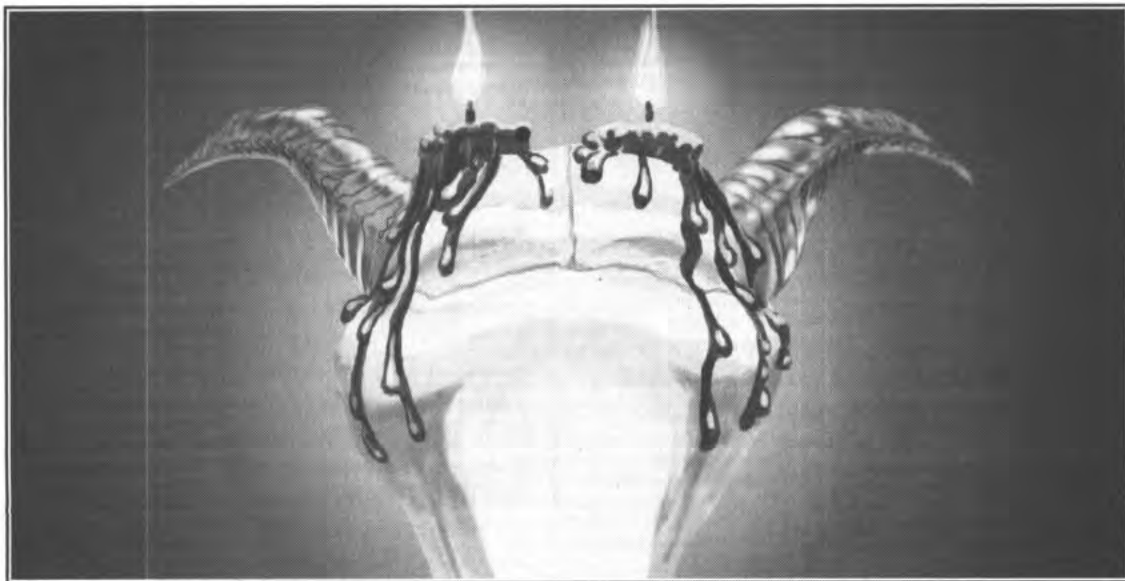
Weapon: Entangle 35%, damage special.

Armor: none, however, these creatures take damage only from enchanted weapons or magic which affects INT or POW.

Skills: Move Silently 100%.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to see. ■



UNPLEASANT DREAMS

by Scott David Aniolowski and Gary Sumpter

Wherein the investigators must save a friend from the horrors within.

*Down once more to the dungeon of my black
despair!*

Down we plunge to the prison of my mind!

Down that path into darkness deep as hell!

—Andrew Lloyd Webber, *Phantom of the Opera*.

Scenario Considerations

This scenario takes place as much in the player characters' dreams as it does in the world of waking reality. Due to a series of unfortunate events, they find themselves trapped within the dreams of Andy Cook, a tormented young man. The youth lingers dangerously at death's door, and only their intervention in his nightmares can save the young man—and the investigators themselves.

In this scenario, the keeper should strive to present the dreams and nightmares as realistically as possible, insinuating them so that the investigators do not immediately know they are dreaming. The investigators are trapped between the waking world and the realms of dream; they should be kept wondering what is real and what is dream. As time passes, however, the player characters will begin to lose their minds as they are haunted and tormented in their dreams; before long, they may even fear falling asleep.

Their salvation depends upon how they investigate Andy Cook's suicide attempt and in fighting the phantoms of his nightmares. They must discover the truth behind what holds Andy imprisoned—a painful process which will further threaten their sanity.

Individual stats will be found both during the narrative and on pages 160–162. There is one player handout, on page 149. It is repeated on page 234, in "Handouts."

Keeper's Information

Andy Cook was recently lured to Goatswood by Albert Jenkins. There Andy became infested by a shan, one of the insects from Shaggai. The alien creature spoke to the young man's mind, instructing him to slay his family. Given the tools for their destruction—three Goatswood gnomes—young Cook carried out the instructions. After watching the murder of the Cook family, the shan's vile appetite for torture was sated and it fell dormant. In a moment of clarity, Cook became aware of his surroundings and the massacre around him. Horrified by what he saw, he fled into the night. Devastated, he returned to Windthroe Manor, put an antique dueling pistol to his head, and pulled the trigger.

The pistol ball did not kill the young man, however; it is lodged precariously in his brain. Andy Cook is now trapped in a world of nightmares, kept there by the bullet in his brain and the alien insect in his mind. Because Andy's final waking thoughts were of his friendly employers at the manor, the investigators have somehow been pulled into Cook's tortured realm beyond sleep and consciousness. Now, each time they sleep, they share the boy's suffering and torment.

Investigators' Information

It is a stormy night—the wind howls, rain spatters against windows, and the house shakes at each clap of thunder. The investigators have not long been asleep when they are awakened by a noise. Dazed, confused, and still partially asleep, no one can identify the sound: a successful Idea roll suggests a particularly loud clap of thunder.

As they contemplate the sound, they hear Mrs. Jenkins scream. The lights do not turn on, perhaps because of the storm. They grab flashlights from their rooms. The portly housekeeper meets them with another flashlight at the bottom of the stairs. She covers her mouth with a hand, her body shaking. She can only point toward the servants' quarters.

Albert Jenkins stumbles out of Andy's room (or the unused room, if Cook is not living at the manor). His stoic



veneer abandoned, Jenkins mumbles something and falls heavily into a chair, burying his head in his hands. The power is still off. An odor lingers in the air, familiar to anyone who owns a firearm: the scent of a recently fired gun. Another odor hangs in the air—there is a sweetness about it. A successful Biology or Medicine roll identifies the scent as that of blood.

A streak of white-blue lightning illuminates the room for a split second, and anyone making a Spot Hidden roll sees a crumpled figure on the floor in a pool of dark liquid. In the light of a candle or flashlight, the investigators see that the figure is Andy Cook. He is on his back on the floor, a pool of blood at his head. He still holds a flintlock pistol in his hand. The sight of the boy, blood seeping from his head, calls for a Sanity roll and the loss of 0/1 Sanity point.

Miraculously, Andrew is not dead. A quick examination shows that he is still breathing, and that he has a pulse. A successful First Aid or Medicine roll stops the bleeding, but the young man is in dire need of emergency medical treatment. The investigators may call for emergency personnel, or they may drive the wounded boy to the Mercy Hill Hospital themselves. Any action on their part saves the youth's life, and each investigator gains 1D6 points of Sanity.

If the investigators do nothing for Andrew, he soon expires. They each lose 1D6 points of Sanity, and this scenario ends.

THE HANDGUN

The flintlock dueling pistol used by Cook to shoot himself in the head belonged to Martin Dixon, the former owner of Windthroe Manor. It was part of the investigator's inheritance, as mentioned on page 59; a firearm certificate for the weapon and its ammunition may be found buried among the copious legal documents of the estate. Cook snuck into the house, retrieved and loaded the gun, and turned it on himself.

Forensic reports show that the only fingerprints on the weapon were Andy Cook's and Martin Dixon's, unless investigators used it in a previous adventure. The authorities naturally want to question everyone, although the Severnford police consider this a suicide attempt.

THE ROOM

Exploring the scene of the shooting, a successful Spot Hidden roll shows where Andy forced a window open to quietly gain entrance to the house. Nothing else is found.

ANDY COOK'S CONDITION

According to Dr. Whitaker, the Mercy Hill Hospital house surgeon, Andrew is in critical condition. The

bullet is lodged in the boy's brain, and its removal is impossible for the moment. Dr. Whitaker explains that because of its position in the brain, removing the bullet could cripple the young man for life, or leave him brain-dead. Once Andrew's condition stabilizes, Dr. Whitaker may opt to go in for the bullet if it appears that the surgery will not cause more harm. For now at least, Andrew's life is not immediately in danger, although the boy has fallen into a coma.

THE SEVERNFORFORD POLICE

The investigators and Mr. and Mrs. Jenkins are asked to give statements to the authorities. They are asked about Andrew—if he had been depressed, if he was involved with drugs, if he had broken up with a girlfriend. Neither the investigators nor the Jenkins are considered suspects in the case, although after certain other recent events at the house the local authorities suggest that perhaps it would be best if everyone left the house and returned to whence they came. There is no evidence to suggest that this case is anything more than a suicide attempt. After they have taken the investigators' statements, the police thank them for their time, then leave.

The Cook Family Murders

The next morning the local authorities pay another visit to Windthroe Manor. The player characters learn that the boy's father, mother, and sister were brutally murdered last night. The authorities now suspect that Andrew murdered his family and then tried to kill himself. This might explain why the young man broke into the manor and didn't knock (or use a key, if he had one).

The mutilated bodies of the Cooks were discovered early this morning. They had been stabbed with a knife. None had been shot. Their bodies have been taken to the morgue at the Mercy Hill Hospital.

The police listen to any stories of Andy's abuse and molestation, asking if the investigators have any evidence of these accusations. Without evidence, the authorities pay little attention.

Now a murder suspect, Andy Cook's room is guarded day and night by a local policeman. Miranda Blakes, a special investigator with Scotland Yard, comes out from London to investigate the case. Miss Blakes questions the investigators and the Jenkins once again, taking particular note of the other recent events that have occurred at Windthroe Manor. She is obviously suspicious of the investigators, and watches them closely throughout her investigation of the case.

If the investigators wish to see the police file and photographs of the Cooks they must make Law

and Persuade rolls to succeed. The police are not inclined to divulge the contents of their report to civilians but, if the investigators are on good terms with Miranda Blakes, they may gain a bonus to these rolls at the keeper's discretion.

The report states that the bodies were found savagely slashed. The weapon appeared to be a small-bladed device, such as a straight-razor or scalpel. The slashes, however, were made in patterns of three or four lines, almost like claw marks. Other bite-like wounds are also mentioned, and it is suggested in the report that the murderer was berserk, biting his victims as well as slashing them.

The photographs of the victims show bloody and mutilated bodies savagely cut to ribbons. A close-up of one of the victims clearly shows the parallel slashes. A successful Spot Hidden roll allows an investigator to also make out one of the odd bite marks. The bite mark is very small. An Idea roll indicates that the diameter of the bite is too small for a normal human. These photographs cost 0/1 Sanity point to view.

If the investigators succeed in a group Luck roll, the police also have a cast of one of the bite marks left in a wooden headboard. This cast is of a mouth obviously not human. The indentations are little over an inch in diameter, and elongated. The teeth are triangular, pointed fangs; the police are at a loss to explain the strange bite marks. A successful Biology or Natural History roll indicates that the bite is that of an unknown animal. A successful Cthulhu Mythos roll identifies the bite as possibly belonging to some sort of minor servitor entity.

MIRANDA BLAKES

Inspector Blakes dresses conservatively, usually in smart business suits. She is a tall, attractive woman who wears no obvious makeup. Her medium-length blonde hair is pulled back. She is a no-nonsense policewoman who has struggled successfully against Scotland Yard's male-dominated bureaucracy. Though few women can claim to be an inspector in one of the world's most celebrated police forces, she finds that she still must prove herself at every turn.

MERCY HILL HOSPITAL

Andrew Cook is alone in a secured room. His comatose body is attached to assorted machines, monitors, and life-support devices. His chest rises and falls as he breathes, and his eye lids occasionally twitch and flutter, but otherwise he makes no sounds or movements.

His daily charts are clipped to the foot of the bed. A successful Medicine roll interprets the records: strangely, the boy's condition never changes—he never gets better or worse. It's almost as though he is trapped in his present condition.

Investigators may speak with Dr. Whitaker about Andrew's condition. Whitaker is also perplexed at the total lack of change in Andrew's condition. If the drugs and life-support machines are effecting no changes to the boy's condition, he should be dead.

If Cook is taken off the life-support machines and drugs, his condition still does not change, although if he is not intravenously fed he does eventually die. The alien in his mind keeps the boy alive while it torments him.

A nurse shaves and sponge bathes the boy each day. A steady stream of doctors and nurses wander in and out of Cook's room. He is monitored and his condition physically checked on every thirty minutes.

Outside the door a police officer stands guard. Every shift, a detective stops by the room and talks with Cook's doctors. The authorities are interested in the boy's condition, and any words he may mumble. Their waiting so far has been futile.

All visitors must sign in and show identification to the police guard at the boy's door by orders of Inspector Blakes. She spends some time at the hospital as well, checking on the youth and taking note of who visits.

Inspector Miranda Blakes



Andy Cook



THE MORGUE

The bodies of Mr. and Mrs. Cook and their daughter have been taken to the Brichester morgue. The bodies remain there until the coroner's inquest, then they are sent back to Severnford where the local undertaker prepares them for burial. The bodies are buried the next day in the local cemetery. The few friends and relatives who attend the wake and funeral see only the closed caskets. Miranda Blakes attends the funeral, observing which player characters show up.

The morgue is staffed around the clock. Gaining access to it requires a successful Law or Medicine roll, or the permission of the attendant in charge. All three bodies are in the same condition: numerous slashes crisscross the victim's flesh in a series of three or four lines, while each has a few odd bite marks. The bite marks are small and elongated and obviously not made by a human. A successful Medicine roll suggests that the victims died from blood loss due to the numerous wounds. An Idea roll indicates that these people were not cut up with a razor—they were clawed to death. Viewing the corpses firsthand costs 0/1D4 points of Sanity.

The Cook Residence

A small house typical of the Severnford area, there is nothing overtly unusual about the Cook residence, except for the unearthly quiet that now hangs over the place. The front and back stoops have been taped off and are marked as a crime scene. If it is before the inquest, a policeman may be posted at the front. Trespassers risk arrest by the local authorities. All doors and windows are locked or otherwise securely closed, requiring a successful Locksmith roll in order to gain access. Breaking a window or forcing a door works, but risks alerting neighbors to the intrusion.

A cursory search of the cellar and ground floor of the Cook home reveals nothing out of the ordinary. It is on the second floor that the scene changes from bucolic to diabolic. John and Helen Cook were murdered in their bedroom, and their daughter Marie was slain in her room. Both rooms are similarly gruesome. Blankets and sheets are soaked with blood, and more of the now-dried substance is spattered on walls and the floor like the work of some mad painter. Mirrors and other reflective surfaces in both rooms are smashed, and seemingly-nonsensical words are scrawled on the walls in dried blood. Viewing the grisly scenes costs 1/1D4 Sanity points.

The gibberish scrawled on the walls means nothing to the investigators unless one of them can make a Cthulhu Mythos roll, in which case he or she recognizes the word "Xada-Hgla." The investigator knows that Xada-Hgla is another name for the writhing nuclear chaos known as Azathoth.

A successful Spot Hidden in either of the bloodied bedrooms reveals a set of small tracks in the dried blood. They appear to be tiny footprints, but are obviously too small to be human. A second successful Spot Hidden roll allows an investigator to discover a clear fingerprint left in dried blood on the wall. This print belongs to Andy Cook but, without access to police fingerprinting resources, the investigators have no way of knowing the identity of the person who left the print.

Close examination of the bloodied sheets on either bed shows them to have been slashed by something very sharp. A dresser drawer in Mr. and Mrs. Cook's bedroom hangs open, and the contents are found to be a jumbled mess. Among the contents is a small box of photographs, the contents of which have been spilled into the drawer. The sides and lid of the box are smeared with bloody prints. The photographs are all mundane



The Three Gnomes

pictures of the Cook family. A Spot Hidden roll discovers a ticket stub for Heaven, a club in Brichester, among Mr. Cook's personal effects. (This is *Unpleasant Papers* #1, on this page.) Investigators who have played through "Gothic" are certain to recognize this. On the reverse, someone has written "Jekyll"; if this is compared to a sample of Mr. Cook's penmanship, the similarities are obvious if not identical.

The third bedroom is obviously Andrew's. Posters of musicians and lovely young women adorn the walls, and a weight bench clutters one corner of the room. A collection of hand-painted toy soldiers stands on the dresser; a Know roll reveals that they are British Infantry of the First World War. Three ugly little stone statues sit on the floor in front of a window. These carved stone figures are ugly and deformed versions of the typical garden gnome; the little statues have bulging eyes, pointed teeth, and twisted, clawed fingers.

If the gnome statues are closely examined and a Spot Hidden roll is made at half normal chance, the investigator notices that the teeth and claws of the stone figures are discolored. Something has soaked into the stone, darkening it. A successful Idea roll might suggest blood, but only chemical tests on the stone prove this perception to be correct.

Nothing else appears to be out of the ordinary in this room unless someone makes a successful Spot Hidden roll, in which case an investigator finds a number of Polaroid photographs stuffed under one

corner of the mattress. These photos are of Andy Cook and his sister Marie, and range over a span of several years. In each of the photos the Cook children are naked and involved in some sort of sexual activity—sometimes together, but usually alone. In many of the graphic photos the children are bound and have obviously been beaten. Others depict the violation of Andy and Marie with different objects; more recent photos depict them engaged in masturbation or sexual intercourse.

These graphic, hideous photographs were taken by Mr. Cook, and are evidence of his molestation of his children. Presenting this pornographic evidence to the authorities convinces them of the elder Cook's degenerate and incestuous, paederastic habits, and awards each of the investigators 1 point of Sanity.

A second successful Spot Hidden roll notices a smear on the dresser mirror in Andy's room. Something has been written on the mirror in some sort of clear or opaque substance which has since dried. It is the word "Xada-Hgla." If the investigators have not already identified this from the other bedrooms, a successful Cthulhu Mythos roll identifies Xada-Hgla as another name for the nuclear cosmic blight Azathoth. Only forensic tests positively identify the medium used to leave the message as Andy Cook's semen.

The ugly statues are actually Goatswood gnomes. The insect from Shaggai instructed Andy to bring the gnomes into the house. As the sky darkened and the full moon rose above the horizon, the ugly creatures began to stir. The alien shan commanded the gnomes, through its unwitting host, to slaughter the Cook family. Andy Cook was only partially aware of the ghastly events as they took place. The sadistic shan drank in the horrible events, becoming drunk on the horror and flood of emotions experienced by Andy, its host. The



**Unpleasant
Papers #1**

Heaven is in
Brichester

HEAVEN

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*NO EXCHANGE***

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insect, reading its host's memories, knew of his abuse. It instructed Andy to retrieve the photographs of him and his sister. The Shan manipulated Andy's mind and body, forcing him to become aroused. Andy brought himself to sexual climax and scrawled the cryptic message on the mirror with his semen.

Once the insect had gorged itself on its host's emotions, it fell dormant and Andy regained full control of his mind and body. Seeing the bloody carnage around him, the boy fled while fractured memories of the events flashed through his mind. He sneaked into Windthrope Manor and found a gun. Filled with guilt and horror over the brutal murder of his family, he put the gun to his head and pulled the trigger.

The three Goatswood gnomes can come to life during certain phases of the moon and seasons of the year. If the investigators visit the Cook residence immediately, the gnomes are still capable of movement. A day or two later, however, it is too late and the gnomes are statues until the next phase of the moon.

If they are sentient when the investigators arrive, the gnomes attack viciously, not stopping until the investigators flee or are killed.

Three Goatswood Gnomes

	One	Two	Three
STR	08	10	04
CON	19	20	16
SIZ	05	05	03
INT	12	10	06
POW	10	11	08
DEX	07	08	12
HP	12	13	10
DB	N/A	N/A	N/A
MOV	9		

Weapons: Claws 30%, damage 1D2
Bite 40%, damage 1D3

Armor: 9 pts.

Spells: (One only) Call/Dismiss Keeper of the Moon-Lens, Summon/Bind Dark Young of Shub-Niggurath.

Skills: Hide 75%, Sneak 50%.

Sanity Loss: 0/1D3 Sanity points to see a Goatswood Gnome in action.

Behind the Wall of Sleep

Because of the close connection between Andy Cook's shan-infested mind and the investigators, they find themselves drawn into the boy's nightmarish dream-world. The keeper is urged to find ways of introducing the dream sequences so that the player characters at first do not realize they are dreaming. These dreams can be introduced toward the end of each day; the investigators may be returning to the manor after visiting Andy Cook in the hospital, or they may be unwinding after a long day of conducting interviews. All the investigators experience the same dream; only when events turn surrealistic are they likely to realize they are caught in a dream.

All weapons carried into these dreams function normally, as do spells. If Mythos creatures are encountered, the normal minimum Sanity loss (representing a successful Sanity roll) in the waking world becomes the maximum in the dream. There is, however, always a minimum loss of at least 1 point of Sanity: the loss for seeing a Dark Young of Shub-Niggurath, for instance, would normally be 1D3/1D10; in the dream, it becomes 1/1D3. For creatures causing a minimum Sanity loss of zero (ghouls, deep ones, etc.), the loss becomes 0/1 SAN.

Each dream ends with the investigators waking in their own beds, shaken, and suffering a loss of 1/1D3 Sanity points. All lost hit points, magic points, POW, etc., are restored, despite any losses during the nightmare. Sanity losses, however, are real and are not recovered. Each time a dreamer is "killed" in the course of a nightmare, he immediately awakens in his bed, suffering an additional loss of 1D6+2 Sanity points.

The dreaming rules in Chaosium's *Dreamlands* supplement are not intended for use in these dream sequences. Keepers familiar with these rules may, if they wish, adapt them.

The First Night

This dream occurs the night following Andy Cook's suicide attempt. One of the investigators is awakened in the middle of the night by a knock at his door. If he chooses to ignore it, the visitor persists until eventually the door swings open. When the door is opened, no one is there. Peering out into the hallway, the investigator catches a glimpse of

someone disappearing into an unused room. A Spot Hidden roll notes a resemblance to Andy Cook. Could it be?

If the investigator chooses not to wake his colleagues, they are awakened anyway by the sound of footsteps in the hallway. Pursuing the mysterious visitor, the investigators find the door ajar. A faint reddish glow emanates from the room. If the investigators do not open the door, it eventually swings open. What lies beyond is manifestly not part of the manor: if the investigators have visited the Cook residence in Severnford, they recognize it as Andy's room. Andy, clad only in his hospital gown, cowers on the bed. He turns to the investigators and begins to weep. "I'm sorry, I'm sorry," he sobs. "They made me do it!"

A big, powerfully-built man steps into view. The investigators might recognize him as Andy's father. He curses Andy, hurling insults in a drunken rage before removing his belt and preparing to use it on the boy. If the investigators do not intervene, Mr. Cook proceeds to lash Andy wildly, striking the boy over and over again until his back is an ugly mass of raw meat. Andy's screams subside as he passes out; observing this beating costs 0/1 point of Sanity. Mr. Cook then turns his attention to the investigators, a strange gleam in his eyes: "You like to watch, eh? Well, so do *we*!" The crazed man cracks his belt and attacks the investigators.

If the investigators choose to interfere, however, Mr. Cook immediately turns his wrath upon them instead of Andy: "Meddling bastards!" he shrieks. "We've forgotten more about discipline than you'll ever know!"

The dream ends when either the investigators or Mr. Cook are dead. Investigators who die in the dream awaken in their own beds, shaken and suffering a loss of 1/1D6+2 Sanity points. If they manage to kill Mr. Cook, survivors lose only 1/1D3 points of Sanity.

DREAM MR. COOK

STR 18 CON 18 SIZ 19 POW 18
DEX 12 MOV 09 HP 19

Damage Bonus: +1D6.

Weapons: Belt 50%, damage 1D3 + db or grapple

Armor: none, but Mr. Cook only suffers damage when impaled.

Skills: Dodge 25%.

The Second Night

The dream begins on a quiet residential street. All the buildings are dark, save one: light comes from the basement window of a house the investigators might recognize as the Cook residence. Shortly thereafter, a muffled cry is heard.

The window is dirty; the investigators must wipe some of the grime away in order to see in. The sight that greets them is disturbing: Andy Cook sits strapped in a chair, gagged and helpless, while a naked girl—his sister—is abused by Mr. Cook. A Listen roll hears her cries for help.

Try as they might, the investigators cannot open or break the basement window. To their horror, they find that every window and door is impervious to their attempts to enter the house. Meanwhile the girl's shrieks grow louder and louder. Anyone looking through the window watches Marie being raped and beaten by her father while Andy looks on, as powerless to save his sister as the investigators. Sanity loss for observing this horrible crime is 0/1 SAN.

After a time, Mr. Cook disappears from view—and suddenly appears behind the investigators, brandishing a butcher knife at them. "We knew you liked to watch," he snarls, "pain is such a powerful aphrodisiac!"

The dream appears to end when either the investigators or Mr. Cook are dead. Investigators who die awaken in their own beds, shaken and suffering a loss of 1/1D6+2 Sanity points. If they manage to kill Mr. Cook, survivors lose only 1/1D3 points of Sanity.

DREAM MR. COOK

STR 18 CON 18 SIZ 19 POW 18
DEX 12 MOV 09 HP 19

Damage Bonus: +1D6.

Weapons: Knife 50%, damage 1D6 + db.

Armor: none, but Mr. Cook only suffers damage when impaled.

Skills: Dodge 25%.

The dream, however, is not over—but the investigators don't know it yet. They may proceed with their morning routines until, a short time later, there is a knock at the door. The Jenkins are nowhere to be found; one of the investigators must answer the door. Standing on the threshold is a huge figure in a black robe. A cowl covers his face. He speaks in an oddly metallic timbre, but the voice is unmistakably Andy Cook's: "I killed them, I killed them, and now I have to kill *you*!" He pulls back his hood to reveal a face without features, then howls and attacks.

The dream is over when either the investigators or the Faceless Man are dead. Investigators who die wake in their own beds, shaken and suffering a loss of 1/1D6+2 Sanity points. If they manage to kill the Faceless Man, survivors lose only 1/1D4 Sanity points.

FACELESS MAN

STR 18 CON 18 SIZ 18 INT 20 POW 21
DEX 32 MOV 8 HP 18





Damage Bonus: +1D6.

Weapon: Claw 50%, damage 1D8 + db.

Skill: Dodge 10%.

The Third Night

By now the investigators are likely to expect nightmares; they may take precautions against falling asleep. Though the keeper is encouraged to find creative ways to fool his players, even the most resolute insomniac succumbs eventually.

This dream begins with the investigators standing outside the Cook residence. Andy can be seen in the living room window, beckoning them inside. The door is open. A murmur of low voices can be heard from the kitchen. Suddenly, the sound of a slap reverberates through the hall and a woman's voice shouts: "How dare you accuse your father! How dare you! You selfish little pig!" More slaps are heard in rapid succession.

By this point, the investigators have probably arrived at the kitchen. There Andy Cook stands trembling, his face red and bruised from her blows. A woman—his mother—faces the boy, hand raised to strike him again. She glimpses the investigators out of the corner of her eye, then puts her arms around Andy and cradles his head against her chest. "There, there," she croons while her gaze burns hatefully at the investigators. "Mummy will take good care of you. Mummy knows what's best."

If the investigators attempt to harm Mrs. Cook, Andy positions himself between them and his mother. He begs the investigators not to hurt her. Mrs. Cook instructs him to go to his room, but he backs away to the opposite end of the room, trying not to meet the investigators' gazes.

Mrs. Cook smiles at the investigators. "Such a good boy, my Andrew. But such poor choice of friends." Before their eyes, the woman's body splits apart like a husk, transforming into an amorphous monstrosity with ropy pseudopods in place of arms and legs. The dream ends when either the investigators or Mrs. Cook are dead. Investigators who die awaken in their own beds shaken, and lose 1/1D6+2 Sanity points. If they manage to kill Mrs. Cook, survivors lose only 1/1D3 Sanity points.

DREAM MRS. COOK

STR 20 CON 18 SIZ 11 POW 5
DEX 18 MOV 5 HP 15

Damage Bonus: +1D4.

Weapon: Pseudopods (2) 40%, damage 1D6 + db each.

Armor: none, but the monster regenerates 1D10 hit points each round.

Sanity Loss: 0/1D6.

The Fourth Night

The investigators find themselves in a muddy trench. They wear the uniforms of the British Army from the First World War. Female investigators are dressed as Red Cross nurses. Machine gun fire forces everyone to keep their heads low.

The investigators may attempt to stay put—requiring Dodge rolls to keep out of the way of stray bullets, or suffer 1D8 points of damage—or run for it, presumably through the network of trenches—requiring Sneak rolls to avoid detection, or suffer 1D8 points of damage.

Regardless of what the investigators do, a soft *whump whump whump* is soon heard nearby; someone shouts "Gas! Gas!" To their horror, the investigators discover that they do not possess gas masks, nor do any of the corpses strewn about the battlefield. As the sickly cloud of poison gas drifts toward the investigators, all hell breaks loose. Soldiers—all of them wearing gas masks—scatter in all directions. The player characters may attempt to outrun the gas cloud, but it is relentless in its pursuit. Nearby, a soldier is shot and falls. A Medicine roll suggests that his wound is mortal. If the investigators remove his mask, they discover that the soldier is Andy Cook. He clutches at the nearest investigator. "They're my dreams," he croaks. "They're my dreams!" Before the investigators can do anything, the gas cloud overtakes them. Their eyes burn and they cannot breathe; the dream ends with the investigators awakening in their own beds, clutching their eyes and gasping for breath. Sanity loss is 1/1D3 points.

DREAM ON

If the investigators have not rescued Andy from his nightmares after the fourth night, the keeper should create additional dreams. Make them more and more horrific, calling for increased Sanity losses as the investigators creep closer to madness. Encounters with Mythos entities are likely: perhaps the investigators glimpse Xiclotlans, Lesser Other Gods from Azathoth's court, or even the Seething Nuclear Chaos itself. Remember that the normal minimum Sanity loss (representing a successful Sanity roll) in the waking world becomes the maximum here. There is, however, always a minimum loss of at least 1 Sanity point. Investigators are not likely to remain sane for long under these circumstances.

Investigations

Because the investigators' sanity is eroding each night they are pulled into Andy Cook's dreams, they have a vested interest in

releasing him from his nightmares. To that end, their investigation takes them to some very unusual places, beginning with the ticket stub found among Mr. Cook's personal effects and concluding in a shadowy corner of the waking world equal to the worst of Andy's nightmares.

Heaven . . .

Heaven is located in the upper floor of the old Camden Place Hotel. If the investigators have visited previously (much of the action in "Gothic" occurs here), they are already aware that Heaven caters to a gay and lesbian clientele. If this is their first visit, they notice the predominance of same-sex couples milling about the entrance. A hulking bouncer stands beside the doors; anyone who is not neatly dressed needs a successful Credit Rating roll to gain admission.

Jeffrey Fisher

The investigators are, perhaps, already acquainted with Heaven's doorman from earlier visits to Heaven in "Gothic." Assuming there is no ill-will between Jeffrey and the investigators, he can confirm that "Jekyll" was a bloke who used to frequent the club. Everyone called him Dr. Jekyll and Mr. Hyde because he's bi-sexual. Jeffrey doesn't know Jekyll's real name, nor has he seen him for at least a few weeks. Asked about Jekyll's present whereabouts, Jeffrey suggests that the investigators try Club Eden, a private S&M spot in Lower Brichester.



JEFFREY FISHER

If the investigators provide a description of Andy's father, Jeffrey shrugs and tells them he's seen the fellow a few times, but he doesn't specifically recall seeing him in the company of Dr. Jekyll.

JEFFREY FISHER, age 20, Doorman and Rent-Boy at Heaven, age 20

STR 14 CON 13 SIZ 11 INT 13 POW 10
DEX 16 APP 16 EDU 12 SAN 50 HP 12

Damage Bonus: +1D4.

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

Skills: Bargain 50%, Dance 45%, Dodge 35%, English 60%, Fast Talk 35%, Gossip 45%, Hustle 65%, Jump 40%, Listen 40%, Psychology 60%.

At the top of the garish stairs stands Heaven's doorman, Jeffrey Fisher, collecting the £3 admission. Clad in a tuxedo and black bow tie, he is shirtless beneath his jacket.

Inquiries about someone named "Jekyll" mostly bring blank stares and strange looks. A successful Luck roll, however, locates at least one customer who remembers meeting a bloke going by that name about a month ago: Jekyll seemed disinterested, and the conversation was awkwardly brief. The customer describes Jekyll as a strange sort, aloof but with a tendency to stare. Others at Heaven may have had similar encounters with Jekyll, but only Jeffrey Fisher, the club's doorman, can provide further information.

. . . And Hell

Club Eden is a private S&M club located in the former St. Paul's Church in Lower Brichester. The place is surrounded by a weed-choked lawn. A small cemetery adjacent is enclosed by an iron fence four feet high; the tombstones within lean at sharp angles. During the day, the club is quiet. The doors are boarded up and all windows are barred. A pair of vicious rottweilers patrols the interior. The club does not appear much livelier by night, although a soft light can sometimes be seen glowing through the blacked-out windows.

Club Eden is actually entered through a pub—The Strapping Lad—across the road. Anyone watching the street in front of the church after 10 P.M. notices a steady stream of automobiles—taxis and limousines among them—arriving and discharging their passengers, mostly well-heeled men and women, who enter The Strapping Lad. This continues until about midnight, when the pub closes. These visitors do not leave until close to dawn.

THE STRAPPING LAD

A tunnel in the cellar of this popular pub leads to the basement of the old church across the road. The barman, Norbert "Nobby" Lloyd, regulates admission to Club Eden, and he knows the regulars by sight; newcomers are only admitted on the referral of a member. At any given time, there are a half-dozen patrons ready, willing, and able to come to Nobby's defense. At the end of a short hallway, a door marked "Staff Only" leads into the kitchen. From there, another door leads to a flight of stone steps down to the cellar, where a narrow, dimly-lit tunnel some fifty feet long connects to the basement of the church.

Club Eden

At the end of the tunnel lies the entrance to Club Eden. A doorman sits motionless on a wooden chair



CLUB EDEN

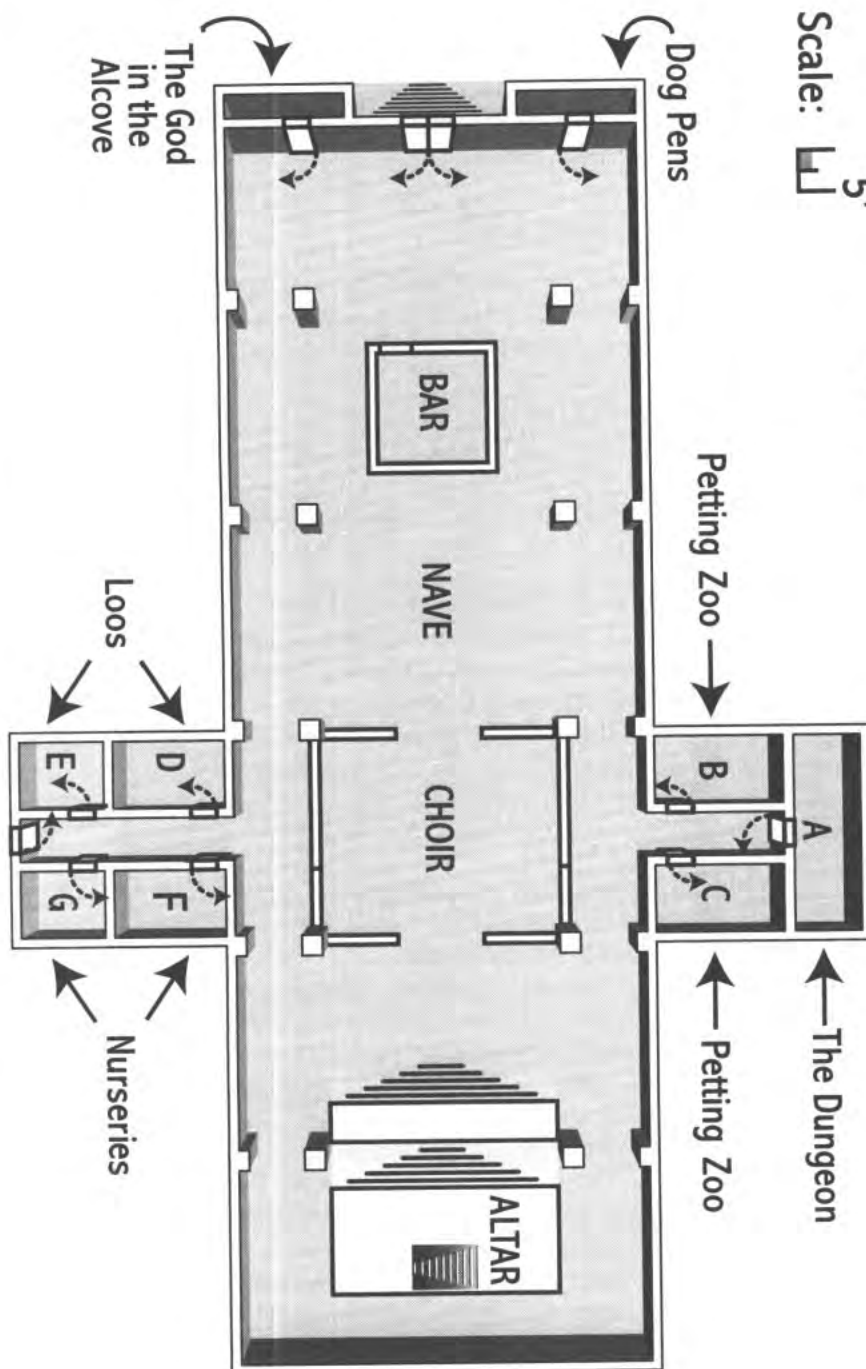
Stairs

down up

Doors



Scale: 5'



beside the door, an upturned top hat in his hand. As the investigators approach, they notice that the doorman is actually a well-preserved corpse; this incurs a Sanity loss of 0/1 point. Tipping “Old Nick” is a tradition at Club Eden; his hat contains the evening’s gratuities—a handful of coins and a couple of bank notes.

Guests are greeted at the top of the stairs by a stocky black man, perched on a stool, and wearing a brown monk’s robe. His head is shaved and he wears a single gold earring. “Welcome to Club Eden,” he says, his voice an incongruous falsetto as he holds out his hands to collect the £50 admission fee. “What’s your pleasure?” The question, however, is rhetorical; with a sweep of his hand, he ushers the investigators into the club. The attendant, who goes by the name of Othello, declines to answer any questions posed by the investigators.

Web-draped candelabra dominate the scene, but other trappings of Christianity are absent. There is an atmosphere of unwholesomeness and decay, both physical and moral. On any given night, there are several dozen people here. Club Eden numbers socialites, councilmen, bankers, solicitors, judges, and other prominent members of society among its patrons. The club caters to the truly jaded thrill-seeker, and its “menu” reads like a catalog of psychosexual disorders: zoophilia, urophilia, coprophilia, bondage, and infantilism have been elevated to art forms here. Private rooms are available, but much of the activity takes place in the nave of the former church. Investigators may circulate freely without attracting attention to themselves or arousing suspicion, as long as they do not stand too closely or talk too loudly.

THE STAFF

The staff of Club Eden use assumed names drawn from Shakespeare. Apart from Othello, the attendant, they wear harlequins’ masks and move quietly throughout the club, facilitating their guests’ sordid pleasures. All five wear dark brown monks’ robes. The hosts are professional sadomasochists; they are effortlessly submissive or aggressive, as the customers dictate.

OTHELLO (Cyrus Valentine): Club Eden’s doorman is a burly black man with a shaved head. He wears a single gold earring. Beneath his monkish robe, his body bears the scars of old, self-inflicted wounds.

OPHELIA (Andrea Douglas): A waif-like redhead with corkscrew curls and bright green eyes, Ophelia has a deceptively delicate appearance; her knowledge of martial arts has neutralized more than one troublemaker in the past.

PROSPERO (Stephan Kennedy): Well over six feet tall and with his long black hair in a ponytail, Prospero cuts an imposing figure. He has a gold tooth that glitters when he smiles. Prospero is HIV positive, but no one at Club Eden (including Prospero himself) is aware of this.

HORATIO (Brian Long): Horatio is a muscular young man with close-cropped blond hair and a Cockney accent. A Royal Marines tattoo decorates his left arm, but it is doubtful that he ever actually served.

CORDELIA (Marie Taylor): A buxom young lady with short black hair and blue eyes, Cordelia’s porcelain skin is marred by a number of cigarette burn marks on her biceps and chest, some of them quite recent.

FEATURES OF CLUB EDEN

THE ALTAR: The altar has been removed, exposing a flight of steps leading down to the cellar and thence to the tunnel from “The Strapping Lad.” A burly black man greets visitors here.

THE CHOIR: Pews have been arranged in a circle around this area. The gathering place of voyeurs and exhibitionists alike, public performances take place here.

PRIVATE ROOMS: Renovations to the transepts have created seven rooms for those who wish to satisfy their lusts privately or semi-privately. Each room has a wooden door that can be locked from the inside. A Locksmith roll picks the lock, but the door itself can be forced by matching one or two investigators’ STR against 12 (no more than two may combine their STR scores). The rooms are described as though empty, but they are likely to be in use during a visit.

ROOM A: This gloomy room is known as “the dungeon.” The walls are bare and cold; there are no decorations except eye-bolts and a number of manacles set into the walls. The only source of light is a hurricane lamp on a small wooden table in the center of the room. This table also contains a whip and a fireplace poker.

ROOM B: This room is known as “the petting zoo.” Furnishings are minimal: there are plastic-covered mattresses and sofa pillows on the floor, and in one corner an iron lawn chair.

ROOM C: This is another petting zoo, similarly furnished.

ROOM D: Known as “the loo,” but without toilet facilities, only a drain in the middle of the floor. A couple of low benches line the walls. Although the





room is scrubbed and disinfected regularly, an odor lingers.

ROOM E: As in Room D above, except that two former park benches with backs offer the seating.

ROOM F: This room is known as "the nursery"; decorations are colorful, with bold reds and blues and greens predominant. A small bed with a washable cover is cluttered with stuffed animals. A low chest containing baby toys stands in one corner; there is a diaper pail and a supply of adult-sized diapers in another. A wooden paddle hangs from the back of the door.

ROOM G: Another nursery room, as per Room F, but the decorations are softer, with pinks and purples predominant.

THE NAVE: All the pews from this area have been stacked up against one wall, leaving a large open space. A bar is located in the middle of the nave, dispensing not only alcohol but narcotics as well: cocaine, Ecstasy, and LSD are the drugs of choice. Here, naked libertines leap and caper in reckless celebration of their lusts; particularly prudish investigators might be susceptible to a Sanity loss of 0/1 point.

The God in the Alcove

A ropy mass of swollen flesh, "Jekyll" is no longer able to walk among sane men. Confined to Club Eden, where his deformities are a blessing, not an abomination, Raymond Felch wallows in a curtained alcove of the former church. As the progeny of a god, Felch is revered; only those who have abandoned their morals and truly discarded their inhibitions are granted an audience with him. (Investigators must either "join the fun" at Club Eden under the supervision of one of the harlequins or make a critical Persuade or Fast Talk roll to speak to Felch.) The mutant offspring of an unholy mating between a human and an unknown Great Old One, Felch's wisdom is blasphemous, his guidance corrupting.

Prior to his transformation, Felch met Andy Cook's father at Heaven and became intimate with him. Sensing that his transformation was drawing near, Felch arranged to continue seeing Mr. Cook at Club Eden; Cook scribbled the information down on the back of his ticket to Heaven but never got around to visiting Club Eden.

Felch's massive bulk squats obscenely, his features discolored by the moist seepage of over-ripe abscesses. With each hissing breath, Felch's flabby, hairless form writhes like an enormous molded aspic. He speaks with a wheezing rasp.

RAYMOND FELCH, age unimportant, Fosterling of the Old Ones

STR 27 CON 27 SIZ 29 INT 19 POW 16
DEX 16 MOV 08 HP 28

Damage Bonus: +2D6.

Weapon: Crush 75%, damage 1D6 + db

Armor: none, but the fosterlings of the Old Ones take minimal damage from any non-enchanted weapons.

Spells: Contact Ghoul, Contact Deity/Y'golonac, Mesmerize, Nightmare.

Sanity Loss: 1/1D10 Sanity points to see Felch.

Inquiries about John or Andy Cook are met with snorts of derisive laughter. Felch refers to the elder Cook as "my pet" and his son as "a tasty morsel." If Andy's condition is mentioned, Felch's body bulges oddly and, before the investigators' eyes, seems to expand. "The limitations of mortal flesh are tiresome," he says. "It's in his head." Felch refers, of course, to the insect from Shaggai in Andy's brain—but does not mention it specifically.

In exchange for this little tidbit, Felch expects the investigators to participate in the obscene pleasures of Club Eden, if they have not already done so. He has the robed harlequins supervise his curious guests' introduction to the blasphemous delights. If, by this point, Inspector Blakes has fallen under the club's dark spell (see below), she may be presented as additional incentive—and a show of power.

Keepers who lack dark inspiration for the details may summarize the evening circumspectly and get on with the game. Each investigator who participates in the "activities" loses 1D3 SAN. (Of course, straight-arrow investigators could simply run away instead.)

Blakes' Awakening

At Inspector Blakes' request, the Brichester police maintain a discreet surveillance of the investigators. The unobtrusive techniques of their plainclothes constables are so effective that the player characters have virtually no chance of detecting them.

When the investigators visit Club Eden (probably via The Strapping Lad), Inspector Blakes is notified. The following night, she infiltrates Club Eden. Unprepared for the sights that await her, she leaves the club in disgust. Investigators who are watching The Strapping Lad observe Inspector Blakes entering the pub shortly after 10 P.M. and departing about half an hour later, visibly shaken. Note that the police are watching, too.

Miranda Blakes returns to her hotel without telling anyone what she has seen. That night she sleeps poorly, her mind reeling, repelled by the depravity but unable to forget it: the seeds have been sown. The next night finds her outside The



Raymond Felch, the God in the Alcove



Strapping Lad, breathless and apprehensive. Without having informed the Brichester police of this return visit, she enters and, for the next four hours, gorges herself on grotesque carnality, feeding a hunger she never knew she had. In the pre-dawn hours, she stumbles back to her hotel—humiliated, corrupted, and forever changed.

The following morning brings Inspector Blakes face-to-face with the investigators. Ostensibly visiting on police business, with a pair of constables in tow, the inspector asks a few routine questions but a Psychology roll suggests that she seems preoccupied. No roll is necessary to notice her somewhat disheveled appearance. Once the interview is concluded, Inspector Blakes and the constables depart.

Later that same afternoon, the male investigator with the highest APP receives a telephone call from Inspector Blakes, requesting that he meet her that evening. If the investigator asks about the nature of the meeting, she explains that it's a matter of some import that she'd rather not discuss over the telephone. Assuming the investigator has no objections to the meeting, Blakes tells him she'll meet him at The Strapping Lad at 11 P.M.

When the investigator arrives at the pub, he finds Inspector Blakes in a booth at the back. To his surprise, the inspector has exchanged her conservative business suit for a provocative sleeveless black cocktail dress with a goldtone animal print. Her blonde hair unbound, she calls the investigator by his first name and insists that he call her Miranda.

The subsequent course of events is left for the keeper to determine; Miranda Blakes is unlikely to suggest a visit to Club Eden but, depending on the investigator's disposition as the barman announces last call, she may suggest continuing the meeting at her hotel. Since she arrived at the pub by taxi, she happily rides in the investigator's car (if he brought one), or shares a cab. At the hotel she makes her intentions obvious. If he is similarly inclined, they spend a night of passion together. Miranda impresses with her voracious appetite and remarkable imagination.

In the days to come, Blakes struggles to meet the demands of both the murder investigation and her off-duty romance. She is not willing to flout police regulations nor compromise her investigation by discussing the Cook case with the player character. That could easily destroy her hard-won career. Neither does she at first mention Club Eden, but she soon grows restless, and ennui draws her back to the club in search of new experiences. She introduces her investigator-lover to its unearthly delights, if he is willing. She apparently ignores the presence of narcotics, but keeps a detailed written record of what she observes. Nonetheless, her work begins to suffer; the murder case is a priority, but she is unable to make progress with it. She gets little

information from those who know Cook. The case remains stalled where it was when she took it over, a simple story of inexplicable madness.

Barring player character intervention, Blakes' future hangs in the balance for some days. Then, once she despairs and feels she is no longer able to function in society, she is granted an audience with the God in the Alcove. She quickly disappears into the hazy world of Club Eden, with or without her investigator beau. For a short time, Scotland Yard believes she has been murdered.

A successful Psychoanalysis or Psychiatry roll by one of the investigators can retrieve her. She loses 1D3 Sanity points for each night spent under the club's dark spell, and must absorb 1D3 points of Cthulhu Mythos.

Rescuing Andy

The investigators might release Andy from his nightmares in several ways. A few are detailed below.

- By destroying the shan that infests Andy's mind. This may be accomplished, for example, through the use of the Cast Out Shan spell in either the waking world or during the investigators' dreams. It may be found in volume VII of the *Revelations of Glaaki*, but could well prove untenable as the investigators' Sanity continues to erode while one of them attempts to learn the spell. See the spell below.

Cast Out Shan

This expels a shan from any living host standing within a five-foot pentagram which has been drawn with the herb arnica. The caster performs a ritual which takes one hour and costs 10 magic points, and one point of permanent POW from the caster and each victim. The caster could perform it on himself or herself, at the cost of 2 POW. After the ceremony, the pentagram is proof against repeated shan intrusion for twelve hours. This spell does not destroy the shan, but would have that effect if performed in direct sunlight.

- By killing Andy. This is somewhat less than charitable, and only successful in the waking world: if the boy is "killed" in his dreams, he simply returns to the realm of his nightmares the following night.
- If desperate, and all else has failed, the investigators might attempt a trepanning. This is the



Inspector Blakes' New Look



surgical practice of making a hole in the patient's skull. One of the earlier surgical techniques, trepanning was thought to release the evil spirits that caused headaches and brain fevers. The circumstances under which desperate player characters might attempt this on Andy Cook are left to the keeper's discretion: they might barricade themselves in the room with the boy, or abduct him from the hospital altogether.

A Medicine roll is required to perform the operation. If successful, it inflicts 1D4 damage on the patient and causes a Sanity loss of 0/1D4 points. Failure inflicts 1D10 damage, a loss of 1D4/1D10 Sanity points, and 1D10 permanent INT loss. A fumble automatically kills the patient. The process takes about one hour, depending on the instruments used. On a shan victim, removing a sizable portion of skull (at least 3" square) leaves the shan semi-exposed. Because the incorporeal shan lurks within the brain matter itself, it cannot be removed: at this point, however, direct sunlight destroys it.

Although Andy Cook might be successfully rescued by trepanning, the investigators are unlikely to escape charges of attempted murder: in the eyes of Scotland Yard, drilling a hole into someone's head in order to release an insect from *anywhere* is an untenable alibi.

- By helping the dreaming Andy confront his fears. Andy's nightmares represent deep psychological burdens which, with the investigators' help, can be overcome. This is by far the most complicated method, and the keeper should not encourage it without first being familiar with his players and their roleplaying abilities.

The source of Andy Cook's fears is the belief that he was responsible for the murders of his family. In order to release Andy from his nightmares, the player characters first must be aware of the abuse he suffered at the hands of his father, then—while in one of the boy's dreams—convince him that he is not to blame for the deaths. There are three key items for the investigators to stress.

- (1) There is an insect from Shaggai infesting Andy's brain.
- (2) The insect directed and facilitated the murders.
- (3) The Goatswood Gnomes killed his family.

Assign a score to the presentation of each item: three points for an impassioned plea; two points for a logical and well-presented argument; one point to an indifferently stated or poorly-presented case; no points for an item that is overlooked. Total the number of points; this represents

the investigators' chance of helping Andy Cook overcome his fears by matching that figure against Cook's POW on the Resistance Table. For instance, a total score of 8 gives the investigators a 45% chance of success against Andy's POW 9. Andy's subconscious rallies from its anguish and drives out the shan. If the investigators fail, they can continue attempting to help him in subsequent dreams—as long as their sanity holds out.

When the player characters succeed in helping Andy overcome his fears, they are no longer pulled into his nightmares. Their dreams are once again their own. Andy Cook remains in a coma, but his doctors note signs of improvement and express hope in an eventual recovery. The length of Andy's coma is left to the keeper but it should last at least until the conclusion of "Blessed Be" if that adventure is to be played. When the young man awakens from his coma, he has lost 1D6 points of Sanity for every night the insect from Shaggai infested his dreams. In return, he has earned a total of 1D6 Cthulhu Mythos points.

Conclusion

Investigators who help to rescue Andy Cook from his nightmare prison by destroying the shan (trepanning included) are rewarded with 2D6+2 Sanity points.

Those whose solution is to kill Andy (fumbled trepanning included) suffer the loss of 1D10 Sanity points.

If the investigators save Miranda Blakes from Club Eden's clutches, they are entitled to a bonus of 1D4 Sanity points.

Both unfortunates are grateful to the investigators for their efforts and may prove useful allies in future; whether Miranda Blakes continues to see her investigator lover beyond the conclusion of this adventure is a matter best left to the keeper.

Statistics

INSECT FROM SHAGGAI, Possessor of Andy Cook

STR 02	CON 02	SIZ 01	INT 20	POW 21
DEX 32	MOV 4/40 flying			HP 02

Damage Bonus: n/a

Weapons: Meld 60%, progressive control after insect enters brain of target

Nerve Whip 60%, see rule book for full details

Armor: none.

Spells: Call/Dismiss Azathoth, Dread Curse of Azathoth, Mental Suggestion, Mind Blast, Nightmare, Shrivelling, Summon/Bind Servitor of the Outer Gods.

Sanity Loss: 0/1D6.

THREE GOATSWOOD GNOMES

	<i>One</i>	<i>Two</i>	<i>Three</i>
STR	08	10	04
CON	19	20	16
SIZ	05	05	03
INT	12	10	06
POW	10	11	08
DEX	07	08	12
HP	12	13	10
DB	N/A	N/A	N/A
MOV	9		

Weapons: Claws 30%, damage 1D2
Bite 40%, damage 1D3

Armor: 9 pts.

Spells: (One only) Call/Dismiss Keeper of the Moon-Lens, Summon/Bind Dark Young of Shub-Niggurath.

Skills: Hide 75%, Sneak 50%.

Sanity Loss: 0/1D3 Sanity points to see a Goatswood Gnome in action.

MIRANDA BLAKES, age 35, Inspector of Scotland Yard

STR 10	CON 12	SIZ 10	INT 17	POW 18
DEX 12	APP 13	EDU 12	SAN 90	HP 11

Damage Bonus: +0.

Weapons: Fist/Punch 50%, damage 1D3
Kick 25%, damage 1D6
.25 Automatic 40%, damage 1D6

Skills: Bargain 55%, Climb 50%, Computer Use 50%, Conceal 40%, Dodge 25%, Drive Automobile 30%, Fast Talk 55%, Hide 50%, Law 50%, Listen 80%, Photography 20%, Psychology 45%, Sneak 45%, Spot Hidden 90%.

Language: English 75%.

NORBERT "NOBBY" LLOYD, age 54, Proprietor of the Strapping Lad

STR 15	CON 15	SIZ 16	INT 13	POW 13
DEX 12	APP 12	EDU 12	SAN 65	HP 16

Damage Bonus: +1D4.

Weapons: Fist/Punch 70%, damage 1D3 + db
Club 60%, damage 1D4 + db
Butcher Knife 50%, damage 1D6 + db

Skills: Accounting 45%, Climb 55%, Credit Rating 30%, Drive Automobile 65%, Listen 45%, Occult 15%, Persuade 45%, Psychology 35%, Spot Hidden 50%.

Language: English 60%.

CYRUS "OTHELLO" VALENTINE, age 36, Doorman

STR 16	CON 16	SIZ 18	INT 12	POW 13
DEX 14	APP 13	EDU 09	SAN 30	HP 17

Damage Bonus: +1D6.

Weapons: Grapple 55%, damage special
Fist/Punch 75%, damage 1D3 + db

Skills: Accounting 20%, Cthulhu Mythos 7%, Dodge 40%, Listen 55%, Occult 15%, Psychology 25%, Sneak 65%, Spot Hidden 50%.

Language: English 50%.

ANDREA "OPHELIA" DOUGLAS, age 30, Hostess

STR 13	CON 12	SIZ 08	INT 13	POW 13
DEX 16	APP 16	EDU 12	SAN 30	HP 10

Damage Bonus: +0.

Weapons: Claw with Finger Nails 50%, damage 1D3
Kick 50%, damage 1D6

Skills: Conceal 35%, Cthulhu Mythos 06%, Dodge 40%, Fast Talk 65%, French 35%, Law 20%, Listen 40%, Locksmith 35%, Martial Arts 60%, Sneak 50%, Spot Hidden 50%.

Language: English 60%.

STEPHAN "PROPSERO" KENNEDY, age 33, Host

STR 16	CON 13	SIZ 15	INT 14	POW 15
DEX 14	APP 16	EDU 14	SAN 35	HP 14

Damage Bonus: +1D4.

SIX PUB PATRONS

All are lower class males. In exchange for making sure no trouble-makers attempt to force their way into Club Eden, these rowdy fellows are given free admission to the club—something they could never afford on their own. They obey Nobby Lloyd's orders. Ages range from 20–40. Reuse these statistics as necessary.

	STR	CON	SIZ	DEX	POW	DB	HP
Brian	13	13	13	14	11	+1D4	13
Tony	11	12	12	14	10	—	12
Ned	12	10	13	13	13	+1D4	12
Tom	12	11	12	12	12	—	12
Charlie	10	11	12	12	10	—	12
Eric	12	11	13	12	10	+1D4	12

Weapons: Fist/Punch 55%, damage 1D3 + db
Switchblade 30%, damage 1D3 + db
Head Butt 25%, damage 1D4 + db

Skills: Bargain 40%, Fast Talk 25%, Listen 40%, Mechanical Repair 55%, Psychology 25%, Spot Hidden 35%.





Weapons: Fist/Punch 75%, damage 1D3 + db
Grapple 75%, damage special

Skills: Climb 50%, Cthulhu Mythos 07%, Dodge 35%,
Drive Automobile 50%, Fast Talk 45%, First Aid 35%,
Jump 30%, Law 20%, Listen 40%, Locksmith 15%,
Psychology 25%, Sneak 35%, Spot Hidden 45%.

Language: English 70%.

BRIAN "HORATIO" LONG, age 26, Host

STR 16 CON 16 SIZ 14 INT 12 POW 13
DEX 18 APP 17 EDU 11 SAN 30 HP 15

Damage Bonus: +1D4.

Weapon: Fist/Punch 55%, 1D3 + db

Skills: Climb 55%, Cthulhu Mythos 6%, Dodge 45%,
Fast Talk 25%, Jump 35%, Martial Arts 60%, Ride
35%, Swim 40%.

Language: English 55%.

MARIE "CORDELIA" TAYLOR, age 28, Hostess

STR 11 CON 14 SIZ 09 INT 15 POW 11
DEX 15 APP 18 EDU 13 SAN 25 HP 12

Damage Bonus: +0.

Weapon: Kick 50%, damage 1D6

Skills: Computer Use 30%, Cthulhu Mythos 7%, Dodge
30%, Fast Talk 35%, History 50%, Library Use 35%,
Persuade 45%, Photography 40%, Psychology 35%.

Languages: English 95%, German 40%.

ROMEO the Rottweiler

STR 11 CON 16 SIZ 07 POW 09
DEX 17 MOV 12 HP 12

Damage Bonus: +0.

Weapon: Bite 40%, damage 1D6 + db

Skills: Listen 85%, Spot Hidden 70%, Track by Scent
75%.

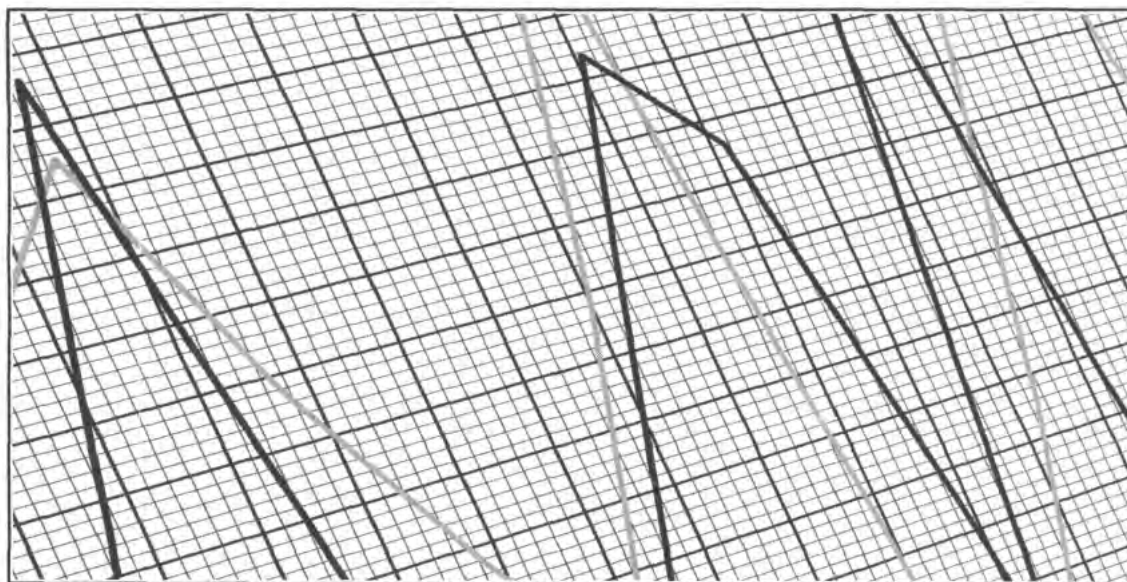
JULIET the Rottweiler

STR 10 CON 15 SIZ 07 POW 08
DEX 16 MOV 12 HP 11

Damage Bonus: +0.

Weapon: Bite 40%, damage 1D6 + db

Skills: Listen 85%, Spot Hidden 70%, Track by Scent
75%, ■



BLESSED BE

by Gary Sumpter

When the investigators seek to rescue a friend from a sinister cult, they find they must first save themselves.

*Senses dimmed in semi-sentience,
only wheeling through this plane,
only seeing fragmented images
prematurely curtailed by the brain,
but breathing, living, knowing in some measure
at least
the soul which roots the matter of both Beauty
and the Beast.*

—Peter Hammill, “The Sleepwalkers.”

Scenario Considerations

In the Vale between the Severn and the Cotswold escarpment, there lies the ancient village of Goatswood, a jumble of red-tile roofs and honey-colored stone, the breeding ground of unspeakable cosmic evil.

In an attempt to eliminate the meddling investigators, the insects from Shaggai have devised an elaborate scheme: Albert Jenkins, agent of the shans, travels to Goatswood under the pretence of inquiring into Andy Cook’s ordeal. He disappears, in the hopes that the investigators go looking for him. When the investigators arrive in Goatswood, they find that no one has seen anyone matching Albert Jenkins’ description. Through careful scrutiny of the village and its inhabitants, however, the investigators eventually deduce that their loyal servant has been abducted and hidden by the cult, to await sacrifice to its pagan god.

All of the inhabitants of Goatswood belong to the ancient cult of Shub-Niggurath. At the behest of their allies, the insects from Shaggai, the cultists intend to sacrifice not Jenkins but the investigators themselves to the Keeper of the Moon-Lens—an avatar of the Dark Mother who dwells within a hill at the edge of the village.

To keep their intended sacrifices in Goatswood, the villagers employ various means or excuses to prevent them from leaving. These include obvious methods, such as slashing the investigators’ car tires or siphoning out all of the gasoline. If the investigators arrived by train, the townsfolk might fell a tree outside of town to block the tracks, or use explosives to destroy a bridge. Perhaps the town is put under quarantine for some disease such as hoof-and-mouth or anthrax. Perhaps an army exercise has closed all the local roads for a morning or a day. Perhaps the player characters are held for questioning by the Goatswood constabulary concerning some trumped-up criminal matter. The keeper should devise additional deceptions or ploys as necessary.

For many investigators, this scenario will be their last. To succeed in and survive this deadly exercise, the investigators must discover the villagers’ intent before the Keeper of the Moon-Lens is called forth from its underground lair.

All statistics are found at the end of this adventure. There are four player handouts, on pages 164–165 and 167–168. They are repeated on pages 232, 234, and 237.

Investigators’ Information

When the investigators return to Windthrope Manor after an absence of a day or more, they find a handwritten note from their butler waiting for them in the vestibule. (See *Blessed Papers #1*, page 164.)

Jenkins’ wife, Elizabeth, informs the player characters that her husband departed in haste from Windthrope Manor the day before, saying only that he was bound for Goatswood and would be returning on this evening’s train at the Severnford station. Jenkins, however, does not return home at the appointed time. If the investigators await his arrival at Severnford, he is not among the handful of passengers disembarking from the evening train.

Goatswood in the Media

Goatswood does not appear on any large-scale map of England. One needs a detailed map of Gloucestershire—an

Blessed Papers #1

Sirs,

A matter of some urgency has arisen during your absence; it concerns young Andrew's visit to Goatswood, and might well provide valuable insight into the lad's unfortunate condition. In your absence, I have taken the liberty of paying a visit to Goatswood myself, and shall explain all upon my return tomorrow evening.

Jenkins

Ordnance Survey map, for instance—at a scale of 1:50,000. A few of Gloucestershire's better guide-books mention Goatswood in passing: it is, apparently, a small village, population 470, in the Severn valley region. It is unremarkable save for its great age.

With a successful Library Use roll, the investigators can locate several books of folklore—Hill's *Legendry and Customs of the Severn Valley* and

Sangster's *Notes on Witchcraft in Monmouthshire, Gloucestershire, and the Berkeley Region* notable among them. They speak of Goatswood in connection with the survival of obscure pagan religions as recently as the early nineteenth century. Various entries, some almost a full page in length, mention curious disappearances of men and livestock, and hint at strange things glimpsed by unwary travelers in the region. These books, now out of print, can be obtained at many public or university libraries in England.

References to Goatswood in the local newspapers are rare; they signify nothing but Goatswood's relative isolation—geographic, economic, and ideologic—from the other Severn Valley communities.

Another Library Use roll allows the investigators to discover a curious reference in *Photographed by Lightning*, a mid-1970s anthology (now out of print) of Errol Undercliffe's horror fiction; see *Blessed Papers #2* on page 165.

About Errol Undercliffe

According to the preface to *Photographed by Lightning*, Errol Undercliffe was a reclusive writer who disappeared from his flat in Lower Brichester without a trace in 1967. Only recently has his work begun to reach a wider audience.

The stories contained in *Photographed by Lightning* gather together Undercliffe's best work. An examination of the contents of the book indicates that his stories (which, apart from the excerpt on page 165, are irrelevant to this scenario) are mostly updated treatments of standard horror themes.

Further information about the writer is difficult to obtain. A Library Use roll is required to learn that Errol Undercliffe is almost certainly a pseudonym—and his real name is unknown. Undercliffe's present whereabouts are also unknown. The circumstances surrounding his disappearance originally prompted speculation concerning a publicity stunt; that theory now seems untenable. Errol Undercliffe is all but forgotten, and the mystery of his disappearance remains unsolved.

Goatswood

Located about half an hour out of Brichester by train, Goatswood is one of the oldest villages in the Severn Valley. This cluster of stone buildings and thatch cottages is completely surrounded by a bleak and unwholesome woods in a sheltered valley, through which a web of twisting country lanes extends.

The village is eerily claustrophobic, a complicated labyrinth of alleyways and cul-de-sacs. Narrow streets and crowded dull-red roofs give Goatswood an impression of archaic furtiveness; bad times have left the place with sagging roofs and cracked walls, and a certain shabby ambience.

Blessed Papers #2: Photographed by Lightning

The Steeple on the Hill

*'Tis strange—but true; for truth is always strange,
Stranger than fiction.*

—Byron, *Don Juan*.

Many tales are whispered about certain inexplicable occurrences around Gloucestershire and the Severn; and rumors of witchcraft survivals in such towns as Camside, Severnford, Goatswood, and Temphill persist to this day.

At certain times of the year—generally corresponding with traditional pagan holidays—strange things have been glimpsed by unwary travelers in the Severn region. Several incidents of grotesque shapes seen loping through the forests have been reported and, on Midsummer Day in 1961, an hysterical woman appeared in Brichester, ranting of an encounter with that which looked like a tree but suddenly changed shape into something unspeakably monstrous.

The houses on the outskirts of the village are dingy, tired-looking affairs with steeply pitched gables. Years of indifferent maintenance have run them into dilapidation and, in some cases, ruinous dereliction.

Lined with ancient oak trees and buildings of old honey-colored stone, the High Street presents a slightly brighter face, accommodating offices, department stores, public houses and even a cinema. Many of the shops specialize in antiques, old books, and local hand-crafted items.

The bucolic and strangely reticent people of Goatswood seem somehow preoccupied, remaining rather aloof to visitors. For the most part, they eschew any interaction with outsiders. With successful Spot Hidden rolls, however, the investigators may find themselves with the rather disturbing sensation of being watched.

One of Goatswood's more curious anomalies is its singular lack of churches. Investigators who explore the village and succeed in an Idea roll (or those who inquire specifically) discover the inexplicable absence of traditional congregations. Questioned about this, the people of Goatswood merely shrug and inform the investigators that theirs is a simple, rustic faith which does not require the trappings of urban denominations.

Train Station

The bare and oily planks of the platform lead to a small waiting-room with unpainted and uncomfortable wooden seats. The windows are dirty and covered with graffiti.

Goatswood is served twice daily by a train from Brichester (one arriving just after noon, the other at about one o'clock in the afternoon), and connections are made for Exham, but the platform always seems to be empty; people seldom alight at this bleak village. The only person likely to be found here is the old stationmaster, with his shuffling gait

and oversized uniform. He wears thick eyeglasses and constantly strokes the small tufted beard on his chin. What few teeth the stationmaster has are yellow and crooked, exposed by his bleating laugh. He can provide directions for any Goatswood location which the investigators might wish to visit, but he does not recall having seen anyone matching Albert Jenkins' description.

From the station, something at the center of town can be seen with a Spot Hidden roll—an

Goatswood's Shub-Niggurath Cult

The entire population of Goatswood worship Shub-Niggurath. Her cult is the largest and oldest in the Severn River valley. On certain nights of the year when the moon shines through the Moon-Lens and onto the side of the hill behind the village, the god of Goatswood—the Keeper of the Moon-Lens—comes forth to accept sacrifices. Due to their prolonged worship of Shub-Niggurath, all of the people of Goatswood have strange, goat-like features. Some of these deformities are more noticeable than others and most of the town's inhabitants take steps to conceal them; other cultists have become the chosen of their pagan god, and have experienced horrible mutations. These horribly disfigured sacrifices are known as the Blessed of Shub-Niggurath and are seldom seen again. They dwell primarily in the catacombs beneath Goatswood or in the deep woods that surrounds the village.

Goatswood's proximity to the insects from Shaggai has resulted in a consentient if not entirely harmonious relationship between the Shub-Niggurath cult and the shans.





object shaped like a flagpole, with something round on top that reflects the sunlight like a mirror.

THE STATION CAFÉ

This diner, across Station Street from the station, is a rather shabby-looking enterprise with windows so grimy they are virtually impenetrable. Although the somewhat limited menu is inexpensive, the service is poor and the food barely palatable.

There are a handful of other customers—all locals—at any given time. They are disagreeable in manner and appearance. The men wear bulky suits; the women, long shapeless dresses. They seem pre-occupied with their own affairs and ignore the player characters unless approached. None of them are familiar with anyone matching the description of Albert Jenkins. A Psychology roll suggests that these people are suspicious of the investigators' presence.

The Moon-Lens

The moon-lens is of alien origin, although the lens itself was crafted many centuries ago by the Romans in connection with the worship of their Magna Mater. The people of Goatswood have maintained it ever since.

At certain times of the year, the moon shines through the Moon-Lens and onto the side of the hill behind the village, causing a great stone slab to slide away; from within the hill, an avatar of Shub-Niggurath—known as the Keeper of the Moon-Lens—strides forth to collect sacrifices. A complex of massive stairs and dark caverns exists beneath the hill, the lair of the Keeper and his weird priests.

Central Place

A metal pylon, fifty feet high, dominates this square in the middle of Goatswood. At the top of the pylon hangs a large convex lens, surrounded by an arrangement of mirrors, all hinged on a pivot which is attached to the ground by taut ropes. This strange device is known as the Moon-Lens.

The square itself is the site of a weekly market; each Tuesday, local craftsmen and farmers from around the countryside gather to sell their wares. These people are reluctant to make any disparaging remarks about their hosts, but a Psychology roll senses a vague apprehension.

CENTRAL HOTEL

Located in Central Place, the two-story Central Hotel provides the most comfortable lodgings in town; the only other rooms to be had are above the Old Horns pub. A glaring neon sign blinks "VACA Y" above the front door. Inside, the reception desk is at far end of a large foyer, next to a wide, red-carpeted staircase.

If the investigators inquire about lodgings for the night, the old man who runs the hotel informs them that he still has a few rooms available; "twenty quid per night, bed and breakfast." Investigators who spend time here notice the singular absence of other guests; a glance at the register confirms that the hotel is virtually empty, and a Spot Hidden roll reveals the name of "Albert Jenkins" in the previous day's ledger. If queried about this, the old man simply scratches his head and shrugs his shoulders; he doesn't recall having had a guest by that name. He has no explanation for the curious anomaly but, while a Psychology roll suggests that the fellow knows more than he's willing to say, no amount of coercion elicits further information. The presence of Jenkins' name in the

Blessed Papers #3: Revelations of Glaaki, Volume VI

When they discovered their Magna Mater in the valley of the Severn River, the ancient Romans built a great temple near what men now know as Goatswood. Below this sanctuary, however, steps lead much further down—some say to the very place from whence the Keeper of the Moon-Lens came aeons ago.

He is near, but imprisoned by the star-signs, and only on the nights of the moon does the Keeper stir within the boundary . . . but His shadow goes forth, if called through the reversed angles, as it once did to the priests of Jupiter and to the Basque magicians.

Astarte—Ashtaroth—Magna Mater . . . Iä! Shub-Niggurath! The Keeper of the Moon-Lens taketh the blood and giveth the life!

ledger is, of course, part of the scheme to lure the investigators to their blasphemous demise.

Each room is carpeted, with a queen-size bed, dressing-table, nightstand, and two wardrobes. The hotel does not offer amenities like telephones or televisions, but there is a clock in each room. There are no private baths: guests must share. Hot water is intermittent. All of the rooms available to the investigators overlook the square.

Police

Located near the center of town, the Goatswood constabulary of the Gloucestershire Police is staffed by one man, Inspector Clive Burgess, a heavy-set man with a solemn demeanor, dressed as a civilian. Despite his rank, there are no other police stationed in Goatswood.

Burgess claims no knowledge of Albert Jenkins, nor is he familiar with anyone matching the butler's description. Burgess checks his records, but finds nothing relevant. Although a Psychology roll suggests that the inspector seems to be withholding something, Burgess remains intractable.



INSPECTOR BURGESS

A trap door is concealed beneath a rug in a storage room at the rear of the building. It gives access to the tunnels below Goatswood.

Locked within a small floor safe (STR 20) in the back room are two books. One is a thin, handwritten notebook of great age (the title, *Revelations of Glaaki*, volume VI, is smudged but still legible); the other is a spotty mimeograph entitled *We Pass from View*.

REVELATIONS OF GLAAKI, VOLUME VI—*In English, author(s) unknown, early nineteenth century.* This volume concerns the Moon-Lens, its

Keeper, and Goatswood's Shub-Niggurath cult. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 8 weeks to study and comprehend.* Spells: Call/Dismiss the Keeper of the Moon-Lens, Call/Dismiss Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath. On separate sheets stapled into the notebook are the spell Summon/Bind Dark Young, and spells of the keeper's choice.

A Read English roll is required to comprehend this volume of the *Revelations*, for the handwriting is muddled throughout. The contents are disjointed but blasphemous. In this volume are examined the Moon-Lens and its Keeper, and the Goatswood Shub-Niggurath cult. Once an investigator has read and understood the book, give the players *Blessed Papers* #3, above.

WE PASS FROM VIEW—*in English, by Roland Franklyn, 1964.* Approximately two hundred copies were circulated in single-sided mimeograph bound with cardstock covers, by the author's own True Light Press of Brichester, England. Within three years of publication, no copies could be found. *Sanity loss 1D3/1D6; Cthulhu Mythos +5 percentiles; average 1 week to study and comprehend.* No spells.

A Read English roll is required to master the erratic quality of this mimeograph. The book outlines the author's peculiar theories on reincarnation: that the number of souls in the universe is limited, and man must therefore acknowledge an infinite number of simultaneous incarnations and accept the fact that he is but a face of his "true self." Franklyn claims that, through certain arcane rituals, the "true self" can be found "outside space."

The Old Horns Public House

A weathered sign depicting the head of a goat hangs above the door of this half-timbered public house. Located in Central Place, the establishment is popular with the locals; there are always 2D4+1 customers present during the day, and 3D6+6 at night. In the evenings, the conversations are lively





About Roland Franklyn

Franklyn was an occult theorist and self-proclaimed magician from Brichester, best remembered as the author of *We Pass from View* (True Light Press, 1964); this book advanced his rather peculiar contention that each human being is merely one incarnation of many comprising the "true self." In the 1960s, Franklyn drew together a circle of devoted followers to whom he taught methods by which the subconscious knowledge of other incarnations could be tapped; at least one disciple claims to have found his "true self" in this manner. Franklyn died in 1967.

and bawdy songs are sung into the small hours of the morning. Day or night, however, strangers are given the cold shoulder by all but the landlord and his daughter, despite their best efforts to ingratiate themselves. His daughter seems, perhaps, too friendly.

The walls of the pub are dark and wood-paneled and the windows are leaded; the dimly-lit interior is filled with the pungent odor of beer, smoke, and sweat. The ceiling, with its coarse plasterwork and stout wooden beams worn by the ravages of time, is low enough that patrons over six feet in height must stoop. There are numerous private alcoves, constructed not unlike railway carriages, holding low gate-legged tables and high-backed Windsor chairs.

A few rooms of compact size and indifferent cleanliness are available upstairs for £10 per night. None of the rooms are carpeted. Each has a double bed, a washstand, a bedside table, and a small wardrobe. All of the investigators' rooms overlook the square.

The building itself incorporates a number of sliding panels, hidden doors, and secret rooms. In the cellar, a blocked-up passage connects with the honeycomb of tunnels beneath Goatswood.

No one here, customers or staff, recalls having seen anyone matching the description of Albert

Jenkins. Psychology rolls suggest that at least some of these people know more than they admit. No amount of persuasion coaxes any additional information from these people, though bribes of beer and/or money are gratefully received, followed by the villagers' sincere apologies for their inability to be of any assistance.

MADELINE CORWIN

The landlord's daughter serves as barmaid and chambermaid. She is known to all as Maddy. A



MADELAINE CORWIN

young buxom blonde, she is a figure of true animal magnetism with dark, predatory eyes. Maddy wears a simple cotton dress with a lace collar and a lot of cosmetics. She flirts outrageously and shamelessly with the male patrons, frequently offering glimpses of her full and sensuous figure.

Her feminine attributes thus displayed to attentive customers, Maddy makes no immediate effort to shield herself from their gaze.

She does her part in the Jenkins scheme by attempting to entice the male investigator with the highest APP to her room upstairs. If the investigator seems reluctant, Maddy offers a sly wink and intimates that she knows something that might be of interest to him—something she can only relate in private.

She indulges shamelessly in any manner of intimacy that the investigator might wish to pursue before revealing that Albert Jenkins is to be sacrificed at midnight to the pagan god of Goatswood. If the investigator seeks more information, Maddy says only that there is a powerful cult in Goatswood which worships a horrible creature of the woods; they hold the rest of the townsfolk in thrall. The young woman informs the player character that there is a secret tunnel in the cellars beneath

Blessed Papers #4: We Pass from View

The death of a body does not mean that the soul will leave it. This depends on whether there is an incarnation for it to pass into. If not, the body continues to be inhabited until it is destroyed. The initiate knows that Edgar Alan Poe's fear of premature burial was well-founded. If the death is violent, then it is more difficult than ever for the soul to leave. FOR HIS OWN SAFETY, THE INITIATE MUST INSIST ON CREMATION. Otherwise he will be hopelessly attracted back to Earth, and the burrowers of the core may drag off his body from the grave with him still in it to the feast of Eihort.

the Old Horns that could be used to make an escape into the woods. She does not reveal that the tunnels are crawling with the Blessed of Shub-Niggurath; this is an attempt to eliminate the investigators where no one would ever notice.

Errol Undercliffe

Although he sometimes wanders the streets of Goatswood, Errol Undercliffe is usually found at the Old Horns, drinking his fill of ale. He resides in a squalid room upstairs. Undercliffe appears much older than his years would suggest, a gaunt and haggard figure with unruly hair and a long, matted beard. With his threadbare garments and shuffling gait, Undercliffe appears much as any other derelict.



ERROL UNDERCLIFFE

He takes an immediate interest in the investigators' presence in Goatswood and, although he does not approach them, he surreptitiously follows the player characters, lurking in the background wherever they go in town. Spot Hidden rolls detect his furtive presence.

If the investigators confront Undercliffe, he becomes paralyzed with fear and shrieks: "Don't you feel them watching? They're here, invisible, all around us; shifting, planning, waiting for their chance to drag us down to the feast of Eihort! You can leave Goatswood, but you can't escape them; they're inside us. Oh Christ, don't let them take me!"

In 1967, Undercliffe had the misfortune to locate the grave of Roland Franklyn as his body was being dragged down to the feast of Eihort by his Brood, the burrowers of the core. Franklyn had but one means of escape: a little-used variant of the Mind Transfer spell that would force his soul out of his own body and into Undercliffe's. The incantation was a success, and the burrowers were deprived of their prize. The shock to Undercliffe's system was intense; he began suffering from delusional paranoia, but did not yet realize what had happened.

Upon Undercliffe's return to his apartment, Franklyn's soul manifested itself. This was too much for Undercliffe to bear: he went mad and fled his apartment in a blind panic. Having spent the better part of the past thirty years in Goatswood, Undercliffe's harrowing experiences have long since obliterated his sanity; a Psychology roll suggests that Undercliffe is schizophrenic and exhibits signs of paranoia and multiple personality disorder.

Undercliffe's body still harbors two souls, but he has lost the struggle for possession. Although Franklyn's soul remains in control most of the time, a successful Psychoanalysis roll draws Undercliffe's to the forefront long enough to hiss a cryptic warning to the investigators: "Get out of here before it's too late! The Mother of the Hill is come to crack the lens wide open! The day of rebirth is upon us!"

The Hill

A hill rises behind Goatswood, dark and ominous. Although the hill is grass-covered and scattered elms grow on the summit, a Geology roll suggests that the hill is artificial. An avatar of Shub-Niggurath, known as the Keeper of the Moon-Lens, dwells in an extensive underground complex beneath the hill. It emerges only at times of the year when the moon, shining through the Moon-Lens in Central Place and onto the side of the hill, magically causes the stone slab to slide away.

If one were to attempt to dig into the hill, one would find—beneath a few feet of earth—a substratum of limestone blocks yards thick. This sheathing extends beneath the entire hill. A Geology roll indicates that this is not a natural formation. This particular limestone is so thick and hard that nothing short of high explosives can breach it.

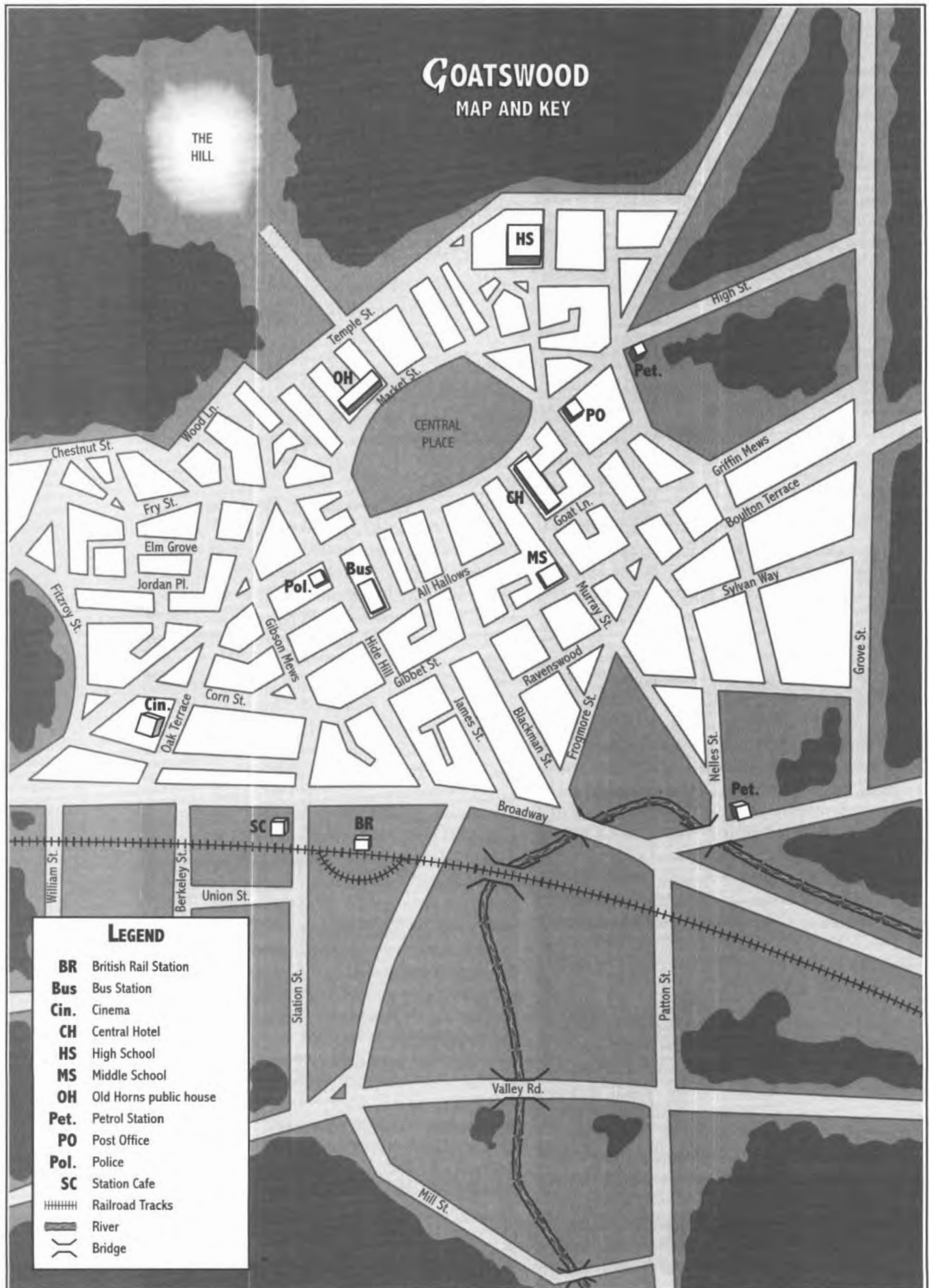
The great stone door through which the Keeper of the Moon-Lens emerges is indistinguishable from the rest of the hillside and—even if the layer of earth were removed to reveal the slab—is far too heavy to be shifted by any means short of the largest of cranes.

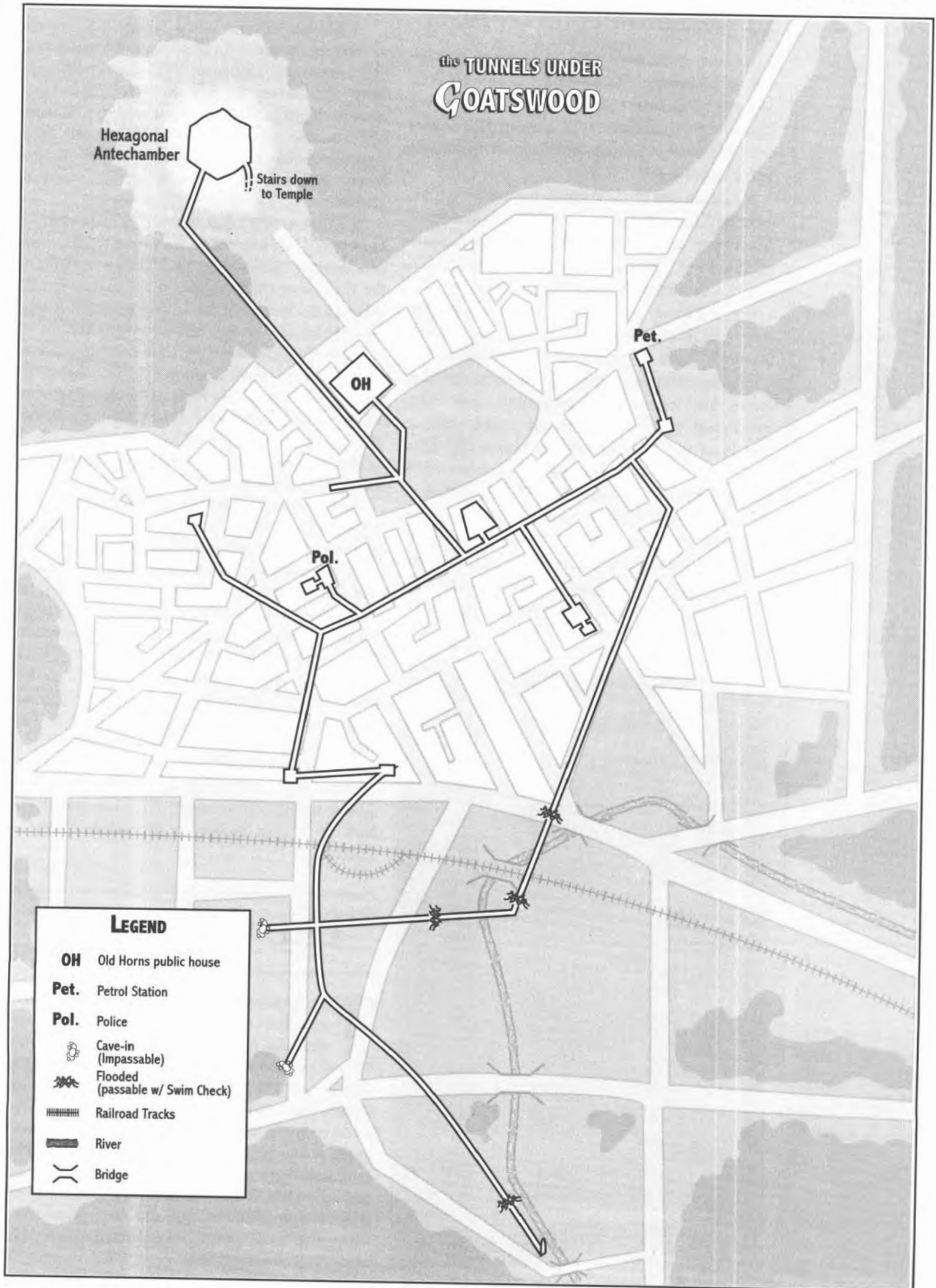
BENEATH GOATSWOOD

Beneath Goatswood is a labyrinth of passages, a vast underground complex that stretches for miles beneath the town and the surrounding area. These passages can be entered through several points in Goatswood, including the Old Horns public house, the police station, and the petrol station at the eastern end of the High Street. (The map on page 171 shows only key passages and entry/exit points; keepers should add to it as they see fit.)

A successful Archaeology roll (or a History or Geography roll at half normal chance) suggests that the tunnels below Goatswood are very old. They appear to be of Roman build. Some sections are blocked by fallen rock; others are flooded and entirely underwater; one tunnel leads to the temple below the hill. Horrible creatures, the Blessed of Shub-Niggurath, haunt these tunnels; they attempt to shepherd intruders toward the temple. The tunnels are extremely echoic and the din raised even by quiet conversation will worry explorers.









THE TEMPLE

Beyond the great stone slab, an immense passage plunges downward for a hundred yards or more before it opens onto a gigantic hexagonal chamber where droplets of sticky, foul-smelling liquid ooze down the walls. A passage here leads to the tunnels below Goatswood.

At the far end of the chamber cavern is an enormous archway. Beyond it a colossal staircase leads down into the blackness. A successful Archaeology roll, or a History roll at half normal chance, suggests that these steps pre-date the Roman occupation of Britain. A Geology roll indicates that the stone was hewn several millennia ago. Sanity loss for any of these disturbing revelations is 0/1D3.

Finally, after descending the staircase for what seems like miles, a flickering mist rises from below and terrifying sounds are heard—hollow ululations and low-pitched bellowings that echo ominously. The staircase opens onto an alien region, a hellish nightmare world where distances are unbearably inconsistent: the further one advances into the cavern, the bigger it gets. Distances seem totally distorted. Moving from one spot to another entails a journey across impossible stretches of convoluted space. Sanity loss for the experience is 1/1D6.



A horrible sulfuric stench hangs heavy in the air. Strange creatures dwell here; monstrous things, half human and half goat. These are dryads and fauns and satyrs, the terrible reality underlying classical legend. They frolic and cavort with reckless abandon, in a scene reminiscent of some demonic version of *A Midsummer Night's Dream*. Sanity loss for viewing this terrible scene is 1/1D10.

It is to this place that the Keeper of the Moon-Lens brings its victims to bestow upon them the gift of a dubious immortality. Here 1D6+4 or more of the Blessed of Shub-Niggurath are usually found, although the Keeper of the Moon-Lens itself is usually present only on the night of a ceremony.

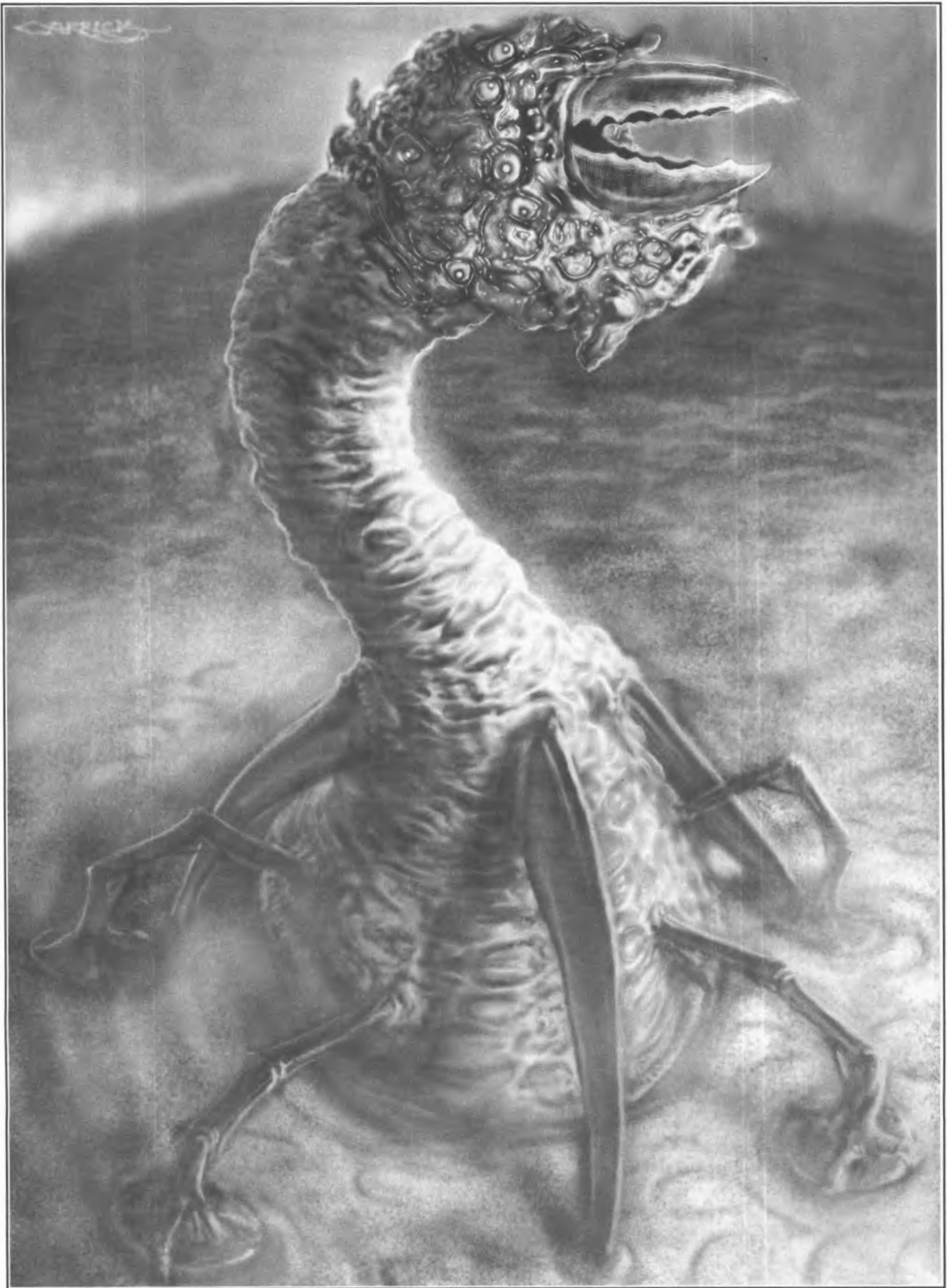
In the center of this vast, ever-changing cavern, swirling mist rises from a jagged chasm of unguessable depth. The heat is tremendous here, and the stench of sulfur overpowering. Far below lies the gate through which Shub-Niggurath's avatar, the Keeper of the Moon-Lens, manifests on the night of the moon.

Nearby, a long metal ramp leads to a second flight of stairs. With the Mother of the Hill in pursuit, two Climb rolls are necessary on the slick stone staircase before, after a few hundred steps, a line of star-shaped bas-reliefs is reached. This marks the boundary of star-signs set by the Elder Gods long ago, beyond which the Keeper of the Moon-Lens cannot pass. Once its prey has passed beyond the relative safety of the star-signs, the thwarted god vents its wrath with a deafening roar. The Blessed of Shub-Niggurath are not impeded by this magical barrier, however, and will continue the pursuit on behalf of their master.

After many more steps and an hour's climb, a narrow opening is reached, which emerges at the back of a cave hidden in the woods north of Goatswood.

The Ceremony

The Goatswood Shub-Niggurath cult offers sacrifices to its pagan god at certain times of the year, when the moon shines through the Moon-Lens and onto the side of the hill behind the village. All the members of the cult gather in Central Place at sunset. Dressed in black robes, the priest stands by the pylon and adjusts the ropes tied to the pivot; the lens and mirrors shift, and a concentrated beam of moonlight moves up the road toward the hill. A Spot Hidden roll suggests that the priest is none other than Inspector Burgess himself. Other prominent Goatswood citizens might be recognized among the throng.



The Keeper of the Moon-Lens Emerges

SIX MALE VILLAGERS

Average age is 37. Average SAN is 15. Most have odd, goatish appearances and typically wear bulky suits to conceal their more caprine features.

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

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3 + db
(One–Three) Pitchfork 35%, damage 1D6 + db
(Four–Six) Small Club 50%, damage 1D6 + db

Skills: Bargain 35%, Climb 50%, Cthulhu Mythos 5%, Dodge 40%, Fast Talk 25%, Hide 20%, Listen 40%, Mechanical Repair 35%, Natural History 30%, Sneak 40%, Spot Hidden 35%, Throw 45%, Track 15%.

Language: English 55%.

SIX FEMALE VILLAGERS

Average age is 30. Average SAN is 25. Most have odd, goatish appearances and typically wear long dresses to conceal their more caprine features.

	STR	CON	SIZ	DEX	POW	HP
One	10	10	09	11	09	10
Two	09	12	09	15	14	11
Three	11	14	10	11	12	12
Four	08	09	09	10	11	09
Five	09	11	08	12	14	10
Six	11	12	10	13	11	11

Damage Bonus: +0.

Weapon: none.

Skills: Bargain 45%, Cook 60%, Cthulhu Mythos 5%, Dance 35%, Hide 25%, Listen 30%, Natural History 20%, Sing 40%, Sneak 40%, Spot Hidden 40%, Throw 35%, Track 15%.

Language: English 55%.

THE BLESSED OF SHUB-NIGGURATH

No two of these horribly mutated creatures are alike, although they are almost always humanoid. Reuse these statistics as necessary.

	STR	CON	SIZ	DEX	POW	DB	HP
One	13	14	12	10	17	+1D4	13
Two	09	17	16	15	15	+1D4	17
Three	10	16	12	13	11	—	14
Four	12	15	10	10	14	—	13
Five	14	16	14	16	15	+1D4	15
Six	08	17	09	09	14	—	13
Seven	10	19	13	12	19	—	16
Eight	09	18	14	12	19	—	16
Nine	13	15	12	11	16	+1D4	14
Ten	11	19	16	10	13	+1D4	18

Weapons: Bite 30%, 1D4

Claw 30%, 1D6 + db

Armor: none, but they regenerate 1D6 hit points per round until dead.

Spells: Call/Dismiss Shub-Niggurath, plus 1D6 others as the keeper desires.

Sanity: 0/1D4 for most—0/1D6 for really horrible mutations.



As he manipulates the ropes, the priest chants: “Astarte—Ashtaroth—Magna Mater . . . Iä! Shub-Niggurath! Gorgo, Mormo, thousand-faced moon, look favorably on our sacrifices!” As the beam of light reaches the hill, the cultists answer with an inarticulate cry: “*Gof’nn hupadgh Shub-Niggurath!*”

A Spot Hidden roll reveals Albert Jenkins, restrained by two burly villagers, near the center of the crowd.

When the beam of concentrated moonlight slides far enough up the side of the hill, a hush falls over the crowd. In the eerie silence, a faint rumbling sound can be heard—as of distant thunder. The priest turns toward the investigators (no matter where they might be) and, with a wild gesture, shouts: “Iä! Shub-Niggurath!” The investigators have been duped: they are the sacrifices to the Keeper of the Moon-Lens, not Albert Jenkins.

Suddenly, a door which occupies the whole side of the hill slides open to reveal the entrance to a cavernous passage. Further back in the darkness, something massive shimmers and stirs in the refracted moonlight: the Keeper of the Moon-Lens. The god’s yellow eyes squint in all directions as it moves out of the doorway, creeping forward with the grotesque paddling motion of its three great spines. The beak opens, and the thing squawks and hisses at its worshipers.

With the arrival of their pagan god, the crowd begins to dance and shout, working themselves into a frenzy. As the excitement reaches fever pitch, some of the cultists tear off their clothing; as the less pleasant goat-like deformities are revealed, all those observing from a distance suffer a Sanity loss of 0/1D4; those who are close by lose 1/1D6. As the Keeper of the Moon-Lens lumbers forth to claim its sacrifice, the dance becomes uninhibitedly copulatory.

No matter where the investigators are, the Keeper of the Moon-Lens is upon them in an instant. Victims are usually swallowed whole—up to a maximum SIZ of 27—and held in the god’s semi-transparent, gelatinous head while it returns to its hillside lair. These sacrifices become the Blessed of Shub-Niggurath, and are seldom seen again. The cultists intend to take care of the rest; no prisoners are taken.

Conclusion

Since the investigators are unlikely to be able to destroy the avatar of Shub-Niggurath once it has emerged from its hillside lair, their best chance for success—and survival—is to damage the means by which the entity is summoned—the Moon-Lens. Although the pylon is of alien manufacture and therefore virtually impervious to the efforts of mere

mortals to damage it, the lens itself is man-made and therefore vulnerable to sabotage—by dynamite, for instance, or even a few solid blows by a hammer. The arrangement of mirrors can likewise be disabled. Sabotage renders the Moon-Lens useless until the necessary repairs can be effected—which, in the case of the precision-crafted lens, might take years. The investigators, of course, must still deal with the inhabitants of Goatswood, and their wrath.

For interfering with the cult’s ability to summon the Keeper of the Moon-Lens, each investigator should be rewarded with 1D10 points of Sanity—more, if a permanent disruption is somehow achieved. If the investigators deduced the plot to sacrifice them before the ceremony began, they should be awarded an additional 1D6 Sanity.

If the player characters fail, then chances are good that none are left to tell the tale. Delivered into the horrible clutches of the Keeper of the Moon-Lens, each of those not killed outright is doomed to become one of the Blessed of Shub-Niggurath; these unfortunates are never seen again but dwell eternally in dank caverns or dark woods, serving the Black Goat and her followers.

Any survivors meet up with Albert Jenkins, wandering in a daze not far from the square. He eventually tells the investigators that, in the commotion that followed the arrival of the beast from the hill, he managed to escape. Jenkins does his utmost to keep secret his involvement in the plot to eliminate the investigators. He concocts whatever story is necessary to this end: he might, for example, explain how an anonymous telephone call lured him to Goatswood with the promise of important information about Andy Cook’s ordeal. Having checked into the Central Hotel, he was abducted in the middle of the night by a heathen rabble who intended to sacrifice him to their pagan god, and so on.

Statistics

ERROL UNDERCLIFFE, age 56, Missing Writer

STR 10 CON 10 SIZ 13 INT 16 POW 12
DEX 11 APP 11 EDU 15 SAN 0 HP 12

Damage Bonus: none.

Spells: Mind Transfer (variant).

Weapon: Frenzied Flailing 30%, damage 1D4

Skills: Art (Write) 75%, Bargain 30%, Cthulhu Mythos 30%, Hide 55%, History 40%, Library Use 55%, Literature 70%, Listen 40%, Occult 30%, Persuade 55%, Psychology 35%, Sneak 40%, Spot Hidden 45%.

Languages: English 90%, Latin 35%.



**CLIVE BURGESS, age 46, Inspector of the Goatswood Police**

STR 14 CON 13 SIZ 12 INT 13 POW 13
DEX 10 APP 10 EDU 10 SAN 0 HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3 + db
Nightstick 50%, damage 1D6 + db
.45 revolver 55%, damage 1D10 + 2

Spells: Call/Dismiss the Keeper of the Moon-Lens,
Call/Dismiss Shub-Niggurath, Send Dreams, Summon /
Bind Dark Young of Shub-Niggurath.

Skills: Accounting 10%, Bargain 45%, Climb 50%,
Credit Rating 30%, Cthulhu Mythos 25%, Dodge 40%,
Drive Automobile 50%, First Aid 40%, Law 65%,
Library Use 30%, Listen 60%, Mechanical Repair 35%,
Persuade 45%, Psychology 45%, Sneak 30%, Spot
Hidden 45%, Track 15%.

Language: English 65%.

URIAH CORWIN, age 48, Proprietor of the Old Horns

STR 15 CON 15 SIZ 16 INT 11 POW 13
DEX 11 APP 12 EDU 10 SAN 0 HP 16

Damage Bonus: +1D4.

Weapons: Fist/Punch 75%, damage 1D3 + db
Small Club 60%, damage 1D6 + db
20-Gauge Shotgun 45%, damage 2D6/1D6/1D3

Spells: Call/Dismiss the Keeper of the Moon-Lens

Skills: Accounting 35%, Cthulhu Mythos 15%, Listen
45%, Occult 15%, Persuade 40%, Psychology 35%,
Sneak 40%, Spot Hidden 50%.

Language: English 55%.

MADLINE "MADDY" CORWIN, age 25, Barmaid at the Old Horns

STR 09 CON 12 SIZ 09 INT 13 POW 15
DEX 13 APP 15 EDU 08 SAN 15 HP 11

Damage Bonus: +0.

Weapons: none.

Skills: Accounting 20%, Bargain 35%, Cthulhu Mythos
5%, Natural History 20%, Persuade 80%, Psychology
55%, Sing 35%, Sneak 45%, Spot Hidden 40%.

Language: English 65%.

KEEPER OF THE MOON-LENS, AVATAR OF SHUB-NIGGURATH

... That pillar of white flesh supported on many-jointed bony legs tipped with great circular pads. ... It had no arms, merely three spines which dug into the ground. But the head was the worst—formed of thick coils of white jelly, covered with watery eyes, and at the center was a huge toothed beak. ... Those great yellow eyes peered in different directions, and all the

coils were twisting and jerking, sometimes transparent so that he could see into the head. ... The three spines moved with a grotesque rowing motion to heave the body forward. The beak opened, and from it a voice issued—sibilant and high-pitched, it spoke to its worshippers. ...

—Ramsey Campbell, "The Moon-Lens."

In connection with their adoration of Shub-Niggurath, the people of Goatswood worship the Keeper of the Moon-Lens. This colossus may be worshiped elsewhere as well.

The Keeper of the Moon-Lens is an avatar of the Dark Mother, Shub-Niggurath. The Keeper dwells in an expansive underground complex beneath Goatswood. It comes to the surface only at certain times, when the moon shines through an alien device known as the Moon-Lens—a large convex lens surrounded by an arrangement of pivoting mirrors, high on a fifty-foot-high metal pylon. When the moon shines through the Moon-Lens and onto a particular hillside, a great stone slab slides away and the Keeper can then emerge to accept the offerings of its worshippers.

When the Keeper accepts a sacrifice, it swallows the offering, holding it gently in its transparent, gelatinous head. The colossus retreats back into its subterranean lair where the victim is "born" out of the avatar after having suffered strange mutations. These individuals drafted into the service of Shub-Niggurath are seldom seen again. They are known as the Blessed of Shub-Niggurath.

The avatar can attack with its beak or crush a victim beneath its great and cumbersome bulk.

KEEPER OF THE MOON-LENS, Fertile Mother of the Hill

STR 55 CON 135 SIZ 95 INT 21 POW 70
DEX 16 MOV 12 HP 115

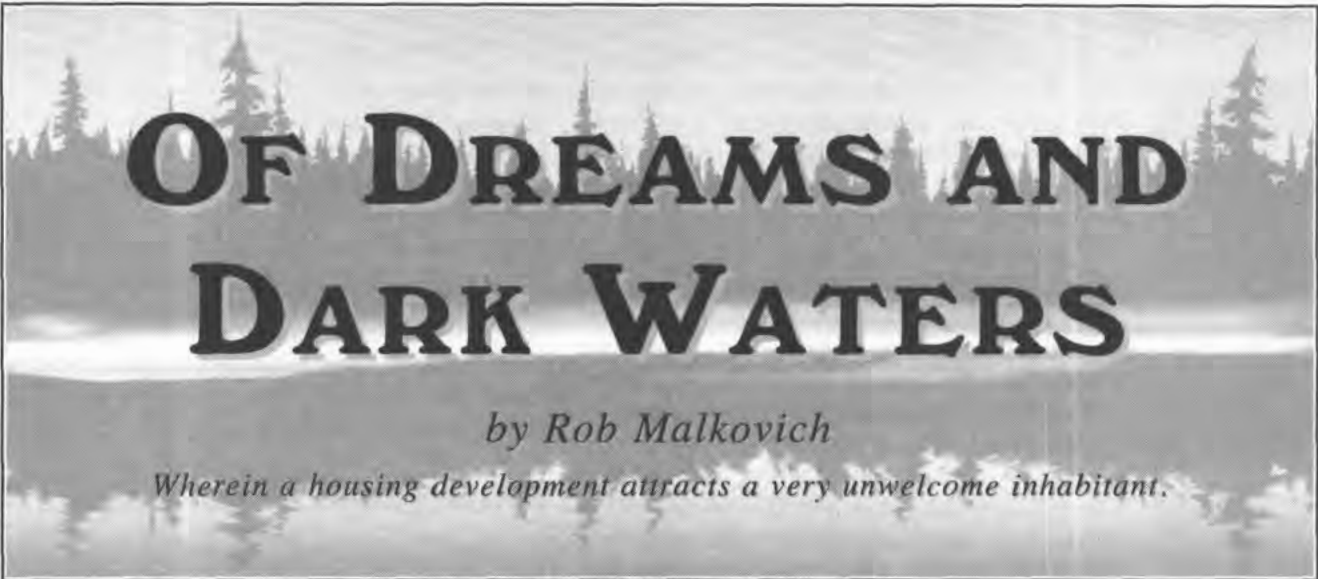
Damage Bonus: +8D6.

Weapons: Beak 90%, damage 1D10 or swallow
Crush 75%, damage 1D6 + db

Armor: none, but the Keeper takes no more than a single point of damage from successful attacks with any weapons, and two points on an impale. Fire, electricity, and magic do normal damage to the creature. This avatar of the Black Goat regenerates 1D10 hit points each round.

Spells: knows all spells dealing with the Outer Gods, as well as any connected with the forces of nature and the elements, and others as the keeper desires.

Sanity Loss: 1D10/1D100 Sanity points to see the Keeper of the Moon-Lens. ■



OF DREAMS AND DARK WATERS

by Rob Malkovich

Wherein a housing development attracts a very unwelcome inhabitant.

*And as his strength began to fail
He saw a shimmering lake.
A shadow in the dark green depths
Disturbed the strange tranquility.
—Genesis, “The Fountain of Salmacis.”*

Scenario Considerations

Centuries ago, a large asteroid crashed near Brichester; the small crater it left filled with water and became the lake where Glaaki—an alien entity imprisoned beneath a city on the asteroid—now dwells. Around 1790, a group of people from nearby Goatswood were drawn by strange prophecies to explore this lake. Led by Thomas Lee, the cult built a row of houses along the shore while they attempted to contact the Great Old One. In the 1860s, they or their descendants finally succeeded in awakening Glaaki from his long, lonely slumber. By 1870, however, the cult had disappeared. Victims of Glaaki’s dream-pull, they had been drawn to the lake and transformed into his undead slaves.

The houses remained abandoned until the late 1950s, when attempts were made to sell them and the land on which they stood. The new owners never stayed long: most were frightened off by Glaaki’s dream sendings, while others disappeared without a trace. The last owner was Thomas Cartwright, a painter of some notoriety. He died near the lake several months after taking up residence there in 1960.

After Cartwright’s death, the houses remained empty. Local folk continue to avoid the lake; now only adventurous hikers or fishermen ever set foot in the area.

Most stats are found where pertinent in this adventure. There are seven player handouts, on pages 182, 186, 190,

191, 193, and 200–201. These play aids are repeated on pages 234–238 and 240.

Keeper’s Information

Ten years ago, a brilliant but troubled loner named Simon Prentice found himself mysteriously attracted to Brichester

Servants of Glaaki

Throughout this scenario, a number of “servants of Glaaki” appear. With a few exceptions, they generally look human. These so-called servants are reminiscent of zombies, but are not zombies; although under the control of Glaaki, they retain their own intelligence, and the keeper should play them to be as cunning and as dangerous as their INT allows. They can communicate but generally speak in monotone, as though half asleep. Each of their chests has a large livid spot from which radiates a network of red lines. This spot is where the servant was pierced by one of Glaaki’s spines. These spots do not bleed, but a newer servant of Glaaki may frequently stroke or even seem to point to the spot beneath its clothing.

If killed, or captured and examined, these servants baffle most forensic scientists. What is most apparent is that they have developed a secondary circulation system, via a network of veins and arteries that has grown throughout their bodies. A blood-like substance flows through them, but it is made of cells that contain very high metal counts. The new circulatory system provides this “blood” to the lungs and brain and, to a less effective extent, the extremities—hence the servants’ low DEX scores—but the remainder of the internal organs appear to have shut down and are beginning to show signs of decay. Fresher servants tend to have higher DEX scores than their elders; DEX generally begins to drop off at the rate of 1–2 points a week until reaching around DEX 2–4.



Lake. After several years of disturbing dreams and nightmares—and several sleepwalking incidents where he found himself at the shore of the lake at dawn—Prentice became involved with a Brichester University study of the area.

Prentice sought purpose in his life, and a sense of belonging. In him, Glaaki had discovered someone who would prove to be a valuable agent. Instead of sending his servants to capture Prentice and drag him down to the lake, the Great Old One turned Prentice into a willing servant. Glaaki's probes of Prentice were gentle at first, drawing him in and arousing his natural curiosity. In time, Glaaki began to reveal more and more to Prentice, feeding pieces of knowledge that Prentice found troubling yet irresistible. Slowly, Glaaki fed Prentice the knowledge he would need to free the god from the lake.

To achieve this, Prentice must do two things. First, he must facilitate the transmission of Glaaki's dream-pull into Brichester, to attract the number of victims required to manifest Glaaki's environment here on earth; to this end, Prentice built a series of signal amplification devices which are being installed throughout Brichester. To allow Glaaki to transmit, Prentice has, under the guise of building a new housing development, brought in a crane that can be used as an antenna from which Glaaki can more effectively transmit his dream-pull. The housing development itself is a charade, the only way Prentice could think of getting complete access to the lake, but it will also serve as the raw material for the construction of Glaaki's new home.

SIMON PRENTICE

Simon Edmond Prentice was the only child of Mark and Eleanor Prentice. Mark was an architect, and designed several of Brichester's public buildings. Although his job paid well, the Prentice family had always been fairly wealthy, which allowed them to live far more affluently than they otherwise could have.



SIMON PRENTICE

Simon Prentice was accepted into the engineering program at the University of Brichester. He had always excelled at mathematics and sciences, and engineering seemed to be an obvious academic path for him to follow. He continued as a graduate student until he left just short of completing his Ph.D.

SIMON PRENTICE, age 36, Agent of Glaaki

STR 13	CON 15	SIZ 14	INT 19	POW 18
DEX 15	APP 15	EDU 21	SAN 0	HP 15

Damage Bonus: +1D4.

Weapons: Fist 50%, damage 1D3 + db

12-Gauge Shotgun 40%, damage 4D6/2D6/1D6

Spells: Call/Dismiss Glaaki, Contact Deity/Glaaki, Dominate, Reversed Angles of Tagh-Clatur, Shrivelling.

Skills: Astronomy 40%, Biology 40%, Chemistry 40%, Computer Use 80%, Credit Rating 55%, Cthulhu Mythos 40%, Electronics 70%, Electrical Repair 55%, Hide 40%, Listen 40%, Operate Heavy Machinery 50%, Mathematics 80%, Persuade 50%, Physics 90%, Sneak 65%, Spot Hidden 35%.

Languages: English 95%, Russian 40%.

Investigators' Information

Elizabeth Winston-Smith, an estates agent in Brichester, contacts the investigators. Mrs. Winston-Smith is employed at the firm of Patterson &



ELIZABETH WINSTON-SMITH

Associates on Ash Street. Investigators with successful Idea or Know rolls remember that she and her employer, Reginald Patterson, were involved in the transfer of title to Windthroe Manor.

Mrs. Winston-Smith is worried; her employer has been missing for over three days. Although the police have been helpful, they have no leads; Mrs. Winston-Smith would like the player characters to look into the matter.

Recently, Reginald Patterson had been working out of a trailer serving as an office at the new Lakeside Terrace Estates project on the shores of Brichester Lake. Three days ago, Mr. Patterson did not return to his apartment after spending the day at the site. He did not show up for work the next day, and has not been seen since. Mrs. Winston-Smith describes this behavior as unusual for him. She is quite worried. Patterson is not married, nor does he have any family in the area. A successful Psychology roll senses that her concern for him is an intimate one.

PATTERSON AND ASSOCIATES

The office is located in the older part of Brichester, near the eastern end of Ash Street. It is a storefront. The awnings are frayed and torn, and the company's name painted across the plate glass window has faded. The dingy conditions are obvious to anyone entering the office; clearly Patterson & Associates has seen better days.

Mrs. Winston-Smith is a slight woman, pushing forty and of average appearance. She seems to be suffering from allergies or a cold; she is constantly

The Linemen

In order for Glaaki's dream-pull to carry far enough to affect the residents of Brichester, Prentice has devised a set of signal amplification devices which are being placed in and around the city. These boxes pick up Glaaki's relatively faint thoughts and then amplify them via any electrical device, masking the signal with the electrical current.

Because of their size and coloring, the boxes are almost impossible to spot from the ground, unless someone is specifically looking for one, in which case a Spot Hidden roll is required. Even if someone did happen to notice one by chance, it would be unlikely to appear unusual.

Each box has a brown plastic shell with rounded mounting tabs protruding from each corner. The front of the box has a small solar cell mounted on it. There are four screws on the back of the box which hold it closed. Opening the box reveals an interior filled with epoxy which has hardened into a lumpy mess, making it extremely difficult to examine the electronics. In order to do so, the epoxy must be carefully removed. Anyone attempting to do this must make a DEX x3 roll; failure results in damage to some component on the board, rendering it inoperative.

Once the epoxy is removed, an Electronics roll reveals that the device is some type of low-power signal amplifier. It draws its power from the solar cell and a couple of back-up batteries, and seems to have characteristics of both a receiver and a transmitter: it is clearly designed to receive and then amplify some sort of signal. It is impossible to determine what frequency is being used, however; a series of computer chips seems to control the operation of the device. If none of the investigators has an Electronics skill, they are limited to simple observations such as that they see a lot of electronic parts, including some computer chips. The device appears to be self powered, and is vaguely reminiscent of the electronics found within a radio or TV.

The software that Prentice developed to drive the device is a product of dreams sent by Glaaki; it is therefore impossible for sane people to comprehend. A mathematics or computer science student from Brichester University could be employed to study the device, but anyone who manages to comprehend the complexity of the mathematics behind the program loses 1/1D20 Sanity points.

The linemen may be encountered while setting up a box. If the investigators approach them, these men are less than friendly. The linemen—there are six in all—travel in pairs, in unmarked white vans. Each van has a ladder attached to its roof. Inside are tools, some spools of wire, assorted electronic parts and a box containing a dozen or more of the transmitters. When not setting up the transmitters, which is generally done between dusk and dawn, the linemen are hard at work assembling more of the devices in Prentice's basement, or at the building site doing other work.

Asking around Brichester about the linemen and their mysterious boxes eventually brings the investigators face-to-face with any number of exasperated citizens, whose consternation is obvious: "The reception on the telly's been 'orrible," reports one contact. "They've sent some blokes round a few times to try and fix it, but the fools never seem to make it any better! I thought that was what they was installing those bloody boxes for, but they've just made things worse."

The local radio, television, and power companies deny that these men are their employees. As one operator puts it: "You're the third person who's called this week asking about those blighters!"

TWO TYPICAL LINEMEN, Servants of Glaaki

	One	Two
STR	11	15
CON	23	26
SIZ	14	15
INT	14	10
POW	11	07
DEX	07	08
HP	19	21
DB	+1D4	+1D4

Weapon: Fist 55%, damage 1D3 + db

Screwdriver/Sharp Tool 40%, damage 1D4 + 1 + db

Tire Iron 40%, damage 1D6 + db

Spells: none.

Sanity Loss: None on first inspection (they appear as normal humans from distances of up to five feet); 1/1D4 on closer inspection.





sniffing, and her pockets and purse are jammed full of tissues, lozenges, and various vitamins. She is married to Gerry Smith, a chiropractor in Brichester. For the past three years, however, she has been having an affair with Reginald Patterson. She does not reveal this fact unless confronted. Her love for "Reg" was one of the main reasons Mrs. Winston-Smith so quickly sought out the investigators' help.

ELIZABETH WINSTON-SMITH, age 38, Estates Agent

STR 10 CON 08 SIZ 09 INT 14 POW 13
DEX 15 APP 12 EDU 16 SAN 65 HP 09

Damage Bonus: +0.

Weapon: none.

Skills: Accounting 35%, Art (Decorating) 45%, Bargain 65%, Computer Use 10%, Credit Rating 35%, Fast Talk 35%, First Aid 45%, Law 35%, Library Use 45%, Natural History 25%, Persuade 45%, Photography 40%, Spot Hidden 40%.

Language: English 85%.

One wall of the office has been given over to sale and rental listings, which consist of a photograph and a printed sheet describing each property. Investigators checking the listings note that several are two to three years old, and that most of the properties represented are of the poorer sort. Why a down-and-out firm should be selected to represent the upscale Lakeside Terrace Estates project is a mystery.

Records, which Mrs. Winston-Smith can provide, indicate that recently a local man named Simon Prentice arranged to purchase the properties from Reginald Patterson, whose firm held deed to the land upon which the six stone houses stood. Most of the transaction was arranged through Prentice's lawyer, Mr. Samuel Dumont. When it came time to start marketing and selling the properties, Mr. Patterson and Mrs. Winston-Smith were both pleasantly shocked when Mr. Dumont informed them that Simon Prentice would be letting them have the contract.

"I hated going down there, to that terrible place. The lake is so dark and damp," she sniffles, "it just doesn't seem a healthy place to me. Oh, the properties look like they will be quite nice, and normally I'd think we'd have an easy time selling them—but it's the location, you know, that's the problem. There's a bit of a dread in Brichester about the place, you see, not to mention all the protests about the development. I guess I just don't understand why anyone would want to live out there."

If asked to elaborate about the "dread," Elizabeth explains that "back in the sixties some artist died there. I know there have been a lot of strange stories about the place—people seeing ghosts, I guess, and I think someone went missing

there once. But, to be honest, it's just that it's such a gloomy spot."

If the investigators take the time to sort through old listings, a Library Use roll discovers a listing from 1962 describing the properties at Lakeside Terrace. A faded black-and-white photograph shows six dark gray buildings standing in a row. The buildings are described as being originally constructed in the late eighteenth century; the listing indicates that one unit is currently available, fully furnished—"perfect for those looking for an inspiring and intriguing lakeside setting." The asking price for the unit is £300. According to Mrs. Winston-Smith, the remains of the original six buildings were torn down by Prentice's crew early on.

Although Mrs. Winston-Smith is willing to direct the player characters to the site and to provide a key for the office trailer, she isn't likely to accompany them there. After a time, she may be driven by her worry to do some snooping around on her own in an attempt to locate Reg, especially if the investigation isn't proceeding quickly enough. The keeper can use her in a number of ways; she could pop up an inopportune time for the investigators (perhaps while they are dispatching the now-undead Reg) or she herself could disappear, turning up later in the scenario as a servant of Glaaki.

MORE BACKGROUND FOR LAKE BRICHESTER

Investigators looking for more information on Lake Brichester will find little of interest, unless they visit the Brichester Historical Society, located in a run-down second story flat in Lower Brichester. The society, which has certainly seen better days, is

crammed precariously from floor to ceiling with old newspapers, documents, books, and photos. Martin Dogglesworth, the librarian and only employee of the Society, can assist the investigators in locating several old books on the area, including one from the late nineteenth century which talks about



MARTIN DOGGLESWORTH

Thomas Lee and others coming from Goatswood to the area. They settled around the lake in 1790, eventually disappearing without a trace by 1870, leaving behind six gray stone houses along the shore of the lake.

Dogglesworth can also relate a personal experience he had concerning the houses at the lake; in 1958, he heard that one of them had been rented. Deciding that this was an opportunity to gather

some information about the residences, Dogglesworth drove out to speak with the new residents several months after they moved in. When he arrived, he found the front door wide open, and the house abandoned. He found it particularly strange, as the renters had left all of their possessions; in fact the table was set with an untouched breakfast, so they must have left in quite a hurry. He later found out that the renters had suddenly fled the previous morning, vowing to never again return. He can only guess as to why.

Brichester Police

If the investigators wish to speak to the police about Mr. Patterson's disappearance, they are directed to Frank Brady, the inspector in charge of the investigation.

Brady has recently joined the Brichester force as an inspector, having previously been a sergeant-detective in Oxford. He is fairly shrewd, but being new to the job, does not trust his instincts perhaps as much as he should. He is unlikely to act rashly or quickly because of this. Brady, like most people, isn't likely to believe tales of zombies and things living in the lake. However, if the investigators produce compelling evidence of wrongdoing, then Brady acts immediately.



FRANK BRADY

FRANK BRADY, age 34, Brichester Police Inspector
STR 14 CON 15 SIZ 15 INT 14 POW 14
DEX 14 APP 15 EDU 15 SAN 70 HP 15

Damage Bonus: +1D4.

Weapons: Fist, 75%, damage 1D3 + db
Nightstick, 75%, damage 1D6 + db

Skills: Climb 60%, Dodge 40%, First Aid 50%, Hide 40%, Law 50%, Listen 50%, Locksmith 35%, Mechanical Repair 40%, Persuade 45%, Psychology 35%, Sneak 35%, Spot Hidden 50%, Swim 40%, Track 35%.

Language: English 75%.

Inspector Brady was contacted by Mrs. Winston-Smith several days ago, and has been out to Lakeside Terrace Estates to ask some questions. According to a foreman at the site, Mr. Patterson was at work the day he went missing but had been drinking heavily, a habit of which he was purportedly quite fond. Patterson reportedly had an argument with one of the environmentalists protesting at the site, and drove off in a towering rage, muttering

something about being "damn sick and tired of this bullshit."

Patterson has not been seen since, nor has his car been spotted. (Servants of Glaaki pushed it into the lake, where it sank into the muddy bottom.)

The police continue their investigation but, lacking leads, believe that Mr. Patterson may have left the Brichester area. This possibility is fueled, in part, by the fact that his firm was in financial trouble; Patterson may have slipped away to avoid the humiliation of seeing his business go under.

Inspector Brady is also aware of the disappearance of Matt Terrel (see "The Missing Worker," further below), but currently does not believe the two disappearances are related. Although he has his doubts about Jones, he lacks any evidence to link him with the case.

For her part, Mrs. Winston-Smith denies that Patterson was a drinker (she's right), and insists that he was not prone to angry outbursts. If asked about financial trouble, Mrs. Winston-Smith admits that "things could be better" but that the Brichester Lake estates deal was helping the business get back on its feet.

PATTERSON'S FLAT

Investigators looking more deeply into Patterson's background find little of note. A quiet man, Reginald Patterson lived in a rented flat in Lower Brichester. Investigators showing sufficient credentials, or accompanied by Mrs. Winston-Smith, might convince the landlady, Mrs. Grumple, to give them access to the residence. Inside, they find nothing that would raise suspicion other than some photos of Patterson and Mrs. Winston-Smith on what appears to be a weekend get-away at an inn in Camside. Investigators looking for signs of alcoholism discover nothing more than a dusty old bottle of scotch in the back of a closet and a half-finished bottle of wine in the fridge.

CIVIC RECORDS

All the proper paperwork for Lakeside Terrace Estates has been filed with the City of Brichester, and all required permits have been obtained. Simon Prentice's lawyer, Samuel Dumont, handled much of this paperwork personally. The property was purchased by Prentice from Patterson & Associates several years ago, who were holding it in trust for the city. The area that Prentice owns is basically that on which the buildings sit; he does not own the lake or the forest, or any other property. The investigators may also locate unrelated documents indicating that the City plans to survey other areas around the lake for possible subdivision and sale in the near future.



Dreams Papers #1

Briches

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Local Man to Build at Brichester Lake

Simon Prentice, a lifelong resident of Brichester, revealed today that his Lakeside Terrace Estates project will be going ahead. Building is set to commence in approximately six months.

The planned construction of a series of three 36-unit low-rise apartment buildings on the shore of Brichester Lake has been the subject of much controversy of late. Through his representative, Mr. Samuel Dumont, Mr. Prentice confirmed that the city council had given its final approval to the project, granting him permission to build in an area of the Severn River Valley that has remained mostly untouched by development.

Simon Prentice is best known as a man who protects his privacy. Many will recall the many designs contributed by his father, Mark Prentice, to our local architecture, perhaps the best known being his expansion for the city's public library in 1979. A neighbor, Dr. Adam Brightman, described the younger Prentice as "a bit of an odd sort," but noted that "I'm sure his project will be quite the success." Several other neighbors declined comment when contacted by this newspaper.

A local environmental group, SANE, has protested Prentice's plans from the outset. Miriam Weston, spokesperson for the City of Brichester, stated that "projects like [Prentice's] bring new jobs and prosperity to our area. I think this development will offer people a unique and affordable housing alternative that will serve as a showcase for the natural beauty of the Severn Valley."

SAMUEL DUMONT, ESQ.

Mr. Dumont has a Brichester office. He is in his late sixties. As a solicitor, he has a reputation for doing any type of work if the money is right. His skin is wrinkled and weathered for his age, his hair abnormally black and greasy. He has a pencil-thin black moustache, and always seems to be wearing the same black suit, dark gray hat, and dark glasses. Dumont openly evades the player characters'

inquiries and, if they seem to be interfering with his client's project, he threatens legal action against them. He is currently in the courts seeking an injunction against SANE's protests on the road leading to Lakeside Terrace Estates.

BRICHESTER HERALD

A Library Use roll made while searching back issues of the newspaper locates an article about the project. See *Dreams Papers #1*, nearby.

SPEAKING WITH PRENTICE

If the investigators choose to seek out Simon Prentice, they find it a frustrating experience. If he is at all suspicious of the player characters, Prentice attempts to funnel their requests through his solicitor, Samuel Dumont, who makes the process of arranging an interview an endless hell of legal paperwork covering what questions they may ask, the duration of the interview, non-disclosure agreements, etc. This is assuming, of course, that one of the investigators has credentials as a journalist and works for a respectable publication. Others are flatly refused.

Perhaps the best strategy for the investigators is to attempt to find Prentice on their own, surprising him as he leaves his house, for instance. Prentice generally spends most of the day at home, and most evenings can be found somewhere down at the Lake. He may be on the roof of Building #1 working on the casting circle, or in a secluded area along the shore attempting to contact Glaaki. In the latter case, there is a 75% chance that 2D3 servants of Glaaki are nearby, and investigators should consider themselves lucky if they manage to escape this encounter. The security guard at the site or Prentice's neighbors can generally confirm the timing of his comings and goings.

If approached in such a manner—and assuming he isn't in the middle of something important, like contacting Glaaki—Prentice is polite but reticent. He is wary of strangers, especially those who might be members of SANE. He invariably directs the investigators to Samuel Dumont. If pressed or accused of anything, he becomes defensive. Because of his current activities he is unlikely to call in the police, but if Prentice feels the investigators are a real danger to his plans, he acquiesces and agrees to a meeting. Any such meeting occurs late in the evening, down at the building site by the shores of the dark lake, with a number of servants of Glaaki present.



Lakeside Terrace

The site of the original six houses, Lakeside Terrace is the now the center of a housing development headed by Simon Prentice. The only approach to the area is via Lake Street, a small, two-lane dirt road. Where the road enters the forest, a billboard proclaims, "Lakeside Terrace Estates—Modern Living at its Finest" above a painting of an attractive housing complex situated on the shore of a sunny blue lake.

The woods are dense, dark, and full of ancient, gnarled trees. Eventually, the road emerges from the forest and into a large clearing on the shores of the dark, still body of water known as Brichester Lake. The whole area seems to be shrouded in perpetual twilight, striking all but the most morbid of investigators as a gloomy and frightening place in which to live.

An Encounter with SANE

During the investigators' first trip to Lakeside Terrace (assuming they arrive during the day), they encounter a handful of protesters blocking Lake Street where it intersects Brichester Road. This SANE group is eight in number and includes Shannon O'Rourke, who is leading it. Most of the protesters have placards painted with slogans like "Mother Nature R.I.P.," "Are YOU In SANE?," and "Stop Construction NOW."

The protesters attempt to block the investigators' access to the site. Investigators who decide to drive through the human blockade must slow down, unless they wish to seriously injure the protesters. The investigators are eventually allowed to pass after suffering a variety of indignities: they are cursed at and their car is spat upon, pelted with rotten vegetables, and pounded upon by angry fists. Claustrophobic investigators—or those who fear such behavior—might break into a panic as they pass through this frightening but harmless group.

Drivers who decide to drive through at high speed collide with the protesters, injuring 1D3 of them for 2D6 hit points each, probably killing or seriously injuring one or more. The authorities have little pity for the heedless driver, and his arrest is swift.

Attempting to negotiate succeeds if the player characters are convincingly sympathetic to the protesters' cause. If they can also provide a reasonable excuse for a trip to the site, the investigators may

quickly gain some allies in Brichester. Debating the group embroils the investigators in a lengthy discussion that may sour into danger; a successful Persuade leaves no further incident.

The investigators may, of course, simply choose to leave now and then return after the protesters have dispersed.

On each subsequent trip to the building site, there is a 35% chance the player characters encounter 1D8+3 protesters at this juncture.

SIX SANE PROTESTERS; re-use as required.

	One	Two	Three	Four	Five	Six
STR	10	13	14	09	16	11
CON	09	13	16	07	14	09
SIZ	14	14	11	11	17	08
INT	14	15	15	10	11	15
POW	11	13	11	15	14	16
DEX	15	11	12	10	12	15
EDU	14	15	15	14	17	14
HP	12	14	14	09	16	09
DB	—	+1D4	+1D4	—	+1D6	—

Weapons: Whack with Placard, 25%, damage 1D6 + db
Fist/Punch 50%, damage 1D3 + db

Skills: Climb 50%, First Aid 40%, Hide 30%, Jump 45%, Law 20%, Persuade 35%, Sneak 40%.

SHANNON O'ROURKE

O'Rourke is a stocky young man with black hair and green eyes. His Irish brogue and animated gestures make him memorable. He is an eloquent speaker and clearly the spokesman for the group. He takes every opportunity to espouse his anti-nuclear beliefs to the investigators—or anyone else who will listen.

However, O'Rourke is also a member of an IRA faction. Despite recent attempts at reaching an accord in Ulster, many members of the IRA feel betrayed and believe that the fight has only been suspended for a time.

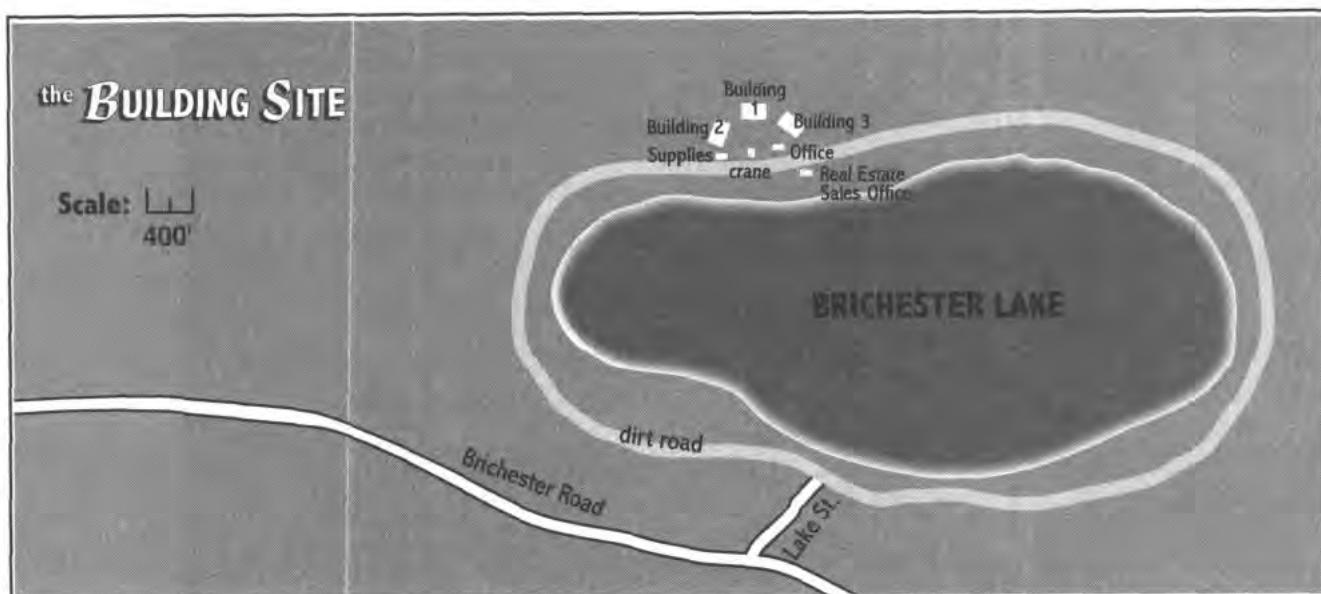


SHANNON O'ROURKE

Shannon O'Rourke is one of them. His abiding purpose is to prepare to renew the struggle against the English. Guised as a nuclear protester, he intends to scout the nuclear power plant at Berkeley for suitable locations to plant explosives. Because O'Rourke plays an integral role in the following scenario, "Third Time's the Charm" (where more about O'Rourke can be found), the keeper should ensure his survival here.

Though emotional, the protesters are generally non-violent, even though they do their best to





appear threatening. If any of their members are seriously injured, the others rush to his or her aid and attempt to flee from the conflict, especially if firearms or servants of Glaaki become involved.

SHANNON O'ROURKE, age 24, Protester and IRA Member

STR 14 CON 10 SIZ 13 INT 11 POW 11
DEX 15 APP 16 EDU 11 SAN 55 HP 12

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3 + db
Knife 25%, damage 1D4 + 2 + db
9mm Parabellum 25%, damage 1D10.

Skills: Conceal 40%, Drive Automobile 25%,
Explosives 35%, Fast Talk 90%, Hide 35%, Listen
60%, Locksmith 30%, Mechanical Repair 25%,
Psychology 15%, Sneak 35%, Spot Hidden 30%.

Languages: English 55%, Gaelic 10%.

Brichester Lake

This small lake formed millennia ago when an asteroid crash-landed, creating a large crater which quickly flooded. The resulting lake is over a mile long and perhaps a half mile across at its widest. The water is dark, almost black, and still to the point of stagnation. Underwater, it is all but impossible to see for more than a few feet in any direction. The perimeter of the lake is choked with weeds and grasses, but the shallow shoreline quickly drops off into waters that are at least several hundred feet deep.

In 1981, the lake was dragged in an attempt to find the body of a missing child. Steven Smith, age four, disappeared after wandering into the abandoned gray stone cottages in the area. Despite several days' effort, the body of the child was never found. The fate of Steven Smith is left to the keeper

to determine; it could be used as a red herring to mislead the investigators.

If the investigators wish to take a boat out on the lake for some reason, they are able to rent a small one with a 12-horsepower outboard motor and a trailer for £25 in Severnford.

The Construction Site

There are three main areas here. The first is the site of the apartments now under construction, three buildings in all, in varying stages of completion. The second area includes the construction office, the supply yard, and the real estate sales office, where potential purchasers may pick up pamphlets, examine floor plans, or purchase one of the units. The construction offices are housed in nondescript portable trailers. The side of the estate sales trailer, however, is decorated with a facade depicting a columned entranceway. The third area is the crane, which is parked towards the center of the site. It is a large mobile crane on caterpillar treads, with a steel arm approximately 60' long when fully extended. When the buildings are complete, the crane will be used as an antenna in the ritual to summon Glaaki.

All three apartment buildings will be of identical appearance. The reclaimed brick tends toward sandstone and various shades of brown and/or red. Window frames, doors, and exterior trim are painted beige. Each building is made of metal-reinforced concrete slabs that are manufactured offsite. These slabs are then raised into position by the crane and secured into place by the workers.

Several trucks, vans, and cars are parked at the building site. Reginald Patterson's car is nowhere in sight. (After he was captured, servants of Glaaki pushed it into the lake.)

Power lines run into the site, providing electricity for the trailers and Building #1. Cutting these

Visiting By Night

If the investigators decide to visit the site at night, a security guard confronts them as they turn onto Lake Street. He has been retained by Prentice to make sure there is no trouble after dark, but is also positioned far enough away from the site that he isn't aware of any of the strange goings-on there at night. He has a car, and a couple of wooden barricades set up as road blocks.

PETE MITCHELL, age 27, Security Guard

STR 15 CON 14 SIZ 15 INT 11 POW 12
DEX 15 APP 11 EDU 12 SAN 60 HP 15

Damage Bonus: +1D4.

Weapons: Nightstick 55%, damage 1D6 + db
Fist/Punch 75%, damage 1D3 + db

Skills: Dodge 40%, Drive Auto 50%, First Aid 45%, Hide 40%, Jump 40%, Law 30%, Listen 55%, Locksmith 40%, Persuade 25%, Psychology 20%, Sneak 50%, Spot Hidden 65%, Track 50%.

Mitchell takes his job seriously; he knows there is a good chance that if SANE members get into the site, they may very well cause expensive damage to the buildings or the equipment. He can be over-zealous at times, but if he feels he is in over his head, he'll use his cellular phone to summon the police.

The site itself is ostensibly empty at night, although lights still glow from one of the construction trailers; foreman Henry Jones pretty much lives at the site, sleeping on a cot in the back of the trailer. If the investigators have been reasonably quiet in their approach, Listen rolls detect distant faint sounds which could be described as a metallic hammering. These sounds last for about thirty seconds, then cease. The source of these sounds is the top of Building #1, where 2D3 servants of Glaaki are chiseling the finishing touches into the casting circle that Prentice requires for the spell Reversed Angles of Tagh-Clatur.

high voltage lines is dangerous: an Electrical Repair roll must be made or the attempt fails and 2D8 points of damage are taken.

CONSTRUCTION OFFICES

During the day, foreman Henry Jones mans this office. Jones is Prentice's most loyal employee and also a Glaaki cultist. He has proven to be invaluable in maintaining the security of the site.

Glaaki's influence on Jones' dreams has left him a depraved man. His tastes tend to the extreme, but he is especially fond of young children. Investigators might learn from the police that Jones was arrested twenty-two years ago for sexually assaulting an eleven year old girl. He served five years in jail for the crime. In 1981, he was a suspect in the disappearance of four-year old Steven Smith, but that case remains unsolved. Most people are ignorant of Jones' unsavory background.

Henry Jones is a gruff and grizzled fellow who usually has a well-chewed pipe hanging out of the corner of his mouth. He is rather overweight, and tends to sweat excessively. Occasionally he pulls a stained handkerchief from his pants pocket to mop at his brow as he talks.

Although Jones might appear rather dim-witted, this is not the case—he is quite skilled in his work. He is completely loyal to Prentice but, unbeknownst to Jones, Prentice would happily sacrifice him if the need arose. If Jones' past becomes public knowledge, for instance, Samuel Dumont promptly announces that Jones has been dismissed by Prentice, who was totally unaware of his employee's criminal history. It may be possible that the investigators encounter Jones later, as a servant of Glaaki.



HENRY JONES

HENRY JONES, age 57, Pedophile Site Manager for Lakeside Terrace Estates

STR 14 CON 12 SIZ 17 INT 16 POW 12
DEX 13 APP 09 EDU 14 SAN 0 HP 15

Damage Bonus: +1D4.

Weapon: Fist 65%, 1D3 + db
Shovel 45% 1D8 + db

Skills: Accounting 30%, Bargain 40%, Conceal 45%, Electrical Repair 55%, Listen 40%, Mechanical Repair 60%, Operate Heavy Machinery 55%, Persuade 65%, Spot Hidden 45%, Track 40%.

CONSTRUCTION WORKERS

There are about ten workers at the site on any given weekday. Their hours are 8 A.M. to 5 P.M., Monday to Friday. They also work from 8 A.M. to noon on Saturdays. Six are bricklayers, beginning work on the lower floors of Building #1; two are general laborers, doing site cleanup and hauling materials as required; two more are working on the foundation for Building #3. Observant investigators conclude that the site is severely understaffed.

They are a nervous lot; some have glimpsed things lurking in the shadowy woods, and others



Dreams Papers #2: The Statement of Surgit Veerma

There is something very bad going on here. Please tell no one that I have spoken to you, but I am most fearful of this place. Many of the other workers, they have quit—but Mr. Prentice, he increases our wages several times. I cannot afford to quit, when the pay is so generous. But last night . . . last night, I am finishing cleaning up and it is late—the sun is already set and I am most late. Then I see someone heading up to the real estate office. Thinking perhaps it is someone looking for information, I approach him, but when I get close I see that it is indeed Mr. Patterson, the man who had gone missing, as they say in the newspaper. His clothes are torn, and he does not look at all well. He is most pale, and I can see a most horrible wound on his chest. I tell him “Mr. Patterson, let me help you,” but he stares at me, looking most angry, and then heads off into the woods. I try to follow, but cannot find him, and I have very bad feelings about these woods. So I quickly head to my car to go home. I tell Mr. Jones this morning, but he tells me such a thing is impossible, and that the police should not be bothered with such matters! But I am most gravely concerned!

have seen odd ripples in the lake. People on edge may react violently if startled. Otherwise, they prefer to mind their own business and make sure they leave the site well before sundown.

If investigators approach any of the workers, these fellows are polite but reticent. Most of them would rather not be on this job, but have taken the work out of financial necessity. They all have misgivings about the site, and most can probably relate a strange experience or nightmare they've had regarding the project. It is, however, a steady paycheck.

SIX CONSTRUCTION WORKERS; re-use as required.

	One	Two	Three	Four	Five	Six
STR	13	16	17	12	16	14
CON	09	13	16	17	14	15
SIZ	15	14	11	14	18	12
INT	15	14	13	09	11	10
POW	13	11	15	08	14	12
DEX	14	17	13	16	15	12
EDU	10	11	09	07	11	14
HP	12	14	14	16	16	14
DB	+1D4	+1D4	+1D4	+1D4	+1D6	+1D4

Weapons: Large Tool Used as a Club 45%, damage 1D8 + db

Fist/Punch 50%, damage 1D3 + db

Skills: Climb 45%, Dodge 30%, Electrical Repair 30%, Hide 35%, Mechanical Repair 45%, Operate Heavy Machine 50%, Spot Hidden 40%.

As the investigators are leaving, one of the laborers, an East Indian fellow, approaches the group. Assuming the investigators are inclined to stay and hear him out, the laborer relates *Dreams Papers #2*, above.

THE MISSING WORKERS

Prentice has carefully selected which of his workers become servants of Glaaki. He realizes that a rash of disappearances would be quickly noticed; most of the workers who have gone missing are

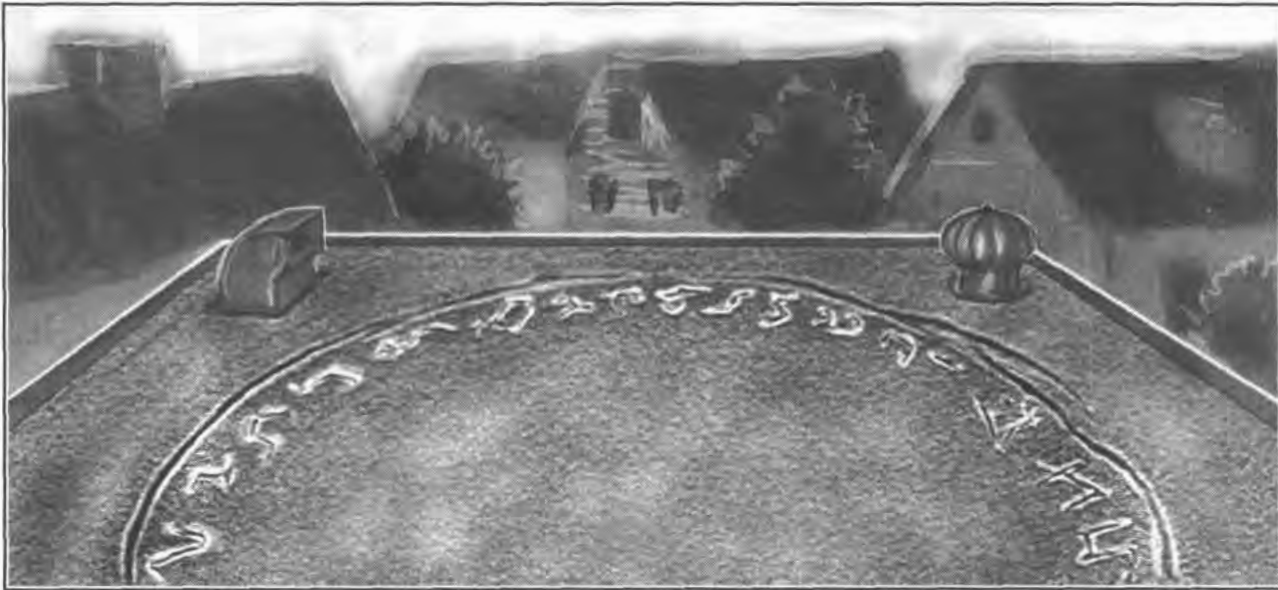
recent immigrants, or men with little or no family in the area. Despite his careful efforts, however, the disappearance of one man, Matt Terrel, has been reported to police.

Terrel disappeared two weeks ago. Twenty-two years of age, he lived in a dingy rented flat in Lower Brichester that he shared with Mary Donner, a 19 year old woman who works in local pub. She reported him missing, but so far police have no leads. They presently assume that Terrel simply left the area, dumping Donner high and dry. This is largely the story that Henry Jones peddled to police, embellished with tales of Terrel's bragging about the various women he was sleeping with. They did check out one lead, provided by Donner: several days before he disappeared, she spotted Terrel in a heated argument at the construction site with one of the SANE protesters, whom she was later able to identify as Greg Mansley. The police questioned Mansley, having been familiar with him from his involvement in an assortment of protests around the city, but do not currently consider him a suspect. Matt Terrel is now a servant of Glaaki, and can be found in Building #1.

Prentice is also fond of abducting prostitutes (generally, but not exclusively, male) and having them turned into servants of Glaaki. Often they are homeless and their disappearances have attracted little attention from public or police. Such young men became most of Prentice's initial recruits, and some are now his linemen.

If the player characters interview local prostitutes, they quickly determine that many are fearful a killer is at work. Depending on whom the investigators talk to, from three to a dozen young men have gone missing over the last year. One fellow distinctly recalls seeing a friend—who subsequently went missing—getting into a silver Mercedes; several others recall seeing a white van in the area around the time several other young men went missing.





The Symbols on the Roof

ESTATE SALES OFFICE

Reginald Patterson would normally be on duty here in the daytime but, since his disappearance, the office has gone unmanned and has been locked up; Mrs. Winston-Smith has the key. A sign on the door directs callers to visit the Patterson & Associates offices on Ash Street in Brichester.

Lacking the key, the investigators can force the lock with little difficulty. Inside, all is in a state of disarray. Papers have been scattered across the floor, and the desk drawers are wide open. There are, however, no clues to be found here.

Sometimes at night, the being that was Reginald Patterson returns to these offices, seeking comfort from the familiar surroundings.

REGINALD PATTERSON, Servant of Glaaki, Former Estates Agent

STR 10 CON 23 SIZ 11 INT 12 POW 09
DEX 05 APP 09 HP 17

Damage Bonus: +0.

Weapon: Fist 50%, damage 1D3
Claw Hammer, 25%, damage 1D6 + 1

BUILDING #1

This is a medium-sized, four-story brick building that appears from the outside to be near completion. This building was the first one started at the site, and it holds the most danger for nosy investigators.

BASEMENT/PARKING AREA: Accessed via a ramp, the parking area is a large, open, and empty space, with one-foot diameter concrete supports located at ten-foot intervals throughout. Stairs lead up to the first floor. An elevator is located alongside the middle of one wall. The elevator is operational; devious keepers might invent real or imagined dangers for investigators who are too lazy to climb the stairs. In the southeast corner, a locked door leads to

what was originally intended to be a maintenance room; it is currently home to 1D4+1 servants of Glaaki. The room is littered with rags and smells terrible. If any investigators are captured, they may be held in this room since the concrete walls and ceiling muffle the loudest of screams.

FIVE SERVANTS OF GLAAKI

	One	Two	Three	Four	Five
STR	13	12	06	17	11
CON	22	25	14	33	22
SIZ	12	15	07	16	13
INT	14	13	09	14	15
POW	11	07	08	11	15
DEX	04	07	02	04	09
HP	17	20	11	25	18
DB	+1D4	+1D4	-1D4	+1D6	+0

Weapons: Fist 55%, damage 1D3 + db
Sharp Tool 30%, damage 1D4 + 1 + db
Wooden Beam 40%, damage 1D8 + db

Spells: none.

Sanity Loss: none on first inspection since they look like normal humans from a distance of five feet or more, but 1/1D4 Sanity points on closer inspection.

FLOORS 1–3: These are all of the same layout. An elevator runs up the center of one wall of the building. The buildings are divided into units, but the interior walls dividing the units into kitchens, bedrooms, etc., have not yet been put in place. The inside of each unit is simply one big open space. (See the maps on page 188.)

FLOOR 4: The fourth floor is identical to the first three, but a servant of Glaaki is posted here during the day to observe the site. He has a cellular phone with which to signal Prentice if any trouble is noted. This servant has been instructed to prevent access to the fourth floor. He tends to lurk in the





shadows; if investigators on the ground specifically state that they are observing the upper floors, a Spot Hidden roll might allow them to glimpse a figure at one of the windows. The workers at the site insist that there is no one working in Building #1, and there isn't, as far as they know.

MATT TERREL, servant of Glaaki

Terrel appears normal from a distance, but his voice is slow and his movements are stiff. He attempts to warn the investigators off the floor rather than simply attacking them, unless they pose an obvious danger.

STR 17 CON 32 SIZ 16 INT 10 POW 11
DEX 05 APP 12 HP 24

Damage Bonus: +1D6.

Weapon: Fist 65%, damage 1D3 + db
Pick Axe 55%, damage 1D8 + 2 + db

Stairs from the fourth floor allow access to the roof. The door at the top of these stairs is currently chained shut.

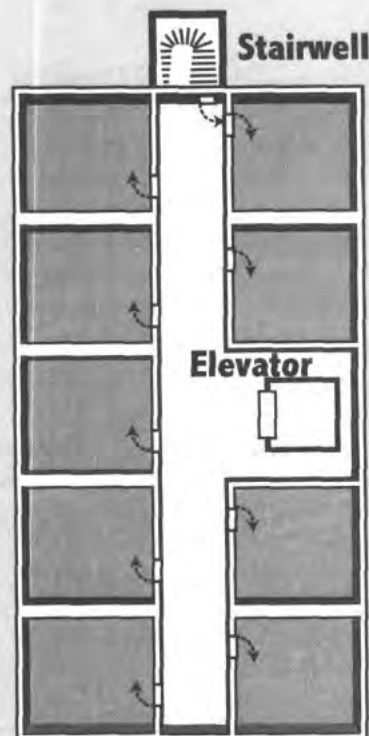
ROOF: Flat rather than peaked, this roof is all concrete—with several small holes for future installation of vents, air conditioning, and water drainage—with a raised area on one side housing some of the elevator apparatus. Stairs allow access to this area from the fourth floor. Just west of the

elevator, a large circle has been carved into the concrete. Its perimeter is marked with various symbols unfamiliar to the player characters—unless they've read the *Revelations of Glaaki*, in which case they recognize the circle as being essential to the Reversed Angles of Tagh-Clatur spell. It is difficult, if not impossible, to destroy the circle given that the site is well watched day and night.

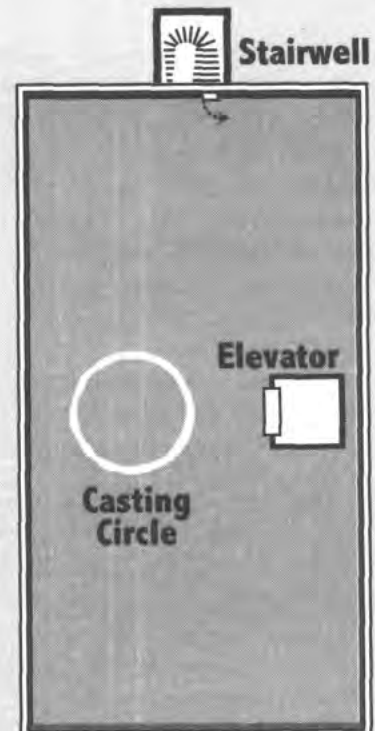
BUILDING #2

This building consists of just the basement/parking garage level, with pillars rising out its floor. The floor, however, is covered in water—about three inches of it. With a successful Idea roll, an investigator realizes that this accumulation could not have come solely from rain. Probing the area reveals a fourteen-foot-square hole about ten feet deep along the middle of one edge of the floor. Incautious investigators—or those failing a Luck roll—fall into the hole, and need to make the requisite Swim rolls to avoid drowning. Because the water is dirty, it is very difficult to determine the exact position or extent of the hole unless the investigators probe with sticks. This hole is in place for the elevator mechanism; the area has flooded from foundation cracks which have allowed lake water to seep into the area. (At the keeper's discretion, an investigator can guess this with a successful Idea roll.)

**BUILDING 1
FLOOR LAYOUT**



**BUILDING 1
ROOF LAYOUT**



BUILDING #3

As yet, this building is nothing more than a large hole in the ground, the beginning of a foundation. There are some metal posts and guides here, positioned in holes filled with concrete. Otherwise, this area is largely exposed earth. If there are any suspicious deaths onsite, Prentice may use this area to bury the dead—and he won't hesitate to bury the still-living if it suits his purpose. The hole can be conveniently filled with concrete the morning after a meddler disappears.

THE CRANE

The crane lifts concrete slabs and other materials into place with a sixty-foot arm. The device is operated from a cab at the base of the arm. Anyone seated here can, with half an hour's experimentation or a successful roll for Operate Heavy Machine, start the engine, move the arm, lower or raise the giant hook, cause the crane to rotate, or drive the crane around. To actually hook something so that it can be lifted takes additional work outside, to prepare the lift. The crane is mobile, resting on enormous wide, flat treads; to lift extremely heavy loads, the crane needs to be anchored so that it does not tip over.

THE FOREST

The forest surrounding Brichester Lake is ancient even by local standards. It is a gloomy, unpleasant place; the trees, twisted and misshapen, snake

upward to form a canopy that blocks all but the grayest light from reaching the forest floor. The floor itself is a jumble of protruding roots, fallen and rotting trees, rocks, weeds and a wide variety of mushrooms and other fungi. Quite often, a fog rolls into the forest off the lake, rendering it a ghostly maze of branches and tree trunks.

THE BOXES

Investigators exploring the forest may attempt a Spot Hidden roll at half normal chance for each hour, to discover four coffin-shaped stone boxes—a foot and a half high, seven feet long, and two feet wide—which sit on the forest floor here. They are overgrown with moss and fungi. Over the years, the weight of the boxes has caused them to sink; only about half of each box is actually now above the ground. One has collapsed, its lid shattered into three large pieces and one end completely crumbled. Close examination of any intact box reveals that they have lids. Although the lids are not exceptionally heavy, their wet and slimy surfaces make movement difficult. A successful Spot Hidden roll notices that the small holes and gaps where the lid meets the box are carefully stuffed full with mosses.

During the day, an ancient servant of Glaaki inhabits each box. The lids are kept closed. Exposure to sunlight, even the minimal light that penetrates the forest, is enough to cause the Green Decay to afflict these servants. Should they be exposed, they quickly become aware of their fate and attack the investigators in a rage. An hour or

Three Ancient Servants of Glaaki

Unlike recent converts, older or ancient servants of Glaaki can no longer be mistaken for living human beings. Their skin is dried and withered, pulled tightly across the bones. Whatever flesh that remains is rotted or pockmarked and dried into a sinew-like toughness. In several places it has been torn from the bone and left to hang in frayed strips. In some areas, the flesh may be damp and slowly dripping with a noxious black pus-like substance that crawls with maggots. The servants are naked. Their fingers end in impossibly long and curling nails.

Servant #1 was once Thomas Lee. Cursed into a seemingly eternal life of painful servitude, he and his small group attempt to capture any investigators they come across in order to increase the number of servants. The last words the investigator hears as he or she is dragged to the lake are "Someone has to keep the boxes. . . ."

Although these servants are loyal to Glaaki, they obey Prentice reluctantly.

ANCIENT SERVANTS OF GLAAKI

	<i>One*</i>	<i>Two</i>	<i>Three</i>
STR	15	11	10
CON	22	26	18
SIZ	13	16	09
INT	15	08	12
POW	18/21	07	12
DEX	06	03	04
HP	18	21	14
DB	+1D4	+1D4	+0

**One wears a mold-encrusted ring adding 3 points to POW while worn. If removed and cleaned, the faint engraving Thos. Lee can be found on the inside.*

Weapon: Claws x2, 40%, damage 1D6 + db

Spells: (One only) Create Mist of Releh, Mindblast, or Shrivelling.

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





A Servant of Glaaki



two after initial exposure, the Green Decay fully sets in and the servant begins to burst apart in hideous fashion. Anyone within ten feet of a servant in its final death throes stands a 50% chance of being splattered with the ruptured flesh of the thing. Witnessing this horror requires a Sanity roll and costs 1/1D10 Sanity points.

At night, the lids are usually ajar, and the boxes themselves are empty. The servants do not wander far, however; they pick an opportune moment to emerge from behind fog-shrouded trees in an attempt to capture the investigators.

Dreams Papers #3

Tragic Accident Claims Local Artist

Artist Thomas Cartwright, known for his macabre paintings, died today in what police describe as a tragic accident while working on his property.

An associate of Cartwright's, Alan Kearney, was present at the time of the accident, and was detained for questioning by police. He has since been released.

—Brichester Herald, November 1960

The interior of each box is about three feet deep, and full of mosses, rotted leaves, cloth, and decayed material. A terrible stench emanates from the boxes, and those persistent enough to dig deeper in the contents of each box may find the bones of small animals.

Further Investigations

Clues gathered early in the investigation lead to Brichester and its suburbs, and the town of Camside.

Thomas Cartwright

If the investigators learn that Cartwright once lived in one of the cottages at the lake, they might wish to research his past and his work. The *Brichester Herald* carries a brief report of Cartwright's death in November 1960; strangely, little else seems to have been written about his unusual death.

See *Dreams Papers* #3, nearby, for the notice.

Those looking for further information about Thomas Cartwright might wish to peruse the police report on the incident. It was filed away many years in the bowels of the Brichester Police Station, and is available with a successful Law or Persuade roll. The Coroner's report states that the death was ruled accidental, caused by a stab wound through the heart. The police report likewise concludes that Cartwright's death was probably accidental, caused by his impalement on a metal stake which he was apparently trying to remove from the property with a wood axe. Presumably, Cartwright slipped while swinging the axe and fell upon the spike. One officer noted that Kearney appeared to be quite distraught, likely in shock, and kept mumbling about "the thing in the lake." The report also contains information on Alan Kearney, including his address in Hoddesdon. Finally, a note tucked into the file indicates that the metal spike upon which Cartwright was impaled was, at the request of a professor, Dr. Albert Fenton, handed over to the University of Brichester for study.

Asking around Brichester about Cartwright or his work proves fruitless, other than a few vague memories: "Dear me, wasn't he the artist fellow who died up at the lake back in the sixties?" is the best recollection investigators can hope for.

Investigators checking the library discover, with a Library Use roll, an old edition of the *Art Dealer's*

Bulletin from June 1973, which contains a brief article. See *Dreams Papers #4*, nearby, for it.

Investigators probing more deeply into stories about Cartwright's death may locate the following article from *A Portrait Destroyed By Fire*, an underground arts magazine that was published briefly between 1982 and 1983. Only ten issues were ever published; the third, dated October 1982, contains the relevant article. If they ask a librarian for help concerning Cartwright, she locates *Dreams Papers #5* after a few minutes. If they try themselves, it takes a Library Use roll at half normal chance and two hours.

A Dream

One evening, the player character with the lowest POW has the following dream, perhaps just after visiting Brichester Lake for the first time or after viewing Cartwright's paintings.

You are standing on the foggy bank of a dark lake. Everything around you is silent and the water is still. As you peer into the depths, you sense something watching you, and you begin to feel uncomfortable. Before you can turn to leave, however, you feel strong hands grabbing your arms very tightly, holding you in place. You turn to look at your attacker, but all you can see are his hands—thin and skeletal with long, cracked, yellow nails. Suddenly, from the depths of the lake, something shoots out and hits you in the chest. You look down and, to your horror, see that a dark, wet metal spike has impaled you. As you watch your blood flow down the spike, you feel a sharp coldness shoot through your veins. The pain is excruciating. The spike twists and undulates, pushing further into your body.

The keeper should inform the player that his investigator now awakens, covered in sweat.

Your chest feels particularly wet and very cold. Upon further investigation, you find that your entire chest is dark red, as if severely bruised. Small red lines radiate out from a wound in the middle of the chest; before your very eyes, the lines proceed to writhe down your body and up toward your head.

At this point, the investigator awakens for real, completely unharmed but somewhat shaken. Sanity loss is 1/1D4 Sanity points.

Dreams Papers #4

Brichester Show

James Hathaway, owner of the Lower Brichester Arts Lab, has announced a showing of the works of the late artist Thomas Cartwright. Cartwright, who died an untimely death in 1960, was known for his strange and disturbing other-worldly paintings.

—*Art Dealer's Bulletin*, June 1973

Dreams Papers #5

The Terrible End of Thomas Cartwright

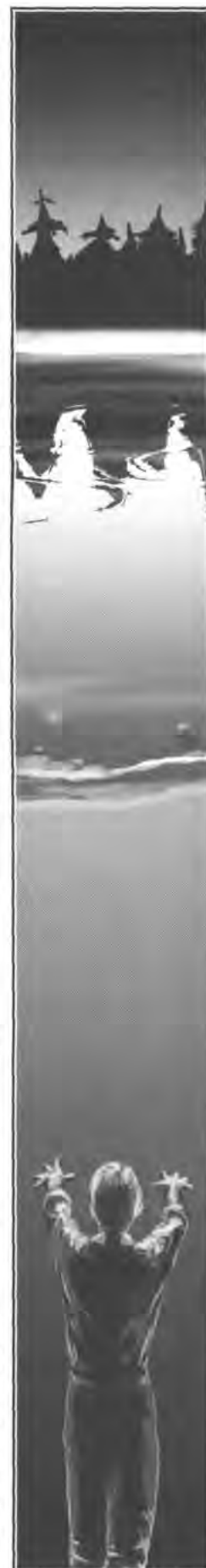
The reported death of Cartwright was, of course, a cover-up. Among certain circles, it is widely speculated that Cartwright was inspired by his dreams, his work evidence of an acute sensitivity that allowed his art to portray the shadowy world that had impressed itself upon his subconscious. His extra-sensory perceptions of universes beyond our own made him a vulnerable target for alien possession. It is clear that Cartwright was facilitating an alien incursion into our dimension; an incursion which, if it had been successful, would surely have been of great significance to the human race. His death was no accident, but rather the work of government agents intent on stopping him from fulfilling a role of which he probably was not fully cognizant.

—*A Portrait Destroyed By Fire*, Issue 3, October 1982.

The SANE Office

During their travels in and around Brichester, the player characters may encounter members of the Students Against Nuclear Energy, typically in groups of 2D4+1. If they recognize the investigators, and believe them sympathetic to the housing development at the lake, the activists may start chanting slogans at them every time they pass.

The storefront office of SANE is located in a seedy part of downtown Brichester. During the day, 1D3+1 members can be found here, either working inside—making phone calls, writing letters of protest to local members of Parliament, or preparing a new edition of *In-SANE*, the group's newsletter—or outside on the nearby streets, handing out literature. Shannon O'Rourke is never encountered in the SANE office; he's too busy pounding the pavement.



An investigator traveling in this area during normal business hours has a 35% of being handed a flyer titled "Save Brichester Lake!" (See *Dreams Papers* #6 on page 193.)

There is a small unlocked file cabinet in the rear office which contains the names and telephone numbers of all the members. Simon Prentice, while a university student, was a member of SANE. It may be possible, with the group's permission, to find the record of his membership. *Note: this is a red herring, with no impact on the plot.*

GREG MANSLEY

Greg is a part-time philosophy student at Brichester University. He's likely to be a student for several more years, taking one or two courses a year while working on the group's behalf. He is paid a small monthly salary by the group's head office. Greg has a full head of brown hair, and sports a goatee and a pair of glasses. He sees himself as a bit more important than he actually is, and enjoys espousing his philosophical views to anyone who will listen.



GREG MANSLEY

GREG MANSLEY, age 28, Graduate Student and Armchair Philosopher

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

Damage Bonus: +1D4.

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

Skills: Art (Poetry) 25%, Fast Talk 35%, First Aid 55%, History 55%, Law 45%, Natural History 57%, Occult 25%, Persuade 65%, Psychology 45%.

Languages: English 80%, French 65%, Latin 35%.

SHELLY FLOOK

Shelly is a history student at Brichester University. She does most of the day-to-day office tasks for the group, including answering phones, typing letters, and helping to organize group meetings and protests. She is currently dating Greg. Shelly has long blonde hair, and is quite pretty. She is a strict vegan and refuses to eat or wear animal products. Shelly is somewhat quiet and rather impressionable.



SHELLY FLOOK

SHELLY FLOOK, age 19, University Student

STR 09 CON 12 SIZ 09 INT 14 POW 13
DEX 17 APP 15 EDU 15 SAN 65 HP 11

Damage Bonus: +0.

Weapon: Pepper Spray*, damage special
Fist/Punch 50%, damage 1D3 + db

**for pepper spray, see the nearby box.*

Skills: Accounting 40%, Anthropology 35%, Archaeology 25%, Art (Drawing) 25%, Bargain 35%, Computer Use 30%, First Aid 45%, History 55%, Natural History 40%, Photography 35%, Swim 45%.

Languages: English 75%, Greek 25%, Latin 35%.

Pepper Spray

To use the spray, the player must roll D100; a fumbled roll indicates that the user has been hit by some of the spray. Assume any target within range (5–12 feet) is affected.

The spray causes blindness and respiratory distress for 2D10 rounds. The target's player must make a successful CON roll to ward against each effect; a success indicates that the duration of that effect is halved. While under respiratory distress, a victim's player must succeed with a CON roll if his or her character wishes to act in any way.

This spray is illegal to possess in the U.K. Shelly will only use it in a dire emergency.

TIMOTHY BAXTER

Timothy, a precocious and good-natured fourteen-year-old, can often be found at the group's offices, helping out in any way he can. Although highly intelligent, Timothy tends to be a little immature. He secretly has a crush on Shelly, and follows her around like a lost puppy. His computer skills and



TIMOTHY BAXTER

boundless enthusiasm for almost any task have made him more than welcome at the office. Timothy was responsible for setting up the group's World Wide Web site, as well as a Bulletin Board System for local members. In truth, Timothy isn't all that committed to the ideals of the group, but he's found a place

where he's accepted. His home life is quite difficult: His mother is currently in the hospital with cancer, and his father is an abusive, drunken man who only comes home between bouts of drinking to vent his rage on the lad.

Save Brichester Lake!

Brichester Lake has long been an area of unspoiled wilderness. It is a favorite spot for people who appreciate quiet, untouched natural beauty. Lake and forest together serve as sanctuary for a wide variety of local wildlife and migrating birds. It is now one of the last natural areas in the Severn Valley.

Unfortunately, the Brichester Lake area is quickly on its way to becoming another concrete jungle, its ancient trees cut down and the lake destroyed by the encroachment of houses. This is all being done by greedy builders who care little about the impact this destruction will have on our environment. Housing for the wealthy is not reason enough to destroy what was once a virtually unspoiled oasis of nature in a world that is quickly becoming dominated by concrete, steel, and toxic waste.

It is our belief that proper environmental impact studies have not been conducted. Already, buildings of potentially historical significance have been razed to the ground. Although the builder has claimed in the press that the development will be limited, it is not hard to imagine more and more of the Brichester Lake area coming under the destructive forces of the chainsaw and bulldozer as greedy developers realize the potential for future developments.

We urge you to contact your local council members to protest all current and future developments before it is **too late!**

For more information, contact:

Students Against Nuclear Energy (SANE)
323 Smith Street
Brichester, GL10 8BJ
Tel 027 4912 7020

Brichester City Council
700 Grand Street
Brichester, GL14 9BJ
Tel 027 4320 3989

YES! I want to help SANE in its fight against pollution and environmental destruction. Enclosed is my contribution of:

☐ £5 ☐ £10 ☐ £25 ☐ £50 ☐ £100 ☐ £200 ☐ Other

Make cheques payable to SANE.

Credit Card: ☐ American Express ☐ Mastercard ☐ Visa

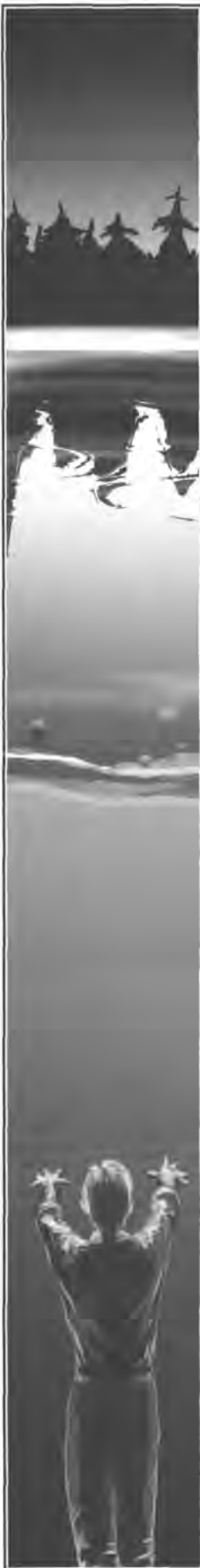
Card #: _____ Expiration Date: _____

Name: _____

Address: _____

Tel: _____





Timothy might be a useful person to make a study of one of Prentice's boxes; within a day or two Timothy can, with some hesitation and uncertainty, inform the investigators that the box "looks like it can transmit something, but I dunno what. I tried to look at what kind of signals it was sending out. They seemed like the same frequency for the electrical activity in our brains!"

As Timothy continues to study the box, he begins to look more closely at the programming in the EPROM chips and, as he begins to comprehend the other-worldly nature of the technology, needs a Sanity roll and loses 1/1D20 SAN. Should Prentice die, Timothy would make an excellent replacement to carry out Glaaki's plans.

TIMOTHY BAXTER, age 14, Enthusiastic Hanger-on

STR 10 CON 14 SIZ 11 INT 18 POW 12
DEX 15 APP 13 EDU 11 SAN 56 HP 13

Damage Bonus: +0.

Weapon: Pocket Knife, 40%, damage 1D4 + db

Skills: Computer Use 75%, Electronics 65%, Electrical Repair 45%, Hide 65%, Listen 50%, Locksmith 40%, Mechanical Repair 35%, Sneak 70%.

Prentice's Office

The construction company's office is a small three-room warehouse in Brichester. It consists of a front office area, a restroom, and a rear garage/storage/work area with a small fenced yard used to temporarily store excess materials.

Depending on when the investigators arrive, there may be one or more white vans parked at the back of the building. These vans are nondescript utility vehicles. There is also a 35% chance that 1D3+1 servants of Glaaki are present, perhaps loading up a van or simply lying in wait for the player characters.

Investigating the office proves disappointing, as Prentice rarely visits here. There are several sets of blueprints, elevations, and supply lists for Brichester Lake, along with various financial records and work orders—all legitimate. If the investigators take the time to work through the records, a successful Accounting roll reveals the following:

- Prentice is paying his employees about 25% more than they would normally receive for such work.
- Enough lumber, plywood, and other materials have been ordered to complete the shell of one building, not three. There are no orders at all for interior supplies (plaster, paint, tiles, plumbing fixtures, electrical outlets and fixtures, and so on).

Working Stiffs— An Encounter

One night, when the investigators are out walking or driving in Brichester, they notice a white van parked nearby. As they approach, the van starts up and pulls away from the curb. If the investigators pursue, the Drive Automobile skill of the lineman is only 10%, but he attempts to get away at high speed. What happens next is left to the keeper, but it would not be unlikely for the van to overshoot a sharp turn and crash through the front of some pub. Surviving servants attempt to flee into the night.

Brichester University

In 1960, the spike that killed Thomas Cartwright was turned over for study to several professors in the Department of Engineering. Examination quickly led them to the conclusion that the spike was incredibly unique: it had a half-inch diameter hole running from one end to the other, and the metal from which it was formed was unlike any discovered on earth. Their most intriguing and controversial finding was that the metal had been composed of living cells, not unlike the stalk of a plant.

This discovery led to a ferocious debate among the professors. Many were eager to study the spike—and the lake itself—for further evidence, but others were wary. They argued that the lake should be drained and filled; that the source of the spike could be potentially dangerous not only to Brichester and the Severn Valley, but perhaps to all of England.

The spike was finally placed into storage. It remained there for many years and was largely forgotten. During this time it disappeared—perhaps stolen, perhaps disposed of by someone who feared the knowledge it might reveal.

Finally, in 1989, three professors—two of whom had examined the spike in the 1960s—took it upon themselves to survey the lake. They began probing its depths with sonar. Glaaki became aware of this and probed their dreams as they slept on the bank of the lake one night. None of the professors were satisfactory: one was too old; another, too strong of character; the third, too egomaniacal. But a fourth person, a graduate student named Simon Prentice, was along for the trip and proved a fitting candidate.

Of the three professors, only Dr. Albert Fenton still teaches at the university. He tells the investigators that "we checked that lake with sonar, and I

can guarantee there's nothing odd down there," although if pressed he admits to recording some anomalous metal readings. He remembers Prentice as "an odd fellow, rather quiet, didn't seem to be paying much attention to the work by the end of the study."

Severn Independent Gallery

This small gallery rose to prominence in the 1960s as the Lower Brichester Arts Lab, but has fallen on hard times of late. Meredith Evans, a woman in her early thirties, recently purchased the shabby space. The investigators are unable to contact the previous owner, James Hathaway; he's in Europe on holiday for the duration of this adventure, and left his phone behind.

The gallery is located in an old house. The lower floor specializes in contemporary local art, along with assorted pottery and some sculptures that caught Meredith's eye. This floor is divided into three main areas: two exhibit areas, and an office at the back. Two smaller galleries featuring older works—mostly oils done by unknown local painters—comprise the upper floor. Any investigator with any significant skill in Art dismisses the displays as interesting, but of no particular value.

The attic serves as a storage room for paintings not currently on display. Evans has been storing the Cartwright paintings here. She has four oils and a charcoal sketch that she can be sure were created while Cartwright lived in the Brichester area.

RELENTLESS PLAGUE: A row of three-storied, black-walled houses, with a dark lake in the foreground. Floating in the water, at the edge of the lake, is the bloated body of a man, presumably a drowning victim. Investigators who know about the houses that once stood at the shore of Brichester Lake may identify them with a successful Idea roll.

UNTITLED CHARCOAL SKETCH: A fairly detailed charcoal sketch that likely served as the basis for "Woodland Tomb," one of the four paintings. It depicts a clearing in a dark wood. In the middle of the clearing is a large piece of stone—perhaps seven feet long, two feet wide, and three feet tall—which appears to have some sort of light radiating from it. Faint writing can be made out on the stone, but the only words that are legible are *Thos. Lee*. Careful investigation of the sketch reveals that the large stone seems to have a groove running along its circumference, indicating that there may be some sort of lid on top of it.

WOODLAND TOMB: Based on the charcoal sketch described nearby. It too depicts a clearing in the middle of a dark wood. The large stone in the

center can be seen, and it appears to glow with a faint blue light. Writing is apparent on the stone, but it is not legible. The lid of the box is clearly ajar, however, and a hand can be seen emerging from within. The hand is pale and skeletal, with long, cracked, and yellowed fingernails.

REVELATIONS OF GLAAKI: Depicts a desk, lit by candlelight. Against the wall, the shadow of a man hanging by his neck can be discerned. Upon the desk, a book lies open. It is an old-style bound notebook, with well-worn pages covered with minuscule writing. A pair of spectacles lie open on top of the book. A window on the right depicts a starry sky reflected in the water of a dark lake.

THE GREEN DECAY: A large, dark tree. From above, shafts of sunlight stream down to the leaf-carpeted ground. Behind the tree lurks a corpse-like figure, seemingly alive, but with green-tinted, festering skin. Anyone studying the face of the figure senses a great despair and/or anguish in its eyes.

Miss Evans is aware that she has the paintings in storage ("Oh God, not those horrible things!") but doesn't know how Hathaway came to possess them. She does realize that the paintings, likely Cartwright's last, might be worth something to certain collectors. A call to a modern art historian in London (the only art center where any of Cartwright's work is likely to be known) reveals that the paintings might fetch £2500–4000 each at auction, and the charcoal perhaps £450–600. If the investigators wish to purchase them, Meredith Evans drives a hard bargain: although she is not overly fond of the works, she already has some notion of their value and can easily obtain independent confirmation. Investigators can expect to put their Bargain skills to the test.

The Prentice Estate

The Prentice Estate is located in one of the oldest parts of Mercy Hill. In the family since the late nineteenth century, it was once a stately and immaculately maintained property; the sprawling grounds, with fragrant lilac bushes and pond stocked with trout, were once sites for pleasant family picnics. Today the gardens are overgrown and unkempt, neglected by the heir. Most people assume that Prentice has fallen on hard times, and many speculate that it will not be long





The Heist, an Optional Incident

The Cartwright paintings might be of interest to cultists and occultists. Publicity about these long-neglected pieces could attract the attention of unsavory collectors from across Europe. They would certainly lure Simon Prentice to the gallery. Although the financial strains of the Lakeside Terrace development have deprived Prentice of the ability to purchase the paintings, his desire to obtain them may lead to their theft, and subsequently implicate the investigators in the crime.

A day or two after the player characters visit Ms. Evans at the gallery, Inspector Roger Wynn of the Brichester Police comes to call. The inspector, a large man with a thick bushy moustache and even bushier eyebrows, has some questions to ask regarding the paintings the investigators viewed the other day. The paintings, it seems, were stolen last night from the gallery. Ms. Evans mentioned the investigators—assuming, of course, that they properly introduced themselves, or left a business card, etc.—as having recently displayed interest in the paintings that were later stolen.

Wynn is a straightforward fellow with little patience for long stories, and no interest in hearing about the supernatural. If the investigators provide suitable alibis, he thanks them and goes on his way. If the player characters choose to contact Meredith Evans, she is suspicious at first, but if they seem decent enough or offer to help, she eventually warms to them. She will, however, harbor nagging doubts about them in the back of her mind.

Ms. Evans can tell little about the theft. When she showed up in the morning to open the gallery, the back door was ajar. At first it seemed like nothing had been taken, but she soon saw that the canvases in storage had been moved, and that the five Cartwrights were missing. She immediately called the police.

before the property is sold to some wealthy foreigner looking to establish himself in the pleasant English countryside. Others reason that Prentice is simply far too eccentric to bother with such mundane concerns.

Depending when investigators visit, there is a good chance that Prentice is at home. If he is not here, he is likely at the building site, supervising

the construction of the gate circle on the roof of Building #1—which only takes place at night—or at Brichester Lake itself, communicating with Glaaki.

Simon Prentice is reluctant to speak with the investigators. If they do manage to catch up to him, he is polite but very brief. If any of their questions relate to the Brichester Lake estates, Prentice refers the investigators to his lawyer, Samuel Dumont. If questioned about the trucks, he simply states that “white vans are not the most uncommon of vehicles.”

THE POND: Although once a tranquil pool, algae now clogs the pond and the edges are overgrown with bushes. Anyone taking a careful look into the water notices, with a Spot Hidden roll, what appears to be the face of a young boy in the water. Closer inspection reveals a decorative garden gnome that has fallen into the pond.

THE GARAGE: Located to the east of the house, the garage is home to a silver Mercedes. It is an older car, but appears to be in good condition. If the police should examine the vehicle, they are likely to discover hair and fiber evidence from people Prentice has abducted.

THE HOUSE FROM THE OUTSIDE: Prentice's house is constructed of gray stone. Even from a distance, it is obvious that the place is in dire need of repair. Crumbling pillars support a small portico leading to large double doors that open into a foyer.

The Ground Floor

FOYER: Open above to the next floor and illuminated by a large chandelier that hangs down from the ceiling, the foyer is spacious. At the side, a large stairway makes its way up. The floor of the foyer is marble. A door under the stairs opens onto a coat closet. Along the east wall, to the north of the entry to the parlor, is a small table with a rotary-dial telephone and a lamp. The phone is in working order. Above the table is a large mirror in a gold frame.

LIVING ROOM: Dominated by several large couches and fine wooden tables, the living room also boasts a large fireplace with a marble mantle. Several portraits in oils hang in the room, although none are remarkable. The floor is hardwood. A large rug covers the center section. There are two bookshelves, both antique, with black-metal-framed glass doors. The books are all fairly mundane; a selection of British authors (Thomas Hardy, E.M. Forster, C.P. Snow, and D.H. Lawrence, in particular) as well as atlases and a number of books on nature-related topics.

DINING ROOM: A heavy mahogany table with ten chairs sits in the middle of the room. Two china cabinets on the west wall hold various antique plates, cups, and saucers. A serving table sits just south of the door to the kitchen.

KITCHEN: Unlike much of the rest of the house, the large kitchen is modern in appearance. Black and white tile covers the floor. The kitchen is stocked with nutritious fruits, vegetables, and grains. A pantry lies to the east.

LAUNDRY ROOM: A sink, work-counter, washing machine, and clothes dryer are here. Stairs to the basement are located to the east of the laundry room.

SERVANT'S QUARTERS: Mrs. Edith Brown lived here until three years ago, when Prentice dismissed her. There is a bed, a dresser, a night-stand with a lamp, and a small wardrobe. All the drawers are empty. If the investigators inspect the room thoroughly, they eventually locate a yellowed piece of paper caught behind one of the drawers. It is a child's drawing of what appears to be a lake surrounded by trees. Several stick people are at the lake. At the bottom of the picture, a child's scrawl reads "To Miss

Brown, Love Simon." Although this is actually a picture prompted by an idyllic summer holiday in France, the keeper may allow the investigators to read the drawing as they wish.

PARLOR: A large wood-paneled room with leather chairs and a couch, the parlor features a billiards table in the eastern part of the room. The mounted heads of two deer and a fox hang on the wall, along with a gun rack holding several antique shotguns and rifles. The weapons have been deactivated (see page 36), and there is no ammunition to be found in the house. In the southwest corner of the room, a television sits on a shelf. It has been left on, but only static appears on the screen. The volume has been turned down. There is also a fireplace, framed by a wooden mantle, in the southeast corner of the room.

GROUND FLOOR STUDY: A wood-paneled room similar in design to the parlor, this room houses a large desk and chair, and several comfortably-padded side chairs. The study was Mark Prentice's office. Simon has left it relatively untouched since Mark's death. Papers include mundane documents relating to family affairs and

Speaking with Edith Brown

Three years ago, Simon Prentice dismissed Edith Brown, the last of the family's servants. She had been a maid for the family since 1961. If the investigators attempt to track down Miss Brown, they find her retired and living in Berkeley. She can tell the investigators—with much sadness and regret in her voice—about the decline of the Prentice family: how Eleanor's death in 1974 brought such silence to a house once filled with laughter, and how Mark's death twenty years later took away whatever spirit was left.



EDITH BROWN

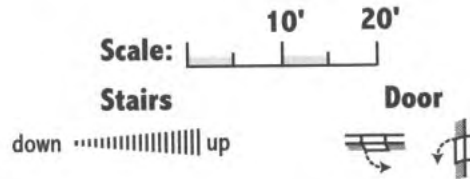
Miss Brown says nothing unkind about Simon, but is obviously worried about him. If investigators bring up any unsavory rumors, or actually accuse him of being in league with some alien creature living at the bottom of Brichester Lake, she immediately asks them to leave.

If the investigators gain her trust, Miss Brown tells them of her concern for the

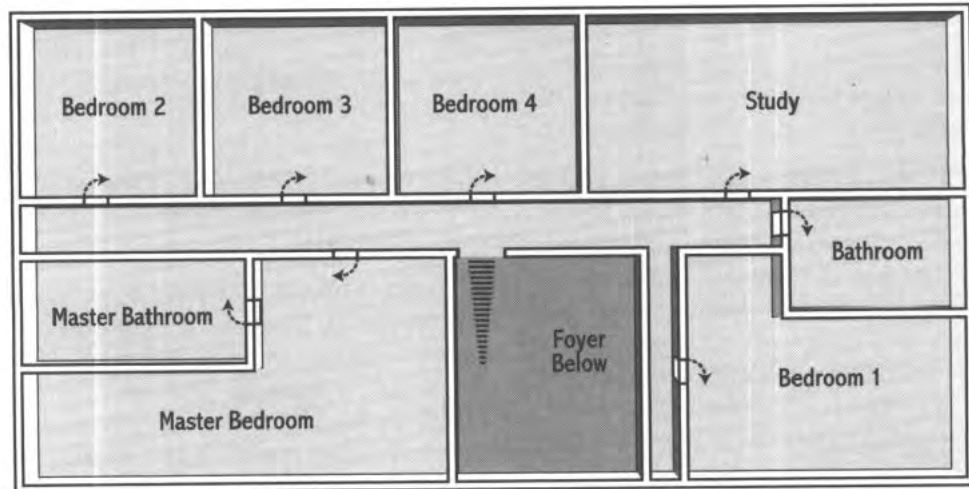
remaining Prentice. He had a number of problems after university, she says, including sleepwalking. She relates how he was often found out at Brichester Lake, sometimes quite ill from the cold and damp. After he left school, he grew more and more distant and secretive, spending hours in his study working on something—which she now assumes to be the plans for the Brichester Lake project—and occasionally meeting with odd friends in the garden behind the house late at night. Edith Brown once asked Simon about someone she saw shuffling across the lawn towards the road; he replied that the fellow was a poor crippled acquaintance who needed some money now and then. This did not surprise Miss Brown, as Simon had always been a kind young man, polite and careful about people's feelings. He even spent some time working with SANE while in school because he was concerned about the environment. Unfortunately, he grew increasingly moody and difficult to live with, and finally demanded that Miss Brown leave the house and not come back. Sadly, she packed up her things and left, and has not seen him since; the letters and cards she sends on his birthday and at Christmas go unanswered.



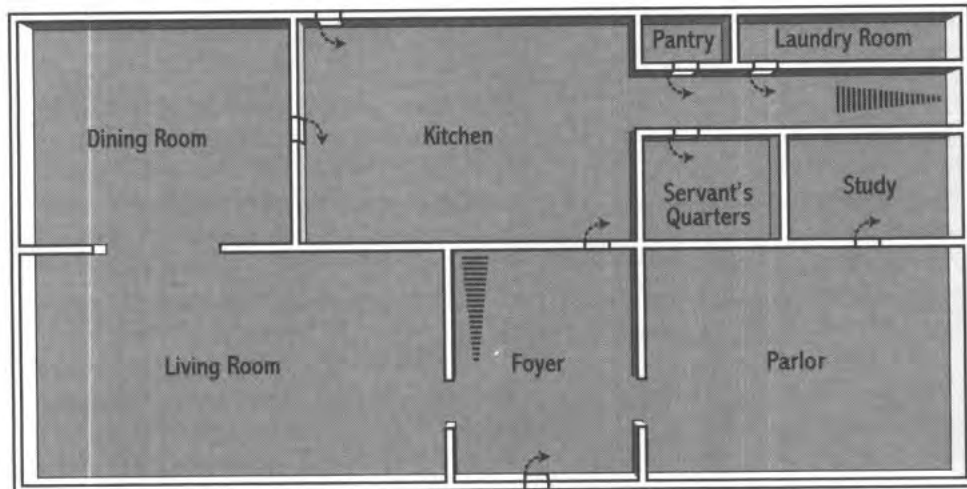
the **PRENTICE ESTATE**



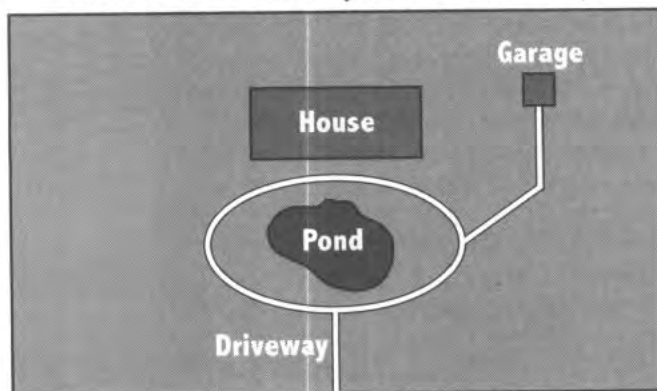
SECOND FLOOR



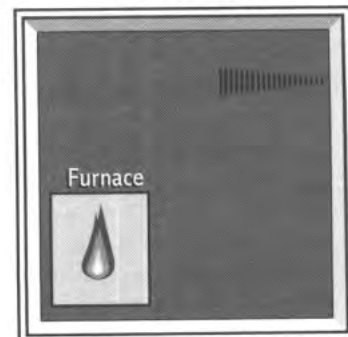
GROUND FLOOR



ESTATE GROUNDS (not to scale)



BASEMENT



some old presentations relating to the elder Prentice's architecture business, all laden with dust.

Second Floor

The stairs open onto a hallway, with an area open to the first floor to the south and east. Sturdy wooden railings run along the perimeter of this area.

MASTER BEDROOM: This room is dusty, and does not look to have been used in several years. There is a king-sized bed, several dressers, a desk with a large mirror hanging above it, and two nightstands with lamps. In the southwest corner are two comfortable recliners and a small table sitting in front of a fireplace with an elaborate cast-iron grill. The several photos in the room show various family events. The investigators may deduce that Simon, Mark, and Eleanor Prentice are some of the people these pictures. There is an *en suite* bathroom located off the bedroom, with a sink and toilet.

BEDROOM 1: This is Simon's bedroom. A large room, it holds little in the way of furniture but much in the way of debris. There is a bed, a dresser, and a night-stand. The bed is unmade, and the floor is littered with the remains of various meals. Random stacks of dirty plates, cups, and cutlery have turned the floor into an obstacle course. A closet holding several well-pressed shirts and suits—Simon has them dry cleaned—is the only semblance of neatness in the room. A television sits in the corner, tuned into static. Several different varieties of radios, including a few expensive short-wave types, are also present; all are tuned at low volumes to static.

BEDROOMS 2 AND 3: These two rooms are of similar appearance; they feature a double bed, a dresser, and various other pieces of furniture. They are guest rooms, and do not appear to have belonged to anyone in particular.

BEDROOM 4: Not unlike Bedrooms 2 and 3, this room differs in one aspect: investigators with successful Spot Hidden rolls notice scuff marks on the bedposts, as though someone was once tied to the bed.

BATHROOM: A large bathroom, with double sinks, toilet, shower, and a tub. It is fairly modern in contrast to much of the rest of the house, having been remodeled in the early seventies along with the kitchen. The tiled floor is pale blue. The room is more or less unremarkable, except for the medicine cabinet; inside, investigators find a number of pill bottles, all prescribed for Simon Prentice. Most of the prescriptions have expired. The drugs, identifiable by a successful Medicine roll, are sleeping pills and antidepressants. The prescribing physician on all of the bottles is a Dr. Michael Younger.

SECOND FLOOR STUDY: The door to this room is locked. Inside is a desk, a drafting table, several chairs, and two large bookshelves. A new personal computer sits on the desk. The bookshelves are fairly full, and several cardboard boxes on the floor are also full of books. Most of the books here deal with advanced calculus, physics, chemistry, electronics, machine language computer programming, and the like. There are also some books of an occult nature present, including volumes on the Loch Ness Monster and spiritual possession.

In the middle of the wall hangs a painting depicting a lake surrounded by black pavement, in the middle of a desolate plain. In the center of the lake an oval body covered in thin, pointed metal spines rises from the water. It appears to have a rounded mouth with thick lips set in the middle of a face from which extend three yellow eyes on thin stalks. Underneath the creature's body lie multitudes of white pyramids, which may serve as some form of feet, or simply buoy the alien. Viewing this entity requires a Sanity roll and the loss of 1/1D4 SAN. Anyone examining the frame discovers a small, dusty brass plate which reads *The Thing in the Lake—Thos. Cartwright*.

Locked in the center drawer of Prentice's desk is an extensive set of blueprints for the Lakeside Terrace Estates project. These plans are very different from any the investigators have seen before. These are, given their two-dimensional limits, the plans that Glaaki sent to Prentice's dreaming mind. At first the drawings—and there are literally hundreds—resemble an immense and complex collection of random scrawls, lines, and curves. As the viewer examines the drawings, however, areas begin to come into horrible focus, revealing corkscrew steeples, walkways that curve in impossible spirals, rooms with horribly distorted dimensions, and prodigious openings better suited to giants than human beings. Anyone examining the drawings for some minutes begins to comprehend

REVELATIONS OF GLAAKI, VOLUME

I—The first volume of the *Revelations* discusses Glaaki's arrival on earth when a city-bearing asteroid carrying the entity crashed in Gloucestershire. This volume also discusses heretics who insist that Glaaki was present on Earth long before the crash of the meteor, and mention the deity in connection with other Great Old Ones, Sebek and Karnak. Something known as the "reversed angles of Tagh-Clatur" is mentioned. *Sanity loss 1/1D2; Cthulhu Mythos +2 percentiles; average 7 weeks to study and comprehend.* Spell: Contact Deity/Glaaki.



Dreams Papers #7: Selections from the Journal of Simon Prentice

[In an undated entry from 1989, Prentice details his work as a graduate student, including a study of Brichester Lake. He apparently spent four days there with several professors from Brichester University.]

I felt a strange presence there; I am sure none of the others felt it; as if there was something there that knew me and thought of me as a friend.

[An undated entry]

. . . Keep having these terrible headaches & have not been sleeping well. Dr. Younger has prescribed some pills, but they don't seem to help. Keep having strange visions. Quite often the strangest mathematical ideas seem to be springing into my head. I've been writing them down as I can; so far they don't make much sense, but at times I believe I see something in them. Perhaps I am on my way to madness, or maybe Dad's right and I'm just working too hard.

[An undated entry from late 1990]

At the lake today, I had the strangest experience. I am not sure if it was a dream, but I can think of no other explanation. Having been drawn down to the lake while I was marking some papers, I must have fallen asleep on the shore of the lake. In my dream, I peered down into the depths of the lake only to see a great city lying under the dark water. It was like no city I had ever imagined—the curves and angles were at once both incredible and somehow disturbing. Strange spires and walls rose from the depths and I felt drawn to this strange place. I remember feeling dizzy, spinning as if I was tumbling down into the lake and towards a large, transparent window that lay in what I presumed to be the city's center.

[An entry from February 1991]

My sleepwalking continues. I have been quite ill with what they say is pneumonia, as they found me almost naked down by the lake several nights ago. I cannot get all these thoughts out of my mind. I understand, yet I do not—it is immensely frustrating. I know now that there is something in the Lake, and that it is teaching me. At times, I can feel its frustration with my limited abilities—it is immensely more intelligent than any human could ever be. I have left school so I can continue working on my theories. Dad thinks I'm mad, but he's been good to put up with my comings and goings. He's also a bit worried, and I must be sure not to make him too suspicious. Miss Brown is quite worried over my health, but has taken wonderful care of me and I shall be back to good health shortly thanks to her nursing.

[An entry from July 1992]

Today my teacher revealed himself to me. He rose from the dark lake. He is nothing like I imagined. At first I was frightened, but my fear passed quickly. His voice in my head is like a great, unheard music. It is a symphony of thought and knowledge. I must find a way to share it.

[An entry from August]

The servants have brought me more knowledge. I'm studying the book they wrote so many years ago. It is answering many questions, and making my role in all this clear.

[An undated entry]

Apparently father died last night in hospital. I suppose I shall have to go to the funeral, but this interruption of my studies is most inconvenient. Unfortunately, appearances must be kept up if plans are to succeed. With father gone, my trips to the



Dreams Papers #7: Selections from the Journal of Simon Prentice (contd.)

lake are easier to make. Perhaps the Ancient Ones will be able to come here to speak with me more often—our chats in the garden late at night have been very informative and helped me in seeing what it is I must do.

[Most of the remaining entries make little sense, or digress into obscure mathematical theories. There are pages filled with odd symbols and scripts, entirely unrecognizable and untranslatable.]

[An undated entry]

My studies continue. Plans coming into shape.

[More undated entries]

. . . Sacked Miss Brown today. She could have been made into one of Them, but she is too old and weak. Glad to be rid of her and her constant meddling. I can now begin with my plans in full.

. . . To build a madness amassed from the ground fed with blood, to make worthy this place & take my place beside it when it calls to all to come and rejoice in their death and rebirth.

. . . The glory of serving him fully I await—to be a vessel for him, to take his wisdom inside me, to become one as he flows through my veins—to feel it will be to quench the thirst I have felt for so long. To give up this life, to be re-born blessed and so absolutely purified of this human existence that so sickens me . . .

[Hereafter, all entries are either purely mathematical or written in the strange symbols of a few entries previous.]

the true nature of the construction project and loses 1/1D6 Sanity points.

Also locked in the desk are two books: Prentice's journal (excerpts from which appear on pages 200–201) and volume one of the *Revelations of Glaaki*. This is the original, hand-written copy made by Thomas Lee and his followers in the nineteenth century.

Basement

The basement is unfinished. There is a modern oil furnace—added in the 1970s—in the southwest corner. Several large workbenches have been set up in the middle of the room, each with bright electrical lamps hanging from above. The benches contain a plethora of electronic parts and pieces. This is where Prentice makes the signal boxes he is distributing throughout Brichester. Several partially-assembled boxes are here, along with soldering irons and various other tools. A case of epoxy caulking tubes sits on a shelf. A personal computer hooked to an EPROM burner sits on the corner of one of the desks.

Observant investigators might notice the number of empty boxes folded up and stacked in the southeast corner of the room. That these boxes might once have held various components suggests that a large number of the devices have already been manufactured and distributed.

Because of the low DEX scores of the servants of Glaaki, Prentice has had to do most of the assembly work himself. One servant, however, works here doing some of the less intricate soldering on the few remaining boxes.

KELLY MCMASTER, Prostitute, Servant of Glaaki

STR 10 CON 28 SIZ 09 INT 14 POW 11
DEX 09 APP 15/5* HP 19

*APP is 5 and SAN loss is 1/1D3 when seen without makeup.

Damage Bonus: +0.

Weapon: Fist/Punch 55%, damage 1D3

Large Knife 35%, damage 1D4 + 2.

Hot, Sharp Soldering Iron, 35%, damage 1D6 + 2

Kelly McMaster was abducted from the streets one night, and was quickly turned into a servant of Glaaki. Prentice has used her to lure others to the lake. Kelly still applies her Goth makeup daily, as it pleases Prentice. The makeup enables her to maintain her appearance, helping to conceal that her skin is beginning to rot. If the opportunity presents itself, Prentice may send her out to try to lure one of the male



KELLY MCMASTER





investigators to a quiet spot near Brichester Lake for a bit of romance, there to be confronted by 1D3+2 other servants of Glaaki who attempt to drag him down to the lake.

INTERVIEW WITH DR. YOUNGER

Dr. Younger, the medical doctor who prescribed medications for Simon Prentice, still maintains an office in Brichester. If the investigators contact him, he acknowledges that Simon Prentice was indeed a patient of his, but otherwise will not reveal what he knows. Younger insists that he has not seen Prentice in several years. If the investigators concoct a reasonable story, a Persuade roll convinces Dr. Younger to reveal that he was treating Prentice for a severe sleep disorder; Prentice was apparently disturbed by a re-occurring dream and had experienced several bouts of sleepwalking. Dr. Younger tried several different medications, with little or no success, and Prentice stopped seeing him around 1993.

If any of the investigators are doctors, or somehow connected to medicine, Dr. Younger may add, if the appropriate questions are asked, that of late there have been several incidents of people found sleepwalking, generally in the direction of Brichester Lake. Dr. Younger can confirm that several of the more severely affected are now being treated at the John Campbell Psychiatric Hospital. He also notes that based on conversations he's had with other local doctors, these strange sleep disturbances are frequent events.

The Neighbors

Most of the families living here are quite wealthy, have gated fences surrounding their properties, and employ a number of servants. Obtaining an interview with Prentice's closest neighbors—Dr. and Mrs. Adam Brightman, Mr. & Mrs. Eric Graham, and Miss Hortense Maintland—is difficult unless the investigators have Credit Ratings of 50% or more or have contacts among Brichester society. Investigators who can invent a suitably believable story and make whatever rolls the keeper deems necessary should not be deprived of the opportunity to interview the neighbors.

DR. & MRS. BRIGHTMAN

Mrs. Brightman is always interested in gossip, and investigators at Prentice's home may notice her staring at them from her yard. Dr. Brightman is often absent from home—"on another medical junket"—but Mrs. Brightman welcomes the company, and insists that the investigators join her for a glass of sherry. She says she never drinks alone although, based on her behavior, the accuracy of this claim may be doubted.

- Simon Prentice's mother, Eleanor, passed away in 1976; his father, Mark, in 1994.
- The Brightmans moved here in 1992, and had only met Mark Prentice a couple of times; Mrs. Brightman recalls him as a nice sort of fellow, if rather quiet.
- Prentice went to Brichester University and studied math and science. His high intelligence meant that he could have gone to Oxford or Cambridge, but he elected to stay in Brichester—to look after his father, perhaps, or simply to remain close to his childhood home.
- Prentice is a recluse who is quickly wasting away his family's fortune on his various interests. Mrs. Brightman believes that his latest project, the Lakeside Terrace Estates, is quite bizarre—"I don't know why that man would be interested in real estate!"—and she seems suspicious about why he'd take on such a large and public project.

If the investigators keep her glass filled, Mrs. Brightman becomes even less inhibited, and reveals the following:

- She's pretty sure Prentice is bisexual or homosexual. "I heard a terrible row he was having one night with a young man from town; my dear husband even went over to see if everything was all right. It sounded as though Mr. Prentice was giving his friend perhaps a little more than he had expected, if you know what I mean. No one answered the door, so my husband came home, figuring they had sorted out things on their own."



HONORIA BRIGHTMAN

- If questioned about this, Mrs. Brightman says that it isn't much of a secret that Prentice had been seen in his Mercedes looking for "company" in an area of Lower Brichester frequented by male prostitutes. "But of course, dears, that's none of my business."
- Mrs. Brightman occasionally sees a young woman leaving the house, one dressed rather suggestively.
- Mrs. Brightman has seen a lot of workers around the house, and can recall seeing a white van pulling in and out of the property on several occasions. She has no idea what they were doing, but imagines it involved some great debauchery.

MR. & MRS. ERIC GRAHAM

This elderly couple is reluctant to reveal anything about their neighbor. They know a secret, however, and investigators with successful Psychology rolls note their anxiety. If the player characters press the issue, the door is closed in their faces. If, however, they convince the Grahams of their good intentions, and especially if they mention Mrs. Brightman's story about "the young man from town," Mrs. Graham breaks down and starts weeping about "that poor lad." Mr. Graham apologizes for his wife's outburst, invites the player characters in, and reluctantly relates the following.

"It was about a year and a half ago. Mrs. Graham and I had been enjoying a social evening, and returned home at rather a late hour for us. We had decided upon having tea before retiring for the evening; having given Ms. Draper—our housekeeper—the night off, we took over the kitchen and began boiling the kettle. Suddenly, there was a loud thumping on the back door which, given the hour, took us both aback. We weren't going to answer, but the cries for help forced me to open the door to a desperate stranger.



ERIC GRAHAM

"At my door was a young man, dripping with perspiration and looking as if he'd been in quite a scuffle. He looked the bit of a ruffian, but when I looked into his eyes, I could see pure fear such as I had never seen before. I let him in. As he began to calm down, he explained that our neighbor, Mr. Prentice, had . . . well, purchased his services for the evening.

"Apparently, after the two had arrived at the house, Mr. Prentice excused himself to fix some drinks. As the young man sat waiting, he was suddenly grabbed from behind by several other people and dragged towards the back of the house. Whoever was holding him said not a word about their intentions. He was dragged into the kitchen, where Mr. Prentice was waiting.

"He told us that Prentice said something about his becoming 'a fine servant for that which dwells in the lake.' The lad said he then recognized one of the fellows who was holding him—an acquaintance from the streets, if you follow my meaning. When Prentice produced a length of rope, a scuffle ensued and the young man managed to escape, and found himself at our back door.

"I didn't know what to do; the young man seemed unwilling to involve the police and, I must admit, the whole sordid affair simply sickened me.

I could not bring myself to involve the police in this either; having known Simon Prentice's parents—and good friends they were to us—I just could not bring myself to expose a scandal that could ruin the man.

"While I watched out the back door in case any of Prentice's ruffians should show up, my wife fixed the lad a cup of tea and bandaged up a few of his scrapes as best she could. He seemed eager to leave and get back to Brichester, so I obliged and drove him into town. I felt it was the least I could do for him, although at the time I have to admit I doubted his story."

The events of that night weighed heavily on the Grahams' consciences, but they decided against getting involved in a potentially messy situation. Revealing this story to the investigators helps to ease some of the couple's guilt. The young man in question cannot be traced.

MISS HORTENSE MAINTLAND

A kind old spinster, Miss Maintland does not like gossip; she has little to say about Simon Prentice, but voices concern over "that poor young man living all alone in that house." She claims, too, to have been awakened "in the wee hours by noises coming from the property." She can't imagine what he gets up to over there.

Miss Maintland is not aware of the rumors surrounding Prentice's social life, but she can ramble at length about the picnics the family used to hold on the grounds each summer. Her memory of the delicious cucumber sandwiches, the fresh lemonade, and the endless croquet matches is quite remarkable. She also recalls a conversation with Mark Prentice shortly before his death: she recalls him saying that Simon was having difficulty sleeping, and had become a sleepwalker. According to Mr. Prentice, his son had been found several times at Brichester Lake, in the morning, apparently unaware of how he'd arrived there.



HORTENSE MAINTLAND

JOHN CAMPBELL PSYCHIATRIC HOSPITAL

If the investigators elect to check with the hospital, they have little success unless one of them is a doctor, in which case he or she can probably ask a colleague to find out the following information. Otherwise, inquiries made at the desk require a successful Persuade or Fast Talk roll. Regardless, the most they can discover initially is that there have





been an abnormal number of strange incidents in and around Brichester of late. Seemingly normal citizens have been found wandering the streets at odd hours, with no memory of how or why. Several of these people have been admitted to the hospital for observation, some of their own volition. There have also been increased reports of nightmares and sleeplessness, especially among patients at the hospital. Since no studies have been made, though, the importance of these reports remains anecdotal. In order to learn more, the investigators must sneak around and attempt to speak to the patients. Gaining access to the psychiatric ward during the day should not be overly difficult; visiting hours are 2–5 P.M. Some of the more interesting cases are noted below.

If the investigators are persistent in seeking out others who have been affected, they find more almost identical stories. All of the victims remember the event as a vivid dream; all describe a feeling of being drawn somewhere.

- Tobin Mitchell, a middle aged man, has had terrible dreams for a number of nights, and several bouts of sleepwalking. In both instances of sleepwalking he was found by a milkman starting his rounds shortly after 5 A.M. Mitchell has no previous history of sleepwalking.
- Danielle Raskins, a girl of twelve, is now under heavy sedation. She has complained of severe headaches and “voices in her head” for several weeks.
- Mary Waller, a woman of sixty, was hospitalized after being found limping up Lake Street in the direction of Brichester Lake in her nightgown. She claims that someone came to her in the night and told her she had to go there. She is currently under observation, and is also being treated for minor bruises and cuts she suffered during her journey.
- Leif Garrison, a 32 year old man, claims to hear a constant buzzing sound in his head. This began about a month ago. He claims to hear voices and has developed a strong fear of water. He was hospitalized after he tried to drive a nail into his skull to “stop the transmissions”.
- Alison Fullton, a 27 year old mother of four, has been found at Lake Brichester numerous times by construction workers. She stands on the shore and stares into the depths. She has been hospitalized for three days since the last instance, and has been generally unresponsive. Her worried children and husband are with her. They say she seems happiest starting at a television tuned to static.

ALAN KEARNEY

Kearney was an accountant working for Inland Revenue in Hoddesdon. About two and a half years ago, he was diagnosed with Alzheimer’s Disease, and a year ago was committed to the Parkdale Nursing Home in Camside. Kearney is presently in his early seventies; he has moments of lucidity, but is often unaware of his surroundings and is easily frightened by strangers, including friends and family he cannot remember.

Kearney was a good friend of the painter Thomas Cartwright. He and Cartwright had corresponded about the latter’s horrifying discovery of what lurked at the bottom of Brichester Lake, and what was in the woods nearby. Kearney subsequently witnessed most of the events surrounding Cartwright’s death.

If investigators studied the police report of the Cartwright incident, they probably have an old address for Kearney in Hoddesdon. Although they are unable to reach him there, with little effort they should be able to locate Quenton Kearney, a nephew of Kearney’s who still lives in the town. He can inform the investigators of his uncle’s whereabouts, warn them about his condition, and request that they shouldn’t press him too hard. He doesn’t know his uncle well, but he does remember some family talk about the incident in 1960; Uncle Alan became more and more withdrawn and took to drinking heavily. He never discussed the incident with anyone, to Quenton’s knowledge.

Investigators approaching Kearney must be gentle in their inquiries. The nurses are quite firm about this, and if they witness any attempt to bully Kearney, two orderlies immediately escort the offender from the premises. Kearney is lucid about 30% of the time. When he is, he can respond to ID3+2 questions before resuming his fugue-like state. He is able to answer general queries about Cartwright, but if asked directly about events surrounding Cartwright’s death, he needs a Sanity roll for each question. Failure unhinges him; he begins screaming and shouting: “Out, out, out, back to the boxes with you! I know who you are—you can’t fool me! Cartwright told me all about you!”



ALAN KEARNEY

If he’s able to remain calm enough to convey it, Kearney does have some useful information. Cartwright was tormented by dreams that were sent by something which lived in the lake. The thing in the lake has servants who appear human, and do its bidding—“Why, if the servants hadn’t wrecked the

cars, we could have gotten away and poor Cartwright would still be alive.”

If investigators seek out any of the nurses, they can tell investigators that Kearney is sedated at night, because his nightmares disturb the other residents. She clearly recalls one night when he awoke from such a nightmare, screaming and shouting uncontrollably: “He was going on about the lake—the thing that lives in the lake!”

ALAN KEARNEY, age 72, Unwitting Witness to Glaaki's Horror

STR 07 CON 08 SIZ 13 INT 16 POW 13
DEX 06 APP 11 EDU 17 SAN 32 HP 11

Damage Bonus: +0.

Weapon: Cane 35%, damage 1D3–1

Skills: none, due to Alzheimer's.

The Ceremony

If all goes according to Prentice's plan, he carries out the final ceremony on the sixth day of the scenario. The keeper should feel free to adjust the timing of the event to provide the best dramatic impact; the players should not be deprived, however, of the chance to stop Prentice before he is able to conduct the ceremony if they are particularly diligent in their investigation.

The first part of the ceremony involves contacting Glaaki and calling up the Great Old One from the depths of Brichester Lake. Glaaki can then use the crane as an antenna of sorts, to project its thoughts into Brichester. During this time, the crane glows with a faint blue light and may be seen to undulate slightly; a successful Spot Hidden roll points out that the metal crane arm is curving and twisting in a most unnatural fashion. Sanity loss to witness this is 0/1D3.

Note that anyone wishing to gain access to the crane at this point (perhaps to use it as a weapon of sorts against Prentice or Building #1) has to get around Glaaki himself; since Glaaki is currently concentrating on sending the dream pull, he is not interested in attacking investigators. 1D4+1 servants are nearby, however, and attempt to hurl the investigators onto Glaaki's spikes. A successful Grapple roll is needed for one of them to grab an investigator, followed by a second successful Grapple roll to toss the investigator onto one of Glaaki's spikes.

The second and most dangerous part of the ceremony involves Prentice casting a spell, *Reversed Angles of Tagh-Clatur*, from the roof of Building #1. It opens a gateway between Glaaki's dimension and our own; once linked to his plane, Glaaki can exert massive influence over the world.

If the investigators are at the construction site at about 2 A.M., they see the first residents of Brichester shuffling down Lake Street, fanning out along the road that encircles the lake. Swirls of orange and yellow light dance across the surface of the lake. The sky quickly darkens, and a terrible thunderstorm begins overhead. The orange and yellow swirls take on more solid shapes, rising above the water in the center of the lake to form the edges of a giant circle. The dancing lights form strange runes and shapes, twisting and turning with ferocious intensity. The center of the circle is pure darkness. If investigators have seen the carvings on the roof of Building #1, they recognize this circle as being similar to the one depicted in the carving.

At this point, anyone connected to Glaaki by means of the dream-pull begins to be influenced by the power flowing from the gate. The first effect is the permanent loss of 1D10 points of POW; the second is a horrible transformation—1D20 persons are affected per minute. Beams of darkness shoot out from the circle, spreading out across the ground and enveloping the people standing there. Everything appears to be twisting and writhing, coming in and out of focus. The buildings, and even the ground around them, seem to writhe and pulse, pushing and twisting into impossible shapes. Screams of agony arise from people around the lake.

Effects of the Dream-Pull

Glaaki's dream-pull has a range of about a mile in all directions. As per its name, it affects those who are sleeping. The boxes that Prentice has created amplify the dream-pull, so that Glaaki can reach directly into the heart of Brichester.

To determine the chance of the dream-pull's success, subtract the target's magic points from Glaaki's (normally 28). The result or lower must be rolled on D100 for the dream-pull to overcome its target.

Amplified by the boxes, however, Glaaki's magic points are effectively doubled, and the dream pull sweeps over Brichester. Approximately 40,000 inhabitants of the city are affected; they rise from their beds and proceed in a dreamlike trance towards the lake. Player characters sleeping in and around Brichester also are subject to the dream pull. Mass chaos ensues as people awaken to find their loved ones missing or leaving the house, clad only in pajamas in the middle of the night.





The nearest group has been transformed. Their shapes are odd and distorted, and only vaguely human; faces and limbs droop as if melted; strange protrusions sprout from their bodies; some of their limbs wither or grow massively disproportionate to the rest of their bodies. Their screams resound, as they are literally torn apart and then pieced back together into horrors beyond imagination. They begin to stagger about the landscape, grossly altered but still growing, as large dark pillars spiral up into the sky, framed by massive buildings with obscenely huge windows and doorways. The wretched victims stagger toward the investigators, seething with evil and the desire to punish those who survive unaltered. Player characters witnessing this event lose 1D10/5D10 points of Sanity.

If the investigators are able to kill Prentice (who is on the roof of Building #1 and well-protected by servants of Glaaki), the ceremony abruptly ends. The storm over the lake begins to die down, and the winds quiet. In the dawn of a new day, thousands of people—many dressed only in their bedclothes—stare in confusion at their surroundings. Children

cry for their parents, and the voices of bewildered men and women begin to rise in a low murmur over the now-still lake.

The building upon which Prentice was working his magic is a ruin. Reduced to a mound no more than ten feet high, it appears to have been melted into a strange pile of rubble, marked at several points by odd protrusions of twisted metal rising out of the ground which snake outwards like plants growing toward the lake. The crane arm has been twisted into a spiral now that bends down, its tip bent just above the surface of the lake. There is no sign of Prentice, nor any of the servants. Sanity loss for this sight is 2/2D4 Sanity points.

Depending when Prentice was stopped, there may be up to several hundred altered victims of the ceremony. These can make a powerful impact on the player characters, and the keeper should give some thought as to what's seen and what they do—run off into the forest, beg for help, drown themselves trying to get to Glaaki, or get rounded up to be handled by the professionals. Sanity point loss is potentially quite large, as the stats nearby show.

New Spells for Simon Prentice

CALL/DISMISS GLAAKI: This spell must be cast at night, and on the shores of Brichester Lake. If successful, Glaaki will rise from the Lake and emerge at the shore. Sanity cost for the spell is 1D10.

CONTACT DEITY/GLAAKI: Similar to other contact spells, this spell may be cast in any area where Glaaki has some influence. If successful, Glaaki sends 1D6 of its servants to the caster.

REVERSED ANGLES OF TAGH-CLATUR: As revealed by ancient Egyptian priests, this is believed to have been the method by which Glaaki first came to earth. This spell is highly mathematical in nature, and cannot be attempted by anyone with an INT of less than 18. When cast, it opens a gate that allows Glaaki to travel to our dimension from his own. When the gate is opened, the part of Glaaki that inhabits our world is connected to his full being, allowing him to exert far more influence over our world. The spell costs 1D20 SAN and 3 points of POW to cast. This spell can also be used to close an existing gate; POW requirements and SAN loss are the same.

GLAAKI, the Inhabitant of the Lake

STR 40 CON 60 SIZ 90 INT 30 POW 28
DEX 10 MOV 6 HP 75

Damage Bonus: N/A.

Weapon: Spine 100%, damage 7D3

Armor: 40-point integument; each spine has 4 points of armor and 6 hit points.

Spells: Glaaki knows most spells, and imparts many of them to his worshiper-slaves.

Sanity Loss: 1D3/1D20 Sanity points to see Glaaki.

SIMON PRENTICE, age 36, Agent of Glaaki

STR 13 CON 15 SIZ 14 INT 19 POW 18
DEX 15 APP 15 EDU 21 SAN 0 HP 15

Damage Bonus: +1D4.

Weapons: Fist 50%, damage 1D3 + db

12-Gauge Shotgun 40%, damage 4D6/2D6/1D6

Spells: Call/Dismiss Glaaki, Contact Deity/Glaaki, Dominate, Reversed Angles of Tagh-Clatur, Shrivelling,

Skills: Astronomy 40%, Biology 40%, Chemistry 40%, Computer Use 80%, Credit Rating 55%, Cthulhu Mythos 40%, Electronics 70%, Electrical Repair 55%, Hide 40%, Listen 40%, Operate Heavy Machinery 50%, Mathematics 80%, Persuade 50%, Physics 90%, Sneak 65%, Spot Hidden 35%.

Languages: English 95%, Russian 40%.

VICTIMS OF THE CEREMONY

These creatures are the once-human beings who have been horribly altered by the ceremony. Their bodies are warped, twisted, and distorted, some to the point of complete immobility. Assuming the investigators try to escape, they will need to make their way past 1D6 of these creatures. For each one, make a random roll on 1D6 to determine the type

of creature they face: 1–2, immobile victim; 3–4, multi-limbed victim; 5–6, giant victim.

IMMOBILE VICTIM

STR 06 CON 08 SIZ 17 POW 07
DEX 02 MOV 0 HP 13

Damage Bonus: +0.

Weapon: Flailing Bloody Boneless Limbs* 15%, damage 1D2

**2 limb attacks per round.*

Sanity Loss: 2/1D8 Sanity points to see.

MULTI-LIMBED VICTIM

STR 15 CON 08 SIZ 13 POW 06
DEX 12 MOV 07 HP 11

Damage Bonus: +1D4.

Weapon: Claw* 25%, damage 1D6 + 1D4

**4 Claw attacks per round.*

Sanity Loss: 1/1D6 Sanity points to see.

GIANT VICTIM

STR 17 CON 18 SIZ 27 POW 08
DEX 10 MOV 10 HP 23

Damage Bonus: +2D6.

Weapon: Crush 35%, 1D6 + 3 + 2D6

Sanity Loss: 2/1D6 Sanity points to see.

Conclusion

If Prentice's ceremony succeeds, it is unlikely that the investigators escape with their lives or with their sanity intact.

Whether the ceremony fails or succeeds, the immediate repercussions are much the same. The next day, the effects of the dream-pull are felt on people throughout the area. The Brichester Lake area goes under martial law. The police, backed by the military, cautiously investigate the carnage around the lake. If the player characters are caught in the area of the ceremony, they are held for questioning without being charged, possibly for a long time.

In 1D8 hours after the ceremony ends, the towers begin to collapse into the ground and the transformed victims begin to die. The ground around the building site is littered with twisted, misshapen chunks of metal and rotting bodies of the dream-pull victims. Not all of the citizens of Brichester who were drawn to the lake were victims; many managed to escape the terror by resisting the dream-pull or by waking up. Many escaped into the woods, doomed to a life of terrible nightmares about what took place.

Glaaki is strengthened, or stays undiminished. The thing in the lake still waits in the depths.

In days, the event receives a cover story. One easy explanation is that a mass of space debris (perhaps an old Soviet satellite) crashed into the area, causing limited destruction. Since radioactivity is a concern, the area around the lake will be off limits for some time.

If the human losses are too large, the government "uncovers" LSD in the water supply, put there by SANE, perhaps. Or perhaps it was a virulent outbreak of a new form of mad cow disease that deformed and panicked the people who came to Lake Brichester.

Many of the survivors are relocated out of the Brichester area, while others receive monetary compensation to buy their silence.

Surviving player characters reap the following sanity rewards.

- Stopping the Ceremony: +1D20 Sanity points.
- Killing or incarcerating Simon Prentice: +1D8 Sanity points.
- Each ancient servant of Glaaki slain: +1D8 Sanity points for each, to a maximum of +8 Sanity points.
- Each recent servant of Glaaki Slain: +1D2 Sanity points each, to a maximum of +6 Sanity points. ■





THIRD TIME'S THE CHARM

by Steve Spisak

When an alien evil threatens, the investigators must prevent a nuclear holocaust.

Third Papers #1

Herald

2001 15 PENCE PLUS TAX

Protester Disappears Near Berkeley Reactor

by Roland Thurman

Late yesterday, one of the SANE (Students Against Nuclear Energy) protesters at the Berkeley Nuclear facility was reported missing by his fellow activists.

Shannon O'Rourke, age 24, was a leader of the local SANE chapter, regularly handing out flyers with photographs of the victims of Hiroshima and Nagasaki.

Protest organizer Greg Mansley announced that O'Rourke was "just going to have a look at the far end of the facility's perimeter, and he never returned. Perhaps he viewed the unsafe practices we have been warning you about, and had to be silenced!"

Company spokesperson Sheila Peterson told reporters: "While we are concerned for the well being of Mr. O'Rourke, we have no knowledge of his whereabouts and no insight into the nature of his disappearance."

Sources within the plant suggested that the disappearance was a publicity stunt faked by the activists to draw attention to their protests.

Regardless of the circumstances of O'Rourke's disappearance, tempers are heating up and police have been posted near the gates to prevent clashes between workers and protesters.

The Berkeley Nuclear Power Plant was decommissioned in the late 1980's and recently purchased by CorMed Ltd., of Brichester.

*I study nuclear science, I love my classes,
I got a crazy teacher, he wears dark glasses,
Things are going great, and they're only getting
better.*

*I'm doing all right, getting good grades,
The future's so bright, I gotta wear shades!*

—TimBuk3, "The Future's So Bright,
I Gotta Wear Shades."

Scenario Considerations

The insects from Shaggai have been on this planet for centuries; they are not guests but prisoners, trapped here by the Earth's unusually high levels of ozone. Only the destruction of the ozone layer will allow them to escape; twice in recent years, at Three Mile Island and at Chernobyl, they have attempted to punch a hole in the ozone layer by causing a full-scale nuclear disaster. On both occasions, however, something went awry and the shans failed to open the hole. Now a third attempt is about to be made, in the Severn Valley.

Most stats are found where pertinent in the text of this adventure, with a major concentration of them in the Brichester nuclear reactor section. There are eleven player handouts, on pages 208, 210–212, and 217. These play aids are repeated on pages 233 and 238–241.

Keeper's Information

A year ago, Brichester millionaire Richard Corvan became host to an insect from Shaggai. Stumbling upon a shan tele-transportation device, Corvan had accidentally activated it. He lost consciousness as an insect from Shaggai arrived and infested his brain. There followed a slow process of thought alteration.

The hosted shan has contacted others of its kind and enlisted the services of Albert Jenkins, the butler at Windthrope Manor, in the hope of finally realizing an escape from the Earth. Guided by the insects, Corvan has purchased the decommissioned Berkeley nuclear power facility. Using L'gy'hxians to work on the reactor and Xiclotlans as guards, Corvan invited others of the insects from Shaggai to help complete the project. They were brought together under the guise of the Berkeley Revitalization Conference, in London.

His team assembled, Corvan began modifying the plant. Eventually the changes would result in a explosive reaction when an avatar of Azathoth was summoned into the reactor core. The explosion would allow the insects' temple in the woods outside Goatswood to escape the Earth once and for all.

And so it might have gone, had a meddling protester, Shannon O'Rourke, not encountered a Xiclotlan guard. The protester's disappearance draws the investigators' attention. Is the insects' plot doomed to failure yet again, or is the third time the charm?

The Jenkinses

Albert and Elizabeth Jenkins, if they have survived to this point, have served their shan masters well. With the Jenkinses' help, the insects' plan is on the verge of success—and the Severn Valley may be destroyed! Once the confrontation at the Berkeley reactor is underway, the Jenkinses hasten to the scene to complete their mission. Any investigators they find will be eliminated if possible, or at least hindered in their attempts to hamper the insects' plan.

Investigators' Information

One morning, over breakfast, an investigator notices a headline in the day's *Brichester Herald* (*Third Papers* #1, on page 208).

Initial Investigations

There are several places for the investigators to begin. They may wish to consult the police, visit the *Herald*, or talk with the protesters.

The Search Party

If the investigators decide to participate in the search and arrive at the police station the next morning, they find Avery talking to a group of thirty or forty citizens and a handful of police constables. After taking down the volunteers' names—some form of identification must be presented—Avery distributes two red flags and a yellow vest to each person present. He says that the vests make it easy to spot a searcher from a distance and to identify a person as a member of the search team. "If you find something," Avery explains, "you are to mark it with a flag and then get the attention of one of the constables. Under no circumstances should you tamper with evidence. People will be sent out in groups of two to three, always staying in sight of the others in the group." After this briefing, everyone who needs transportation is given a lift to the power plant; the rest follow in their own vehicles. The plan is to fan out and cover as much territory as possible, then to regroup at noon and assess the situation.

Once the investigators have been wandering around for a couple of hours finding all sorts of unusual items—everything from rifle shell casings to used condoms—they may attempt a Spot Hidden roll. If the roll is successful, someone notices a glint in the branches of a tree: something shiny, perhaps metallic. A Climb roll is required to get up the tree unaided; the object is a man's watch, wedged between two branches. There is a dried red substance on the watch; subsequent analysis identifies it as blood—which in turn can be DNA typed to Shannon O'Rourke. Further searching in the area, requiring multiple Spot Hidden rolls (one for each item), reveals a credit card bearing the name of Shannon O'Rourke, a set of keys (to O'Rourke's apartment), and loose change, all scattered in a radius of 15 yards. In addition, there are reddish-brown splotches on plants and grass in the area; this too proves to be O'Rourke's blood. The search, however, fails to locate O'Rourke himself, or any indication of his fate.

If the investigators do not participate in the search, nothing is found, nor do any subsequent searches locate anything.



Brichester Police

A Persuade, Credit Rating, or Law roll is required to convince Police Inspector Charles Avery, who is in charge of the O'Rourke case, to grant the investigators an interview.

Avery is a frazzled looking man who slams his telephone down as the investigators approach. When the O'Rourke case is mentioned, his expression changes from irritation to exasperation. He



CHARLES AVERY

assures the investigators that the police are "doing everything we can." If the investigators wish to help, a search team of volunteers will be combing the area tomorrow. These concerned citizens will meet at the police station at 8 A.M. If the investigators suggest that a search already should

have been conducted,

Avery sighs. "We have limited manpower. We simply cannot go chasing every hippie who gets lost in the woods."

If the investigators provide useful information to Inspector Avery, such as O'Rourke's IRA connection, Avery's face brightens. He states that 72 hours must pass before an investigation can begin. Even then, some evidence must exist to validate the need for a physical search of the place where the disappearance was thought to happen. However, this case is beginning to attract national attention, and Avery is feeling the heat from all sides. He also

knows that Scotland Yard is sending someone down to look into things; the sooner he arrives, the better.

CHARLES AVERY, age 42, Police Inspector

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

Damage Bonus: +1D4.

Weapon: Truncheon 50%, damage 1D6 + db

Skills: Computer Use 15%, Drive Automobile 40%, Fast Talk 20%, First Aid 50%, Law 75%, Listen 60%, Mechanical Repair 35%, Persuade 45%, Psychology 35%, Spot Hidden 40%.

Language: English 60%.

Brichester Herald

During regular business hours—8 A.M. to 5 P.M. Monday to Friday—visitors are greeted by a pleasant receptionist. Although some staff are present round the clock, the front desk is closed after hours. If the investigators wish to speak with Mr. Thurman, the reporter who is covering the O'Rourke disappearance, he is available the first time they visit (and only with successful group Luck rolls thereafter).

ROLAND THURMAN

Despite the fact that he is prematurely gray, Thurman is only in his mid-thirties. He has been with the *Herald* for six years. Thurman doesn't know much more about O'Rourke's disappearance

Third Papers #4

Spotlight on London Conference

The Berkeley Revitalization Conference, being held in London, has attracted scientists from as far away as the United States and Russia.

Mr. Richard Corvan, owner of the Berkeley Nuclear Facility, is looking to make the former power station into a nuclear medical research facility and has gathered a number of the world's top researchers for that purpose.

Marring the event, however, was a small group of protesters who chanted slogans and passed out pamphlets on the destruction of Hiroshima and Nagasaki.

One of the protesters, who gave his name as Shannon O'Rourke, told reporters: "Nuclear power is the power to kill: Hiroshima, Three Mile Island, Chernobyl, how much longer can we go on like this?" Fortunately the protesters were nonviolent and no serious incidents were reported.

—Brichester *Herald*, four months previous.

Third Papers #2

Reactor Back On-Line Despite Protests

Amid the chanting of anti-nuclear activists, at 10:23 this morning Berkeley's nuclear reactor went back on-line.

Spokesperson Sheila Peterson stated that it will be a few weeks before the plant runs at full capacity, and that it is presently running at less than 10% of maximum.

"Part of the plant is still being modified and thus we cannot run at an optimal level at this time, but the final adaptations could only be made once the reactor was online," she said. "We hope to begin in earnest within the month."

—Brichester *Herald*, one week before O'Rourke's disappearance.



than what appeared in the article. The protesters and the nuclear operators are blaming each other, causing tempers to flare and making Avery's police investigation doubly difficult. Thurman has even heard that Scotland Yard intends to look into the matter, but he advises that this is just a rumor, nothing more.



ROLAND THURMAN

Third Papers #3

Briche

JU

Old Plant May Bring New Jobs

Richard Corvan, heir to the Corvan estate, recently purchased the decommissioned Berkeley Nuclear Facility through CorMed Ltd., a division of Corvan Enterprises.

Corvan, not noted for his forays into the business world, commented, "I became aware of a need for a facility to produce and research the various medical applications of nuclear science. Berkeley, although old, can be modernized without great difficulty and made into a first-class research facility.

"It is not our intention to return the facility to its status as a primary electrical power source."

Miriam Weston, spokesperson for the City of Brichester, had this to say: "The Corvans are an integral part of the Severn Valley community, both in business and in community leadership, and this latest investment is but another example of that commitment. The science industry is a tremendous growth market, and we are confident that this venture will propel Britain forward as a world leader in science and technology."

Ms. Weston was also pleased with the economic growth in the area, saying that "although many of the skilled technicians were brought in from outside, many jobs have been and will be created by this project, benefiting the regional economy."

—Brichester Herald, six months previous.

If the investigators ask about the nuclear power plant, Thurman can inform them that, some time ago, a local company called CorMed bought the plant from the British government with plans to convert it into a medical research facility.

Third Papers #5

Local Entrepreneur Misses Charity Dinner

Rumours of serious illness abound as Richard Corvan was absent from a charity black tie dinner of which he is the honorary chair.

Mr. Corvan could not be reached for comment. His associate Herbert Runcimand declined comment on the report.

—Brichester Herald, one month previous.

Third Papers #6

Bathgate Vampire Gets a New Neighbor

Reclusive millionaire Richard Corvan recently purchased Bathgate Manor outside Temphill. Built in 1623, the manor stands as a landmark of the Severn Valley.

Readers may recall that the manor is alleged to be the home of the mysterious "Bathgate Vampire."

—Brichester Herald, eleven months previous.

Third Papers #7

Sale of Berkeley Nuclear Plant Confirmed

Yesterday, Britain's Deputy Minister of Energy, the Honorable John Hughs, announced the sale of the decommissioned Berkeley Nuclear Power Plant to CorMed Ltd., a subsidiary of Corvan Enterprises.

The outdated facility, which sold for a reported 8.3 million pounds and was subsidized by the Ministry of Health and Welfare, is to be converted into a medical research facility.

A spokesperson for CorMed said that the plant could possibly supply all nuclear medical requirements for the Severn Valley within three years.

—Brichester Herald, six months previous.



Third Papers #8

A Fond Farewell

We at the *Herald* extend our compliments to the designers and workers of the Berkeley Nuclear Power Station for the years of service they have provided. The station, an advanced gas-cooled reactor (AGR) employing a solid graphite moderator and using carbon dioxide to carry heat from the core, has been providing power to the Severn Valley since June 12, 1962. It has competently exceeded its 20-25 year life expectancy; metal fatigue and maintenance costs have now brought an end to its energy-producing years with the announcement of its decommissioning.

—Brichester *Herald* editorial, 1988.

Third Papers #9

Industrialist Dead of Pneumonia

Jonathan Corvan, wealthy industrialist and importer, died today in the hospital after a lengthy bout of pneumonia. He was 53.

A private service will be held tomorrow. He will be interred at the Holy Sepulcher Cemetery, just outside Berkeley, beside his late wife Fiona.

Jonathan Corvan was the son of self-made millionaire Walter Corvan. Richard, Jonathan Corvan's only son, is sole heir to the Corvan millions.

Jonathan Corvan will be remembered not only for the many jobs that Corvan Industries and Commerce created in the Severn Valley, but also for his generous donations to the many worthy charities he chose to sponsor.

—Brichester *Herald*, twelve years previous.

ROLAND THURMAN, age 36, Reporter

STR 12 CON 12 SIZ 13 INT 14 POW 13
DEX 10 APP 11 EDU 13 SAN 57 HP 13

Damage Bonus: +1D4.

Weapons: none.

Skills: Bargain 20%, Computer Use 10%, Credit Rating 25%, Fast Talk 50%, Listen 40%, Law 10%, Photography 25%, Psychology 35%, Spot Hidden 30%.

Language: English 70%.

In the *Herald's* basement, a respectable investigator (one with a Credit Rating above 50%, or who makes a successful Credit Rating roll) may consult the newspaper's library of microfiched final editions. If

Third Papers #10

Local Student Wins Academic Award

Richard Corvan, 21, son of shipping magnate and industrial giant Jonathan Corvan, today received the Arthur Wallace award for academic achievement in the field of History and Archaeology at Oxford. The Arthur Wallace award is given to the student who finishes at the top of his class.

Young Corvan, described as a reclusive intellectual, would not speak with reporters, but his father is reported to be preparing a celebration at the Corvan mansion. Corvan's professors describe him as excelling in ancient languages.

—Brichester *Herald*, sixteen years previous.

researching a pertinent topic, a successful Library Use roll locates an appropriate article from *Third Papers* #2-#10 (see pages 210-212).

Offices of SANE

The meager offices of SANE (Students Against Nuclear Energy) are located in a seedy part of downtown Brichester. This small office is usually manned by a handful of young men and women of college or university age, and is well-stocked with boxes of flyers, buttons, pamphlets, and various anti-nuclear paraphernalia. During the day there is always someone present; at night, however, the office is typically empty—although a fumbled group Luck roll means that one of the activists is sleeping in the office.

The students are always happy to talk to new faces, immediately passing out pamphlets and asking affiliations and opinions. An investigator with good credentials as a journalist immediately garners extra respect and attention as the protesters clamor to have their names spelled correctly. Unfortunately, the students know nothing about what's going on. They are, however, prone to embellish the slightest oddity that catches the investigators' interest; they may hint of trucks that come in and out of the plant at all hours or rumors of strange goings-on in the dead of night.

There is a small unlocked file cabinet in the rear office which contains the names and telephone numbers of the local membership. Investigators may have met some of the protesters in the previous scenario, "Of Dreams and Dark Waters"; the nature of that encounter affects SANE's attitude here. For thumbnail illustrations of key SANE members described below, see page 192.





GREG MANSLEY

Mansley is a part-time philosophy student at Brichester University. He's likely to be a student for several more years, taking one or two courses a year while working on the group's behalf. The group's head office pays him a small monthly salary. Greg has a head full of curly brown hair, and sports a goatee and a pair of glasses. He sees himself as a bit more important than he actually is, and enjoys espousing his personal philosophy to anyone who will listen.

GREG MANSLEY, age 28, Graduate Student and Armchair Philosopher

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

Damage Bonus: +1D4.

Weapon: Fist/Punch 50%, 1D3 + db

Skills: Art (Poetry) 25%, Fast Talk 35%, First Aid 55%, History 55%, Law 45%, Natural History 57%, Occult 25%, Persuade 65%, Psychology 45%.

Languages: English 80%, French 65%, Latin 35%.

SHELLEY FLOOK

She is a history student at Brichester University. She does most of the day-to-day office tasks for the group, including answering phones, typing letters, and helping to organize group meetings and protests. She is currently dating Greg. Shelly has long blonde hair, and is quite pretty. She is a strict vegan and refuses to eat or wear animal products. Flook is somewhat quiet and rather impressionable.

SHELLY FLOOK, age 19, University Student

STR 09 CON 12 SIZ 09 INT 14 POW 13
DEX 17 APP 15 EDU 15 SAN 65 HP 11

Damage Bonus: +0.

Weapon: Pepper Spray*, damage special
Fist/Punch 50%, 1D3 + db

**for pepper spray, see the box nearby.*

Skills: Accounting 40%, Anthropology 35%, Archaeology 25%, Art (Drawing) 25%, Bargain 35%, Computer Use 30%, First Aid 45%, History 55%, Natural History 40%, Photography 35%, Swim 45%.

Languages: English 75%, Greek 25%, Latin 35%.

Pepper Spray

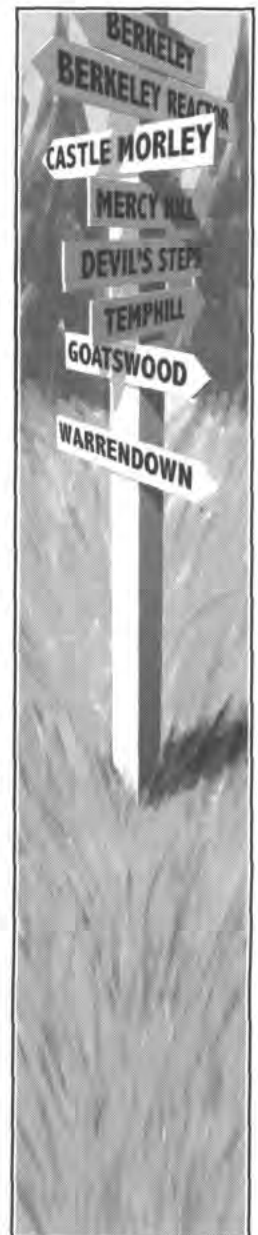
To use the spray, the player must roll D100; a fumbled roll indicates that the user has been hit by some of the spray. Assume any target within range (5–12 feet) is affected.

The spray causes blindness and respiratory distress for 2D10 rounds. The target's player must make a successful CON roll to ward against each effect; a success indicates that the duration of that effect is halved. While under respiratory distress, a victim's player must succeed with a CON roll if his or her character wishes to act in any way.

This spray is illegal to possess in the U.K. Shelley will only use it in a dire emergency.

TIMOTHY BAXTER

Timothy Baxter, a precocious and good-natured fourteen year old, can often be found at the group's offices, helping out in any way he can. Although highly intelligent, Timothy tends to be a little immature. He secretly has a crush on Shelly, and follows her around like a lost puppy. His computer skills and boundless enthusiasm for almost any task have made him more than welcome at the office. Timothy was responsible for setting up the group's web site, as well as a bulletin board system for local members. In truth, Timothy isn't all that committed to the ideals of the group, but he's found a





place where he's accepted. His home life is quite difficult: His mother is currently in hospital with cancer, and his father is an abusive, drunken man who only comes home between bouts of drinking to vent his rage on the lad.

TIMOTHY BAXTER, age 14, Teenage Hanger-on

STR 10 CON 14 SIZ 11 INT 18 POW 12
DEX 15 APP 13 EDU 11 SAN 56 HP 13

Damage Bonus: +0.

Weapon: Pocket Knife 40%, 1D4 + db

Skills: Computer Use 75%, Electronics 65%, Electrical Repair 45%, Hide 65%, Listen 50%, Locksmith 40%, Mechanical Repair 35%, Sneak 70%.

SIX PROTESTERS

The protesters are generally a non-violent lot, even though they may appear threatening at times.

SIX SANE PROTESTERS; re-use as required.

	One	Two	Three	Four	Five	Six
STR	10	13	14	09	16	11
CON	09	13	16	07	14	09
SIZ	14	14	11	11	17	08
INT	14	15	15	10	11	15
POW	11	13	11	15	14	16
DEX	15	11	12	10	12	15
EDU	14	15	15	14	17	14
HP	12	14	14	09	16	09
DB	—	+1D4	+1D4	—	+1D6	—

Weapons: Whack with Placard 25%, damage 1D6 + db
Fist/Punch 50%, damage 1D3 + db

Skills: Climb 50%, First Aid 40%, Hide 30%, Jump 45%, Law 20%, Persuade 35%, Sneak 40%.

Shannon O'Rourke's Flat

O'Rourke maintains a small flat in a dingy Lower Brichester tenement. His address can be found on file at the SANE office. None of O'Rourke's neighbors know anything about him, except that he keeps odd hours and receives no visitors. A few are vaguely aware that he is a member of the environmental protest group that has been in the news lately. The picture these neighbors paint is of a very different man than the garrulous fellow the investigators may have met in "Of Dreams and Dark Waters."

Even without the key, O'Rourke's flat is easily entered: the lock is flimsy and the window is sealed with nothing more than a dried coat of paint. Inside, the place is a mess. A rough cot, lopsided chair, and a table are the only furnishings. Cans of food and numerous coffee cups are strewn about the floor. The wallpaper is peeling and the floor is bare.

Of infinitely more interest, however, are the items on the table: a container of black powder and

a number of coffee cans. Most of these cans are empty, but several have been filled with black powder and sealed with electrical tape. Anyone with knowledge of explosives or anyone making a Know roll can identify the black powder as gun powder and the sealed coffee cans as pipe bombs. An Ordnance Survey map of the Berkeley area, showing the nuclear power plant, is on the table as well. O'Rourke's flat is a home-made bomb factory.

Brichester Police, of course, will take a very active interest in all of this—if they haven't already. Upon discovery, the flat is cordoned off and Scotland Yard is called in. Detectives spend hours combing every inch of the flat, gathering evidence. Although nothing conclusively links O'Rourke with the IRA, there is enough evidence for the authorities to draw that conclusion. Under no circumstances are the investigators allowed in.

Berkeley Revitalization Conference

The Savoy Hotel, which hosted the conference, is a London landmark situated between the Strand and the Thames River. When it opened in 1889, the Savoy was the most modern luxury hotel in the world, complete with electric lifts, lights, and *en suite* bathrooms. Among its many services and amenities are an indoor pool, a health club, limousines, same day laundry/dry cleaning, babysitting, three restaurants, two bars, and 24-hour room service.

The conference, held over a three day period, was ostensibly to attract new ideas and create interest in the reconfiguration of the nuclear power plant into a research facility. The insects from Shaggai used the opportunity to pick and choose among likely hosts whom they could infest and use in their plans; since most of the attendees stayed at the hotel, this was not a difficult task.

The hotel has on file a copy of the program and a few leftover information packages, as well as the registration for the conference. The Savoy's conference facilitator, Henry Martin, provides this and similar information to anyone who appears discreet; the hotel registry confirms that most of the attendees stayed at the hotel during that time. Perusing the guest list reveals a plethora of nationalities. An Idea roll suggests that Richard Corvan must have a lot of clout to attract important scientists and nuclear technologists from around the globe.

If the investigators take the guest list to any large library and spend some time researching the names in *Who's Who in the Scientific World*, or a similar reference work, a Library Use roll finds a pattern. On the guest list, there were five Soviet nuclear power engineers who worked at Chernobyl

Another Three Mile Island Employee

With access to the appropriate files or by means of a systematic web search and a successful Library Use roll, the investigators may note the absence of a plant supervisor from the conference. His name is James McDougal. His present location is in a sanitarium in Montpelier, Vermont. If the investigators telephone the facility and provide a valid reason for obtaining McDougal's medical history, such as the evaluation of an insurance claim, it can be faxed to them. The patient's physician or guardian in this case could also have this done. A respectable police or medical contact in Britain may believably request the information.

With the records in hand, a Medicine roll can interpret McDougal's physical condition, and a Psychiatry or Psychoanalysis roll will summarize his mental state. Should a roll fail, here is what the player characters glean: McDougal was in a car accident, and suffered a severe head injury. During this time he was diagnosed with cancer of the brain. The cancer apparently responded well to chemotherapy and radiation therapy, but his mental health remains suspect.

If the required rolls succeed, the investigators gain additional insight. McDougal's physical problems seem to be caused by a cerebral tumor which was diagnosed after a car accident involving a serious head injury.

Magnetic resonance imaging (MRI) is a diagnostic medical scan which can produce three dimensional images of internal organs, in great detail and without the use of a radioactive substance being swallowed or injected. It does this by determining the density of hydrogen (and thus water) at a given coordinate within an organic structure. In this case, MRI reveals what is described as "a generalized cancer that seems to exist throughout the brain but not concentrated in any one area—similar to an infestation." During surgery to repair the skull fractures suffered in the car accident, part of this tumor was removed for analysis. McDougal was treated with radical chemotherapy and radiation therapy, and the cancer was eliminated—which is rather unusual, since normally remission would be the optimum result. It is the opinion of McDougal's doctors that he has likely suffered permanent brain damage.

Anyone who successfully made the first Medicine roll may now attempt another; success determines that the tumor was actually an organic substance of unknown origin that had

somehow spread through McDougal's brain, and that the sample failed to test reliably for DNA typing to determine the nature of the cellular material. A second Psychoanalysis or Psychiatry roll determines that McDougal suffers from extreme delusional behavior. His psychosis is of the celebrated "UFO" type, in which the subject believes he has seen aliens, been aboard alien spacecraft, and/or has visited other worlds. This psychosis often requires that patients be restrained, as they may become violent or self-destructive if they feel that the aliens are returning or coming for them.

Reports from McDougal's family indicated that his mental status had been questionable in the months prior to his accident. The attending physician implies that McDougal's condition may have predated the automobile accident, but its severity may have been amplified by the damage his brain suffered in the accident. Because of the occasionally violent nature of this disorder and McDougal's inability to look after himself, it has been recommended that he remain a resident of the facility indefinitely, subject to standard review.

Should the investigators actually fly to Vermont, they find James McDougal semi-lucid for brief periods. The car accident left him with the mind of a child and he acts accordingly. If he is asked questions about Three Mile Island, he mentions that a lot of "big bugs" came to watch while "funny metal men" ran around "zapping" things. He can also be coaxed into revealing that they—the Three Mile Island staff—were all singing and dancing when the lights went "blinky-blinky." He rambles on about the pretty lights and the "funny metal men," but doesn't know what happened after that. Investigators making a Cthulhu Mythos roll note that McDougal's description of the "funny metal men" bears an uncanny resemblance to the L'gy'hxians. He cannot coherently describe anything else.





and four Americans who were employed at Three Mile Island as senior engineers. Their jobs were terminated when the respective nuclear accidents occurred. Although finding a comprehensive list of Chernobyl employees is generally easy (many of them are heroes who were widely honored after the disaster), making positive identifications (whether dead or alive) is a nightmare of bureaucratic red tape, even for those investigators who are fluent in Russian.

Sale of the Reactor

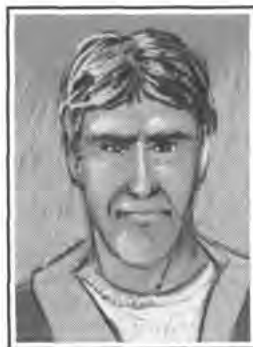
During the 1980s, under growing pressure from the British government to privatize various industries in order to cut costs and increase efficiency, electric power plants were sold off. Many nuclear facilities, like the one at Berkeley, were at the end of their productive life cycles; these were simply closed down.

Deputy Minister John Hughs was responsible for dealing with CorMed Ltd. over the sale of the decommissioned Berkeley nuclear power plant. Mr. Corvan and his people provided sufficient evidence that a plant—even one as old as Berkeley—could be operated both safely and efficiently at a lower power level, for the purposes of nuclear medical research. The deal, reported to have cost 8.3 million pounds, was good business for the British government which with appropriate safety assurances would be able to sell off an obsolete facility. Negotiations were long and involved, but in no way unusual or illegal.

Bathgate Manor

Bathgate Manor stands alone. There are no farms nearby, nor are there any other homes. The manor is set a half mile back from the main road amid wooded grounds, barely visible from the road. A graveled drive leads to the manor.

There are no books about Bathgate Manor itself, but William Thomas Sangster's *Notes on Witchcraft in Monmouthshire, Gloucestershire and the Berkeley Region*—available at many libraries or certain used book stores—contains a relevant passage which can be located after an hour's skimming. See *Third Papers #11* on page 217.



RICHARD CORVAN

Though the building has been repaired and updated in the last year, it still shows its age. A balcony runs the length of the roof on one side, and a gravel path leads from a modern garage to the double doors of the home.

RICHARD CORVAN, age 46, Recluse and Shan Host

STR 10 CON 08 SIZ 11 INT 17 POW 08
DEX 13 APP 13 EDU 17 SAN 27 HP 10

Damage Bonus: +0.

Weapon: 9mm Automatic 30%, damage 1D10

Skills: Anthropology 35%, Archaeology 60%, Computer Use 20%, Credit Rating 75%, Cthulhu Mythos 19%, History 70%, Library Use 85%, Occult 45%.

Languages: English 85%, Greek (ancient) 44%, Latin 40%.

SHAN LEADER, inhabiting Richard Corvan

STR 03 CON 03 SIZ 01 INT 21 POW 22
DEX 33 MOV 4/40 flying HP 02

Damage Bonus: N/A.

Weapons: Meld 80%, damage is progressive control after insect enters brain of victim
Nervewhip 65%, damage special

Spells: Call Azathoth (and various avatars, including Xada-Hgla), Summon L'gy'hxian, Voorish Sign, Contact Servitor of the Outer Gods, Create Teleportation Device.

Sanity Loss: 0/1D6 Sanity points to see.

During the day, a lone automobile—an Austin Mini—is parked in the driveway near the garage. This vehicle belongs to Nina Donato, Corvan's housekeeper. Her duties are to do the shopping, keep the house clean, and prepare dinner. She generally arrives after 10 A.M. and leaves before 7 P.M. She works Monday to Friday and, rarely, on the weekend if Corvan is entertaining guests for dinner. At present she knows nothing of Corvan's plans.



NINA DONATO

NINA DONATO, age 28, housekeeper

STR 09 CON 11 SIZ 09 INT 12 POW 10
DEX 14 APP 13 EDU 08 SAN 50 HP 10

Damage Bonus: +0.

Weapon: Kitchen Knife 30%, damage 1D6 + db

Skills: Cook 45%, Operate Household Appliances 70%.

The manor has been updated with all the modern conveniences, but a painstaking restoration has ensured that the building retains much of its original appearance, both inside and out. Corvan tries not to upset the simple elegance of the house with such items as big-screen television sets and

Third Papers #11

Bathgate Manor was built in 1623 by Emerson Bathgate, after his marriage to Emily Billings. In 1625 Emily gave birth to their only son, Theodore. The birth was long and complicated, and Emily died shortly after, leaving Emerson to raise Theodore alone. Theodore was prone to illness as a child and not much is known about him. He apparently spent most of his youth never venturing out of the manor. In 1645 Emerson Bathgate died, leaving the estate and his wealth to Theodore. Late in the year 1647, reports circulated of bodies being found drained of blood. Accusations fell upon Theodore, who seldom left the manor and never left during the day. In an act of mob violence, a number of locals armed with pitchforks and torches besieged Bathgate Manor. The accounts state that Theodore stood on the balcony and commanded the forest to attack the villagers. Before being driven off by the trees themselves, one of the mob's members allegedly shot Bathgate with a flintlock. As Bathgate's body collapsed, a black bat rose up and flew off into the darkness.

The townsfolk refused to return to the manor and rumors persist that Theodore Bathgate, vampire and wizard, is still alive today, waiting dormant in a deathless state for his next victim. However, no further acts of vampirism are known to have occurred in this area.

—Excerpt from Sangster.

digital clocks, preferring instead more traditional furnishings.

Deep in the woods behind the house is a Xiclotlan. It has been instructed to stay out of sight unless there is trouble or a commotion at the house, or specifically summoned by Corvan.

XICLOTLAN

STR 50 CON 35 SIZ 45 INT 07 POW 10
DEX 14 MOV 08 HP 40

Damage Bonus: +5D6.

Weapon: Tentacle 50%, grasp + 1/2 db damage (5D6 damage per round if victim is swallowed whole)

Spells: none.

Armor: 8-point hide.

Skills: Hide 60%, Sense Hidden 50%, Sneak 60%.

Sanity Loss: 0/1D6 Sanity points to see.

Ground Floor

MAIN HALLWAY: The main hallway is unusually wide and two stories high; a balcony overlooks the hall. The hardwood floor shines as though recently polished. At the far end is a double staircase, one flight leading up to the left and the other to the right. Various paintings hang upon the walls; closer examination reveals that these are Bathgate family portraits—Theodore, Emerson, Emily, along with some aunts and uncles—as well as Corvan's family. There is no resemblance between the two families, nor should there be, but devious keepers might permit investigators to draw their own conclusions. There are also various items of archaeological interest here: Egyptian vases, Greek pottery shards, Roman coins, and African fetishes. Chandeliers hanging from the upper ceiling use conventional incandescent bulbs, but the fixtures have been crafted to resemble authentic seventeenth century pieces.

DINING ROOM: Large enough to be a ballroom, the dining room boasts fine seventeenth-century furniture. The main piece is the huge dining table some thirty feet long, of elegantly-crafted mahogany. Cushioned chairs surround the table; the one at its head is slightly larger and more elaborate than the rest. Two silver candelabra adorn the table. The room is brightly lit by the oversized windows that stretch nearly the length of the room.

GAME ROOM: A large refinished billiards table complete with ivory cue balls stands in the center of the room, flanked by the mounted heads of various beasts. There are two marble chess sets, and folding card tables stand off to the side. The window offers a pleasant view of the surrounding woods.

MEN'S SITTING ROOM: At Emerson Bathgate's behest, male visitors would retire to this room after dining. There is a large bookshelf along one wall; it contains novels of Bathgate's day, as well as journals of world travelers. Corvan added some more recent works to this collection: literary classics, mainly, but there are also a few occult tomes, including a copy of Sangster's *Notes on Witchcraft in Monmouthshire, Gloucestershire and the Berkeley Region*. Wall paintings depict British military victories and safari scenes; Emerson Bathgate can be seen in some of the latter.

WOMEN'S SITTING ROOM: The chairs in this room are much more luxurious and comfortable than those in the men's sitting room; Bathgate's female visitors would relax here. The artwork here depicts members of the royal family as well as pastoral scenes. There are also tables for card games.

KITCHEN: This is the most up to date room on the ground floor. Its amenities include a dishwasher



BATHGATE MANOR

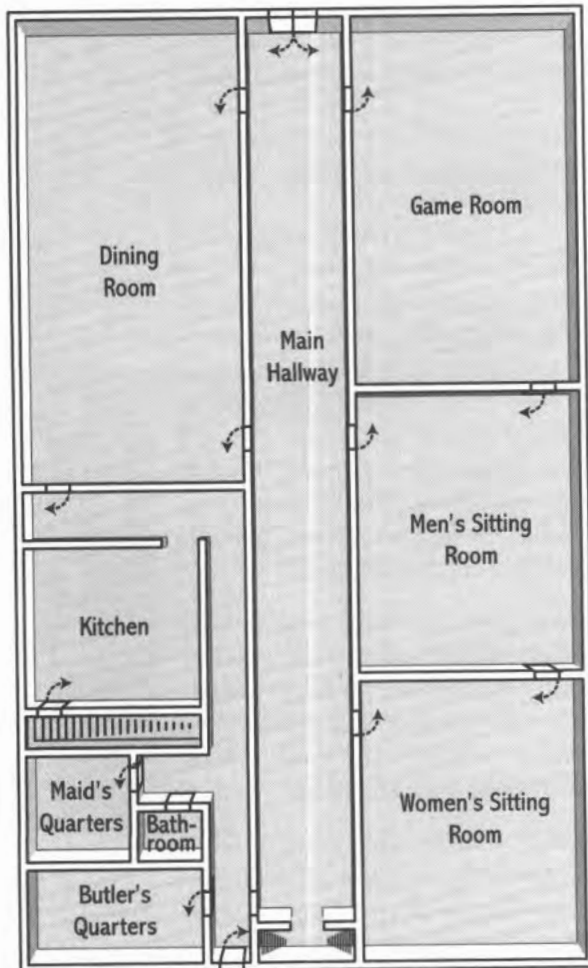
Scale: 0' 10' 20'

Stairs
up ||||| down

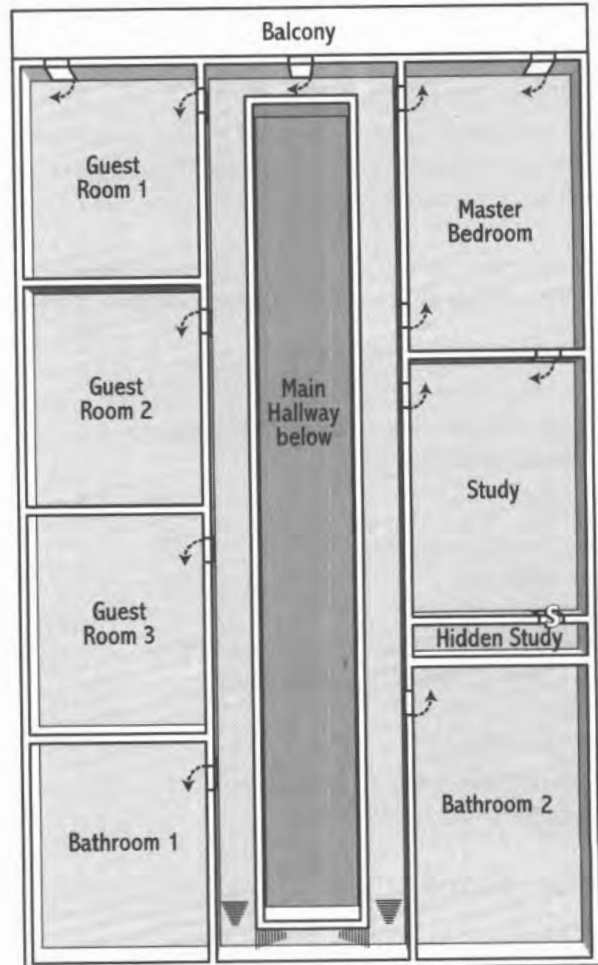


Hidden Door

MAIN FLOOR

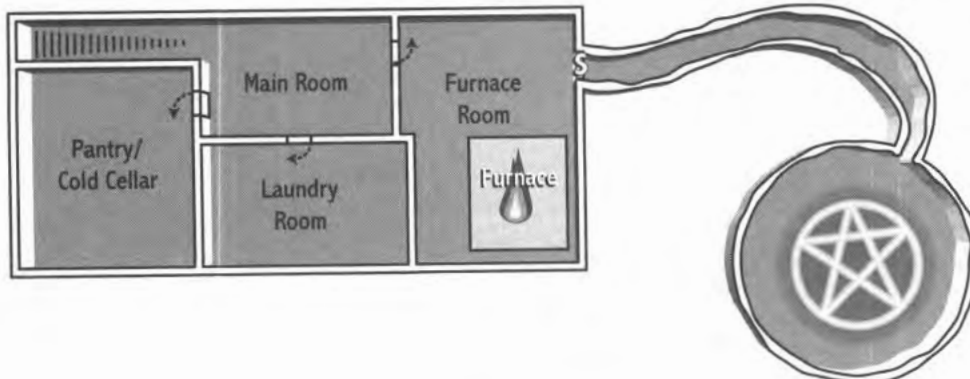


SECOND FLOOR



BASEMENT

underground passage



and a garbage disposal. The cabinets contain cookware, dishes, and cutlery.

MAID'S QUARTERS: Although Corvan's housekeeper has a home of her own, this room is for her personal use during the day. During inclement weather she stays overnight. The room contains a bed, night stand, chair, and dresser.

BUTLER'S QUARTERS: This room is unused. Should the guest rooms be filled, it may be pressed into service. It contains a bed, night-stand, chair, and dresser.

BATHROOM: This room has been significantly modernized and now has the standard accouterments. The tub itself, however, is of an antique claw-footed style with a shower attachment and curtains.

Upper Floor

UPSTAIRS HALLWAY: This gallery overlooks the open hall downstairs. Paintings of pleasant country scenes hang on the walls.

BATHROOM 1: This bathroom has not been completely updated. It has electricity and a sink, but the tub is not connected to running water and there is no toilet. There are, however, cupboards containing bedpans and buckets.

GUEST ROOMS 1-3: These rooms are all similar in appearance. All have an elegant king-size bed and antique furnishings, including a wardrobe, night table, oak desk, and chairs. The illusion of the seventeenth century has been maintained, down to electric lights in the shape of candles.

MASTER BEDROOM: This is Corvan's bedroom. The king-size bed is canopied, and the furniture is elegant. A digital clock radio, the sole concession to modernity, sits on the night-stand; a desk and chair are situated near the window. A wardrobe contains some of Corvan's clothes, including his night robe; a key for the desk is in the pocket. Inside the locked oak desk is a small book, the diary of Richard Corvan, and some writing pens.

STUDY: A bookcase covers the south wall. The room has many antique furnishings, but modern equipment is present too.

A personal computer sits on a table. The computer is presently on, but the monitor is off. Turning the monitor on—without first touching the keyboard—reveals Corvan's screen saver, a unique "trek through the heavens," viewed as through the eyes of a spaceship traveling to distant stars. Anyone who studies this long enough can attempt an Astronomy roll to realize that the image appears to accurately represent some distant galaxy.

The Diary of Richard Corvan

The diary begins in Corvan's twenties, shortly after his graduation. He is lax in dating his entries, making it difficult to date particular events with any certainty. After spending some time sorting through it, the investigators realize—with the help of an Idea roll—that Corvan bought his house because it was reputed to be the home of a wizard. He spent a considerable amount of time and money on restorations, adding modern amenities.

Soon after moving in, Corvan describes the accidental discovery of a hidden passage in the basement that led him down to a small room. He relates the location of this passage, and describes the room as having five pedestals and a circular disk on the floor. Corvan writes that when he touched one of the pedestals, the next thing he remembered was waking up in bed the next morning, drenched in sweat, with his heart racing as though he had woken from a nightmare.

Over the following weeks, he mentions (but does not detail) nightmares, sleeplessness, and sleepwalking. He often sleeps the morning away. Although erratic, various entries suggest that Corvan had visions—some of which, incredibly, led him to purchase Berkeley Nuclear Power. In lucid moments, Corvan expresses doubt about these transactions. There are a couple of notes mentioning Dr. Lipton and Herbert Runcimand; both have questioned his ability to function. "In truth," Corvan writes, "I wonder myself, but I could not tell them that."

The last handful of entries are uncharacteristically brief, some consisting of no more than one or two incomplete sentences. His penmanship deteriorates to the point of being illegible.

Presently running is a dial-up program for the modem, listing a number of companies and phone numbers. Most are owned by or connected to Corvan Enterprises; others are university libraries and information services.

Investigators with a Computer Use of 20% or more can navigate quickly through Corvan's hard drive and determine that there appear to be no unusually sized files, no unusually suffixed file names, and that potentially sensitive financial information is not password protected. Anyone making a Computer Use roll notes also that there





appear to be no hidden or invisible files. A fumbled Computer Use roll crashes the system.

Spot Hidden rolls made while examining the bookcase detects scuff marks on the floor; an Idea roll suggests that part of the bookcase might move on a hinge of some sort. A second Spot Hidden roll discovers a bookend that can be rotated; doing so produces an audible click, and a portion of the bookshelf pops open. It opens only about 30 degrees at most, but is sufficient to permit access.

HIDDEN STUDY: Inside is a small space with enough room for a few people.

There is a large desk here, a personal computer, and a small bookshelf.

An oddly shaped book sits on the desk; its cover bears no title but it feels unusually supple. The pages have a strange greenish tinge to them, while the leather binding is more of a bluish-black. The script within is vaguely hieroglyphic but looks unlike Egyptian or anything similar. The book is written in no language known to the investigators. It is actually a shan codex detailing the wonders of their civilization, the races they have subjugated, and the greatness of Azathoth. It also contains a number of dire spells, and details about the construction of the shan teleporting temples.

This computer has password protection. A Computer Use roll is needed to reboot the computer and bypass the security. A success allows system access but not information transfer; only a critical success permits the downloading of information. The main file of interest here is probably *translat.doc* which, judging by its name, would appear to be a translation of some sort—possibly the odd book on the table? If the investigators failed to obtain a critical Computer Use roll, they may attempt an Electronics roll to physically remove the hard drive in order to access the files offsite. The file is a translation of part of the strange book; it describes the proper use of the teleport temples and contains one spell, Summon Xada-Hgla.

In one corner, rungs are set into the wall and lead up to a trap door in the ceiling. The door opens onto the roof.

BATHROOM 2: This bathroom has been modernized. Although the historical integrity of the room has been compromised by modern convenience, the tub is an original oversized model.

Basement

MAIN ROOM: The basement floor is a mixture of concrete and flagstones. This room has a few pieces of broken furniture lying about that couldn't be restored.

PANTRY/COLD CELLAR: This room contains a small rack of vintage wine, and a number of food items. There is a freezer unit down here as well. Anyone reading French or possessing a knowledge of wines can identify two rare and particularly expensive bottles from Burgundy, worth over £200 each. There are no cheap wines in this cellar.

LAUNDRY ROOM: Apart from a sink, washer, dryer, and ironing board, this room contains cleaning supplies, brooms, and mops.

FURNACE ROOM: A modern furnace hums away in the corner and dominates the room. Investigators searching this room who get a successful Spot Hidden roll notice an uneven flagstone in the floor. Prying up this stone reveals an old stone switch of some sort; flipping this switch causes the adjacent flagstones to depress and shift, revealing an opening. As the secret passage opens, there is a noticeable change in air pressure, but that quickly passes. Inspecting the portal suggests that the seal is very tight; a Geology or Mechanical Repair roll confirms that it is most likely air- and water-tight.

THE UNDERGROUND PASSAGE: A Geology roll determines that this passage, while manmade, was not made with the same tools or materials as the basement, and is much older. It is unlit; the investigators require some sort of light source in order to see. A slippery flight of steps has been cut out of the natural rock; the passage winds down and opens up into a roughly circular room with an odd silvery disk situated on the floor. The disk is four feet across, and sits within a pentacle carved into the rock. (Here there are odd markings similar to those the investigators might have found inside the book in Corvan's secret study.) At each point of the pentacle is a pedestal, almost three feet tall. The top surface of each pedestal is made of the same silvery material from which the disk is made. A critical Geology or Physics roll suggests that the silvery metal is not any known metal.

This is, in fact, a shan teleport device. It is linked with the one at the Berkeley reactor (see page 224). The shans can come and go through either one. Investigators have only a slim chance of activating either teleporter: a critical Mechanical Repair roll activates the device—and a failed Luck roll by the person activating it indicates that a shan is teleported to the site. The teleporter has 10 HP of armor and 50 hit points; it becomes inoperative if it sustains 25 or more points of damage.

HERBERT RUNCIMAND

Mr. Runcimand is an older fellow, and was a good friend to Richard Corvan's father; he is also Richard's godfather. He is a well-to-do businessman who earned his own fortune through hard work and

good business instincts. Before his death, Jonathan Corvan asked Herbert to look out for Richard and to make sure he took care of the family name and business. To this end, Herbert, noticing deterioration in Richard, has tried to sequester him from the public eye. He has filled in for Richard Corvan at some of the charity events Corvan has been scheduled to attend over the last few months.

HERBERT RUNCIMAND, age 61, family friend and wealthy businessman

STR 11 CON 14 SIZ 13 INT 15 POW 14
DEX 10 APP 11 EDU 16 SAN 70 HP 14

Damage Bonus: +0.

Weapons: none.

Skills: Accounting 60%, Bargain 80%, Computer Use 15%, Credit Rating 65%, Law 20%, Persuade 60%, Psychology 40%.

Runcimand lives in Mercy Hill, within a mile of Corvan's home. His house is large and comfortable, complete with several servants. Runcimand's study on the main floor contains a locked filing cabinet filled with Runcimand's business records. Having grown even more concerned about young Corvan, Runcimand had arranged to have a therapist visit him weekly; the canceled checks are located in his filing cabinet and can be located with an Accounting roll. The checks are made out to Dr. Alfred Lipton, a psychiatrist, for in-home treatment at Bathgate Manor. None of these payments are current, for Corvan has recently distanced himself from Runcimand, who does not understand the medical jargon—only that Richard should not be over-excited.



HERBERT RUNCIMAND

If investigators gain the confidence of Runcimand and offer evidence of the danger Corvan might be in, Runcimand might prove helpful to investigators. He relates that Richard has been “jumpy, irritable, and even paranoid in the last six months or more. I was hoping a therapist could calm him down but, in the end, it did not. Now he is engaging in major business transactions without considering all the ramifications. Nuclear research? Richard knows nothing of physics or medicine.”

DOCTOR LIPTON'S OFFICE

Located in Mercy Hill, the office of Dr. Alfred Lipton is on the second floor of a three-story office building. The waiting room is furnished with comfortable chairs. The doctor's office is to the left, his

therapy room to the right. Unfortunately, the good doctor is away on holidays for two weeks; his answering machine confirms this if the investigators call.

During regular business hours there is a 25% chance that Dr. Lipton's secretary, Joanne Woodley, is present. She refers urgent cases to other psychiatrists in the area. Dr. Lipton's next available session is one month in the future; he will be busy with his regular patients when he returns. If the investigators stress the need to see Dr. Lipton briefly, a Persuade roll convinces Miss Woodley to schedule them for two weeks from today, when Dr. Lipton returns from abroad. She has a set of keys to all the doors and filing cabinets in the office.

If the investigators attempt to break in, a Locksmith roll gains entrance. There are no security measures on Miss Woodley's computer; a simple Computer Use roll locates all of Dr. Lipton's appointments over the last six months. Richard Corvan's name appears with a “home consultation” notation. The calendar and billing records do not contain details of medical assessment, but patient information such as names, telephone numbers, and health card numbers can be accessed. Miss Woodley's filing cabinet, locked at night, contains Dr. Lipton's written correspondence and financial records. An Accounting roll suggests that home visits are twice as expensive as office visits; Runcimand was charged a hefty sum for each visit to Richard Corvan.

The doctor's therapy room is locked during his absence. It contains a large comfortable couch and some padded chairs, with a desk and chair near the window. In the unlocked desk are various “tools of the trade,” including a cassette recorder, numerous blank tapes, and strobe lights for hypnosis.

The doctor's office, locked as well, contains two large upright filing cabinets and one smaller one, a desk with a computer, and a few chairs. The drawers of the larger filing cabinets are labeled alphabetically.

The smaller cabinet is locked. It contains the tapes of therapy sessions with various patients. No tape bears Richard Corvan's name (who refused to be taped during the sessions at his home).

Lipton's medical file for Richard Corvan is easily located under C. This file contains medical assessments based on both mental and physical information. A Medicine roll reveals that Corvan's blood chemistry tests were within an acceptable range but his serotonin and melatonin levels were somewhat elevated.

In his written notes, which take a few minutes to read through, Dr. Lipton states that these levels are not high enough to affect the patient medically and suggests that Corvan's sleep disorder may be responsible. Dr. Lipton believes that Corvan is





suffering from MPD—multiple personality disorder—but feels that it is not profound and the personalities are not wholly distinct. The doctor notes that this case is different from the textbook examples of MPD but cannot explain the differences: Corvan simply exhibits enough of the symptoms to be classified as such. Dr. Lipton notes that treatment was progressing slowly before Corvan terminated the sessions, as the two personalities seemed unwilling to fuse into one single identity. He also notes that Corvan suffers from occasional bouts of hallucinations and has what he terms “severe sleep disorders” including vivid nightmares, insomnia, sleepwalking and the like.

In case the keeper finds it useful to bring Dr. Lipton home early, here are his stats.

DR. ALFRED LIPTON, age 51, Psychologist

STR 12 CON 10 SIZ 13 INT 17 POW 15
DEX 12 APP 13 EDU 19 SAN 75 HP 12

Damage Bonus: +1D4.

Weapon: none.

Skills: Accounting 25%, Biology 45%, Chemistry 20%, Listen 40%, Medicine 45%, Persuade 70%, Pharmacy 40%, Psychiatry 70%, Psychology 85%, Psychoanalysis 75%.



DR. ALFRED LIPTON

The Berkeley Reactor

The facility has four original buildings—administrative, control, turbine, and reactor, and one addition, a research building built as an extension of the turbine building.

Security guards patrol the grounds regularly, especially after the incident with Shannon O'Rourke. Beyond the outer fence, a Xiclotlan has been instructed to stay hidden and deal with interlopers. There are 1D4+4 teams of two guards each on duty at any given moment, day or night. Not all the guards are infested by a shan; there is only a 10% chance that any given guard is infested. Only infested guards patrol the research and control buildings, however. All guards have two-way radios to communicate with each other and the infested guard who remains at the main security

station in the administrative building. All guards are armed with truncheons.

The Administrative Building

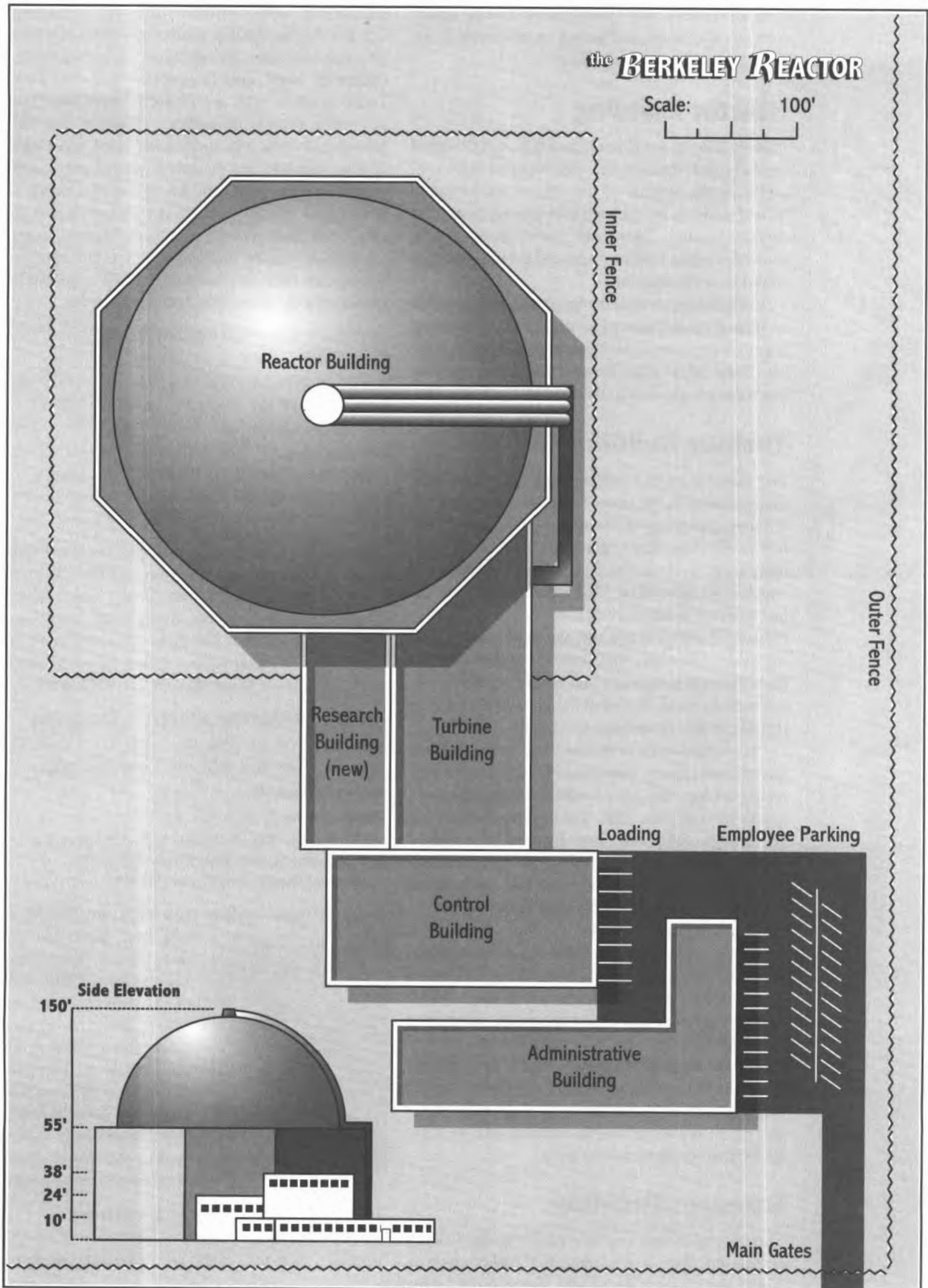
This building is a single story structure containing offices for supervisors, public relations staff, and Richard Corvan. As well, there is a security station and a cafeteria. The security station is always manned by at least one shan-infested guard. The security office has locked cabinets with a dozen gas masks and tear gas grenades. There is also a locked filing cabinet with personnel records. Some names in the personnel file are asterisked, others are not (those bearing asterisks are shan-infested). If the investigators look through the files carefully, they note that almost every scientist and engineer and many of the guards have asterisks. Only a few administrative personnel do. Richard Corvan has one next to his name.

In the accounting offices, an Accounting roll in conjunction with a Physics, Chemistry, or Pharmacy roll as the keeper sees fit indicates that CorMed's manifests and material requisitions seem illogical. The chemicals and compounds that have been requested are in insufficient quantity to be of practical use on the scale that has been advertised. However, there have been numerous deliveries of uncommon metals and minerals, none of which have any real medical value.

Corvan's office is spacious and comfortable. His desk is littered with various schedules for production, power output reports, copies of press releases, and hosts of other papers. Each is stacked in a paper tray. Corvan keeps nothing incriminating here.

Control Building

This building was designed for regulating the output of the reactor and monitoring the turbines. Although the plant is not operating in a power-generating capacity, it still needs to be monitored carefully. During the day there are some twenty technicians and engineers on duty, of which perhaps 70% are shan-infested. At night the total number of workers decreases by half, but all are infested; since the reactor work of the L'gy'hxians is in the evening when the Earth's alignment with Uranus is correct, the night staff must be harmonious with the situation. During the night, unusual power spikes and drop-offs occur semi-regularly; an observer could, with a Physics roll, determine that it should not be possible for the reactor's power levels to fluctuate so violently without something dangerous happening within the reactor core. The observer, however, would have to be in the control room itself—no mean task considering the presence of shan-infested engineers. Other than the main monitoring room,



there are various side rooms, minor offices, equipment storage rooms, and even a small dormitory for those working extended shifts.

Reactor Building

This building is a self-contained unit, not designed for daily pedestrian travel. Investigators who gain access to the interior of the reactor are probably burned to death by the high pressure gases used to cool the reaction. Those who somehow manage to avoid this doom receive a very nasty (and probably lethal) dose of radiation.

Certain areas within the building can be viewed on closed-circuit television within the monitoring station; from here, at night, a viewer might glimpse the form of a L'gy'hxian performing various mechanical tasks within the reactor.

Turbine Building

The purpose of this building was to harness the steam created in the reactor and use it to turn large turbines, generating electrical power. In a gas-cooled reactor like Berkeley's, gas is pumped through the reactor and becomes hot; that gas in turn heats water which boils into steam. The steam drives the turbines, which produce electricity. The gas returns to the reactor, cooler than it left, and is reheated, so that the cycle continues. The water is pumped to and from the local waterways, and is never in direct contact with the core. Now that the plant is not producing electricity, the turbines lie idle.

In a locked room in this building there is a small teleport pad, nearly identical to the one in Bathgate manor. In fact, it is linked with the Bathgate manor teleporter (see page 220). The shans can come and go through either one. Investigators have only a slim chance of using the device: a critical Mechanical Repair roll activates it—and a failed Luck roll by the person activating it indicates that a shan is teleported to the site.

This is also where the chant to summon Xada-Hgla will occur. The insects from Shaggai intend to make good their escape to the temple in the woods outside Goatswood moments before the detonation; they will then activate their temple and leave the Earth. Sabotaging this room could be a key to thwarting the insects' plans; the opportune moment occurs prior to the summoning of Xada-Hgla. Once the ritual begins, a reactor malfunction of catastrophic proportions is inevitable.

Research Building

This extension was recently added to the existing turbine building. It is a controlled environment in which samples can be moved into and out of the

radioactive core without directly contacting humans. During the day, scientists—some of whom are shan-infested—are at work on experiments. During the night, only the infested are found here. These research labs are perfectly legitimate and inspection reveals no oddities. Most of the labs have shield areas with mechanical arms and a tube system: samples are placed in special containers which are then placed in the tubing system via a mechanical arm; the sample is transported into an area where the core will be directly exposed to the sample. A similar method returns the sample, which can then be analyzed behind a radiation shield with the help of the mechanical arms.

AVERAGE UNINFESTED SCIENTIST/ENGINEER

STR 12	CON 12	SIZ 12	INT 15	POW 16
DEX 12	APP 10	EDU 16	SAN 80	HP 12

Damage Bonus: +0.

Weapon: none.

Skills: Biology 60%, Chemistry 65%, Computer Use 55%, Engineering 50%, Electronics 55%, Mechanical Repair 50%, Metallurgy 55%, Physics 70%.

These scientists and engineers have been working in areas where the activities are no different from what would be done if Corvan really was creating a medical research facility. Some of the work they do will be helpful to the shans' plan, but most is just for show (such as the setting up of medical work stations for which there is no planned use).

AVERAGE INFESTED SCIENTIST/ENGINEER

STR 11	CON 10	SIZ 12	INT 17	POW 12
DEX 13	APP 10	EDU 19	SAN 25	HP 11

Damage Bonus: +0.

Weapon: none.

Skills: Biology 30%, Chemistry 35%, Computer Use 55%, Cthulhu Mythos 10%, Electronics 55%, Mechanical Repair 50%, Physics 70%.

Many of these workers have been infested for a long time, many years in some cases. There are workers from Chernobyl and Three Mile Island, as well as British scientists selected and infested for the purpose of blowing up the Berkeley reactor. Those who have been infested longer have lower Sanity; the figure provided is only an average.



SHEILA PETERSON

SHEILA PETERSON, age 27, Spokesperson

STR 09	CON 11	SIZ 10	INT 16	POW 15
DEX 14	APP 14	EDU 14	SAN 75	HP 11



Damage Bonus: +0.

Weapon: none.

Skills: Computer Use 35%, Credit Rating 40%, English 85%, Law 25%, Persuade 80%, Psychology 55%.

Sheila Peterson is unaware of the plot being hatched by the shan and lacks the technical knowledge to recognize it even if she witnessed something unusual. She does what she does, and that is defusing political situations. She's an Oxford graduate in psychology.

AVERAGE UNINFESTED ADMINISTRATIVE EMPLOYEE

STR 10 CON 10 SIZ 12 INT 13 POW 12
DEX 12 APP 12 EDU 13 SAN 60 HP 11

Damage Bonus: +0.

Weapon: none.

Skills: Accounting 60%, Computer Use 50%.

These are the accountants, secretaries, and other employees necessary to run the facility. Even if one of them were to stumble across questionable information, he or she would not have the scientific know-how to become suspicious.

AVERAGE UNINFESTED GUARD

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

Damage Bonus: +1D4.

Weapons: Truncheon 50%, damage 1D6 + db
Taser (contact) 50%, damage stun

Skills: Listen 40%, Sneak 45%, Spot Hidden 40%, Track 25%.

These tend to be younger guards, university students working weekends and recent graduates new to the employment market. All have adequate training and qualifications. None have security clearance to all areas of the facility; they are unaware of any non-human presence. Some are skittish about night patrols: they have experienced disturbing sensations of being watched on a number of occasions, but have not mentioned this to their colleagues for fear of ridicule.

AVERAGE INFESTED GUARD

STR 13 CON 13 SIZ 14 INT 13 POW 11
DEX 13 APP 10 EDU 11 SAN 35 HP 14

Damage Bonus: +1D4.

Weapons: Truncheon 70%, damage 1D6 + db
Taser (contact) 50%, damage stun

Skills: Cthulhu Mythos 05%, Listen 50%, Sneak 55%, Spot Hidden 50%, Track 35%.

These infested guards are more experienced than the recently hired uninfested. They are aware of the Xiclotlan and other Mythos-related occurrences.

AVERAGE SHAN

STR 02 CON 02 SIZ 01 INT 17 POW 17
DEX 31 MOV 4/40 flying HP 02

Damage Bonus: N/A.

Weapons: Meld 60%, damage is progressive control after insect enters victim's brain
Nervewhip 50%, damage special

Armor: none.

Spells: 25% know Call Azathoth, 10% know Create Teleport Temple.

Sanity Loss: 0/1D6 Sanity points to see.

AVERAGE XICLOTLAN

STR 50 CON 35 SIZ 45 INT 07 POW 10
DEX 14 MOV 08 HP 40

Damage Bonus: +5D6.

Weapon: Tentacle 50%, grasp + 1/2 db damage (5D6 damage per round if victim is swallowed whole)

Spells: none.

Armor: 8-point hide.

Skills: Hide 60%, Sense Hidden 50%, Sneak 60%.

Sanity Loss: 0/1D6 Sanity points to see.

AVERAGE L'GY'HXIAN

STR 20 CON 16 SIZ 15 INT 14 POW 09
DEX 09 MOV 08 HP 16

Damage Bonus: +1D6.

Weapons: Knife* 25%, damage 1D8 + db
Whip** 30%, damage 1D4+2D10 electrical shock.

**These knives can cut through metal as easily as through soft flesh; damage inflicted by these knives ignores armor.*

***The whip emits an electrical charge upon contact, which inflicts an additional 2D10 damage. If an impale is rolled when using the whip, it wraps around the victim, who suffers an automatic 2D10 electrical damage each round thereafter. A successful Dodge roll allows a victim to avoid the whip.*

Spells: none.

Armor: 19 points of metal skin.

Skills: Make Reactor Alterations 80%.

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

Because these creatures have been (or still may be) in the reactor core, exposure to them causes radiation poisoning unless protective gear is worn. This poisoning results in the loss of 1 point of CON every 4 rounds. At 0 CON, the victim has received a lethal dose of radiation, and dies in 1D8 days. If 0 CON is not reached, half the points lost (rounded down) are permanently lost; the rest are recovered in the hospital at the rate of 1 point per day.

Creatures in and around the core are also superheated: physical contact or close combat with them automatically inflicts 1D4 hit points of burn damage per round. Once the creatures are outside the reactor and in normal temperature conditions, they begin to cool. This damage decreases by 1 point every 10 combat rounds, until their body temperatures decrease to a human tolerable level. After cooling for forty combat rounds, the L'gy'hxians no longer inflict additional damage from burns.



Possible Outcomes

If the insects succeed in summoning Xada-Hgla into the reactor and creating the nuclear reaction they desire, the alterations effected by the L'gy'hxians shunt most of the blast upward. There is a deafening explosion as a modern-day nuclear blast hits the Severn Valley. The initial explosion incinerates those close to the source of the explosion; there is an instant 91–100% death toll within four kilometers (about 2.5 miles) of the plant, dropping to 10% ten kilometers from the blast point. A shock wave of air flattens most buildings within 5 kilometers, hurling bricks and debris with lethal force, and causes damage to buildings as far as twelve kilometers (about 7.5 miles) away.

Finally, there is the horror of radiation poisoning. While some people receive lethal radiation burns almost instantly, the cloud of nuclear fallout is more deadly in the long term. Carried along by the winds, which blow to the northeast, the fallout has a one-hour kill zone over a length of fifty kilometers and a width of five to ten kilometers wide, crossing both the cities of Brichester and Gloucester.

Casualties and deaths will be in the tens of thousands, with effects that will last for decades. Most will suffer a lingering death filled with days of nausea and vomiting, diarrhea, blood blisters, fever, and convulsions. In higher doses, a loss of motor control, collapse of the circulatory system, and/or respiratory failure can occur as quickly as within an hour. Depending on exposure, some might live for a month to six months or more before dying from radiation poisoning. If the investigators have not fled the area before the explosion, their fate is sealed.

Since the insects' plan calls for the destruction of the ozone layer, a gigantic hole drifts across the skies; everyone below is exposed to ultraviolet radiation which in prolonged exposure causes blisters, burns, and melanoma in increasing proportions. It is not known how long such a hole might exist. Some would guess years. If so, the ecological damage and loss of life might rival the effects of the bomb blast and fallout.

This does not, of course, take into account the additional problem of Xada-Hgla rollicking around the English countryside.

If the investigators prevent the summoning of Xada-Hgla, the reactor suffers a catastrophic meltdown, not an explosion. Anyone on the grounds

and downwind from the reactor building suffers a lethal exposure (98% likelihood of death) within minutes of the breach. Evacuation of neighboring towns and cities must be undertaken immediately to prevent serious loss of life or illness. The site itself becomes too contaminated to get close to for many years. It is the worst nuclear disaster since Chernobyl. A British anti-nuclear backlash results in legislation prohibiting the privatization of any nuclear facility. The ecological damage in the area is tragic but, if the government acts quickly, the military can evacuate the population and reduce the number of people who suffer serious exposure to less than 5%.

If the investigators reach the reactor in time, the effects can be moderated. Although the L'gy'hxian alterations prevent total shutdown, the damage can be limited to the containment building. This requires the combined efforts of trained technicians and nuclear specialists, but even this is possible if the investigators are appropriately prepared. The government seals off the area until appropriate cleanup methods can be determined. Since there may be no casualties, the government is likely to quell any rumors and attempt to cover up this near disaster. Any L'gy'hxians inside the reactor could theoretically make a few simple adjustments and shut the reaction down completely—thus averting any disaster—but, as servants of the shan, they lack the will to do so.

XADA-HGLA, avatar of Azathoth, the Cradle of Chaos

STR 120 CON 130 SIZ 120 INT 0 POW 100
DEX 10 MOV 15 HP 125

Damage Bonus: +14D6.

Weapon: Appendage 100%, damage 14D6 or Death on second round

Spells: none.

Armor: 50 points of hard shell; however, the sticky flesh within has no armor.

Sanity Loss: 1D10/1D100 to see Xada-Hgla.

What Can Be Done?

Intrepid investigators could attempt to obtain government intervention. If the government were given irrefutable evidence that there was trouble brewing at the plant, they would surely step in and shut it down.

If the player characters are inside the plant at the critical moment, they might be able to prevent the summoning or at least prevent an explosion by decreasing the reactor's power levels or flooding the reactor. The reactor core might still suffer meltdown and burn through the containment building, but the investigators would have saved thousands,





Xada-Hgla, the Cradle of Chaos



Desperate Measures

If all else fails, the investigators might attempt a trepanning. This is the surgical practice of making a hole in the patient's skull. One of the earlier surgical techniques, trepanning was thought to release the evil spirits that caused headaches and brain fevers. A Medicine roll is required to perform the operation. If successful, it inflicts 1D4 damage on the patient and causes a Sanity loss of 0/1D4 points. Failure inflicts 1D10 damage, a loss of 1D4/1D10 Sanity points, and 1D10 permanent INT loss. A fumble automatically kills the patient. The process takes about one hour, depending on the instruments used.

Removing a sizable portion of skull (at least 3" square) from a shan victim leaves the shan semi-exposed. Because the incorporeal shan lurks within the brain matter itself, it cannot be removed: at this point, however, direct sunlight destroys it.

Although some might be successfully treated by trepanning, the player characters are unlikely to escape charges of attempted murder: in the eyes of Scotland Yard, drilling a hole into someone's head in order to release an insect from *anywhere* is a rather untenable defense.

perhaps millions of lives, and might still have enough time to escape.

The investigators can gain the trust of Herbert Runcimand and convince him that Richard Corvan is not sane. He already believes this, and the fact that Corvan plans on blowing up the nuclear plant is proof enough. Runcimand can act through a friendly judge to have Corvan institutionalized for examination, and himself assume control of Corvan's interests. If Runcimand orders the plant shut down, the insects, unable to formulate a working timetable, are thwarted for now: but as long as they control key scientists, they have another chance. They might also attempt to infest Runcimand.

The investigators could try to trepan or otherwise exorcise or evict as many insects as possible from the scientists in the plant. If they can destroy enough, the other insects either escape with their

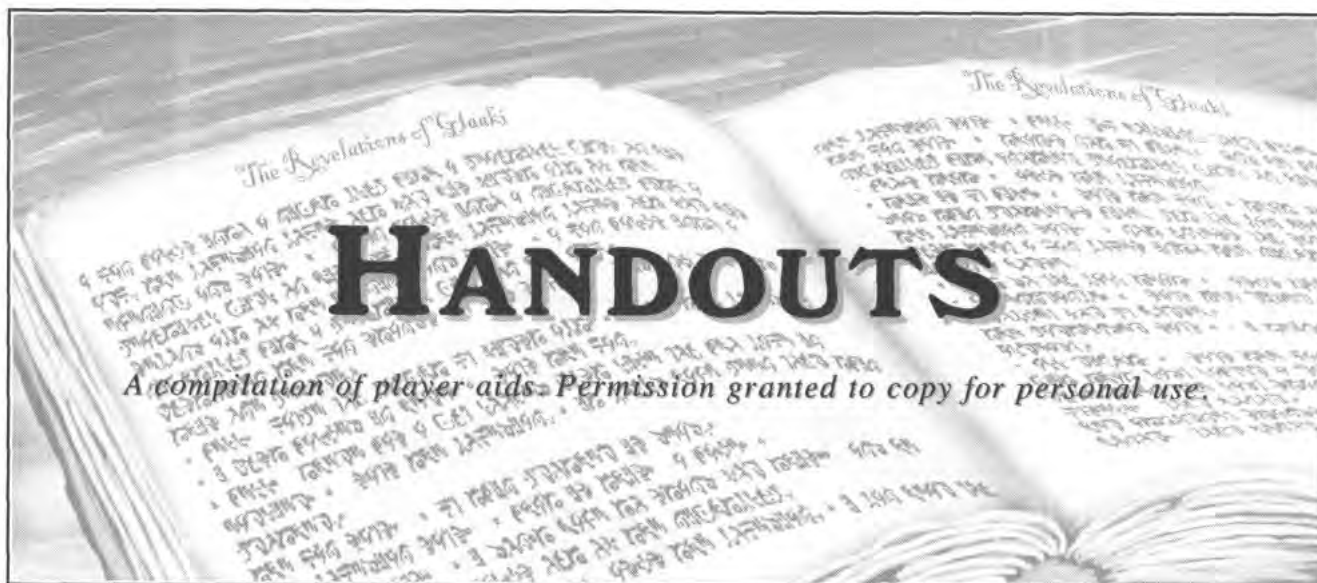
hosts surreptitiously, or drive them insane and flee their bodies in the night.

Conclusion

When all is said and done, the investigators either win big or lose big.

- **Joining them in defeat**—and perhaps oblivion—is a swath across Great Britain. A nuclear explosion in England costs each investigator 1D20 Sanity points. Depending on how things play out, there may be prison terms as well.
- **For preventing a nuclear catastrophe** by thwarting the shans' scheme, each investigator receives 1D20 Sanity points. If Richard Corvan is somehow relieved of his shan infestation, each player character receives an additional 1D3 Sanity points. ■





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Gothic Papers #2

Heaven is in
Brichester

***HEAVEN**

GRANT BEARE
ADMISSION
£3 * NO REFUN
***NO EXCHANG**

10125

Gothic Papers #3

Beyond
the Wall of Sleep,
there is...

DARKLANDS

13 Fieldview Street,
Lower Brichester

666254

Cross Papers #2

Brichester

JU

Late-Night Fire Kills One

Firefighters in Camside last night battled an almost-uncontrollable blaze at the home of Mrs. Abigail Dandridge of Elizabeth Street.

The fire was reported shortly after midnight by a neighbor who heard an explosion and saw flames shooting out of the windows. "It was awful," the neighbor, who wished to remain anonymous, noted. "I had just gone to bed when I heard the explosion. It was like a bomb going off, then there were flames licking out of every window. Poor Mrs. Dandridge couldn't have had a chance."

Firefighters fought the intense blaze for thirty minutes before getting it under control. Several open gas valves on the kitchen stove caused the explosion. "There was petrol or some kind of combustible chemical in that house somewhere," fireman Benny Hebrull said. "It burned too hot and too long for it not to have been fed by something. Once the fire hit that gas, it was all over."

The house itself was totally destroyed by the explosion and the fire. The lone occupant of the house, Mrs. Abigail Dandridge, was pronounced dead on the scene. She was a retired nurse who suffered from arthritis and had difficulty moving about. Mrs. Dandridge was thought of highly by friends and neighbors. She was 76 years old.

Fire Marshal Roger Emmitt believes the fire was purposefully started by arsonists. He spoke with several witnesses who claim to have heard children laughing and running away right after the explosion. Police found an empty petrol can in the bushes a block away. In addition, several of Mrs. Dandridge's cats were discovered on the premises bound, tortured, and burnt. When asked if he thought children or young adults could be responsible for the blaze, Emmitt refused to comment.

All gas lines in the area have been closed off as a safety precaution until the cause of the gas leak can be determined.

Gothic Papers #1

r Herald

16, 2001 15 PENCE PLUS TAX

Missing Youth

Sebastian Edward Leigh was yesterday reported missing from his parents' home in Mercy Hill.

Leigh, aged 17, was last seen two nights ago when he left home at around 8.00 P.M. to take public transport to Lower Brichester to the home of Peter Nelson, a friend.

Described as slim, pale and dark-haired, Sebastian Leigh weighs approximately 10 stone and stands 5'5" tall. He was last seen wearing black jeans, a long black coat, and pointed black boots.

When he failed to return home the boy's mother, Maureen Leigh, telephoned the Nelson household and was told that Sebastian had never arrived. Mrs. Leigh then telephoned police.

According to Inspector James Whitstable, police have no leads at this time and are appealing to the public for help.



Sebastian E. Leigh,
currently missing

Watcher Papers #4: Quote from Revelations of Glaaki vol. VIII

The tomb-herd confer no benefits upon their worshipers. Their powers are few, for they can but disarrange space in small regions and make tangible that which cometh forth from the dead in other dimensions. They have the power where the chants of Yog-Sothoth have been cried out at their seasons, and can draw to them those who will open their gates in the charnel-houses. They have no substance in this dimension, but enter earthly tenants to feed through them while they await the time when the stars become fixed and the gate of infinite sides opens to free That Which Claws at the Barrier.

Scream Papers #1

Beyond a gulf in the subterranean night a passage leads to a wall of massive bricks, and beyond the wall rises Y'gonolac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gonolac. When his name is spoken or read he comes forth to be worshiped or to feed and take on the shape and soul of those he feeds upon. For those who read of evil and search for its form within their minds call forth evil, and so may Y'gonolac return to walk among men and await that time when the earth is cleared off and Cthulhu rises from his tomb among the weeds, Glaaki thrusts open the crystal trap-door, the brood of Eihort are born into daylight, Shub-Niggurath strides forth to smash the Moon-Lens, Byatis bursts forth from his prison, Daoloth tears away illusion to expose the reality concealed behind.

Gothic Papers #4

Though the universe may feign the semblance of fickleness, its soul has always known its masters. The sleep of its masters is but the largest cycle of all life, for as the defiance and forgetfulness of winter is rendered vain by summer, so the defiance and forgetfulness of man, and those others who have assumed stewardship, shall be cast aside by the reawakened masters. When these hibernal times are over, and the season for reawakening is near, the universe itself shall send forth the Harbinger and Maker, Ghroth. Who shall urge the stars and worlds to rightness. Who shall raise the sleeping masters from their burrows and drowned tombs; who shall raise the tombs themselves. Who shall be attentive to those worlds where worshippers presume themselves stewards. Who shall bring those worlds under sway, until all acknowledge their presumption, and bow down.

Blessed Papers #1

Sirs,

A matter of some urgency has arisen during your absence; it concerns young Andrew's visit to Goatwood, and might well provide valuable insight into the lad's unfortunate condition. In your absence, I have taken the liberty of paying a visit to Goatwood myself, and shall explain all upon my return tomorrow evening.

Jenkins

Cross Papers #3

At the appointed hour, when the newest stars in the heavens spring forth to align themselves upon this sphere, then shall Eihort—the Shambler Below, the god of the labyrinth—come forth to crawl once more upon the land. He will for precious moments leave the dismal imprisonment of His nightmare abyss and enter again the world of Man, and when He does, the hours or days that follow shall be bleak and caliginous. For the rays of the Sun now will be fitful upon this sphere. Eihort shall begin His remaking, and find revenge upon the unfaithful. Those who honor Him and repeat His canticles will receive a new existence.

. . . When Eihort emerges from the labyrinth, the children of His will precede him. Their emergence will mark the passing of the old and the beginning of the new. And His blood children will crawl and scuttle from every hiding place that has held them without measure, growing strong and serving their Master.

Let those who persecute us beware! For the servants of Eihort and His brethren are protected. Great Eihort knows the minds of the weak, for He is the God of the Labyrinth. The true mystery of the labyrinth is Eihort's unlit prison, yes, but also the human mind! Eihort knows and commands both! As He knows the limitless reaches of His labyrinthine prison, He also knows the living, pulsing labyrinths within us!

Let yourselves be cautioned: for the star-shaped symbol is a bane to Eihort. If you see it, destroy it, for beyond it He cannot pass, neither with His body or His will. Of light we must also be warned. It causes Him pain, and a sufficiency returns Him to His prison. Be on your guard for those who come with star-shaped stones, or speak of great lights.

Watcher Papers #1

r Herald

16, 2001 15 PENCE PLUS TAX

Our Visitor from Space

As England awaits the first appearance of Burke's Comet in over one hundred years, Brichester is well-situated for a superb view.

According to Ian Burroughs, a physics professor at Brichester University, the entire Severn Valley is in for quite a show. "We're at some distance from the large industrial cities," says Burroughs. "Their lights are notorious for interfering with the view of celestial phenomena. I don't doubt that we'll be able to observe [Burke's Comet] quite well with the naked eye."

The comet, a chunk of rock and ice about half the size of Wembley Stadium, was discovered by Royal Astronomer Sir Edmund Burke in 1801 and last appeared in 1901. It is expected to arrive in the middle of next month, and to be visible for about two weeks.

Cross Papers #1

Jamie Upton's Statement

"Well, I hadda go to my initiation into the club, so I went and met everyone at the hide-out. I was blindfolded and lead into someplace cold and smelly. Kerwin and Davey were sayin' all kinds of funny things, which they said was part of the initiation. I don't think any of the other kids were with us then. We walked for a long time, but I think maybe we were just going around in a circle or something. Finally they stopped and took off the blindfold.

"I . . . it was dark—really, really dark—and it smelled bad. The dark smelled bad. Kerwin and Davey was still sayin' stuff, but really quiet-like. Then it came around . . . around this corner . . . Kerwin and Davey, smilin'. The floor . . . I wanted to yell, but I couldn't! My head hurt! Big . . . Mummy! Daddy! I think I fell . . . then ran . . . crying . . . whole body felt funny . . . ran all the way home. . . ."

Third Papers #6

Bathgate Vampire Gets a New Neighbor

Richard Corvan, reclusive millionaire, recently purchased Bathgate Manor outside Temphill. Built in 1623, the manor stands as a landmark of the Severn Valley.

Readers may recall that the manor is alleged to be the home of the mysterious "Bathgate Vampire."

—Brichester *Herald*, eleven months previous.

Watcher Papers #2

Briche

JU

Death by Premature Age?

The Brichester police responded to two unusual calls last night at 12.15 A.M. and 1.05 A.M.

Local residents complained of what appeared to be a struggle in two separate apartment complexes.

When police responded, everything was quiet. Upon investigation of the premises, human remains were found and later identified through dental records as those of Ian Burroughs, a professor at Brichester University. There were obvious signs of a struggle.

Similar evidence was found at the apartment of Sharon Anderson, a student at Brichester University, whose remains were also identified through dental records.

The unusual part of the investigation lies in the apparent age of the victims. Preliminary reports by the medical examiner give the cause of death as natural causes; records, however, indicate that Professor Burroughs was 29 years old and that Miss Anderson was 23 years old. Both were said to have been in good health.

The coroner was making in-depth examinations of the bodies at press time. Police are baffled by this strange case and have no leads at this time.

Watcher Papers #5: Quote from Revelations of Glaaki vol. IX

For Daoloth, the Render of Veils on Yuggoth and Tond, must never be seen, for his image brings madness upon men and destruction also. But in darkness, bound within the Pentacle of Planes, Daoloth may grant vision to his priests—vision of past and of future, and into the very last dimension beyond even the twenty-fifth. But the gift of true sight is a dangerous one, for reality is but a fragile illusion, and madness comes quickly with truth.

Blessed Papers #2: Photographed by Lightning**The Steeple on the Hill**

*'Tis strange—but true; for truth is always strange,
Stranger than fiction.*

—Byron, *Don Juan*.

Many tales are whispered about certain inexplicable occurrences around Gloucestershire and the Severn; and rumors of witchcraft survivals in such towns as Camside, Severnford, Goatswood, and Temphill persist to this day.

At certain times of the year—generally corresponding with traditional pagan holidays—strange things have been glimpsed by unwary travelers in the Severn region. Several incidents of grotesque shapes seen loping through the forests have been reported and, on Midsummer Day in 1961, an hysterical woman appeared in Brichester, ranting of an encounter with that which looked like a tree but suddenly changed shape into something unspeakably monstrous.

Blessed Papers #3: Revelations of Glaaki, Volume VI

When they discovered their Magna Mater in the valley of the Severn River, the ancient Romans built a great temple near what men now know as Goatswood. Below this sanctuary, however, steps lead much further down—some say to the very place from whence the Keeper of the Moon-Lens came aeons ago.

He is near, but imprisoned by the star-signs, and only on the nights of the moon does the Keeper stir within the boundary . . . but His shadow goes forth, if called through the reversed angles, as it once did to the priests of Jupiter and to the Basque magicians.

Astarte-Ashtaroth-Magna Mater . . . lä! Shub-Niggurath! The Keeper of the Moon-Lens taketh the blood and giveth the life!

Dreams Papers #4**Brichester Show**

James Hathaway, owner of the Lower Brichester Arts Lab, has announced a showing of the works of the late artist Thomas Cartwright. Cartwright, who died an untimely death in 1960, was known for his strange and disturbing other-worldly paintings.

—*Art Dealer's Bulletin*, June 1973.

Unpleasant
Papers #1

Heaven is in
Brichester

HEAVEN

GRANT BEARER
ADMISSION

£3 * NO REFUND

NO EXCHANGE

10126C

Save Brichester Lake!

Brichester Lake has long been an area of unspoiled wilderness. It is a favorite spot for people who appreciate quiet, untouched natural beauty. Lake and forest together serve as sanctuary for a wide variety of local wildlife and migrating birds. It is now one of the last natural areas in the Severn Valley.

Unfortunately, the Brichester Lake area is quickly on its way to becoming another concrete jungle, its ancient trees cut down and the lake destroyed by the encroachment of houses. This is all being done by greedy builders who care little about the impact this destruction will have on our environment. Housing for the wealthy is not reason enough to destroy what was once a virtually unspoiled oasis of nature in a world that is quickly becoming dominated by concrete, steel, and toxic waste.

It is our belief that proper environmental impact studies have not been conducted. Already, buildings of potentially historical significance have been razed to the ground. Although the builder has claimed in the press that the development will be limited, it is not hard to imagine more and more of the Brichester Lake area coming under the destructive forces of the chainsaw and bulldozer as greedy developers realize the potential for future developments.

We urge you to contact your local council members to protest all current and future developments before it is **too late!**

For more information, contact:

Students Against Nuclear Energy (SANE)
323 Smith Street
Brichester, GL10 8BJ
Tel 027 4912 7020

Brichester City Council
700 Grand Street
Brichester, GL14 9BJ
Tel 027 4320 3989

YES! I want to help SANE in its fight against pollution and environmental destruction. Enclosed is my contribution of:

☐ £5 ☐ £10 ☐ £25 ☐ £50 ☐ £100 ☐ £200 ☐ Other

Make cheques payable to SANE.

Credit Card: ☐ American Express ☐ Mastercard ☐ Visa

Card #: _____ Expiration Date: _____

Name: _____

Address: _____

Tel: _____

Dreams Papers #7: Selections from the Journal of Simon Prentice

[In an undated entry from 1989, Prentice details his work as a graduate student, including a study of Brichester Lake. He apparently spent four days there with several professors from Brichester University.]

I felt a strange presence there; I am sure none of the others felt it; as if there was something there that knew me and thought of me as a friend.

[An undated entry]

. . . Keep having these terrible headaches & have not been sleeping well. Dr. Younger has prescribed some pills, but they don't seem to help. Keep having strange visions. Quite often the strangest mathematical ideas seem to be springing into my head. I've been writing them down as I can; so far they don't make much sense, but at times I believe I see something in them. Perhaps I am on my way to madness, or maybe Dad's right and I'm just working too hard.

[An undated entry from late 1990]

At the lake today, I had the strangest experience. I am not sure if it was a dream, but I can think of no other explanation. Having been drawn down to the lake while I was marking some papers, I must have fallen asleep on the shore of the lake. In my dream, I peered down into the depths of the lake only to see a great city lying under the dark water. It was like no city I had ever imagined—the curves and angles were at once both incredible and somehow disturbing. Strange spires and walls rose from the depths and I felt drawn to this strange place. I remember feeling dizzy, spinning as if I was tumbling down into the lake and towards a large, transparent window that lay in what I presumed to be the city's center.

[An entry from February 1991]

My sleepwalking continues. I have been quite ill with what they say is pneumonia, as they found me almost naked down by the lake several nights ago. I cannot get all these thoughts out of my mind. I understand, yet I do not—it is immensely frustrating. I know now that there is something in the lake, and that it is teaching me. At times, I can feel its frustration with my limited abilities—it is immensely more intelligent than any human could ever be. I have left school so I can continue working on my theories. Dad thinks I'm mad, but he's been good to put up with my comings and goings. He's also a bit worried, and I must be sure not to make him too suspicious. Miss Brown is quite worried over my health, but has taken wonderful care of me and I shall be back to good health shortly thanks to her nursing.

[An entry from July 1992]

Today my teacher revealed himself to me. He rose from the dark lake. He is nothing like I imagined. At first I was frightened, but my fear passed quickly. His voice in my head is like a great, unheard music. It is a symphony of thought and knowledge. I must find a way to share it.

[An entry from August]

The servants have brought me more knowledge. I'm studying the book they wrote so many years ago. It is answering many questions, and making my role in all this clear.

[An undated entry]

Apparently father died last night in hospital. I suppose I shall have to go to the funeral, but this interruption of my studies is most inconvenient. Unfortunately, appearances must be kept up if plans are to succeed. With father gone, my trips to the

Dreams Papers #7: Selections from the Journal of Simon Prentice (contd.)

lake are easier to make. Perhaps the Ancient Ones will be able to come here to speak with me more often—our chats in the garden late at night have been very informative and helped me in seeing what it is I must do.

[Most of the remaining entries make little sense, or digress into obscure mathematical theories. There are pages filled with odd symbols and scripts, entirely unrecognizable and untranslatable.]

[An undated entry]

My studies continue. Plans coming into shape.

[More undated entries]

. . . Sacked Miss Brown today. She could have been made into one of Them, but she is too old and weak. Glad to be rid of her and her constant meddling. I can now begin with my plans in full.

. . . To build a madness amassed from the ground fed with blood, to make worthy this place & take my place beside it when it calls to all to come and rejoice in their death and rebirth.

. . . The glory of serving him fully I await—to be a vessel for him, to take his wisdom inside me, to become one as he flows through my veins—to feel it will be to quench the thirst I have felt for so long. To give up this life, to be re-born blessed and so absolutely purified of this human existence that so sickens me . . .

[Hereafter, all entries are either purely mathematical or written in the strange symbols of a few entries previous.]

Dreams Papers #2: The Statement of Surgit Veerma

There is something very bad going on here. Please tell no one that I have spoken to you, but I am most fearful of this place. Many of the other workers, they have quit—but Mr. Prentice, he increases our wages several times. I cannot afford to quit, when the pay is so generous. But last night . . . last night, I am finishing cleaning up and it is late—the sun is already set and I am most late. Then I see someone heading up to the real estate office. Thinking perhaps it is someone looking for information, I approach him, but when I get close I see that it is indeed Mr. Patterson, the man who had gone missing, as they say in the newspaper. His clothes are torn, and he does not look at all well. He is most pale, and I can see a most horrible wound on his chest. I tell him “Mr. Patterson, let me help you,” but he stares at me, looking most angry, and then heads off into the woods. I try to follow, but cannot find him, and I have very bad feelings about these woods. So I quickly head to my car to go home. I tell Mr. Jones this morning, but he tells me such a thing is impossible, and that the police should not be bothered with such matters! But I am most gravely concerned!

Blessed Papers #4: We Pass from View

The death of a body does not mean that the soul will leave it. This depends on whether there is an incarnation for it to pass into. If not, the body continues to be inhabited until it is destroyed. The initiate knows that Edgar Allan Poe's fear of premature burial was well-founded. If the death is violent, then it is more difficult than ever for the soul to leave. FOR HIS OWN SAFETY, THE INITIATE MUST INSIST ON CREMATION. Otherwise he will be hopelessly attracted back to Earth, and the burrowers of the core may drag off his body from the grave with him still in it to the feast of Eihort.

Dreams Papers #5

The Terrible End of Thomas Cartwright

The reported death of Cartwright was, of course, a cover-up. Among certain circles, it is widely speculated that Cartwright was inspired by his dreams, his work evidence of an acute sensitivity that allowed his art to portray the shadowy world that had impressed itself upon his subconscious. His extra-sensory perceptions of universes beyond our own made him a vulnerable target for alien possession. It is clear that Cartwright was facilitating an alien incursion into our dimension; an incursion which, if it had been successful, would surely have been of great significance to the human race. His death was no accident, but rather the work of government agents intent on stopping him from fulfilling a role of which he probably was not fully cognizant.

—*A Portrait Destroyed By Fire*, Issue 3,
October 1982.

Third Papers #8

A Fond Farewell

We at the *Herald* extend our compliments to the designers and workers of the Berkeley Nuclear Power Station for the years of service they have provided. The station, an advanced gas-cooled reactor (AGR) employing a solid graphite moderator and using carbon dioxide to carry heat from the core, has been providing power to the Severn Valley since June 12, 1962. It has competently exceeded its 20–25 year life expectancy; metal fatigue and maintenance costs have now brought an end to its energy-producing years with the announcement of its decommissioning.

—Brichester *Herald* editorial, 1988.

Third Papers #5

Local Entrepreneur Absent from Charity Dinner

Rumours of serious illness abound as Richard Corvan was absent from a charity black tie dinner of which he is the honorary chair.

Mr. Corvan could not be reached for comment. His associate Herbert Runcimand declined comment on the report.

—Brichester *Herald*, one month previous.

Third Papers #10

Local Student Wins Academic Award

Richard Corvan, 21, son of shipping magnate and industrial giant Jonathan Corvan, today received the Arthur Wallace award for academic achievement in the field of History and Archaeology at Oxford. The Arthur Wallace award is given to the student who finishes at the top of his class.

Young Corvan, described as a reclusive intellectual, would not speak with reporters, but his father is reported to be preparing a celebration at the Corvan mansion. Corvan's professors describe him as excelling in ancient languages.

—Brichester *Herald*, sixteen years previous.

Dreams Papers #3

Tragic Accident Claims Local Artist

Artist Thomas Cartwright, known for his macabre paintings, died today in what police describe as a tragic accident while working on his property.

An associate of Cartwright's, Alan Kearney, was present at the time of the accident, and was detained for questioning by police. He has since been released.

—Brichester *Herald*, November 1960.

Third Papers #3

Briche

JU

Old Plant May Bring New Jobs

Richard Corvan, heir to the Corvan estate, recently purchased the decommissioned Berkeley Nuclear Facility through CorMed Ltd., a division of Corvan Enterprises.

Corvan, not noted for his forays into the business world, commented, "I became aware of a need for a facility to produce and research the various medical applications of nuclear science. Berkeley, although old, can be modernized without great difficulty and made into a first-class research facility.

"It is not our intention to return the facility to its status as a primary electrical power source."

Miriam Weston, spokesperson for the City of Brichester, had this to say: "The Corvans are an integral part of the Severn Valley community, both in business and in community leadership, and this latest investment is but another example of that commitment. The science industry is a tremendous growth market, and we are confident that this venture will propel Britain forward as a world leader in science and technology."

Ms. Weston was also pleased with the economic growth in the area, saying that "although many of the skilled technicians were brought in from outside, many jobs have been and will be created by this project, benefiting the regional economy."

—Brichester *Herald*, six months previous.

Third Papers #9

Industrialist Dead of Pneumonia

Jonathan Corvan, wealthy industrialist and importer, died today in the hospital after a lengthy bout of pneumonia. He was 53.

A private service will be held tomorrow. He will be interred at the Holy Sepulcher Cemetery, just outside Berkeley, beside his late wife Fiona.

Jonathan Corvan was the son of self-made millionaire Walter Corvan. Richard, Jonathan Corvan's only son, is sole heir to the Corvan millions.

Jonathan Corvan will be remembered not only for the many jobs that Corvan Industries and Commerce created in the Severn Valley, but also for his generous donations to the many worthy charities he chose to sponsor.

—Brichester *Herald*, twelve years previous.

Watcher Papers #3

Local Physicist Missing

Noted physicist Dr. Ursula Seton, a professor of physics at Brichester University, has been reported missing.

It was first noticed that Professor Seton was missing when she failed to report to classes yesterday.

Colleagues noted that this was highly unusual for Professor Seton and commented that she was very dedicated to education and had not missed a class in fifteen years.

Authorities were unable to reach anyone at the Temphill residence of the professor, and would appreciate any information on her disappearance which the public may possess.



Doctor Ursula Seton,
currently missing

Dreams Papers #1

Briches

JU

Local Man to Build at Brichester Lake

Simon Prentice, a lifelong resident of Brichester, revealed today that his Lakeside Terrace Estates project will be going ahead. Building is set to commence in approximately six months.

The planned construction of a series of three 36-unit low-rise apartment buildings on the shore of Brichester Lake has been the subject of much controversy of late. Through his representative, Mr. Samuel Dumont, Mr. Prentice confirmed that the city council had given its final approval to the project, granting him permission to build in an area of the Severn River Valley that has remained mostly untouched by development.

Simon Prentice is best known as a man who protects his privacy. Many will recall the many designs contributed by his father, Mark Prentice, to our local architecture, perhaps the best known being his expansion for the city's public library in 1979. A neighbor, Dr. Adam Brightman, described the younger Prentice as "a bit of an odd sort," but noted that "I'm sure his project will be quite the success." Several other neighbors declined comment when contacted by this newspaper.

A local environmental group, SANE, has protested Prentice's plans from the outset. Miriam Weston, spokesperson for the City of Brichester, stated that "projects like [Prentice's] bring new jobs and prosperity to our area. I think this development will offer people a unique and affordable housing alternative that will serve as a showcase for the natural beauty of the Severn Valley."

Third Papers #11

Bathgate Manor was built in 1623 by Emerson Bathgate, after his marriage to Emily Billings. In 1625 Emily gave birth to their only son, Theodore. The birth was long and complicated, and Emily died shortly after, leaving Emerson to raise Theodore alone. Theodore was prone to illness as a child and not much is known about him. He apparently spent most of his youth never venturing out of the manor. In 1645 Emerson Bathgate died, leaving the estate and his wealth to Theodore. Late in the year 1647, reports circulated of bodies being found drained of blood. Accusations fell upon Theodore, who seldom left the manor and never left during the day. In an act of mob violence, a number of locals armed with pitchforks and torches besieged Bathgate Manor. The accounts state that Theodore stood on the balcony and commanded the forest to attack the villagers. Before being driven off by the trees themselves, one of the mob's members allegedly shot Bathgate with a flintlock. As Bathgate's body collapsed, a black bat rose up and flew off into the darkness.

The townsfolk refused to return to the manor and rumors persist that Theodore Bathgate, vampire and wizard, is still alive today, waiting dormant in a deathless state for his next victim. However, no further acts of vampirism are known to have occurred in this area.

—Excerpt from Sangster.

Third Papers #7

Sale of Berkeley Nuclear Plant Confirmed

Yesterday, Britain's Deputy Minister of Energy, the Honorable John Hughs, announced the sale of the decommissioned Berkeley Nuclear Power Plant to CorMed Ltd., a subsidiary of Corvan Enterprises.

The outdated facility, which sold for a reported 8.3 million pounds and was subsidized by the Ministry of Health and Welfare, is to be converted into a medical research facility.

A spokesperson for CorMed said that the plant could possibly supply all nuclear medical requirements for the Severn Valley within three years.

—Brichester Herald, six months previous.

Third Papers #4

Spotlight on London Conference

The Berkeley Revitalization Conference, being held in London, has attracted scientists from as far away as the United States and Russia.

Mr. Richard Corvan, owner of the Berkeley Nuclear Facility, is looking to make the former power station into a nuclear medical research facility and has gathered a number of the world's top researchers for that purpose.

Marring the event, however, was a small group of protesters who chanted slogans and passed out pamphlets on the destruction of Hiroshima and Nagasaki.

One of the protesters, who gave his name as Shannon O'Rourke, told reporters: "Nuclear power is the power to kill: Hiroshima, Three Mile Island, Chernobyl, how much longer can we go on like this?" Fortunately the protesters were nonviolent and no serious incidents were reported.

—Brichester *Herald*, four months previous.

Third Papers #2

Reactor Back On-Line Despite Protests

Amid the chanting of anti-nuclear activists, at 10:23 this morning Berkeley's nuclear reactor went back on-line.

Spokesperson Sheila Peterson tells us that it will be a few weeks before the plant runs at full capacity, and is presently running at less than 10% of maximum.

"Part of the plant is still being modified and thus we cannot run at an optimal level at this time, but the final adaptations could only be made once the reactor was online," she said. "We hope to begin in earnest within the month."

—Brichester *Herald*, one week before O'Rourke's disappearance.

Third Papers #1

Herald

2001 15 PENCE PLUS TAX

Protester Disappears Near Berkeley Reactor

by Roland Thurman

Late yesterday, one of the SANE (Students Against Nuclear Energy) protesters at the Berkeley Nuclear facility was reported missing by his fellow activists.

Shannon O'Rourke, age 24, was a leader of the local SANE chapter, regularly handing out flyers with photographs of the victims of Hiroshima and Nagasaki.

Protest organizer Greg Mansley announced that O'Rourke was "just going to have a look at the far end of the facility's perimeter, and he never returned. Perhaps he viewed the unsafe practices we have been warning you about, and had to be silenced!"

Company spokesperson Sheila Peterson told reporters: "While we are concerned for the well being of Mr. O'Rourke, we have no knowledge of his whereabouts and no insight into the nature of his disappearance."

Sources within the plant suggested that the disappearance was a publicity stunt faked by the activists to draw attention to their protests.

Regardless of the circumstances of O'Rourke's disappearance, tempers are heating up and police have been posted near the gates to prevent clashes between workers and protesters.

The Berkeley Nuclear Power Plant was decommissioned in the late 1980s and recently purchased by CorMed Ltd., of Brichester.

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The White Spider (Brood of Eihort)

