



TOMES OF TERROR

A Quest For Forbidden Knowledge

CALL OF
ETHULHU

Miskatonic
Repository Y

K.E.BRENNAN



CREDITS

Author

K. E. Brennan

Artist

Florian Häckh

Additional artwork, illustrations and effects provided, with gratitude, by:

Clint "Zero_Mostel" Warlick
Bashcorpo @ www.deviantart.com
KYghost @ www.deviantart.com
Orangedotgreen @ www.deviantart.com
StressedJenny @ www.deviantart.com

Play tested at High Wycombe Gaming Group - <https://tomes-of-terror.obsidianportal.com/>



Tomes of Terror © 2018 K.E.Brennan

Call of Cthulhu is a Trademark of Chaosium Inc. and is used with their permission via the OBS Community Content program.

For more information please visit Chaosium's website: www.chaosium.com

The *Miskatonic Repository* Logo is used under license.



TABLE OF CONTENTS

INTRODUCTION	4
CAMPAIGN OVERVIEW	4
KEY CHARACTERS	5
CHAPTER OVERVIEWS.....	5
THE MYTHOS IN THE EARLY 21 ST CENTURY.....	6
PLAYING THE GAME.....	7
PLAYING THE SCENARIOS AS STAND ALONES	8
BASEMENTS	9
ALL THE INVESTIGATORS ARE DEAD!	9
CONSEQUENCES OF READING A MYTHOS TOME.....	10
GAME TIME.....	10
CTHULHU 101.....	12
OVERDUE.....	30
MANUSCRIPTS DON'T BURN.....	43
RARE FINDS	54
THE CALLING	62
ENDING THE CAMPAIGN.....	73
KEEPER AIDS & PLAYER HANDOUTS.....	75



TOMES OF TERROR

A quest for forbidden knowledge

By *K.E. Brennan*

INTRODUCTION

Welcome to Tomes of Terror, a campaign for Call of Cthulhu set in contemporary times. This campaign is designed to last at least four sessions and to provide a team of players, numbering between four and eight, with maximum freedom in movement and the use of modern technologies when solving a crime and battling the forces of darkness. It's a whodunnit populated with a large cast of NPCs, and the players will have to navigate their way past several red herrings to identify the multiple culprits and stop several deadly plans from coming to fruition. The campaign can be played as a standalone or can be tailored to be a continuance to an existing campaign should a Keeper desire it.

The campaign consists of an over-arching "hub" scenario which places the players at the Miskatonic University (Cthulhu 101) to investigate the theft of four rare and valuable occult tomes from the Restricted Section of the Jeremiah Orne library; the players have the dean's permission to carry out an investigation on campus. The players' enquiries should lead them into the four interlinked scenarios, all set in the Arkham environs. Keepers are advised to read and familiarize themselves with all five scenarios first as they share many of the same characters and events. It will be wholly possible for the players to traverse across all the scenarios and even intertwine the separate plot strands, so it is vitally important that Keepers anticipate any such occurrences and understand the probable outcomes. Due to the criticality of time in the different scenario plot streams a time line has been provided at the back of this book to aid Keepers in keeping track of protagonists and antagonists alike.

From this point onwards, only Keepers should read the following pages lest player's spoil the surprises that await them.

CAMPAIGN OVERVIEW

This campaign consists of five interlinked scenarios. The premise of the plot is that one of the Miskatonic University lecturers, Professor Fairbanks (English Lit), has been avoiding his own mounting domestic problems by burying himself in his

work. He has been conducting research for a planned book covering the topic of banned books and has been using the contents of the Forbidden Section of the Orne Library as his source material. He has come into casual contact with the dread Necronomicon too many times and has fallen foul of its malignant influence. The professor speaks eagerly of his new interest in the occult to his classes, one of which contains a certain Eve Williams, who is an aspiring witch and a distant relative of the Dunwich Whateleys.

Eve's aspirations go as far as organising her own coven, populated by unwitting and co-opted emo and goth friends. She eagerly seeks access to the Forbidden Section herself as she wishes to use its resources to resurrect Noah Whateley. Providentially she is approached by an Arkham bookseller, Ebden Burns, who for his own reasons also wants to gain access to a specific book held in the Forbidden Section. The antiquarian formulates a plan with Eve to commit a burglary and the erstwhile witch uses her charms to convince her boyfriend and fellow student, the respectable sports-scholarship, Chris Henson, to assist them.

The university authorities shortly discover that the Forbidden Section has been broken into and four valuable and rare books have been stolen, including a priceless Latin edition of the Necronomicon. The dean, Arthur Clements, is unconvinced that the Arkham PD will get to the bottom of things in a timely manner, so he opts to contact a well renowned and discrete Boston-based detective agency, Eagle Bond, to recover the missing books.

The players are Eagle Bond investigators and are briefed by their knowing boss and one-time Arkham resident, Ed O'Brian, to recover the books at all cost. Their investigation starts at the scene of the crime.....



KEY CHARACTERS

The campaign contains a large number of NPCs since it is set on the campus of a university in the middle of a city. But not all NPCs are created equal. Amongst the throng of students, lecturers and citizens are the following noteworthy characters:



- **Ed O'Brian** – the investigator's immediate boss at Eagle Bond, a veteran Private Investigator, who sends the players to Arkham to visit the dean.
- **Dean Henry Clements** – the current dean of Miskatonic University who hires the players to investigate the theft of rare occult tomes from the Orne Library.
- **Professor Gregory Fairbanks** – English Professor at Miskatonic University. He discovered and reported the theft. He also has an unhealthy relationship with the Necronomicon and used the discovery as an opportunity to steal the book for himself. He is the single biggest threat to Arkham.
- **Ebden Burns** – Owner of Burns Books who solicits Eve and Chris into helping steal occult books from the university library.
- **Eve Williams** – Naïve student with an interest in the occult. Is talked into stealing three books from the university library.
- **Chris Henson** – Eve's jock boyfriend who assists in the theft of the occult books from Miskatonic University.

- **Mother Willow** – Reclusive witch who dwells in the wilderness of the Miskatonic Valley, and who has big plans for summoning a fearsome entity.

CHAPTER OVERVIEWS

Cthulhu 101: The investigation begins. A briefing from the boss reveals the investigators' mission to them. They have the option to go undercover around the campus or can mount an overt investigation – the choice is theirs. After an initial meeting with the client, Dean Clements, they will meet and learn of all the suspects and will learn of the rumours concerning Professor Fairbank's recent interest in the occult. They will have free range of the campus and its residents to locate the clues that will inevitably point them in the direction of Eve Williams, who appears to be trying to recruit people on campus into a coven. Will the investigators pick up the correct trail or will they be side-tracked by the various red herrings that inhabit the halls of the Miskatonic University?

Overdue: Eve is keen to run her own coven, resurrect Noah Whateley (whom she has heard great and terrible stories about since she was a little girl) and become a true Arkham witch of well re-known. To assist her in her plans she has sought out the aid of a local witch of ill-repute, Mother Willow. Unfortunately for Eve she has chosen the wrong partner. Mother Willow is truly an acolyte of evil, and disciple of the Black Goat of the Woods, who uses her lifetime of accumulated Mythos knowledge to her own advantage. She casts a Mind Transfer spell and assumes possession of Eve's body and then masquerades as the young student. When the investigators come a-calling to Eve's suburban sorority house they will find a coven under the control of the powerful witch who will use the stolen copy of *Cultes des Ghouls* in her possession to mount her defence. The investigators will have to deal with the witch, survive her dark magicks, wrestle the book from her control and survive the subsequent pursuit of fanatical cultists.

Manuscripts Don't Burn: The leads to Eve should also implicate Chris Henson in the theft of the books. If investigators take a trip to his house they will find it under siege by a couple of Dark Young who have been despatched by Mother Willow. Chris is holding them at bay with a protective spell that has created an invisible barrier around his abode. The first issue for the investigators will be gaining access to the house while avoiding the unearthly attackers. Chris is under the influence and guidance of Eibon, an ancient Hyperborean mage and author of the *Book of Eibon*. The sorcerer speaks to Chris across time and space and manipulates him into creating gates for both himself and his patron, the Great Old One, Tsathoggua, principally so that the former can escape his persecutors in Hyperborea. If the investigators have managed to survive gaining entrance to Chris' home their next task will be to retrieve the book from him. Additionally, will they will have to choose

whether or not to destroy Tsathoggua's trans-dimensional gates, which is protected by a formless spawn guardian, or simply ignore it?

Rare Finds: The evidence found at both Eve's and Chris' residences should point the investigators to the origins of the theft and its mastermind, Ebden Burns, who owns a bookshop in Arkham. Upon visiting the bookshop, the investigators will find it seemingly deserted, but a search of the antiquarian's abode will unearth the evidence that conclusively proves how Ebden managed to break into the Forbidden Section of the Orne library. Since after successfully executing the theft, Ebden became acutely interested in the target for his illegal act, a copy of the Revelations of Glaaki. He then made the mistake of enacting one of its incantations, and summoned forth the Great Old One, Eihort. If the investigators go down into the bookshop basement they will find themselves in a labyrinth that leads to Ebden, who has been driven insane, and Eihort, who will attempt to force his bargain onto the trespassers. The investigators will need to retrieve the stolen book from Ebden, avoid being impregnated or squashed by Eihort, and find their way out of the labyrinth and back to safety and freedom above.

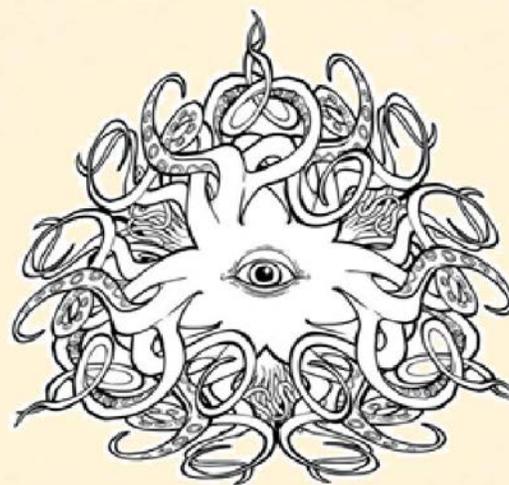
The Calling: The investigators, if they are still alive, will be aware that they are still missing the most precious book of all, the Necronomicon. Yet on the surface there are no further clues to follow and they have arrived at a natural dead end. They will probably either return to their office to report back to Ed O'Brian or will re-visit the campus hoping to turn up further leads. Events however will soon put them back on the right track. They will be notified that Professor Fairbanks has suddenly gone missing. An abundance of clues at his home will reveal the extent of the professor's dark deviancy and personal issues. These clues will lead them to the fact that he has driven out to the woods with the missing Necronomicon, intent on fulfilling a dark purpose. The Professor has headed deep into the local woods to an abandoned mill where, if permitted, he will summon forth several Star Spawn of Cthulhu. The investigators face the ultimate challenge of a confrontation with the troubled Professor, relieving him of the stolen Necronomicon, and avoiding the titans he has unleashed upon the dark, desolate woods. Can the investigators survive the challenge and complete their mission, or will they finally succumb to the dark forces pitted against them?

THE MYTHOS IN THE EARLY 21ST CENTURY

Since the campaign is set in contemporary times there could be any number of potential stumbling blocks or unknowns thrown up by players at any point in the game, so it is advisable for Keepers to consider in advance how the mythos interacts with the modern human world and its advancing technology. The following text is guidance on setting the campaign in the contemporary world as well as some hints and tips on running

the game sessions.

The stars are not right; at least not yet. Great Cthulhu still lies dreaming in R'lyeh and will continue doing so well into the 22nd century. The forces that support and give praise to the Great Old Ones continue to exist in the quiet and dark corners of the Earth – namely in the wildernesses and harsh unforgiving terrains such as mountain ranges, deserts and deep canyons; and off course, beneath the surface - down the deepest mines, caves and pot holes. The servitors and alien races shun humanity and seek to go about their insidious business without alerting the increasingly populous and sophisticated human race that now holds sway over so much of the planet – it's not that they couldn't deal with humanity, they could, but they are loathe to waste the time and effort deviating from their inhuman objectives. As for the gods themselves, they are immortal and timeless, so much so that humans have evolved from their ape forefathers in the mere blink of a Great Old One's eye. They are yet to fully perceive humanity as anything other than a seething mobile semi-conscious organic mass akin to termites – they have yet to crush us because we are as nothing to them. Oceanographers and low orbiting geo-mapping satellites have yet to reveal Cthulhu's South Pacific residence; R'lyeh fortunately lies several feet beneath the ocean floor, covered in rock, coral and dust.



Yet people do have a habit of getting around, keenly exploring every nook and cranny of the planet and the reach of global communications and the pervasiveness of mobile media would surely mean that the dark creatures and minions of the mythos have been filmed and posted on the internet for all to see, right? Absolutely. There's the 1998 clip of a National Geographic expedition in the Peruvian Andes being pursued by something resembling a Hunting Horror; then there's the 2003 found footage from a Vermont forest with what seems to be a Mi-Go hovering in the distance; and who can forget the terrible 2009

YouTube footage of Russian teenagers being attacked by a couple of Shan? The problem (or blessing, depending on your outlook) is that the internet is brimming with bizarre and shockingly extreme clips from all across the globe concerning real or imagined horrors such as pandemics, industrial accidents, massacres, terrorist atrocities, the discovery of animals long thought extinct, serial killers, big foot, alien autopsies and alien abductions – everyone knows that a great percentage of all the material that finds itself out there is faked for fun or part of an elaborate hoax. Online mythos sightings account for approximately 2% of all the available bizarre footage; in a word, it is lost in the blurred lines of online reality.

The other problem is that those who are unlucky enough to actually witness and/or film mythos entities tend to either die as a result of the encounter or else are so shaken by what they have seen and its sociological and religious implications that they suffer severe PTSD and will usually only get around to talking about what they witnessed many years after the fact; in fact a good many witnesses refuse to believe what they really saw and have created much more comforting false memories instead. This is how the mythos remains a secret to the vast majority of human societies in the modern era.

Lovecraft's home town of the sinister and macabre continues to this day in much the same way it always has. Arkham is a historical and darkly beautiful old Massachusetts town that has sprawled out into a modern small city complete with strip malls, advertising hoardings, commercial enterprises and mobile homes. Downtown is still pretty and has retained much of its original architecture while the districts of Northside, East-town, French Hill and Rivertown have experienced different levels of modernization. Overall Arkham still retains a small town feel and vibe about it and the locals like it that way. Things have been relatively quiet over the last few decades and while people know not to go poking around old abandoned buildings or peer into dark corners most folks are more concerned about the increase in street crime around Rivertown than things that go bump into the night; until now perhaps....

Miskatonic University is still a respected academic institute that attracts students and lecturers from across the country. All modern subjects are taught, and various contemporary degrees are on offer. The campus is today alive and well thanks to its healthy and young student body and the lively japes of its fraternities.

Keepers are free to create modern Arkham as they see fit or they can utilize the 2010 publication *Arkham Now*, a Call of Cthulhu supplement by Brian Courtemanche and Matt Sanborn, which provides quite granular detail of the populace and locales throughout the city. *Arkham Now* also details the modern Miskatonic University and its students and staff; additionally, the excellent 1920s set Miskatonic University supplement by

Sam Johnson provides a significant amount of historical background and building layouts that prove equally useful in formulating a contemporary campaign.

PLAYING THE GAME

The campaign uses the construct of the Eagle Bond private investigation agency throughout. This construct provides a clear focus and a solid reason for the players characters being involved in an investigation into the theft of rare occult tomes in Arkham. Keepers are welcome to use their own mechanisms for bringing the player characters into the game and should be able to tailor the scenarios to accommodate the changes in circumstances with only the smallest effort and alterations.

Most of the game play is centered on a linear time scale following the initial crime. The four antagonists are each following their own progressive plans in the service of various mythos forces and as days turn into weeks which may in turn become months, the power and magnitude of the threat increases as their plans become more developed and more established. The culprits are hidden amongst a large crowd of NPCs but can be discerned through diligent and skillful questioning. The more time that passes the more plentiful and obvious the clues will become so that even the most novice player will have clear leads to follow. Yet it is in the investigators' best interest to start the case on the right path early and center in on each of the antagonists in turn as quickly as possible as their task of stopping events and retrieving the books will become increasingly difficult the more things progress.



Since untimely investigator deaths are always an ever-present danger, even an expectation, in a Call of Cthulhu game, there are planned contingencies for continuing play after the player characters meet grisly ends (see the next section). Keepers are therefore encouraged to be utterly merciless with unsuccessful roles during the first monster encounters to keep the tension and drama going until the very end of the campaign.

The authorities have a horrible tendency to become involved in most Call of Cthulhu campaigns and scenarios, often with disastrous results for the investigators. In Tomes of Terror the Arkham PD are aware that the city is liable to periodically experience sudden strange and mysterious spikes in bizarre murders and disappearances – which can be bad for law enforcement careers; which is why the senior officials, including the mayor, have developed their own local pragmatic approach to dealing with the mythos: just pretend it doesn't exist and hopefully it'll go away of its own accord.

This approach does often work – mythos monsters tend to make short work of pesky investigators and witnesses until only distant family members and work colleagues are left to complain about the dead and the missing and official lies and threats are normally sufficient to quieten them down. The higher up the official food-chain any investigation or incident goes the less assistance and the more of a cover up the investigators will experience. By far the best means of effectively involving local law enforcement in an investigation is to mislead them! (but don't tell the players this!):

911 Police Dispatcher: *"Please tell me what you can see, sir?"*

Investigator watching a Dark Young smashing its way into a house: *"I think I can see a burglar sneaking into the open window of a house. You need to get some officers down here fast!"*

911 Police Dispatcher: *"They're on their way, sir."*

If players do manage to obtain help from the Arkham PD the latter will want to keep the matter under wraps and will be resistant in going any further than dealing with the immediate emergency at hand – damage limitation and plausible deniability will be high on their agenda. Of course, the likes of a cynical and jaded investigator like John Stubbs will happily disregard the instructions of his superiors and assist however he can if won over by the investigators but a fresh officer like Dale Duggan will not disobey the instructions of his superiors to let things be.

Another key element to consider is modern technology. Webcams, body cams, and internet enabled cell phones are all easily available to the investigators which means that it will be possible to film and post any proceedings online; however, it won't be that simple. Magic effects film, whether digital or celluloid – magic generates powerful particle waves that disrupt all signals in the electro-magnetic spectrum which means that if the investigators film one of Mother Willow's or Professor Fairbanks' ceremonies the resultant footage will be so horribly distorted and obscured that it will not be possible to see anything fantastic or anything that breaks the laws of known physics (phoning for help on a cell phone will also be something of a technical issue). So, it will be possible to successfully film

the preparation and initial assembly of a mythos ceremony but once a spell is begun it will then be impossible to produce a sufficiently clear digital or audio stream or file or even a Polaroid photo (there should of course be just the merest hints of something strange and weird like a shadowy horn or claw!).

Mythos creatures and servitors will only be slightly easier to film and digitally document – these beings will probably have been summoned via a ceremony or have travelled into the world via a portal which means they too will emit a magical resonance that interferes with cameras and recorders of all types, it just won't be as much. The rule should be that the closer an investigator is to a mythos entity the blurrier and more distorted the image and conversely the more distant the less interference (but less clarity because it's at a distance!). And just because a still image or filmed footage is obtained of something ghastly and alien doesn't mean that it'll be accepted and believed – most sane people will more readily believe the investigators are trying to fool them with elaborate Photoshop edits rather than believe that monstrous entities actually exist in the real world. Posting footage online will result in disbelief and ridicule from the vast majority of individuals and organisations with the exception of those who have encountered the mythos for themselves (but they are so very small in number). If the footage depicts a killing or murder, then the investigators themselves will probably find themselves under investigation by either the Arkham PD or even the FBI.

PLAYING THE SCENARIOS AS STAND ALONES

Tomes of Terror has been designed as an interlinked multi-scenario campaign, but each scenario can easily be modified to enable a Keeper to run it as a standalone short session game or incorporate sections of it into a homebrew campaign. One suggested method is to alter the introduction so that only one book has been taken (the one appropriate to the scenario being played). Another method would be to start the scenario with the investigators being called by one of the worried students who is concerned about a friend or tutor who has been acting strange over the last few days/weeks.



BASEMENTS

If this campaign was to have an alternative title, it would most assuredly be “Basements of Death”, accompanied with the tagline “Screw basements!”. The play testers of this campaign quickly learnt that nothing good is ever to be found in a basement and approximately 75% of all player character deaths occurred beneath ground level. This was excellent for creating a very real Lovecraftian paranoia of exploring down cellar steps and fermenting a sense of dread. Keeper’s should consider in advance if they want all the action to occur below ground and may want to re-organize the locations of portals and ceremonies in order to develop player phobias focused around attics instead.

ALL THE INVESTIGATORS ARE DEAD!

We’ve all been there – you’re the Keeper and you’re running a well thought out campaign with an elaborate plot with a suitably hideous monster at its center and then before the first session has even finished all the investigators have managed to get themselves arrested/committed by the authorities, or critically wounded/invalided or just plain killed. It’s either a frustratingly untimely finish to something that never got going or else it’s a pain-staking reboot with player admonishments.



Provided a Keeper isn’t prepared to consistently fudge rolls in the players’ favor, Tomes of Terror is very likely to result in the deaths of all the investigators; hopefully not too early but almost certainly before all the books have been found and retrieved. But death is not the end. Not in this campaign. With strange aeons even death may die! Provided the players have played in the spirit of the game and its rules and have made an honest attempt at achieving their objectives then the Keeper should not end the game mid-play with a TPK but should instead re-spawn the players – but not as their original characters (because that would be boring!). There are three devices (or more if the Keeper so devises!) that can be used separately or combined, depending on player numbers, if the investigators have met a horrible end or an unfortunate incarceration has halted the proceedings. These devices will keep the game continuity going and will hopefully inject elements of depth and fun:

Insurance Scam – so all, or some, of the Eagle Bond investigators have met a strange and unfortunate end; but life goes on and while Dean Clements was hoping to retrieve the books before they could be used by misguided hands he now has to move on to Plan B, which is the far more mundane insurance claim – because after all, the stolen books were worth a lot of money and were insured by the Stein & Midway Insurance company for the princely sum of \$500,000. Stein & Midway however, would never simply pay out on such a large claim without thoroughly investigating it first as they must ensure that no scam is being committed against them. A couple of the deceased players are now resurrected as Stein & Midway insurance investigators who are briefed to determine how the thefts occurred, by whom and what has happened to the stolen books. Dean Clements will brief the new investigators up in a very similar fashion as he did for Eagle Bond and will even mention what happened to the previous investigators if he knows.

Hold the Press – the editor of the Arkham Advertiser wants to get a front-page scoop on what he believes is a sensational story - the theft of multiple rare books from the MU Campus. He sends the player characters, who are either newly hired or freelance reporters/investigative journalists/photographers (probably all of whom are from out of town), to obtain the facts and if possible, identify the culprits. He has a source on the MU campus who can get the players started and point them in the right direction (n.b. Keeper’s choice, but Didier Melville would be a superb option).

Go Delta Green! – Ed O’Brian deeply regrets sending his investigators into something he knew wasn’t right, and now they are all dead or missing. He decides he’s going to do what he should have done in the beginning and give an old contact in law enforcement a call. Three or four of the investigators are now law enforcement agents in various agencies (DEA, ATF, FBI etc.) who have each had a previous brief mythos encounter in their lives and have recently been inducted into an elite covert cross-agency organization which specializes in dealing with occult and strange occurrences – Delta Green. Unknown to all the investigators, Delta Green is actually a disavowed and illegal organization which is why it operates in small anonymous cells and its operatives utilize cover names (all cell members have names beginning with the same letter of the alphabet e.g. Eric, Evelyn and Edward).

The investigators receive a call from their shadowy boss, “Bernard”, who briefly explains that they have been activated and are to assemble in a Boston diner to receive the case briefing. At the diner Bernard introduces Ed O’Brian to the group, who provides them with the same briefing he gave his Eagle Bond investigators plus any information concerning their fate (if he knows of it).

The Delta Green team's task is a simple one – to seek and destroy. They are to locate any hostile forces in the Arkham area and eliminate them; if they find the stolen books they are to destroy them to prevent them falling into the wrong hands again. The Delta Green team will arrive in Arkham in a non-descript van with a secret compartment containing 3x fully automatic AR15s, 1x SAW, 2x frag grenades, 4x white phosphorus grenades, 1x flame thrower and 1x LAW. The group will all have received limited weapons training from an ex-USMC instructor via a recent Delta Green field training package. Will the Delta Green team successfully complete their mission, or will they merely succeed in blowing themselves up, become monster munch or be taken out by the Arkham PD and their SWAT reinforcements? Only time will tell.

Of course, some players can become overly protective or attached to their characters and may be loathe to lose them and proceed with a new set of characters; this is something for the Keeper to consider before gameplay begins. How will his players react to the death of their characters midway through? Will they take it in their stride with good grace or will they be disappointed and disgruntled with the loss and at having to design new characters? If it's likely to be the latter than it is recommended the Keeper does some or all of the following:

- Suggest Know roles at dangerous locations and hint at extreme caution
- Reduce the number of attackers/creatures at any given location
- Fudge rolls in the player's favor when their Hit Points are critically low
- Use the Pulp Cthulhu games system

CONSEQUENCES OF READING A MYTHOS TOME

The campaign is centered on the theft of notorious mythos tomes, so it's important that their effects and significance are established for the fun and amusement of all: A good number of the books, parchments, manuscripts and tablet fragments held in the Restricted Section of the Jeremiah Orne library, including all four of the stolen books, are enchanted with powerful magicks. The literature is more than simple instructions in how to perform unholy and forbidden rites, they hold within them some of the mystical essence of their (inhuman?) authors and their times.

Merely browsing a mythos tome is unlikely to impart any significant knowledge to the reader so they will in most cases only feel an odd or disquieting sensation from holding the item which will also be accompanied by strange and vivid dreams the next time they sleep. But to actually read and understand the context of what is written in a mythos tome is to permanently alter one's brain chemistry and perceptions; the more of the mythos that is learned the greater the effects upon the reader's conscious and subconscious. Someone reading a good portion of a book as powerful as the Necronomicon can kiss goodbye to ever sleeping soundly again. During waking hours, the reader will suffer from visual and auditory hallucinations akin to schizophrenia – they will hear indistinguishable sinister voices unheard by others and see odd fleeting shadows in the corner of their eyes; they will perceive disturbing patterns in simple everyday items and fabrics where there are none. To read and understand a mythos tome is to see and hear beyond the ordinary realm of reality – it is to see a tear or a frayed corner in space-time and to perceive the unknown terrors and living nightmares beyond. The investigators' task is to retrieve and return the stolen volumes, not to read them – if any transgress this rule then the Keeper is obliged to make things very interesting for them!

GAME TIME

Time is an integral part of this campaign; the theft of the mythos tomes is the lighting of a fuse and it's the players' challenge to extinguish it before dire events occur. Different Call of Cthulhu campaigns and scenarios play out over varying degrees of game time; the superb Tatters of the King campaign is played over the course of a year of the investigators' game time while the excellent scenarios of Mansions of Madness all occur within a period of a few days or a couple of weeks at most. Tomes of Terror is designed to primarily occur over a six-week period – but there is flexibility for all four books to be retrieved in as little as a week of game time if the players are suitably skilled and adept.

A timeline has been provided at the back of this book which will enable Keepers to keep track of each scenario's plot progression at an easy glance. Determining the passage of a single day or a succession of days however can be quite challenging once game play has commenced. The following is a suggested guideline for gauging player actions and the passage of time:

- Driving from one part of Arkham to the other – 30 minutes
- Talking briefly to a NPC – 15 minutes
- Talking in depth to a NPC – 30 minutes
- Interrogating an NPC – 1 hour
- Debriefing Ed O'Brian – 30 minutes
- Composing a very short e-mail – 10 minutes

- Composing an average e-mail – 20 minutes
- E-mailing someone for the first time – 30 minutes
- Posting a file online – 30 minutes
- Searching the internet for a single fact – 10 minutes
- Conducting light research on a single topic – 1 hour
- Conducting deep research on a single topic – 4 hours
- Holding a group planning session – 30 minutes minimum
- Physically locating a place or person for the first time – 20-40 minutes
- Eating a light meal – 15 minutes
- Eating a standard meal – 30 minutes
- Being arrested (not including subsequent legal issues) – 6 hours minimum
- Receiving light medical treatment – 3 hours
- Receiving medium medical treatment – 6 hours
- Undergoing emergency surgery (including recuperation period) – 3 days minimum

Investigators should be able to stay up without sleep for the first 48 hours with ease but after this period a minimum of 6 hours sleep will be required lest a penalty be affixed to all subsequent rolls. Similarly, Keepers should ensure that investigators assign periods to eating, admin and washing or else suffer % roll penalties – in the case of the latter any NPCs will respond negatively to any player character who neglects their appearance/cleanliness!

CONVERTING TO A 1920s SETTING

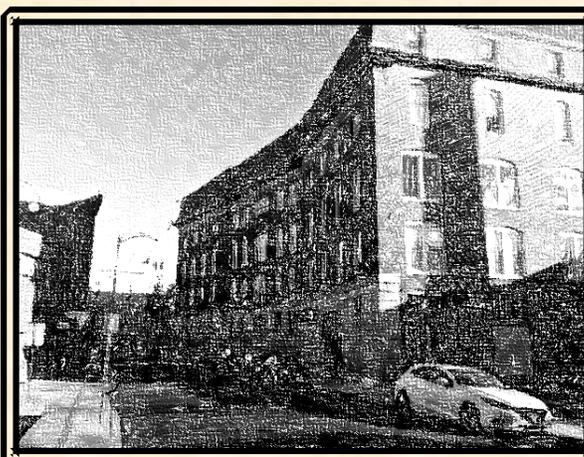
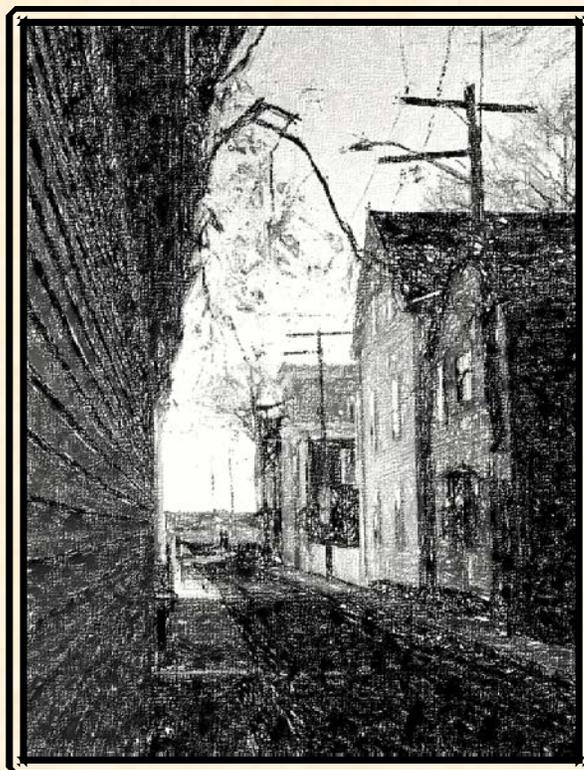
Although this campaign has been set in modern times, in order to allow players to take full advantage of modern technology and information sources, only a small amount of tweaking is required to turn it into a traditional 1920s game. Keepers will need to change all evidence and handouts to analogue equivalents – so an email would become a handwritten or typed letter. Investigators will no longer be able search the internet but will instead have to conduct their enquiries in Arkham City Hall or the library. In several instances students will be studying different subjects, and the time taken to conduct some activities, such as travelling, will be much longer. The cost of goods will also alter and should be alternatively sourced. Keepers are advised to swap all handout images of NPCs to period images obtained via the internet browsers and sites, such as Google Images. Alternative 1920s based faculty members, students and Arkham locals are also available from a number of Chaosium publications.

Arkham Views

Top Right: Marsh Street

Middle: French Hill Street

Bottom Right: East College Street

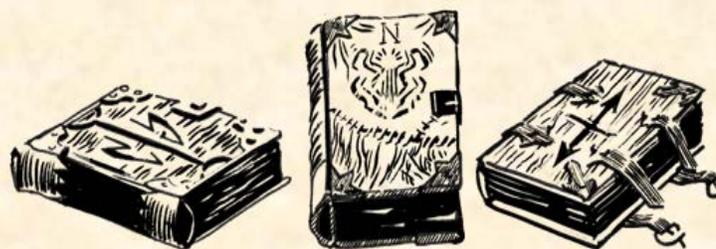


Cthulhu 101

In which the investigators find themselves in academia with the task of unravelling the truth from the lies and finding the strands that will lead them to the recovery of the stolen books.

KEEPER'S INFORMATION

An Arkham book dealer, Ebden Burns, has been seeking Volume 4 of the Revelations of Glaaki for his client, Ralph Meyers. Burns managed to learn that a copy of the book was held in the Restricted Section of the Jeremiah Orne Library on the Miskatonic University campus. After unsuccessfully attempting to gain access to the book he encountered Eve Williams, an assistant librarian, who for her own reasons also wanted access to a rare tome held within the Restricted Section. After striking up a quick understanding and partnership they both concoct a plan to steal the books, and with the help of an additional accomplice, Eve's boyfriend, Chris Henson, they execute the deed perfectly. Chris, agreeing so long as he too is given a particular book, carried out the initial step of the plan by obtaining an impression of Dean Clement's Restricted Section key; Ebden then had a key cut from the impression. Eve was able to provide the exact date and time when the library was least manned (during a routine library staff meeting) as well as the location of the few security cameras monitoring the campus, which enabled Ebden to walk through the library and steal the required three books from the Restricted Section virtually undetected.



Later that same day Professor Fairbanks visited the Restricted Section to access the Necronomicon, which he regularly does, and discovered the theft. Rather than immediately reporting the break in the Professor decided to use the incident to his own advantage and smuggled the Necronomicon out of the library in his satchel and stashed it in the boot of his car. He then quickly returned to the library and reported the original theft to the head librarian. The police were promptly called, and Professor Fairbanks and the library staff were all interviewed. Later that evening the Professor drove home and hid the Necronomicon under the summerhouse in his garden.

THE INVESTIGATORS' BRIEF

On a Monday morning the investigators are brought into the senior investigator's office in the Eagle Bond private detective agency headquarters in Boston. Ed O'Brian is a stoic, large-framed man in his 50s. He is the organization's most senior investigator and an ex-cop. He has seen many things during the 30+ years he has been involved in law enforcement and investigations including some strange and inexplicable things; most of these strange things occurred in Arkham during the late 1980s and they have stayed with him ever since. He asks the investigators to sit and then informs them of the basic information and facts concerning the new case:

"Last Tuesday several rare and valuable books were stolen from the Jeremiah Orne Library on the Miskatonic University campus. The books were all antique and very rare volumes worth a lot of money and were all held in a restricted part of library; there were no obvious signs of a break in. The theft was discovered by a Professor Fairbanks, who regularly accesses the restricted section as part of his work. The Arkham police department was called in and forensic evidence and witness statements taken. The limited evidence from the scene seems to indicate an inside job as the restricted area's door was accessed with a key and not forced; additionally, all the finger prints found belonged to staff and students who had legitimate access to the area. There are three keys for the restricted section and all three parties have valid and confirmed alibis. Since the crime is of a low priority and there are no actionable leads it is believed that the police will not act further unless new evidence comes to light."

The Dean of Administration, Arthur Clements, called the senior detective yesterday and asked for the agency's help. It is estimated that the four stolen books have a value believed to be in the region of \$500,000 (the exact figure isn't knowable to anyone due to their rarity but this is the figure that they have been insured for); importantly, the dean also earnestly believes that the books may inspire further crimes if they fall into the wrong hands (if asked about this O'Brian will say that he believes the some of the books contain instructions on ritual human sacrifice). The dean does not want to wait for any additional clues or evidence to surface as he feels that time is of the essence; he wants an active investigation into the theft, with the books recovered and the thief or thieves identified.

The senior investigator tells the investigators that he wants them to go to Miskatonic University and commence with the investigation in any manner they see fit, meaning that they can go fully or partially undercover or else conduct a fully overt investigation – the choice is theirs. O'Brian expects the case to take a fortnight and he wants the team to report back to him (via phone or e-mail) every other day to inform him of their progress.

The investigators will be accommodated at a non-descript motel in the French Hill area, a few miles from the university campus. All Eagle Bond investigators have a company car, a cell phone and a laptop with Wi-Fi and VPN access to the company network. They also have a concealed carry firearms license and Glock 9mm pistols complete with shoulder holster (one magazine - 17 rounds in total) for their own personal protection. Eagle Bond has several law enforcement contacts as well as its own highly developed GIS database. It is possible to check on any US citizen's social security and criminal record or a non-US citizen's immigration status (it typically takes 2 hours to return these results). Financial records can also be traced but take longer (typically 2 working days to get a full credit history). Public record searches conducted by agency staff normally take 1-2 working days and will reveal any US citizen's registered businesses, properties and immediate relatives (living or dead).

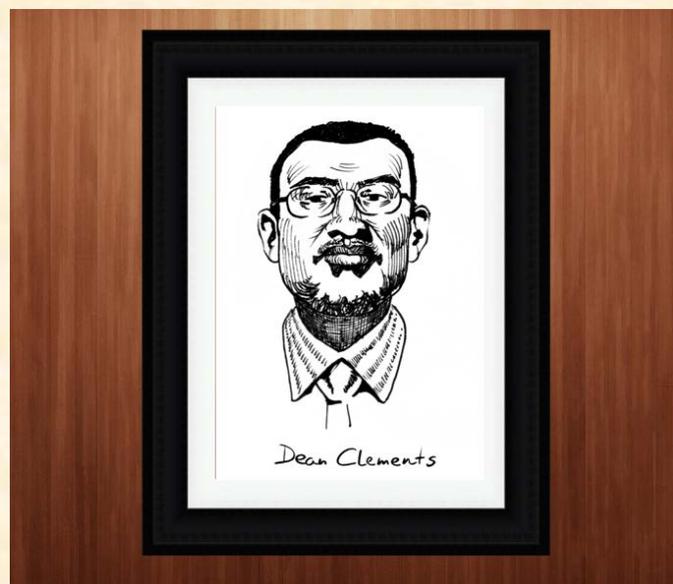
The investigators are given Dean Clement's telephone number and are told to contact him in the first instance to receive a more detailed brief and to liaise with him in their investigations.

Keeper's Note: Eagle Bond normally assigns two investigators to a case – an Idea roll should be made by all the players to realize this fact. Should the investigators ask Ed why such a large group of them is being dispatched on a simple theft case he will only reply with the following, refusing to elaborate further for fear of ridicule:

"A good question - well observed. Simply put, I've seen a lot during my time, but there are a few things that I've witnessed that have been.....well, let's just say that Arkham is a strange place where lots of strange things can happen. There's safety in numbers. I want you all to be cautious when you're down there, and I want you all to keep your minds and eyes open.....to the unordinary."

MEETING THE DEAN

The location of where the meeting occurs will depend on the investigators' actions, but it could either be at his pleasantly furnished office in the Hoyt Administration Building on campus or it could be at his home, a large townhouse, located nearby on West High Street. The Dean is a middle-aged African-American, tall and thin, with glasses and receding hair. He is always thoughtful and measured in his speech. He will be firm and polite when he meets the investigators and will willingly agree to any plan to go undercover (he will make all the necessary administrative arrangements to introduce the investigators as new students or staff).



Dean Clements can provide the following information to the investigators:

A list of the books that have been stolen and elaboration of their nature:

- The Necronomicon – in Latin (the dean will stress that this is the most dangerous/important book)
- Cultes Des Gouls – in French
- The Book of Eibon – in Latin
- The Revelations of Glaaki (Volume IV) – in English

The identity of all three Restricted Section key holders –

- Himself – the key is always kept locked in his desk, in his office.
- Professor Gregory Fairbanks – a temporary loan for six months, he always keeps the key about his person.
- Gus Sanderson (Head of Maintenance) – the key is always kept in the key press in his office in the Physical Plant building.

His own theory of the thefts –

He is not sure himself, but if asked he will say that it could well be Professor Fairbanks as he had one of the few keys and other members of staff have reported a change in the respected academic's appearance and demeanor over the last few months; but equally, he'll say that he wouldn't be surprised if it was one of his more wayward students as there has been plenty of gossip recently about the Professor's "lively" classes. If asked about Gus Sanderson he will resolutely shake his head and state that the head of maintenance is an honest fellow in good standing with both the dean and the university.

He will stress gravely that he is worried about the books falling into the wrong hands with dreadful consequences. Arthur Clements has no direct experience of the mythos, but he has lived in Arkham for over 20 years and has heard many strange local stories over that period. He also knows that on every occasion he has been alone in the Restricted Section a strange and eerie sensation has befallen him and that on the two occasions when he handled books stored there he was troubled by alarming and vivid dreams that same night. He doesn't know why exactly, greatly resenting the fact that he, an eminent member of a fine academic institute, should feel so superstitious, but he could feel the threat that the books represent, and his instinct tells him that they must be recovered at all cost; If one of the investigators can pass a persuade roll then he will tell them as much.

Several days before the theft of the books Chris Henson paid the dean a visit in his office and was briefly left alone when the dean was called out to deal with an incident (which happened to be a disruptive vagrant, paid by Ebden Burns). The vagrant had managed to bypass campus security and had walked all the way up to the administrative offices where he had then demanded to see the dean – he then told the dean that he wanted to study for free at the university; after several minutes of conversation he had left with a few choice insults. While left alone in the office for eight minutes Chris rifled through the desk drawers and located the Restricted Section key and took an impression of it using putty. The dean has not linked the incident of the disruptive stranger causing a commotion in the administrative offices to the thefts. The dean will only be able to reveal the connection if an investigator asks if anything strange or unusual happened on campus prior to the theft:

"Nothing out of ordinary has happened. In fact, things have been very quiet and steady these last couple months; apart from a week ago when a street person somehow found his way into my offices and caused a commotion!"

ARKHAM CITY

Welcome to Arkham, a classic and darkly beautiful Massachusetts city with a small-town feel. Built centuries ago by traders and merchants, this city has a close affinity to the sea due to the times when old Yankee clippers and schooners would put to sail a short distance away down the Miskatonic river.

These days most residents believe that the only horror lurking in this legendary haunted town is the urban sprawl that they fear is slowly corroding Arkham's old New England beauty. Almost no one has the time to notice the more disturbing, underlying qualities of the city - the grotesque vegetation sprouting in some places, the sometimes-odd tasting water from the nearby reservoir, or the disturbing high rate of birth defects and the far too frequent child abductions.

Arkham is 40 minutes' drive north-east of Boston along state Route 1-A, itself an exit off highway Route 128. Route 128 is synonymous with industrial and commercial growth, as well as the occasional traffic gridlock.

The main newspaper is the Arkham Advertiser which captures the bizarre comings and goings around town as well as being host to private ads. The newspaper archives are an excellent source for local enquiries.

Arkham consists of several distinct districts that each have their own history, culture and feel. They are:

Northside, which features many prominent historical, commercial and fine residential buildings. It is known for its many mansions and large family homes of the well to do.

Downtown, is where daily government and law and order takes place; the city library, police department and courthouse are all located here as is City Hall as well as the wonderful Independence Square and its park benches and monuments.

Merchant Section, is south of the river and has seen better days. Despite its name it is no longer the commercial center of the city and is in need of urban renewal. A scattering of a few trendy shops offers some hope for the future.

Rivertown, is a diverse district and home to the many waves of immigrants that have come to the city over the years. You will hear many languages spoken on its streets, but don't loiter after dark as street crime is rampant here.

Miskatonic University Campus, sits right in the middle of town, taking up several blocks, south of the river. In many ways it is the beating heart of the city.

French Hill, is where you can find some of Arkham's oldest buildings. Trendy, upwardly mobile young professionals live here and often commute daily to Boston. Keziah Mason's notorious Witch House was located in this area.

Uptown, is the highest priced and most exclusive area of Arkham. The streets and sidewalks of this neighborhood are noticeably better than the rest of town. Most people who live here don't have any idea who their neighbors are.

Lower Southside, where twisting streets are riddled with potholes and many street lamps are out. Just like Rivertown, crime is on the rise here and the warren of winding passageways make it the ideal place to be mugged.

Keepers can create their own version of modern Arkham, but an excellent reference tool is Arkham Now which intricately details all the districts and their populace.



MISKATONIC UNIVERSITY

This ivy-league university sits at the very center of Arkham, south of the Miskatonic River; the Copely Memorial Bell Tower is the most prominent landmark on the city skyline. MU has over 7000 students and several different academic schools. The campus is split into four connected sites:



West Campus, which includes the oldest buildings such as the stadium and Athletics house, the Engineering school, as well as the theatre and Music departments; the medical department is located at the southern part of this section.

Campus Centre, which features a pleasant grassy square, the student union building, several fresher dorms and the famed Jeremiah Orne Library in the east.

East Campus, is home to the Business and Law schools as well as a few independent shops, many of which cater to student needs, that are not owned by MU.

South Campus, is just across College street from the other three campus sites and is home to the Sciences and several administrative buildings.

Many of MU's student body live off campus in various lodgings, often close to the campus; Arkham has a lucrative student rental market that helps the city's commerce keep afloat. The freshmen tend to be placed in the campus dormitories, the main ones being Antunes Hall, Derby Hall, Herber Hall, Patterson Hall and Taverner Row.

The main places for students to hang out is the Johnson Student Union building and the Halsey Club, the latter being a social gathering point where cut-price quality cakes and sundries are available as well as comedy and cinema nights.

The Miskatonic Crier is a student newspaper that often likes to push the boundaries of taste and sensationalism in order to boost its meagre circulation; it also has an extensive back issue archive stretching back through the years, chronicling the odd events that occur far too frequently in Arkham.

The year student book is called *The Schooner*, named after the sailing ships that were instrumental in founding Arkham. Looking for someone? Then check the pages of this annual tome and you just might find what you're looking for.

Keepers can devise their own schools and campus buildings if they so desire or equally, use the in-depth site layouts and detail provided in the *Arkham Now* and *Miskatonic University* supplements. Both publications provide a wealth of background that will provide quick and easy reference for Keepers dealing with any roving investigators.

THE CRIME SCENE

The Restricted Section is in the far north-west corner of the third floor of the Jeremiah Orne Library; it is a small office contained within the larger Rare Books & Miscellaneous section and has its own door requiring a key to unlock. Since the crime security has been increased – a campus security guard now patrols the library and checks the Restricted Section every 30 minutes (the Dean will shortly be replacing the existing door with a biometric lock, but it will take a couple months to raise the required funds and get the necessary approvals).

The crime scene itself will offer only limited assistance to the investigators, but what they should be able to deduce is that the absence of physical damage and the centrality of the room's location support the Arkham PD's theory that the theft was an inside job. If the investigators ask to be shown the crime scene they will probably be taken there by Dean Clements himself who will unlock the door with his own key; the head of security, Max Fallon, will also be there to answer any questions. The head librarian, Mrs. Adele Parks, will suddenly appear midway through the visit when she spots people entering the secure wing. The Dean will explain the situation to Mrs. Parks, who will in turn be happy to reveal anything she knows to the investigators. If asked suitably crafted questions she will be able to reveal that one of her assistants does now recall a local book dealer, a semi regular visitor to the library, having asked about one of the stolen books a few weeks ago (the Dean will be shocked at this new revelation and will ask if the fact has been reported to the police – which it hasn't since the assistant librarian only recalled and relayed it late on the Friday).



The head librarian will not initially be able to provide much additional information but will offer to take the investigators to speak to the assistant, Miss Shaqeela Roberts. Miss Roberts will be able describe the middle-aged book dealer and will recall that he was enquiring about an odd sounding book with the name "Revelations" in its title. She will recall checking the library computer and discovering that the book was held in the Restricted Section and therefore unavailable to ordinary library members. The name of the visitor escapes her, but she knows that he does visit every so often and has occasionally sold rare books to the library; she will offer to check the library computer as she is sure she'll be able to turn up the name. If the investigators revisit Shaqeela Roberts after 24hrs she will be able to tell them that the book dealer's name is Ebden Burns and that he has a shop, Burn's Books, on South Sentinel Street in the Rivertown district (she is able to provide the exact address from the library computer system).

The Restricted Section room itself has 7ft book shelves running the length of three walls and a freestanding double-sided book cabinet in the middle of the room (this was where all four of the stolen books were held). There will still be evidence of the police investigation there – fingerprint powder covers the glass and wood work of the central cabinet and the door.

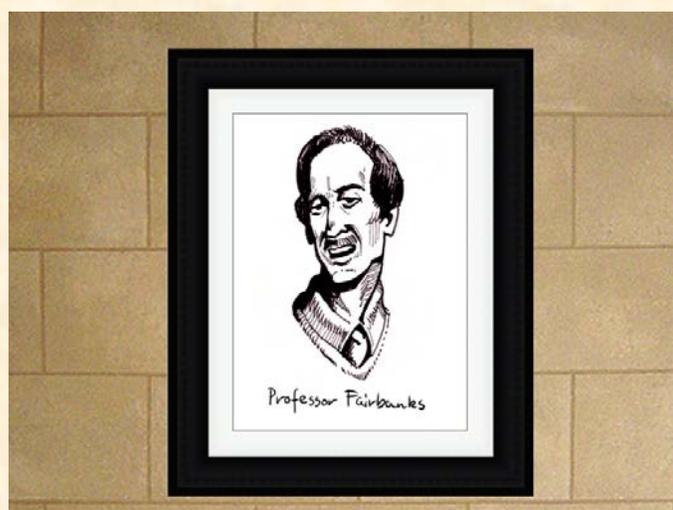
Investigators will find all manner of texts, manuscripts and bound books still stored in the room. Different editions and translations of the stolen books can be found here which will enable the investigators to determine the exact nature of them if they translate them. For a full list of all the material stored within the Restricted Section the Keeper should consult Miskatonic University by Sam Johnson or Arkham Now by Brian Courtemanche and Matt Sanborn.

PROFESSOR FAIRBANKS' CLASSES

Professor Gregory Fairbanks teaches four distinct English Literature classes a term for the freshmen, junior, third year and final year students respectively. Traditionally the Professor's teaching style and lectures have been very sedate affairs where he would matter-of-factly discuss the virtues and themes of Dickens, Bronte, Kipling et al; but since coming into contact with the Necronomicon a significant change has slowly come about him. He became more animated in his classes and kept drawing discussions back to philosophical debates concerning what was and wasn't permissible in society and how each society reacted to illicit or heretical texts. Classes and lectures often turned into long and excited ad-hoc debating sessions which some of the students (such as Eve and Maylene) found very exciting and lively while a minority simply found it tiresome and of little relevance to the course. The Professor's lectures often deviated heavily into banned texts and their links to the occult. Spurred on by some of his students (primarily Eve) he has even taken a couple of the classes on repeated visits into the Restricted Section of the Orne library on the context of them writing assignments on the topic of restricted and band books.

Several of his students have themselves become entranced and seduced by handling the dark forbidden texts held within. Eve's imagination ran away from her and she dreamed of establishing her own coven and becoming a powerful witch; and ultimately resurrecting a distant relative - Noah Whateley. The excited and popular junior managed to talk some of her class mates into joining her coven and had even partaken in amateurish ceremonies before the theft of the books. Chris, meanwhile had little interest in joining his girlfriend's occult club, but he did find the subject of forbidden texts intriguing. Spurred on by his professor, Chris handled and looked through several of the books in the Restricted Section, but it was the Book of Eibon that came to speak to him in his dreams at night.

Investigators will probably hear about Professor Fairbanks' radical new teaching style and classes very quickly simply from talking to students and faculty alike. They may even come into direct contact with Eve and Chris during the first week of the investigation. Professor Fairbanks himself will enjoy discussing the subject matter of his classes with anyone, including the investigators. Initially the Professor will simply appear affable and a little tired, but should the investigators persevere and ask questions centered on the occult then Fairbanks will start to talk in grandiose terms about powers that hide behind the veil of the mundane world, but he will stop short of naming any mythos creatures or deities. A successful Psychology roll with reveal that the lecturer is somewhat unhinged in his demeanor.



If the investigators attend any of Fairbanks' lectures they will find that the content is less extreme or controversial than reported by previous accounts. Fairbanks is getting ready to perform a serious summoning ceremony and, in the days, and weeks prior to its execution he will be more morose and philosophical than usual. He will generally seem disinterested and disengaged from his own lecture but can be provoked, by some well-placed questions, into talking of the transitory nature of time and the passing of species, as one race supersedes the previous in power and magnitude.

After the second week Eve and Chris will both stop attending their university lectures as they will both have fallen victim to the influence of dark forces. Several of their friends and fellow students will appear frightened and withdrawn as they too are subjected to the power of the mythos. Professor Fairbanks will keep attending his classes intermittently but will appear steadily disheveled and unhealthy – by the last week of the investigation he will look unkempt with wild hair and red ringed eyes; if challenged he will respond that things have been difficult at home lately.

PROMINENT STUDENTS

There are thousands of students on campus and the investigators cannot be expected to speak to them all. Instead the Keeper should create a general hub-bub of people in classes, halls and cafeterias and when called to elaborate should draw the attention of the investigators to the following personalities:



Lisa Xu – of Chinese descent, Lisa is a freshman student of Mathematics and can be found in any corridor, hall or dorm. She is friendly and bright. She knows 1D4 of the rumors currently going around the campus. She also knows Didier Melville and will introduce the investigators to him if they state that they are trying to get to the bottom of things or are looking for clues. Lisa will say that she knows a very smart guy who reckons he has his finger on the pulse concerning all things secret and illicit. Member of: Math Club, The International Club.



Darvis Philips – An African American final year student reading History. Tall and handsome, this athletic, well dressed young man will tell the investigators that he has been shocked by the library theft. Darvis knows 1D3 campus rumors. If asked about any odd characters or suspicious behavior then he will mention Luke Dewer and Eve Williams as being involved in shady witchcraft activities, although he doesn't know any details. Member of: The Historical Society.



Alexis Young – a demure and confident young woman with brown locks and startling grey eyes. She is studying Economics. She knows 1D4 campus rumors and if asked about seeing anything suspicious or out of place she will alert the investigators to Carl Munk, who seems to be a weird and sinister individual (and who happens to be stalking her, although she is unaware of this).





Steven Woodman – short with black spiky hair and a permanent grin, this English Lit student is in Eve Williams' class. He knows of Eve's wannabe coven and her fellow "witches". He is also friends with Chris. It's up to the Keeper how much or how little he knows. Steven will initially talk of the coven in terms of amusement since he finds the whole idea silly; but as the weeks go on his attitude will change and he will see the coven as something unhealthy and decidedly dangerous – he will also be concerned about Chris' disappearance from classes.



Noonan Powell – a second year student studying Computer Science. He is often found in libraries, cafeterias and science labs. He knows 1D4 campus rumors and will mention both Luke Dewer and Carl Munk if asked if there are any suspicious people on campus or if he has seen anything out of the ordinary. Member of: The Medieval Society.



Rita Osicka – a dark-haired student of Politics, she is an unrepentant geek. Very intelligent and alert, Rita knows 1D6 of the campus rumors. She is a very good friend of Didier Melville and will speak often of him in conversation and there is a 60% chance that Didier will be with her on the second occasion an investigator encounters her. Member of: MUCK (computer club), Armchair Adventurers Society (roleplaying), Film Club.



Kamran Singh – Originally from Pittsburgh, he is a well-groomed young man with a polite manner and a good sense of humor and is studying Philosophy. Kamran can often be found in halls, studying on greens or parks, or in gyms. He knows 1D3 campus rumors and mentions Luke Dewer and Didier Melville in casual conversation – finding the former odd in his association with the occult and the latter a constant pain during any debates and discussions.





Felix Guzman – a well-built student of Physics originally from Corpus Christi who is often seen on campus going about his business. He is a cautious and street wise character who makes it his business to know what is going on around him. He knows 1D6 campus rumors and will mention the new accountant, Julia Hood (Charlotte Spinks), in conversation, saying that while she is very attractive there is something that doesn't seem quite right about her. Member of: Debate Club.



Vanessa Lamont – a cheerful and self-deprecating Junior from Kansas City, who is also in the same English Lit class as Eve and Chris. Vanessa is a very grounded individual who is perplexed and slightly annoyed at Professor Fairbanks' recent interest in the occult; she doesn't see the value and would much rather the lectures follow more trusted and traditional material. She will give the investigators a true and accurate account of all that has occurred in the classes. She also knows 1D3 campus rumors.



Fariah Mahmood – a quiet and studious young woman in her final year who is very diligent in her studies. She is taking Chemistry and is from Rawalpindi, Pakistan. She is often encountered in a class, lab or library. She knows 1D3 campus rumors and will be eager to help the investigators if she can. She will readily mention Luke Dewer, Eve Williams and Carl Munk if asked about any persons behaving strangely or similar.

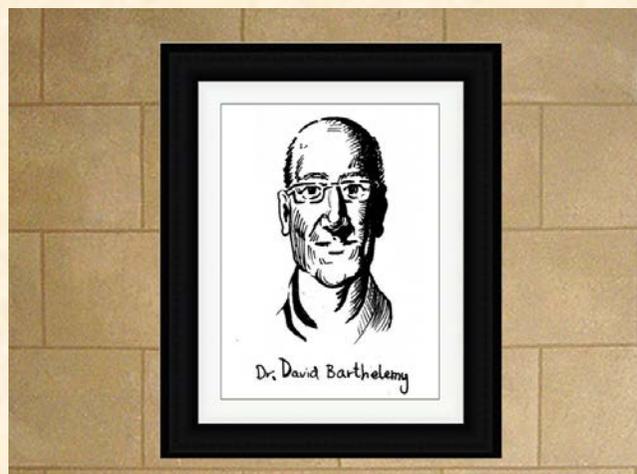




THE FACULTY

Keepers can devise their own lecturers and members of staff if it pleases them to do so, but for convenience it may be beneficial to use the Arkham Now campaign guide which contains a full breakdown of the faculty and their locations at Miskatonic University as of 2010. For the purpose of this campaign it should be noted that Professor Fairbanks' predecessor, Sharon Cooperson, left for a tenure at another university in 2013; in fact, it was some of her Wiccan and occult books, inadvertently left behind in her office, that first inspired Fairbanks into an interest in outré publications.

Largely, staffing is as per Arkham Now, some of the current faculty members are:



Dr. David Barthelemy, professor of Middle Eastern Studies, age 44. Friendly and mild mannered, he will happily assist the investigators where he can.

Otto Cockrell, Astrophysicist, age 63. Fusty and pre-occupied. He won't want to waste his valuable time answering investigator questions.

Russ Dewerson, Psychology professor, age 45. He teaches Patricia and Jordan, Eve's friends and coven members. He will be able to report on their changed behaviors over the following weeks.

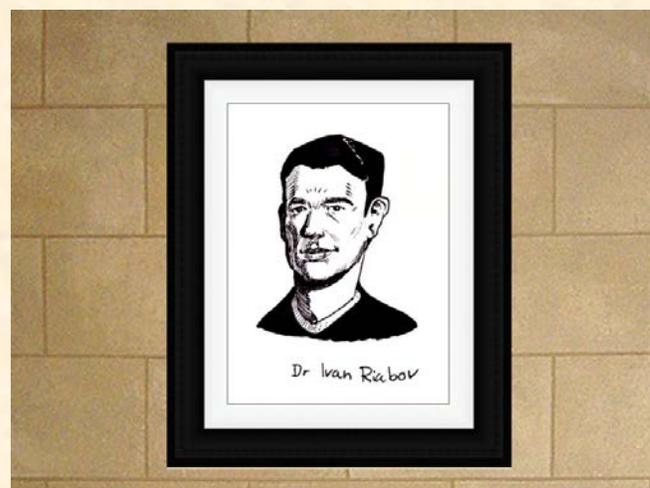
Professor David Kowitz, Physicist, age 47 (n.b. Resident mad scientist). Will happily waste anybody's time with his ramblings and hair-brained experiments.

Frank Merrell, Geophysicist, age 38. An utterly boring individual who likes to drone on about rocks and their movements.

Claire O'Hanlon, History professor, age 36. She knows lots about history, both local and international.



Adele Parks, Head Librarian, Age 47. Parkes will be a pivotal NPC during the early stages of the investigation; how she responds to the investigators will depend on how they speak to her and their general attitude/behavior. She can offer as much insights and local information as the Keeper deems fit.



Dr. Ivan Riabov, professor of Modern Languages, age 33. Slightly aloof and cautious, Riabov will initially be wary of the investigators but can be persuaded to translate any material for them if a Credit role is passed.

Will Richards, Athletics Director, age 44, As Chris Henson's degree is a sports degree, Richards knows the young man very well and will be able to provide considerable insight into the student if the investigators bother to ask him.



Jorge Torres, Biology professor, age 40. Relaxed and friendly, Torres can be an invaluable source of campus rumors as well as local Arkham folklore. A successful Credit or Persuade roll can garner this academic's support.

ARKHAM POLICE DEPARTMENT

The Police came onto the campus and controlled the crime scene long enough to take photographs, log the missing items, dust for fingerprints, swab for DNA traces, and to interview the library staff and all three Restricted Section key holders. All of this took two days to achieve and the results were inconclusive – several students and key holders' fingerprints and DNA were found at the scene, but since they all had legitimate access this was of little use; no unauthorized fingerprints or DNA was detected (Ebden Burns wore gloves and was very careful in the commission of the robbery); all key holders and library staff had verifiable alibis for the time the offence was believed to have occurred; none of those who were interviewed have given the police any obvious cause for doubt. The investigation has quickly stalled and can proceed no further until new lines of inquiry are



found; this primarily will require further incidents to occur or additional evidence to be captured, which due to the investigators' actions may actually happen – in which case they will probably encounter the following individuals:



Detective John Stubbs – Police detective/Jaded cynic

This seasoned detective has spent over 24 years in the police force, much of it in Arkham. He has served in the Vice and Homicide departments and has recently been sidelined into Robbery and Burglaries due to his sour and unfriendly demeanor. John Stubbs likes to paint in his spare time, and now prefers his pastime to his day job, which merely irritates him; he longs for the day he can retire (in another 2 years) and open up an art studio in New Mexico.

Stubbs is the case officer for the Orne Library robbery and conducted nearly all of the witness and suspect interviews – despite the cost of the items stolen the case offers little interest to the detective who himself has witnessed a few things out of the ordinary during his time in Arkham. The case file currently sits on top of a pile of other robbery cases and is awaiting burial under the next case to cross Stubbs' path.

If the investigators meet Stubbs he will probably be derisive of them (seeing them as either amateurs or meddlers). A suitably credit worthy or persuasive investigator can however win him over, especially if they soften him up with a conversation centered on painting and art. If caught in a candid mood Stubbs will reveal that he's convinced the robbery was an inside job and that if he had to guess the culprit, then he would probably go for Professor Fairbanks (*Stubbs - "Something just seems off about the guy. I can't quite put my finger on it, but my instincts tell me he's the type to do it."*). He may also be persuaded to show the investigators the case file and talk them through it (but he will not let it leave his sight).

“What we do know is that the thief or thieves knew exactly what they were looking for and knew precisely where to find it. Only a small selection of the books were taken and not even the most valuable ones – this means that there was probably another motive besides money involved here. The room was not broken into – it was apparently opened with a key, which once again points to someone with knowledge of where the existing keys were held, and by whom, or else they managed to get a copy of a key. I’ve been doing this job a long time and I would stake my reputation that this is most definitely an inside job.”

Sergeant Malcolm Owens –Police station front desk officer

If the investigators find themselves visiting the police station at any point, then the first person they will encounter will be this veteran police officer. A calm and stern individual with greying red hair and piercing blue eyes; Sgt Owens doesn’t suffer fools gladly and likes to get to the point quickly. Investigators will be required to pass Credit or Persuade rolls to get any assistance from him and even then, he will be curt and taciturn – he can however furnish them with any general fact or information concerning Arkham such as key locations and personalities and maybe even a little history. If the investigators mess up and find themselves arrested at any point, then Sgt Owens will also double up as the Custody Sgt to give them a hard time.

Officer Dale Duggan – Responding Officer

If any incidents of a criminal nature occur during the investigation, then Officer Duggan will undoubtedly be the first member of law enforcement to arrive on the scene. Provided he is not required to arrest the investigators at any point he will be initially polite and moderately friendly towards them. Officer Duggan is a powerfully built young man who is not afraid to get into the thick of the action (in fact he loves it!). He has served only four years on the force and is still relatively keen and green, especially by the standards of the Arkham Police Department. Officer Duggan will not tolerate any transgression of the law in his presence and will seek to affect the arrest of the offending party; he will immediately call for back up if a suspect is armed or if he feels endangered in any way.

Arkham Now can be referenced for further details concerning the police department, including the building and the police hierarchy.



RED HERRINGS

There are many colorful characters that frequent the university campus that will hopefully lead the investigators on a merry dance but can also be of use to them when they do happen on legitimate lines of enquiry. The Keeper can decide to the degree of the red herring’s involvement in the proceedings, but it is not beyond the realm of possibility to utilize them as NPCs that can either help or hinder the investigation.



Luke Dewer – Heavy Metal Fan/Sham Satanist

This young man is a 20-year-old Physics undergraduate who dresses in dark sinister clothes and who some allege is in a satanic cult (he’s not). Luke comes from a very conventional background (his father is a pastor and his mother is a teacher) and it is this that he is rebelling against; he revels in his bad boy image and enjoys shocking people. He tries to dress outrageously and is often seen wearing a long leather trench coat, torn charcoal jeans, a black death metal t-shirt along with a long wild haircut, ear ring, mascara and black lipstick.

If engaged by the investigators (overtly or undercover) he will hint that he is backed by “powerful forces” and that he can curse people if he so wishes. He will act demure and will not deny any involvement in the theft of the stolen tomes if it is suggested that he is responsible.

There is nothing dark or satanic about Luke, and he has no “backing” whatsoever. His dorm room in Antunes Hall is adorned with typical black metal posters, CDs and DVDs, and a variety of dodgy-looking nick-knacks he has bought in flea markets and pawn shops including multiple items bearing pentagrams (ash-trays, candle sticks, lighters etc.).

Amongst all this cheap dross is one authentic mythos item of power – a metal amulet with an engraving of an elder sign on it. The amulet was the defense of one of Arkham's many unfortunate investigators who came to a sticky end in sewers of the city during the 1940s. It was subsequently found by maintenance workers during the late 50s and eventually found its way into a junk shop to be bought by Luke. The item was forged in the name of one of the gods of light and subsequently blessed by one of its high priests; it can repel most mythos creatures and will drain 1 point of Pow upon direct physical contact with any entity and channel it to the wielder permanently.

Luke can be easily persuaded to assist the investigators in their enquiries should they mention any element of the mysterious or occult in his presence. In fact, the missing occult books themselves will serve as a big lure for Luke and he will probably try to steal them for himself should he come in the vicinity of them. It should be noted that despite his formidable reputation that Luke is something of a coward and of a delicate disposition; if he was to actually encounter anything mythos or supernatural he would in all probability run away screaming.



Carl Munk – Young Deviant/Troubled Youth

This thin, wiry freshman is bound to attract the attention of any investigator. Carl likes to lurk in the background, whether it be in a class or in a crowd at the scene of an accident. He is often seen lurking and staring with his intense and overly large brown eyes and weasel-like features. He is extremely taciturn and rarely says a word, often mumbling incomprehensibly if asked a direct question.

Carl is highly intelligent, but he has had a disturbed upbringing thanks to his peculiar mother (who has had many psychological and criminal issues of her own) and his absent father. He has had to endure the company of a string of violent

alcoholic step-fathers and casual boyfriends of his mother. The socially awkward youth has had no clear guidance from responsible parents, so he has been left to explore his own sexuality in strange and illegal ways. Carl has taken to secretly stalking several attractive female students and is also a rampant peeping tom, skulking about the windows of nearby homes, sorority houses and dorms.

If the investigators visit Carl's apartment (which he shares with a fellow student on West Pickman street) they will find the abode extremely ill-kempt (half-filled food cartons and empty bottles abound) and in his room they will find large quantities of pornographic magazines and DVDs, an abundance of stolen female underwear and a desktop computer (password protected – but can be hacked with an investigator's own laptop and a successful Computer Use or other related technical Knowledge roll and 1D3 hours to achieve) which contains even more pornography as well as his stalking plans, which are minutely detailed and catalogued (Keepers are advised to make the latter first appear to be something more sinister and mythos related).

Carl will not want to willingly help the investigators in any way as he fears them (he knows he is breaking the law and lives in fear of the consequences) but a successful Persuade or Intimidate roll will make him talk and slowly reveal useful information. Carl spends a lot of his time skulking the corners of the campus and nearby environs late at night so could quite have easily have seen things that he shouldn't have such as someone being murdered, a body being dumped or someone acting suspiciously (all of which he would not utter to another living soul for fear of his own illegal activities becoming known). Carl can in fact know almost anything that the Keeper feels will be of benefit in helping the investigators' advance their case. If the investigators conduct any sort of surveillance on the campus or in the vicinity, then it is almost certain they will observe Carl going about his usual illicit nocturnal ramblings – and the Keeper should ensure that the activity looks as suspicious and mythos related as possible.





**Julia Hood/Charlotte Spinks –
Fraudster/Blackmailer/Dangerous Criminal**

Charlotte isn't who she says she is. She currently works in the University's Finance department as a junior accountant, under the assumed name of Julia Hood. She is in fact busy stealing a considerable amount of money from MU and over the last five months has managed to siphon \$38,000 into her own bank accounts. Her methods aren't very sophisticated and either her co-worker, Janice Long, or line manager, Chris Peach, will soon notice the deficit in funds during a routine audit. Chris or Janice will both suspect a simple error by the new employee and will approach Charlotte to clear the matter up. Charlotte will respond by threatening Janice with a gun or by blackmailing Chris (who is married and with whom she has instigated a deliberate affair).

Charlotte will make it clear to either party that she intends to continue to steal funds and that the other person will help her or else. Worse still, Charlotte has links to a biker gang that frequents a rough Lower Southside bar – the bikers are happy to act as her muscle in return for the cash she pays them.

The investigators have good reason to investigate both Dean Clements and Professor Fairbanks during the case since they both have keys to the Restricted Section. They should run full background checks, including financial state, as a matter of course. If they do, then this sets the clock running on the Charlotte Spinks character. The checks will involve a third party making a digital enquiry into the state of the university's finances which will inspire either Janice or Chris to conduct the internal audit. Charlotte will threaten or blackmail the individual three days after the investigators initiate the background checks.

People on campus will notice a change in Janice or Chris' demeanor and word of this will get back to the investigators should they still be asking students or faculty about any

observed strange or changed behavior. When Chris or Janice is subsequently interviewed a successful Credit Rating or Persuade roll is required to convince them to reveal what is troubling them – namely Charlotte Spinks.

If the investigators approach Charlotte she will at first be visibly alarmed, but upon learning that the investigators are not true law enforcement she will instantly regain her composure. She will try to appear honest and friendly (requiring a successful Psychology roll to disprove this) and if pressed will claim that she wants to talk freely about what has been going on, but they must all go somewhere else to discuss it. Charlotte will suggest The Tavern Inn bar near her motel apartment on East Washington Street, Lower Southside. The investigators can insist on an alternative location if they pass a Credit Rating or Persuade roll. Either way, Charlotte will say that she must visit the rest room prior to leaving; once inside she will text the location of the meet and a variation of the following message to one of her biker gang friends:

“Hi P, its Dana. I've got a big problem that needs your help in solving asap. Will be at The Tavern Inn in next 20 mins with company. Bring help. Ill owe you big time for this hon”

At The Tavern Inn or the alternative location, Charlotte will stall any conversation by asking the investigators various hypothetical questions. After 15 minutes (25 minutes if at an alternative location) 5 burly bikers will enter the venue and greet “Dana”, crowding around the investigators. Charlotte's mood will become instantly buoyant as she will gleefully introduce the investigators as “wannabe cops who are sweating me”. She will also allege that one of the investigators was fresh with her and has touched her inappropriately; this will be the bikers' queue to beat the investigators senseless and rob them of all their possessions (laptops, phones, IDs and guns). At the end of the beating Charlotte will inform the investigators that if she sees them around the university again they will be killed (This is a bluff. She doesn't care what they do so long as her fraud isn't disturbed). If Charlotte or her activity is further disturbed, then she will pay the bikers to locate the investigators and hospitalize them.



Charlotte has the personality, morals and instincts of a sewer rat. She thinks only of herself and is capable of great violence if only mildly provoked. She lives in a motel apartment in the rather rough Lower Southside district of Arkham. Should the investigators visit her abode they will find extra ammunition for her handgun, numerous different IDs (some are genuine documents that have been doctored while others are outright forgeries), small quantities of cocaine and crystal meth, and lots of evidence concerning her research into various rich Arkham individuals and institutes. Charlotte will be of no use to the investigators in the pursuit of their case and she serves only as a distraction and a hindrance.



Didier Melville – Fantacist/Conspiracy Theorist Extraordinaire

This rotund and sanguine character is larger than life and loves the sound of his own voice. Didier is an intelligent and odd individual with permed ginger curls and an equally shocking beard; he normally wears loose fitting baggy clothes, and quite often very brash Hawaiian shirts (no matter the season or climate). A classic über-geek, there are few subjects that Didier can't summon up random facts or nuggets of wisdom on. He is very well read and has very good technical IT skills to match. He does have some border-line mental issues however which have been acerbated by his regular reading of the Fortean Times and UFO related magazines and websites. He has come to believe in a veritable melting pot of weird and wondrous (and often conflicting) ideas and conspiracy theories.

He often freely talks about his ideas concerning ancient alien astronauts, magic secret symbols that can bestow great power on the wielder, alien human hybrids walking amongst us, the Illuminati pulling global strings and coordinating all world events, Atlantis fish folk dwelling at the bottom of the ocean and Yug Sabbab, a powerful inter-dimensional entity responsible for snatching people from all around the world(!).

If the investigators overtly approach Didier, he will be very interested in their presence and will spend a lot of the time asking them probing questions about their investigation and about their jobs in general. He will ask some very banal questions such as "How many people have you arrested?", "Do you have guns?", "Can I see your gun?", "Can I hold it?", "Have you ever shot anyone?" When asked about anything concerning the investigation Didier will inevitably turn it to his favorite subject:

Investigator: "Have you seen any suspicious activity or anyone behaving differently over that last two weeks?"

Didier: "Oh sure, there's little that gets past me. I see everything!"

Investigator: "Like what?"

Didier: "I see the secret signs passed between some of the rich kids in class. Those odd winks and nods at crucial moments, y'know, just before things like the library break in occur. They're all in on it."

Investigator: "In on what?"

Didier (whispering confidentially): "The Illuminati!"

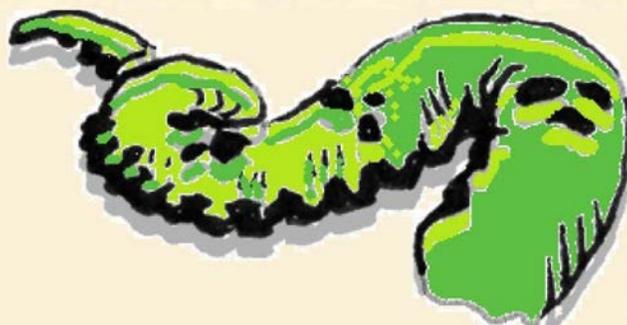
If prompted with further questions he will then start to elaborate further but will draw in ever increasingly unlikely and bizarre factors such as odd lights in the sky, shadowy figures that can only be seen in the corner of your eye, and evidence of mind control. He will then declare it's time for his medication and pop some pills right in front of the investigators eyes:

Investigator: "What are those pills for?"

Didier: "Oh these?! They're nothing. They just keep me balanced out, is all. Nice and even, yup, nice and even....."

If Didier doesn't take his three types of medication three times a day, then he will start to display bi-polar symptoms and will wildly swing between ceaselessly talking about UFO abductions and completely withdrawing from all conversation.

If an investigator runs into Didier while undercover then he will become very suspicious of them and depending on how the investigator reacts to him and what they say he may even declare them a spy and out them as a member of the Secret Service, stating that they are spying on American citizens to appease their Illuminati overlords. Other students who witness this will find the encounter highly amusing and will refer to the investigator from that point on as "that spy", "The Man" or "Fed".



Interestingly Didier has encountered some real mythos related information from talking to locals or reading personal accounts posted online; but he has hopelessly muddled up the mythos with UFO pop culture and urban legends so that all pertinent information is related slightly wrong or confused (e.g. Cthulhu will become Catuloo, the great sleeping cat under the earth and the Mi-Go become the My-Lo, cute furry aliens who are at war with the Greys on behalf of mankind).

Didier can be of use to the investigators in several ways. He is a technical wizard and can jury-rig any number of devices (setting up heat sensors around a room or even an infrared triggered man-trap for instance) given the correct resources and time. He is extremely adept at finding out information, online or off, and delving through online archives in search of esoteric facts. He will happily and actively assist the investigators if they have approached him overtly and will shadow and follow them mercilessly if they have encountered him undercover – no matter how dangerous things become (Didier may very well be killed by mythos forces very early on). Didier is the kind of knowledgeable fool that may inadvertently save the day at the crucial moment by physically blundering into a witch or knocking over an altar at the pivotal point in a summoning spell. Didier suffers half the effects of any Sanity point loss because he already fully believes in the impossible and the bizarre.

If the investigators do manage to suffer through Didier's dross and continue to ask whether he has seen anyone acting strange, then he will volunteer that he has long held suspicions about Carl Munk. He will mention strange tales he has heard about a place called Innsmouth and that he thinks Carl may have come from there (n.b. He doesn't; Carl is from Cleveland).

CAMPUS RUMOURS

The following is a list of the current rumors that are going around the campus, some of which concern the stolen books. The rumors are a mix of truths, half-truths, down-right lies and utter fantasies; they will either serve as potential leads or as false paths. The Keeper can select the desired rumors as per the circumstances of current play or just select randomly:

1. A mysterious hooded figure has been seen skulking in the shadows across the campus in the middle of the night, including outside of some student digs. Some suppose it is a peeping tom while others say it may be a serial killer looking for victims. Many of the female students are scared and frightened about these incidents (several people have seen the figure so far). Keeper's Note: This is Carl Munk going about his sordid nightly forays. The Keeper is advised to play this rumor straight – portray it as just a supposed stalker, and not a mythos cultist; hopefully this will wrong foot investigators into suspecting it is the latter!
2. Luke Dewer is a dangerous person who is involved in satanic worship. He regularly performs animal sacrifices and prays to dark forces. He is often armed with a knife and is not afraid to use it. He's crazy and it's only a matter of time before he kills someone. Keeper's Note: The essence of this rumor is all of Luke's own doing. He has repeatedly bragged and told outright lies about what he believes in and what he does in his spare time; all in order to create an air of danger and mystery about himself – as he finds this a useful tool in attracting female freshmen! Most people relaying this rumor will earnestly believe that Luke is the real deal and a dangerous individual not to be trifled with.
3. Eve Williams is a witch and runs a coven made up of fellow students. She performs ceremonies worshipping the devil and she believes that she can put curses on people she is angry with. Keeper's Note: What started out as childish play and wish fulfilment has become a terrible reality. Anyone relaying this rumor during the first week of the investigation will say that they don't really believe it and that it's all just immature attention seeking on Eve's part. From the second week onwards, anyone relaying this rumor will say that they think there may be some truth to it since Eve now appears to be having some sort of a mental breakdown and a lot of her friends seem to be very scared of her.
4. Dean Clements is a member of the Illuminati and runs a secret cabal of the local elite, regularly performing ceremonies on campus grounds in the middle of the night. Keeper's Note: This is Didier Melville's nonsense. Anyone relaying this rumor will say that they have absolutely no idea how the story got started but everyone seems to be talking about it so there must be something in it.
5. There have been a number of abductions in Arkham, including students. Mysterious forces are at work and the powers that be are covering them up. The police are being bribed or threatened to look the other way. Mysterious lights have been spotted in the sky on the nights people have gone missing. Keeper's Note: This is Didier Melville's nonsense yet again. He has earnestly told fanciful stories to drunk freshmen so often that some of his crazed fiction is now being circulated as fact or as urban myth. People do go missing in Arkham, for various reasons, including mythos related incidents – but Didier has no proof or knowledge of any specific cases.
6. The Jeremiah Orne Library is haunted by the ghost of a student who died there during the night under mysterious circumstances back in the 1930s or 40s. Strange things happen in the library at night and someone would have to be a fool to spend the night there lest something terrible happens to them. The strange forces there are also

responsible for the recent disappearance of the valuable occult books stored there.

7. An extensive system of tunnels runs under Arkham, including the campus. The tunnels are unsafe to venture into and some people who have tried to explore them have gone missing over the years (no one knows any specifics). It is also possible to access the Orne Library from these tunnels and that was how the missing books were stolen from under the noses of the staff. Keeper's Note: An extensive system of tunnels does indeed exist, and they do enable access to the Orne Library, although they have nothing to do with the theft of the books. Anyone choosing to explore these tunnels may well encounter the little people or ghouls that inhabit them. Keepers who want further details concerning the tunnels should consult Miskatonic University by Sam Johnson.
8. "Saint Ward", the prized bronze statue head of the late Reverend Ward Philips, is once again in the possession of the Sigma Phi fraternity. In keeping with this time honored traditional game of stealing and keeping the head for the longest period of time, The French Club and the Debate Society are both drawing up intricate plans to recapture this Arkham relic for themselves. Some even suppose that one of these parties is also involved in the recent theft of the occult books from the Orne Library as part of their elaborate plans (See the Miskatonic University handbook for further details).
9. The Dean is having an affair with the new woman in accounts – Julia Hood (Charlotte Spinks). The university's accounts are in a real mess and the pair conspired to steal the books from the Orne Library to claim on the insurance money and shore up the battered finances of the institute. Keeper's Note: This is a deliberate malicious rumor started by Luke Dewer in revenge for recently being reprimanded by the Dean over his rumored misconduct. Luke's malicious rumors have been readily seized and spread by some of his female friends and exes.
10. Gus Sanderson, the head of maintenance, is regularly rolling around his office drunk off his face. Keeper's Note: Gus does have a growing problem with drink and is a borderline alcoholic. While the rumors of him being "drunk off his face" are untrue, he does often exude the aroma of liquor, a result of his previous night's drinking. Gus will strongly deny any allegations of negligence or drunkenness and will soon become very angry indeed if any investigator pushes the issue or suggests any impropriety.

ADJUSTING PLAY

A Keeper should always aim to deliver a balanced, fun and fair campaign, but anything can happen once a scenario is in play – seasoned investigators will be wise to the ways of the mythos and the mechanisms of game play, so it may become necessary to place obstacles in their way to prevent them from swiftly uncovering one clue after another and concluding the campaign by the numbers. Equally, the players may be so jaded by previous scenarios and subsequent horrific character deaths that they may now be averse to following obvious leads or perhaps they have been hopelessly sidetracked by one of the red herrings and now require some pointers to get them back on track. Either way, here are a few suggested means for a Keeper to help or hinder the progress of any investigation accordingly:

Delaying the pace

Testing the brakes

Janice Long is found murdered in one of the campus car parks. She has been stabbed repeatedly in the back. Her boss, Chris Peach, is visibly shocked by the news, but is being comforted and consoled by Julia Hood (Charlotte Spinks) who appears to be taking it in her stride. Keeper's Note: Janice learned of Charlotte's fraud and made the mistake of letting the hardened criminal become aware of it. Charlotte did not waste any time, she followed Janice out to her car late in the evening and struck while the opportunity presented itself (there were no witnesses to the crime, nor any CCTV coverage in the car park). Charlotte has then paid Chris a visit at his house that evening and threatened him and his family with death if he lets anything slip. Charlotte gave the murder weapon to one of her biker friends that evening for disposal in the Miskatonic river.

A slight bump

While the investigators conduct their inquiries, Carl Munk becomes aware of the new faces on campus and develops a strong fascination and infatuation for one of the investigators (roll a dice to determine who). Carl will begin to stalk the character, stealing mementos (perhaps by breaking into an investigator's parked car) and taking long distance photos of them. He will write bizarre cryptic letters and poems to the investigator and will leave them where they can be easily found. He will then start to pay nocturnal visits to peak at his new object of lust while they are in the shower or while they are sleeping.



GO BADGERS!



Slamming the brakes

A death threat letter is pushed under the motel door of the investigators while they are away. The letter is very badly written with extremely poor spelling and warns them that unless they stay away from the university they will be taken care of. The next day Uncle Silas, Hazel Dean and a couple of the coven members (see the Overdue scenario), traveling in a beat up pickup truck, will follow the investigators back to the motel. There will be a knock at the door and if opened Uncle Silas will immediately open fire with his .22 revolver before ducking out of the way; this will be the signal for the rest of the coven members to open fire from across the parking lot with an array of shotguns and rifles. The firing will continue for a couple of minutes before Uncle Silas throws a pre-prepared Molotov cocktail through the open door or through the window. The attackers will then flee the scene, continuing to fire as they leave.



Getting the investigation back on track

A gentle nudge

During an evening update Ed O'Brian advises the investigators to concentrate their efforts on the scene of the crime and the Restricted Section key holders and to be prepared to trail people if necessary.

A tap on the shoulder

Noonan Powell comes forward and tells the investigators that he was in the library on the day of the theft and saw a middle-aged man enter and then leave the library with a full satchel (n.b. This was Ebdon Burns). He had seen the man in the library before, talking to one of the librarians in a friendly manner so thought nothing of it at the time.

A helping hand

Councilor Ashley Melson reports his concerns about Eve Williams' poor attendance and strange behavior to Dean Clements, who in turn relays it back to the investigators. The councilor has talked to several students and they have relayed accounts of the coven members' strange behavior and their concerns that Eve is behaving very oddly. The councilor followed this up by calling Eve in for an informal chat and was shocked at the Junior's apparent change in personality; he suspects that some sort of mental ailment has befallen Eve and would like to have her submitted for further psychological examination and an evaluation. Keeper's Note: This can only be used after the first week of the investigation when Eve's body has been possessed by Mother Willow (see the Overdue scenario).





In which the investigators follow the campus clues that lead to a wicked witch with personality issues, her unclean acolytes, and an unwilling co-opted coven.

THE STORY SO FAR

This is the second story connected with the theft of the forbidden tomes from Miskatonic University's Orne Library and is the first real challenge that the investigators will face. If clues are missed and decisive action isn't taken at key stages, then things will probably escalate out of all proportions and Arkham will be rocked by events that will live in infamy. Hopefully the investigators have not taken the bait of any Miskatonic red herrings and have decided to investigate the source of the many campus rumors surrounding Eve Williams' strange behavior and the unseemly activities reportedly occurring at her sorority house, Kappa Delta Phi.

KEEPERS INFORMATION

Ever since she was a child Eve Williams has been fed on stories concerning her distant relatives, the unwholesome Whateleys of Dunwich. Her parents told her exaggerated family stories, half remembered, half made up, concerning the wizard, Noah Whateley and his deals with the devil. These half-frivolous bed-time stories took root in the young girl's susceptible mind and many years later as a young woman she still holds these exotic imaginings dear to her heart. She has developed a keen interest in all things occult and an overly romantic viewpoint derived by reading Dark Fantasy novels and repeatedly watching Twilight films. Eve's desire and imagination was so powerful that she began to half-believe in her non-existent magical powers and in witchcraft. She gravitated towards similar goth and emo students and managed to convince her closest three new friends to form a coven with her; Eve naturally choosing to act as their leader, the grand high witch. After many silly "ceremonies" and much bragging in the town bars a local man told Eve of a notorious powerful witch called Mother Willow who lives outside one of the smaller hamlets in the Miskatonic Valley.



Eve eagerly sought out the dark crone and finally managed to locate her after a couple of weeks. Upon initially meeting the strange old lady Eve quickly informed her new acquaintance of her day-dream inspired wish of resurrecting her distant relative Noah Whateley (never for a minute truly believing that such a thing was actually possible). Mother Willow, a true practitioner of evil and a high priestess of Shub-Niggurath; has long been shunned by near enough everyone that knows of her. Her only company are the dark unholy things she communes with and a handful of equally disreputable hillbilly disciples. The evil crone saw right through the young student and saw her for the foolish and naive innocent she was. Mother Willow adopted the ruse of pretending to be a guide to the younger woman and told her that she could indeed summon Noah Whateley if she obtained one of the great books of magic – either the Necronomicon or the Book of Ghouls (Cultes Des Ghouls).



Eve subsequently planned the robbery of the Orne Library's forbidden section with Chris Henson and Ebden Burns. Prior to the robbery it had been Eve's intention to steal the Necronomicon but, on the day itself, remembering Professor Fairbanks' fondness for it, she settled on the Book of Ghouls instead. She then eagerly handed the book over to Mother Willow on the Friday at the end of the first week of the Eagle Bond investigation. Mother Willow instructed Eve to wait while the old witch retired to her shack to check through the book's pages. Over the following hours the wily old magician learned the desired spell and makes several animal sacrifices to her deity. She then successfully performed the Mind Transfer spell with Eve as the target. The older woman successfully traded her mind with the younger woman and Eve was subsequently driven temporarily insane upon finding herself transformed into an old woman. Mother Willow is now the proud possessor of a much younger and attractive body; she gave instructions to one of her disciples, Billy Childs, to keep Eve captive in his hillside shack; Mother Willow secretly fears that the spell she cast might only prove temporary and therefore does not feel secure enough to murder her victim as her instincts urge her to do.

Finally free of her tired old frame and its associations, Mother Willow takes two of her disciples, Uncle Silas and Hazel Dean and travels to the Kappa Delta Phi sorority house on Boundary street. Once there she sets about entrapping and controlling the female students who live there. Mother Willow's intention is to establish a personal powerbase in the sorority house by co-opting all the living-in students into her coven. Once a coven is created and firmly under the old witch's control she will begin a campaign to control Arkham's social elite – the rich and the powerful members of society such as the mayor and high-profile businessmen. Mother Willow will use the power generated by her unwilling witches to cast powerful enchantments or else to summon terrible entities to destroy her enemies.

Of note is Mother Willow's behavior itself. Despite her newly improved physical appearance and ill-gotten youth she is still a 73-year-old woman at heart; she has received little formal education and has spent much of her life leading a reclusive life in the backwaters of Massachusetts. Mother Willow's manner of speech is rural and antiquated (her youth was during the 1940s) and she is given to colloquial expressions and proverbs, often quoting passages of the bible in a mocking tone. Anyone encountering her, either as an old crone or in Eve's stolen body, will be repulsed by her creepy and unwholesome demeanor. Mother Willow struggles to operate in the modern world and needs the direct assistance of her three minions (Uncle Silas, Hazel Dean and Billy Childs) as she cannot drive a car, nor operate a cell phone or computer. For those individuals that already know Eve Williams (such as her original coven members) it appears as if she has become delusional or has taken to method acting an aged clichéd witch to an excessive degree.



Initially Mother Willow will spend the first week in Eve's body establishing control over the Kappa Delta Phi sorority house and its occupants. The old witch will use a combination of enchantments, curses and physical intimidation (either directly herself or via one of her three minions) that prevents any of the students from reporting her to the authorities or to the campus administration. Three of the students (Cara Hensky, Sadie Heart and Tylene Osha) leave the university at the end of the second week and return home. They will not begin to tell stories to their friends and relatives for at least a fortnight and any formal allegations raised on their behalf prove fruitless after three weeks have passed. The first girl who makes an accusation will suffer a horrifically public manifestation of a dire ailment that results in the unfortunate person being transported to hospital where they quickly slip into a coma and die (this will be the results of a curse generated by Mother Willow to silence her enemy). The remainder continue their studies and, on the surface, appear to be living their lives normally but they all now prefer to stay away from the sorority house as much as possible, returning only when commanded to do so by one of Mother Willow's minions. The students are forced to partake in a ceremony two to three times a week, taking up all the evening and night on those occasions.

At the end of her first week of residence at the sorority house Mother Willow will target three local businessmen using a combination of straightforward blackmail (an act of sexual misconduct on the part of a married textile magnet), an enchantment on a Fund Manager (a love spell no less!) and physical threats and extortion by Uncle Silas of the chairman of a manufacturing company. This pattern will continue on further victims over the proceeding month until a loose network of 15 businessmen are under Mother Willow's control or influence.

Mother Willow begins to experiment with summoning entities at the beginning of the first week. She will successfully summons up to five ghouls by the end of that week. The ghouls will inhabit the basement of the sorority house and will flee to a hole that leads down into the sewers below if they suffer any casualties. Throughout the following weeks she will seek to commune with and recruit additional ghouls located in and under Arkham's various cemeteries. At the end of the first week she is also contacted by Chris Henson who quickly determines that she is not Eve and promptly flees the sorority house. Mother Willow, fearing the threat that Chris represents to her plans summons fourth three Dark Young. She dispatches two of them to kill Chris at his house and retains the third as her body guard and ultimate enforcer.



If Mother Willow is not stopped after one month she will have leveraged her coven and network of corrupted and controlled businessmen to make a move on city hall itself. She will start with security guards, receptionists and aides and will work her way up to the city mayor himself. During this period up to six prominent businessmen (and some of their family members) will have been murdered in many horrific and mysterious ways – these will be those brave and foolish souls who directly resisted all of Mother Willow's attempts to control them. If the mayor falls under Mother Willow's control then she will use her almost total official protection to conduct increasingly large numbers of human sacrifices (a total of 50 which starts at first with transients and criminals, but soon progresses to any random person her now numerous minions can obtain) to summon the loathsome Mother of Mould to obtain greater personal powers from her deity and benefactor.

THE SORORITY HOUSE

What the investigators find awaiting them at Kappa Delta Phi will depend on how soon they get there, the time of day or night and whether Mother Willow and her cohorts are expecting them or not. The best possible circumstances will be to visit the house in daylight on the first week when Mother Willow isn't in Arkham yet. During the first week everything is normal but from the second week it will become Mother Willow's base of operations.

During the day the house is quiet and locked up tight. Uncle Silas is pretending to be the building's caretaker and hangs about keeping watch in a small office close to the front lobby and will respond to any sounds of disturbance. Hazel Dean spends most of her time in the kitchen preparing ingredients for spells that will be performed during the night time ceremonies. Mother Willow does not feel comfortable in an urban setting or in human company in general and therefore keeps herself secluded away in Eve's room during daylight hours (she sleeps lightly between the hours of 7am and 12pm). During the afternoon she spends the time studying the Book of Ghouls and preparing for the next spell that she intends to cast. The student residents are generally absent from the building between the hours of 8am and 5pm; when they are in they either remain in their own rooms or cluster in the common room (they are all utterly terrified of the new Eve and her hillbilly bodyguards).



During the night Mother Willow holds her ceremonies and the female students are compelled to join her in the unholy rights. Between the hours of 5pm and 10pm Hazel Dean will be coercing many the students into assisting in the preparations and Uncle Silas will be actively patrolling the lower corridor and lobby, controlling all comings and goings through the main entrance. Nearly all the ceremonies occur in the large basement where various runes and sigils and drawn and carved into the floor and walls. Mother Willow will start to perform her dark arts with her coven at 10pm and will typically continue until 4am. The ghouls will generally keep to the darkened corners of the basement while the ceremonies are performed, silently observing. The keeper can decide on the exact nature of the ceremony if the investigators pay a night visit to Kappa Delta Phi – it could be a simple curse or blessing, or equally Mother Willow might be trying to summon something dire.



Uncle Silas keeps the front door locked at all times and does not permit anyone to enter without prior notification. Investigators seeking to gain access overtly will knock and buzz fruitlessly and will need to be let in by a resident student from the outside or have made a prior appointment to speak to one of the students in the house (the student will have then informed Uncle Silas). If overt entry is gained Uncle Silas will attempt to hover unseen in the background and will eavesdrop on any conversation the investigators have. If directly engaged by the investigators Uncle Silas will claim to be the building caretaker. If confronted or insulted in any fashion he will become violent and will seek to eject the investigators from the building - if the investigators successfully resist this he will resort to deadly force. Hazel Dean will hear any commotion and will come to Uncle Silas' aid armed with a large kitchen knife. If Mother Willow becomes aware of the disturbance, then she will keep her distance and will flee out to the garden if the investigators manage to deal with her two acolytes.

If the investigators intend to gain entry to the building covertly they will need to have obtained a key and the access code for the front door from one of the female student residents, otherwise they will have to break in. If the investigators are breaking in between the hours of 10pm and 4am then they are unlikely to be heard as all the residents will be down in the basement participating in the ceremony. If a break in occurs outside these times, then a listen role should be performed for Uncle Silas or Hazel Dean with a suitable modifier dependent on where the point of entry is located. If the two acolytes detect the break in, then they will respond by raising the alarm and will attack the investigators with deadly force.

If the investigators flee the house after a confrontation or ask too many pointed questions during an overt visit, then Mother Willow will dispatch her two acolytes (and a couple of the coven) to hunt them down during the next night and kill them. It is highly likely that they will use the ruse of having one of the resident students arrange a meeting somewhere secluded so that they can lure the investigators into an ambush.

Inside Eve's room, on top of a desk, is her laptop which contains her e-mail correspondence with Ebden Burns as well as an e-mail to a close friend, Alex Lords (he is attending a university in California). The email was sent on the first Wednesday of the Eagle Bond investigation and tells of her intent to visit Mother Willow out in the Miskatonic Valley to show her something special that she has just acquired. A successful Computer Use roll and 1D3 hours will be required to break into the laptop.

THE SORORITY HOUSE GARDEN

There is an unusual resident hiding out in the garden. It is the third Dark Young summoned by Mother Willow and appointed as her body guard in times of dire emergency. It spends the majority of its time amongst a dense copse at the back of the large garden, pretending to be an oak tree (it is aware that it is in a suburban setting and feels uncomfortable, longing to be in the tantalizingly dense woods that border the city). During daylight hours it is virtually dormant while during the night it is alert and prepared to be active if required.



Anyone entering the garden will not be able to discern the creature unless they directly investigate the copse, in which case a spot hidden roll should be made. Unless the investigators have already played the Manuscripts Don't Burn scenario they won't know what they are looking at and the Keeper should inform them that they see a slimy and ugly knolled tree that resembles a diseased oak tree. If the investigators explore further during daylight hours, then the Dark Young will silently suffer the indignity of being climbed or prodded to maintain its cover. If any investigator attempts to cause serious harm such as hacking at it with an axe then the Dark Young will respond to the first blow with a sonorous below of pain and rage (a sea of eyes and mouths surfacing across its body) and will try to grab its attacker with a tentacle, subsequently crushing them and flinging their body into a neighboring backyard. A similar, but less deadly response will be received if the investigators simply attempt to explore the creature during the hours of darkness. If the creature does respond to the investigators' presence then a round later Uncle Silas and Hazel Dean will appear in the back yard, armed, ready to respond to the disturbance – this should provide the investigators with the added incentive to flee the scene of what could very well be a campaign ending encounter with a powerful cosmic terror.

If a confrontation occurs in the sorority house and Mother Willow flees into the garden it will be to seek the protection of her Dark Young bodyguard. The creature will instantly spring to life (regardless of the time of day) and will stand in front of its mistress, ready to fight and die.

Should Mother Willow be killed inside the house then it will remain in the garden until darkness falls and will then head directly for the forest, at first stealthily creeping (maintaining its tree-like composure) before finally ditching all pretense and smashing through the final few backyards that block its way.

THE UNIVERSITY CAMPUS

All the student residents will continue to attend their classes and their studies, but as the weeks progress their demeanors and academic performance will alter drastically. All the students will appear withdrawn, tired, sullen, timid and scared; they will at first resist any attempts by the investigators to question them with vague, non-committal answers or even outright lies; they will do this because they are terrified of any repercussions that may be visited on them by the new Eve if they talk willingly to the authorities.

If the investigators are convincing and adept in their dealings with the unwilling coven members, then they will slowly begin to utter vague hints that things are not okay at the sorority house and that Eve is watching them. They will not reveal any details under any circumstances as they are equally frightened of the consequences of doing so and feel intensely guilty for participating in Eve's unholy rites. If pressed they will resort to lies or will simply say that Eve has changed and is truly evil and that the investigators should get away while they still can because she has killed people(!) – they will then simply break into hysterical sobbing that lasts for over an hour (this cycle will then resume if the investigators attempt another interrogation).

Eve herself will not be at university for the first two weeks following her transformation. She writes a series of letters to the university administration complaining of severe illness (laryngitis) before being compelled by the university to either resume her studies or defer (which would involve leaving the sorority house). Mother Willow compels two of the coven members who are attending the same classes to produce the letters to the administration as well as completing Eve's coursework. She even begins to appear in person (in the guise of Eve) at a few lectures (accompanied and silent at all times). If, in the unlikely event the investigators do encounter Eve (Mother Willow) at the university, they will find her uncommunicative (she will be accompanied, and her assistant will inform the investigators that Eve is recovering from laryngitis and unable to talk) and will be struck by the queer look she gives them (a catlike stare). If, in the unlikely event that the investigators have already met the true Eve early on in their investigation then they will be struck by the drastic change in demeanor, gait and posture. Eve/Mother Willow will not engage in any violent acts while at the university – if a confrontation does occur there then she will flee back to the sorority house and if prevented from doing so will even endure being arrested and detained by the authorities (she will hope that her acolytes will duly break her out).

BILLY CHILD'S CABIN

It is possible that skilled investigators will learn of Eve's dealings with Mother Willow and make the trip out to meet the aged witch in person. If they do so they will find that most people in the Miskatonic Valley know of Mother Willow and that the closer the investigators get the more damning the people speak of her. Eventually they should run into a Jonas McCabe, a small holding farmer going about his business (transporting vegetables to a nearby market).

Jonas will appear disturbed and even shocked that such well-healed city folk should be out so deep in the country seeking the company of such an unholy and evil good-for-nothing as Mother Willow. He will tell them that they should be able to find her in her rundown hovel a couple of miles away next to a prominent dead oak tree near a dense forest. He will even say that if she isn't in then they can try further up the trail, near the river, where Mother Willow's only friends and cohorts, the Childs and Dean clans, have a settlement (consisting of four shacks).

Investigators will find Mother Willow's shack empty and devoid of anything except a grubby cooking area filled with weird herbal concoctions (lots of preserve jars and mortars and pestles), rudimentary furniture and several odd wood carvings of satyrs and vaguely occult symbols.

At the Childs and Dean clan settlement they will find four ramshackle wood huts arranged in a square with a communal fire pit in the center. A grizzled old man will be sat near the embers whittling wood. The old man is Billy Childs' elderly father, Cyrus Childs. The old man is half senile and will hoot and holler nonsense if questioned; eventually the man's noise will prompt Billy Childs to poke his head out from the hut behind to see what's going on. Upon seeing the investigators Billy will quickly disappear back inside the hut to fetch his shotgun which he'll then use to threaten them with. Billy will not be interested in answering any questions and will become increasingly hostile and then violent if the investigators do not leave the hamlet. Eve (in Mother Willow's haggard body) is being held captive inside Billy Childs' shack and will cry out for help if she hears the investigators outside.

If the investigators manage to deal with Billy and enter his cabin they will find a distressed elderly woman shackled to a bed in the far corner. The old woman will identify herself as Eve Williams and will recount her fantastical tale in a panicked, breathless and rambling manner. Eve will be able to tell the investigators anything that she knows – albeit in a disorganized and confused fashion; she will beg them to locate Mother Willow and get her body back. If Eve is left in Mother Willow's body, she will only live for another 18 months before her aged heart gives out. Should the investigators bring Eve to the authorities' attention they will simply think that she is delusional (and the investigators too if they vouch for her crazy story) and will seek to institutionalize her. Eve can regain her body if she re-acquires the Book of Ghouls, learns and performs the Mind Exchange spell (it will prove permanent on the first attempt if performed correctly) and if Mother Willow is still alive (in Eve's body) to enable the trade. There is also the far less attractive option of utilising the Steal Life spell, but this raises the ethical question of who the donor would be (investigators will lose 1D10 Sanity points if they assist Eve in using this spell).



ADDITIONAL INFORMATION

There is plenty of scope in this scenario for investigators to either concentrate their efforts into getting to the bottom of the mystery surrounding Eve Williams, recovering the stolen book as quickly as possible or dipping in and out while pursuing other investigative threads elsewhere. Some aspects will remain constant such as the character's demeanors and attitudes while the length of time it takes the investigators to conclude the situation (or not) will lead to a steady escalation and eventually a catastrophe which will cost the lives of many innocents and damage the reputation of Eagle Bond.

The primary clues that should lead the investigators to Mother Willow and the Book of Ghouls will be the non-Kappa Delta Phi students in Eve Williams' classes. They will all have heard the rumors concerning Eve's interest in the occult and her bragging about coming from a long heritage of witches and warlocks. Many will even know of her earnest attempts at forming a coven in her sorority house over the last couple of months. Eve will stop attending university herself two weeks after the theft of the books from the Orne Library as her body will have been stolen by Mother Willow. Investigators will soon have trouble locating Eve despite all the stories and rumors about her and all the alleged members of her coven - Jordan, Maylene, Patricia and Ruth will be oddly reluctant to talk and very nervous around the investigators.

There are various victory states for this scenario, but a successful play would result in Mother Willow and her minions being dealt with and the Book of Ghouls being retrieved. For this outcome players should be awarded 5 Sanity points and 1D8 Cthulhu Mythos points. If the investigators enable Eve to regain her body, then they should receive 10 Sanity points and 1D10 Cthulhu Mythos points.



Mother Willow (in Eve Williams' body), High Priestess of Shub-Niggurath, age 73

The transformed witch will always try and cajole, flatter or threaten a person before resorting to physical violence. If she must resort to violence then she will almost certainly prefer to cast a spell; failing that, she will finally choose to deploy her personal weapon of choice, an enchanted sacrificial dagger which she uses in her ceremonies. The weapon would prove very useful to any investigator, should they acquire it, as it can harm almost any mythos creature, including Dark Young and Star-Spawn of Cthulhu.

STR 40 CON 50 SIZ 47 DEX 50 INT 70
APP 70 POW 60 EDU 10 SAN 0 HP 9
DB: 1D3 Build: 0 Move: 9 MP: 12 Luck: 68

Weapons: Claw (hands) 30%, damage 1D3
Enchanted sacrificial dagger 45%, damage 1D6+1+DB (1D6 Pow transference from target to wielder + 1 San point loss per strike to wielder)

Skills: Astronomy 25%, Blackmail 33%, Herbal Preparations 67%, Intimidate 35%, Occult 43%, Organize Cult 73%, Poison 45%, Persuade 55%, Psychology 38%, Cthulhu Mythos 22%
Spells: Cloud Memory, Contact Ghouls, Contact Shub-Niggurath, Contact The Blessed, Curse of Azathoth, Implant Fear, Mind Exchange, Mind Transfer, Summon Dark Young, Summon The Mother of Mould, Voorish Sign



Uncle Silas, Disciple of Shub-Niggurath, age 44

This rough-looking handyman is a menacing character who is quick to drink and violence. If he thinks he can win a fight easily he'll use his fists but if he encounters resistance or is enraged he'll use a weapon. He often carries a .22 revolver (8 rounds chambered + 6 rounds in pocket) and also has a hatchet in his truck cab.

STR 55 CON 62 SIZ 50 DEX 52 INT 57
APP 20 POW 40 EDU 10 SAN 0 HP 11
DB: +1D4 Build: 0 Move: 9 MP: 8 Luck: 47

Weapons: Fist 60%, damage 1D3 +DB
Pistol 40% damage 1D6
Hatchet 45% damage 1D6+1+DB

Rifle 47%

Skills: Brew Alcohol 80%, Burgle 33%, Intimidate 65%, Gamble 40%, Repair Vehicle 23%, Occult 20%, Steal 36%, Sucker Punch 60%, Track 56%, Wrestle 30%, Cthulhu Mythos 12%
 Spells: Curse of Azathoth, Voorish Sign



Hazel Dean, Disciple of Shub-Niggurath, age 33

Thin, wiry, and wild eyed. The half-crazed cultist has spent her life engaging in unwholesome activities and is wild and unpredictable in behavior and a sadist. She is capable of savage violence and murder with little provocation – a simple command from Uncle Silas or Mother Willow will suffice.

STR 45 CON 60 SIZ 48 DEX 50 INT 54
 APP 10 POW 40 EDU 10 SAN 0 HP 10
 DB: +1D3 Build: 0 Move: 9 MP: 8 Luck: 38

Weapons: Fist 35%, damage 1D3
 Knife 42% damage 1D6 +DB
 Rifle 33%

Skills: Brew Alcohol 80%, Con 33%, Intimidate 43%, Cook Crystal Meth 22%, Steal 43%, Occult 22%, Cthulhu Mythos 8%
 Spells: Voorish Sign



Billy Childs, Disciple of Shub-Niggurath, age 26

Poorly educated and physically imposing, possessing limited life chances and a bad social circle, Billy is a casual cohort of evil who will do as he is told by his associates. He becomes a bragger when drunk (which is often) and violent. Billy has a hatred of city folk and takes delight in harming them. He owns a 12 gauge double barreled shotgun and has 10 cartridges for it.

STR 60 CON 65 SIZ 65 DEX 30 INT 47
 APP 15 POW 40 EDU 10 SAN 5 HP 13
 DB: +1D4 Build: 1 Move: 8 MP: 8 Luck: 45

Weapons: Fist 50%, damage 1D3 +DB
 Shotgun 40% damage 4D6/2D6/1D6
 Pistol 55%

Skills: Drive Automobile 58%, Intimidate 55%, Set Animal Trap 65%, Track 46%, Wrestle 37%, Cthulhu Mythos 5%

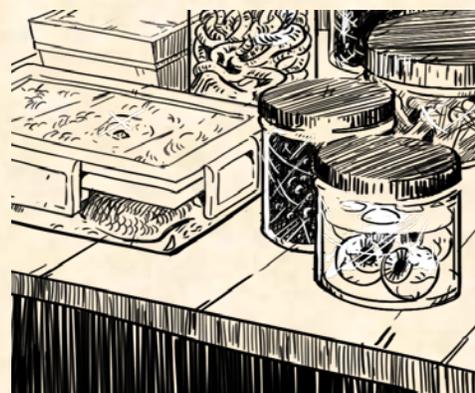


Eve Williams (In Mother Willow's body), unfortunate captive, age 21

Confused, disorientated, half-crazy, Eve's recollection of recent past events is shaky, and she is liable to moments of amnesia. Her main motivation is to get her body back. She can offer little in way of defense in her current frail state.

STR 10 CON 40 SIZ 44 DEX 15 INT 65
 APP 10 POW 50 EDU 65 SAN 10 HP 8
 DB: 0 Build: 0 Move: 7 MP: 10 Luck: 54

Skills: Debate 40%, English Literature 70%, French 42%, First Aid 33%, Library Use 60%, Drive Automobile 60%, Persuade 55%





Jordan is good friends with Maylene and took part in Eve's initial coven as a joke and a bit of excitement. She has no idea of what's really going on currently; All she knows is that she's terrified and unable to extricate herself from the situation. She will be the most eager of the girls to get assistance from the investigators but will be too scared to reveal anything, at least initially.

STR 45	CON 60	SIZ 47	DEX 51	INT 65
APP 66	POW 50	EDU 65	SAN 27	HP 10
DB: 0	Build: 0	Move: 9	MP: 10	Luck: 58

Skills: Debate 46%, English Literature 68%, Drive Automobile 52%, Know Arkham 65%, Library Use 57%, Persuade 41%

Patricia Martin, Unwilling coven member, age 20

The young student is Eve's best friend and usually has a ditzzy and sunny personality. Everyone who knows her will say that she has become a shadow of her former self. Following her participation in recent ceremonies at the sorority house she has come to believe that her best friend has been possessed by a demon.

STR 40	CON 55	SIZ 48	DEX 48	INT 65
APP 67	POW 45	EDU 65	SAN 25	HP 10
DB: 0	Build: 0	Move: 9	MP: 9	Luck: 62

Skills: English Literature 65%, Drive Automobile 50%, Library Use 55%, Persuade 35%



Maylene Murphy, Unwilling coven member, age 20

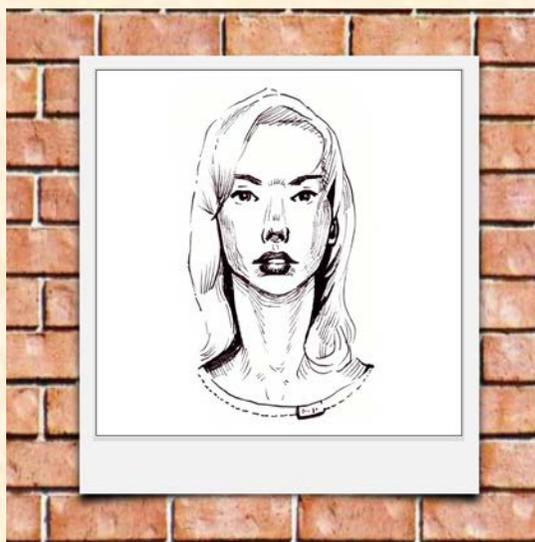
Maylene is a typical Emo who is rarely seen dressed in anything other than the colors black and purple. She always wears dark eye shadow and purple lipstick; she has very pale skin. She was eager to join Eve's initial coven as she thought it super cool and something really great to brag about and shock her peers. These days though she won't speak a word about it – because she is in fear for her life. Hazel Dean has regularly threatened her with a knife and has told her she will be killed if she tells anyone about the ceremonies.

STR 38	CON 47	SIZ 44	DEX 60	INT 69
APP 55	POW 54	EDU 65	SAN 20	HP 9
DB: 0	Build: 0	Move: 9	MP: 10	Luck: 74

Skills: Debate 46c%, English Literature 78%, Drive Automobile 56%, Know Music 65%, Library Use 67%, Occult 18%, Play Guitar 47%, Persuade 40%



Jordan Reyes, Unwilling coven member, age 21



Ruth Gray, Unwilling coven member, age 22

A shy and withdrawn girl at the best of times, Ruth is now in a state of shock. She has witnessed shocking and terrible things and is convinced that Eve is in league with the devil, and that the ghouls in the basement are demons. If the investigators can break her vow of silence concerning the coven then she will deluge them with tales of satanic horror – half of which are from the nightmares that are now regularly plaguing her.

STR 39 CON 60 SIZ 49 DEX 50 INT 67
 APP 80 POW 45 EDU 65 SAN 30 HP 10
 DB: 0 Build: 0 Move: 9 MP: 9 Luck: 68

Skills: English Literature 63%, Drive Automobile 65%,
 Gymnastics 38%, Library Use 62%, Persuade 49%



Dark Young of Shub-Niggurath

These beings are enormous writhing masses, formed out of ropy green/black tentacles. Here and there over the surfaces of the things are great puckered mouths which drip green goo. Beneath the creatures, tentacles end in black hooves, on which they stamp. The monsters roughly resemble trees at a distance – the trunks being short legs, and the tops of the trees represented by the ropy, branching bodies. The whole mass of the thing smells like an open grave. They stand 12 to 20 feet tall.

STR 220 CON 80 SIZ 220 INT 70 POW 85
 DEX 80 Move 08 HP 30

Damage Bonus: +4D6

Weapons: Tentacle 80%, damage db
 Trample 40%, damage 2D6+db

Skills: Sneak 60%, Hide in Woods 80%.

Sanity Loss: 1D10 San points.



Ghouls x 5

These creatures are rubbery, loathsome humanoids with hoof-like feet, canine features, and claws. They speak in hushed whispers of what sounds like gibberish to human ears and will growl if threatened. They are often encrusted with grave mold collected as they feed.

STR 80 CON 65 SIZ 65 INT 65 POW 65
 DEX 65 Move 09 HP 13

Damage Bonus: +1D4

Weapons: Bite 30%, damage 1D6 + automatic worry
 Claws 30%, damage 1D6+DB

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%.

Sanity Loss: 1D6 San loss

Mother of Mould



The Mother of Mould

Hopefully the investigators will never encounter this terror; if they do then things have gone very wrong and will probably end that way too! This creature appears as a shambling heap of black and dark green mold, some 15 feet across, when summoned; yet it can take any shape it wants, but often assumes a vaguely humanoid figure of massive proportions which crawls across the ground towards its target; it can easily ooze down a drain in its viscous state and reform. To kill it usually smothers its victim and may even transport their carcass some distance; if attacked then it will generate pseudopods to club and infect its assailants. Fire, flame-based weapons and solvents all cause distress and damage to this creature and it will attempt to flee to a dark corner, preferably underground. The creature will seek to increase its size by consuming large mammals (humans and above) at a rate of 2 a day which increases its size by a quarter; there is no limit to the size that it can grow to. To avoid infection a victim will need to scrub an affected area with solvents or flame within 5 minutes of coming into contact with the creature.

STR 250 CON 200 SIZ 350 INT 50 POW 100
DEX 125 Move 08 HP 55

Damage Bonus: death within 1D20 hours.

Weapons: Infect with mold, damage = DB
Pseudopod 40%, 1D8 + 33% chance of infection
Suffocate 40%, death within 3 rounds

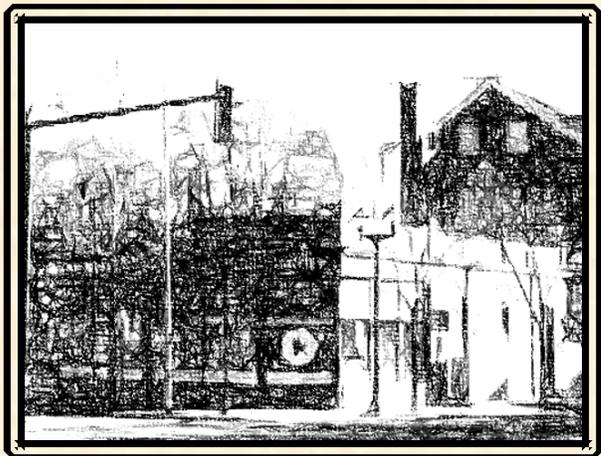
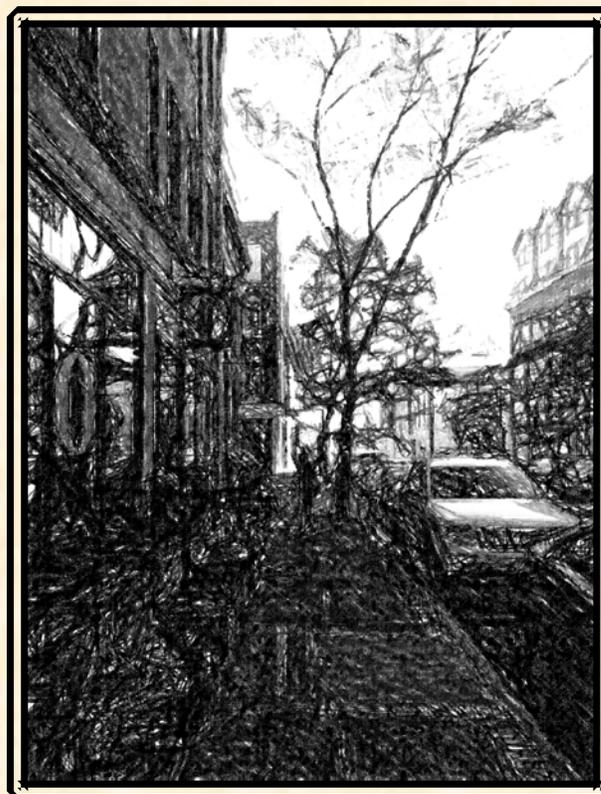
Skills: Hide 60%, Sneak 60%

Arkham Views

Top: Armitage Street

Middle: Garrison Street

Bottom: Sentinel Street



Cultes Des Goules

The Book of Ghouls was written in French, circa 1702, by Francois-Honore Balfour, Comte d'Erlette. The Orne library holds a tattered, well-read quarto edition which has a substantial amount of the original text accurately translated into English, scrawled in ink in the margins by an anonymous tight hand. Some of the pages are even marked with aged blood stains. Much of the book concerns entities associated with death and the un-dead as well as many powerful mythos spells.

"The ghouls wait and skulk in the shadows, one foot in this world and another in the eternal underworld. They desire all flesh, living and dead, and make hideous offerings to their dark lord, Mordiggian. He who feeds on the world's suffering and dying, the Great Charnel Lord who receives all mortal vessels as his sustenance. We mortals must accept that we are only but carrion feed for these unseen ones."

Page 10, Chapter One

Should the investigators choose to read any of the volumes that they encounter during the adventure then the following should be observed: 1D10 Sanity loss and +6 Cthulhu Mythos points. The English translations, which are available for 40% of the book's contents, takes an average of 2 weeks to read and 8 weeks to fully comprehend. The remaining 60% of the book is only available in archaic French and would take a competent reader an additional 3 week to read and 10 weeks to fully comprehend. Non-French speakers must have the remaining text translated. Readers will have their perceptions of death permanently altered and will have a psychological loathing of all places associated with dead bodies such as graveyards and morgues. They will also suffer 1 Sanity point loss for every acquaintance that dies, whether naturally or unnaturally. The reader will also have a phobia of their own death which will increase in magnitude the older they get.

The book contains many spells including:

Black Binding, Cloud Memory, Contact Ghouls, Contact Mordiggian, Create Bad-Corpse Dust, Create Zombie, Dust of Suleiman, Grey Binding, Implant Fear, Mind Exchange, Mind Transfer, Raise Corpse, Remortification, Steal Life

SHUB-NIGGURATH, THE BLACK GOAT OF THE WOODS

Shub-Niggurath is a sinister arcane fertility god worshipped in the deep dark recesses of forests the world over. If the Book of Ghouls represents a tome concerned with all things associated with death then Shub-Niggurath is the polar opposite in concept, representing all possible shapes and forms that life can possess – vaporous and slimy things that half crawl, half shuffle with flailing tentacles, gaping maws and myriad eyes; things that should not be and that could drive men insane if they were to be merely looked upon. These are the offspring and marks of Shub-Niggurath.

Mother Willow has long communed with the shadowy denizens of the forest and it was they who told her, as a young girl, to worship and seek the favour of the black goat of the woods. She has come to know most of this deity's avatars and servants and is respected in their company.

The old witch is as loyal a servant as much as it is possible for such a wicked and dark soul to be. She seeks to empower and enrich herself physically, mentally and spiritually. In pursuit of power she knows that she needs the benefaction of her mistress and will therefore eagerly do her bidding.

Once Mother Willow has managed to get city hall under her influence her goddess will instruct her to sacrifice 50 human souls to summon forth a hideous monstrosity called The Mother of Mold, an amorphous mass of living black-green slime that infects all that it comes into contact with. Infected surfaces and beings develop a black fungal growth that consumes all matter. Physical contact with The Mother of Mold and her deposits results in death within 24 hours. The entity is only vulnerable to fire and solvents.



In which the investigators encounter a disturbed young man, an ancient sorcerer with troubles and the potential trip of a life time.

KEEPERS' INFORMATION

Chris Henson has been drawn into the world of the occult by Professor Fairbanks' classes and by his girlfriend, Eve Williams, an aspiring witch. Tall and athletic, Chris is the archetypical Jock at high school, but at university he managed to turn into a mature young man who is looked up to by many of his peers. It was during Professor Fairbanks' lectures that a trip to the Restricted Section to look at some real examples of banned books was arranged, that the course of his life was subsequently changed forever. Once inside the small locked reading room Chris avoided the cluster of fellow students who had gathered around the more infamous Necronomicon, which was being showcased by the excited professor, and instead found himself mysteriously and inexorably drawn to what appeared to be a far older book left neglected on one of the lower shelves. Inspecting the book, the young Athletics scholarship student felt a strange sensation befall him. He could not understand the Latin script of the old tome, but he was attracted to the startling and wondrous illustrations that foretold ancient and primeval sorcery. Later that same night Chris had vivid dreams of a lost earth, eons ago in the planet's remote past when it was populated by powerful warring wizards and their wild kingdoms; during the dream one of the ancient sorcerers seemed to look up and actually "see" Chris' disembodied spirit. Over the following days Chris regularly had access to the Restricted Section while the Professor watched over them as they researched their new assignment. Chris was drawn once again to the same strange tome, but this time he seemed to know what the words said, although he could not understand how such a thing could be possible. He knew which passages of texts spoke of the ancient lost land of Hyperborea and which spoke of long lost incantations to control the elements or raise the dead. A subconscious voice instructed him to look further and he found on nearby shelves what appeared to be pre-historic stone tablets bearing crude inscriptions, and once more instinctively knew that they were the original fragments from which the aged Latin tome was translated.

Each night Chris found himself transported to the weird mystical land in his dreams; he would suddenly be standing in the interior of an immense palace, surrounded by the most ornate black stonework, conversing with the smiling, knowing wizard he had seen on the first night of the strange dreams. He could feel the wizard's immense power and authority and could also sense an underlying desperateness; the wizard was fearful of something and needed Chris to help him. The Athletics student woke each morning with only a vague recollection of the previous night's dream. He felt himself drawn to the same book, the Liber Ivonis, or the Book of Eibon, and its surviving fragments; and he found that he could now pick them up and read them all as if they were written in plain English (although perplexingly Chris could still not construct a single sentence of Latin!). He learnt the words and incantations, the secret symbols and the ritual ways to empower them – he felt compelled to do so and felt an equal compunction to keep it all a secret, even from his girlfriend, Eve, who was quite taken with her beau's sudden interest in the occult.



The ancient wizard of Chris' dreams was of course Eibon himself. The ancient mage could sense a distant spirit about him and used his knowledge to make psychic contact with the dreamer's spirit. The sorcerer talked to the unguarded semi-aware dreamer and was intrigued by what he learned and sensed; he became aware of a time in the Earth's far future where magic had been almost completely forgotten and instead mankind had developed an impressive and bewildering ability to manipulate knowledge and resources to create intricate social systems, contraptions and machines. Eibon used his psychic connection to Chris to scry the strange future world and was shocked to find that the sleeper had access to ancient texts that Eibon himself had only recently authored; he realized then that he was able to exploit the circumstances and help himself out of his current predicament with the other warring wizards who had recently formed a powerful alliance against him. Eibon implanted potent suggestions into Chris' sleeping subconscious and even passed the knowledge to read Hyperborean glyphs to him. The mage's plan was a simple one – get Chris to create a dimensional gate that would allow Eibon to transport himself into the future times, and from there transit to realms that were still under the protection of his deity, the toad-god, Tsathoggua.

Once under the sorcerer's will, everything that Chris knew, Eibon would subsequently know once the dream-link was re-established. The mage learned of Ebden Burns and Eve Williams' request that Chris help them in stealing books of power; and Eibon instructed the slumbering Chris to agree to it and to use the opportunity to take the Liber Ivonis for himself. Chris duly played his part in the thefts, ostensibly by stealing an imprint of Dean Clement's Restricted Section key and handing it to Ebden to have a copy made. For reasons unknown to himself, Chris agreed to Ebden and Eve's plan under the condition that they promised to take the copy of the Liber Ivonis and give it to him, which they duly did.

During the first week of the investigation Chris can hold himself together just enough to continue to go to lectures but he is slowly coming under the total control of Eibon, who now controls his sleeping body at will and even has the unconscious athlete's body drawing magical symbols and casting spells throughout the nights. The physical and mental toll soon proves too much for Chris and by the end of the second week he will stop going to the university. His last truly self-conscious act is to try and visit Eve at her sorority house at the end of the second week of the investigation, where he discovers that she too has fallen under the spell of a dark and malignant force (Mother Willow's possession).

Chris flees back to the safety of his home, which is a large detached town house on West Derby street, Northside, in the Arkham suburbs. The house belongs to his aged parents who are currently in the middle of a round the world trip (they are currently in New Delhi). With his reason and sanity badly frayed, Chris obeys the sub-sonic voice in his mind that instructs him to go down into his basement and build the dimensional gate; he will complete this task on the Wednesday morning of the third week.

THE HOUSE

The Henson family home is a generously proportioned 19th century merchant's house in the Colonial style. It has four large bedrooms (two of which are ensuite), a bathroom, attic, parlor, dining room, kitchen, study, cloakroom, basement and a large secluded garden, bordered by bushes and trees to afford maximum privacy. It is approached via a short private drive which is lined by a small stone wall and bushes. The house was bought 16 years ago by Chris' father, who is a banking executive.

Most of the rooms will look perfectly normal in appearance and state (albeit slightly dusty and neglected – no one has done the cleaning or washing up for some time!) with exception of the study and the basement; the latter of which has undergone some dramatic home improvements thanks to Eibon.

The study belongs to Chris' father, Walter Henson, and is normally filled with his personal papers and his extensive stamp collection. After coming under the influence of the Hyperborean wizard Chris largely emptied the contents of the room into his parent's bedroom (this room is now an absolute mess. Chris has dumped books and boxes onto the large double bed and immediate floor space). The Study is now Chris' base of operations when he isn't busy renovating the basement. Should the investigators discover it they will find the Book of Eibon sitting open on the desk next to a small heap of papers bearing runes and sigils copied from the book in Chris' own hand. There are also glyphs and symbols scrawled on the floor, ceiling and walls of the room (these are protection spells) and a strong musty burnt smell mixed with the essence of exotic incense pervades the room (the result of performing magic).



The basement is where all the action is happening, at least from Chris' and Eibon's perspectives. Anyone seeing the basement will find a small amount of newly bought wooden planks, a vast array of hand tools and tool boxes, and a pneumatic drill powered by a small electric generator (several fuel canisters are piled up in the nearest corner). During the three weeks following the theft of the books Chris was instructed by the sorcerer to dig a large hole into the side of the east wall and to then dig directly down (see the Rough-Hewn Cavern section below for further details). At the beginning of the third week Chris will have completed his task of locating Tsathoggua's Arkham portal and will commence constructing Eibon's Hyperborean portal. In the furthest wall (the north wall) a large amount of clay and plaster (there are large bags of these materials nearby, both used and unused) has been used to create what appears to be the front door of an ornate palace, almost Mycenaean in design; there are two flat pillared columns that lead to a lintel, which is crowned with a triangular pediment. All the plaster has had Hyperborean glyphs carved into them and the pediment bears Eibon's own personal seal which comprises of an all-seeing eye within an equilateral triangle bisected by a circle, contained within a larger circle. If the investigators are seeing the portal before Wednesday morning, then inside the "doorway" is the plain wall of the basement; if the investigators are viewing the portal from Wednesday onwards they will find it active – the "doorway" will resemble a shimmering luminous violet sheet of glass. For a description of what happens should an investigator touch or attempt to enter the doorway then see the Eibon's Portal section below.



If the investigators actively poke around the contents of the basement, or attempt to damage the portal in any way, then they will disturb the portal's guardian, a solitary formless spawn of Tsathoggua, which is at rest behind a pile of timber planks. While stationary it resembles a simple pool of thick tar oil – once active this creature will shoot into life, arching up and forming a rudimentary head and thrashing whip-like limbs; it will become very apparent to anyone witnessing this that they are dealing with a sentient creature and this will cost them 1D10 San. The spawn will attack the nearest player using a bite attack that completely covers and incapacitates that character (as described in the CoC source book); this will hopefully provide the other investigators the opportunity to cause the creature significant damage lest it succeed in killing them all. The spawn will defend the portal with its life and will seek to kill anyone in the basement (less Chris); it will not however, leave the confines of the basement unless summoned by Chris, so the investigators can easily flee it.

THE ROUGH-HEWN CAVERN

Investigators will find what looks like a roughhewn and very unsafe looking cavern carved into the east wall of the basement, and should they delve into it they will find that there is rudimentary propping courtesy of one of Chris' visits to the hardware store. The cavern leads directly down into what appears to be long disused sewage tunnels from the late 19th or early 20th century – these tunnels are small and cramped, damp and covered in slime. The tunnel runs south and north; if the investigators head south they will turn a few corners before finding their way blocked by an old stone wall (which will lead into the modern sewage system if broken through). Should the investigators head north they will twist and turn for a short distance before coming to the remains of a recently broken wall that would have originally prevented further passage through the tunnel.

Beyond the broken wall is a modern sewage pipe (which is much larger and is being intersected in the middle by the older tunnel); investigators passing a Spot Hidden roll or making a successful Track roll will observe that there is trail leading up (west) in the gross sediment at the bottom of the pipe. Following this trail for five minutes the investigators will be rewarded by the sight of another demolished old brick wall in the side of the new pipe – the wall has been knocked inwards and reveals another older segment of the sewage system. Travelling another five minutes down the old sewage tunnel will lead to a small chamber in which an old rusted manhole cover has been pried and cast aside to reveal a dark vertical hole; in this hole is a modern ladder (also from the hardware store!). If the investigators are brave enough to venture down they will find themselves in a medium sized natural cave (complete with stalactites and stalagmites); a hideous stench fills the chamber and in the middle of the depressed floor of the cave is a 6ft square luminous pool of green water, which is ringed by eroded and now very faint carvings (remnants of the sigils of Tsathoggua) – this pool is a portal to another world. For a description of what happens should an investigator enter the pool then see the Tsathoggua's Portal section below.



THE BARRIER

If the investigators visit Chris at his house in the first two weeks of the investigation they will be able to simply walk up to the door and ring the doorbell. However, if they are visiting after the end of the second week (Saturday onwards), then they will find that they are unable to get closer than 10 yards of the house in any direction.

Following Chris' last visit to his girlfriend Eve, he discovered her under the influence of a malign spirit and fled from the Kappa Delta Phi sorority house before Mother Willow's minions could stop him. Sensing another formidable presence, Mother Willow performed her incantations that very night and dispatched two Dark Young to hunt Chris down – their mission is to kill him, no matter what tries to prevent them. The Dark Young stealthily traverse the city in the middle of the night and make their way to Chris' town house. Fortunately for Chris, who is under the full control of Eibon during the nocturnal hours, the ancient sorcerer senses the approach of Shub-Niggurath's servitors and casts a barrier spell around the house to protect his servant and the portals.

The barrier is an invisible dome that covers the entire house and the Dark Young are unable to breach it, so they stand waiting for an opportunity, one on either side of the house – once more relying on their resemblance to diseased old oak trees as camouflage. The Dark Young are reasonably intelligent, which is just as well, as they have so far resisted the urge to snack on the mailman or any other passing Arkham residents. The Dark Young will not break their cover or respond to the investigators unless directly interacted with or interfered with (prodded, pruned or climbed etc.).

Investigators walking into the invisible barrier will suddenly feel a glass-like impact to their face and body and have a 50% chance of being knocked down. Discovering the barrier costs an investigator 1D6 San loss. There are several ways in which the barrier can be breached:

1. Uttering the Hyperborean pass phrase (known only to Chris and Eibon) – this allows a person to cross the threshold of the barrier without breaking its integrity.
2. Piercing it with an enchanted object such as a knife or amulet (such as those owned by Mother Willow or Luke Dewey) – this breaks the integrity of the entire barrier, making it disappear. This will cost the user 1 San point and 3 Magic points. The wielder will also gain 1 Mythos point for this achievement.
3. Casting the Break Enchantment spell using any of the major mythos tomes (Necronomicon, Cult des Gouls, Book of Eibon etc.) – A player must either suggest this intention themselves or else a Keeper can suggest it to a player if a successful Idea roll is passed. This spell dispels the barrier and must be successfully cast at a cost of 10 Magic points (n.b. If this spell is cast in the presence of an investigator carrying an enchanted item such as Luke Dewey's amulet then that object will be permanently divested of its power). Successfully casting this spell gains the caster 1 Mythos point.

CHRIS' ACTIONS

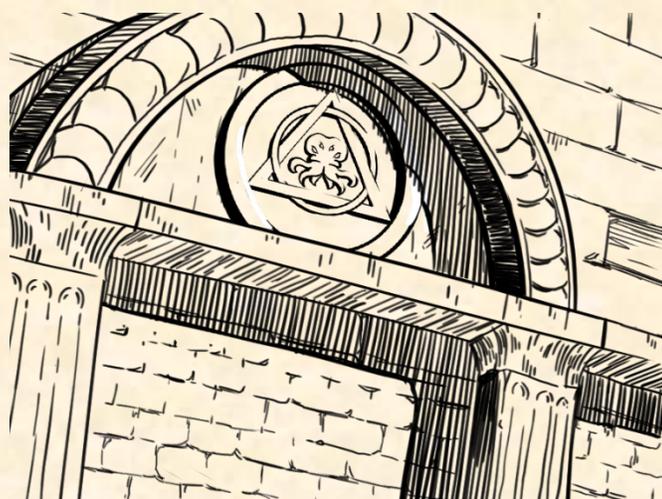
If encountered during daylight hours in the first two weeks Chris will still be a nice guy who can be reasoned with. Investigators passing Credit and Persuade rolls may well be able to convince Chris to come clean about his involvement in the theft of the books and the actions of his accomplices (n.b. The investigators must have some proof of his involvement, even if it is just hearsay or circumstantial, and then confront him with it). Chris will not be able to fully articulate what is happening to him – all he knows is that he dreams of a distant and exotic land inhabited by a powerful wizard who lives in a tall five-sided black tower overlooking a strange sea. He will also say that he wakes up utterly exhausted every morning as if he has been running a marathon in his sleep. He will also answer his cell and home phone if called (but not at night).

If the investigators make contact with Chris from the third week onwards they will find him a profoundly changed man. He will look wild and unkempt (he no longer shaves or bothers to change his clothes), with big red rings around his eyes. He will not bother answering phones and can be found in the study reading the Liber Ivonis intently; he will be suffering the effects of both sleep deprivation and of paranoia (Chris will be borderline insane at this point from having witnessed and participated in powerful mythos related rites). He will simply want the investigators to leave him alone and be gone and will quickly become belligerent if they do not grant him his wish.



Encountered at night, Chris is effectively Eibon's remote controlled robot. The sorcerer sometimes gives simple tasks and commands for him to carry out without active supervision, but on other occasions, such as performing very difficult spells, Eibon takes direct control of Chris' body and has full use of his senses. The ancient Hyperborean does not know what a private investigator is or what the police are even as a concept – he will simply try to ascertain if the person he is dealing with is a potential ally, a threat or something to be ignored; once he has made a determination as to what each player represents then he will act accordingly.

Soon after raising the invisible barrier over the house Eibon realized that he needed to furnish Chris with a means to protect himself. The next day Chris followed a subconscious suggestion to obtain a block of granite and a hammer and chisel set; that night Eibon himself, via Chris' body, fashioned a Hyperborean flame flute – a 10-inch stone cone engraved with glyphs; it resembles a slender wand. This weapon can generate a powerful jet of flame reaching over 10ft long (n.b. normal flame weapon damage rules apply) with the simple utterance of a Hyperborean phrase and the expenditure of 3 Magic points per blast. Should the invisible barrier be dispelled then Chris' first action will be to open a window of the house and incinerate the two Dark Young before they can come crashing through the walls (seeing the flame flute in action costs an initial 2 San points to witness; seeing a Dark Young smash into the house will cost 1D6 San points).



Chris will still be sane and human enough not to use the flame flute on an investigator unless attacked first. Instead he will seek to use Create Mist of R'lyeh (this will come jetting out from his hands, quickly filling any room, obscuring an investigators' vision and making them feel temporarily ill) Cloud Memory and Deflect Harm. If in mortal danger or after taking 25% wounds Chris will call upon the formless spawn in the basement for assistance; the creature will instantly come smashing through the basement door and flick-flack up the stairs and enter the study like a demented spider (n.b. Investigators will need to pass a Pow test roll not to flee in abject terror at this terrifying sight). Chris' absolute last line of defense will be to flee into the basement and through the Hyperborean portal, to seek the protection of Eibon.

Finally, it is worth saying that Chris will not be prepared to stand idly by should the investigators decide to torch the house or the basement. He will probably hear the commotion from the study and will promptly come down and threaten the investigators with the flame flute if they refuse to leave the premises. Chris will also fight to maintain possession of the Book of Eibon (unless encountered within the first two weeks, in which case he can be persuaded to relinquish it).

EIBON'S PORTAL

An investigator who touches the violet surface of the portal will find themselves being pulled into it and will appear to walk right through it. The investigator will experience a brief sensation of rushing down and forward, followed by spinning, before suddenly becoming aware that they are no longer in Chris Henson's basement. The investigator will find themselves standing in a large dark chamber, in some sort of building. The walls are made of black gneiss rock while the floors are made of white marble; illumination is provided by periodic sconces holding lit torches. Venturing beyond the room they will find an internal courtyard with a wide spiral staircase leading upwards. On the far side is the building's foyer and main entrance, which is an imposing levered stone doorway, and a 10ft statue of Tsothoggua is sat squat in the middle of the floor space. Other rooms radiating from the central chamber will consist of utility rooms and servants' quarters. The building is Eibon's five storied, five-sided tower; the sorcerer's throne room is located on the second floor, his extensive study (complete with newly produced segments of the Book of Eibon) takes up much of the third floor and his personal sleeping quarters are on the fourth (an extensive dungeon and storeroom complex takes up two floors below ground level). There are servants periodically coming and going throughout the structure and golem guards are posted at regular intervals; it is only a matter of time before an investigator is detected and challenged. The golem guards will take the investigator(s) to the throne room where Eibon will interrogate them, seeking to learn as much as he can about his guests and their world as he can (he will be very intrigued by their dress and any items they carry about them).





It is up to the Keeper how much he or she wants to make of this encounter but much of the outcome should be determined by the player's actions. It is quite possible that the investigators could convince the sorcerer that they can be of use to him and that they mean him no harm; he could even become a potential ally provided they do not seek anything that requires real effort on his part (and provided they haven't chased Chris into Hyperborea). If in a congenial mood Eibon will joke that the investigators are lucky to be in the safety of his tower as he's sure they'd soon be food for the local Voormis (Savage cave dwelling native humanoids with three toes and covered in umber-colored fur). If the sorcerer talks about himself he will mention that the current times are not good to him and that Morghi, the chief inquisitor, is conspiring to have him arrested; he will finish by saying that he will not make it easy for his foes and that he has many powerful magics to call upon. Eibon may simply let the investigators leave and return through the portal but it is highly likely he would want something in return (such as using the investigators as assassins to murder Morghi).

If the investigators find themselves in Hyperborea by following Chris or their conduct is offensive or threatening to Eibon he will probably have them thrown into his dungeon for a week before forcing them to carry out a task under the threat of death; the task will once again probably be to seek out and assassinate Morghi in Hyperborea's ornate capital city, Commorion. Hyperborea is a vast island kingdom dissected by large mountainous ranges (the Eiglophian mountains) and covered by dense jungle. Eibon's tower is on the coast of the Mhu Thulan sea.

Regardless of the outcome, all investigators who travel to Hyperborea will suffer 1D6 San loss, and another 1D6 for the return trip if they stay longer than 10 minutes (n.b. it will be hard for the investigators to adjust their minds to the fact that they have travelled millions of years into the Earth's past and have returned back to their own time – they will keep wondering if it was all just an hallucination even though they know at a subconscious level that it was not!). Investigators can also receive 1-8 Mythos points depending on what they learned of Eibon and Hyperborea while there.

TSATHOGGUA'S PORTAL

Anyone placing their hand into the luminous green pool of fetid liquid will find that they cannot touch the bottom of the pool; stranger still, their hand will not feel like it is in water but rather in air. If an investigator enters the pool or pokes their head under the surface they will find themselves emerging from the pool! Only the world on the other side of the pool is much different.

The portal leads to an alien world (n.b. This is not N'Kai, but another realm outside our own solar system which is under the control of Tsathoggua) which is slightly larger than the Earth, so investigators will feel a stronger gravity pulling them down (as if someone was pushing down of their shoulders); the planet also turns at a slower rate so days and nights are each 36 hours long (the system's white star is smaller but burning hotter than the our own sun). If the investigators arrive they will find that it is the middle of the night and lightening periodically flashes high in the sky (both sheet and forked lightning), briefly illuminating the landscape (n.b. Thick cloud cover obscures the night sky); they are in a rocky plateau ringed by distant mountains, thick patches of vegetation covers 40% of the ground. The plants are large and leafy, colored in dark green and purples, they all emit a low indigo bioluminescence that permits a low level of vision for the investigators; more significantly and fortunately for the investigators, these plants are also producing oxygen which means the planet has a nitrogen/oxygen atmosphere 1/3 thinner than the Earth's. The climatic conditions will mean that humans can survive for a prolonged period on the surface, but it will be hard going (therefore all player rolls will suffer a -10% penalty). Entering the alien world costs a 1D6 San points loss.

If the investigators set off to explore the new realm they will discover that cenotes (sinkholes) periodically intersperse the rocky ground between the vegetation; anyone looking down these large holes will detect something moving on the floor below – a successful Spot Hidden roll will reveal a vaguely luminous amoeba-like mass with writhing tentacles, gaping maws and multitudes of eyes – this is a dreaded Shoggoth, one of many, traversing an underground passage (1D10 San loss for initial sighting, and 1 San point loss for each subsequent encounter thereafter). If the investigators are wise they will not venture down into the underground system of cenotes and passageways as the only thing they will encounter are more Shoggoths.



After a short while a Listen roll should be made by all players; successful rolls will reveal a mass of wet slippery smacking sounds and croaking in the near distance. Following the sounds will reveal a vast mud pit teeming with toad-like creature $\frac{1}{4}$ the size of a human – these are the spawn of Tsathoggua and millions of them cover the planet (they are the dominant species – their skin is toxic to most of the planet's other life-forms). Unlike the Children of Tsathoggua these creatures are relatively harmless and benign to humans (they instantly recognize that humans are significantly different from their food source which are large dragon fly-like or beetle-like insects). The spawn of Tsathoggua have heads and ears like their father's but have very large toad-like eyes of speckled gold and warty brown and deep purple skin as well as webbed feet. One of the nearest creatures will spot the investigators and will come bounding over towards them to check them out; if unmolested it will simply lick the nearest investigator, dragging them down to the ground with its sticky 5ft tongue, before quickly deciding that humans don't taste very nice at all, releasing its victim and bounding back to join its kin. The Keeper should give the players a chance to react as the creature approaches; if they simply harm the creature it will squeal in pain and flee; several of the nearest creatures will follow suit and flee the apparent danger. If the investigators kill the creature an awful long drawn cry will rent the air, coinciding with a lightning flash – a successful Spot Hidden roll will reveal a gargantuan toad-like silhouette sat amongst the distant mountain range (n.b. It is apparently larger than the mountains by a head!); it will be apparent to the investigators that this is the source of the cry (1 San point loss).

The giant being sat amongst the mountains is mighty Tsathoggua himself, who sensed a part of himself being destroyed and voiced his anger. The investigators can, if they are crazy enough, make their way over to the Great Old One – it will take them six hours to reach their destination, during which the only thing they see is the vast swathes of vegetation, more cenotes, and vast expanses of mud pits teeming with thousands of spawn. Upon the final approach they will be able to see the great toad-god towering above them (he is a squat, pot-bellied, cross between a toad, bat and sloth – 1D10 San loss to see), with thousands of his spawn crawling over one another to crowd around their father. Above his head flies numerous Children of Tsathoggua, one of which will come swooping down to claim one of the investigators in payment for the murdered child (Luck rolls to determine who the unfortunate party is) – the terrified investigator will be plucked up high into the air, crushed and bitten and then dropped from a height of 100ft (2 San point loss for all who witness this). Nothing further will happen unless the investigators kill any more creatures associated with Tsathoggua (n.b. There will not be any consequences for merely opening fire or injuring).

The toad-god will to all appearances be in a semi-slumber and entirely ignorant of the investigator's presence (he is far above caring about mortal creatures not of his making). Should the investigators speak directly to Tsathoggua the most they will get is one enormous lazy globular eye casually glancing down in their direction before quickly determining that it is viewing insignificant gnats; the only way to obtain any real interaction will be to utter the being's name in praise, and this can be achieved by referencing the Book of Eibon or the Necronomicon. Praising Tsathoggua directly will make him realize that he is in the presence of worshippers, and this will greatly please him, especially as the investigators appear to be creatures not of his design or procreation. Tsathoggua, being in a good mood, will deign to bless the investigators (even if they have already killed some of his creatures) – Tsathoggua gives each investigator permanent +5 Pow and +5 Magic points. Investigators are free to leave at any point and will encounter no further issues so long as they do not harm any creatures (the Children of Tsathoggua will react instantly if they do). All investigators will receive 1D10 Mythos points for visiting the alien realm and encountering the toad-god, whether he reacts to them or not.



In the more likely event that the investigators decide to head back to the portal after killing the harmless spawn of Tsathoggua they will soon discover that 5 formless spawn are flick-flacking their way towards them at high speed; this will be the start of a deadly pursuit. The formless spawn will follow the investigators through the portal, through the old and new sewage tunnels, into the basement and all the way up to the threshold of Chris Henson's house, where they will finally stop. The formless spawn will then remain at periodic spots between the portal and the front door of the house. All investigators will receive +3 Mythos points for visiting the alien realm.

Regardless of what happens in the alien realm all investigators will suffer from PTSD should they make it back to Earth. All the investigators' belief systems will have been hopelessly destroyed by the experience and they will no longer know what is and what isn't possible and will begin to doubt reality itself. Everyone will experience night sweats and night terrors as they relive the horror of what they have seen; during daylight hours they will find their thoughts regularly and randomly intruded upon as they experience flashbacks of the alien realm. From this point on all investigators will suffer a permanent -10% modifier to all rolls apart from Sanity rolls (if the investigators were blessed by Tsathoggua they will only suffer a -3% modifier and no modifier to Pow, San or Magic rolls); investigators will only be able to overcome the PTSD modifier if they undergo therapy (and this will require a full year of treatment to be successful).

CONSEQUENCES

For every action there is a reaction, or a cost, or maybe even a reward. Keepers should consider awarding one or more of the following benefits or penalties depending on the results achieved:

Dealing with the Dark Young – if the Dark Young are no more, then each investigator should receive 3 San points back, but only 1 point if Chris dispatches them with the flame flute. They also receive 1 Mythos point regardless of who achieves the feat.

Leaving the Dark Young – the investigators keep finding themselves wondering if the awful tree-like monsters are still around or not and become increasingly paranoid whenever they spot old and diseased trees, so much so that they lose 2 San points! (n.b. This should only be applied if the investigators were actually aware of the Dark Young's presence).

Destroying the House – the house is no more; the den of dark ancient magic has been reduced to rubble, so everyone can now sleep a little bit easier. 5 San points are therefore returned to the investigators.

Leaving the House intact - the den of dark ancient magic is still in business; who knows what's going on inside its evil walls? Everyone has trouble sleeping at night; all investigators lose 2 San points (n.b. No penalty should be awarded if the investigators managed to destroy both portals).

Destroying the portals - everyone feels much safer knowing that hideous creatures and powerful sorcerers from the distant past can't just pop into the world; the very act of denying access to the Earth has tremendous therapeutic value to everyone's psyche. All investigators receive 1D10 San points gain (n.b. A single 1D6 reward if only one portal was destroyed, unless the investigators were unaware of the existence of the other portal) and 2 Mythos points.

Leaving both portals intact – investigators find themselves regularly worrying about just what else might be coming through the portals and into the world; they imagine all kinds of horrors and can never feel truly safe again. All investigators receive 1D10 San loss.

Stopping Chris before he completes Eibon's plan – The investigators know they have stopped a powerful force from completing its plans and have safeguarded the integrity of Arkham and the world at large. All investigators receive 1D10 San points back, +1 Pow and 2 Mythos points gain.

Not stopping Chris before he completes Eibon's plan – Investigators may or may not know the true extent of what they have failed to stop but they do know that they have somehow failed to achieve what was needed; they no longer feel entirely confident about their abilities. All investigators lose 1D6 San and -1 Pow.



Chris Henson, Pawn of Eibon, age 21

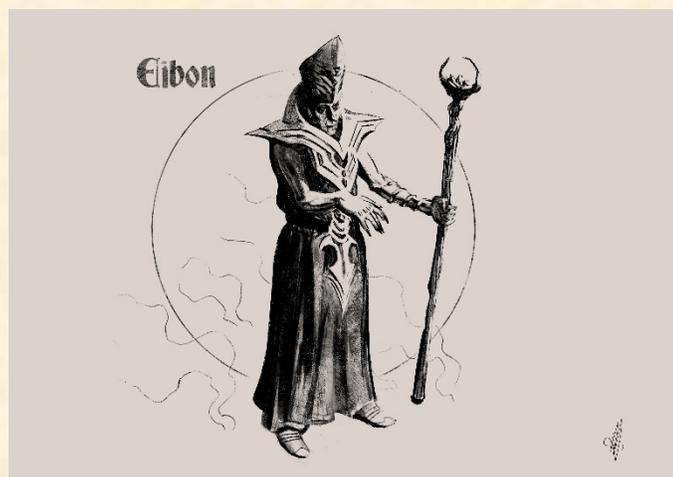
STR 57	CON 70	SIZ 65	DEX 60	INT 65
APP 68	POW 40	EDU 60	SAN 0	HP 13
DB: 0	Build: 0	Move: 9	MP: 8	Luck: 67

Weapons: Fist 38%, damage 1D3
Kick 33%, damage 1D4
Flame flute 50%, 1D6

Skills: Athletics 38%, Drive Automobile 68%, Karate 35%, Play sports (any) 40%, Wrestle 43%, Cthulhu Mythos 8%

Spells: Create Mist of R'lyeh, Cloud Memory, Deflect Harm





Eibon, Hyperborean Sorcerer, age 240

The wizard will be curious about any investigators from our time and will only become hostile if he perceives them to be a threat or if they refuse to answer his questions.

STR 40 CON 65 SIZ 51 DEX 50 INT 85
 APP 33 POW 100 EDU 70 SAN 0 HP 11
 DB: 0 Build: 0 Move: 8 MP:20 Luck: 74

Weapons: Flame flute 45%, 1D6

Skills: Astronomy 87%, Credit Rating 47%, Intimidate 35%,
 Persuade 42%, Perceive 65%, Cthulhu Mythos 46%

Spells: Any the Keeper chooses



Golem Guard, Eibon's guardians

The guards will detain anyone who has not been granted access to the Black Tower by their master, Eibon. They will fight back if attacked but will seek to restrain the attacking party unless they themselves are close to destruction.

STR 75 CON 90 SIZ 60 INT 40 POW 40
 DEX 40 Move 8 HP 15
 Damage Bonus: +D3

Weapons: Mace 40%, 1D6
 Fist 40%, 1D4

Armor: Made of stone, all weapons do only 1 point of damage.
 Skills: Listen 40%, Spot Hidden 40%, Wrestle 40%
 Sanity Loss: 1D6 San points.



Formless Spawn of Tsathoggua

STR 100 CON 50 SIZ 100 INT 65 POW 55
 DEX 95 Move 8 HP 15

Damage Bonus: +1D6

Weapons: Whip 90%, damage 1D6
 Tentacle 60%, damage db
 Bludgeon 20%, damage db
 Bite 30%, damage special

Armor: Immune to all physical weapons and wounds will just snap closed. Vulnerable to fire, chemicals or other forces
 Sanity Loss: 1D10 San points.



Children of Tsathoggua



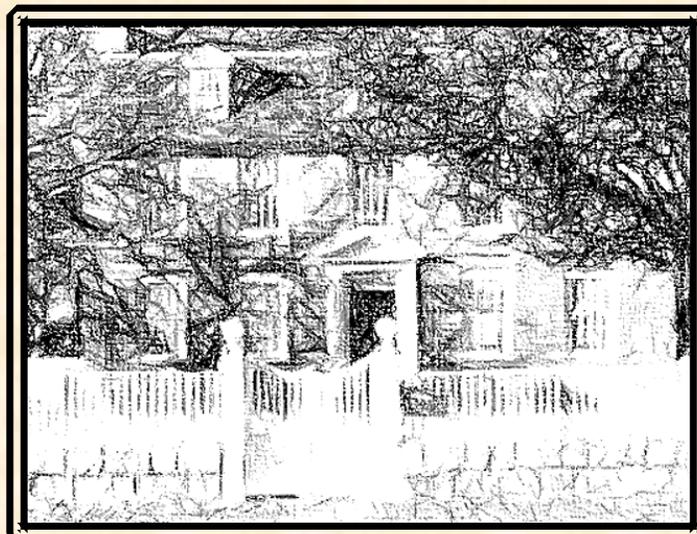
Children of Tsathoggua, Greater servitor race

STR 100 CON 80 SIZ 70 INT 65 POW 80
DEX 55 Move 7 crawling/10 flying HP 15

Damage Bonus: +2D6

Weapons: 2D6 Tentacles 45%, damage db
Trample 35%, damage 2D10+db
Bite 25%, damage 1D6

Sanity Loss: 1D10 San points



Arkham Views

Top: East Saltonstall Street

Middle: Brown Street

Bottom: Parsonage Street

Rare Finds

In which the investigators follow the trail of clues to a little shop of horrors and find themselves lost in the labyrinthine trap of a Great Old One.

KEEPER'S INFORMATION

This is the third story connected with the theft of stolen tomes from Miskatonic University's Jeremiah Orne Library. Investigators may have already managed to survive encounters with Eve Williams and Chris Henson and recovered two of the missing books or maybe they have decided to begin their investigation by visiting all of Arkham's bookshops. If it's the former then the trail will hopefully have led the group to the original party who master-minded and executed the theft - Ebden Burns the antiquarian book dealer, and if it's the latter then the investigators will have struck early gold (provided they survive!). Clues should have pointed the way to Ebden's shop - Burns' Books, which is situated down a quiet Arkham side street (South Sentinel street). Once the investigators enter Burns' bookshop they may find it considerably more difficult to leave.



Ralph Myers is the individual who has inadvertently set much of the events surrounding the theft of the books from the Orne Library into motion. Ironically, Ralph had no interest in the occult, but he was very interested in trading in rare commodities to make a fast buck. He recently came into receipt of a sizeable personal library after the recent death of an elderly uncle who lived on his own in a fine but slightly worn townhouse on Noyes street (East-town). Ralph quickly set about inventorying the collection of several thousand rare books in preparation of selling them. Amongst the collection he found 8 slightly mildewed and worn volumes of a non-descript nature, bearing the unlikely title of "The Revelations of Glaaki".

The original antiquarian Ralph brought in to evaluate the library collection become visibly excited at the sight of these strange books which were written in a rather archaic English. He had offered to buy them from Ralph there and then for five hundred dollars. Ralph refused - his knowledge of human nature and an innate instinct for profit told him that the books were worth far more than what he was being offered. He soon confirmed this fact when he sought out the assistance of Ebden Burns, having located him in an online search of local antiquarians. Ralph brought several of the books to Ebden's small shop and after consulting his catalogues the old bookseller was able to inform him that the books didn't have a fixed price, but they had been known to auction for tens of thousands of dollars apiece and that a full set of all nine volumes could possibly sell for well over a hundred thousand dollars. This prompted Ralph to commission Ebden to locate and buy the missing volume under the agreement that the bookseller would use his knowledge and expertise to organize a subsequent auction for which he would receive a 5% cut from the proceeds.



Ebden is in his fifties and has been in his line of business in Arkham for decades. He has frequently visited the fine Jeremiah Orne library to conduct research and to compare acquired copies of rare volumes with authenticated originals. Occasionally he has even sold the university some of his rarer finds. Upon receiving his commission from Myers his first port of call was a visit to the Orne Library with the intention of speaking with one of the librarians to ascertain if they had a copy of the missing volume. He was extremely surprised when one of the librarians informed him that they did indeed have a copy but unfortunately, she was unable to permit him to view it as it was held in the Restricted Section. Ebden had previously flicked through the editions Myer's had brought to the shop without bothering to involve himself with the contents themselves, merely noting that they appeared to concern the occult in a rather fanciful and anachronistic style of prose. The refusal piqued his interest and he left with a nascent plan forming in his mind.

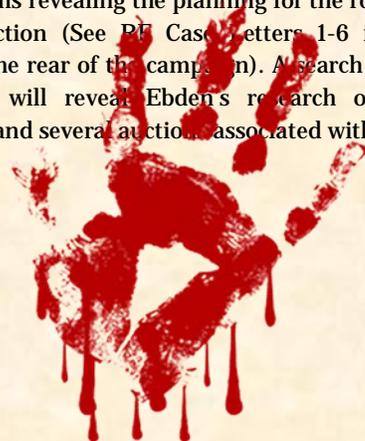
The next day he returned to the library and approached an assistant librarian, none other than Eve Williams. After a brief conversation to test the waters Ebden tried his luck and attempted to convince the young woman to grant him access to the Restricted Section. To his surprise Eve proved eager to conspire with him and revealed that she too wished to obtain a book from within the Restricted Section, but unfortunately, she did not have access to the keys. Ebden knew where one the keys was kept. He had previously visited the library when the Restricted Section had to be briefly opened to omit a new deposit. He had been conversing with the head librarian at the time and she had pointedly complained about having to retrieve the key set from the Dean's office on the other side of the campus. They agreed to a subsequent meeting in a coffee shop and soon quickly agreed to abet each other in a criminal enterprise that would deliver them both what they wanted. Devising their plan over the next few days they subsequently put it into motion; Chris Henson was convinced at Eve's behest into making an impression of the key set while in the Dean's office to discuss the next student council meeting – Ebden arranged the necessary distraction (the unexpected visit of a vagrant called Benny Haskett – who can still be found loitering in Lower Southside). The key was then handed over to Ebden who used it in broad daylight while both Eve and most of the library staff were at a team meeting, thus providing her with her alibi. Once in the Restricted Section Ebden quickly located the missing fourth volume he had been seeking and took the two books requested by Eve and Chris.

Once off campus Ebden left the two volumes for Eve and Chris in the agreed location – a train station locker downtown and took his own ill-gotten gains home to his shop and hid it down in the basement amongst several boxes of unsorted books. Over the next couple of days after the theft Ebden's curiosity got the better of him and he repeatedly went down into his basement to read passages from the book. Slowly but surely, he became enthralled by the elaborate writing and quickly developed a new and completely unexpected love for the rare volume and the bizarre occult secrets it spoke of. His interest became so keen that he decided that he would re-enact one of the ceremonies described within the book purely to experience the thrill of playing the role of a powerful warlock. He had absolutely no expectation of anything actually happening – *"Why would it? It's the real world after all!"* Ebden had thought with amusement. Ebden, both a realist and a perfectionist by nature, fastidiously sought out all the listed ingredients from the craft and occult stores scattered around town and then ironically, due to his many learned years of studying rare Latin tomes, performed the ceremony and incantations perfectly first time around and unexpectedly summoned the Great Old One, Eihort, into his small shop basement!

PART 1: BURNS' BOOKS

The investigators may have pieced much of the information of the theft from their subsequent adventures with Eve and Chris or they may be in the initial stages of their investigation. They may have already learned that Ebden Burns concocted the theft of the books with Eve and will possibly also have identified him as the original thief or else they are just following up the lead that he was seen in the library on the day of the theft. A search for Ebden's name online or for antiquarian booksellers in the Arkham area will reveal Burns' Books as the second entry after Arkham Antiquaries. The tired and dark double windowed bookshop resides in the middle of a terraced row of town houses. It appears closed and the lights are off when the investigators visit it. They can easily gain entry by walking through the unlocked front door or by forcing the lock of the rear door which can be approached from the back alley at the bottom of the street. Once inside the investigators will be confronted by wall to wall 7ft high bookshelves fully populated with a vast array of rare and in some cases, much worn, books. There are a few display tables which are also filled with equally bland-looking hard back volumes (there's not a paperback in sight!). A small wooden counter faces them and a curtained doorway behind it. The shop is deathly silent. There will be no response to any hail. Beyond the doorway is the back room which is filled to brimming with boxes of books sitting upon a couple of stout and dusty oak tables. The door to the alley lays ahead, and a door leading to the basement is to the immediate right. To the left a set of stairs lead up to the second-floor apartment where Ebden lives. A search of the rooms upstairs will reveal the unkempt chambers of Ebden Burns: a non-descript bedroom, a lounge that overlooks the street outside and a small bathroom and a small kitchenette. The decor is sparse, and it is clear to a viewer that Ebden leads a rather spartan lifestyle.

Burns has a desktop computer in his lounge. The password is "BurnsBooks" but it has been left unlocked. A preliminary search of the hard drive will show over forty files connected with the running of the shop and all its associated finances and stock inventory. Ebden helpfully and foolishly saved all his e-mails to file and a successful Computer Use and Spot Hidden roll will uncover a file pertaining to Ebden's correspondence with Ralph Myers and Eve Williams revealing the planning for the robbery of the Restricted Section (See PF Case Letters 1-6 in the Handouts section at the rear of the campaign). A search of the web-browser history will reveal Ebden's research on the Revelations of Glaaki and several auctions associated with it.



PART 2: THE BASEMENT

The investigators should hopefully be thorough and search the entire shop and living quarters, but the fun doesn't start until they venture down into the basement. The staircase leads to a rather bare looking room containing nothing, but several boxes of books stacked against the righthand wall, a door to the front and a single solitary bloody handprint on the wall next to it.

The dimensions of the basement have been altered by Eihort. What was once two small rooms is now a labyrinth of near identical rooms and non-descript corridors. The Keeper should design the maze himself and map it out in advance, making it as elaborate as he wishes while keeping in mind the skill of his investigators; they should have a reasonable chance of finding their way back to the shop above and safety. An example map has been included in the Handouts section.

The investigators will find a familiar pattern in each subsequent room they enter. The rooms will always be sparsely furnished and will always contain boxes of books. The first room they entered had a bloody hand print on the wall with the door to the left of it. The next will have a pool of blood and a door to the right; the consecutive will have bloody drag marks and one door to the left and another to the right. The pattern should repeat itself numerous times with the doors and bloody marks shifting to different positions. Know roles should be made and a reward of 1D6 San loss for comprehending the distortion of reality.

Finally, the investigators will find themselves in a long corridor with outward sloping walls, floor and ceiling that lead into a vast dark cavern; this is the original basement which has been warped out of all proportions by the arrival of the resident Great Old One. Bloody drag marks will lead to the smashed and appallingly disfigured body of Ralph Myers; he made the mistake of coming to the store to find out why Ebden wasn't returning his calls and e-mails after many days of no contact. The further the investigators move into the chamber the darker it will become. They will next encounter Ebden himself, who will be kneeling on the floor in a summoning circle, covered in blood and saliva. He will be rocking backwards and forwards clutching the book, which he used to inadvertently summon Eihort, close to his chest. Ebden became instantly insane as the thing-that-should-not-be warped the air and space around him and materialized into its new home – which is just as well as it has done something truly terrible to the bookseller. Investigators may take the fourth volume book from him in a Strength vs Strength contest. If the investigators should attempt to communicate with Ebden the Keeper should roll a D6 to determine his response: a roll of 1-2 will result in shrieks and an attack, 3-4 will result in continued sobbing or catatonia while 5-6 will result in Ebden pointing to the far end of the chamber and crying "It isn't real!" over and over again. No matter what

response the investigators obtain from Ebden, if they move forward of him they will encounter the Great Old One.

PART 3: EIHORT'S BARGAIN

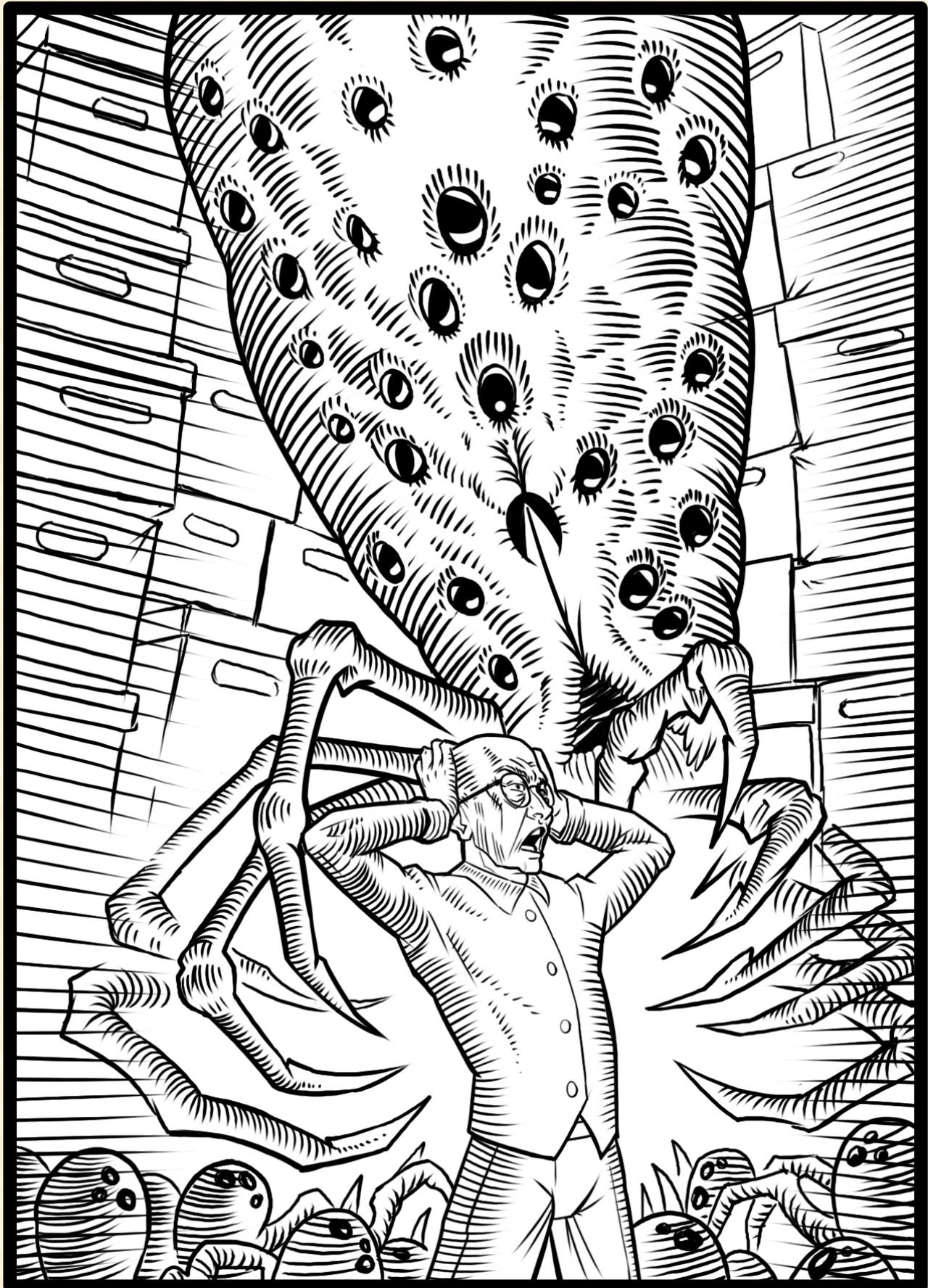
In the gloom ahead the first thing the investigators will be able to discern is a vast paleness that becomes steadily more intense until they can see a vast wall of gelatinous white flesh, some 15ft tall and 20ft across, supported on a multitude of spindly chitinous legs. If the investigators approach within 10ft of the monster they will also be able to discern a multitude of blinking obsidian eyes floating amongst the white mass, fading in and out of existence only to appear again somewhere else. The viewer of such a reality-distorting and awful spectacle will lose 1D10 San points. The next thing that will happen after the roll will be a simultaneous psychic communication from the god to all the investigators. The message, which will be felt as much as heard inside each of the investigators' heads, will be the following:

"Mortal, does your presence in my abode mark your desire to join with me?"

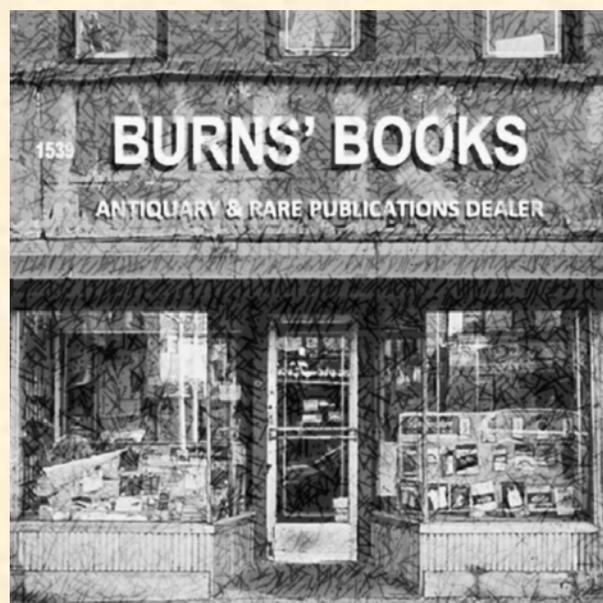
The Keeper can use his own discretion as to how Eihort will respond to anything negative or questioning said by the investigators, but generally, regardless of the responses given Eihort will next say a variation of the following:

"Show your obedience, allegiance and love to me and be welcomed into my family. Accept my brood as your own and foster them in your breast. They are of me and soon they will be of you. Together we will complete the circle of the seventh house and you will know the love and protection of the Lord of the Labyrinth, forever. Do you accept my bargain?"





The keeper should then demand an instant “yes/no” answer from all the investigators. If any investigator attempts to stall, then a battle of will (Pow vs Pow) with Eihort will commence. Once all the answers have been given and any power struggles resolved the response from the Great Old One will be one of two options. All those who accepted Eihort’s bargain will suddenly see pseudo-pods dart out from the gelatinous mammoth before them. The pseudopods will attach themselves to them, one per investigator (a Dodge roll may be made if instantly requested). Once a pseudopod has attached itself to an investigator they will be inseminated with 1D8+3 of the brood of Eihort. The brood will infest the investigator (1D4 loss of San and a gain of 1D3 Cthulhu Mythos) and will cause them to experience within a day vivid waking nightmares and hallucinations, draining 1 san point a week, over the next D20 months until they are utterly insane. After which the brood will hatch from inside the investigator, killing them instantly. Anyone who witnesses this subsequent unholy birth will lose 1D8 San points. Upon insemination in the basement compliant investigators will be under Eihort’s instant protection and will be permitted to leave – the god may even deign to answer one question per infested investigator. The Keeper can decide how far to take Eihort’s protection of the doomed investigators for the duration of the campaign and can certainly enjoy developing and elaborating on the nightmares and hallucinations well into any subsequent campaign until the player’s character meets a most unpleasant end.



PART 4: THE PURSUIT

For the braver/wiser investigators who either refuse Eihort’s unfavorable bargain or who dodge his pseudopods, their fate is less certain. Eihort will charge forward and attempt to crush the blasphemous investigator with his mass of legs or will attempt to absorb them direct into his body. Dodge rolls will have to be made. If any investigator is foolish enough to attempt to fight the god, they will almost certainly die a horrible death. The only option outside of invoking magic or godly favors (of another immortal!) is to flee the monstrous deity. The pursuit will be slow, steady and relentless; a living carpet of his brood will follow in Eihort’s wake. Any Investigator who trips up or who is slow in getting through a door will have to make a successful Dodge, Luck or Agility roll to survive. Eihort will pursue the investigators through the basement labyrinth, warping the space and dimensions as he does so (any observer will see the angles of doors, walls and corners expand outwards at 33-degree angles and will lose a San point). The investigators will only be safe if they manage to retrace their original route and get safely back up to the shop above; Eihort will not leave the confines of the basement – instead he will turn back and return to the center of his basement kingdom and will remain there for the rest of the campaign – at which point he will depart for dimensions unknown, taking the impregnated Ebden Burns with him. The basement labyrinth will collapse and condense until there is only the one room again; Ralph Myers and any deceased investigators’ corpses will also be left there.

Any investigator who makes it out of the shop alive should be awarded 1D6 San points, 1 Luck point and 5 Mythos points. If the investigators manage to leave the shop in possession of the Orne library’s fourth volume of the Revelations of Glaaki then they each receive 1 Pow point (but will not gain any corresponding skill increase as a result).

ADDITIONAL INFORMATION

As any experienced Keeper will already be aware, investigators are free agents who often think outside the box and move beyond the linear confines of a scenario. This section details character motivations, their abodes, possessions and surroundings as well as covering any other pertinent areas that may be of use.

Ebden Burns – he is an antiquarian in his mid-fifties who has made his living for the last 30 years by running his own bookshop in Arkham. He specializes in locating and supplying rare editions and out of print books. He makes a modest living from his profession which also happens to be his hobby as well. He lives alone above his shop in a small but comfortable apartment. The Keeper should feel free to include any random items (guns, fishing rods, maps, compass etc.) in the apartment that may come in useful during a future scenario for an investigator to “borrow”; any such items will probably be in a used condition and will have originally been of moderate expense when first bought.

When the investigators first encounter Ebden he is still alive but has been driven quite mad. If he does not fight the players and can be sufficiently controlled/coerced it is possible (but highly unlikely given the subsequent chase) that he might be rescued and brought outside his shop alive. If this does occur Ebden will want to return to the safety and comfort of his shop (the only place he truly feels comfortable). He will not be foolish enough to venture back down into the cellar; instead he will set about boarding up and barricading the basement entrance and will then confine himself to his flat until social services arrive in several days' time when several neighbors report his repeated bouts of mad screaming during the night (caused by nightmares of Eihort, memories of the basement and the effects of the brood now growing within him). Once he has been taken to the Mental Health Centre (Arkham Sanatorium) his brood-wrought hallucinations and madness will grow steadily worse until his internal foster family emerge from him in 18 months' time – after which all his worries will be over.

If the investigators are foolish/callous enough to take Ebden with them after escaping the shop, then the Keeper should ensure that they adequately pay for their actions with subsequent pandemonium and strife. Ebden will stay insane and gibber nonsense throughout and will rarely say anything of any use if questioned; he might even start to play up at inopportune moments – such as trying to escape from a moving car or suddenly running away down a street at full pelt whilst screaming and attracting attention. Ebden does have a cell phone on him, which is at half charge (the charger is in his bedroom) – an inspection of this phone will reveal the numbers of Ralph, Amy and Chris and a call log of multiple incoming and outgoing calls regarding them.

If the Keeper is particularly keen to make play interesting he might arrange for Ebden to summon Eihort again (because the bookseller wants to make a futile bargain to get his life back). Ebden has already rehearsed the spell several times before and has memorized it – he needs only chalk or ink (for drawing the summoning circle), assorted herbs (from a garden or health store), a source of fire, blood (animal or human – either's fine) and 3D6 minutes to utter the incantations (Eihort will materialize in 2D6 minutes after this). The investigators can then enjoy finding themselves in another instant labyrinth and fleeing for their lives once again!

Ralph Myers – is very dead. The investigators will sadly never get to meet this charming and witty salesman. He was 47 when he met his untimely end under the spiny legs of Eihort. If his cadaver is searched then a crushed cell phone will be found along with a set of house keys and his wallet which contains \$44, 3 credit cards and a Massachusetts driving license. The phone will not work, but wily investigators can remove and examine the SIM card at their leisure back at the office. The SIM card will only contain Ebden's cell number along with Myer's family and three girlfriends (!) – several text messages between Myers and Ebden will reveal a general agreement to locate and auction a rare set of books and a hunt for a missing fourth volume. Examination of Myer's family texts will show him to be a loving son to his widowed elderly mother. Examination of his texts to his girlfriends will reveal him to be a player!

If the investigators are very thorough they may opt to visit his home which is a nicely turned out, moderately priced apartment in a location of the Keeper's choosing. The apartment may turn up any sort of cheap or medium-priced article that is in keeping with Myer's inexpensive bargain-hunting character. The only thing of value and note are the funeral papers and house keys to Myer's deceased uncle's house in East Town. If the investigators pay the uncle's house a visit, then they will be in for a treat - they will discover the (now abandoned) extensive personal library and the eight volumes of the “Revelations of Glaaki” locked away in a desk (requires Myer's key set to open). For finding such a treasure trove of Mythos lore and for displaying excellent investigative form the players should each be awarded 1 Pow point and 1 Luck point.





Ebden Burns, bookseller and antiquarian

Normally the epitome of a gentleman, but when the investigators meet him down in the basement of his shop he will be mentally unbalanced and will act according to the dice roll detailed in the section above.

STR 40 CON 50 SIZ 45 DEX 45 INT 70
 APP 50 POW 50 EDU 60 SAN 25 HP 9
 DB: 0 Build: 0 Move: 9 MP: 8 Luck: 53

Weapons: Fist 40%, damage 1D3
 Skills: Credit Rating 50%, Library Use 90%, Occult 30%, Persuade 55%



Eihort, Great Old One

See next page for this Great Old One's actions and intentions.

STR 220 CON 400 SIZ 250 INT 125 POW 150
 DEX 60 Move 9 HP 65

Damage Bonus: +5D6

Weapons: Bite 70%, damage 5D3, Crush 85%, damage 5D6 to all in 10-foot radius

Armor: none, all physical attacks do minimum damage. Additionally, Eihort regenerates 3 hit points per combat round. Brought to zero points, his remains ooze into the ground and he 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 +3 Sanity points to see Eihort.

The Brood

These creatures number in the thousands in the immediate vicinity of their parent and master, Eihort. They are small white fleshy balls, approximately the size of a satsuma, and propel themselves along with small worm-like tendrils. Being devoid of any bones or cartilage they are easily killed – any successfully landed blow or stamp will kill these little critters instantly. Their mode of attack is to swarm a victim and borrow into the victim's body using their amorphous and agile mouths which secrete a powerful acid compound. A player will need a successful Agility or Luck roll to determine if they are successful in brushing all the brood off from their body. If any one of the brood manages to stay on a player's body for 2 rounds then it will have managed to gain access, causing 1HP damage, and will not be removable outside of immediate surgery.

The brood feed of their host and will after time emerge – killing their hapless, insane host in the process. Once "born" these creatures will slowly double in size each year until they reach maturity and stand a third of the size of Eihort itself.



Eihort, Lord of the Labyrinth

“Then came pale movement in the well, and something clambered up from the dark, a bloated blanched oval supported on myriad fleshless legs. Eyes formed in the gelatinous oval and stared at him.” – Ramsey Campbell, “Before The Storm”

This Great Old One defends himself and his mindless brood by establishing a maze that resembles and fits into his surroundings, whatever and wherever that may be. He builds these mazes both as a defence against the forces of his enemies and as a trap in which to corner unfortunate victims and force them to accept his one sided and lethal bargain. Those who reject becoming hosts to his spawn can expect to be smashed under the bulk of the enraged god.

Keepers should note that Eihort will always seek to conceal himself within his labyrinth and will only venture out from its safety under the direst of circumstances. This Great Old One will quickly go to ground if pursued or when appearing as a result of an act of summoning and will warp reality itself to construct a new lair.

In the unlikely event that the investigators somehow gain the upper hand during the confrontation in the basement (presumably due either from the use of powerful magicks or a potent weapon of modern warfare such as a bomb or flamethrower) then the Keeper may also enable the god with the power to administer a poisonous bite which causes paralysis and has a POT of 15.

If the investigators who manage to leave Burns' Books choose to, or inadvertently involve the authorities, then any subsequent visit and check will reveal only an empty shop!

The Calling

In which the investigators finally learn what happened to the Necronomicon and enter a race against time to prevent a wayward academic from summoning forth horrors untold.

THE STORY SO FAR

Hopefully the investigators have uncovered the main party responsible for the theft of the books and have dealt with them and resolved the issues. All the books, less the Necronomicon should have been recovered and returned to the university. The fates of Eve Williams, Ebden Burns and Chris Henson should have been decided and if the investigators have been very skillful, then the mythos forces will also have been quelled or contained.

They will have found no clues as to the whereabouts of the Necronomicon and if they managed to speak to any of the book thieves then the investigators will have been told that the group never stole it. There is of course the possibility that the investigators may have started the case by following Professor Fairbanks, in which case, this is the first scenario they have encountered; and it might very well be their last!

KEEPER'S INFORMATION

As revealed in the previous scenarios, Professor Fairbanks has used the opportunity of the library thefts to his own advantage and has made away with his favorite book – the dreaded Necronomicon. The Professor was going about his business, namely his studies, and had popped into the Restricted Section to pour over the ancient cursed tome that had been slowly driving him mad over the past couple of months. He duly discovered that the cabinets had been rifled through and a preliminary check revealed to him that at least a couple of the books had been removed; the Orne library's policy was very clear, no book was ever to be removed from the section, and certainly not by anyone other than a member of the library staff.



Professor Fairbanks briefly felt fear for the safety of his favorite book, and then, after thinking the situation through, concluded that the event was a boon – he now had a chance of taking the Necronomicon for himself, undetected. He carefully placed the tome into his leather satchel and promptly left the premises, headed for his car in a nearby campus car park. The satchel was placed in the boot under the felt covering, over the spare tire. The professor then returned and informed the head librarian of the break-in. Later that day, after having given a statement to the police, the Professor drove home and stashed the stolen tome underneath his guesthouse in the garden.

Now that the Professor has his favorite book firmly in his possession a number of things will happen over the proceeding weeks, unless the investigators intervene.



THE FIRST WEEK

The Professor knows he must maintain his cover and stick to his usual routine, attending all his lectures and meetings; in fact, he will appear in a better mood than normal (he has appeared somewhat disheveled and a little manic during the past few weeks – he is still unkempt, but the mania has temporarily given way to a mild euphoria because of the successful theft). If asked about the theft from the Restricted Section, he will appear quite genuinely perturbed and upset by the event (and as he half believes this a successful psychology roll will not reveal his deceit). The only thing that is different during the first week is that he retrieves the book from its hiding place late at night and takes it up to his study and begins to spend several hours at a time reading passages from it. When he does sleep he has the most vivid dreams of cyclopean cities, of the primordial earth, of alien species and of terrible elder gods of gargantuan proportions. His wife chides him for keeping late hours and for spending too much time locked away in his study, but the professor simply ignores her.

THE SECOND WEEK

The Professor calls in sick for the first three days, claiming to have the flu; in reality he craves nothing but to keep reading and learning from the terrible tome in his possession. He is obsessed by the book; all his joy and interest are solely focused on its mysterious contents and the teacher finally feels as if he is truly learning something worth knowing and that he is on the verge of uncovering a great hidden truth, but only if he reads on, just one more page, always one more page. Voices begin to speak to him, at first, he doesn't notice, mistaking them for his own inner dialogue as they are ever so subtle; the voices urge him on, guiding him to key passages and to the tale of great Cthulhu slumbering in R'lyeh. One night he dreams of the Great Old One and his resting place deep beneath the ocean; the unearthly dreamer senses him and sends forth his mind-warping visions of things that have been, things that are and things yet to be. When the Professor turns up at the university on the Thursday and Friday he appears off kilter, lost in his own internal world and thoughts, unable to string coherent sentences together and babbling about wondrous things; if challenged he will claim that he is still suffering from the effects of the flu and perhaps should return himself to his bed to rest. His wife is very disturbed by her husband's erratic and bizarre behavior and tries to talk to him about it, but he resists all such attempts.

THE THIRD WEEK

The Professor turns up every day of this week as he strives to maintain his grip on reality and continue maintaining his cover (he knows he must act normal, for if he doesn't someone may find and take the book away from him and then all would be lost). He does however leave much earlier than normal (he is so terribly desperate to get back to his study and read some more of the book!) and even cuts short a couple of his last lectures; in fact, all the students notice how subdued he suddenly is in his classes. He is no longer jumping around excitedly babbling about the occult and special books – quite the opposite; he now takes a back seat in all the lectures and encourages others to talk while he simply sits and daydreams. On Wednesday night while he sleeps a vision is sent to him, it is of a middle-aged man sitting on a bench in Independence Square – when he wakes up in the morning the voices whisper to him that he must find the man because he is important. On Thursday lunchtime he drives over to Independence Square and finds the man from his dreams sitting on the very same bench; stranger still the man looks up and recognizes the Professor from his own troubled recurring dreams.



The mysterious man is Damon Drake, a 51-year-old man of leisure and dilettante of the occult; he is the grandson of one Aloysius Drake, a high priest of the Cult of Cthulhu who died under mysterious circumstances in the 1960s. The Arkham branch of the cult is all but gone, its priests and disciples all sacrificed, murdered or driven mad over the decades of the 20th century – no practicing members remain. Damon knows very little of his terrible heritage save what his father, Peter Drake, told him prior to his own suicide. The father had covertly witnessed one of his father's dire rites and had many opportunities to casually speak to the cult members who frequented the family abode, Lucerne House, a mansion on the far end of High Lane. Peter grew into a morose young man who was troubled by some of the things he had seen and heard, things that just didn't sit right with the way things were supposed to be. Damon's father would often wake in the middle of the night screaming in terror, in the grips of hideous visions of demonic figures and god-like monsters; he confided in his son a few times before taking his own life – he told Damon that his grandfather was a high priest of a dark cult that worshipped a monstrous and terrible being called Cthulhu and that there was a dark hidden world of the occult all about them. These words were burnt into Damon's subconscious. During recent nights sibilant voices have spoken to Damon in his dreams and have shown him the face of Professor Fairbanks and one other significant and potent image.

After a brief and excited conversation, the men learn that they are both travelers on the same mystical path and Damon duly invites the Professor to visit Lucerne House. That evening Damon reveals his secret family history to the Professor and tells him that he has also been having dream visions of one of the old willow trees at the bottom of the garden; he believes something special is hidden there and something is telling him to dig it up – this greatly excites the Professor who reveals that he has access to a great and secret occult tome known as the Necronomicon, which speaks a great deal about the god Cthulhu. The Professor is also introduced to Elspeth Drake, Damon's younger sister, a live-in spinster, who is an extremely odd individual in her own right. Elspeth is very excited about all the two men's talk of magic and she eagerly offers to involve herself in any proceedings.

That weekend the Professor returns to Lucerne House and helps the Drake siblings dig up a rotten wooden chest buried three feet beneath an old willow tree at the bottom of the very large garden. Inside the box is a wax coated sack which contains several painted porcelain masks, tattered black robes bearing runes, an amulet, a clay tablet bearing a depiction of Cthulhu and R'lyeh, and a small jade statue of the Great Old One.

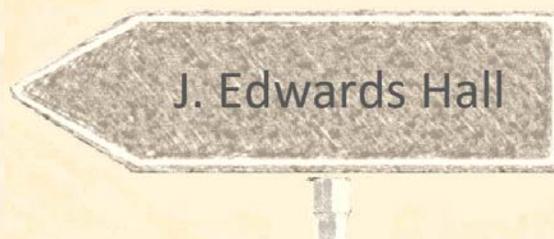
The raiding party immediately hit the road having abducted the two families and drive for the next 6 and a half hours deep into the Adirondack Park. They disembark from the road at 1pm, abandoning their vehicles, and trek into the woods for five miles, passing a stream and the decrepit remnants of an old wood mill. At 3pm they emerge into a small clearing ringed by eight ancient moss-covered monoliths – this place has been shown to Fairbanks in his dreams, and he knows it is the place where he must perform the summoning.

TRACKING THE CULTISTS

If the investigators stop at any gas station enroute out of town and enquire about the Professor and his party and can provide an accurate description of the people and the vehicles, then the staff will be able to confirm that they have passed that way and that one of them bought a map of upstate New York and mentioned the Adirondack park.

The Keeper should allow for a scattering of witnesses along the route such as a convenience store owner or a local putting a replacement tire on his pick-up truck. All parties will be able to provide a general direction of the cultists' route.

Investigators should come across the abandoned vehicles and pursue on foot. Keepers should make the players take Track rolls and if successful inform them of footprints and broken twigs marking the groups' passage through the forest. Be sure to mention how eerily silent and forbidding it is, how utterly isolated and alone they are, and that the low dying light that now obscures their vision promises the coming of total darkness! At the abandoned mill there will be a tissue dropped by one of the hostages. A total of three Track rolls should be used to enable the investigators to find the clearing.



THE SUMMONING

It takes the group several hours to prepare for the ceremony. By 7pm it is dusk, and all the cultists are dressed in black robes and are donning animalistic (reptilian) masks (Fairbanks, Damon and Elspeth wear the items found in the buried trunk. Declarence and Marshall wear newly purchased items that are close facsimiles). In the middle of the clearing the statue of Cthulhu and the clay tablet are placed on the ground before the group. The incense prepared by Elspeth, which resembles a viscous black tar, is poured into a ceramic bowl and placed 10ft behind the statue of Cthulhu. The captive members of the Fairbanks and Brown families are lined up in a row 5ft from the statue of Cthulhu; they are all bound and gagged and have sacrificial symbols daubed on their foreheads. Declarence and Marshall are stood at either end to control them; Professor Fairbanks stands several feet behind the hostages, clutching the Necronomicon, ready to begin the incantations. Behind the professor are Damon and Elspeth, the former sat with tomtoms, and the latter standing with pan-pipes.

As the sun begins to set and sickly golden rays of the dying sun filter through the tree tops Fairbanks determines that the time is now right and gives the nod to Marshall to light the incense. Shortly a steady plume of acrid pungent black smoke begins to rise and hover in the center of the clearing. Damon begins a gentle and steady rhythmic beat on the drums while Elspeth plays a forlorn and haunting melody on the pipes. With gesticulations and a sonorous voice Fairbanks begins a chant that is repeated by Declarence and Marshall – "*Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!*" Fairbanks himself breaks from the chant every third repetition to utter the other essential phrases of the spell. By the third cycle of recital the incense will have formed a thick cloud of low hanging dense smoke and a loud inhuman cry will be heard from afar. Minutes later a black winged shape will suddenly swoop down from nowhere, grab one of the unfortunate sacrifices and shoot straight up in the air with them; it will be gone in the blink of an eye. Declarence and Marshall will quickly back away behind the Professor but will keep chanting. A minute later another winged black shape will snatch up another sacrifice, and another in a minute from then until all sacrifices are gone (the black shapes are Byahkee, sent to do great Cthulhu's bidding. They will take the unfortunate victims high up into the atmosphere until they expire from hypoxia and then drop their lifeless bodies deep in the forest many miles away from the ceremony site).

Unknown to Professor Fairbanks is that the scale of the ceremony is not correct – there must be more cultists (twenty-one) in attendance and more sacrifices (thirteen) offered; worse still, even if all his preparations for the summoning ceremony had been correct and the execution flawless, he still could not achieve his aim of raising great Cthulhu from his slumber – because the stars are not yet aligned. Hibernating Cthulhu's great unconsciousness never-the-less responds to the faithful servant's call by dispatching some of his servitors, who are slumbering in R'lyeh alongside him, awaiting the coming of the new times.

After all the sacrifices have been spirited away by the Byahkee another round of chanting will be required before the air amidst the cloud of black smoke begins to shimmer, and then convulsively contracts and expands in ever powerful scales until a Star-Spawn, as big as a two-story house, suddenly appears in the middle of the clearing. The mighty creature has awakened after eons of sleep – it stretches its mighty arms and wings with a ground trembling roar before suddenly crouching down and regarding the ecstatic Professor. At this moment the Professor believes he has successfully summoned great Cthulhu himself. The creature arches up suddenly and then stomps over to one of the monoliths to the Professor's confusion, but before he can think or act further the air in the black smoke expands and contracts for several pulses again and another Star-Spawn, equally massive, appears. Another minute and the third and final Star-Spawn makes its appearance. Now the clearing is filled by three meandering and bellowing goliaths. At this point Damon informs the Professor that he believes the creatures are emissaries from Cthulhu and that they are designed in His image. Confused, but taking command of the situation, the Professor gives praise in the name of Cthulhu to the massive creatures and they respond by spreading their arms and wings and bellowing in unison before separating and disappearing into the forest depths.

The Star-Spawn are intelligent creatures and know that they must not betray their master's residence on Earth until the time is right. For the remainder of the time they will now inhabit this area of the Adirondack forest, wandering within a radius of twenty miles and will kill anything they encounter less cultists. Professor Fairbanks will be able to make limited use of their services and they will certainly be his perimeter guards for any subsequent ceremonies held at the clearing.



Hopefully the investigators will have turned up at some stage of the ceremony and attempted to disrupt it. Any break in the proceedings such as cessation of the music or of chanting will break the spell. The Byahkee are only on scene to collect the sacrifices and will not actively fight the investigators if they attempt to save the unfortunate victims. The Star-Spawn however will seek to destroy the investigators, recognizing them for the interlopers they are. The servitors of Cthulhu will pursue the investigators for the length of the Adirondack park, laying waste to any hamlets along route; they will not pursue beyond the park or before any sizeable gathering of humans (100 or more).

Investigators should receive the following levels of rewards: Stopping the ceremony = +1 Pow and + 5 San points; Saving the hostages = +2 San points per hostage; Retrieving the Necronomicon = +1 Pow and +10 San points; Killing or arresting all cultists = +1 Pow and +5 San points. If the ceremony is stopped early then investigators will also receive +2 Mythos points, if they stop it after the appearance of the Byahkee it increases to +4 Mythos points and if they witness the ceremony to its end then it will be +6 Mythos points.

Fallout

If the investigators fail to stop Professor Fairbanks from conducting the ceremony, then the Cult of Cthulhu will once more be firmly established in Arkham.

Professor Fairbanks and his fellow cultists will return to Lucerne House elated but confused. They have failed to raise great Cthulhu and bring about the end of humanity's rule, but they have however successfully executed powerful magicks and have succeeded in summoning Cthulhu's servants, so they know they are on the right tracks.

The Professor is wanted by the police for questioning following his own disappearance and that of his family and neighbors; in the eyes of the police they are disturbed by what they have found in his study but are keeping an open mind – until found and questioned he is classified as a person of interest and is equally believed to be a suspect or a victim.

Fairbanks spends the next few weeks holed up in Lucerne House, pouring over the Necronomicon, trying to determine where he went wrong. He will conclude that the scale wasn't sufficient and will send Declarence and Marshall out to locate and abduct more sacrifices (who will be held captive in the wine cellar), Damon is sent out to identify and recruit more members for the cult, and Elspeth is tasked to brew up more incense.

Four weeks after the first summoning ceremony Professor Fairbanks will be able to make another attempt with 12 cultists and 9 sacrifices. Lord Cthulhu will not wish to depopulate R'lyeh any further, so subsequent Star-Spawn will be summoned from a planet in the Aldebaran system at a rate of one per five sacrifices. After this diminished effort Fairbanks will concentrate on recruiting more cultists before attempting a third ceremony two months after the initial one.

THE INVESTIGATORS' CLUES

If possible, the Keeper should keep this scenario until last by ensuring any rumors or gossip the investigators' come across points to either Eve Williams or Chris Henson. When the time is right the primary method to alert the players to Professor Fairbanks' nefarious plans will be the relaying of rumors by his students concerning his erratic attendance and changed behavior. As the weeks progress more and more students will negatively mention his behavior and their surprise that the Dean hasn't done something about it. By week five Dean Clements himself will mention that he has had to give the Professor a leave of absence because of his personal issues and poor performance. The Dean will finally inform the investigators on the Monday afternoon of the sixth week that the local news has announced that there has been a murder and abduction on the Professor's street – and that the Dean has tried to get into contact with Fairbanks himself but to no avail.

If the investigators make entry into Fairbanks' house at any time during the investigation they should come across his study which will be covered in notes and papers with scrawls and copies of passages from the Necronomicon. If Alice Fairbanks is there she will be actively relieved to have someone to talk to about her husband's strange behavior and will readily show them the study if investigators ask to see it. If questioned Alice will state that he spends nearly all his time locked away in the study until the early hours of the morning and that he has recently been talking and crying out strange foreign-sounding words in his sleep. If the investigators visit the study from midway the third week onwards they will find a handwritten note in the study – it will have the name "Damon Drake" and his address (Damon wrote down his address for Fairbanks, so the latter could arrange for some materials to be sent there).

Of course, sharp investigators may trail the Professor very early on in the investigation and they might be rewarded by seeing him retrieve the Necronomicon from its hiding place in his back yard or by witnessing his coming and going to and from Lucerne House.

LUCERNE HOUSE

The Drake's were once a rich family by Arkham's standards and Damon's great grandfather, Horace Drake, was a wealthy merchant who traded in lumber. The successful and respected businessman did what was the norm back in the 1880s which was to use some of his amassed capital to build a grand house on the outskirts of town. Lucerne House was constructed far up High Lane on a vantage point that afforded a pleasant view of Arkham, which lay below. Today Lucerne House is a sad and dilapidated shadow of its former self – although still secluded (all neighboring properties are grand houses or mansions sitting on their own generous plots of land). It needs significant upgrading and repairs and sits forlornly amongst a forest of elm and pine trees, its white paint long faded and chipping off in ever larger patches.

The interior is filled with over a century's worth of bric-a-brac collected in turn by Horace, Aloysius, Peter and now Damon and Elspeth. The siblings have been living off the remnants of Horace's wealth which has made its way down to them. In order to continue his frugal but idle life of relative comfort and no employment Damon has had to sell off a large parcel of land and some of the family heirlooms and antiques (very little of worth is now left). The Drake's haven't had a maid for the best part of three decades and aren't very inclined to manual labor themselves which means the house is dusty and, in some parts, positively filthy. All the carpets and rugs are faded and moth eaten, old newspapers, books and random objects lay discarded on chairs and tables, Elspeth loves cats, and their litter trays are in the corner of most of the ground floor rooms and generate their own pervasive odor. The large back garden is also unkempt and filled with tall grasses and weeds.

PROFESSOR FAIRBANKS' ACTIONS

This friendly and charismatic academic will maintain his cover till the last moment possible. He may be manic, disheveled, excitable, absorbed or even a little panicked but he will always strive to be jovial and disarm any critic with self-effacing humor. The Professor is very much a people person who is used to orating before an eager audience – he is therefore socially adept and a very convincing liar when called upon to be so.



In the first couple of weeks he will be friendly to the investigators and worried about the thefts. On the fourth and fifth week he'll be preoccupied and too busy to engage with the investigators for long. The Professor will deny any wrong doing to the last and if confronted by irrefutable evidence will plead a personal crisis caused by the break-up of his marriage (which hasn't in fact occurred yet!). If backed into a corner after hooking up with Damon the Professor will attempt to flee to the safety afforded to him by Lucerne House. The Professor will only become violent if the investigators attempt to take the Necronomicon from him and even then, he will only do as much as it takes to retain possession and no more.

If encountered at Lucerne House, the Professor will more than likely be well on his journey to becoming a priest and true believer of Cthulhu and will even know a few spells to protect himself with. At this stage he will not want his plans disrupted by any intervention from the authorities and may well try to kill or imprison the investigators; if he succeeds in the latter then there will be no need to abduct his own family or the Browns as he will already have the required sacrifices in his possession.

On the sixth week the professor's transformation into the high priest of Cthulhu will be complete. He will feel empowered by the blessings and revelations of the Great Old One who guides him in his sleep and will not think twice about killing the investigators in the name of his new god. The end times are nigh, and the Professor is doing the holy bidding of the true gods – nothing must stand in his way! He will attack without hesitation, using the tomahawk he murdered Mark Brown with or magic.

Even before the theft of the books from the Orne Library the Professor had already been reading large tracts of the Necronomicon and so starts the campaign with 5% Mythos points which increases by 5 points each subsequent week.

DAMON DRAKE'S ACTIONS

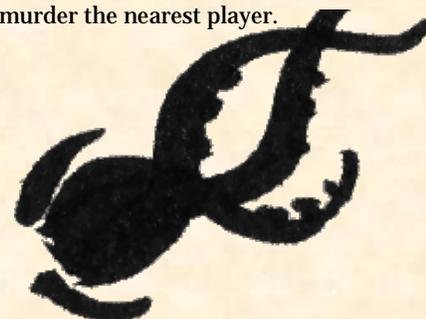
The middle-aged gentleman has spent a life of leisure slowly degrading what was once a substantial family fortune. Damon is not a natural leader of men, he is a work-shy recluse who has spent much of his life in the shadow and awe of his grandfather's secret legacy. His life has been quiet, dull and markedly uneventful – he has often felt that life has passed him by. The sudden occurrence of vivid strange dreams was greatly welcomed as a break from the tedium. He sees Professor Fairbanks' sudden arrival on the scene as a true blessing from the powers that be. He realizes now that his life hasn't been wasted and that all the time he has been kept in reserve for the moment the Professor would need help in executing a great mystical and holy work – Damon Drake will do everything in his power to help the Professor awaken great Cthulhu from his slumber.

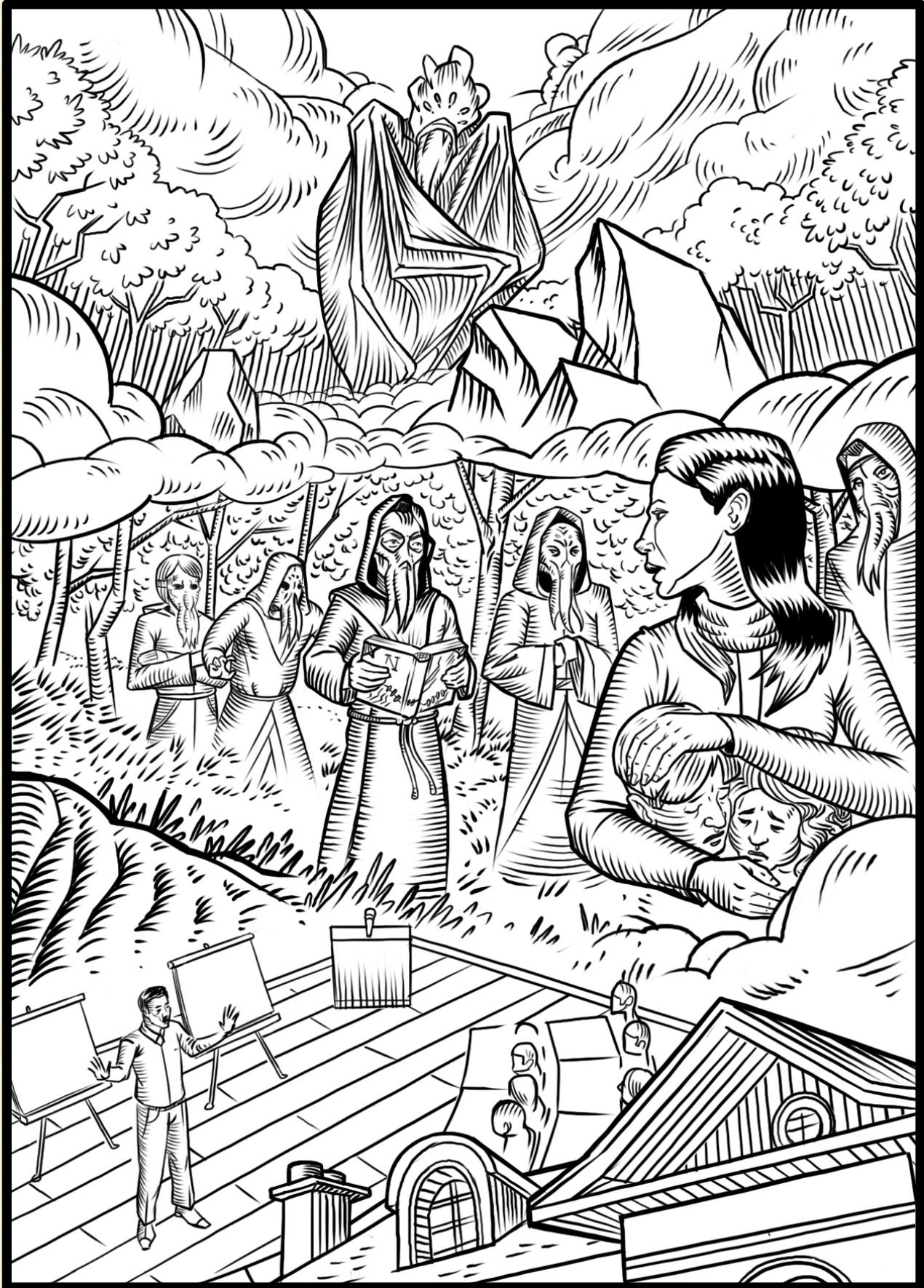
He likes to potter about the great old house, coming and going with books or trays of coffee in his arms – investigators breaking into Lucerne House are very likely to bump into him during daylight hours (at night he sleeps alone and in a deep slumber in the main bedroom). If investigators knock on his front door he will be very inquisitive as to their presence (he never has visitors), and will be polite yet cautious, answering any questions in a guarded and even slightly embarrassed fashion. Damon is a socially awkward gentleman of leisure who can appear quite affable and apologetic if engaged in a non-confrontational manner. If he discovers himself in the presence of the authorities or of anyone of influence he will clam up and await the intervention of Elspeth or the Professor. At any rate, Damon hasn't had a fight in his life and the idea of physical combat horrifies him – he may lie, wax lyrical, deceive or feign illness, but he certainly won't fight, no matter what's occurring. Damon just might have it in him to shoot someone if they are charging at him (but he will do so with a flinch!).

ELSPETH DRAKE'S ACTIONS

Damon's younger sister is as crazy as a March hare and is prone to all sorts of sudden and spontaneous actions. She is childlike in her manner, often giggles for no apparent reason and has an obsession for cats (she keeps four at Lucerne House – Mitzy, Campbell, Frederick and Lady). Elspeth is just as socially awkward and reclusive as her older brother, but she is drawn to action and drama like a moth to the flame. If investigators break into Lucerne House and stumble across Elspeth, or vice versa, she will probably scream in fright and call upon Damon. If riled or ridiculed she can become instantly vicious and has a black temper, screeching with venom and flailing with her stick-like limbs. If the investigators knock on the front door and make her acquaintance in a normal fashion she will appear almost shy or coy and will only speak when spoken too (she will stare and smile insanely for the entire encounter). For every question she is asked she will think of her own inane question to throw back after answering – she will be genuinely interested and intrigued by any visitor.

On the day of the summoning ceremony she will be filled with a sense of purpose and mission. She will be watchful and on her guard at all moments. If the investigators attempt to intervene she will at first appear as a bystander, but as soon as they turn their backs on her Elspeth's vicious nature will surface and she will draw her brand-new handgun from her waistband and attempt to murder the nearest player.





DECLARENCE WASHBURN'S ACTIONS

This tired old down-and-out has had a long love affair with alcohol and has been in plenty of fist fights. He is a brute and a bully and won't think twice about solving problems with his fists. Casually aligned to the forces of greed and evil Declarence will believe his ticket has really come in with the coming of Damon and an invitation to join the strange and powerful cult.

Declarence has set up residence at Lucerne House and will eagerly defend his home against any uninvited intruders. When and if investigators come a-calling he will at first automatically perceive them as lawmen and will be fearful (he has served several short prison sentences for assault and theft), but if he learns that they are merely private eyes he will probably seek to roughly evict them from the premises with some choice curses.

On the day of the summoning ceremony he will be alert and quick to arms (fortunately for the investigators he is only armed with a hunting knife) but will flee the scene if he receives a serious injury. Declarence hasn't ever killed anyone, and despite his eagerness to beat someone down, will be reticent at deliberately striking a fatal blow – he will however do so if urged on by Professor Fairbanks.

MARSHALL PICENZO'S ACTIONS

The petty thief and addict is a natural born coward who'll happily flee from any confrontation rather than risk his own neck. He has very few morals and little compunction about taking advantage of a vulnerable victim. Picenzo immediately feels at home in Lucerne House and relishes his part in a plan of evil. Marshall will not front up to any investigators but if the time is right he will strike at them quickly and viciously (he particularly likes striking at prone targets). If investigators break into Lucerne House and he discovers them, Marshall will attack them half-heartedly with a very long WWI bayonet (this has also come from Damon's eclectic collection of militaria) and will turn and run if successfully hit.

On the day of the summoning ceremony Marshall is enjoying his new-found authority and power by keeping careful guard of the sacrificial hostages. He will be unusually brave on this day as he feels he is backed up by allies (a very unusual feeling for him) and will attempt to ward off the investigators with the bayonet.



Professor Gregory Fairbanks, High Priest of Cthulhu, age 42

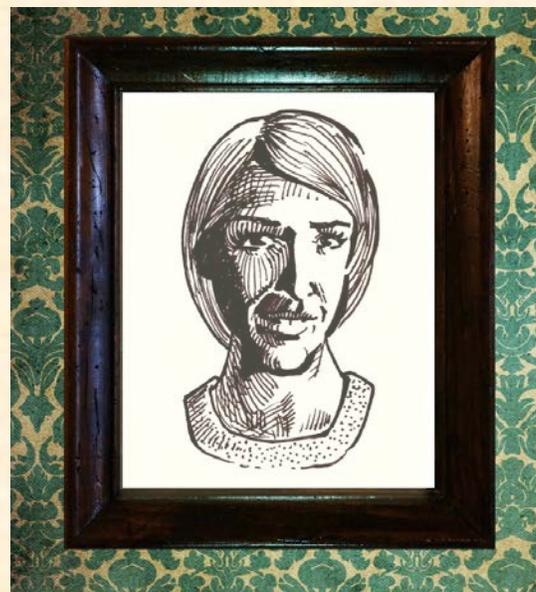
Once a soulful and considerate individual who respected life and order, Fairbanks has fallen under the influence of the Necronomicon and its mind-warping powers. The path of dark stars and machinations of great alien entities fill his waking and sleeping mind with wondrous and terrible thoughts. The wayward academic maintains a genteel and cultured veneer, but it hides a dark soul in the grips of megalomania and a desire to burn the world down – even his own family mean nothing to him anymore. He is only concerned with carrying out his great plan and has little concern for the welfare of others or the sanctity of life; he won't hesitate to destroy anything or anyone which stands in his way.

STR 50	CON 60	SIZ 50	DEX 50	INT 75
APP 65	POW 60	EDU 70	SAN 0	HP 11
DB: 0	Build: 0	Move: 9	MP: 12	Luck: 76

Weapons: Tomahawk 27%, damage 1D8

Skills: Ancient Greek 32%, Arabic 28%, Astronomy 20%, Credit Rating 38%, Cultured 43%, English Literature 87%, Persuade 69%, Psychology 42%, Cthulhu Mythos *variable
 Spells: Brew Space-Mead, Create Gate, Call Cthulhu, Death Spell, Mind Exchange, Mind Transfer, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon/Bind Star Vampire, Voorish Sign





Damon Drake, Disciple of Cthulhu, age 51

This middle-aged man of refinement and leisure is not prone to violence himself but will help commit almost any type of atrocity that will further the aims of his family's chosen god. If pushed into it Damon will defend himself with a firearm but would much rather flee. He is a diligent student of the occult and is pivotal in assisting Professor Fairbanks in the execution of his master plan.

STR 50 CON 50 SIZ 50 DEX 50 INT 60
 APP 50 POW 50 EDU 60 SAN 20 HP 10
 DB: 0 Build: 0 Move: 9 MP: 8 Luck: 63

Weapons: Pistol 33% damage 1D6
 Rifle 32%

Skills: Chemistry 27%, German 42%, Italian 46%, History 66%,
 Law 26%, Library Use 68%, Persuade 32%, Pharmacy 29%,
 Cthulhu Mythos 8%

Spells: Curse of Azathoth, Voorish Sign



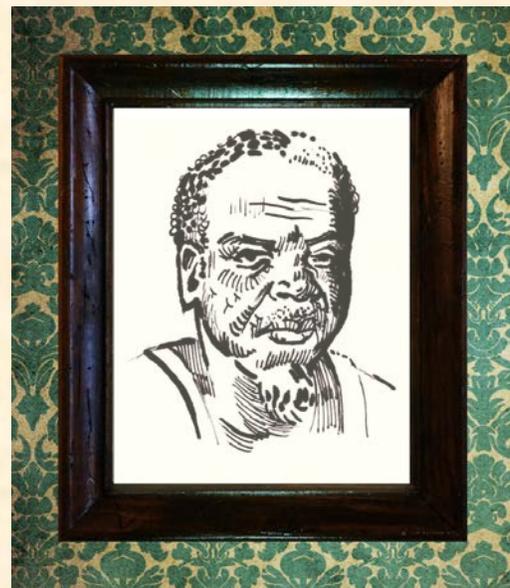
Elsbeth Drake, Disciple of Cthulhu, age 44

Damon's scatty and excitable sibling is attracted to the excitement of being in a cult, any cult. She is given to flights of fancy and impulsive actions and will not think twice about striking out at an opponent when the moment presents itself.

STR 40 CON 55 SIZ 47 DEX 54 INT 55
 APP 55 POW 50 EDU 60 SAN 25 HP 10
 DB: 0 Build: 0 Move: 9 MP: 8 Luck: 66

Weapons: Claw 30%, damage 1D3

Skills: Attract cats 72%, Befriend children 65%, Play piano 48%,
 Latin 63%, French 68%, Cthulhu Mythos 5%



Declarence Washburn, Disciple of Cthulhu, age 37

Life has been hard for Declarence and he is used to fighting for even the most meagre of comforts and necessities. Declarence won't give up without a fight and will have little to no empathy for anyone standing in his way.

STR 60 CON 63 SIZ 53 DEX 50 INT 47
 APP 30 POW 45 EDU 45 SAN 27 HP 11
 DB: 0 Build: 0 Move: 9 MP: 8 Luck: 38

Weapons: Fist 64%, damage 1D4
 Knife 48%, 1D6

Skills: Consume Alcohol 80%, Brawl 39%, Burgle 29%,
 Intimidate 56%, Repair 27%, Steal 33%, Cthulhu Mythos 2%

**Marshall Picenzo, Disciple of Cthulhu, age 29**

A vicious and devious street thug and thief. He is an opportunist and a coward who likes nothing more than to kick someone while they're down.

STR 50 CON 57 SIZ 49 DEX 50 INT 42
 APP 25 POW 45 EDU 40 SAN 25 HP 10
 DB: 0 Build: 0 Move: 9 MP: 8 Luck: 33

Weapons: Fist 38%, damage 1D3
 Knife 43%, damage 1D6

Skills: Consume Narcotics 70%, Burgle 69%, Intimidate 45%,
 Steal 80%, Cthulhu Mythos 3%

**Byakhee, the star steeds**

STR 85 CON 55 SIZ 85 INT 55 POW 55
 DEX 65 Move 5 crawl/20 flying HP 14

Damage Bonus: +1D6

Weapons: Claw 35%, damage 1D6 +DB
 Bite 35% damage 1D6+blood drain

Armor: 2 points of fur and tough hide.

Skills: Listen 50%, Spot Hidden 50%.

Sanity Loss: 1/1D6 points.

**Star-Spawn of Cthulhu**

STR 350 CON 250 SIZ 450 INT 105 POW 105
 DEX 55 Move 20 walk/20 flying HP 70

Damage Bonus: +11D6

Weapons: Tentacles 80%, damage 1/2DB
 Claw 80% damage DB

Armor: 10 points hide and blubber, regenerates 3 hit points per round.

Sanity Loss: 1D10 points.

ENDING THE CAMPAIGN

A campaign needs a good ending just as much as it needs a good beginning. Each scenario provides its own rewards for playing well (or not) and states what happens if the players succeed in stopping the minions of the mythos as well as what happens if they do not. But what happens to Arkham and Miskatonic University? What happens to the town and university following the collective resolution or collective fumbling of preventing mythos plans? It isn't possible to provide an answer for all the different combinations possible (it is anticipated that a mixed result is the most likely outcome) but here are samples of the best result, a mixed result and the worst-case scenario that Keepers can use for reference in providing a suitable wrap-up speech at the end of the campaign:

LORDS OF LIGHT (AKA YOU RULE!)

Dean Clements congratulates all the investigators on the excellent job they have done in retrieving all four of the stolen books. Words can't express what they have achieved in preventing the books from being used in the pursuit of evil aims. He has been impressed at the skill, guile and professionalism of all the investigators, so much so that he is speaking to his contacts on the City Council about presenting them with some sort of civic award. Ed O'Brian is also brimming with compliments for the sterling job the investigators have done for Eagle Bond; there will surely be an evening of drinks to celebrate the successful closure of a most challenging and dangerous case. The Dean informs the investigators that lessons have been learned and that work is already underway to upgrade the Restricted Section with top of the range security and access control devices that will prevent any future reoccurrence of the thefts. Following the identification and removal of the bad elements amongst the faculty and student bodies life at the university can now return to normality and everyone can put these recent bad incidents behind them. Order has once again been restored in Arkham; dark things still slither silently by during the night every so often and strange whisperings are occasionally heard in various darkened corners, but this is normal for night-haunted Arkham, and if its residents were privy to recent events then they could certainly sleep a little easier knowing that the forces of darkness had been successfully held at bay by the erstwhile actions of the investigators.

ALL TOO HUMAN (AKA YOU...ERM....TRIED)

The Dean sighs and looks out his office window thoughtfully; he thinks to himself that things certainly could have been a lot worse - at least the investigators managed to retrieve some of the books thus preventing things from really getting out of hand. But bad things did happen, and the town and university are now in a state of shock. Everyone now knows that all those stories told about night-haunted Arkham were true and goodness knows what will happen next. Still, both Dean Clements and Ed O'Brian know that they can rely on decent ordinary people like the investigators to combat the growing tide of evil that threatens man's place in the world.



DARK SERVITORS (AKA YOU SUCK!)

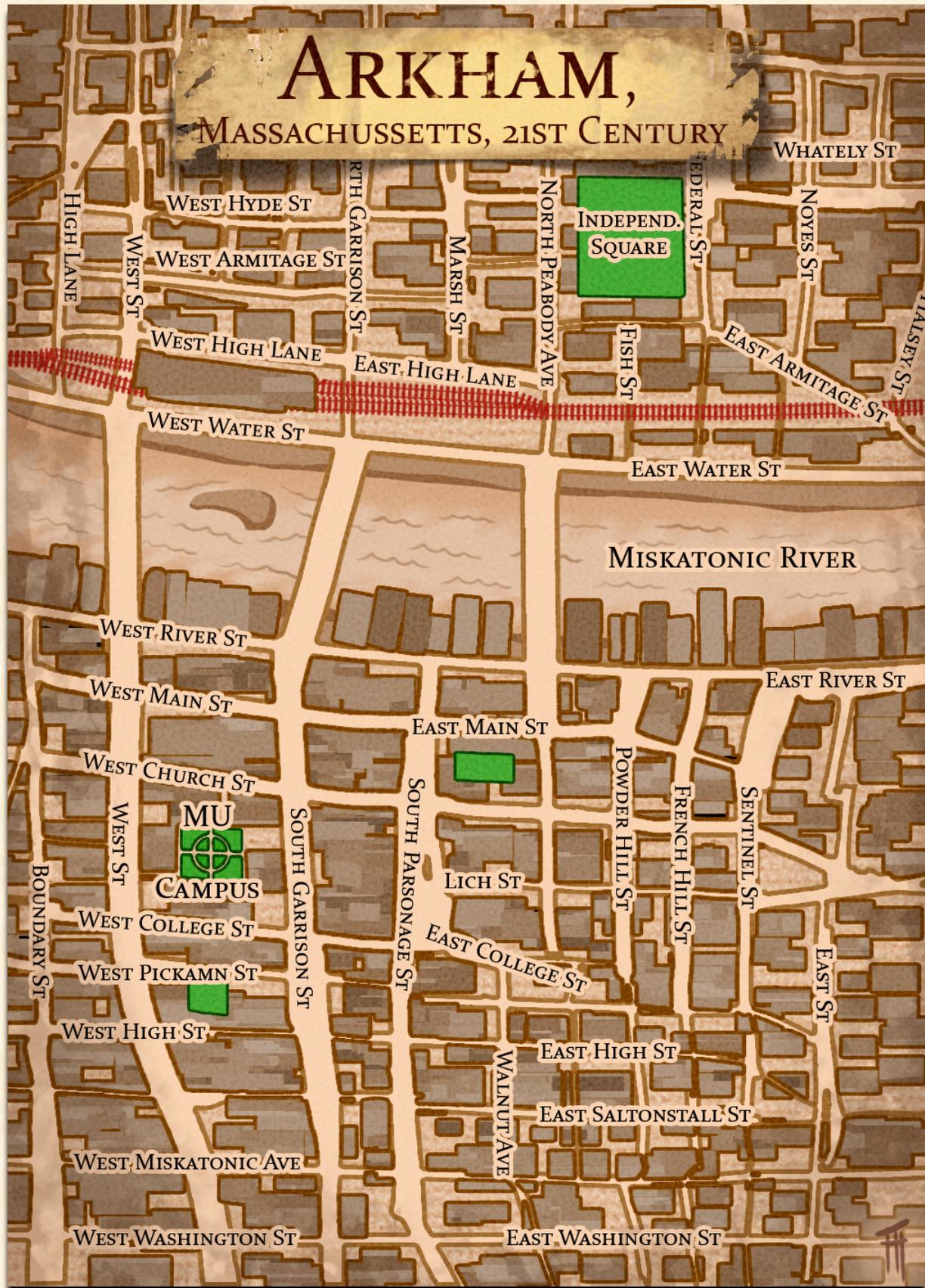
It's all gone horribly wrong and the forces of the mythos are unleashed upon Arkham. Eibon and Tsathoggua's portals aren't such a worry for the community or even the other mythos factions since they are only transit points through space and time for their owners - but for Chris Henson's unfortunate parents this will prove to be a seriously fatal turn of events when they return home from their world cruise. Even Eihort's new residence in Ebdon Burns' bookshop isn't too big a concern since hardly anyone ever goes in there anyway - eventually some city environmental workers and local youths will pay it a visit and promptly go missing but if the authorities pay too much attention to the site then the Great Old One will just move himself and his brood to a new labyrinth somewhere else.

Mother Willow's and Professor Fairbanks' plans however are bad news for all concerned. The former's schemes result in a series of abductions and sacrifices throughout the city including nearly all of city hall until the Mother of Mould is unleashed to feed resulting in hundreds of innocent deaths. Meanwhile Professor Fairbanks and the newly regenerated Cult of Cthulhu also go about Arkham in a spree of their own abductions and sacrificial murders culminating in a small contingent of Star-Spawn occupying vast sways of the nearby countryside. Pretty soon things are out of control and ordinary citizens are aware that something ghastly is afoot – too many people have disappeared, and everyone knows at least one of the disappeared personally. Arkham rapidly depopulates as people are either spirited away or flee of their own accord. Since Mother Willow has a firm grip of city hall and the police department the news doesn't make it to official channels from the necessary people and no outside help arrives. The two cults are soon aware of each other and by the end of the year a factional and covert cult war is fought by the followers of Shub-Niggurath and their ghoulish allies against the followers of Cthulhu resulting in the destruction of the Mother of Mould at a cost of five Star-Spawn. Professor Fairbanks' is ultimately victorious and Mother Willow withdraws with her followers back to her Miskatonic Valley stronghold. A little over a year after the theft of the books from the Jeremiah Orne library things have finally settled down and the veneer of normality once more restored; but almost a sixth of the city's populace are now cultists, as are all the officials. Arkham is now a sinister town with a dark secret at its heart and it is a very unsafe place for normal people to venture.





KEEPER AIDS
&
PLAYER
HANDOUTS

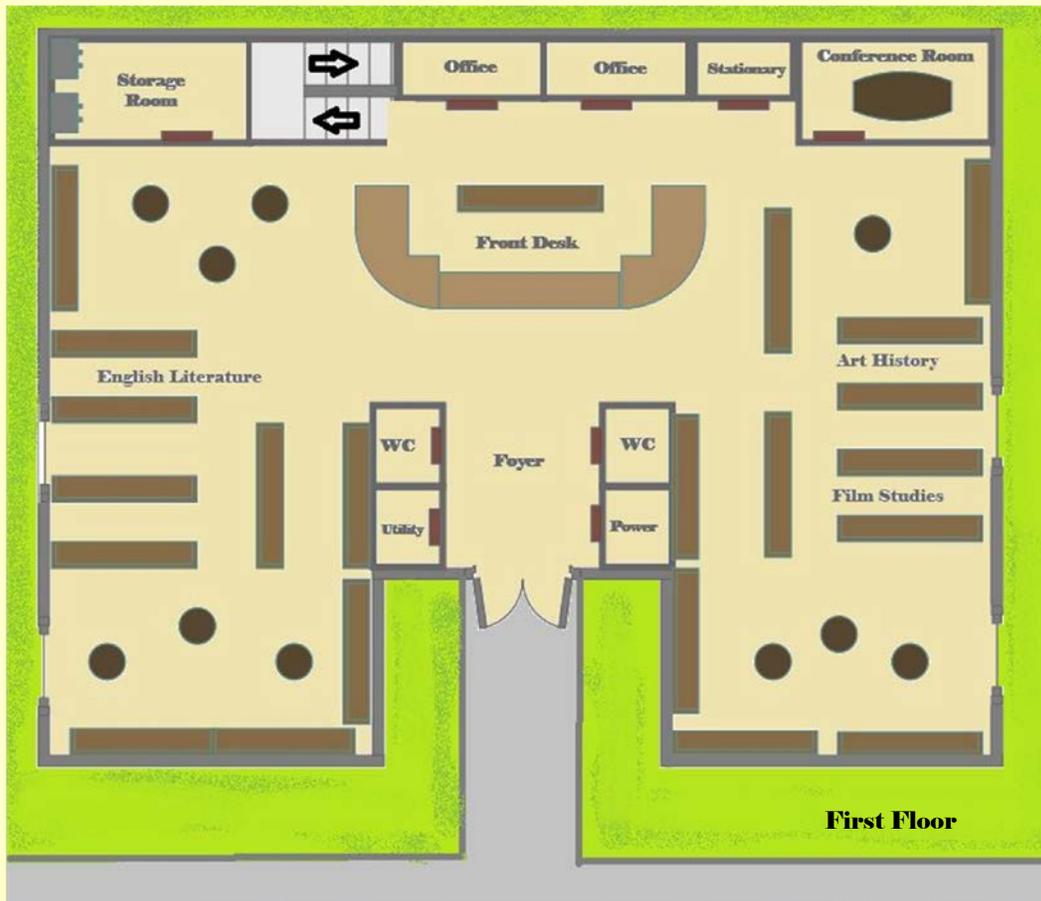




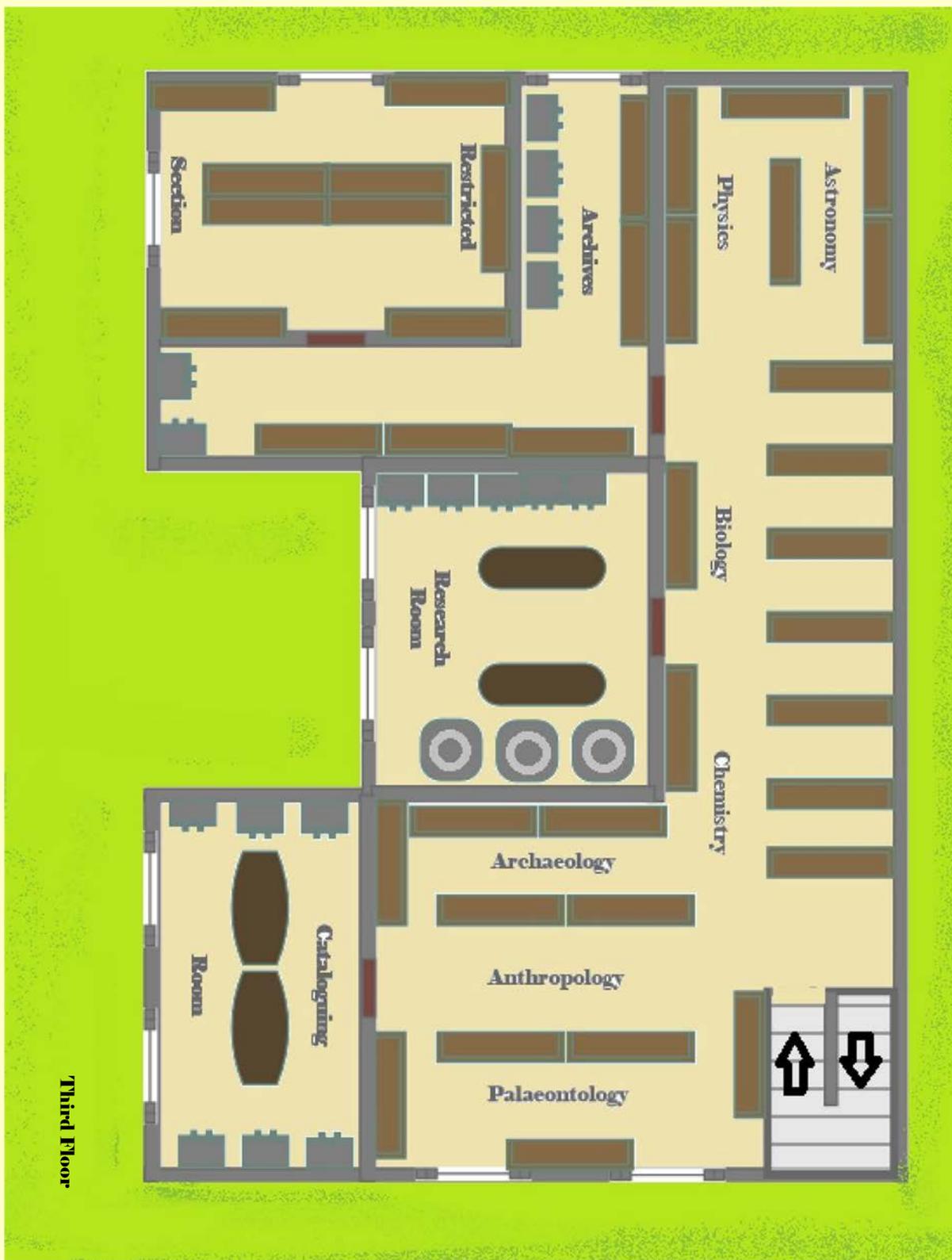
- | | |
|---------------------------------|---|
| 1. JEREMIAH ORNE LIBRARY | 9. DERBY HALL |
| 2. HOYT ADMINISTRATION BUILDING | 10. PRESIDENT'S HOUSE |
| 3. COPELY MEMORIAL BELL TOWER | 11. EAST DORMITORY |
| 4. ROBERT CARTER MEMORIAL HALL | 12. WEST DORMITORY |
| 5. CHARLES TYNER SCIENCE ANNEX | 13. ST. MARY'S TEACHING HOSPITAL |
| 6. SCIENCE HALL | 14. AXTON FIELD HOUSE & ATHLETICS TRACK |
| 7. GEORGE LOCKSLEY HALL | 15. JONATHAN EDWARDS HALL |
| 8. DOROTHY UPMAN HALL | |



Jeremiah Orne Library



Jeremiah Orne Library

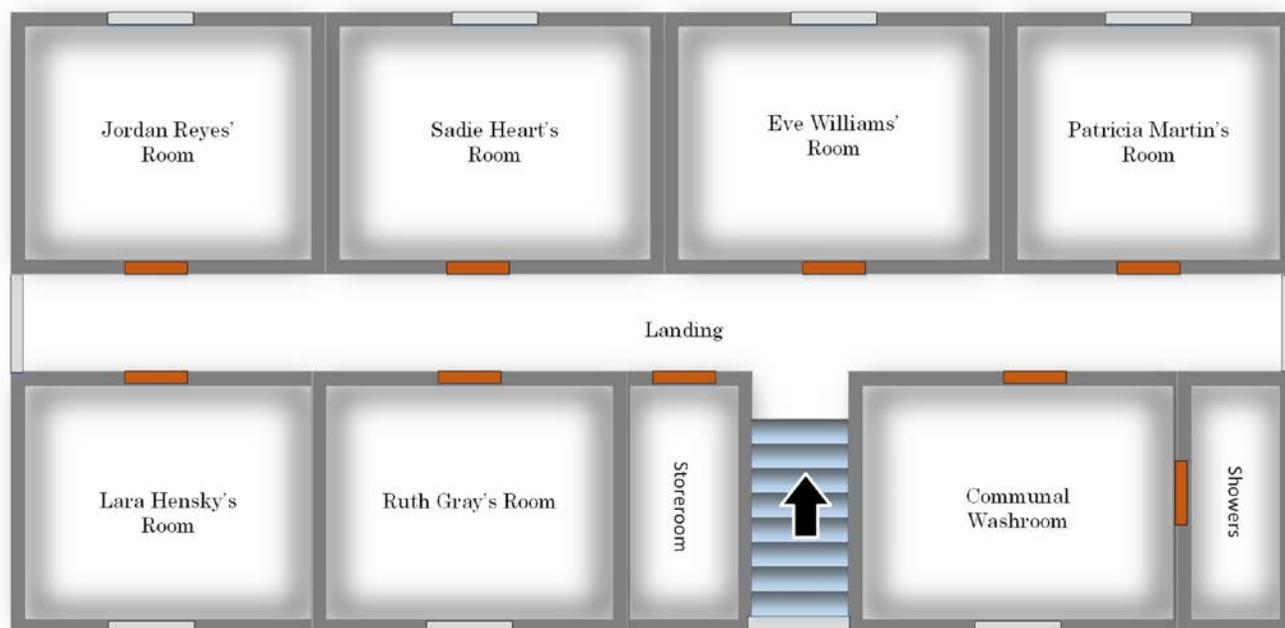


Third Floor

Kappa Delta Phi Sorority House



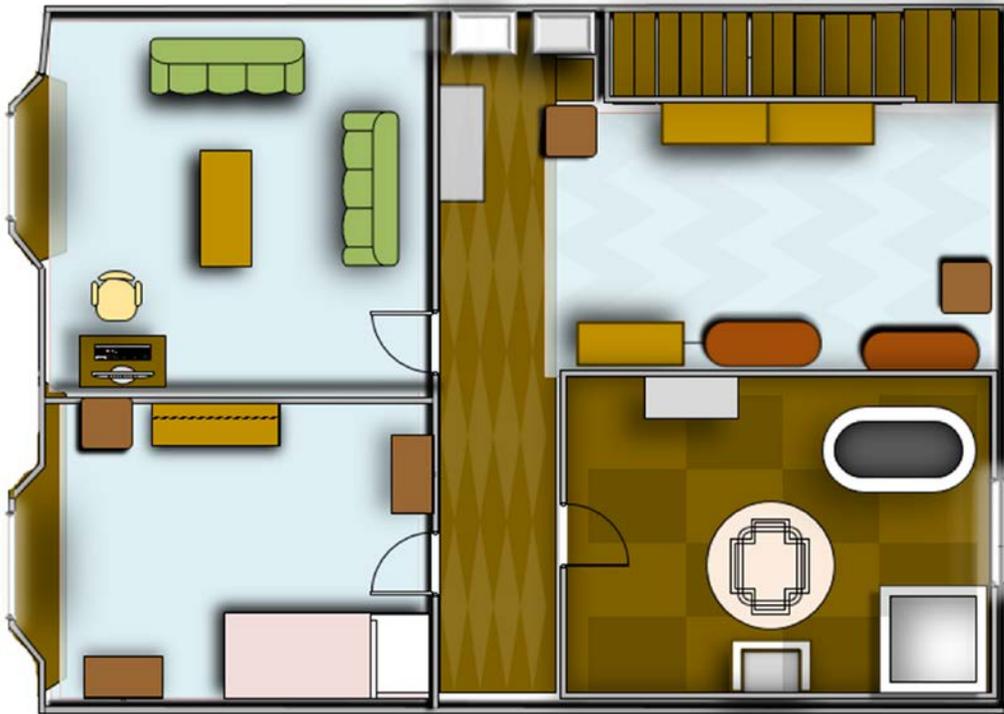
Second Floor



Burns' Books

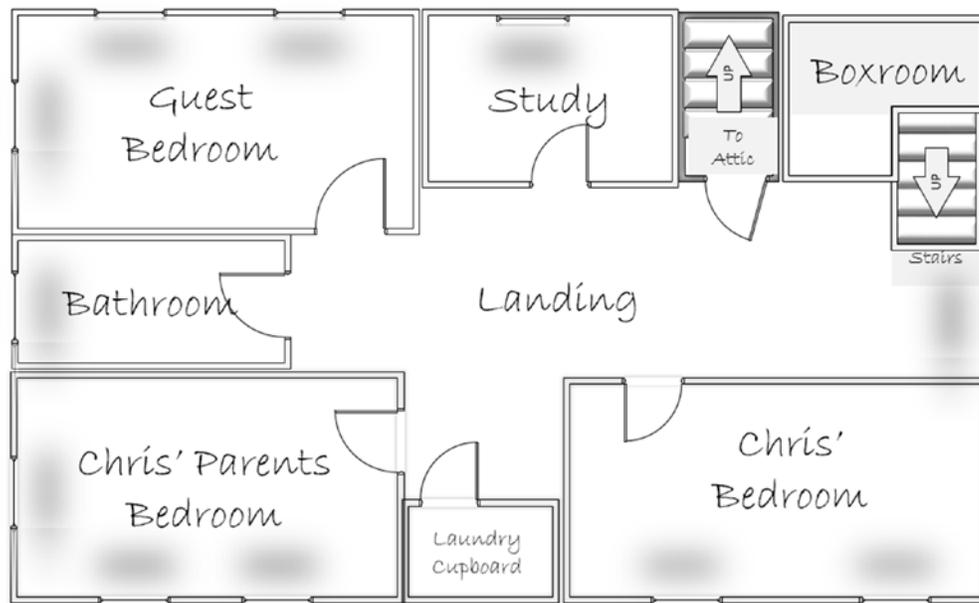


First Floor

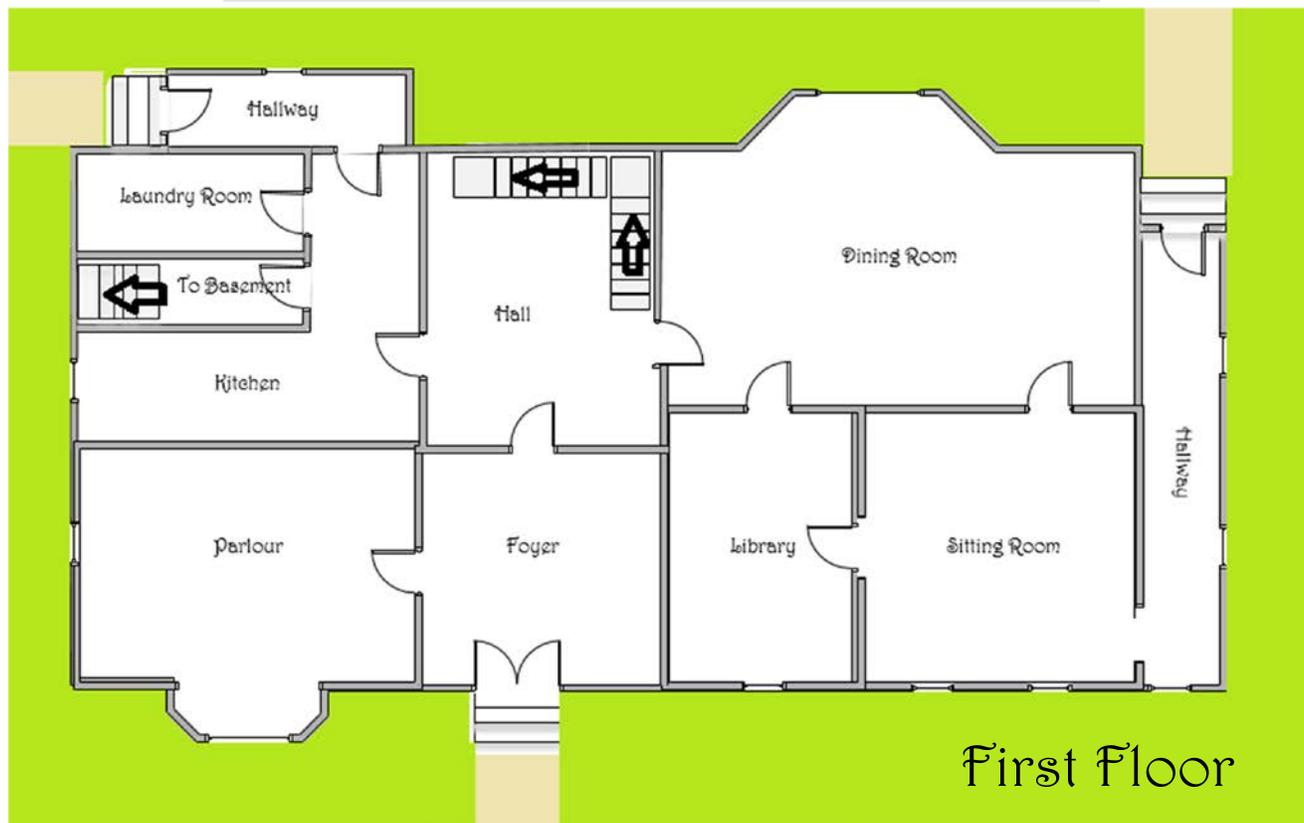


Second Floor

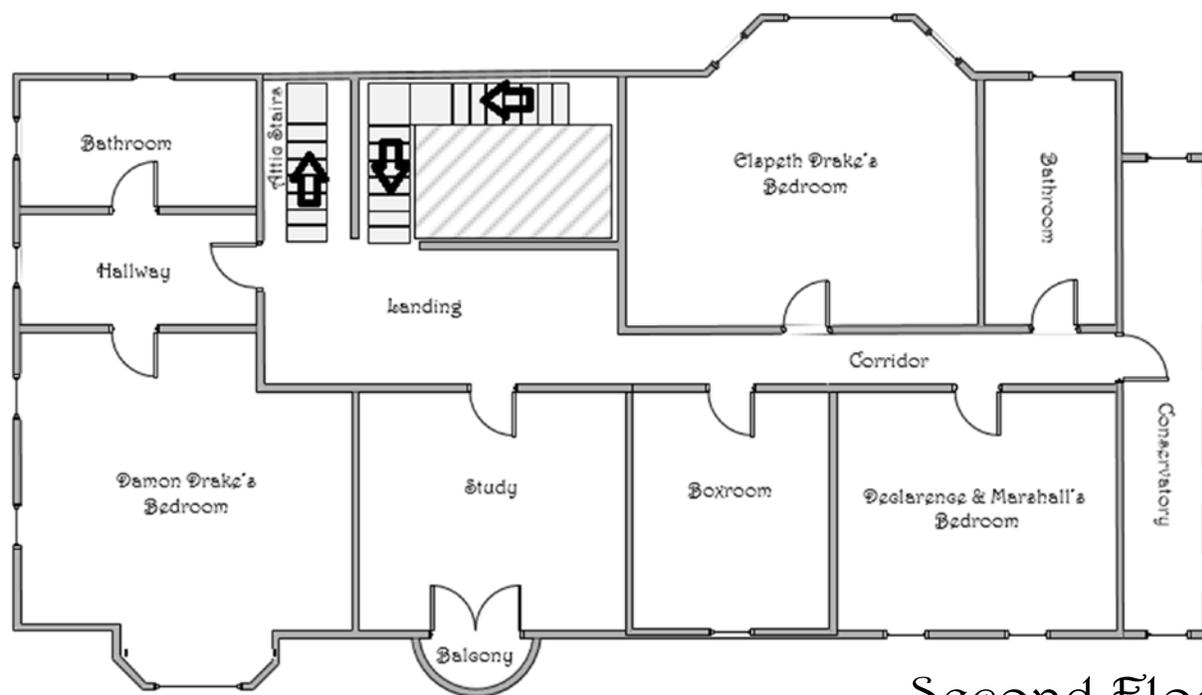
Chris Henson's Family Home



Lucerne House

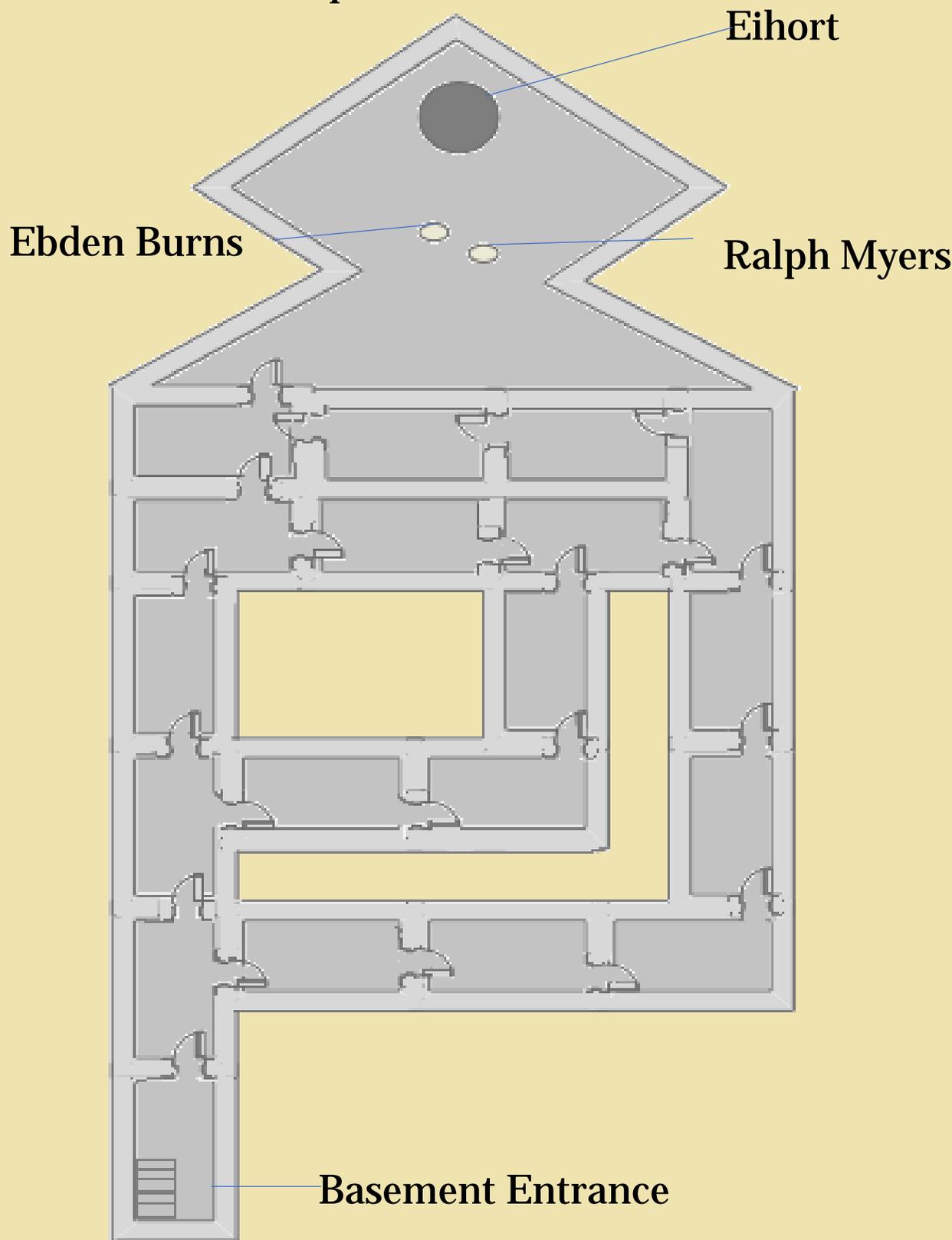


First Floor



Second Floor

Rare Finds – Example Maze



Rare Finds Case Letters – Ebden's Emails

From: Admin@BurnsBooks.com

To: RMyers1967@gmail.com

Sent: 04/21/15

Mr Myers,

I have some unbelievable news! I've left an answer-phone message for you with all the details. Your strange books are far more valuable than we originally thought. But that's nothing compared to the price if we can get a full set of all 9 volumes to auction. We just need to find a copy of Volume IV! Needless to say, I am phoning around all my contacts. Someone must know where we can get one. I will keep you updated of my progress.

Kind regards,

Ebden Burns

RF Case Letter #1A

From: Admin@BurnsBooks.com

To: EWilliamsSTD189@MSKUNV.com

Sent: 05/05/15

Dear Eve,

As discussed. Convince Chris to pay the dean a visit and secure an imprint of the key using the putty I gave you at our last meeting. I have arranged a locker at the train station – A344. I have sent you a copy of the key through the post. Put the imprint into the locker and e-mail me.

Regards,

EB

RF Case Letter #2A

Rare Finds Case Letters – Ebden's Emails

From: EWilliamsSTD189@MSKUNV.com

To: Admin@BurnsBooks.com

Sent: 05/08/15

*Yo Ebden its done! Chris has pulled it off
I left the imprint in the locker like you said*

Eve

RF Case Letter #3A

From: Admin@BurnsBooks.com

To: EWilliamsSTD189@MSKUNV.com

Sent: 05/12/15

Eve Dearest,

*I've got the copy made. We're ready to go! I must admit
that i'm a bit nervous about it all – but needs must! What I
need you to do now is to ensure that yourself and Chris are
somewhere visible at around 10 o'clock tomorrow
morning. I will attempt it no sooner than quarter past the
hour just to be sure. If I am successful then you will find
both your books in the locker by the end of the day. Wish
me luck!*

Regards,

EB

RF Case Letter #4A

Rare Finds Case Letters – Ebden's Emails

From: EWilliamsSTD189@MSKUNV.com

To: Admin@BurnsBooks.com

Sent: 05/15/15

Nicely done old man! I can't believe we've pulled it off!

I shall be in touch. Thanks again.

Eve x

RF Case Letter #5A

From: RMyers1967@gmail.com

To: Admin@BurnsBooks.com

Sent: 05/19/15

Dear Ebden, is everything alright? I've not heard from you for over a week now and I've tried calling the shop numerous times yesterday. Please give me a call or an e-mail when you get this.

Thanks,

Ralph M

RF Case Letter #6A

Rare Finds Case Letters – Ebden's Emails

Alternatively, if the investigators are very good or it's only the first week of the investigation it may be more prudent to let them figure the details out themselves and use the following handouts instead of the ones above.

From: Admin@BurnsBooks.com

To: RMyers1967@gmail.com

Sent: 04/21/15

Mr Myers,

I have some unbelievable news! I've left an answer-phone message for you with all the details. Your strange books are far more valuable than we originally thought. But that's nothing compared to the price if we can get a full set of all 9 volumes to auction. We just need to find a copy of Volume IV! Needless to say, I am phoning around all my contacts. Someone must know where we can get one. I will keep you updated on my progress.

Kind regards,

Ebden Burns

RF Case Letter #1B



Rare Finds Case Letters – Ebden's Emails

From: Admin@BurnsBooks.com

To: RMyers1967@gmail.com

Sent: 05/09/15

Hi Ralph,

This is just a little update for you. As discussed previously, obtaining this particular book on the open market is almost impossible – but I've established that there's a copy available here in Arkham! I have made a new acquaintance at the university library who may be in a position to help us out. I shall tell you more when we next meet up.

All the best,

Ebden Burns

RF Case Letter #2B

From: RMyers1967@gmail.com

To: Admin@BurnsBooks.com

Sent: 05/19/15

Dear Ebden, is everything alright? I've not heard from you for over a week now and I've tried calling the shop numerous times yesterday. Please give me a call or an e-mail when you get this.

Thanks,

Ralph

RF Case Letter #3B

Investigator Handout

MISKATONIC UNIVERSITY STUDENTS

#1



Samuel August



Luke Bylett



Gordon Cadey



Finn Casper



Carly De Sembro



Luke Dever



Sasha Essam



Alexis Faith



Ruth Gray



Emerson Gordon



Felix Guzman



Melisa Hackman



Ellie Hayden



Chris Henson



Callum James



Mariah Jarvis

Investigator Handout

MISKATONIC UNIVERSITY STUDENTS

#2



Anneliese June



Vanessa Lambert



Jessica Lindley



Killian Lucas



Farrah Mahmood



Lynn Madison



Patricia Martin



Audrey Matila



Isabella McQueen



Didier Malville



Becky Muggah



Carl Munk



Maylene Murphy



Nia Onit



Chantal Orelle



Rita Osicka

Investigator Handout

MISKATONIC UNIVERSITY STUDENTS

#3



Daruis Phillips



Mason Pontville



Noonan Powell



Jordan Reyes



Jonathan Rhys



Keenan Ross



Angela Saige



Nathan Scott



Alex Sheldon



Ruben Siaz



Kamran Singh



Felicity Stark



Steve Woodman



Eve Williams



Lisa Xu



Alexis Young



Dr. David Bartholomew



Ebdon Burns



Billy Childs



Dean Clements



Hazel Dean



Damon Drake



Elspeth Drake



Alice Fairbanks



Professor Fairbanks



Adele Parkes



Marshall Picenzo



Dr. Ivan Rjabov



Uncle Silas



Charlotte Spinks



Declarence Washburn



Mother Willow

Investigator Handout –Staff List (Sheet 1)

Library Staff List

Head Librarian

Parkes, A.

Librarians (Full-time)

Dean, C.

Mokasi, I.

Price, W.

Rice, P.

Roberts, S.

Librarians (Part-time)

Abel, B.

Florence, S.

Library Assistants (Students)

Hackman, M.

Stark, F.

Williams, E.

Investigator Handout – Miskatonic University English Courses (Sheet 1)**English Lit 101**

SURNAME	FIRST NAME
1. Blagg	Cody
2. Bolhman	Steve
3. Brennan	Tara
4. Dalton	Perry
5. Goodwin	Malorie
6. Greenwood	Eric
7. Griffith	Jeff
8. Griffis	Allisa
9. Hackman	Melisa
10. Harvey	Sara
11. Heza	Janet
12. Lomba	Emily
13. McCuteon	Taylor
14. Mello	Alex
15. Ochoa	Erik
16. Onit	Nia
17. Onwing	John
18. Rushlo	Justin
19. Russel I	Adam
20. Siaz	Ruben
21. Shanks	Dean
22. Sheldon	Alex
23. Steffani	Jessica
24. Stockman	Emily
25. Strout	Kayla
26. Uyemoto	Curtis
27. Uribe	Vanessa
28. Villa	Rosa
29. Vue	Justin
30. Warren	Kara

English Lit 213

1. Advento	Carl
2. Beasley	Alex
3. Bylett	Luke
4. Chalk	George
5. Chapman	Jack
6. Cole	James
7. DeSembro	Carly

Investigator Handout – Miskatonic University English Courses (Sheet 2)

8. Deskent	Gary
9. Dexley	Ashley
10. Essam	Sasha
11. Farley	Sabrina
12. Gadd	Jonathan
13. Godwin	Harry
14. Graham	Daniel
15. Grocott	Jordan
16. Harrison	Ike
17. Hayden	Ellie
18. Hopper	Luke
19. Lee	Emerald
20. Liu	Jessica
21. Marshalls	Gabriella
22. McCabe	Laurence
23. McKinley	Barbra
24. Merino	Tara
25. Miller	Daniel
26. Queen	Isabella
27. Smith	Hallie
28. Stark	Felicity
29. Stein	Holly
30. Stocker	Fabio
31. Tellimy	Bill
32. Weaver	Danielle

English Lit 317

1. August	Samuel
2. Cameron	James
3. Casper	Finn
4. David	Gabriel
5. Gray	Ruth
6. Henry	Jack
7. Henson	Chris
8. James	Henry
9. Jordan	Miles
10. Jarvis	Mariah
11. June	Anneliese
12. Kate	Eleanor
13. Lamont	Vanessa
14. Leonie	Francesca
15. Lucas	Killian
16. Martin	Patricia
17. Matilla	Audrey

Investigator Handout – Miskatonic University English Courses (Sheet 3)

18. Mckenna	John
19. Muggah	Becky
20. Murphy	Maylene
21. Patrick	Aidan
22. Pearl	Francesca
23. Prime	Matilda
24. Randle	Stacey
25. Reyes	Jordan
26. Riley	Hanna
27. Rhys	Jonathan
28. Ross	Keenan
29. Scott	Nathan
30. Thomas	Danielle
31. Williams	Eve
32. Woodman	Steven

English Lit 422

1. Avery	Eliana
2. Brianne	Halley
3. Cadey	Gordon
4. Claire	Olivia
5. Elyse	Nadia
6. Faith	Alexis
7. Fay	Hannah
8. Gordon	Emerson
9. Hannerson	Madeleine
10. Hope	Ainsley
11. Jade	Aaliyah
12. James	Callum
13. Janner	Mia
14. Joy	Abbie
15. Lindley	Jessica
16. Madison	Lynn
17. May	Allisa
18. Orelle	Chantal
19. Paige	Callista
20. Pontville	Mason
21. Renee	Chloe
22. Rose	Cecilia
23. Saige	Angela
24. Selina	Adeline

Additional NPC Stats**Alexis Young**

STR 39 CON 50 SIZ 47 DEX 50 INT 69
 APP 68 POW 54 EDU 67 SAN 54 HP 9
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 72

Skills: Economics 54%, Computer Use 52%, Drive Automobile 50%, Library Use 66%

Carl Munk

STR 45 CON 46 SIZ 49 DEX 57 INT 70
 APP 40 POW 45 EDU 60 SAN 45 HP 10
 DB: 0 Build: 0 Move: 9 MP: 9 Luck: 72

Skills: Biology 72%, Spot Hidden 63%, Computer Use 68%, Sneak 67%

Darvis Philips

STR 52 CON 60 SIZ 54 DEX 57 INT 66
 APP 71 POW 50 EDU 63 SAN 50 HP 11
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 68

Skills: History 65%, Drive Automobile 50%, Library Use 55%, Persuade 43%

Dean Clements

STR 53 CON 52 SIZ 50 DEX 50 INT 75
 APP 71 POW 50 EDU 78 SAN 50 HP 10
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 55

Skills: Teaching 81%, Library Use 74%, Persuade 57%

Didier Melville

STR 50 CON 50 SIZ 56 DEX 44 INT 73
 APP 35 POW 60 EDU 68 SAN 60 HP 10
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 85

Skills: Computer Use 86%, DIY 68%, Myths & Folklore 86%, Library Use 87%

Fariah Mahmood

STR 43 CON 46 SIZ 46 DEX 51 INT 68
 APP 73 POW 50 EDU 66 SAN 50 HP 9
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 70

Skills: Chemistry 62%, Computer Use 67%, Library Use 58%

Felix Guzman

STR 56 CON 61 SIZ 53 DEX 47 INT 68
 APP 59 POW 47 EDU 65 SAN 47 HP 11
 DB: 0 Build: 0 Move: 9 MP: 9 Luck: 65

Skills: Physics 67%, Computer Use 64%, Library Use 61%

John Stubbs

STR 54 CON 53 SIZ 49 DEX 44 INT 66
 APP 58 POW 48 EDU 55 SAN 48 HP 10
 DB: 0 Build: 0 Move: 9 MP: 9 Luck: 60

Skills: Handgun 67%, Fighting (Grapple) 61%, Spot Hidden 71%, Library Use 68%, Persuade 67%

Julia Hood/Charlotte Spinks

STR 49 CON 50 SIZ 48 DEX 54 INT 61
 APP 66 POW 50 EDU 50 SAN 50 HP 9
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 49

Skills: Lie 65%, Drive Automobile 50%, Counterfeit 45%, Persuade 57%

Kamran Singh

STR 50 CON 56 SIZ 50 DEX 50 INT 64
 APP 64 POW 50 EDU 67 SAN 50 HP 10
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 65

Skills: Philosophy 67%, Drive Automobile 50%, Library Use 58%, Chess 47%

Lisa Xu

STR 38 CON 48 SIZ 47 DEX 54 INT 68
 APP 67 POW 50 EDU 65 SAN 50 HP 9
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 69

Skills: Computer Use 68%, Library Use 63%, Math 72%

Luke Dewer

STR 51 CON 57 SIZ 50 DEX 50 INT 60
 APP 68 POW 50 EDU 60 SAN 50 HP 10
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 53

Skills: Physics 53%, Play Guitar 56%, Persuade 38%

Noonan Powell

STR 50 CON 50 SIZ 48 DEX 48 INT 72
 APP 67 POW 60 EDU 65 SAN 60 HP 10
 DB: 0 Build: 0 Move: 9 MP: 12 Luck: 81

Skills: Computer Use 75%, Drive Automobile 50%, Library Use
 70%, Persuade 51%

Rita Osicka

STR 50 CON 60 SIZ 50 DEX 52 INT 70
 APP 67 POW 50 EDU 65 SAN 50 HP 11
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 78

Skills: International Relations 71%, Computer Use 68%, Library
 Use 58%, Cake Baking 73%

Steven Woodman

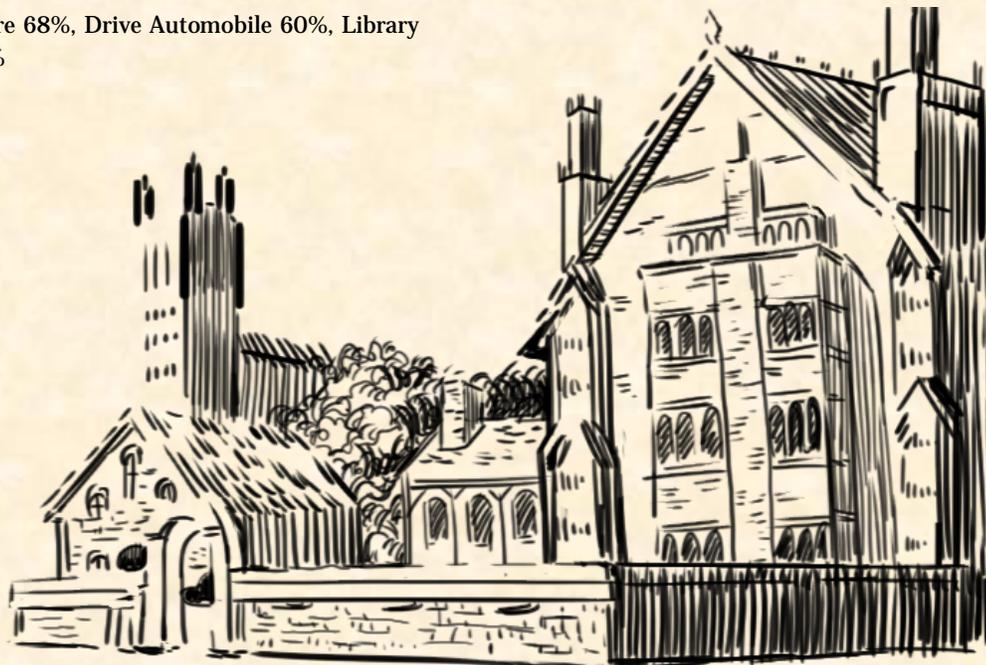
STR 44 CON 51 SIZ 48 DEX 51 INT 67
 APP 61 POW 45 EDU 65 SAN 45 HP 9
 DB: 0 Build: 0 Move: 9 MP: 9 Luck: 65

Skills: English Literature 68%, Computer Use 66%, Library Use
 72%

Vanessa Lamont

STR 47 CON 53 SIZ 52 DEX 51 INT 66
 APP 63 POW 51 EDU 68 SAN 51 HP 10
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 67

Skills: English Literature 68%, Drive Automobile 60%, Library
 Use 70%, Persuade 48%



Investigator Handout – Background Checks (Sheet 1)

ADVANTIS

1804 Jefferson Avenue
Boston, MA

BACKGROUND CHECK TYPE 1

Social Security No: 078-06-1120	Name: Gregory Newton Fairbanks	DOB: 10/23/75	Gender: Male
Race: Caucasian	Hair Colour: Black	Eye Colour: Hazel	Build: Medium
Height: 178cm	Weight: 190lb	Address: 1027 East Saltonstall	State: MA
Zip Code: 01284	Credit Score: 780	Marital Status: Married	Occupation: College Professor
Criminal Record: N/A	Previous Address: 1230 Redbank View, Los Angeles, CA	Previous Employer: UCLA	

Social Security No: 058-08-1439	Spouse: Alice Ophelia Fairbanks Nee Hancock	DOB: 04/28/82	Gender: Female
Race: Caucasian	Hair Colour: Brown	Eye Colour: Brown	Build: Medium
Height: 164cm	Weight: 154lb	Address: 1027 East Saltonstall	State: MA
Zip Code: 01284	DOM: 02/15/03	Criminal Record: N/A	Occupation: Realtor

Child #: 1	Name: Luke Andrew Fairbanks	DOB: 01/09/05	Gender: Male	
Child#: 2	Name: Samuel James Fairbanks	DOB: 11/24/06	Gender: Male	
Child#: 3	Name:	DOB:	Gender:	

Investigator Handout – Background Checks (Sheet 2)

ADVANTIS

1804 Jefferson Avenue
Boston, MA

BACKGROUND CHECK TYPE 1

Social Security No: 083-09-0159	Name: Arthur Beaumont Clements	DOB: 12/03/67	Gender: Male
Race: African-American	Hair Colour: Black	Eye Colour: Brown	Build: Medium
Height: 183cm	Weight: 200lb	Address: 1027 South Garrison St	State: MA
Zip Code: 01273	Credit Score: 958	Marital Status: Married	Occupation: College Dean
Criminal Record: N/A	Previous Address: 2920 Burbank Ave, Chicago, IL	Previous Employer: Pearson Inc	

Social Security No: 034-23-3752	Spouse: Alicia Constance Clements Nee Cassock	DOB: 08/12/73	Gender: Female
Race: African-American	Hair Colour: Black	Eye Colour: Brown	Build: Slight
Height: 168cm	Weight: 144lb	Address: 1027 South Garrison St	State: MA
Zip Code: 01273	DOM: 07/07/95	Criminal Record: N/A	Occupation: Artist

Child #: 1	Name: Michael Lewis Clements	DOB: 05/25/97	Gender: Male	
Child#: 2	Name: Callista Phoebe Clements	DOB: 12/14/99	Gender: Female	
Child#: 3	Name: Shantesia Jewel Clements	DOB: 04/19/01	Gender: Female	

Investigator Handout – Background Checks (Sheet 3)

ADVANTIS

1804 Jefferson Avenue
Boston, MA

BACKGROUND CHECK TYPE 1

Social Security No: 153-10-4328	Name: Gus Nicholas Sanderson	DOB: 01/20/64	Gender: Male
Race: Caucasian	Hair Colour: Blond	Eye Colour: Blue	Build: Heavy
Height: 180cm	Weight: 245lb	Address: 803 Hill Street	State: MA
Zip Code: 01273	Credit Score: 580	Marital Status: Married	Occupation: Mechanical Engineer
Criminal Record: N/A	Previous Address: N/A	Previous Employer: Moston Inc	

Social Security No: 034-23-3752	Spouse: Margaret Sylvia Sanderson Nee Young	DOB: 09/10/70	Gender: Female
Race: Caucasian	Hair Colour: Black	Eye Colour: Blue	Build: Medium
Height: 170cm	Weight: 154lb	Address: 1027 South Garrison St	State: MA
Zip Code: 01273	DOM: 06/21/96	Criminal Record: N/A	Occupation: Homemaker

Child #: 1	Name:	DOB:	Gender:	
Child#: 2	Name:	DOB:	Gender:	
Child#: 3	Name:	DOB:	Gender:	

Investigator Handout – Background Checks (Sheet 4)

ADVANTIS

1804 Jefferson Avenue
Boston, MA

BACKGROUND CHECK TYPE 1

Social Security No: 168-04-1199	Name: Ebden Earnest Burns	DOB: 09/10/62	Gender: Male
Race: Caucasian	Hair Colour: Brown	Eye Colour: Grey	Build: Medium
Height: 177cm	Weight: 195lb	Address: 383 S Sentinel Street	State: MA
Zip Code: 01299	Credit Score: 560	Marital Status: Married	Occupation: Retailer
Criminal Record: N/A	Previous Address: N/A	Previous Employer: Barnes & Nobel	Businesses: Burns Books

Social Security No:	Spouse: N/A	DOB:	Gender:
Race:	Hair Colour:	Eye Colour:	Build:
Height:	Weight:	Address:	State:
Zip Code:	DOM:	Criminal Record:	Occupation:

Child #:	Name:	DOB:	Gender:	
1	N/A			
Child#:	Name:	DOB:	Gender:	
2				
Child#:	Name:	DOB:	Gender:	
3				

Investigator Handout – Background Checks (Sheet 5)

ADVANTIS

1804 Jefferson Avenue
Boston, MA

BACKGROUND CHECK TYPE 1

Social Security No: 180-01-9987	Name: Raphael Myers	DOB: 05/08/67	Gender: Male
Race: Caucasian	Hair Colour: Brown	Eye Colour: Hazel	Build: Medium
Height: 189cm	Weight: 210lb	Address: 4160 Marlborough St, Boston	State: MA
Zip Code: 02201-1099	Credit Score: 610	Marital Status: Single	Occupation: Salesman
Criminal Record: N/A	Previous Address: 3289 S Lewiston Ave Boston	Previous Employer: GM	Businesses:

Social Security No:	Spouse: N/A	DOB:	Gender:
Race:	Hair Colour:	Eye Colour:	Build:
Height:	Weight:	Address:	State:
Zip Code:	DOM:	Criminal Record:	Occupation:

Child #: 1	Name: N/A	DOB:	Gender:	
Child#: 2	Name:	DOB:	Gender:	
Child#: 3	Name:	DOB:	Gender:	

Keepers Aid - Investigation Timeline

<i>Party</i>	<i>Crime Week</i>	<i>Week 1</i>	<i>Week 2</i>	<i>Week 3</i>	<i>Week 4</i>	<i>Week 5</i>	<i>Week 6</i>
Professor Fairbanks	An opportunity presents itself	Attends classes as normal. Seems in better mood. Studies the Necronomicon at night	Calls in sick for 1 st 3 days claiming to have the flu. Reads more of book. Is around Thursday & Friday	Attends lectures the whole week but leaves much earlier than usual. Is subdued in class. Meets Damon on Wednesday. On Saturday he digs up the box	Cancels all his lectures. Attends Wednesday staff meeting. Spends most of week at Lucerne House rehearsing the summoning spell	Dean Clements becomes aware of GF's poor attendance and grants him 2 weeks absence to sort himself out. Declaration & Marshall are recruited. Group rehearsals occur on Thursday & Friday	Enacts the plan 1 st thing Monday morning. Abducts family and neighbours. Crime broadcast at midday. Heads to Adirondack Park and arrives 3pm. Ceremony starts 5PM
Eve Williams	Abets plan	Attends classes as normal but on Friday heads out to visit Mother Willow. Has body stolen	Is held captive in Billy Childs' cabin, in the Miskatonic Valley, until rescued	Held captive in Miskatonic Valley	Held captive in Miskatonic Valley	Held captive in Miskatonic Valley	Held captive in Miskatonic Valley
Chris Henson	Abets plan	Attends classes and is normal but tired	Stops attending classes and visits Eve on Saturday. Is then under siege and protected by barrier. Has flame wand	Constructs Eibon's portal on Wednesday. Other portal was prepared earlier - from Sunday	Continues to stay at home learning spells and doing Eibon's bidding until disturbed	At home	At home
Ebden Burns	Carries out plan	Summons Eihort/ subsequently mad in basement for the duration	Mad in basement	Mad in basement	Mad in basement	Mad in basement	Mad in basement
Mother Willow	Present in Miskatonic Valley	Steals Eve's body on the Friday. Immediately begins establishing control over sorority house. Summons ghouls. Then summons Dark Young on the Sunday	Does not attend university. Begins to entrap local businessmen	Does not attend university. Continues to entrap local businessmen. Is pursued by Uni admin about absence	Starts going back to university. Stories about the sorority coven are now rife around the campus	Starts to entrap City Hall personnel	The Mother of Mould is summoned
Days of the week	S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S	S M T W T F S



The lessons of Cthulhu 101 are long Overdue because Manuscripts Don't Burn and Rare Finds could mean The Calling is at hand.

Four rare and dangerous occult tomes have been stolen from the Jeremiah Orne Library on the Miskatonic University campus. Can the investigators retrieve the books before powerful mythos forces can use them to summon horrors and unleash hell on Arkham?

