

MURDER INCORPORATED

Investigators gathering information on the trade in ancient artefacts stumble across the shadiest of dealings in a Cthulhu D20 adventure for low-level investigators set in the modern-day UK.

THE CASE

Open Eye investigators receives a call from Professor Van Fleet at the Reynolds Museum, a small museum attached to the University of London which maintains a valuable collection of artefacts from the ancient Mediterranean and Near East. Van Fleet is a tall, very thin man in his fifties, almost bald with a sharp beak-like nose and glasses. His voice is very soft and quiet and he behaves with great politeness.

A week ago, Professor Van Fleet was shown a nearly complete Etruscan wine bowl, of excellent quality and condition. The curious thing was, it was shown to him by a band of teenagers who found it in the alleyway behind the Corinthian Building in the City. The kids brought the bowl to the museum in the hope that it 'might be worth something'. Van Fleet and the museum's patrons at the university would very much like to know how a valuable and potentially important artefact should end up discarded in a pile of rubbish. If there is an underground trade in such artefacts, the University wants it tracked down and stopped before more items of historical value are lost.

Van Fleet is to be Open Eye's contact at the museum. The University of London will pay Open Eye's retainer and fee.

THE CORINTHIAN BUILDING

The Corinthian Building, in the City of London, will probably be the investigators' first port of call. The wine bowl was found in an alleyway that runs behind the building, providing access to the car park the building shares with a number of other adjoining office blocks. The car park is nothing unusual – you need an ID card from any of the companies before the Temple Security chap at the entrance will let you park your car. The five large bins, situated in an alcove in the alleyway, are equally normal. They contain mostly office waste from the waste paper baskets of the companies on the Corinthian Building. Carefully examining this rubbish is largely fruitless but a Search check (DC 20) and Knowledge (Accounting) check (DC 25) might reveal that there is no indication in any of the printouts of what Sharvell Holdings, supposedly an Import/Export company, actually buys or sells, or keeps in its warehouses.

The Corinthian Building itself is a V-shaped five-floor office block. The ground floor has the reception area, post room, cafeteria and People's Republic of Coffee concession stand. It also houses Brown Trout Designs, a trendy web and graphic design company that is bright and laid-back but secretly on the skids.

The first and second floors house Sharvell Holdings, an import/export company.

The third and fourth floors are empty, and currently up for rent.

GETTING IN

A plausible backstory is the easiest way to get into the Corinthian Building. During the day security guards man the reception area, but a delivery man, cycle courier, visitor with a reasonable story (mentioning one of the companies in the building is enough) or expected maintenance chap can all expect to be let in. A larger group of investigators will need to have a more convincing story and will probably have it checked out by security, especially if they want to get onto the first or second floor (this process might alert investigators to the fact that Sharvell don't like strangers wandering around their offices).

Security is provided by Temple Security. They have three security people on duty at any one time during the day – two at the reception desk and one in the post room. Sharvell Holdings has its own security.

Using the window cleaners' cradle is another option. The cradle can hold two people and is winched up and down the building from the roof. This is set up by Collins Environmental Engineering, who provides maintenance and cleaners to the Corinthian Building, and is done on the first Wednesday of every month, starting an hour before workers start arriving at Brown Trout and Sharvell Holdings. PCs using the cradle will be able to see into the 'open' half of the first floor, and into the empty third and fourth floors, but not into the 'closed' half of the first floor or any of the second. The windows will simply be black. Breaking the windows requires a Balance check (DC5) and a Str check (DC10). On the closed floors, this will reveal a solid metal wall. On the 'open' part of the first, this will set off the alarm. Opening the windows from the outside requires an Open Lock check (DC 30). Failing by 10 or more will set off the alarm.

Investigators breaking in to the ground floor at night will have to avoid the security guard Temple keep in the reception area, sneaking past him and using the stairs. Breaking in through a window into the cafeteria will grant the guard a Listen check (DC 15).

Investigators might try to get a job within the building to get in and vouch for other investigators. Only People's Republic of Coffee are hiring – they have one vacancy and the interview requires a Diplomacy check (DC12) or Bluff check if the investigator has to lie, make up references, etc.

Wily investigators might try to rent some of the empty office space. It is simple to organise a viewing with Red Horizon Properties, but actually renting the space requires at least two weeks' notice and a deposit which will need either considerable resources or a successful Knowledge (accounting) (DC 15) and Forgery (DC18) check to pay. Once they're in, investigators can get away with a few days' access to the top two floors until Red Horizon starts asking why there isn't any office furniture or other employees entering their building. That is, unless the investigators actually manage to set up a plausible dummy company.

THE GROUND FLOOR

1 – Reception. This is an area with pale grey walls and dark grey granite-effect flooring, with a couple of sofas for visitors and a reception desk. Two security guards at the desk require visitors to sign in and workers to show their ID badges, which are supplied to anyone getting a job or renting office space. There is a CCTV camera here which will record anyone entering or leaving reception, day or night, and which is reviewed in the morning for intruders. There is a button under the desk that will summon the police to the building within minutes in case of dire emergency (like investigators bursting in with guns).

2 – Post Room. All post going into the company ends up here. An employee supplied by Temple Security hangs around here, sitting on the easy chair and watching television as well as, theoretically, the reception monitor. The back half of the room has a large rack into which post is placed, with compartments for People's Republic of Coffee, Building Staff, Brown Trout, Sharvell, and Others. Each compartment is divided into Ingoing and Outgoing.

Investigators who lure the guard out or break in at night will find in the Ingoing compartment for Sharvell a small brown paper-wrapped package containing a plastic case. This case is lined with packing foam cut to accommodate an intricate item of carved wood about the size of a paperback book, forming an ornate box framing a large uncut blue-white gemstone and covered in tiny dancing figures. At the bottom of the box, figures in gold are rising from coffins, while angels fly around the top. A Knowledge (art or history) check (DC 12), or asking Professor Van Fleet, will reveal that this is a medieval reliquary, a container for a sacred relic, which in this case is a tiny dark sliver in the gemstone. This sliver is probably either a supposed thorn from the crown of thorns, or a purported splinter of the True Cross. The gemstone is a polished, smooth chunk of quartz. The reliquary is worth a lot of money, but would be impossible to fence. There is no return address. The package itself is addressed to Jessica Craven, Sharvell Holdings, at the Corinthian Building's address.

3 – Meeting Room. This glass-sided room has a large table and a number of swivel chairs.

4 – Colin Cadwaller's office. This office has two glass walls so anyone can see in. It has stylish chrome furniture with a mock jukebox radio, a bubble tube, and a fish tank. It's as if Colin is trying to make his office look as little like an office as possible. There is an I-Mac on the desk, one of the newer ones with the screen on a moveable armature. Colin Cadwaller is here during office hours, and usually for an hour or so afterwards.

Colin himself is in his early '30s and wears a black suit with a black polo neck shirt underneath. His hair is black, too (Spot check DC 18 – it's dyed). He maintains quite a slick, laid-back image.

Colin says Brown Trout is a dynamic, forward-looking company at the cutting edge of design. It works on advertising, web sites, business-to-business graphic design, and anything else hip enough to demand its attention. He claims to be very proud of his staff, who are assembled from the best young graphic artists and web designers. (Sense Motive DC 17 – Colin does not believe the things he is saying).

The truth is, Brown Trout is on the brink of going under. The customers are drying up and many of the best designers have left for bigger companies. Brown Trout might be cool, but it doesn't make any money. Colin hasn't told any of his staff and is trying to pretend he's not up the spout. He won't tell the investigators this under normal circumstances, but he is a bit of a wuss and breaks easily when threatened or intimidated (-4 to the DC of Intimidate checks).

He also knows some things about Sharvell, but not much. He knows they keep themselves to themselves, although he's seen Sharvell's boss, Jessica Craven, once or twice in the café and thinks she's an impressive-looking (if slightly intimidating) woman. Sharvell's employees don't tend to mix with his own – Colin thinks they're a

bit of a backward-looking company, all shirts and suits. If pressed as to what Sharvell actually does, Colin will fluster and say it's some importing thing, not really his bag.

If pressed (probably Intimidated) he will confess that he and some of his designers have seen some large equipment being moved onto Sharvell's floors. He doesn't know what it was – it looked like one of those big coffee-making machines to him. Maybe they're putting in a staff kitchen up there.

5 – Lifts. There are four lifts. The lift shafts can be used to get to upper floors at night, but they require a Str check (DC 25) to force open unless the investigators have a car jack or something (DC20). The stairs are beside the lift, but the door to the first floor is locked. At night, the electronic lock will require an Open Lock check (DC 25), with a secret Disable Device check (DC 25) to avoid setting off the alarm. The door to the second floor is a dummy (Search DC 15). If levered off the wall, it reveals a smooth, metal wall behind it.

6 – Brainstorming Area. A number of round tables, flipcharts, and beanbags are in this area. The flipcharts are covered in scribbles and sketches, and the tables in glossy magazines. Brown Trout designers use this area to bounce ideas off each other at the start of each project.

7 – Storeroom. There is a whole bunch of stationery in here.

8 – Work area. Brown Trout's twenty or so employees will be here during office hours, most on Macs, with others on drawing boards. The windows here are large and the area is quite bright and open. Employees here are young, arty types, often with aspirations to working in film or comic books. None of them know that Brown Trout is on the skids. If pressed about Sharvell, they will say they don't know anything about them. The two sets of employees don't tend to mix.

9 – People's Republic of Coffee. Two large coffee machines and a buffet counter with various sandwiches and pastries make up most of this concession stand. There's an area in the back for storing ingredients. The stand serves passable coffee and lots of slightly exotic-sounding sandwiches and baguettes. There is never more than about fifty pounds in the till, and it is emptied each night by Marge, the concession manager.

The staff wear white clothes with maroon aprons. At the moment there are only two – Marge and Rumbi – and they are advertising for another staffer. Marge is the concession manager. She is a portly greying woman in her late forties who would probably be more at home as a school dinner lady. She likes the Brown Trout lot – nice polite young people – but she doesn't see much of Sharvell's employees. She thinks they're getting staff kitchen put in up there so they don't have to come down to the cafeteria – that would be just like that lot. She knows they're getting some big equipment taken up to their floors, which Marge thinks is catering equipment.

Rumbi is a young black South African girl with good but accented English. She does most of the serving and preparing, although both muck in at busy times like lunch.

10 – Cafeteria. There are several large round tables here, along with a couple of couches which are always bagsied by the first employees to get there from Brown

Trout at lunch. There are a couple of vending machines, too, one for canned drinks and one for chocolate bars.

FIRST FLOOR

1 – Sharvell Office. The décor is all white, cream, and grey, very dull, with plain pine effect furniture and a few pot plants here and there.

The work space is divided into several pods, each with three or four workstations, with unremarkable shirts and suits working at them. These workstations appear to be for the entry of pricing and shipping data. However, anyone actually checking them out (Computer Use DC 15) will find that the figures don't seem to mean anything – no actual cargoes, destinations, suppliers or customer names are mentioned. A particularly thorough going-over of the system (Computer Use DC 25) shows that the Sharvell system does indeed control a business, but that the suppliers, customers, and so on are referred to in an elaborate code. The employees in this area know nothing of this – they are mostly school leavers or graduates temping, who assume they are doing some form of dull data entry.

2 – Supply Chain Supervisor's station. This is a pod with one workstation and a great many hanging files. The files contain only numerical data, meaningless on its own. The supply chain supervisor himself is not there when the investigators are – he runs the 'front end' of Sharvell Holdings, but is never actually seen. He might be referred to by NPCs at Sharvell, but is never encountered by players. His computer has a message archived on it (Computer Use DC 17) telling him that he has been given extended access to the 'strongbox' along with a seven-digit code.

3 – Human Resources. This separate office has a couple of desks, and Sandy will be sitting at one when the investigators arrive. Sandy helps manage the 'front end' of Sharvell Holdings. She is a petite woman, very neat, with short black hair. Investigators speaking with her can take a Sense Motive check (DC 12) to realise she's not very sincere and rather cold, in spite of her attempts to be polite. She knows about some of the work that goes upstairs and will divulge this to investigators if threatened or bribed (she isn't very loyal and she'd quite like to get away from Sharvell while she still can). Sandy knows that medical equipment has been installed upstairs and that Sharvell has medical technicians and badass mercenaries on its payroll. She assumes it's some kind of bioweapons research and has little idea of the true nature of Sharvell's business. She has a code to get through the door into area 4, but will assure investigators that they had better know what they are doing before they go in. Once the investigators know that Sharvell is up to something fishy, Sandy will take her leave and never be seen again.

One desk has a computer, while another has a computer and a filing cabinet. Busting open/unlocking the filing cabinet (Break DC 15, Open Lock 15 but opening the lock is silent) will allow PCs to rifle through the files. Knowledge (Accounting) (DC 13) will reveal that Sharvell hires and fires at quite a high rate, rarely using anyone other than temps and never retaining temps permanently, apart from a small core of 'consultants', about a dozen of them, who are paid rather more and have all been with the company about two years. They have names which, when checked out, reveal that about half are ex-policemen, soldiers (usually elites), or 'Executive Outcomes'-style mercenaries, while the other half are biologists and high-quality medical research staff.

4 – Security station. The door leading into this room looks like an ordinary fire door but is, in fact, of heavy steel with an electronic lock. This requires an Open Lock check (DC 25) to open and a Disable Device check (DC 20) to avoid setting off the alarm. It can be opened by using the code on the Supply Chain Supervisor's computer, or the code supplied by Sandy.

The station itself is like a solid metal box with a raised desk of metal, behind which are racked several guns – four automatic shotguns, four pistols, and two full boxes/clips of ammunition for each, along with four CS gas grenades and four gas masks. During the day there will be a security guard here, a tall, burly chap dressed in black, who will have one of each of these items about his person. Investigators who collude with Sandy will be able get the guard to check them through into the rest of the floor with a call to Sandy – otherwise it's difficult (DC20) to bluff past him and even then, he'll just keep you there a few minutes while he gets Jessica Craven to check you out. She will immediately recognise the investigators as being, well, investigators, and have the guards take the investigators away to be shot.

Fighting the guard will require the investigators to incapacitate him before he reaches the alarm switch beneath the desk, otherwise the alarm will be set off and the other two guards will high-tail it down from the second floor to see off the PCs.

At night, this guard will not be there, but the investigators will still have to contend with the next door and the souped-up security upstairs. The door can be opened by a lever on the desk which must be held down continuously, so investigators will have to either leave someone outside or hang something heavy on the lever.

5 – Decontamination. This short corridor has an unlocked sliding door at the far end. When the door back to the security station is closed, tiny holes in the ceiling will open up and a 'dry shower' of cold air will blast down, leaving the investigator's skin raw and tingling.

6 – Lab Floor. This windowless, harshly-lit area of white tiling is set up as a laboratory, with lots of medical and scientific equipment, a few microscopes, plenty of Petri dishes and test tubes. There is a hand wash station, with eye wash and medical kits. Three NBC suits with integral mask hoods are hung up on the wall by the door. There are heavy metal shutters on the walls that might conceal windows, but they are impossible to open.

During the night, a single security guard waits here, watching a black and white portable TV or reading. He can, as a full-round action, take out his walkie-talkie and alert Nnamdi upstairs.

During the day there will be three scientists working here in white coats with heavy protective gloves to prevent infection. Their job is to check and prepare biological samples and report the results to Jessica Craven. They know the samples are of human foetal material and that the research is secret – they have been told this is to protect them against pro-life extremists. They do not like their jobs much, since Jessica is a rather cold and unwelcoming boss and their work environment is oppressive, as well as the fact that they do not know all the details of what they are working on. They do it because there have been hints of unpleasantness that will follow if they quit.

Taking any of the samples and having them analysed will show that the lab works on human foetal material.

7 – Analysis station. This raised L-shaped desk with integral chair has a high-powered microscope and several devices to examining the chemical breakdowns of samples. Studying this equipment and the information stored on them (Knowledge (Biology) DC 25 of (Computer Use) DC 25) reveals that the samples were being studied to see if they fell within a number of parameters – if they indicated that the foetal material was of a certain blood type and state of good health, they were ‘passed’ – if they did not, they were ‘failed’.

8 – Dissection area. This small area is separated from the lab floor by an opaque plastic curtain. It contains a large stainless steel autopsy table, a basin, and a couple of stands for medical implements (although implements are missing). This area is devoid of clues – there are no bloodstains or equipment. The scientists on the lab floor do not go in here and do not know what it is for.

9 – Stairs up. The area around the stairs is neat and carpeted, with several pot plants dotted around and a large abstract painting on the wall.

10 – Jessica Craven’s office. Quite at odds with the rest of the floor, this office is quite spacious and very well-appointed. The floor is carpeted deep burgundy and the walls are wood panelled. There is large window on one wall, looking out across an impressive cityscape – cursory inspection reveals this is actually a large plasma screen fitted to the wall. There is a big hard wood desk with a computer on it and a large leather-upholstered chair, a filing cabinet, and a table with a kettle and a stock of herbal teas.

Jessica Craven, the 47-year-old head of Sharvell Holdings, is here during the day and for some time after office hour’s end. She wears a sharp business suit and has long reddish brown hair tied back in a plait. She looks middle-aged but in a handsome, if cold, way. Her manner is clipped and precise, with little pretence at politeness or banter. Jessica has a gun in the drawer of her desk and will pull it on any investigators who she suspects should not be there. There is a button under her desk that will summon any security personnel – after office hours, this will include Nnamdi, the bad-ass from upstairs.

Jessica knows all about Sharvell’s operations, since she’s the one who runs them. She knows that the lab is for cleaning up and checking the fetuses Sharvell receives from Dr Sharpe, which are paid for with ancient artefacts gleaned from the black market. She knows that the fetuses are then taken to a secret facility under the Quebec coast where the ancient technology of an abandoned underground city is used to turn them into huge monstrous killing machines, which are then sold on to mercenary companies and terrorists. Jessica’s job is to oversee this whole process and ensure that there are no leaks of money, material or information. She might run the whole business, or she might just be an employee of a higher level – just which is not certain

She will not volunteer any of this information under any circumstances, including physical coercion. Magic or psychic means will have some effect but Jessica has taken leave of her morality to the extent that her mind is no longer the same as that of a regular human – she has the ‘Mad Certainty’ and ‘Madman’s Intuition’ special abilities as per a cultist and psychic or magical mind-reading effects only acquire about half the information they normally would.

Jessica’s computer contains (Computer Use (DC 20)) details of her daily calendar. She works from eight in the morning until seven at night. She has an

appointment in one day's time at a fishing village on the Yorkshire coast called Davenbridge. There is no indication what the appointment is for save that it is to be held at the Northern Associated Shipping offices. The filing cabinet contains accounts which yield similar information to the workstations on the first floor.

SECOND FLOOR

This floor can only be accessed from the stairs up from the first floor, or through the floor of the third floor. The staircase up from the first floor is surrounded by thick plastic curtains. The temperature suddenly drops at the top of the staircase, even though the curtains serve as insulation.

The rest of the second floor is refrigerated. Investigators who are involved in a combat up here must make a Fort save (DC 15) or suffer -2 to their ranged attack rolls due to numb fingers and shivering, unless they are protected from the cold (such as by wearing the NBC suits from downstairs).

1 Containment. This area is freezing cold and shrouded by water vapour, like thick mist. Ice-crusted metal pipes run along the walls and ceiling. There are a great many large glass tubes, about five feet high and two feet wide, on raised circular metal units. Those marked with an X on the map contain preserved human fetuses suspended in clear liquid (San 0/D3). These canisters can be removed but a Disable Device check (DC 20) is required to avoid setting off the alarms.

The mist means only this area of the floor can be seen from the stairway.

2 Climate control. This is a large bank of machinery and controls that regulates the temperature and humidity. Fiddling with controls achieves nothing.

3 Nnamdi's post. A table with a Radio/CD player and a chair. This is where two security guards are stationed during office hours, and where Nnamdi is lurking at all other times.

Nnamdi Pfende is a tall Nigerian in his early thirties with a shaven head and an athlete's physique. He wears black close-fitting combat gear with webbing and lots of pouches, which protects him from the cold, and a gas mask on his belt which he puts on at the first sign of trouble. He is armed with a combat knife, an H&K MP5 with two clips of ammunition, and a CS gas canister (When used, everyone in the affected area – the whole floor – must make a Fort save (DC 20) or suffer -2 to all attacks, skill checks and saves due to streaming eyes, running noses and nausea. This does not apply to anyone wearing a gas mask). His favourite tactic is to hurl the gas canister, then spray with the MP5 using the automatic spray variant rule before changing clips and picking off any survivors. This tactic will result in spectacular showers of broken glass and general destruction – hits are allocated amongst any targets Nnamdi can see and any such targets must make a Will save (DC 15) or throw themselves prone whether they are hit or not.

Nnamdi knows that Sharvell is involved in some sinister biological experimentation on fetuses, but he's not sure about the details. He suspects it's bioweapons or illegal genetics research. He doesn't really care either way. The pay is good and he likes Jessica – she's the only person he's met who is as cold-blooded as he is. If Nnamdi is killed, searching his body will yield dogtags with his name, but no other identification.

4 Artefact pile. A number of flight cases are piled up against one wall. One of them has shipping details taped to it, evidently for a cohort with a van rather than the postal service – the cases are to be delivered to the Colson Street Clinic (this information is key and can lead the investigators to the next stage of the adventure). The cases have foam insides cut to accommodate various artefacts. Hunting through them at leisure will reveal:

A Neanderthal skull in good condition.

Mycenean beaten gold jewellery, comprising two earrings and a brooch in the shape of tiny golden honeybees.

A heavily worn carved jade statue of a portly female fertility deity.

Several sheets of papyrus with ancient Greek writing.

A mummified baby crocodile from ancient Egypt.

The blade of a 17th Century Japanese katana sword (this can be incorporated into an impressive weapon by unscrupulous investigators)

A small golden statue of a Buddha.

A Russian Orthodox altarpiece, with the Madonna and Child rendered in gold.

All of these items can be identified by Professor Van Fleet, who will be exceedingly grateful that the investigators returned them, but very concerned indeed at the volume and value of historically important objects that seem to be passing through Sharvell Holdings. He will not hesitate to promise a hefty bonus to Open Eye's fee if the source and destination of these artefacts can be traced. Investigators who keep any of the items will be unable to fence them – a Gather Information check to find a fence that results in a score of twelve or less will result in the investigator attracting unwanted police attention.

5 – Dissection suite. A plastic curtain separates this area, with a handwash station just outside. It is dominated by a freakishly large stainless steel dissection table, with two tracks running along the ceiling above it. There is an object on the dissection table which appears to be a side of meat. Inspection reveals it is a lumpen, misshapen, grossly enlarged humanoid arm, six feet in length (San 0/D3). Examination of this reveals it is biologically human. It has been neatly removed and was evidently part of a dissected cadaver.

There are several small stainless steel tables on castors, with a range of scalpels, medical saws and forceps laid out. They are very clean. Hospital gowns and caps are hung against one wall along with what looks like a parachute harness minus the canopy – this is, in fact, used to suspend a scientist over the middle of the table when working, since the table is too large to reach the centre while standing at the side. Cables from the harness can be fixed to the rails above the table. While this is interesting, it is of no practical use apart from illustrating the size of whatever was being dissected.

UPSTAIRS, DOWNSTAIRS

The third and fourth floors are featureless, with only the odd bit of builder's debris.

Investigators can get into the second floor through the third floor. The floorboards give way to a crawlspace, then tougher ceiling plates fronted with stainless steel which open up into the second floor. Freezing air will billow up as the investigators lever off the ceiling plates. It is likely that the noise from this will alert security, who will probably come up to the third floor to investigate.

RAISING THE ALARM

The alarm will be set off if the door to the first floor or into the sealed section of the first floor, the foetus canisters, or the windows into the first floor are tampered with. It can also be set off by Jessica, the guard in the security station, and Nnamdi. The alarm is a loud klaxon and causes all electronic doors to lock if they are open. They can only be re-opened with another Open Lock check and a Str check (DC 20, - 4 to the check if this is attempted without a crowbar).

If the security guards and/or Nnamdi are overcome at this point, an armed response team from the police will show up. Firstly, the shutters on the first floor will open to reveal windows, beyond which is hovering police helicopter with two snipers armed with assault rifles. The pilot will demand the investigators drop any weapons they are holding. This demand will be repeated regardless of whether the investigators obey, and then the snipers will open fire.

Then the assault team will go in. They are six-strong and will go straight to the first floor. PCs retreating to the second must either face them (they will probably be shot if they resist and arrested if they don't) or escape through the ceiling (the tiles require a Str check (DC 17) to remove from this side) and onto the third floor.

CALLING THE COPS

Investigators may wish to alert the police to possible artefact theft by Sharvell. Jessica Craven, however, has contacts within the police force and will learn if this is the case. A police raid will follow, but Sharvell security will be in wait. As the raid moves into the sealed section of the first floor, two bombs will go off, one on the first and one on the second floor. Raiding police will be killed.

The investigators, who will have been requested to accompany the police but not enter the building, will be treated to a pyrotechnic show as the first and second floors erupt in flame. A containment canister will hurtle down and land next to one of them shattering and disgorging the foetus within. One of the flight cases will land on the nearest car – it is the one with the katana blade inside and the scorched but readable shipping details taped to it. The police will not act immediately on this information, but the investigators can and will be encouraged to do so by Professor Van Fleet and Michael Santiago, owner of Open Eye Investigations (he's not having the Fuzz solving his case and snatching away his fee).

THE COLSON STREET CLINIC

The Colson Street clinic is located in a sheltered, quiet area of west London. It is an older red brick building fitted out with an entirely new reception area, fronted with glass with drawn blinds. Visitors enter through the entrance into the reception area – there are no other ways in.

1 – Reception. This is a large and well-lit room with cream walls and floor. A large pair of double doors leads into the clinic. There is a reception desk along one wall and a number of sofas and comfy chairs at the other end of the room.

Although the room is well-lit, the blinds along the front windows are closed and if the lights are turned out this area will become pitch black.

During the day there will be one or two female patients in the waiting area. They will refuse to answer any questions and will leave at the first hint of harassment.

At all times the receptionist is waiting behind the desk, occasionally tapping away at the computer on the reception desk. Investigators who notice that the computer is turned off will get their first hint that something is very strange about the receptionist.

The receptionist is a petite young woman with short blonde hair, dressed in jeans and a white shirt. She is not human. She is a biological construct with a very limited set of pre-programmed actions and phrases. She only knows the following sentences:

‘How can I help you?’

‘Please take a seat.’

‘The doctor will see you now.’

‘I’m afraid you’ll need an appointment.’

Any questions are answered with one of these phrases, no matter how inappropriate. The receptionist will tell the investigators that they need an appointment to see Dr Sharpe, and then to take a seat. She will then ignore them. If the receptionist is threatened, she will say ‘The doctor will see you now’ and the lights will go out. This will trigger the baby attack. The receptionist never fights – she stands stock still if there is any combat going on. She has AC 8 and 5 hp – if reduced to 0 hp she dissolves into a sticky mess (San 0/D6) which, if analysed, consists of basic biological matter which defies further analysis.

Quite where the receptionist came from, and what she actually is, remains a mystery. She was probably an early experiment of Sharvell, but this is never confirmed.

2 Corridor. This is a clean, well-lit white-painted corridor. The door at the far end is sealed with a chain fastened with a heavy padlock. This padlock can be picked (DC 18) or forced (DC 25). Sharpe has the key to it in his pocket but won’t give it up without a fight.

3 Exam 1. This room has an examination table with stirrups, a sink, and a desk with a medical implements and supplies. There are some cabinets along the far wall which are full of medical records. These records take about half an hour to examine thoroughly and can reveal that every pregnancy test carried out by Doctor Sharpe at the clinic has been negative.

4 Exam 2. Examination table with stirrups. There is an emergency defibrillation unit mounted on the wall that can actually be used as a weapon. It takes a full round to charge but once charged, any living thing hit by it must take a Fort save (DC 17) or be stunned for D4 rounds. The paddles are difficult to wield as a weapon and a character using them always suffers a –4 attack penalty regardless of weapon proficiencies.

5 Exam 3. Examination table with stirrups. The first female investigator entering here will suddenly find herself lying on the table with her feet in the stirrups, and no-one will know how she got there (San 0/D4). Search (DC 17) reveals a small hole in the back wall that appears to lead to a hollow in the wall.

6 Sharpe’s Office. This is an impressively-appointed office done out in dark wood. If the investigators ask to see Dr Sharpe, this is where he will take them. He is a man in his forties, ruggedly handsome with thick chestnut hair, wearing a neat dark

grey suit. He is an arrogant and rather condescending man. If he talks about his patients, Sense Motive (DC 15) reveals he doesn't care about them at all, almost as if he didn't consider them human. He will admit to an interest in ancient cultures, but not that he has any actual artefacts. If asked about the Chine vase on his bookshelf, he will say 'Oh, you mean that. Yes, that was a gift from an oriental patient of mine.' Sense Motive (DC 15) – this is a lie.

The office has a desk with expensive fittings, a pair of comfy chairs for visitors, a chest of drawers along one wall and a bookcase along the back wall. The bookcase has some medical textbooks, books on medical law and ethics, and a number of ancient history books. There is a small vase on one bookcase, white with blue decoration. Knowledge (Art or History) (DC 10) reveals it is old and Chinese, possibly valuable. Professor Van Fleet can tell the investigators that it is very valuable indeed.

The chest of drawers is empty. Investigators looking behind the chest will see a ragged hole has been broken through the wall large enough for someone to crawl through.

7 Wall space. This is the dark, dusty space between the walls of Sharpe's office and Exam 3. There is a large gas bottle here with a rubber hose attached to it. There is a surgical mask duct taped to the end of the hose. Anyone with any ranks in Knowledge (Medicine or Biology) or a medical background will recognise this as a bottle of anaesthetic gas.

8 Burns Ward. The area of the clinic past the doors in corridor 2 is the old hospital. It is dark and musty. The white-painted walls are peeling and stained with damp. The floor has dark patches where water has dripped from the sweating ceiling. A couple of beds on trolleys lie overturned at the side of the corridor. There is a layer of grime over everything and the faint sound of dripping water. The first investigator to pass a Wis check (DC 18) will catch the faint smell of cooked meat. No other characters will smell this.

The burns ward has twenty beds in two rows. They are unmade and their sheets are damp and dirty. There are a couple of wheeled cabinets with shelves of razor-sharp medical implements. A large cupboard stands towards the far end. This cupboard has some dark green surgical gowns hung up inside – they are covered in old bloodstains. Behind this cupboard is the door to area 12. The door is covered by a membrane of pale skin, a slightly different colour to the wall, and must be torn through to get to 13. If it is torn, it will bleed.

The first investigator to touch anything in here will have their hand come away dripping with gore. The object they touched will have no blood on it and this will not happen to any other characters (San 0/D4).

9 Theatre 1. This is an operating theatre, tiled in white. The operating table has been torn off its mountings and lies buckled on the floor. The tiles have been broken in several places, as if hit by some great force.

10 Theatre 2. The table and the floor around it are covered in thick, crusted, very old bloodstains. Analysis reveals that this is human and foetal.

11 Storage. This is a dank, dark room, poorly lit by a single yellowing bulb. There is a lingering smell of urine and chemicals.

Against the far wall lie a number of metal cylinders, lying in a pile as if discarded. One of these contains a human foetus suspended in colourless liquid (San 0/D4 if the investigators haven't seen a foetus yet). There is a large refrigeration unit in this room with a biohazard symbol stencilled on the side.

Investigators standing next to or approaching the refrigeration unit get a Listen check (DC18) to notice something slithering in the unit. If they pass this check, they won't be flat-footed when the skin graft monster emerges.

The skin graft monster is made of long ribbonlike strips of tattered human skin that weave and reach like the tendrils of an anemone. The monster has a grapple bonus of +4, and can grapple up to two targets each round as a full attack. It has no other types of attack and cannot move from the refrigeration unit. The first grapple check grapples the opponent, the second pins them. It does D6 subdual damage to a pinned opponent per round. It can reach anyone in the storage area.

The monster has 20 hit points and Damage Reduction 5 which is negated by slashing weapons (the medical implements from the burns ward will do nicely).

The skin graft monster will grapple the nearest two investigators and throttle them until they are unconscious, whereupon it will do the same to the next two until it is dead or has run out of victims. If it has an unconscious victim in its coils and there is no-one else near enough for it to grab, it will haul the victim into the unit as a full-round action and do D3 damage per turn as it digests them. It can only digest one victim at a time. When a victim reaches -10 hp, it has been reduced to a dark reddish sludge. The victim can be pulled out by an ungrappled character who gets next to the unit and passes an opposed strength check as an attack action.

12 Tunnel. This is a tunnel of crumbling brick which is damp to the touch. Runnels of water trickle down the walls and there is an earthy, decomposing smell.

13 Shrine. The walls and ceiling of this roughly circular chamber are papered with pictures cut out of hardcore pornography magazines. Wooden shelves against the back wall hold a collection of ancient artefacts from all eras. Apart from the statuette, they can all be identified as authentic and valuable by Professor Van Fleet.

- Pride of place is given over to a statuette not much larger than a man's fist. It depicts two humanoid figures leaning towards each other – their heads are melding into one. As an investigator looks on, the features of the faces look up at him, then flow into one another sickeningly (San 0/D4).

If an investigator tries to pick this up, it will be so cold that it burns to the touch. For a second the investigator will be unable to let go of the statuette and cold bolts of pain will shoot from their hand right through their body. Then, they drop the statuette and are suddenly exhausted, panting for breath and subject to the rules for fatigue. There is what looks like a very old, healed-over wound on the palm of their hand (San 0/D2).

- A Greek vase with a lid. It is decorated in the red figure style and shows scenes of combat. Closer examination (Spot DC 17) show several figures dismembering and eating a fallen enemy (San 0/1).

- A large medieval brooch of polished amber set in silver.

- A Faberge egg. This can be tentatively identified by Van Fleet as being from turn of the century Russia.

- A rolled-up canvas that, when unrolled, turns out to be a very fine oil painting of a nativity scene. Investigators can tell (Knowledge (Art) DC 12), or Van

Fleet can inform them, that this painting is by is by Carravaggio and was thought lost by the art world.

- An ingot of solid gold. It has a hallmark depicting an eagle perched on a swastika.

- A large, heavily tarnished bronze disk, on the floor propped against the shelving. Knowledge (History) DC 15 or Van Fleet can tell this is a Greek hoplite shield in remarkable condition.

If the investigators have not yet fought Sharpe, he will find them here, crying out to them to leave his shrine. He will first seem indignant, then pleading, and then threatening. Sharpe knows a couple of spells but is not a fighter – he is a weakling and a coward, and will fold as soon as he is hit. If he suffers any loss of hp, he will collapse to the floor whimpering that he has been scarred or crippled for life. Investigators can now question him with total impunity and he will answer any questions, interjecting with pathetic pleas for clemency.

Sharpe knows that Jessica Craven has been buying the foetuses Sharpe steals from his pregnant patients. He steals them by anaesthetising the patients in Exam 3, then taking them to the old hospital and removing the foetuses. Jessica pays him in ancient artefacts – he doesn't know how Jessica gets them and this cannot be found out from trying to trace the artefacts themselves. Sharpe doesn't know what the receptionist is, only that Jessica gave her to him as soon as their arrangement began. He isn't certain what Jessica does with the foetuses or what Sharvell's real business is, but he's pretty certain it's something very illegal indeed.

Most importantly, Sharpe knows from an overheard conversation between Jessica and one of her scientists that the foetuses are transported to Queen Christiana's Bay on the eastern coast of Canada. This piece of information forms the true objective of the investigators' visit to the clinic, and even if technically dead Sharpe should offer the information as part of a plea for the investigators to save his life just before he dies.

If he is not killed, Sharpe will flee if possible. If handed over to the authorities, Sharpe will never be heard of again. Jessica will have found out about his arrest and had her contacts in the police liquidate him.

WHEN BABIES ATTACK

If the investigators threaten the receptionist or confront Sharpe outside the shrine, or if they're just wandering around and getting bored, the lights will go out and plunge the area into complete darkness. The first investigator to pass a Listen check (DC 18) will hear a faint crying, like that of a baby. As soon as they mention this to anyone else, an infant will drop down from the ceiling onto them.

There are two infants, probably (but not provably) a by-product of whatever Sharvell is doing to the foetuses supplied by Sharpe. Their main threat is their sheer hideousness – being touched by one for the first time results in D3/D6 San loss, with 0/D6 (or 1/D8 if you've been touched by them) for seeing them. Investigators only see them if they have a source of light, like a lighter or a torch, or if they move into a lit area while being attacked by an infant. The infants can either be killed or driven away with fire – if driven away they will disappear and never come back. Everywhere they go they leave a trail of gore, in the form of tiny foot and hand prints and spatters on anyone they touch.

QUEEN CHRISTIANA'S BAY

Queen Christiana's Bay is a fairly isolated bay on the coast of Quebec. It is accessible by a single road and is, in its own way, a coldly beautiful site, a broad curve of grassland between the freezing sea and the coniferous tree line sweeping down the from the high ground to the north.

As the investigators approach they will make out a cluster of buildings near the shore. Some of them are modern but unfinished, other are portable cabins of type used on buildings sites. There are several mechanical diggers parked near these. There are other structures - unroofed, low-walled rectangular stone enclosures – which mark out the supposed Viking settlement.

The site is, in game terms, little more than the entrance to the climax of the adventure. However, it is described in some detail as there could well be a big gunfight here at some point.

1 – Car Park. Two mechanical diggers are parked here. These are easy to hotwire (Disable Device or Knowledge (mechanics or electronics) DC 12) and provide one-half to three-quarters cover to action-minded investigators making a daring escape in them.

2 – Security huts. These are both empty. The doors are locked but the locks are flimsy (Open Lock or break down DC 15). Each hut has a window looking out onto the approach road and on each window is a metal bracket that can be used to mount a gun. There is a table and a couple of chairs in each one, with a kettle on the table. On a rack on the wall of each hut is an AK-47 and a single magazine of ammunition. Investigators will doubtless want to pinch these.

3 – Gift shop. This small building has a counter with a till and lot of shelving, but no stock. The door and windows are missing and the cold wind blows right through. There is a stand of leaflets on the counter. The leaflets are damp but readable – they are information pamphlets on the Viking site. They mention that so far the swine pens, grand lodge and one house have been unearthed. Excavations on what has been dubbed 'Olaf's Cairn' are due to begin soon. Given the state of the place, it is fair to assume that these excavations never got started before the money ran out for the site.

4 – Information. This building is unfinished. One wall and the roof are still missing.

5 –Hotel. This is a large building but is only half-finished, little more than the wooden skeleton of a building.

6 – Swine Pens. Three largely featureless archaeological trenches have been dug. They are very old and much of the detail is obscured.

7 – House. This is little more than a rectangle of knee-high stone walls, with a small circle in the middle, presumably a hearth.

8 – Grand Lodge. A larger excavation has revealed a structure similar to the house, but larger and with a couple of interior walls.

9 – Olaf’s Cairn. This is a pile of loose rocks three metres high. Checking the ground around it indicated that this was excavated rather more recently than the rest of the site. Examining the cairn itself will reveal that one stone seems to have a cavity behind it. This is very difficult to move – DC 25 for one person, DC 20 for two or more (plus the bonuses for assisting). Using the digger will make short work of it, though. The space behind is a cramped, claustrophobic stone shaft leading straight down. Metal rungs have been hammered into the stone to form a crude ladder.

The rungs are slippery and difficult to climb down, requiring a Climb check (DC 15) to avoid falling. If an investigator falls, the other investigators will hear a splash as they land in the entrance pool of the next section.

10 – Containment huts. These huts overlook the cairn. Each one has a hunting rifle converted to take tranquiliser darts. Each gun has a case of six darts, which must each be loaded manually as a move action. The rifles can only hold one dart at a time. Anyone wounded by these darts is instantly knocked unconscious – anyone failing a Fort save (DC 18) fall comatose instead, and will wake up in a couple of weeks if given hospital treatment. Upon waking they will suffer D3 Wisdom and D3 Strength drain due to minor brain damage and muscle wastage. This loss is permanent.

If the monster is hit by a dart it will suffer D6 Wis damage from the soporific effects. Hitting it with lots of darts is one of the few ways the investigators can bring down the monster.

P’GAARN

P’Gaarn (although investigators need not find out its name) is an underground biological city beneath the eastern coast of Canada, built by a prehistoric race as an altar to the Mythos gods. Their form of worship involved mutilating themselves using the flesh-distorting technology of the Pit.

Jessica Craven discovered the city while in charge of the development of Queen Christiana’s Bay. Discovering the qualities of the Pit, she closed down the development and started a rather more lucrative business, under cover of Sharvell Holdings, melding foetuses (acquired from Dr. Sharpe) into giant attack monsters which were then sold to terrorists, mercenary companies and unscrupulous governments.

When the investigators arrive, the city is empty. Some time after their arrival, Jessica and the latest consignment of foetal material will arrive to be transformed into yet another hulking monster. At this point the investigators will have a chance to kill Jessica (although this is not as easy as it sounds if she manages to enter the Pit before she dies), blow up the Pit, release the monster and flee the resultant destruction, gather enough evidence for a raid by the authorities, or die in a hail of bullets. Their aim should be to stop whatever Jessica is up to – how they do this is up to them.

Successful strategies are generally limited to –

- Wait until the monster is created, then release it and run like hell.

- Kill Jessica and as many personnel as possible, then flee.

- Use explosives to destroy the pit.

- Use explosives to destroy the Olaf’s Cairn and collapse the entrance shaft.

- Gather photographic evidence and give it the authorities.

The first two methods will result in a dramatic gun battle where the investigators must escape under a hail of fire. The other three can have much the same result if the investigators are spotted and news of their presence gets back to Jessica. If explosives are used or evidence is gathered, investigators who haven't got into a scrap yet should have to face something before they can escape – perhaps Nnamdi if he's still alive, or one of the monsters created by the Pit, staked by the entrance road to deter the curious.

The response of the authorities to convincing evidence will be extreme and covert. A few days after the investigators hand over the evidence, a news item will appear. A ship carrying radioactive waste has run aground off Queen Christiana's Bay and the area has been sealed off. It is expected to remain radioactive for several decades, during which time all access is sealed. Environmental activists cite the incident as a symptom of the dangerously heavy traffic of radioactive materials across the world's oceans. The Canadian government, however, describes the cleanup operation as 'a textbook example of how to deal swiftly and conclusively with a threat to the well-being of this nation.'

Investigators might well conclude that a nuclear device was used to make sure the Pit stays sealed. They would be right, although they will probably never know it.

P'GARRN WELCOMES CAREFUL DRIVERS

When the investigators emerge from the entrance shaft, they find themselves in a large cavern thigh-deep in clear water. A number of fluorescent lamps have been bracketed to the walls to provide illumination. Leading from the cavern is a tunnel leading downwards. Checking out this area will reveal the tunnel isn't natural, being perfectly circular with an odd ribbed pattern along the ceiling and sides.

This tunnel is about a hundred feet long. At the end it opens out into an irregularly-shaped plaza or clearing within the city of P'Garrn.

Buildings are piling haphazardly on one another and there are no straight lines – everything is biologically curved, like some immense complicated organ preserved in black, silver-flecked stone. Alleyways are curving tubes running between lumpen mounds of buildings. The ground is gently undulating and made of the same flecked black stone.

The city must be underground as the ceiling of an immense cavern is like a stone sky far, far above. There is a weak spicy smell and the very faint sounds of cracking and straining from below, like a glacier thawing or a huge building settling on its foundations. Investigators at foot level can see little beyond the plaza but twisted spires and thrusting biological towers seem to carry on for many miles around.

Seeing P'Garrn for the first time costs 0/D4 Sanity.

THINGS TO MAKE AND DO IN P'GARRN

P'Garrn is not simply a collection of buildings and streets. In its heyday it was a living, breathing creature, its inhabitants more like symbiotes than citizens. It has slumbered for a very many millions of years, but the renewed activity inside it is slowly waking it up. Travelling through P'Garrn is not a matter of following landmarks or maps. The city changes around you as you move, and getting anywhere in particular is down to luck and opportunity rather than logic.

To travel in P'Garrn, make a Cthulhu Mythos check (DC 20) for the investigator with the most ranks in Cthulhu Mythos (cruel GMs, or those whose

Investigators have made it this far relatively unscathed, might make the first check automatically fail). If the investigators succeed, they arrive in one of the following locations. The exact location is determined by the GM, and should accord with whichever one would be most dramatic given the current situation and the intentions of the investigators:

The Pit

The Dormitory

The Pens

If the investigators fail the check, they end up in one of the following encounters (again, selected by the GM). Once they have survived/completed/escaped the encounter, they may make another Cthulhu Mythos check with a +2 bonus.

Investigators who turn back from a particular area must negotiate another area before they can make another Cthulhu Mythos check. The areas are:

The Falls

The Hall of Records

The Tombs

The Spine

The Falls

Investigators hear a rushing sound, like fast-running water. Around the next corner the buildings part to reveal an immense cataract, not of water, but of quicksilver, rushing over the sagging precipice of a heap of buildings into a massive circular hole in the ground with a wide open space around it. Numerous alleyways lead off from the opposite side of the area.

The alleyway behind the investigators warps with a horrid sucking sound and seals itself closed behind them. They will have to go out onto the circular area to continue.

The circular area is a highly sensitive surround to one of P'Garrn's feeding orifices. Investigators moving across it have a chance of setting off a reflex swallowing action. The orifice has a Listen modifier of +8 – this gives it a chance to hear characters who walk without moving silently, talking, shooting guns, and so on. Once it has heard something, the ground will ripple (Spot check DC 18).

From then on investigators must make Move Silently checks (opposed to the orifice's Listen check) to move without alerting the orifice. If it is alerted again, it will begin a reflex swallowing action. The circular surround warps alarmingly, undulating like jelly, and huge glistening fangs of black stone will emerge from below the edge of the opening. The buildings around pucker like contracting muscle. The quicksilver will break against these teeth like water on rocks. The realisation that the waterfall is plunging into the huge mouth of a living creature costs 1/D6 Sanity.

Investigators who just sprint for the alleyways on the opposite edge will make it unless they all go for it at once, in which case the last (make Str checks – whoever gets the lowest is last) will be trapped outside as everyone else piles into the alleyway before them.

The second round after the swallow begins will see mercury swirling around the area like water in a washing machine. Anyone moving must pass a Str check (DC15) to move their basic speed in a round. The DC increases by +2 every round. An investigator failing two checks in a row will be dragged down into the maw of P'Garrn.

Once all investigators have made it to safety or been swallowed, the swallow will complete with a vast sucking sound as the area puckers shut than booms open again.

Anyone getting swallowed must make a Fort save (DC18) or drown in the quicksilver. If they survive they still take D12 crushing damage (mercury is very heavy) and will wash up, alive or dead, on the shore near the Dormitories. They will be unconscious, and must be awakened by their colleagues.

The Hall of Records

Investigators emerge into an enormous structure formed of long curving struts forming a domed canopy hundreds of feet overhead. Six massive rectangular slabs hover, end-first, five feet above the ground. These slabs are 100 x 30ft x 10ft and are made of a glassy, brittle substance that flakes away to the touch.

There is a circular depression in the centre of the floor. Thin, rail-like patterns on the floor radiate out from this point.

It is a simple matter to cross the floor of this structure and continue through one of the alleyways that radiate off from it. Nosier investigators, however, may find something rather more interesting.

An investigator standing in the depression will find their feet suddenly rooted to the floor. One round later the world will turn black and swirling images will begin to coalesce from the darkness.

First, the investigator sees a sky overhead tinted red, with many irregular moons and a single orange sun that skims across the sky, faster and faster, until the sky shimmers light and dark. The ground is bare and rocky. Small shapes flicker across the ground and gradually, as if watched on a stop-motion film, a city is built in fast forward. Large black lumpen shapes are planted in holes in the ground and grow rapidly, joining with one another into huge pulsing masses. The flickering shapes become more numerous and it is apparent that they are the builders of the city, their work here seen vastly sped up.

The city grows outwards until it stretches between the horizons and begins to pile up upon itself, towers reaching towards the flickering sky. A pit opens, like a mouth, right in front of the investigator. The inhabitants flow into the pit like water, hundreds at a time.

For a moment the action switches to real-time. The inhabitants have a dark grey skin and spindly bodies, each with several arm-like limbs sprouting from its waist and elaborate feathered gills around its chest. A single vertical oval eye runs down its thin, otherwise featureless face.

Something emerges from the pit, clambering over the sheer black stone wall. It is of the same colour as the inhabitants but much larger, a tangled knot of rubbery grey flesh. It turns and looks directly at the investigator, who sees that from its shoulders sprout dozens of heads, each with that single vertical eye.

The view speeds up again. The sky is suddenly covered over with stone and the flickering dark shapes become white. The pit continues to receive a constant flow of bodies and vomits enormous monstrosities back out. Gradually the flow dies down and then the inhabitants are gone, and the city is empty. Then there is a slight flicker as more shapes, of varying colours, flit past. For a second time the view pauses and the investigator sees one of the new inhabitants staring at the pit. It is human. It is Jessica Craven. She is directing a crane that is lowering a large crate into the mouth of the pit.

Then the image speeds up again, flickers, and is gone. The investigator stands in the depression once more, with only a few seconds having gone by.

As might be imagined, this experience costs D2/D8 Sanity.

The Tombs

The passage turns downwards and emerges in a long rectangular chamber lit by a faint blue-grey glow from the stone. The walls are covered in shelving, irregular and curved, as if it was grown rather than built. On the shelves are hundreds of statuettes of strange, melded, vaguely humanoid shapes, some slender and two-headed, other hulking and barrel-chested with dozens of heads and limbs. They are fashioned from a variety of shades of dark stone. Investigators who saw the statuette in Doctor Sharpe's shrine will recognise these statuettes as being of the same type. The whole place is eerie and utterly silent, even from the faint sounds of the waking city, and the air is still and cold.

Several exits lead from all around the tomb-gallery. Getting across here is not a problem unless the investigators make the mistake of touching anything.

The statues do not like being touched. Picking one up bare-handed will cause cold burning in the same way as the statuette in Sharpe's shrine. Statues nearby will topple off the shelf and shatter on the floor. They will suddenly melt and flow together like quicksilver. More will fall, shatter, and melt until there is enough liquid stone to form a human-sized creature. This is a P'Garrnian ghost, although investigators need not know this. The ghost is dangerous, with a body of solid stone and a dislike of anyone desecrating the tomb-galleries of the city. It will attack the investigator who woke it up, focusing on them to the exclusion of all others. It will pursue the investigator until it or its target is destroyed.

The Spine

The alleyway end abruptly and investigators find themselves looking out from the edge of a shaft that runs up for several hundred feet and down further than they can see. In this shaft are suspended several islands, like massive irregular chunks of stone floating impossibly in the air. A thick, sinewy, segmented spine runs down the centre of the shaft from the dark depths of the shaft right up to the ceiling of the city-cavern. It is pulsing slowly and there is a sound like distant heavy breathing.

Investigators must get across the shaft. There is, apparently, no way to get between the floating islands. In fact, there is, but investigators just can't see it. Invisible bridges join the islands, forming a path across consisting of five bridges and four islands. This will become obvious to anyone throwing dust, gravel, a pebble, or anything else across the shaft.

Investigators who use this route can get across the spine directly. The route passes very close to the spine itself, close enough to touch. An investigator who touches the spine will suffer an electrical shock and must make a Fort save (DC 20) or be thrown backwards. A Ref save (DC 15) lets them grab onto one of the free-floating islands. Investigators within 10 feet can make a Ref save (DC 18) to grab them as they fly past.

If all these are failed, the investigator, instead of falling, flies upwards, right up to the ceiling and out of view (San 0/D2). They suffer 2D10 damage from hitting the ceiling and are regurgitated, alive or dead, on the shore of Queen Christiana's Bay.

Investigators who suffer the shock but survive gain the *augury* spell, etched into their minds as the 'Wisdom of P'Garrn' ritual.

THE DORMITORY

This highly incongruous collection of prefabricated huts sits on the shore of a passing river of quicksilver, surrounded by cliff-like walls of undulating black stone. A chasm leads off towards the Pit.

There are four huts.

1 – Dorm 1. There are four beds laid out here with lockers underneath them. Only one looks like it has been used. A curtain has been fitted that can be pulled around the bed like a hospital screen. In the locker beneath it (Open Lock DC 20/Break DC 18) are several items of women's clothing (some underwear, a business suit and a couple of blouses), a washbag with toothbrush, sanitary products, deodorant, breath freshener, and a loaded .38 revolver with a box of twelve bullets. This is where Jessica Craven sleeps when she spends the night in P'Garrn.

2 – Dorm 2. This hut has four beds, all used, and smells of sweat and sleeping men. This is where the security guys sleep – Jessica makes sure there are at least two of them here with her when she spends extended periods in the city. The lockers under the bed contain –

Half-a-dozen porn mags, a survival knife, and a supply of chocolate bars.

Some clean underwear, a Gameboy Advance and two games.

Three science fiction novels and three cans of beer.

A basic medical kit with bandages, plasters, and disinfectant, and a yo-yo.

3 – Wash hut. This hut has two toilet cubicles, two wash basins, and a shower cubicle. The toilets are chemical and the water supply comes from a tank under the hut (P'Garrn, as might be expected, doesn't have running water).

4 – Storage. This hut is used to store scientific and other equipment. There are several empty cylinders piled up at one end, identical to the ones investigators may have seen being used to hold fetuses. Three hazmat suits hang on the wall alongside heavy-duty elbow-length rubber gloves. There are two pairs of rubber boots by the door.

On a table is a laptop computer and a variety of sensing equipment, mostly metal probes on long wires that can be attached to the back of the laptop.

The laptop requires a password when it is turned on. If the password is not entered in thirty seconds, the laptop's frag switch operates – this is a very small thermic charge that utterly destroys the hard drive and any hope of recovering information from it. Should the investigators somehow manage to get the password (PURITY) off Jessica (only psychic or magical means will work, and bear in mind she is resistant to such things), they will find enough information to let them use the technology of the pit to make their own hulking kill-beasts. Creating such a monster costs D4 Sanity as the character meddles with things that are not meant to be known by mortal man.

THE PENS

There are six pens, arranged in two rows of three with a corridor down the middle. Each pen is immense, a hundred feet square and easily fifty feet high, made of chain mesh with a six-foot metal surround at the base. The twelve-foot high gates in each pen are secured with a bolt and a heavy padlocked chain – simple to pick (DC

18) but made of heavy steel and impossible to break without cutting the chains with a bolt cutter.

All the pens are empty of the monsters they were made to contain. The nearest one has the gate unlocked. Inside, the pen stinks of animals and what looks and smells like human waste is piled up in one corner. The stone wall at the back of the pen is scored with scratch marks.

A tall stone arch at the end of the central corridor leads to the Pit.

THE PIT

The Pit is the most likely place for a showdown with Jessica and her security guys. As the investigators make their way through the city, Jessica and some of her security guys arrive in two trucks, enter the city with a pallet of containers each holding a foetus, and head through the city towards the Pit. If the investigators took more than one 'step' to get to the Pit, Jessica and her men are at the Pit when the investigators get there. If they got there faster, they will be there when Jessica arrives. They will have a few turns wandering around the Pit or the Dormitories before a shouted order from Jessica will alert them to her arrival. There will be three security men, two wheeling a cart with the pallet on it, and two scientists. The best tactic here will be to find a hiding place before attacking with surprise, or sneaking away.

The Pit is a huge irregular depression, its sides glassy and smooth. Investigators who were subjected to the history in the Hall of Records will know this was the same place where P'Garnians went into the pit and were melded into larger creatures. It is about thirty feet deep. The high walls of stone surround it, formed into biological shapes like knotted muscles, with gaps in the cliff wall leading to the Dormitories and the Pens.

An observation and cargo platform has been built projecting over the edge of the Pit. It has a guard rail around it and a console which gives temperature, humidity, radiation and vibration readings from the inside of the Pit. A mechanical winch on the platform can deliver cargoes to the bottom of the Pit, and is operated from the console. There are large packing crates and mounds of building materials lying around the edge of the Pit, which can be used by investigators to hide in.

The pallets of containers will be lowered into the Pit. After a couple of minutes the glass of the containers will shatter and the wood of the pallets will break down. The dribble of pinkish foetal material will run, quivering like quicksilver, into a rippling puddle in the middle of the Pit. The puddle will grow rapidly and lumpy shapes will begin to rise from it, swelling and bubbling until something huge and vaguely humanoid is standing in the Pit, blood-streaked liquid flesh running off it. Scores of tiny mouths will emerge from its skin, long talons will extrude from its fingertips, and its skin will solidify and tighten until it has become a fully-formed attack construct (The investigators may have seen one of these at the harbour earlier – if they didn't, they suffer the full Sanity effects for witnessing the beast for the first time).

This process takes about three minutes to transpire. It can be stopped by successfully trashing the monitoring equipment by the crane, by dropping something heavy from the crane onto the emerging monster, or torching the monster before it is fully formed.

Jessica is probably armed – she will have collected her .38 revolver from her dormitory – and will shoot her way past any investigators who try to accost her. If he is taken down to 0 hit points she will not die immediately, but will crawl towards the Pit. Once there she will pull herself over the edge and will tumble down into the Pit, whereupon her broken body will begin to swell and deform with the sickening crack of bones and tearing of gristle. She will rear up, now a grotesquely mutated version of her former self, fully healed and angry. Her body is packed with muscle, the skin shiny and taut where it stretches. Spines of bone jut from her back and forearms. Her face is a single yowling maw, red and wet and lined with teeth. She will clamber up the side of the Pit and lope towards to Dormitories, tearing through any investigators or surviving personnel as she makes her escape. This will not happen if she is captured and tied up/handcuffed, or is prevented from getting to the Pit by a sharp-eyed investigator.

If the investigators show their hand after the creature has been created, or if they don't stop the processes creating it, the security guys will be too busy dealing with the investigators to herd it into the Pens. It will clamber up the side of the Pit, bellow hideously from a hundred discordant mouths, and stomp through the Dormitories towards freedom. It will almost certainly tear up a couple of security guys while doing so and may, if the GM decides it would be dramatically appropriate, catch and kill Jessica Craven before tossing her body into the Pit.

The security guys aren't being paid enough to deal with all this. If any of them are wounded, or they see anyone killed, or if gigantic monsters start turning up, they'll run for it. The scientists will try to stop the processes from being interfered with but will run for it once things have gone permanently wrong. Jessica will flee if she is left alone with the investigators and/or a giant monster.

Investigators always have the option of running for it. They would be advised to do so once they have raised enough hell to stop Jessica's operation or acquired enough evidence to have it shut down.

AFTERMATH

The case is, technically, solved if the investigators ascertain that Sharvell Holdings was responsible for some form of trafficking in ancient artefacts. Michael Santiago, owner of Open Eye Investigations, negotiates a fee of ten percent of the value of any artefacts actually recovered by the investigators, which results in a happy Mr Santiago, continually employed investigators, and an impressive new collection for Professor Van Fleet.

P'Garrn may be nuked by the Canadian government. If not, it remains there, unknown and hidden, waiting for the next curious individual to unlock its secrets.

There may or may not be a vengeful Jessica Sharvell (in woman or monster form) and a gigantic attack construct running loose in Quebec.

Sanity Rewards:

Destroy Jessica Craven's Operation (by killing Jessica, destroying the Pit, or collecting enough evidence to have P'Garrn destroyed): D6

Prevent Jessica from escaping: D3

Prevent the attack construct from escaping: D3

Stop Dr Sharpe's embryo farming activities: D3

RESEARCH/GATHER INFORMATION

The Corinthian Building

Public Knowledge – The Corinthian Building houses Brown Trout Designs and Sharvell Holdings. It is managed by Red Horizon Properties.

DC 12 – Temple Security provide security personnel for the building.

DC 15 – the top two floors have been vacant for some time. Red Horizon is offering them at a discounted rent to anyone who asks.

Brown Trout Designs

Public Knowledge – a graphic and web design company. Tends to win a lot of awards. Run and owned by Colin Cadwallar.

Gather Information DC 15 – Brown Trout has missed the last three rental payments on its office space in the Corinthian Building.

DC 20 – Brown Trout is on the skids. Its last few tax and finance statements mask significant losses and banks are beginning to cotton on that the company isn't likely to be paying back its loans any time soon.

Sharvell Holdings

Publicly known – an import/export company with head offices in the Corinthian Building.

DC15 – The Corinthian Building office is run by Jessica Craven. The company has been in existence for just over two years, and has been at the Corinthian Building for all that time.

DC20 – There is next to no company history for Sharvell Holdings. It is not clear if Jessica Craven own or runs the whole company, or if she is an employee of an unknown owner or CEO. The company only ever seems to break even. There is no record of what Sharvell Holdings actually imports or exports, or where such goods might be held. From the information available, it seems that Sharvell doesn't have any assets other than what is located in its head offices.

Jessica Craven

DC 21 – Moved from Canada to the UK two years ago. Is a UK citizen, suggesting that she was not born or raised in Canada.

Temple Security

Publicly known – security company specialising in providing security personnel for companies in the City of London.

Nnamdi Pfende

DC18 – Nigerian by birth, thirty-one years old. A mercenary since the age of fifteen, employed by a couple of 'security consultancies' in Western Africa. There are no records of Pfende for the last five years.

Doctor Jeremy Sharpe

Publicly known – Doctor Jeremy Sharpe is the resident specialist at the Colson Street Clinic.

DC 15 – Sharpe is forty-one years of age and unmarried. He specialises in the treatment of pregnancy-related disorders.

DC21 – Sharpe narrowly avoided being struck off for alleged ‘severe misconduct’ relating to the miscarriage of an unnamed female patient. Details are unavailable.

The Colson Street Clinic

Publicly available – The Colson Street Clinic is a specialist private practice for gynaecological and pregnancy-related cases. It is located in west London.

DC 18 – The clinic is located in a converted hospital. The building used to be the Colson Memorial Hospital, which boasted an impressive burns unit. It was closed down in the 1970s when its burns ward was merged with other hospitals nearby.

Gather Information DC 15 – The clinic is very discreet and is considered the best option for well-to-do women who find themselves with an unwanted pregnancy. Its discretion is advertised through word of mouth alone.

Queen Christiana’s Bay

Publicly known – Queen Christiana’s Bay is in Canada, on the south-east coast of Quebec. The easiest way to get there from the UK is to fly to Montreal and drive for a day and a half along the Quebec coast.

Queen Christiana’s Bay is the location of some recently-unearthed ruins that are almost certainly the remains of a Viking settlement.

DC 17 – Queen Christiana’s Bay was the site of a tourist development. The intention was to create a centre for adventure, walking, and nature holidays, with the attraction of the Viking ruins as the centrepiece. The proposal ran out of funding three years ago and the buildings remained unfinished.

DC 19 – the person in charge of the development during its abandonment was Jessica Craven.

MONSTERS & NPCs

JESSICA CRAVEN

2nd-level bitch (Defensive Option)

HD: 2D6 (9 hp)

Initiative: +1 (+1 Dex)

Speed: 30ft

AC: 11 (+1 Dex)

Attacks: +1 .38 revolver ranged, -1 unarmed melee.

Damage: .38 Revolver 1D10, Unarmed D3-1 (subdual)

Saves: Fort +1, Ref +4, Will +5

Abilities: Str 8, Dex 12, Con 10, Int 15, Wis 15, Cha 13

Skills: Listen +7, Spot +7, Diplomacy +6, Intimidate +6, Computer Use +7,

Knowledge (Accounting) +7, Knowledge (Biology) +7

Feats: Weapon Proficiency (Handguns), Alertness

Equipment: .38 revolver (In P’Gaarn)

JESSICA CRAVEN VERSION 2.1

2nd-level mutant bitch (Defensive Option)

HD: 2D10 +2 (16 hp)

Initiative: +1 (+1 Dex)

Speed: 30ft

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 claws +1, Bite -1

Damage: Claw D6 +1, bite D6 +1

Saves: Fort +3, Ref +4, Will +5

Abilities: Str 12, Dex 12, Con 14, Int 15, Wis 15, Cha 13

Skills: Listen +7, Spot +7, Diplomacy +6, Intimidate +10, Computer Use +7,

Knowledge (Accounting) +7, Knowledge (Biology) +7

Feats: Weapon Proficiency (Handguns) (this feat may not be used as Jessica's fingers are now too deformed to hold a gun), Alertness

DR. JEREMY SHARPE

Use stats for Dr. Corbitt from the 'Night Shift' adventure (P. 277). Dr. Sharpe replaces Psychoanalysis with Bluff.

Dr. Sharpe also has the spells *circle of nausea* (which can be cast to affect his office and his shrine) and *shrivelling* (which does 2D4 damage).

NNAMDI PFENDE

4th-level badass (Offensive option)

HD: 4D6 + 10 (20 hp)

Initiative: +3

Speed: 30ft

AC: 17 (+3 Dex, +4 body armour)

Attacks: MP5 submachinegun +6 ranged (Full attack +4/+4 ranged), combat knife +4 melee

Damage: MP5 1D10, combat knife 1D4 + 1

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 12, Dex 15, Con 15, Int 8, Wis 12, Cha 12

Skills Modifiers: Move Silently + 9, Intimidate +8, Tumble +7, Spot +8, Listen +8,

Climb +2, Use Rope +3, Demolitions +1, Drive +4

Feats: Weapon Proficiency (Submachine Gun), Point Blank Shot, Rapid Shot

Sanity: 45

Equipment: Bullet resistant vest (+4, -1 armour check penalty), H&K MP5 + three 15-round mags (1 loaded), combat knife, torch, CS gas grenade, cold weather gear.

TEMPLE SECURITY GUY

Use stats for Officer Charles Peal (P. 279), except that the Temple guys have Weapon Proficiency (Melee) instead of (Pistol) and are unarmed.

SHARVELL SECURITY GUY

Use stats for Officer Robert Nelson (P. 279), except that the Sharvell mercs have the Weapon Proficiency (Pistol) and Weapon Proficiency (Rifles or Shotgun, depending on what they're armed with). They are either armed with combat shotguns or assault rifles, and in some situations can also use the single-shot tranquiliser rifles. They wear protective clothing beneath their black fatigues, which increases their AC to 12 but do not impose an armour check penalty.

ARMED RESPONSE OFFICER

Use the Officer Robert Nelson stats (P. 279), except these chaps have Weapon Proficiency (Submachine Gun or Pistol) and Weapon Proficiency (Melee), and are armed with MP5s or revolvers, and tonfas (count as nightsticks). They wear either reinforced vests or flak body armour (p. 95, don't forget armour check penalties).

INFANT

Tiny aberration

Hit Dice 2D4+2 (7 hp)

Initiative: +2 (+2 Dex)

Speed: 20ft

Armour Class: 16 (+2 Dex, +4 size)

Attacks: Masticate +1

Damage: D3 + 1

Special Attacks: Yowl

Special Qualities: Blindsight 60ft, immunities

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 12 Dex 15 Con 14 Int 8 Wis 11 Cha 8

Skills: Hide +11, Move Silently +7, Spot +7, Listen +3

Feats: Alertness

San Loss: D3/D6 (touch), 0/D6 (see), 1/D8 (see after touched)

Infants attack by chewing with their horrid gaping maws. They prefer to drop onto someone's shoulders and yowl into their ear, and then chew on the victim until thrown off or driven away.

Wall crawl: Infants can move at normal speed along walls and ceilings. They tend to drop from the ceiling onto their victims.

Yowl: An Infant can yowl as a standard action. The victim yowled at must make a Will save (DC 11) or be paralysed as long as the Infant is in contact with them. Once someone has been yowled at and made the save or been taken out of contact with the Infant, they are immune to further yowling for 24hours.

ATTACK CONSTRUCT

Use Gug stats (P. 172) except the Attack Construct knows no spells, has only 2 claws, and causes D2/D10 San loss.

P'GAARNIAN GHOST

Medium-sized aberration

Hit Dice: 3D8 + 5 (24 hp)

Initiative: +1 (+1 Dex)

Speed: 30ft

Armour Class: 17 (+1 Dex, +6 natural)

Attacks: 3 stone tendrils +3

Damage: D4 +3

Special Attacks: Spark

Special Qualities: Freedom of P'Garrn, stonelight 60ft, Immunities

Saves: Fort +10, Ref +3, Will +3

Abilities: Str 17, Dex 11, Con 20, Int 10, Wis 14, Cha 10

Skills: Hide (in P'Garrn) +6

Feats: -

San Loss: 0/D6

A P'Gaarnian ghost is a stone reconstruction of a P'Garrnian, the long-extinct alien race that once walked the Earth. It is made of the same flecked black stone as P'Garrn. It will attack intruders with its spark attack, then crush them in its lower limbs when they are unconscious.

Spark: A spark leaps from the P'Garrnian's single eye as a standard action. This is a ranged touch attack with a +2 attack bonus. The spark causes D6 Wisdom damage.

Freedom of P'Garrn: The P'Garrnian ghost, as part of a double move or full-round movement action, pass through the walls, floors and ceilings of P'Garrn at full speed as it melds with the city's substance.

Stonelight: The ghost can see anyone or anything in contact with the stone of P'Garrn. It is otherwise blind.

Immunities: Immune to mind-affecting effects, massive damage, critical hits, poison, paralysis, stunning and disease, along with anything that requires a Fort save unless it also affects objects.