



THE SCALES OF TIME

TALES OF THE MONOLITH, PART 1



**A Two-Fisted 1920s
Adventure Designed
by
Mike Nagel**

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HOWARD PHILLIPS LOVECRAFT

August 20, 1890 – March 15, 1937

THE SCALES OF TIME

A TWO-FISTED ADVENTURE FOR THREE TO FIVE INVESTIGATORS

This adventure forms the first part of the broader campaign "The Trail of the Monolith." It is fully functional as a stand-alone adventure that can be easily integrated into an active campaign taking place in a metropolitan area. I originally wrote this scenario in 1986 during my senior year in college. Since then, the scenario has undergone several face-lifts, involving a considerable amount of modification and expansion. I sincerely hope that you find this final edition truly heinous.

When designing the scenario, first thoughts were on creating an adventure that was a real mystery, where the investigators have no idea who the bad guy really is until the climax of the plot. It seemed that in so many scenarios, after an hour of play, you already knew who you were up against, and had to spend the rest of the time figuring out how to deal with the threat, steadily losing sanity along the way. And so, the formula was created: a puzzle with telling and misleading clues, shady characters, and a mind-blowing solution. Three play testing sessions have proven my attempt to be fairly successful in keeping things muddled for the investigators. One hint to game masters running the adventure: I've included several red-herrings, that should be played up to the max.

SCENARIO BACKGROUND

Millions of years past, dinosaurs ruled the Earth. But not the hulking, lumbering creatures that adorn our modern-day museums and crank the imagination of school children into overdrive. These lizards were much smaller, much subtler, and infinitely more intelligent. They lived in great cities of basalt, created devices both mystical and horrible, and worshiped a god who created them in his own image: Yig, Father of Serpents.

Under his guidance, the Serpent race prospered, and for his amusement, they fought. Wars raged all over the planet, turning jungle to desert and sinking whole continents into the sea with their eldritch weapons. And Yig was content. To him, the destruction was harmless amusement, never allowed to proceed so far as to annihilate his progeny, and it absorbed his interest completely. Little did Yig realize that his interest attracted other eyes that delighted in the destruction as well, and yearned to take part, careless of the ramifications.

And so like comets, these Great Ones landed on Earth to wreak havoc with mad abandon. Like ants the Serpent folk were crushed under foot, and Yig was powerless to stop the devastation as his power alone could not match the combined power of

the mad gods who now trundled the planet. In a desperate attempt to save his people, he passed on knowledge allowing the priest-scientists of the doomed race to sink one of their greatest cities beneath the surface of the Earth, where it would remain in virtual seclusion within the green-hell of the Amazon River basin.

With the guidance of their lord, and the assistance of their arcane devices, the remaining Serpent Men began a project that would allow them to rebuild their population to its former glory. Due to the devastation left behind by their nemeses, however, the plot would not come to fruition for millennia.

The year is 1918, the Year of the Serpent. The time has come.

On a clear, sunny, down-right beautiful day in early June of that year, Terrance Walters (ahem, *Doctor* Terrance Walters) stepped down from a platform before the Miskatonic University Library, medical degree in hand. Graduating at the top of his class, and basking in the glow of the Hippocratic Oath, Walters had eagerly accepted a position with a small clinic in the Bayou area of Louisiana, even though he could have worked in any hospital in the country. But he didn't want to waste his time and skill on the sprains and hang-nails of the elite...Hell, no! It was the poor and disadvantaged who needed his help!

And so, full of confidence in his abilities and blinded by his selflessness, off he went to the Big Easy. Much to his surprise, he was almost immediately accepted into the new culture. What he didn't know at the time was that his coming had been anticipated by a local cult of Yig who had been informed of his importance to the Serpent Men through contact with Yig himself.

With great subtlety, Walters was introduced to the cult and its following. His sanity was slowly eroded by a program of hypnotic drugs and magical influence from the leaders of the cult. Once his mind was thoroughly bent, he was contacted by Yig through a dream.

In the dream, Yig described the decay of the Serpent Men over the eons from their once great existence to near extinction. He explained how Walters was chosen to help extend the life of Serpent Man race through his "great medical ability" and the help of a little magic. Due to his weakened mental condition and the opportunity to save an entire race, instead of just helping the hopelessly destitute stay healthy, he was eager to help in Yig's plans.

With newly acquired magical knowledge, he devised a method through which a human embryo could be fertilized by the seed of a Serpent Man, thus creating a half-breed. Using this method, he plans to bring the race back to its past strength and glory.

"Yig's chief trait was a relentless devotion to his children ..."

H. P. Lovecraft, *The Curse of Yig*



Unfortunately, there were two problems with the process. First, the procedure requires that a fetal egg be removed from the mothers' womb before it hatches, so that it can be properly treated – a process that kills the woman. So, the process requires a ready supply of strong subjects to carry the eggs while they mature. Second, the chemicals used in the procedure can only be created with components that haven't existed for millions of years.

The conversion of Walters from mild-mannered country doctor to insane Yig-worshipping priest took five years. This may seem like a long time, but what is time compared to the eternity of the Great Old Ones? Nevertheless, Yig was not idle.

Knowing that Walters needed help to bring his plan to fruition, Yig cast about for a suitable assistant and a means by which the proper assets could be acquired to proceed. All were found near the small mining town of Cumberton, Tennessee. Buried deep below the Appalachians laid the remains of one of the Serpent race's greatest cities, that was decimated during the romp of the Old Ones. The only structure still intact is a small temple buried beneath the ages and known only to a tiny Native American snake-cult made up of the remains of the Nasahari Indians.

During one of their rituals, the cult elders were contacted by Yig. In the vision, they were told of the plan to return the Serpent Men to their former greatness, and how the Nasahari would be instrumental to that plan. First of all, one of their members – Shawna, daughter of the tribal leader – would assist the "White Priest" in any way required. Second, the tribal shaman would open a passage to the old world within their secluded temple, through which powerful magic would be given to the White Priest to aid him in his work. The Nasahari were, like Walters, eager to help.

While they set about opening the required gate in one of the collapsed tunnels leading from their temple below the surface, Shawna moved into Cumberton and quickly acquired a job assisting the town doctor. In her capacity as nurse and secretary, she discovered a ready source of medical subjects in the pubescent female population of the town (solving the first problem), and quickly got in touch with Walters, who ordered her to do away with the physician. She did this exceptionally well, making it look like a heart attack. Unfortunately, before Walters could arrive to take his place, Dr. Xavier Griswald, contacted through the local mining company, arrived to set up a new practice. This stymied Walters' plans, until he decided that the next best position in town in which to watch over its nubile members would

be as a school teacher. And with a little better planning, Miss Margaret Hamill was dispatched by Shawna, and Walters soon arrived to take her place. Not long after his arrival, the disappearances began.

After a few months of initial success, a wrench by the name of the Stutts Mining Company was dropped into the works. Apparently, one of the work teams uncovered a particularly rich vein of coal, that led them right into the Nasahari temple. In order to keep the gate across time and space open, Yig was continually pumping massive amounts of Power into an idol located smack-dab in the middle of the temple that was being drawn upon by the Nasahari shaman. The miners didn't have any idea at the time that iconoclasm is a particularly bad thing, so they messed with it. Result: Explosion, Coal Fire, Cave-In. The gate remains open – barely – but now somebody knows of its location, if not its purpose!

Another factor that Walters didn't take into account was the concern that Albert Stutts, president and owner of the Stutts Mining Company might have toward the disappearances. After all, what would a coal baron care about a bunch of snotty teenagers? Enough to call in the investigators...

NEW YORK CITY

On a dreary day in early Spring, one of the characters (preferably but not necessarily a private investigator), receives a phone call from Andy Walgrew, an old buddy and one of the editors of "Sleuth Bi-Monthly", a popular investigative periodical. Andy seems to recall that the character in question is permanently in need of cash (or is owed a debt, or is just a really nice guy, etc...) so he thought he'd let him or her in on an opportunity before making it known publicly.

Apparently, the head of some mining company in "Podunk," Tennessee has been having some problems with a couple of families whose kids have disappeared. He hasn't gotten any help from the local flat-feet, so he's decided to get some outside help, and is offering \$2500 plus expenses! If the job sounds interesting, the character should stop by "Sleuth" for details.

The Offices of Sleuth Bi-Monthly

Sleuth Bi-Monthly is a criminology journal published in New York, and geared toward private investigators. Within its pages are found details of new investigative techniques and equipment, summaries of particularly interesting cases, and requests for assistance. As the titles specifies, issues are published every

other month, and each carries a \$0.50 cover price (which is pretty steep, but acceptable in such a high-quality magazine).

The cramped basement office is located in a Madison Avenue building. Inside, it is smoky, damp, and smelling of old news print. Stacked everywhere are not only old issues of the publisher's small, yet well-known, magazine, but also hundreds of other detective magazines from all over the world. Once this office is given the once-over by the investigators, they may want to use it as a source of information in the future. Any research attempts for information in the same vein as the magazine are at +15% to a character's skill level. Searching for any other information (provided it could logically be found here) would be at -5%.

The office is run by two ex-Pinkerton detectives – Andy Walgrew and Dick Finklestein – who decided that they had become too old for the detective game. They are very friendly, and are more than willing to help the investigators in any way they can, provided that they are not up to their elbows in work (a 10% chance!). If able, they can contribute their own research skills to the player characters.

Detective Walgrew is of medium height, with close cropped red hair. He is listed in each magazine as the Editor-in-Chief, and does most of the talking. If for some reason the investigators are hostile, he attempts to ward them off with words, before resorting to the .38 pistol in his desk.

Andy Walgrew

Ex-Pinkerton Detective, age 57

STR 70	CON 60	SIZ 60	DEX 75	INT 75
APP 50	POW 60	EDU 70	SAN 60	HP 12
DB: +1d4	Build: 1	Move: 6	MP: 12	Luck: 60

Attacks per round: 1

Brawl	50% (25/10)
.45 Revolver	75% (37/15), damage 1d10+2
Dodge	37% (18/7)

Armor: none.

Skills: Accounting (25%), Fast Talk (55%), Law (35%), Library Use (65%), Listen (75%), Oratory (60%), Psychology (70%), Spot Hidden (65%).

The character to whom he sent the message remembers Andy as the prodigal street-wise gum-shoe. He seemed to have sources everywhere, and could always crack a case through the prodigious use of shoe-leather and rational questioning. Even though he may have never met any of the other characters, he seems to know all about them (which can be disconcerting!). Many of his old co-workers wondered if he was telepathic. Actually, he's just an excellent observer, and will happily admit it if asked.

Before getting around to the job in question, Walgrew will give his acquaintance a friendly, yet complete, once-over. The character in question will be bombarded with inquiries as to his or



her health and happiness, employment status, family status, etc. He may even make up a thing or two about the character, just to get a laugh out of any accompanying investigators. "Before the 18th, I actually witnessed this guy down a full fifth of rot-gut gin...and then puke all over a French waiter's tux!"

Detective Finklestein is tall and thin, with dark hair that is graying at the temples. He spent most of his career as a detective as an expert in breaking and entering. He is listed in the magazine as the Editor-of-Submissions and prefers action to words. If threatened, he doesn't hesitate to pull a .45 pistol from his desk and use it on the characters if he feels that he won't get injured in the process. He's not stupid.

Dick Finklestein

Ex-Pinkerton Detective, age 61

STR 60	CON 70	SIZ 60	DEX 85	INT 65
APP 55	POW 85	EDU 60	SAN 85	HP 13
DB: +1d4	Build: 1	Move: 5	MP: 17	Luck: 85

Attacks per round: 1

Brawl	60% (30/12)
.38 Revolver	75% (37/15), damage 1d10
Dodge	42% (21/8)

Armor: none.

Skills: Accounting (45%), Law (35%), Library Use (75%), Listen (75%), Lock Picking (75%), Psychology (50%), Sneak (80%), Spot Hidden (65%).



Unlike Walgrew, Finklestein is quite subdued. He spends most of his time buried in a stack of submissions, wielding a red pen like a dagger. Introductions are short and to the point, usually because Walgrew doesn't let him get a word in edge-wise. When asked for assistance in digging up details, he'll either point to a stack of magazines, or jot a quick reference down on a piece of paper before returning to his work.

Acquaintances with the two ex-detectives will remember two things about Finklestein. First, he was Walgrew's mentor while they worked for Pinkerton, and was known for his "Bad Cop" routine, when it came to questioning. Second, he has a photographic memory and remembers the highlights of every article that's passed his desk. If the characters can tear him away from his work for a few moments, he is an invaluable source of information.

The Letter

Once the introductions are out of the way (that may take a while, knowing Walgrew), the characters are presented with a letter sent to Sleuth Bi-Monthly. It is neatly typed on stationary from the Stutts Mining Company, and signed – it would seem –

THE STUTTS MINING CO.

Cumberton, Tennessee

March 22, 1923

Sleuth Bi-Monthly
137 East Hannover Street
New York City, New York

Dear Sirs,

The unenviable task of writing this letter has fallen upon my shoulders, as I am the only person in this small community with the means to seek your assistance.

Over the course of several months, our small town has been stricken with a rash of disappearances. At first it was believed that the missing persons (little more than children, in fact) had left owing to fear of being forced to work in the local mines. If you must know anything of my business, please understand that it is not our policy to force our employees to work under difficult circumstances. Unlike many of our competitors, we do not use coercion to get results, as our record will show. It is, therefore, difficult to believe that fear would drive these people away.

I must sadly admit, however, that I was almost convinced that this was the reasoning behind the disappearances, until one of the missing children was discovered by a group of hunters. According to the reports that I have seen, the boy was found far from any roads or trails and carrying only the clothes on his back. This hardly sounds like somebody who's purposely moving away!

Nevertheless, our local constabulary has chosen to adhere to the expressed and unfounded reasoning, and has given up their investigation.

To date, five children have disappeared (abducted for reason or reasons unknown), the most recent of which a scant two days ago.

I thereby formally request your assistance in locating a party who may be able to locate our missing children and capture the persons responsible for their abduction. My business is prepared to offer a reward of \$2,500 plus expenses for a successful conclusion to these difficulties.

Please respond as soon as possible.

Sincerely,

Albert J. Stutts

Albert J. Stutts
President

by the company president, Albert Stutts. The letter drew the editor's interest, because it was delivered by an express courier (instead of the usual postal system) and inordinate size of the reward noted.

In all honesty, the ex-detectives are not completely sure as to the legitimacy of the offer. The letterhead looks right and the company is legit, but something just seems wrong about the whole setup. It's something that the normally intuitive Walgrew can't seem to finger. Nevertheless, if the characters would be willing to check it out, the editors of Sleuth Bi-Monthly will offer them half of the reward (a hefty \$1,250) as well as a penny per word of a publishable report. If the offer turns out to be bunk, they'll refund any transportation costs that the characters may incur.

If they accept, a telegram will be sent to Stutts to inform him of their arrival.

The New York Public Library

Guarded by Lord Astor and Lady Lenox (the two lion statues at the front doors), the New York Public Library is one of the great stores of information in the United States and the world. Here, the investigators may find information on the history of Cumberton and the surrounding country.

Cumberton, Tennessee

Located roughly 40 miles northwest of Knoxville, Cumberton was founded by one Wilbur Stutts in 1886, when he discovered a rich vein of coal and launched the Stutts Mining Company. Virtually the entire population of the town works for the company, that is now run by Albert Stutts, Wilbur's son, following Wilbur's death in 1914. The mine is one of the most profitable in eastern Tennessee, and has been operating in the black since the turn of the century. At the time of Wilbur's death, Albert had a small bit of trouble with the Molly McGuires, a group of labor terrorists, who have until recently, been actively trying to shut down mining production in the area. Because of Albert's charismatic leadership of the company, it was the workers who shut down the McGuires' activities before they could do much damage. This loyalty of labor to management is primarily due to the fact that all the current managers once worked in the mines themselves, including Albert Stutts. This policy, brought forth by Wilbur, and strictly adhered to by Albert, has given the management of Stutts a close look at the working conditions in coal mining, and the ability to structure policy around them.

Due to the mountainous location of the town, there is only one road that leads to it, that parallels a single set of train tracks. The train schedule only allows for

one train per week to the site, a supply train, that also brings in mail and a few passengers. The line runs from New York to Charleston, West Virginia, and from there to Knoxville and on to Cumberton.

News Paper and Magazine Articles

There are two articles that deal with goings on in Cumberton. A successful Library Use roll is required to uncover each. A Character may increase his or her skill level by 10% for each character assisting with research.

This is all the characters are able to learn in New York. At this point, they can either drive to Cumberton (a three-day sojourn) or take the train, which cuts the travel time to one day. In either case, they arrive in Cumberton late in the evening.

CUMBERTON, TENNESSEE

The approach to Cumberton is oppressively forested, and cut through harsh mountain terrain. A small gauge rail road winds through to the town, but the single weekly train must stop often so that engineers may remove debris that's fallen across the tracks. Along the side of the tracks runs a single unpaved dirt road, that looks akin to the surface of the moon. Any vehicles other than heavy trucks will have a hard time navigating it, without breaking an axle or blowing a tire.

As the sun sets and the investigators near their destination, the trees seem to loom ever closer, and the smell of coal and tar becomes heavier and heavier in the air. With shocking abruptness, the tree-cover falls away displaying a brilliant star-filled sky over the cozy mining town. The evening temperatures are chill, but not uncomfortable, and there is a comforting sound of machinery perpetually chugging away.

A clump of wooden buildings, reminiscent of the Old West, lays clustered around an unpaved intersection. The lights of several homes dot the surrounding hillsides. At the late hour at which the investigators arrive, all the store fronts are closed, with the exception of a single large building at the center of town, that is brightly lit. A large sign, near an open front door reads:

Colonel Silter's Inn: Welcome!

The sound of a crowd emanates from within.

The Inn Keeper

Colonel Silter's Place, a two-story wooden structure located at the town's only intersection, is the only inn in town. The first time the investigators enter, all heads turn and any noise dies away, until the characters announce themselves. If they reveal their purpose in town, they are welcomed with open arms, and offered a free meal. If they decide to be mysterious about their presence, the townsfolk treat them as if they were traveling salesmen, or worse, Molly McGuires.

Paper: New York Enquirer

Date: One Week Ago

"Fire in the Hole"

Reports have just come in this morning that ten lives have been lost in a coal fire at the Stutts Mining Company in Cumberton, Tennessee. Legendary for its safety record, Stutts has refused to comment on the accident, except to say that it is deeply saddened by the loss of lives and is looking very carefully into the causes of the tragedy. Sources close to the company state that miners had recently made a valuable discovery in one of its newer shafts, and were in the process of examining it when the accident occurred. Speculation into the causes of the fire have been narrowed down to either overconfidence in safety procedures, carelessness on the part of the miners involved in the accident, or, possibly, a resurgence of Molly McGuire's activity in the area. As soon as definite facts are received, additional reports will be forth-coming.

Paper: Charleston Gazette

Date: One Month Ago

"Missing Teenager Found!"

Yesterday, doctors at the Appalachian Institute for Mental Health in Knoxville, announced that they have finally made a positive identification of the young man found lost in the woods several weeks ago. Jim West, a fifteen-year-old from Cumberton, Tennessee, a small coal town near the Tennessee border, was found by a group of deer hunters. He was suffering from exposure and near starvation, a condition that, according to doctors, put his mind into such a state of shock, that he could do nothing but rave incoherently. A week of therapy and the good care of the doctors at the Institute have calmed him down and almost completely brought him back to normal. He is expected to be returning home soon. Reports from Cumberton state that Jim disappeared along with his fourteen-year-old girlfriend, Elizabeth Johnson. She has not been found, and is presumed dead. It was originally believed that the couple had left the coal mining town in search of a better life elsewhere, following in the footsteps of a few other girls and the town's teacher, who were presumed to have left the town for the same reasons. In light of these new developments, inquiries are being reopened as to the causes of these other disappearances.



Although Colonel Silter's is advertised as an "inn," it doesn't have any rooms for rent, per se, as Cumberton doesn't receive many visitors. Most new-comers stay with local residents, but if absolutely necessary, the manager – Catherine Durrel – can clean out a store-room for use by one or two investigators ("as long as y'all don't mind sleepin' with the preserves...").

Cathy Durrel is an attractive woman in her mid-forties with dark hair and eyes. Her physical features are quite youthful with the exception of prominent "crow's feet" near her eyes and mouth, and heavily calloused hands.

Catherine Durrel Inn Keeper, age 43

STR 50	CON 65	SIZ 50	DEX 75	INT 70
APP 70	POW 60	EDU 60	SAN 60	HP 12
DB: 0	Build: 0	Move: 7	MP: 12	Luck: 60

Attacks per round: 1

Brawl	25% (12/5)
Kitchen Knife	25% (12/5), damage 1d4+2
Dodge	37% (18/7)

Armor: none.

Skills: Accounting (35%), Cook (65%), Listen (85%), Rumormongering (75%), Talk an ear off (65%).

During the tail end of the Great War, she lost her husband to trench warfare, inheriting the establishment named for her father, and has been managing it with little help ever since. Although many men have tried to court her, she has wrapped herself too deeply into the inn to entertain a serious relationship.

She has the distinction of being the single most popular person in town, as her kitchen and common room both feed and entertain the bulk of the town's population come shift changes



and Saturday nights. Due to this great popularity, Cathy has become the best source of information in town, as she knows virtually everyone and hears virtually everything.

If the characters are rude or obnoxious in any way during their stay in Cumberton, she will not offer any information freely, requiring successful Persuasion attempts for each piece of knowledge. Otherwise, she openly offers the characters information (whether they want it or not!).

Although most of what Cathy overhears is mostly worthless gossip and scuttlebutt, she can offer these pieces of information:

- Margaret Hamill, the old-school teacher, was happy in her job and had no reason to leave town.
- Rumor has it that the town sheriff had designs on her – the old coot.
- Rumor also has it, that the miners found an ancient Indian burial chamber, and that the fire was started by a curse. But that's just foolish-talk, of course!
- Another rumor states that the accident was caused by the town sheriff, in order to discredit Stutts.

The Sheriff

Across the street from Cathy's place is the Sheriff's Office. The office is housed in a stone walled building, that consists of a front office and a back room where four cells are located, each of which has a small barred window in one of the walls.

The town sheriff, H.T. Jefferson, is as crooked as they come. When he was first elected into the office, he was all smiles and promises, and was always the first to offer his help and compassion. Little did the townsfolk realize, he was only biding his time. Once nominated into the office in a tenured position, the people of Cumberton began to see him as he really is. Unfortunately for them, it's too late, and he's been taking full advantage of the law for some time.

Henry T. Jefferson Town Sheriff, age 44

STR 80	CON 65	SIZ 85	DEX 50	INT 70
APP 45	POW 50	EDU 60	SAN 40	HP 14
DB: +1d6	Build: 2	Move: 6	MP: 10	Luck: 50

Attacks per round: 1

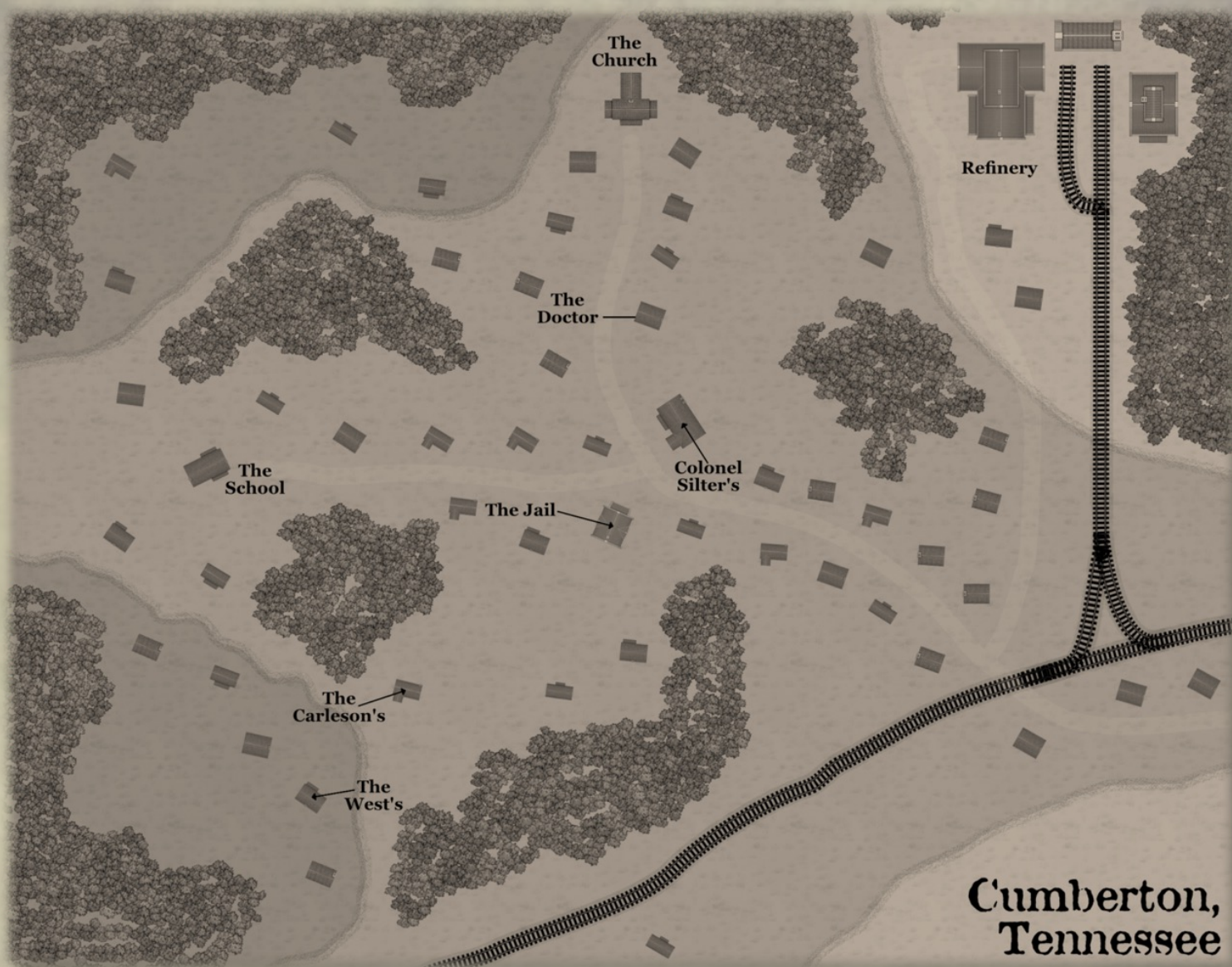
Brawl	40% (20/8)
.45 Revolver	40% (20/8), damage 1d10+2
12-gauge Shotgun	60% (30/12), damage 4d6/2d6/1d6
Dodge	25% (12/5)

Armor: none.

Skills: Accounting (55%), Chemistry (35%), Law (75%), Cheat and Steal (80%).

The only person in town with enough





Cumberton, Tennessee

guts to stand up to him is Albert Stutts, the owner of the mine. Stutts has been trying to find a way to legally get rid of Jefferson, but 'ole H.T. has been very careful. He has realized that if he slips up just once, Stutts will have him removed from office, if not Cumberton itself, faster than he could say "Robert E. Lee."

For the past few years, Jefferson has been involved in a lucrative moonshining business with some of the local hunters and trappers in the nearby hills. He has also recruited one of Stutts' most trusted employees, in order to take advantage of the mine's distribution channel. This coup gives H.T. endless pleasure. As this business is doing quite well, he is doing his best to keep it a secret.

When the children first started disappearing, his first act was to bar any federal or state agencies from forming investigations, claiming jurisdiction. This action was taken, of course, to keep anybody (especially the Feds) from discovering his operation.

Unfortunately, he has been dragging his feet too long in finding an answer to the problem, as the characters have been called in. The news of this infuriated him to no end.

In order to preserve his position, Jefferson keeps a constant watch on the characters and their activities. If they do anything that is the least bit illegal, he'll throw them into the town jail and later, after collecting heavy fines, kick them out of town.

If any of the characters discover his moonshine business, he'll try to lure the characters out of town, where a group of moonshiners lay in wait to ambush them. If the ambush is successful, the characters are taken to the moonshiner's camp (described later) to be disposed of.

The Bully

Duke Jackson is Cumberton's local tough-guy, and one of Jefferson's cronies. He stands well over six-feet tall, and seems to be nearly as broad in the shoulder department. Though not officially a member of local law-enforcement, he is an enforcer of another kind. Whenever any of the townsfolk get a little too nosey regarding the sheriff's illicit activities, Duke has a curious habit of showing up and stifling any untoward curiosity. Noisy characters can be assured of a visit if their investigations lead

them an inappropriate direction.

Doug "Duke" Jackson Redneck Thug, age 27

STR 90 CON 80 SIZ 90 DEX 80 INT 45
APP 60 POW 50 EDU 30 SAN 50 HP 17
DB: +1d6 Build: 2 Move: 8 MP: 10 Luck: 50

Attacks per round: 1

Brawl 95% (47/19)
Dodge 40% (20/8)

Armor: none.

Skills: none (all at base levels).



When the characters arrive, he will take the first opportunity he can get to show them who the real authority is in Cumberton (most likely at Colonel Silter's place, or another crowded location). Regardless of the manner in which the investigators show their own degrees of toughness, Jackson remains rigid. If any of the investigators are women with above-average looks, he may become even tougher.

Asking around, the characters find that the townsfolk hold Duke with a particular reverence – though not necessarily a positive one. He is the town bully, and has gained the respect that goes with that particular title. Nobody really knows what he does for a living, as nobody's had the nerve to stand up to him. He certainly doesn't work for Stutts, as people only seem to see him around town.

Even though he is working for Jefferson, there are occasions where he goes a little too far (particularly if a woman is involved) and the Sheriff is forced to lock him up for a day or two. There are also occasions when the sheriff does this simply for appearances, as all of Jackson's visits to the clink could be described as less than arduous. They usually involve a bottle or two being passed around, and several games of cards. It's under these circumstances that Jackson might find himself the unwilling witness to an eldritch visit (see the section on the Town Drunk). Therefore, it's rather important that Duke be built up as the tough guy's tough-guy.

The Pastor

At the north end of town is the local church. It is a modest three room structure, consisting of a chapel, a simple bedroom, and an office for the kindly old pastor, Reverend Edmund Willbury. The reverend is a wizened old fellow who is, probably, the oldest person in town. In his mid-seventies, he founded the church in 1892, not long after the town began to spring up. As he has been in charge of the spiritual guidance of those children who vanished, he is very concerned for their well-being, and is very happy to see the investigators. He will help them in any way he can and will, of course, invite them to his next sermon.

Edmund Willbury Town Pastor, age 73

STR 40 CON 85 SIZ 50 DEX 50 INT 80
APP 60 POW 60 EDU 90 SAN 80 HP 14
DB: 0 Build: 0 Move: 4 MP: 16 Luck: 90

Attacks per round: 1

Brawl 25% (12/5)
Dodge 25% (12/5)

Armor: none.

Skills: Debate (65%), History (60%), Occult (35%), Oratory (75%), Proselytize (95%), Psychology (25%), R/W Latin (40%), Speak Latin (45%), Theology (75%).



In his office, he has records of all the births and deaths in town, as well as a register of all church goers. If the characters spend enough time sifting through them (a hard Library Use roll results in a three-day search, plus or minus a day if a normal or extreme result), they find that the only person who does not frequent the church is the town physician, Dr. Griswald. They also can find a copy of Margaret Hamill's signature here, that is valuable if they visit the Grey Nag Inn in Knoxville.

If questioned about this, the good Reverend explains, in a disappointed tone of voice, that Dr. Griswald has chosen to ignore the strength of religious faith, and instead has put his faith in science.

Of course, he suggests that the player characters come to his sermon Sunday-next. If any of them choose to do so, they soon discover that the congregation is of the Baptist faith, and the good reverend preaches fire-and-brimstone with remarkable force, given his age. Particularly paranoid characters will note that his description of what awaits sinners is very similar to the forces that they may have encountered in previous investigations. In fact, Reverend Willbury has no first-hand knowledge of the occult at all, and is simply preaches what he feels will keep is flock on the straight-and-narrow. He really has quite an imagination!

If, by some misfortune, the Reverend should run into an other-worldly creature, and fails his Sanity roll, he will completely lose his mind and start preaching Armageddon. Otherwise, he'll do all he can to destroy the threat. No questions asked.

The Doctor

At the south side of town, the characters find Dr. Xavier Griswald's office. He holds his general practice in his home, a fairly large structure that used to belong to Wilbur Stutts and his family, before his death in 1914.

Griswald was a close friend of Wilbur Stutts, who had served with him in the Army during the Spanish-American War. Upon the death of the previous doctor, he was contacted by Albert and offered the position. He arrived shortly before the disappearances began.

When Dr. Griswald was contacted regarding the opening in the small mining town, he saw it as a chance to get away from the hustle-bustle of city doctoring, and possibly retire in a few years. What he didn't expect was a rash of disappearances and a corrupt sheriff constantly looking for ways to fine him.

Because of this state of affairs, he is somewhat close lipped and distrustful with all but Stutts. This attitude, combined with the fact that he doesn't attend church with the rest of the town, has made the townsfolk somewhat leery of him, even though he has done a satisfactory job at curing their ills.

If the characters run into him, they find him not very open to questioning and unwilling to divulge any information on his patients. The reasons for this attitude are twofold. First, he strongly feels that the doctor-patient relationship is sacrosanct, and second, the strangers might be in league with Sheriff Jefferson.

Dr. Xavier Griswald **Town Doctor, age 22**

STR 50	CON 65	SIZ 65	DEX 65	INT 80
APP 50	POW 60	EDU 105	SAN 60	HP 11
DB: 0	Build: 0	Move: 5	MP: 12	Luck: 60

Attacks per round: 1

Brawl	25% (12/5)
12-gauge Shotgun	40% (20/8), damage 4d6/2d6/1d6
Dodge	32% (16/6)

Armor: none.

Skills: Anthropology (35%), Botany (25%), Chemistry (75%), Diagnose Disease (75%), First Aid (95%), Pharmacy (95%), Psychology (65%), R/W Latin (75%), Speak Latin (35%), Treat Disease (65%), Treat Poison (85%), Zoology (65%).



Griswald's offices are made up of three rooms: a small reception/waiting room, an examination room, and an office. In the office is a filing cabinet, that remains locked when he isn't around, containing very detailed and accurate records on all of his patients and his predecessor's patients.

The files are somewhat cryptic and require at least a hard Medicine roll result to understand. If the files of the missing girls are examined, the characters find that each of them had recently begun their menstrual cycles.

Griswald holds his office hours between 8 a.m. and 6 p.m. and is always ready at a moment's notice to attend to the needs of the townsfolk. He's a light sleeper...and has a loaded shotgun under his bed. If he is awakened by thieves, he will use it without a second thought; shooting and asking questions later.

Shawna

Living in a small separate servant's quarters is Griswald's housekeeper and assistant, Shawna. She is an attractive woman in her early twenties, and a successful Anthropology roll suggests that she is a Native American from the desert south-west. In her capacities, she can be found in Griswald's office during his standard office hours, and in his home for two hours before and after that period. During her off-hours, there's a fair chance that she can be found in her rooms.

As a member of the Nasahari tribe, Shawna is familiar with the Contact Yig and Summon/Bind Child of Yig spells.

Shawna **Native American Yig Worshiper, age 22**

STR 75	CON 70	SIZ 50	DEX 90	INT 70
APP 75	POW 70	EDU 50	SAN 0	HP 12
DB: +1d4	Build: 1	Move: 9	MP: 14	Luck: 70

Attacks per round: 1

Brawl	30% (15/6)
Ornate Dagger	40% (20/8), damage 1d4+2
Dodge	45% (22/9)

Armor: none.

Skills: Accounting (25%), Chemistry (25%), First Aid (60%), Speak Hopi (40%), Speak Navajo (35%), Speak Nasahari (85%), Treat Poison (65%).



If the investigators put a watch on Griswald's house, a Spot Hidden roll catches Shawna stealing out to rendezvous with Walters. If followed, and she becomes aware of her pursuers, she will try to lose them. If unsuccessful, she will summon a Child of Yig to deal with them. Around her neck, she wears an enchanted pendant bearing Yig's symbol, that she can use to invoke this spell instantaneously.

The Nasahari Tribe

Located about an hour's walk west of town (not far from the moonshiner's camp) is an encampment of the Nasahari Indian tribe. This band, led by one of their shaman and Shawna, has come to the Cumberton area to assist in Yig's great plan. From the camp, the shaman is drawing from Yig's power to keep the gate to the Permian era open. When the shrine was discovered, and the battery of energy released, the shaman suffered heavy mental damage, and is now in a near-coma. He's using what little energy remains in his task, but he received such a heavy blow that he is unable to tell who – or what – is moving through the gate.

The shaman is familiar with the Contact Yig, Summong/Bind Child of Yig, and Create Gate spells.

The tribe will try to avoid contact with surrounding residents, and their camp is so well concealed that it cannot be stumbled

upon accidentally. Every night, before Shawna goes to Walters' aid, she stops by the encampment to check on the shaman's health. Any investigators following her – who don't get caught – will find the encampment.

Nasahari Shaman

Native American Yig Worshiper, age unknown

STR 40 CON 50 SIZ 40 DEX 40 INT 85
APP 50 POW 50 EDU 105 SAN 0 HP 9
DB: -1 Build: -1 Move: 1 MP: 10 Luck: 50

Attacks per round: 1

Brawl 15% (7/3)
Ornate Dagger 40% (20/8), damage 1d4+2
Dodge 20% (10/4)

Armor: none.

Skills: Medicine (60%), Speak Hopi (75%), Speak Navajo (75%), Speak Nasahari (100%).



It is nothing more than a few rudimentary lean-tos and a canvas tent, the latter that shelters the shaman. There are a half-dozen Nasahari braves here, along with two women (three if Shawna is present). The braves are armed with large hunting knives that they will use if threatened. Knowing that their mission depends on the health of the shaman, they will do nothing to provoke an attack, and if discovered, will try to persuade those that found them of their harmlessness. If Shawna is present, she tells the investigators that their leader was stricken ill during their travels, but they could not bring him into town for help because of the townsfolk's ill-will towards "the red man."

Examination of the shaman does not reveal any physical injury, but shows signs of a stroke or similar mental damage. The braves will not allow him to be moved, even if the investigators offer to vouch for the Indians to get decent medical care. "If it is the will of the great Father to take him, his will be done."

The details on the shaman are provided below. Details on the tribe members are outlined in the Rogue's Gallery.

The School Teacher

At the west side of town, the investigators can find the school house. It is a single room, white washed affair with large windows on opposing sides, a small playground, and a bell out front for summoning students to their lessons. There is also a small one-room bungalow, where Walters' makes his "home."

There are three four-hour classes held on week days, made up of grade, junior, and high school age children. All subjects are taught, including – ironically – Sunday School, by the new teacher, Terrance Walters.

As he is completely aware of the reason for the investigator's visit to Cumberton, Walters' is all smiles and graciousness when he meets them for the first time.

Terence Walters

Teacher and Yig Worshiper, age 32

STR 65 CON 85 SIZ 65 DEX 70 INT 80
APP 65 POW 90 EDU 100 SAN 0 HP 13
DB: +1d4 Build: 1 Move: 8 MP: 18 Luck: 90

Attacks per round: 1

Brawl 25% (12/5)
.38 Revolver 40% (20/8), damage 1d10
Dodge 35% (17/7)

Armor: none.

Skills: Chemistry (50%), Credit Rating (45%), Diagnose Disease (65%), First Aid (95%), Oratory (75%), Pharmacy (95%), R/W Latin (40%), R/W Greek (40%), Speak Latin (35%), Speak Greek (20%), Treat Disease (90%), Treat Poison (95%), Zoology (95%).



After a brief amount of discussion, a hard Education roll reveals a hint of an accent in Walters' speech. An Anthropology roll reveals it as slightly Cajun. If the investigators question him about this, he freely states that he used to live in Louisiana for several years. If he is questioned further about his background, and how he came to Cumberton, he offers the following (bogus) information:

After graduating from Miskatonic, he traveled south to set up a practice in the Bayou area of Louisiana in order to help the poor and neglected. Unfortunately, the climate, both weather-



wise and attitude-wise (him being from the North, and Boston no less) proved to be a little too much for him, so he decided to pack it in. After contacting an old friend in Cleveland (Roger Davies, if they ask), he found out about a position in a reputable hospital (Lakewood Memorial) to which he applied and was accepted. On his way north, he stopped over in Knoxville, where he happened to meet Margaret Hamill ("nice lady") in the restaurant of the Grey Nag Inn ("nice hotel"). As they were both alone, they decided to dine together. She told him that she used to be the school teacher in Cumberton, but she was continually being accosted by the sheriff, so she left quietly, not wanting to cause a stir. When Walters found out that the position was probably still open, he decided that he would rather help the town out instead of having to deal with the medical politics of a metropolitan hospital.

All this information is, of course, complete fiction. If the characters decide to check up on it, however, they find that most of it fits. The Louisiana chapter of the American Medical Association (or similar group) will state that Walters did have a practice in the Bayou area. Roger Davies, an administrator at Lakewood Memorial (and Cleveland area cultist, surprise, surprise) did offer him a job, that he would offer again, given the chance. And a woman named Margaret Hamill is listed in the register of the Grey Nag Inn in Knoxville.

As a final word of advice, Walters tells the characters to beware of the sheriff, as he is a very disreputable sort. He's pretty sure that the sheriff has been working with moonshiners, because of experiences he had with them while in Louisiana. "Give a corrupt man the run of a town, and you can expect all kinds of mischief!"

If Walters or any of his students are threatened or pushed around in any way by the investigators, he will defend himself and them in the best non-occult manner available (including using a revolver), and then report the incident to the Sheriff. If he is attacked in a location where he can freely use one or more of his spells, he will use them instead, as long as he is guaranteed that the investigators will never be able to report the incident. It is vitally important that his endeavors be left unknown until the end of the scenario!

Walters is familiar with the spells Contact Yig, Summon/Bind Child of Yig, Create Binding Fluid, and Hands of Colubra.

Like Shawna, Walters will skulk out after hours. Fortunately, however, he has a direct route from his bungalow (a trapdoor beneath a worn rug), to the Gate described later in this text, and ultimately his laboratory. He can be found at the school during normal school hours, and at home for three hours before and after. During off-hours, there is only a 25% chance that he can be found in the vicinity of Cumberton.

The Carlesons

Not far out of town (about a fifteen-minute walk) is the residence of Mr. and Mrs. Carleson. It is a simple stone and wood ranch style structure, with a vegetable garden, a chicken coop, and an outhouse behind it.

The interior of the home is made up of only five rooms (two bedrooms, a living room, a kitchen, and a pantry) and small cellar that can be accessed from the outside. It is readily apparent to the investigators that the Carlesons are by no means well-to-do. The furniture is old and mended and there are few modern conveniences, yet the atmosphere of the little home is warm and inviting. The characters have no problem getting comfortably settled.

David Carleson is a good-sized fellow with a strong chin and a healthy handshake, who loves the outdoors. Whenever he isn't working the day shift at the mines, he loves to hunt and fish. This becomes readily apparent at meal times, when the investigators are served veritable feasts of freshly captured game. Carleson's favored weapons are the Double Barreled 12 Gauge shotgun and his Remington .30-06 hunting rifle that are mounted above the hearth in the living room of his home. Both weapons are kept fully loaded at all times ("You never know when a good-sized buck'll be seen close by!").

David Carleson

Miner and Father, age 36

STR 85	CON 80	SIZ 80	DEX 55	INT 60
APP 60	POW 55	EDU 50	SAN 55	HP 16
DB: +1d6	Build: 2	Move: 8	MP: 11	Luck: 55

Attacks per round: 1

Brawl	40% (20/8)
12-gauge Shotgun	55% (27/11), damage 4d6/2d6/1d6
.30-06 Rifle	55% (27/11), damage 2d6+4
Dodge	27% (13/5)

Armor: none.

Skills: Geology (25%), Mining (45%), Operate Mining Equipment (65%), Track (45%).



Wilma Carleson is the epitome of the frontier mother. All the dishes she creates from her husband's hunting trips are exquisite, rivaled only by her home-made apple pie. She is rarely seen without her apron on, and in fact, only removes it to sleep and journey into town.

Her greatest vice (if it can be called that) is her devout faith. Once the investigators settle themselves to their first meal, she will inquire into their religious backgrounds (possibly by requesting that one of them lead a prayer of thanks). If (God forbid!) any of them state that they are not religious, she will take it upon herself to educate them. There is only a mediocre chance that Mr. Carleson will interrupt (he knows better). She also insists that they attend church services, the only excuse she accepts being the necessity for the characters to continue their investigations.

Wilma Carleson

Worried Mother, age 34

STR 50 CON 70 SIZ 50 DEX 60 INT 70
APP 75 POW 80 EDU 55 SAN 80 HP 10
DB: 0 Build: 0 Move: 8 MP: 16 Luck: 80

Attacks per round: 1

Brawl 25% (12/5)

Dodge 30% (15/6)

Armor: none.

Skills: Theology (75%), Oratory (35%), Debate (25%), Cook extraordinarily well (95%).

Bringing up the disappearance of their daughter Sissy (Melissa) will cause an understandable parental reaction. As they discuss the issue, there's a 40% chance that either parent will become upset. If this happens, David will explode in anger and Wilma will break down into tears. At that point, the investigators will be unable to glean any worthwhile information for the rest of the day. Each parent will then apologize to the investigators the following morning for their outburst.

Before the inevitable breakdown, the Carlesons can provide the following details:

- Sissy is (was?) a very happy child with a good home and a loving family, so it is unimaginable that she would leave home like she did.
- They don't understand why the old-school teacher left so suddenly, but it is rumored that the sheriff was causing problems. Another rumor claims that she was raped by the old cow, but that seems a little extreme, even for the greasy sheriff.
- The arrival of Terence Walters as the new teacher was providential. He's such a nice fellow and the students have really taken a shine to him, Sissy in particular...
- Jim West has expressed an interest in leaving Cumberton after he finished his studies, as the life of a coal miner didn't appeal to him. The Carlesons did find it strange that he would leave when he did, as he didn't have enough learning for college, even though that was one of his greatest wishes. He's back in school now, but there is something wrong with him, acting as if he were haunted...or hunted...
- Nobody can figure what caused the explosion in mine shaft three. The kind of explosives required to cause a blast of that size are carefully controlled at the site, and everybody is aware of a pending blast. Whatever it was, Art Puckett was lucky to get out alive, and there is little hope for the other miners in the area. Typically, a blast of that magnitude will cause damage to several nearby shafts as well, but no damage was evident in the least! "Durn if them engineers ain't stymied...I done guess the good Lord was lookin'



down on Stutt Mining that day!"

The Kid

The investigators may also want to speak with Jim West, the boy who was found lost in the forest. There are three places where he might be approached: at school, at home, or at a point between. At school, he will be reluctant to speak, but can be coaxed if Terrance Walters is present (Walters is particularly keen on finding out what he knows...). While at home, his parents would rather the investigators leave him alone, but a successful Persuasion roll allows them to see him. If approached somewhere between the school and his home, he must make Sanity roll when first approached by the investigators. If this roll is missed, he breaks into a run, and doesn't stop until he reaches his residence. Any pursuing investigators will be greeted by his mother (his father is at work in the mines), who wields a double-barrel shot-gun, that she will fire at the feet of any approaching characters. Investigators may attempt to persuade her that they pose no threat to the boy, but they will not be allowed to see him for at least 24 hours after this first encounter.

Physically, Jim is a lanky 5'6" and carries a shock of white hair (courtesy of his unfortunate encounter), that makes him look considerably older than his 15 years. Quite noticeable, also, is a haunted — nigh on paranoid — look in his eyes. Even when the investigators get a chance to talk to him, he looks as though he'll bolt at any second.

Jim West

Abduction Survivor, age 15

STR 50 CON 75 SIZ 45 DEX 80 INT 55
APP 50 POW 50 EDU 50 SAN 25 HP 14
DB: 0 Build: 0 Move: 9 MP: 10 Luck: 50

Attacks per round: 1

Brawl 25% (12/5)

Dodge 40% (20/8)

Armor: none.

Skills: Reading, Writing, and Arithmetic (50%), Experience horrific nightmare (95%).

When the players do get a chance to speak with him, he can relate the following details:

- He can tell them that he doesn't really remember what happened to him while he was in the woods. He remembers taking a walk in the woods with Libby (Elizabeth Johnson), but until he awoke in the hospital, all is a blank.
- Since he has left the hospital, however, he has been plagued with a recurring nightmare. In the dream, he is walking through the woods, trying to find his way somewhere. He wanders aimlessly for a while, until he finds a shriveled old man, who promises to take him to his destination. When



they arrive, he offers his hand in thanks, only to find that the old man's hand is made up of writhing snakes, who snap at him. The old man begins to laugh as the old skin begins to split and peel away, revealing the bright scales and serpent eyes. As the evil snake person reveals his fangs, and lunges for him, Jim wakes up. (Although this is an important clue to who's ultimately involved in the scenario, Keepers may want require a hard Psychology roll to get Jim to divulge the details of his dream).

- If asked about the girls who disappeared, he tells them that they had been acting kind of strangely, in the sense that they seemed to be in bad moods all the time, and weren't much fun to be around ... "except for Libby, who was always lookin' mighty pretty..."
- Although he only knows the other non-player characters superficially (Durrel is nice, the Sheriff is fat, the Doctor is old, etc), he can state that Walters is a great teacher, who he likes a lot better than Miss Hamill. "Walters makes learnin' easy by just telling us what we need to know. The girls really like him a lot, too!"

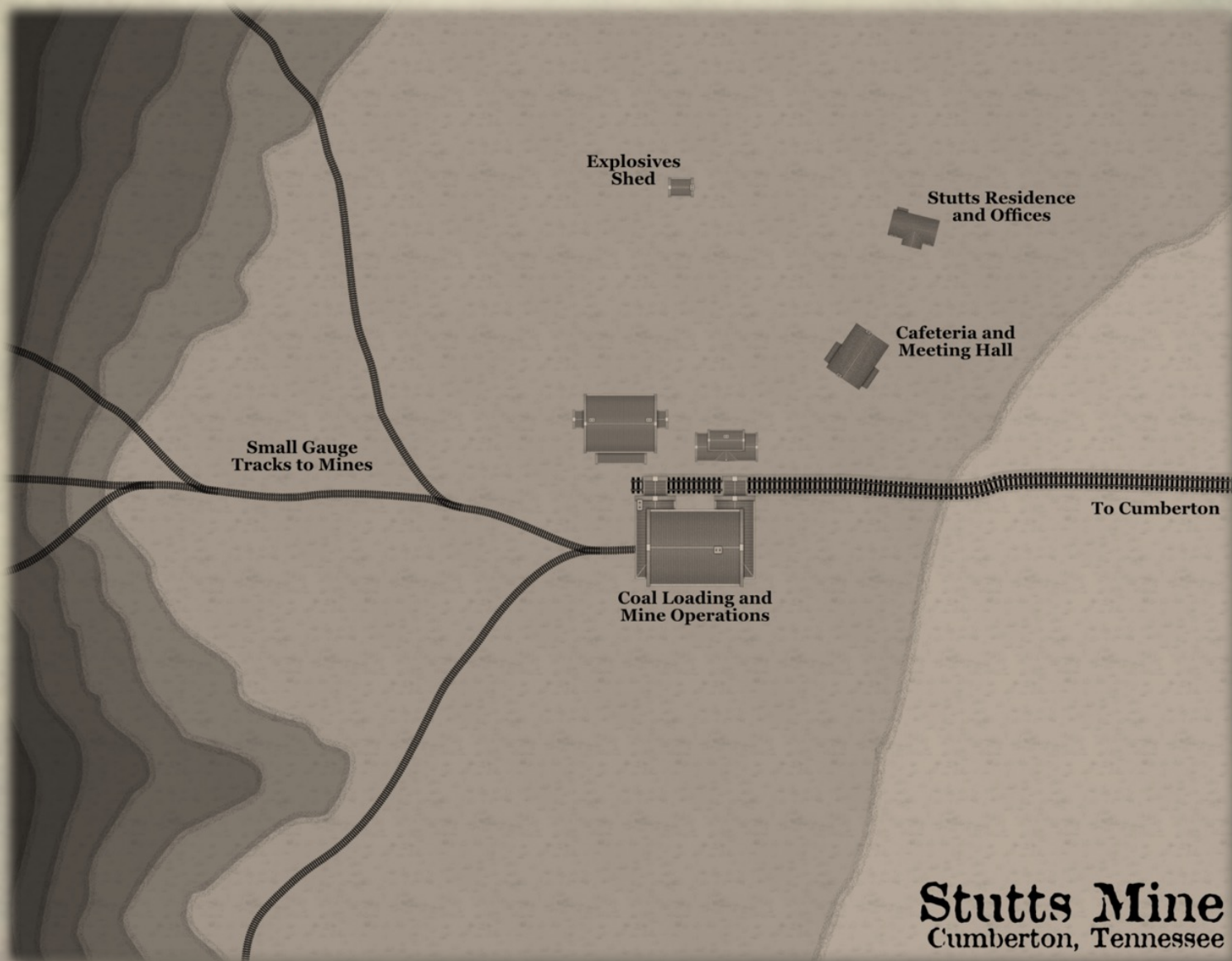
The Good Folk of Cumberton - Rumors

Life is very simple for the folk of Cumberton. Either they are at work, in church, or enjoying themselves at Colonel Silter's Place after one or the other. They are all quite friendly to the investigators once their mission becomes known.

The vast majority of the local families live in small homes similar to that of the Carlesons, that can be seen dotting the surrounding hills. None are outrageous or extravagant, just functional. As most of the homes are too small to entertain the investigators, they will only be put up at the Inn, or at the Carlesons.

The best place to converse with the townsfolk is at Colonel Silter's after a mining shift or after church services on a Sunday. The characters will find the residents to be quite talkative, although a tad more interested in life in the big city than what's been happening in town. Given enough time and a few round-about questions, the investigators will be able to glean some information from the locals.

Apart any information that can be gained from the above-mentioned personalities, the investigators can also find out the following:



- **The Kidnappings** - There have been a total of five people who have disappeared. The first person to disappear was Miss Hamill, the old-school teacher, who seemed to have vanished from her lodgings about three months ago (She was in fact, murdered by Serpent Men on request by Shawna, giving Walters the opportunity to come to Cumberton). The second was Wanda Williams, a fourteen-year-old, who disappeared from her home. The third was Margaret Mews, also fourteen. The fourth was Elizabeth Johnson, mentioned in the Article, along with Jim West, who was recovered. Most recently has been Cissy Carleson, thirteen, who vanished on her way home from a friend's. Nobody has any idea of what might have happened to the girls, and they all feel that the Sheriff has not put enough effort into the investigation. It was originally his idea that the girls had run off to find a better life.
- **The Accident** - If any of the workers or their families is asked about the accident, the investigators find that they are pretty ignorant of all but the basics. They can inform them that after five years without an accident, there was an explosion and fire in shaft number three, and as soon as it was put out, it was followed by a cave-in. Four men were trapped inside, including a foreman, and are all presumed to be dead (the newspaper exaggerated). Teams have been down the shaft to dig out the bodies, but there has been no luck yet. The miners know nothing about the alleged discovery. The only person who knows what went on in the shaft is Stutts himself, and he is hesitant to disclose what actually happened.

THE STUTTS MINE

Most likely, the investigators will want to speak with Albert Stutts, as he's the man with the golden touch (at least as far as the investigators are concerned!). In order to find him, they will need to pay a visit to the Stutts Mining Company.

Located a few miles away from Cumberton, in a clearing between some small hills to the east and a virtually perpendicular mountain face to the west, are the mining company's offices and the residence of its owner and president. They can be reached by a small company owned train, or a rough road following along the train tracks. The site is dominated by a huge loading machine, used to pour raw coal into waiting train cars, and a tangle of tracks leading to the mines themselves. Also at the site is a large supply building, a set of offices, and a cafeteria-recreation area.

During daylight hours, there are always several people at the site, and an Idea roll suggests that it is nearly impossible to sneak around. During the evening, however, there are only five guards. The reason for this small a group is because the management doesn't believe that anyone would want to sabotage or vandalize the site, as it's the mainstay of the town's economy. If anyone is caught sneaking around the area, they are treated harshly by both Stutts and the townspeople.

There are currently five operational mines in use, each of which is manned in two nine-hour shifts, with breaks every three



hours (15 minutes, 30 minutes for a meal break, and 15 minutes). The first shift runs from 6 a.m. to 4 p.m., and the second shift from 4 p.m. to 2 a.m. Each worker also works 6 days a week, with Sunday off. This leaves curious investigators four hours in the dead of night to skulk around the site.

The Offices

At the far end of the mine site, stands an old Victorian house that doubles as the main offices of the Stutts Mining Company and the residence of its president. Through the front entrance, the investigators find a small office that is cramped with filing cabinets and two desks (one of which will be occupied at any one time). There are two doors in this office. One of the doors leads into a storage closet that holds a multitude of blank forms, office supplies, and simple cleaning products. The second door leads into Albert Stutts' office.

Lawrence & Harold Thompson

Depending on when the investigators visit the offices, one of Stutts' assistants will be present. During the first shift, Lawrence (Larry) Thompson can be found behind a desk to the left of the entrance. Larry is a happy-go-lucky go-getter type of fellow, who is more than happy to assist the investigators win any way he can...short of revealing confidential company records. For these, he will require Mr. Stutts' permission. In the evening, the investigators will encounter Harold (Harry) Thompson, who is nowhere near as sunny in disposition as Larry. His desk is to the right of the entrance, and characters will find him to be short-tempered and uncooperative. As far as he is concerned, any investigation into the local disappearances can't have anything to do with the operation of the mining company, and that Stutts was a fool to ask for outside assistance. Any untoward actions taken by the investigators at the site will be reported to the Sheriff (with whom Harry is in league in the illicit moon-shining racket — he handles shipping the hooch out of town).

Lawrence Thompson**Stutts Office Employee, age 34**

STR 65 CON 60 SIZ 55 DEX 65 INT 65
 APP 60 POW 50 EDU 80 SAN 50 HP 12
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 50

Attacks per round: 1

Brawl 25% (12/5)

Dodge 32% (16/6)

Armor: none.

Skills: Accounting (65%), Geology (50%),

Mining (65%).

**Harold Thompson****Stutts Office Employee, age 34**

STR 65 CON 60 SIZ 55 DEX 65 INT 65
 APP 60 POW 50 EDU 80 SAN 50 HP 12
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: 50

Attacks per round: 1

Brawl 25% (12/5)

.32 Revolver 30% (15/6), damage 1d8

Dodge 32% (16/6)

Armor: none.

Skills: Accounting (85%), Law (15%), Min-

ing (45%).



Investigators will immediately have problems with the Thompson brothers, as – apart from their dichotomous personalities – they are identical twins, including speech and dress. This problem should become evident if the characters try to glean information from Harry in the evening, if it was promised by Larry in the morning.

Keepers are encouraged to keep this confusion going for as long as possible (for their own amusement, if for nothing else!).

The Thompson Home

The Thompson twins live in a small ranch-style dwelling about fifteen minutes from the mine. It is quite sparse, built with only four rooms (and an outhouse). The front door opens to a large living and dining area, furnished simply and warmed by a small fireplace. To the left of this area is a small kitchen and larder. At the other end of the house are the twins' bedrooms, one of which looks as if it has never been cleaned (Larry), the other which is frighteningly spotless (Harry). There is nothing of interest in Larry's room, but a cursory search of Harry's room will uncover several interesting items.

In a manila envelope affixed to the bottom of a desk drawer is a multi-page listing of items that are seemingly unrelated, unless one succeeds in either a hard Science or a extreme Education

roll. A successful roll reveals that these items are all used in the creation of moonshine whiskey. The listing details the investment in components that have gone into the efforts of running a still (or several as the list seems to indicate).

Also in the envelope is a listing of names and addresses. The first address on the list is circled in red ink:

Jack Tiley
 15 West Millhouse
 Knoxville

It is also the address nearest to Cumberton, as the investigators will discover after giving the list a once-over. All the other addresses seem to be located in large metropolitan areas: Boston, New York, Philadelphia, Cincinnati, etc. Any characters who hail from one of these areas should roll against their education. A hard result (or a normal result if the character is a gumshoe) reveals these names to be hoods or downright gangsters local to their areas. The sheet is a distribution list for the moonshine, and worth a fortune to the Feds.

Finally, crumpled up in a trash can is a note from the Sheriff to Harry.

4/.

You was write about yer boss sending for some clowns from outta town. They got here the other day if you don't know it alreedy. I'll be keepin an eye on um just in case they get to close to the Rock. We don't need um snoopin around like those kids was and havin um disappear might be noticed. I'll try to stick um with somethin and ship um on there merry way.

J.

Harry Thompson and Sheriff Jefferson have been in cahoots ever since the inception of the 18th Amendment. In fact, they conceived the whole plot while draining the last of their legitimately purchased alcohol (and fine malt it was). Given the substantial distribution network already in place by the mining company, it didn't take much to set up a scheme to include "a little something extra" in each shipment.

See the section on "The Rock" for more information on the moonshiner's camp.

Right after the characters have met Harry for the first time, he will call a "Runner" by means of a buzzer mounted on the outside wall of the mining office. A Runner is a term used by Stutts Mining to describe the children of miners who would like to earn a few bits for themselves, but are too young to enter the mines. They are basically gophers who "run" messages from the mines to the telegraph/post office as well as other locations in and

around town.

Upon hearing the buzzer (it's quite loud and doesn't require a Listen roll), a boy in his early teens dashes up to an office window and then tears off in the direction of town. Characters that make a hard Spot Hidden roll notice that he was handed a piece of paper or something similar by Harry before taking off. If one or more characters follow, they are led (at break-neck speeds...these kids are fast!) to the sheriff's office in town. The runner and the sheriff get into the sheriff's car (one of very few in town), and head up to the mines, where the sheriff has a brief discussion with Harry, and if the characters are still around – and noticeable – has a rather threatening conversation with them, and reinforces any threats he may have made previously about keeping an eye on them and running them out of town if necessary.

When the investigators arrive, they are announced by the appropriate assistant, and quickly ushered into Stutts' office. It is furnished with a large desk, a few filing cabinets, a large conference table, and, hanging on the wall, a large relief map of the area, marking the locations of the mines. All the furniture seems to be coated with a thin layer of coal dust.

Stutts' Office

Stutts is available from 8 a.m. to 8 p.m. every day of the week, where he works away at making his mine one of the most profitable in its class. He is extremely intelligent and a very shrewd businessman, whose foresight is helping to bring the mining industry into the 20th Century. Physically, he is a tall man in his early to mid-fifties, immaculately groomed; wearing a dark three-piece suit, and gold watch chain.

Albert Stutts

Owner of Stutts Mining Co., age 52

STR 60	CON 70	SIZ 55	DEX 65	INT 90
APP 80	POW 75	EDU 85	SAN 75	HP 13
DB: +1d4	Build: 1	Move: 8	MP: 15	Luck: 75

Attacks per round: 1

Brawl 25% (12/5)

Dodge 32% (16/6)

Armor: none.

Skills: Accounting (65%), Credit Rating (90%), Demolition (35%), Geology (65%), Mining (55%), Operate Mining Equipment (65%), Oratory (75%).

His concern for the welfare of his employees has become something of a legend within the mining community. While growing up under the tutelage of his father and grandfather, he learned that the mine would be nothing without productive labor. After years of study and work in the mines, he discovered that the short-term expense of effective safety procedures would result in long-term



productivity. The success of his modifications to the mine's working environment soon led to Stutts' involvement in the community at large. In a sense, he has become something of a benevolent dictator where the company's employees are involved. The people do what he asks, as they know that they'll reap the benefits of his decisions. It is because of this loyalty that he has magnanimously requested the investigators come to the town's assistance. The reward is nothing more than a short-term blotch in the company's balance sheet, and well worth the expense in the long-run (although Harold Thompson may think differently).

If the investigators arrive at the mining offices outside of the prescribed times, Larry (apologetically) or Harry (argumentatively) will not allow them to see him. If they sneak into the Stutts home in the wee hours, the Sheriff will have his excuse to throw them into a cell, and later out of town. If arriving at a reasonable time, either Larry or Harry will introduce them.

He thanks the investigators, individually, for coming to help with the disappearances. He answers any questions he can, but hesitates to tell the investigators about the fire and cave in. A hard Persuasion result loosens his lips, however. If the characters explain that the disappearances may be related to the accident, a normal Persuasion attempt will be sufficient.

If they succeed, he relates the following information:

Stutts' Statement (to be read or interpreted):

"About four weeks ago, we found a new rich vein on the fourth level of shaft number three. After a few days of drilling, a few of my men opened up into some sort of a chamber. The foreman who was with them decided that the room might be of some sort of historical significance, and worth something to the state university. He ordered everyone out, closed up the shaft, and came to see me. After a few days of thought, I decided to send a couple of men down to take pictures of the room. While they were down there, an explosion shook the shaft, and a fire broke out. It didn't take long to find out exactly where it had happened. Fortunately, we contained and doused the fire before it could spread, but before we could get through to our men, the tunnel collapsed. I really don't think that the men could have survived both accidents, but we still have to recover the bodies. We've been working on the tunnel for the past few days, but we aren't sure how deep the collapse goes...we could break through at any time. Hopefully, once we get through the cave in, we will be able to recover the bodies and get some photos of that chamber, if it survived."

If the investigators ask Stutts for permission to speak with any of the miners that originally opened the chamber, he tells them that all but one of them were trapped or killed in the cave-in and fire. The only survivor barely made it out alive, and is currently at the Mercy Hospital in Knoxville, receiving treatment for

burns and inhalation poisoning. The man's name is Arthur Clancy Puckett.

If the characters volunteer to go into the mines, Stutts allows it, but only under two conditions. First, they have to sign an accident waiver form (he does not want to be held responsible) and, second, they have to have a foreman with them to make sure they don't do anything hazardous.

Note: The tunnel shouldn't be cleared until the Keeper feels that the investigators have discovered all they can and are not just sitting around accomplishing nothing.

The Town Drunk, an Event

After a few days have passed, and the party has spent most of its time getting to know the town's residents, the town drunk, Gaby Hughes, comes staggering into Colonel Silter's (or another public location when Jefferson is present) white as a sheet and, while one or more of the characters is present, and shouts:

Gaby's Statement (to be read or interpreted):

"Sheriff, Sheriff, I seen 'em!! That young boy wasn't tellin' no crazy story when they found 'im!! I seen 'em up in the hills! They was tall as you 'er me, with skin all dry an' cracked an' skaly! An' ther eyes was like big black shiny things, stickin' part way outta ther haid!! An I tain't bin drinkin' nuthin! Well, mebbe a little, but I seed whut I seen! They wuz wairin' these long robes or somethin' an' wuz carryin' some kinda pole. They pointed it at me when I started runnin' and a tree just inches away plumb burnt up. They wuz like these big snakes all dressed up, and I ain't crazy like that boy who wuz all locked up! What're we gonna do? They knows I knows about 'em and they're gonna come an' get me! Ya gotta help me, please!!"

Gaby Hughes

Town Drunk, age 62

STR 35	CON 40	SIZ 50	DEX 25	INT 45
APP 30	POW 50	EDU 15	SAN 20	HP 8
DB: 0	Build: 0	Move: 3	MP: 10	Luck: 50

Attacks per round: 1

Brawl	10% (5/2)
Dodge	12% (6/2)

Armor: none.

Skills: none.

At this point, the Sheriff hauls Gaby off to the Drunk Tank, ignoring his pleas, and reassures the characters that he is drunk, and that it isn't the first time that he has imagined things.

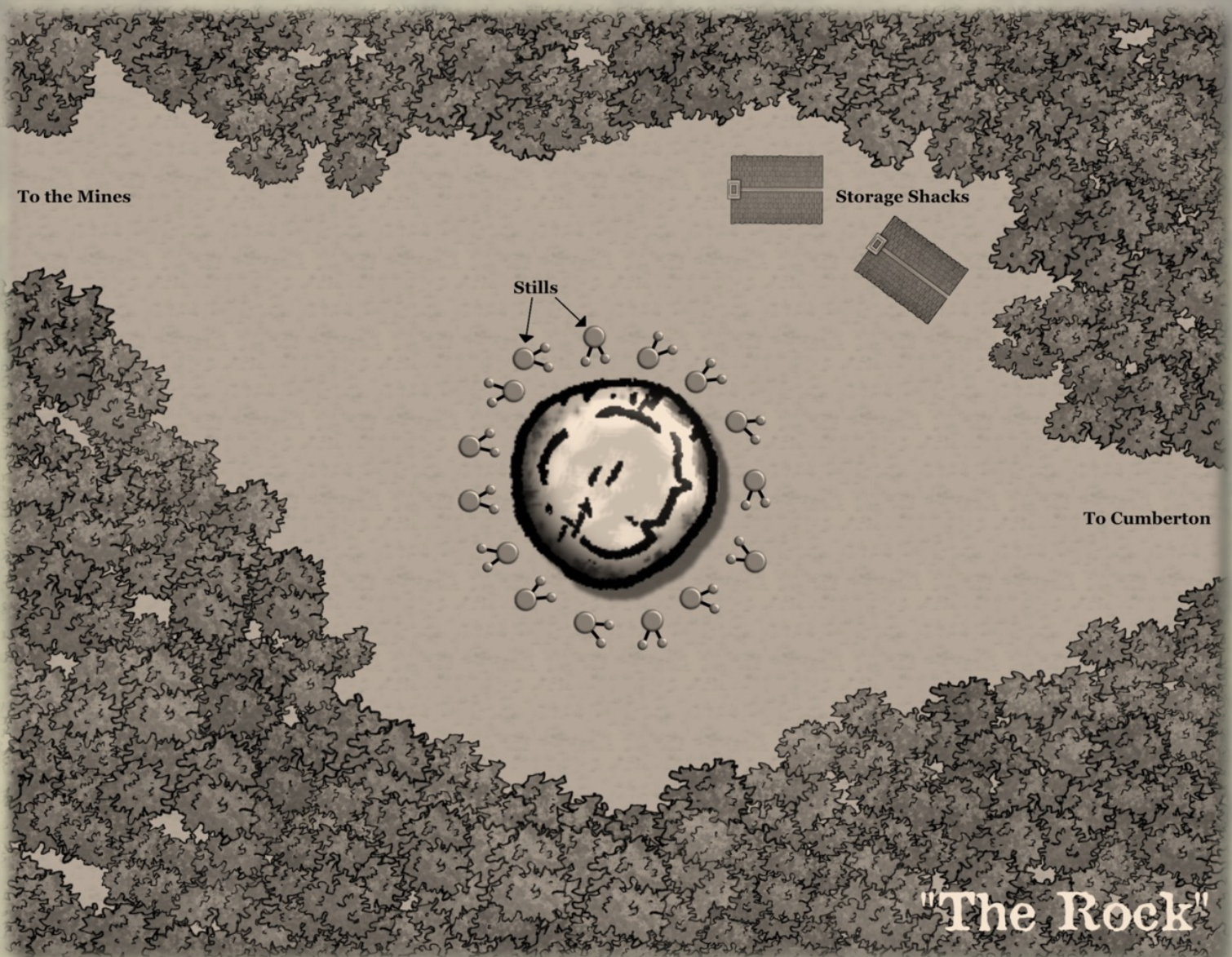


If the party wishes to speak with Gaby, the Sheriff does not permit it until he has slept things off. There is no way to change his mind. If the party does not keep a watch over the jail, they will have an interesting encounter the following morning:

Upon waking to yet another sunny Cumberton morning, and heading toward Col. Silter's for a heaping plate of Cathy Durell's famous flap-jacks, one or more of the characters wander past the Sheriff's Office. As they approach, they hear a sudden cry of "Sweet Jesus" and soon after one of the deputies reels out of the front door to vomit indiscriminately on the front steps as well as his shoes. He then leans glassy-eyed on the door frame, looking stupidly at the investigators. If they ask him what's wrong, he replies by throwing up again (by now the idea of flap-jacks for breakfast is out of the question, as it's obviously what the deputy had recently gorged himself upon). If the characters enter the jailhouse, they will be assaulted by the smell of burnt, rotting flesh (a normal Power roll is required to avoid vomiting). Proceeding to the source of the smell results in a required Sanity check (failure results in 1d3 loss, while a critical failure causes an investigator to emulate the aforementioned deputy). The cell into which Gaby was placed, no longer contains the drunk that the investigators met the previous night. In his place is an amorphous mass of blackened flesh, resting in a stinking pool of what might once have been construed as vital fluids. The stench is so powerful that the characters are unable to stand it for more than a couple of rounds.

While in the cell area, each character present should make a Spot Hidden or Listen roll. If successful, they discover that one of the other cells is occupied by Duke Jackson, who had been placed in one of the cells the previous evening, more for the sake of appearances than any other reason (or perhaps for a scuffle with the investigators). Jackson is currently trying to hide his enormous frame under his cot, all the while making a low hissing sound. If anybody (characters in particular) touches him, while he is cowering fetal-like beneath the bunk, he goes positively ballistic. Screaming at the top of his lungs, he attacks twice per round with a 75% chance to hit with his Fists, doing maximum damage to anybody getting in his way. He has been an unfortunate witness to Gaby's murder, and has completely lost his mind. For him, there is no salvation, other than the safety of the woods surrounding the town. If he manages to escape, the last people to see him alive will relate his sprint into the underbrush, shouting something like: "no snakes here...no snakes here..."

If any of the characters choose to keep a watch over the jail after Gaby has been locked up, they eventually see a group of three cloaked figures approach Gaby's cell window not long after midnight. One of them carries what appears to be a long rod or pole, (a Cthughan Funnel, see the section on magic for details) the end of which is inserted into Gaby's cell. If the investigators do nothing to stop this, they witness a mass of lights, much akin to fire-flies, begin to coalesce brightly around the exposed end of the rod. The mass of light, that begins to pulse rhythmically, seems to flow into the end of the rod, and grow in intensity as it flows down the shaft and into Gaby's cell. The cell window glows



with alarming brightness, and a good perception result reveals a brief yelp of pain coming from inside the jail. The glow suddenly vanishes, and the figures hastily depart.

Confronting the figures reveal them to be three Serpent Men (Sanity rolls please), two of which are armed with large intricately carved daggers, the other which is carrying a Cthughan Funnel (that, unless the referee is feeling malicious, should not be used against the investigators). If the characters can successfully dispatch these foes, the remains of the Serpent Men will quickly begin to dissolve, leaving nothing but their cloaks and weapons as evidence of their existence.

Following the Serpent Men after their attack (which requires a hard Tracking result) leads the investigators on an hour-long hike into the hills, that ends at a small camouflaged opening into the hill side, not far from the moonshiner's camp (that characters notice with an extreme Idea result). In the opening is a tunnel that leads to the Gate described below. While walking around in the woods, there is an 80% chance that the characters will be ambushed by moonshiners. If the ambush is successful, the

characters are taken to the moonshiner's camp (the "Rock") as described below. If the Keeper feels that the characters are progressing a little too fast, and doesn't want them to find their way into the mines in this fashion, the moonshiners are a great way to slow them down.

If Gaby makes it through the evening alive, he does not remember anything save a very nasty hangover.

THE ROCK

Not far from the Mine's rail supply area is a small cut-out into the surrounding woods. The average person standing in this area won't notice anything untoward, but careful examination reveals a well-covered (and well-trodden) trail that leads into the thick overgrowth. Following this trail for roughly thirty-minutes leads investigators to a clearing in the dense forest. Smack in the middle of this clearing looms a huge (and remarkably not supernatural) piece of granite. "The Rock," as the locals refer to it, is approximately 40 feet at its base, and climbs 25 awkward feet into the air. Anyone perched atop this massive slab

commands an excellent view of the countryside...and there is almost always somebody up there.

At the base of The Rock is a considerable bustle of activity, constantly running during day-light hours. There are several tents of different sizes, as well as several dozen odd-looking contraptions that a successful Education roll identifies as stills. The Rock is the location of a burgeoning moonshine whiskey operation. Under the supervision of Sheriff Jefferson, and with the assistance of Harold Thompson, shipments of raw materials are brought into the area on supply trains, and the finished product is sent out via the same route. On the whole, the operation has been very successful, and those involved value the income produced very highly. Anybody interfering with the cash-flow will not be looked upon with kindness!

During the day, there are upwards of two-dozen people here, working the machinery and packaging the final product. The vast majority of these people live in the surrounding hills, and have little or nothing to do with the mines, and apart from some small farms, their livelihood depends on the sale of their product. As the group is also relatively small, there is no chance that interlopers will be able to conceal themselves as fellow workers. Also, one of the lookouts atop The Rock spots intruders most of the time.

Given the fact that The Rock is located at a higher altitude than the mine site (it overlooks it, in fact), the manufacture of moonshine shuts down an hour before sunset each day, as fires or other illumination would draw unwanted attention. At night, a patrol of guards walks a wide perimeter around the site, to scare off, or capture, any who would wander into the area.

In the past, several local teen-agers have wandered into the area in search of a spot to do what adolescence demands. All have been driven off. Most of these kids explained their encounters with the guards to the Sheriff, who understandably sided with the "resident's every right to privacy" and reminded them that "trespass is a criminal offense and 'ain't ya'll lucky thet I don't throw ya in the pokey right now!" This threat worked with only one notable exception. Jim West and his vanished girlfriend headed up that way convinced (and rightly so) that there was something going on. After their third encounter with the moonshiners, the Sheriff began to feel uneasy, as he would have to do something to stop their meddling. Imagine his relief when they disappeared! He has no real explanation for what happened, and since Jim's return, he has kept a close eye on the boy. So far, Jim hasn't shown any inclination to visit the Rock – or enter the woods at all – which suits Jefferson just fine!

There are three ways in which the investigators may find themselves at the Rock. In the early afternoon, after he awakes, they can follow Harry Thompson, who will spend a few hours at the site getting the hooch ready for shipment, before heading into town and the mines. In the evening, they can follow the sheriff up into the hills, where he supervises the evening shut-down of the operation. Or, more likely, while tailing the Serpent Men after they have slain the town drunk they will pass close to the Rock.

Regardless, if any of the party wanders into the wrong part of the hills, they are ambushed by twice as many moonshiners as characters, all armed with shotguns. They take the characters to the camp, and tie them up. If he is not already there, one of the moonshiners will contact the sheriff, who arrives promptly. No action will be taken against the characters until he arrives. If Harry Thompson is around, he is the only person who will even speak with the investigators. If they haven't figured it out already, he reveals that he is a twin and that Stutts was a fool to hire them. He will not answer any questions regarding the running of the moonshining operation or its relationship to the missing children until the sheriff shows up.

Upon his arrival, Jefferson will confer with a few of the moonshiners and Thompson if he is available, throwing the occasional glance and finger-point at the investigators. A hard Spot Hidden result reveals a finger-across-the-throat gesture or two on the part of the local employees. Unfortunately, the sound of equipment will cover up the sounds of their discussion, so Listen rolls are futile. After a few minutes of obviously heated discussion, the sheriff breaks off and walks over to the characters. He insists that they be gagged, so that he won't be interrupted.

He has the following to say:

Sheriff Jefferson's Statement (to be read or interpreted):

"I thought I told you city-slickers to keep yer noses out places where they don't belong. Now, here you are all trussed up like pigs before the slaughter, and I have to decide whether or not to cut them noses of yours clean off your faces. It's a tough decision, 'casue ya see...I'm not a bad man...I just gotta lot ta lose. It looks like I wasn't persuasive enough with that fool Stutts ta keep him from calling ya'll in from outta town. More's the pity. Now ya know what's goin' on and if ya talk, me and my boys is outta business. Ta be perfectly honest, some of the boys wouldn't think twice about slittin' yer throats and leaving ya to the buzzards, jest like they wanted to with that damn West kid and his stupid girlfriend. But I ain't havin' any of that. Too damn many people have disappeared from this town already, and you city-folk go too, the damn Feds'll be swarming all over these here mountains.

"So what do ya think I should do? West had the decency to disappear for a couple of weeks, and now his head is so screwed up that he can't tell his ass from a hole in the ground. Maybe he saw the love-of-his-life get eaten by a mountain lion or something or maybe she smacked him in the head with something and ran off with some half-assed mountain man, who knows. At least he ain't come anywhere near here anymore. Can I trust you to disappear too? I don't think so. You're too smart for that.

"Here's what's gonna happen then. I'm gonna let ya'll

go! You're gonna get your gear together, give these idiot townies some excuse why you couldn't find their kids, and you're gonna get outta town. Hell, maybe I'll even give you some traveling change! When you get back to whatever big city you came from, you're gonna forget about Cumberton. If you interfere with this business in any way, I'll let some of my city pals know all about you. They rely on my being able to keep 'em supplied, and if they run out, they won't be nearly as understanding as I am.

"As they like to say...Capice?"

"Now, I'll let you sleep on it. I'll be back tomorrow to hear what you have to say. Hopefully you'll agree that my plan is best for all concerned. If not, well...I'd rather not think on that..."

Jefferson and his cronies then continue to clean up the site, preparing it for the next day's production. They leave the investigators under guard (one at the top of the Rock and the standard group circling the camp site) and head off to their respective homes.

While the guards are looking the other way, an extremely lucky character may find his or her bonds loose enough to escape. This requires a hard Dexterity result. Success leaves the character free to decide what they are going to do with their freedom. Any characters that run, are pursued by fanatical moonshiners, to the point of being attacked in their lodgings. If they show up in town, the Sheriff tries to arrest them, using the attack as just cause. He says that they have been stirring up too much trouble, and have now put townsfolk in danger of attack. After spending a few days in jail, the characters are released and kicked out of town. From that point on, they have to run a gauntlet of the Sheriff's fanatical moonshiners, until they reach safety.

If the investigators rat on Jefferson, and they have not recovered enough proof of his distribution network, they suffer random attacks from gangsters (preferably at real inopportune moments) for the rest of their lives. Getting the distribution list from Harry Thompson's desk to a Federal agent is enough to keep them relatively safe, although particularly disreputable Keepers might want to toss in the occasional ambush anyway — just to keep the characters on their toes!

If the characters stick around until Jefferson gets back, and



they agree to his plan, he does indeed let them go. He might even give them each \$20 for traveling expenses, if the Keeper feels magnanimous, and expects them to get into their cars or hop the next supply train at the best possible speed.

In any case, as they are preparing to leave Cumberton, they get word that the mine shaft has finally been opened, and that they may enter into its chilling depths.

KNOXVILLE, TENNESSEE

Knoxville, situated on the banks of the Tennessee River, is one of the state's largest cities. Home to over 80,000 people, it acts as a port for the distribution of many of the state's industry, primarily mining and agriculture. Even though it boasts a continual source of activity, it holds a certain down-home, friendly atmosphere. Travel to Knoxville takes the investigators roughly three hours by car or two hours by train.

There are four locations of possible interest in Knoxville. The State Institute for Mental Health lies across the street from a branch of the state university near the center of town. Mercy Hospital lays on the southwestern edge of the city. The Grey Nag Inn is located across the street from the train station, with Jack Tiley's a few blocks away.

The State Institute for Mental Health

The Institute is a two-story structure painted in a sterile white. It is located in the center of four acres of well-tended — albeit sparse — grounds, that are entirely closed in by a 12-foot iron fence. There are few trees to be seen anywhere within the grounds, which makes the building look rather menacing — much like a large bunker or blockhouse. Several white-washed stone benches can be seen scattered randomly about the grounds, as well as a host of blue-robed people (inmates) who seem to be wandering around somewhat aimlessly. None of these people pose any kind of threat to the characters, as they're having enough problems dealing with the worlds they've created for themselves. This is not to say that the referee can't have a little fun with the situation...

Harrison, the Spy... (Optional event)

As the characters are preparing to enter the building, a successful Spot Hidden roll allows one of them to notice one of the older patients beckoning to him or her rather urgently. The gentleman is dressed in the standard issue blue robe and woolen pajamas, and sports a large shock of well-groomed white hair, a handlebar mustache and matching goatee. His age is indeterminately elderly. He could be 70 or 700, as far as the chosen investigator can tell.

If the investigator speaks with him, the gentleman quickly mentions that he has been placed within the institute to determine if something is going on within its walls. So far, he has been unsuccessful at reaching the upper or lower floors, but he has heard noises at night that suggest that they are constructing something. If the investigators notice anything untoward, he would like them to report it back to him. Before they can ask any

questions, an orderly appears who asks them if "Mr. Harrison" has been bothering them and promptly leads him away by the elbow.

Any rolls to determine the sincerity of "Mr. Harrison's" request should show him to be in earnest. He is, of course, a complete fruit-cake.

Once the Keeper has made the characters jump through whatever hoops he or she feels like, a second meeting with "Mr. Harrison" reveals that he is a spy for General Robert E. Lee. He asks the investigators to make sure that they inform the General that "Reynolds' Corps is marching on Gettysburg, and that the heights must be taken before the Union forces arrive and dig in." "Mr. Harrison" then wanders off, muttering to himself about them dang Yankees.

As noted, the institute is something of a blockhouse, and the investigators may get a feeling of confinement from the barred, frosted windows and subdued lighting. The geography of the first floor is made up of a reception area, a few offices, a visiting area, and a ward for "salvageable" cases. Visitors can hear soft Cole Porter tunes piping out of hidden speakers, and investigators unfamiliar with the workings of asylums may get a sense of the surreal in this place. Everything seems of be running in spotless slow-motion. It is so calm that it is rather disturbing. A hard Listen roll brings an occasional thumping noise to the attention of the characters. Nobody in the main ward seems to notice — or care if they do. This is probably for the best, as the second floor is much grimmer. It is home to the padded cells and "therapy" rooms for the more serious cases, and the characters will be denied access to the area, regardless of how well they roll (maybe there is something going on up there!). This floor is as spotless as the main ward, but the cleanliness is punctuated by the incessant screaming coming from behind closed, padded doors. Being in this area at night, when the lighting is subdued, may call for a roll to limit unease. The basement level (also off limits to the characters) is reserved for over-flow patient housing, rooms for the staff, and a boiler/maintenance area.

The chief administrator of the Institute is Dr. Henry Walbridge, and elderly gentleman with fine white hair and a friendly, yet powerful, presence.

Dr. Walbridge was personally in charge of Jim West's case, and is hesitant to discuss the case with the investigators unless they display some knowledge of psychology or psychoanalysis (they must make an appropriate roll).

Succeeding in this, Walbridge reveals to them that Jim was suffering from mild amnesia brought on by malnutrition and exposure. It is his theory that when the human brain doesn't receive its necessary nutrients, nerve synapses begin to break down, the primary location of this damage being the short and long term memory centers. Once the nutrients are reintroduced, the long-term memory usually recovers, but the short-term memory, that which was experienced during the period of malnutrition, may be lost. This is what he feels happened to Jim West.

A successful Psychology result reveals to the characters that the theory presented by Walbridge is possible, but the most accepted theory behind amnesia is that it is caused by an extremely strong subconscious desire to forget an experience or experiences. If they bring up this point, Walbridge will mention that he considered that possibility, but there was no evidence to suggest a terrible enough experience to do that kind of memory damage.

If the characters mention the dream that Jim has been having, he will tell them that he was not aware of it (this is true). He further suggests that the dream must be due to an experience suffered while still an infant, due to the scale of the "snake man." In order to cause the kind of trauma that Jim has suffered a bad experience with snakes would have to involve either an impossible number of them or snakes of a ridiculously large size.

Dr. Henry Walbridge Psychiatrist, age 60

STR 50	CON 75	SIZ 60	DEX 60	INT 80
APP 65	POW 65	EDU 105	SAN 65	HP 11
DB: 0	Build: 0	Move: 5	MP: 13	Luck: 65

Attacks per round: 1

Brawl	25% (12/5)
Dodge	30% (15/6)

Armor: none.

Skills: Anthropology (25%), Chemistry (25%), Debate (65%), First Aid (75%), Hypnotism (45%), Oratory (70%), Pharmacy (75%), Psychoanalyze (85%), Psychology (65%).



Mercy Hospital

Mercy Hospital is a small building run by a Catholic mission. Over the years, it has become the regional center for the treatment of mining accidents as well as conditions brought about by extensive periods working in the mines (black-lung, emphysema, etc.). As they walk about, the characters will continually hear coughing and wheezing at different volumes, and continually have to dodge around patients ambling around supported by portable intravenous bottles.

Getting in to visit Arthur Clancey Puckett will not be too difficult, provided that the characters try it at visiting hours (2 p.m. to 5 p.m.). If they try to do so at any other time, they will be routed by a staff of indefatigable nuns and nurses.

When they meet him, Puckett is reclining in his hospital bed, his arms and head almost completely covered in bandages and his right leg is in an elevated cast. If it weren't for the heavy coveralls he had been wearing at the time, he would have been in much worse shape.

Arthur Clancey Puckett

Miner and Accident Victim, age 28

STR 70	CON 80	SIZ 50	DEX 60	INT 60
APP 55	POW 60	EDU 40	SAN 60	HP 5
DB: 0	Build: 0	Move: 9	MP: 12	Luck: 60

Attacks per round: 1

Brawl	30% (15/6)
Dodge	30% (15/6)

Armor: none.

Skills: Mining (35%), Operate Mining Equipment (55%), Pester Nurses (85%).



Even though he has been given some pretty strong pain killers, he is still fairly coherent and relates the following to the investigators if asked:

Puckett's Statement (to be read or related):

"I was working with Jake Donohoe, that's the foreman, when Willy Smith comes runnin' up and says he found something in the new tunnel being dug. Jake told me to stay put and went runnin' off with Willy to see what was up. Next thing I knew, he was orderin' us to close off the tunnel until he could talk with Mr. Stutts. A couple of days later, Jake tells me to round up the guys who were working in the shaft at the time, along with somebody who had a camera. Along with me, the gang was made up of five guys. That would be Jake, Willy, Phil Cominsky, and Al Lewis (he was the shutterbug). We went on down number three, reopened the tunnel and climbed on inside the room. On the whole it was mostly square, with stone walls, which looked like they were cut out of coal themselves, all covered with markings like circles and squiggly lines. In the middle of the room was a huge statue of a snake or something except with arms and a crown on it's head. I remember the crown because it had these gems or something in it that were glowing-like in the light of the lamps we were carrying. On one side of the room was this huge metal door, also covered in lines and scratches like on the walls. After lookin' around for a couple of minutes, Al tells me he needs a special lens for his camera because of the light or something, so I offered to get it. Just when I got back was when it happened. Willy and Phil were shoving on the big door. It opened with a loud cracking sound, and almost at once, these bolts of lightning or something jumped out of the statue and hit the guys and then something like gas went up and blew me right back down the tunnel. I musta been out for a couple of seconds, but when I came to, I could hear the sound of

the roof beginning to collapse. I'll tell you, when a miner hears that sound, only one thing goes through his mind. I moved like I had the Devil himself on my tail. Damn near made it too, except for a piece of support timber that came down on my leg. Don't know what happened to the other guys. Don't suspect they made it out. Too bad too. Both Jake and Phil had wife and kids."

As the investigators leave, or if they ask if he needs anything, Puckett will request a pack of "Luckys" and a good Salami and Cheese sandwich. He thinks the nurses are a little too strict, and the hospital food is terrible.

The Grey Nag Inn

The Grey Nag is a high-class hotel that has been thriving off of the near constant traffic of wealthy mining magnates into and out of Knoxville. Although it is relatively large for the area, the characters may be startled by its down-home atmosphere and the country inn manner in which it is run by its small staff. A quick examination of the clientele who can be seen smoking and chatting in the lounge indicate the type of people the inn caters to. If the investigators don't think of it themselves, a successful Idea roll has them wondering how a simple rural schoolmarm could afford digs like these.

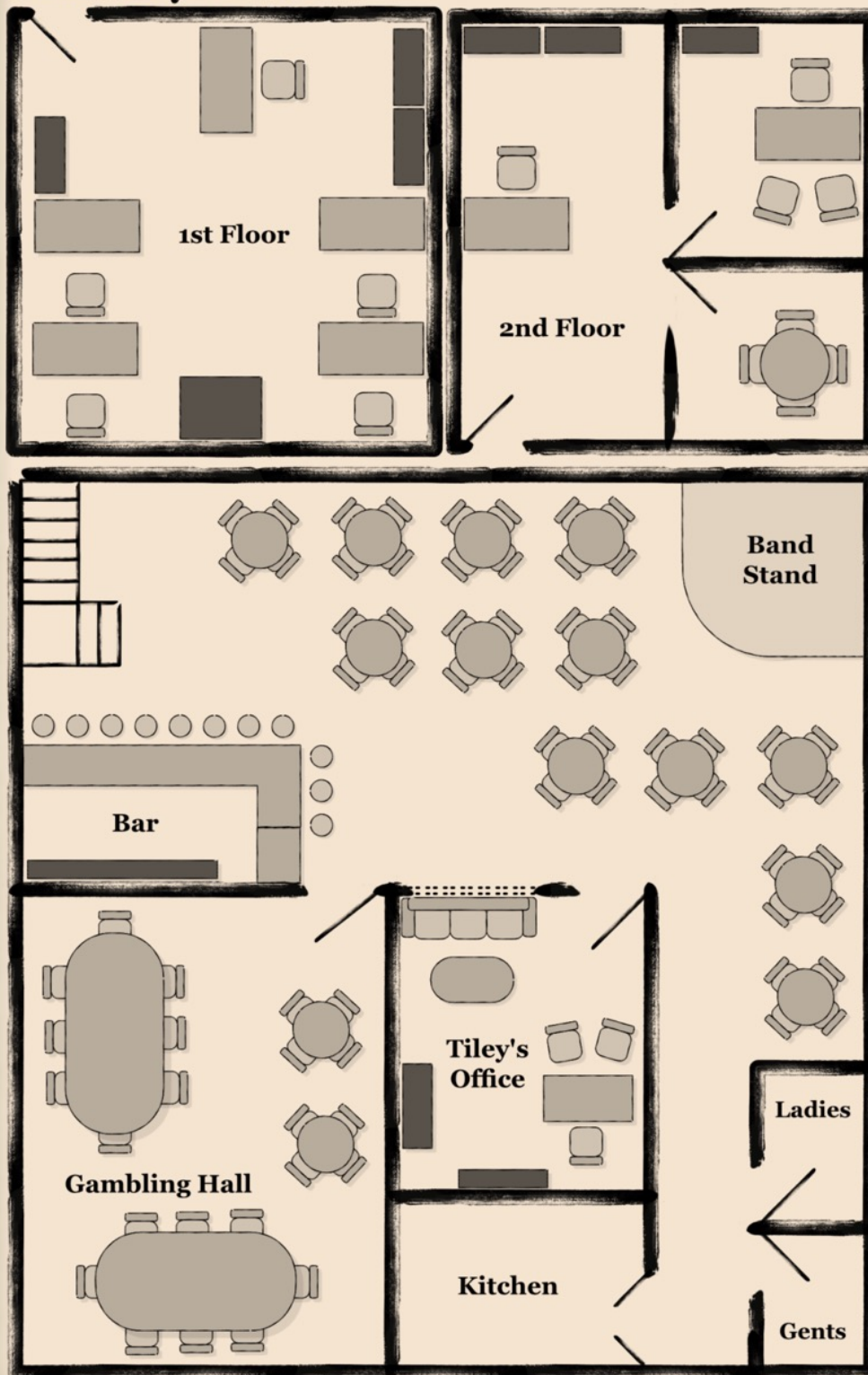
If the investigators choose to inquire with the staff as to whether anyone answering to the description of Margaret Hamill stayed at their hotel, none of the employees are able to remember for sure, as her description matches several guests. If the characters ask to examine the guest registration, they are denied, unless they make a successful Persuade roll.

The only other way in which the characters could examine the guest register is to stay at the hotel as well. The cost is an extravagant \$20 per night for a single, or \$35 for a double. While they are signing in, a quick peek into the front of the book while no one is looking (either a Spot Hidden attempt or both a Dexterity roll and Idea roll) reveals Margaret Hamill's signature, dated the day after she disappeared from Cumberton. An additional peek reveals Walters' signature on the

same date, right below Margaret's.

This signature is the only clue to the double nature of Walters. If the investigators have acquired a sample of Margaret's signature from the church, they will see that it is obviously not the same as that in the hotel registration book. Also, in the margins

Jack Tiley's Place



of the registration book, next to the bogus entry, are the letters "PhoP" (a hard Spot Hidden roll is required to notice this if the examining character is doing so on the sly). A hard Accounting roll reveals this abbreviation to indicate "Paid by other Party." When Walters visited the inn, he entered Margaret's name and then paid for her room, so that the inn's bookkeepers would not notice anything out of the ordinary. The hotel staff will remember that Walters made this double-payment. If the investigators can nail a extreme Luck result on a die roll, the staff are also be able to give a description of the gentleman that runs very close to Walters' description.

If, once the investigators return to Cumberton, they confront Walters with this information; he first puts on an air of shock and confusion. If pressed about why he paid her hotel bill, we will sigh, look sheepish, and explain that he and Miss Hamill had a certain "liaison." He felt that paying her bill was the gentlemanly thing to do. Even though he does his best to hide it, a hard Psychology roll reveals a certain underlying tension in his manner that wasn't there before.

Once he realizes that the investigators may be on to him, he does his best to eliminate them through any means possible.

Jack Tiley's

The Knoxville warehouse district located adjacent to the Tennessee riverfront is constantly bustling with all manner of transport — trains, trucks, barges, you name it — leaving or converging on the mining Mecca with their wares. Unlike many of the neighboring towns, with their down-home, easy manner, Knoxville is constantly jumping to the tune of the railroad and mining barons that hold sway over it. Smack-dab in the middle of this area, close to one of the largest rail yards sits Jack Tiley's. On the surface, a warehouse just like any other, but beneath the loading docks and packing crates is the largest speak-easy in eastern Tennessee.

The upper building follows the plans of an average warehouse. Roughly square in shape and nearly 100 yards on a side, the corrugated metal sides rise three stories to an aluminum roof (accessible via a winding wooden stair up one side) set with huge dirty sky-lights. Several railroad tracks lead up to and through massive doors into which Judas-gates have been placed for convenience. Peering inside, one sees a multitude of containers — wooden, metal, and paper — stacked on towering pallets awaiting eventual loading onto trucks or trains for their final destination.

At one corner of this near-stadium is a two-story structure housing the warehouse's business office. During normal working hours, these offices and the warehouse in general bustle with activity, over-seen by Jack himself. At night, the structure still bustles with activity, but with a twist of lemon.

Only a few steps from the internal office area is a huge crate marked with the legend: "VAUXHAL AUTO PARTS - TO BE DELIVERED BY OWNER." Within this crate is the entrance to a lavish source of entertainment and alcoholic bliss below. Access is simple, the only requisite being familiarity with the clientele. The characters should have no problem getting in by dropping

the names Jefferson or Thompson. Security is not very tight, considering the fact that the local heads of law enforcement are regular customers.

Tiley's has what most people have come to expect from a quality gin-joint. The front room is spacious with a large marble-covered, mirror-backed bar that dispenses the best spirits the world has to offer — at a price. In another corner a jazz band made up entirely of "gentlemen of color" beat out the best in modern music. In between, the privileged classes raise their wrists, while flappers twirl their beads to the beat of the music. At the height of the festivities, the atmosphere is best described as electric. Through a door on the other side of the packed dance floor is a small — though no less congested — room where the high-rollers meet to exchange fortune. The small gambling hall is completely decked out with craps, roulette, baccarat and poker — and the games are for high stakes and completely legitimate (most of the time). As has been mentioned, it shouldn't come as any surprise to find both the mayor and chief of police here on any given night, particularly given the fact that Jack Tiley has them both in his pocket.

Jack Tiley — originally, Iago Tillini — is the son of Italian immigrants who arrived just in time to give birth to their only child. Growing up in the immigrant neighborhoods of Philadelphia, he became involved with several "families" who made sure he was brought up with a strong grounding in the concept of "American Free Enterprise." He soon showed that he had a good head for numbers and superb organizational skills, but a certain disdain for the enforcement aspects of the "business."

Jack Tiley

Mobster, age 35

STR 60	CON 70	SIZ 50	DEX 60	INT 80
APP 70	POW 70	EDU 80	SAN 70	HP 12
DB: 0	Build: 0	Move: 9	MP: 14	Luck: 70

Attacks per round: 1

Brawl	40% (20/8)
.32 Revolver	50% (25/10), damage 1d8
Dodge	30% (15/6)

Armor: none.

Skills: Accounting (70%), Law (55%), Persuade (85%).

With the passage of the 18th Amendment, the family patriarchy saw a need to expand their sources of raw material into domestic resources, as their receipt of foreign goods dwindled. Knowing Tiley to be quick on the uptake, they sent him into the Appalachians to plunder much needed natural resources. Using his inestimable charm, as well as that of his good friend "Lucky" Lukie Grambioni, he convinced the Knoxville hierarchy of the benefits his business would provide to the local economy. Soon after, his



warehouse was set up as the mid-west's focal distribution point for locally made whiskey and spirits. Tiley's customers include several influential families in the Philadelphia, New York, and Chicago areas. If anything were to happen to his business, they would be, understandably, upset...

Depending on how the investigators are proceeding with the clues they've received, this location will either clarify the connection between Sheriff Jefferson and the kidnappings, or will be a complete waste of time. In either case, it is a potentially deadly red-herring for the characters. Unlike your average cultist or raving mad-man, the people involved in this sub-plot are perfectly lucid, and completely ruthless. Anybody who gets in their way will be squashed. Keepers can use enemies created here as a recurring problem to the investigators. Was the deliverer of that horse's head some insane cult member, or simply an annoyed family member?

The characters shouldn't have too much trouble here, if they don't cause any undue problems like bringing in the Feds, or threatening to do so. Hell, they might even have a good time! If they do cause trouble, there are several options as to how the referee can deal with them:

- Tiley will put a contract out of the characters, and they will be attacked by scar-faced hit-men sometime during their stay in Knoxville.
- Tiley will send a telegram to Jefferson, who will deal with the characters upon their return.
- Tiley will discuss the situation with the chief of police, who will lock the characters up and throw away the key on some trumped up charge.

When the investigators meet him, they find Tiley to be a fashionably dressed gentleman, with the touch of an east-coast accent (that Idea rolls may reveal to be Philly-Italian). He is of medium build and swarthy complexion, dark hair greased firmly into place. The characters find him to be quite talkative and very confident in the position he has made for himself. He is not easily threatened, particularly if his partner Lucky Lukie is anywhere nearby.

"Lucky Lukie" Grambolini is the stereo-typical gorilla enforcer. He was sent along with Tiley on this project for two reasons: first, to add a little extra incentive toward local cooperation and second, to make sure that Tiley doesn't get any funny ideas. Lucky has no sense of humor and is as ugly as a naked mole-rat. He got his nickname after being shot in the head three times (once from point-blank range), and surviving. Several people in the business seem to think he's indestructible, and so far he hasn't proved them wrong. Also fashionably dressed, he is never far from Tiley during evening hours. He's usually asleep during the day, and uses the early morning hours to get any "special project" that he has been assigned, over with. If the investigators push Tiley the wrong way, they can expect a visit from Lucky.

"Lucky Lukie" Grambolini

Hit Man, age 24

STR 90	CON 80	SIZ 80	DEX 70	INT 50
APP 35	POW 90	EDU 30	SAN 90	HP 17
DB: +1d6	Build: 2	Move: 9	MP: 18	Luck: 65

Attacks per round: 1

Brawl	95% (47/19)
.38 Revolver	70% (35/14), damage 1d10
Knife	95% (47/19), damage 1d4
Dodge	35% (17/7)

Armor: none.

Skills: Accounting (35%), Drive Auto (55%), Law (65%), Locksmith (65%), Sneak (75%).



PASSAGE TO PERMIA

"Consider then, that a geas has been put upon you, and take yourself off to the caverns in which the serpent-people reside..."

—Clark Ashton Smith, *The Seven Geases*

The first impressions of anyone entering the Stutts mines for the first time if they have either been in a mine before or have a working knowledge of mining practices (i.e., an extreme Geology roll), is of its relative cleanliness. The shift crews also seem very well organized their work reminiscent of an assembly line.

Several hundred feet into the mountain is a large cleared area from which several tunnels extend, and from which the noise of drilling can be heard. In roughly the center of the area is a shaft housing an elevator leading to lower levels. Like clockwork, the elevator rises and falls, bringing loads of coal in carts to be carried out.

The foreman accompanying the investigators leads them to the elevator and down past two other openings to the fourth and lowest level of the mine. As they drop, they can feel the temperature fall several degrees and can smell the air become foul with the scent of burnt timber. If any of the characters asks about the smell, the foreman explains that the remains of tunnel supports haven't been completely removed from the level yet after the fire broke out, and it will take some time before the ventilation system gets rid of the smell.

The main opening on the fourth level is significantly smaller than the other levels, and only a few tunnels lead out of it.

While stepping out of the elevator, the foreman points out a cord that leads back up the shaft. He explains that if anything happens, somebody should yank the cord as hard as possible, and not let go. The rope leads to an air horn just outside the mine, that will summon help.

The foreman then leads the characters down one of the tunnels, where the smell of burnt timber and smoke grows steadily.

The footing is very rough, as the tunnel has only been cleared enough to get through to any survivors of the accident and not much attention has been paid to neatness.

As the group proceeds along the tunnel, successful Listen rolls give hint to slight groaning coming from the tunnel ceiling that is supported by somewhat hasty reinforcement. Spot Hidden rolls also reveal small pieces of debris that occasionally fall from the thousands of tons of earth above the investigators heads. Anyone making such rolls should check against Sanity to avoid being immobilized within the tunnels.

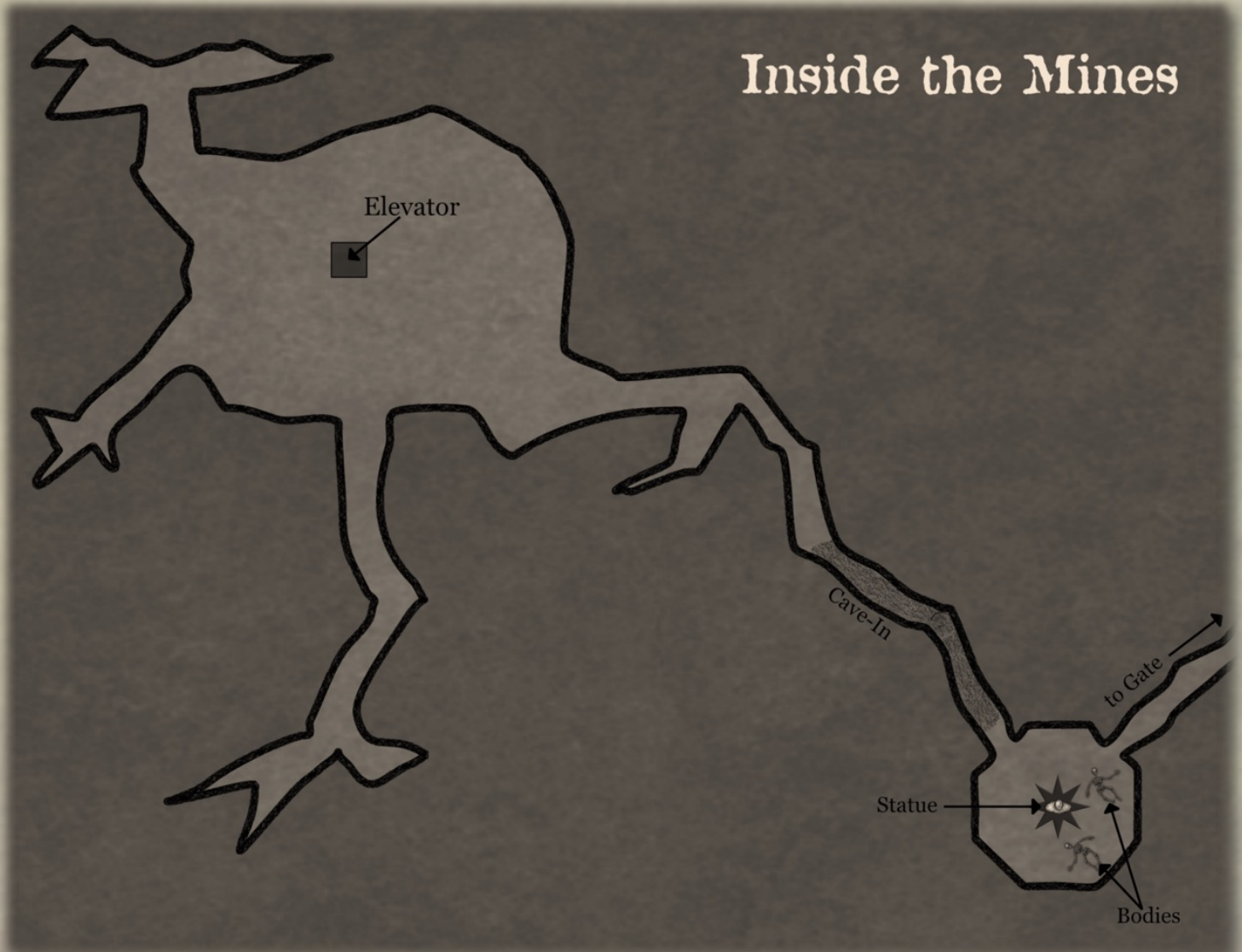
The tunnel eventually opens into a 30 x 30-foot chamber, dominated in its center by a large statue of a contorted snake-like creature, with huge claws, and fangs the length of a forearm, carved out of jet black stone. The material that the statue is made of seems to be frictionless to the touch, and a hard Geology result reveals it to be an unknown mineral. On the head of the statue is a crown of some sort, decorated with four large gems. Each of them is black and don't seem to reflect any light shown at them. The statue faces a large metal door, that is half way ajar. Beyond this door is a dark tunnel that leads downward into the darkness, on the walls of which hang torch sconces. Also in the room are

the charred remains of four bodies, two by the metal door, one by the opening in the wall, and one near the statue itself. This discovery requires a check against Sanity (0/1d3) and handling them (for removal or examination) requires another one (1/1d4). A hard Medicine result reveals that the backs of the bodies near the door and the chest area of the other bodies seem to be much more charred than the rest, indicating that these areas may have already been burned, before the fire started.

The tunnel leads off into darkness, further than the range of the investigator's torches or lanterns. Examination shows that the tunnel is man-made, and appears to be quite sturdy, with regular stone arches and a cobbled floor. In the dim lighting, a vivid imagination might even conjure images of a ridged throat or the inside of a serpent, the arches forming an enclosing cage of ribs. Any character suffering from Claustrophobia might have some trouble here...

As the characters descend into the darkness, they find the temperature dropping rapidly, and after what seems like only a few moments, the light from the entrance vanishes completely. Hard Spot Hidden results reveal carvings on the floor, walls, and ceiling of the tunnel, that become more dense and intricate as

Inside the Mines



they move deeper into the depths. Soon they come upon an arch in the tunnel that is so densely carved with hieroglyphics that it's difficult to determine where the characters end and the untouched stone begins. Only characters with Cthulhu Mythos skill are able to decipher these markings, and then only with an extreme result. If able to decipher them, they appear to be some form of repetitive mathematical formulae, possibly dealing with Mass, Time, and Distance. If transcribed and studied for at least a month the characters decipher the "Create Gate" spell.

Passing through the gate will feel like the investigator has been covered by swarming ants, and will require a Constitution result to avoid passing out. Those who fail this attempt fall unconscious for roughly five minutes per 10% by which the roll was missed. If successful, the investigator feels slightly dizzy. There is no loss of Magic points when passing through the gate, as it is being powered by the Nasahari shaman (fortunately he's unable to discriminate between the life-forces passing through it!).

Crossing over has a couple of other side-effects. First, any electrical equipment carried by the investigators will no longer function, magnetic items (such as compasses) will be degaussed, and undeveloped camera film will be ruined. The party may be suddenly plunged into darkness! Second, looking at somebody who has crossed over is akin to looking at someone through a screen or dirty window. For some reason, they appear rather hazy. Furthermore, a hard Spot Hidden result followed by an Idea result reveals that they have been inverted (as though in a mirror). Anything held in the right hand appears to be held in the left, and vice-versa. This effect works from both sides of the gate, and once a character passes through, their perception returns to normal on their side. Finally, no sound can be heard from the opposite side of the gate, unless the characters are able to wait for several million years for spoken messages to arrive...

Given the dim lighting in the tunnel, characters who fail an extreme Spot Hidden attempt fail to notice a door set into the wall of the tunnel, some fifteen feet ahead of the gate. This unlocked doorway opens into another tunnel that eventually splits into two passages. The left passage leads upwards and eventually opens up into a well concealed location not far from the Rock. The right passage eventually ends in a small, empty chamber with a trapdoor set into its roof. The trapdoor opens beneath a throw rug in Terrance Walters' bungalow.

A Castle of Darkness

Once the characters have passed through the gate, they notice that the tunnel begins to slope upwards. As they climb slowly forward, the temperature begins to rise as expected. Unexpectedly, before they reach the tunnel mouth, the temperature continues to rise, as does the humidity. By the time they exit the tunnel into burning sunlight, they are drenched with sweat, and find breathing labored for their efforts as well as a slight tang of ammonia in the air. The characters have just made a 250-million-year leap into the past.

The tunnel opens into a large compound completely con-

structed of black stone, that a Geology roll reveals as basalt. Surrounding the compound are sheer walls roughly twenty feet in height. A small structure abutting one of the walls provides access to the tunnel, and is bounded by dual flights of steps that lead to the top of the wall and a narrow stairway leading down the other side. The walls themselves are only a couple of feet wide and quite slick. Any characters attempting to walk along them will have to make a hard Dexterity roll or slip off. At the far end of the compound is a tall, slim step-pyramid type structure, that towers nearly eighty feet. An Archeology or Anthropology roll reveals the architecture to be similar to — though not exactly — Mezzo American in design, and a Geology result indicates that the entire structure has been carved out of a single piece of rock!

Upon the floor of the compound is a light layer of black ash (powdered basalt), that clearly reveals tracks leading directly from the entrance to the tunnel to the pyramid, without detour to other areas. A Tracking result indicates several sets of footprints, human as well as non-human. A Biology result indicates the tracks to be reptilian in nature. They are quite large, and may have been created by an alligator or similar creature, though there are no additional marks normally attributed to that kind of animal. If the Tracking result was at least hard, several sets of both male and female human tracks can be distinguished, and it would appear that some of the female tracks indicate a struggle of some kind. An extreme Tracking result goes so far as to determine the type of shoe making the prints, as well as the possible size and age of the wearer. The tracks were formed by the Serpent Men, Walters, Shawna, and their — often struggling — victims.

As the pyramid is approached, the characters find that it is bounded by a moat of sorts, just wide enough to require a hard Jump result to get across. In the mote is a dark bluish-gray mist that continuously whirls around obscuring the bottom. If one of the investigators is lowered down into the mote (or falls in) they find that it is twenty feet deep, and the bottom is covered with snakes. A Biology roll indicates that the vast majority of them are poisonous.

Protruding from one side of the pyramid is a large structure that is shaped like a serpent's head. Opposite the head, on the other side of the mote, is a large, square slab of stone — roughly two feet high and eight feet on a side — on top of which stand two obelisks made of the same material as the statue in the chamber. They are both covered with glyphs and markings, that an extreme Archeology or normal Cthulhu Mythos result reveals to be some kind of incantation to do with "feeding the serpent."

If the spell is enchanted (at the loss of two Magic points) the eyes on the snake head rolls down and gaze at the characters. The head then begins to extend forward, mouth opening, to reveal two rather large teeth. About a fourth of the way across the mote, the head stops, and a large forked tongue continues out across the mote, until each point of the forked tongue touches one of the obelisks. Witnessing this requires a Sanity check (0/1d3).

The tongue provides access across the moat, but its surface is

coated in greasy red ooze, and requires a Dexterity result to get across without falling. Anyone who falls into the mote is eliminated. Characters who witness this must make Sanity rolls or become paralyzed with fear while they witness their friend's agonizing death at the fangs of the venomous serpents below.

[Some referees and players may find this bit a little too harsh, particularly when playing with smaller groups. In these instances, allow for opportunities to grab falling characters "in the nick of time" to save them from this horrible fate.]

THE SERPENT'S LAIR

As mentioned previously, the entire structure has been carved out of the same massive slab of basalt. Seams between independent pieces of rock are nowhere to be found. The basic architectural technique, though apparently Mezzo American, is significantly more advanced. The tools needed to create this kind of a structure are unheard of in the twentieth century (let alone the Permian era!). Characters will also note the amazing level of preservation and cleanliness about the site. Idea rolls indicate that the structure is relatively new — say, within the last fifty to seventy-five years or so.

About halfway up the structure is a large opening, possibly a window or doorway. Apart from the main entrance, this appears to be the only way into the structure, and it is inaccessible from outside, without proper climbing equipment. Just outside this opening, the sun glints off of an object of some kind. It's too far off to tell what it is, but a pair of binoculars reveals it to be a large modern telescope supported by a tripod. Inventive investigators who can determine which way north is without a compass determine that the telescope is pointed into the southern sky. Those who wish to wait until nightfall to determine where they are will get quite a shock when they find themselves looking at the Southern Cross, instead of the Little Dipper!

Another feature that characters may or may not notice is the complete lack of bird-song, or even birds for that matter. They do see several flying insects however, most of them quite large and unfamiliar to Tennessee, as are the oppressive heat and humidity. Characters that begin to question where and when they are — particularly Natural Historians or Biologists — should make Sanity rolls to avoid being stunned.

Ground Level and Entryway

Through the mouth of the serpent head, is a brief passageway leading into roughly square chamber, forty feet across.

There are several lit torches set into sconces on the walls, that illuminate a statue in the center of the room. The statue is identical to that which the investigators discovered in the mines, and it is facing the entrance through which the characters emerged. The room is decorated by bas-relief carvings in three of the four walls, that graphically depict a mass of snakes and Snake Men, dismembering and eating several different types of animals, including other snake men. Curiously, there are no depictions of humans anywhere in evidence.

The far wall of the chamber is covered a jet black satin curtain, behind that the characters will find a stone stairwell, leading

both up and down, that skirts the walls. The stairs are steep and there are no railings to keep careless investigators from plummeting 100 feet to the bottom of the shaft. No rolls are necessary when climbing these stairs, unless the investigators are in combat or in a hurry.

Level One

Thirty feet up the stairs lead the investigators to the first landing and an unfurnished open area, that is lit by torches. This level houses Walters' lab, his office, and a set of holding cells.

The Laboratory

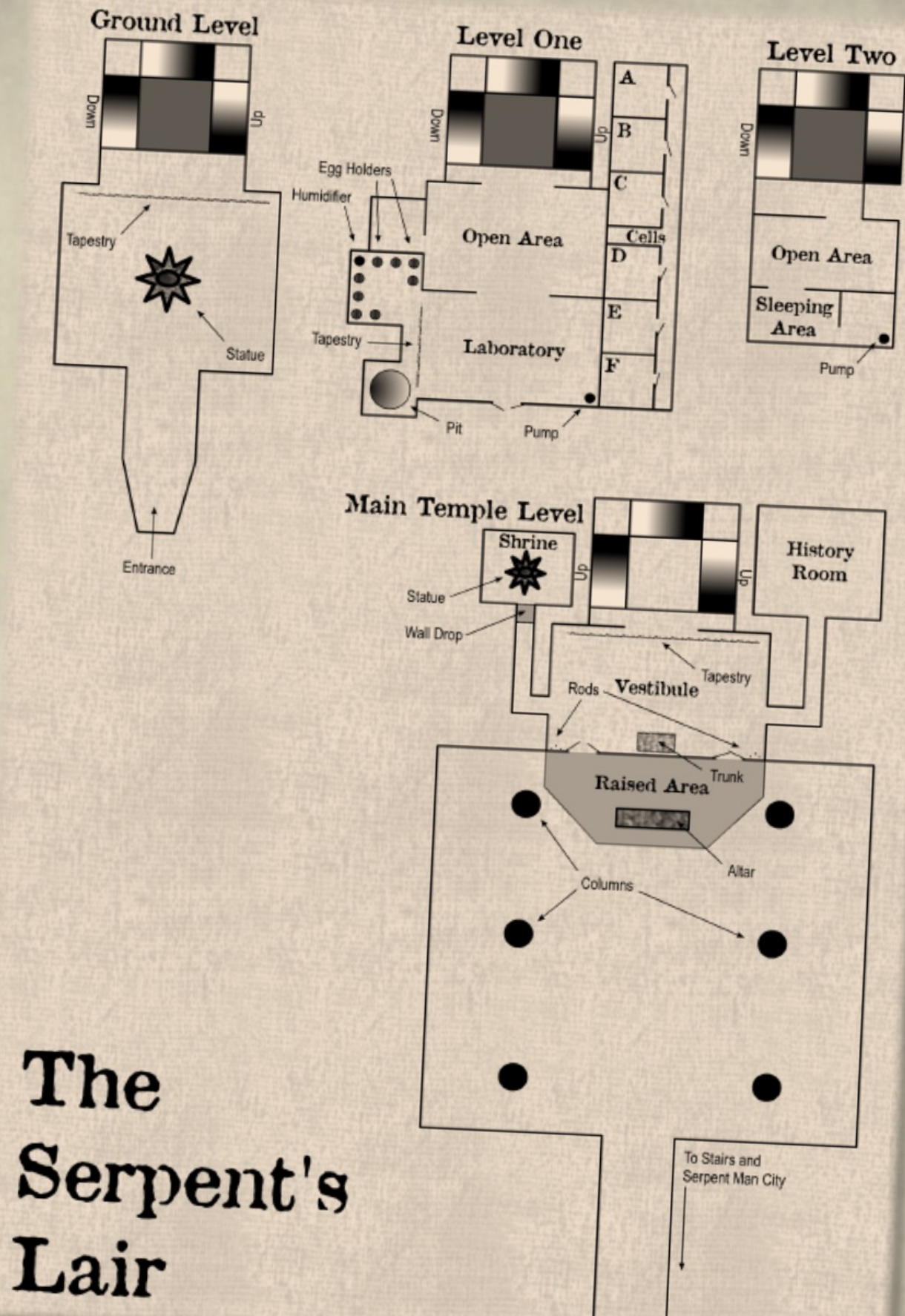
This room is crowded by a large marble slab in the middle of the floor that is roughly 5x7 feet in size, stands three feet from the floor, and is heavily stained. Several grooves have been carved into the slab's surface, that lead to a small drain in its center. A successful Biology roll reveals the stains to be dried blood. There are also several tables set along walls, on which can be found microscopes, Petri dishes, surgical and dissection tools, and glass jars of all shapes and sizes. The contents of the jars seem to be, mostly, different types of snakes, fetuses or embryos, and internal organs. A successful Zoology roll reveals these to be a mix of both human and large reptilian (an Education roll to realize they are snake organs). There are also a few that cannot be identified. In one corner of the room is a manual water pump, that is perfectly functional, and a metal bucket.

At one end of the room is another large black curtain, that conceals two small areas.

In the first is a hole in the floor with a large stone plug in it, that is hooked up to a pulley mechanism. If the plug is removed, the room is filled with a rotting stench that forces each investigator to make a hard Constitution roll to keep from getting ill. The pit is roughly fifty feet deep and five feet across. If the contents are examined, the broken, gutted and rotting remains of three women are found, currently acting a food supply for a swarm of large scavenger insects (a Sanity check is required; 1/1d4).

The second area is hot, humid, and foggy. The cause of this is a small contraption that drips water onto a large bucket of rocks heated by a Bunsen burner. In the room are a dozen cylindrical platforms. On nine of them sit coconut sized spheres, that are light green in color and have a mottled texture. An Education roll may suggest that these are eggs of some sort, and if opened, they reveal a partially formed human fetus (a hard Sanity roll is required; 1/1d6).

Set into the far wall of the laboratory is the opening that the investigators noticed when outside, the telescope readily apparent. Even to the casual observer, the telescope is obviously of both high quality and power, and requires two people to move safely. Unfortunately, it being daylight hours, nothing can be seen through it. Stepping out of the opening places the characters on a small balcony from which a small walkway extends along the outer walls of the pyramid, wrapping around to the other side.



The Serpent's Lair

Characters following around to the backside of the pyramid will soon find that the opening actually was at the backside, and they have moved to the front. They will also have to make hard Sanity rolls (1/1d8). At the base of the pyramid, that actually extends downward another hundred feet, is what can only be described as a large town or small city. Entirely built of the same basalt and enclosed within a vast curving, bowl-like walls are hundreds of multi-tiered structures connected by roads and catwalks. Scurrying about the structures like a nest of ants are thousands of serpent-folk, most dressed in simple tunics, others garbed more elaborately.

About 150 feet below their current position, the investigators can see a large opening in the pyramid and a set of stairs leading downward into the heart of the serpent city (for their use, if they dare...).

The Cells - Hidden behind a heavy metal door (with a Size of 80) are half a dozen cells, each of which are filthy, and locked up with large windowless iron doors of their own (also with a Size of 80). Half of them are empty. In cell B is a very frightened, but coherent Cissy Carlson. In cell A is a very incoherent and very pregnant Libby Johnson. A successful Listen roll at the door of cell F, reveals the sound of a baby crying. Inside is an infant, lying face down in a bed of straw. Its skin is covered in lesions and it is whining. If anyone picks it up or turns it over, they see its snake-like eyes and a skinny forked tongue that darts in and out of its mouth (extreme Sanity roll required; 1/1d6).

The Office - This room is furnished with a desk, chair, and a set of bookshelves. The shelves are full of books, that cover the subjects of local Indian folklore, and human and reptilian biology. Most of the scientific texts are specific to reproductive processes. In the desk is a piece of paper with a list of nine girls' names on it. Next to four of them are check marks, five of which are crossed out. The three names coincide with the four missing girls. There is also a folder, inside of which is a manuscript that Walters has been working on, entitled "Descendants of the Serpent" and some notes that describe the spell "Dissemble" (see the section of Magic for details on these items). Also, hanging on the walls are several diplomas from Miskatonic University in Zoology and Medicine.

In plain view atop the desk is a piece of paper marked with the headline: "Progress of Invasion." Several columns of numbers are jotted down that appear to be times, both chronologically as well as geographically. Characters with knowledge of Astronomy or Natural History may recognize these numbers as stellar coordinates used by astronomers when tracking the movement of heavenly bodies. A successful Astronomy result indicates that something will be impacting the Earth within a few weeks' time.

Characters that use this knowledge to use the telescope after sunset will be in for a shock. The first character to peer through the telescope at the correct stellar location will have the dubious advantage of seeing the Old Ones winging in on the cosmic winds (an extreme Sanity result is required to avoid catatonic shock; 1d10/1d100). After seeing their compatriot go white, and possibly leap off the pyramid to be crushed a hundred feet be-

low, any investigators who foolishly glance through the telescope will suffer the same fate. When that first investigator goes, kindly Keepers may have him or her take the telescope along for the plunge.

Level Two

Another thirty feet up the stairs lead the investigators to another landing, and another open area, also lit by torches.

Sleeping Area - Leading from the open area is a small room, whose floor is covered in large pillows and blankets. In one corner of the room is a small table on which sits a lantern and a small pile of popular novels. Just off this area is another small room that is furnished by a large wooden barrel, a functional water pump, a few buckets, and two fairly ornate cloaks hanging on pegs in one wall.

If the characters enter the pyramid during daylight hours, there is only a slim chance (10%) that Walters and Shawna are present. At night, however, the odds are almost certain (90%). If either of them is present, there is also a good chance that a few Serpent Men (one who carries a Cthughan Funnel) will also be present (75%). If the party is exceptionally noisy while in the structure, Shawna and at least one of the Serpent Men hide behind the curtain in the Laboratory and wait to ambush the characters, while Walters waits upstairs. If there are any women in the party, and Walters is present, he tries to capture them alive for his experiments. If the party shows caution in moving about the structure, they may find Walters at work on his manuscript, and Shawna asleep in the bedroom.

Main Temple Level

After heading fifty feet down the stairway, the characters encounter another landing, whose opening is covered by a black curtain.

The Vestibule - Upon peering through the curtain, the investigators find a brightly lit room, whose floor is tiled with a jet black, obsidian-like stone, polished to a mirror shine. A successful Geology result suggests that although the stone is similar to obsidian, it is really unknown.

On both sides of the room are openings in the walls, and there are two openings on the wall across from the stairwell.

In between these openings are several pegs on which hang half a dozen highly ornate robes, and a large trunk that, once opened, reveals thousands of dollars (following a Geology roll) of ornate jewelry. To each the left and right of the openings (i.e., not in between them), is mounted a rack of three Cthughan Funnels (if the characters have captured any, reduce the number accordingly).

On the front of the curtain (or back, depending on your point of view) is an image of Yig, flanked on either side by a naked male and female serpent man, intricately embroidered in gold and silver thread. The level of detail in this embroidery forces anyone observing it to make a Sanity roll (0/1d4).

The Communal Shrine - This small room is empty, apart from a large statue that looks similar to a tree, except that the branches form the shapes of hundreds of stone snakes, the larger of which have their mouths agape. A successful Zoology result

reveals that none of the carvings are duplicated and a hard Biology result shows that every species of snake known to man (plus a few unidentifiable ones) are represented on this statue. If examined, the larger carvings appear to be hollow tubes that lead down into the base of the statue, wide enough to insert an arm. A hard Spot Hidden result reveals a small switch on the back of the statue. Activating it seals the room, and real venomous snakes begin to slither out of the mouths of the statue. They continue to come out of the statue until 100 have appeared. The walls of this room are decorated in a similar fashion to the Entryway on the first level, and the floor is made of the same glossy stone as that in the vestibule.

The History Room - This room is completely empty. On the walls is a continuing fresco that, starting at the right of the room's entrance seems to depict the evolution and history of the race of Serpent Men, from the arrival of the first generation through the present, including great scientific discoveries, as well as disastrous wars. Historians studying the fresco will take note that the history of the race parallels that of human-kind in many ways, including a period of Enlightenment as well as a Renaissance. It would appear that the race is currently in something of a decline.

The Main Temple - Upon exiting the Vestibule from either door opposite the stairwell, the characters enter the main temple, where most Yig worship takes place.

The temple is roughly 75 feet square with a 40-foot ceiling, seemingly supported by eight large columns, each which holds three large torches. The floor, walls, ceiling, and columns all seem to be made of the same glossy black stone that covered the floors of the other rooms on this level.

At one side of the room is a raised area on which an altar is located and behind it is a great kneeling figure of Yig, that partially protrudes from the wall. The figure's eyes seem to be large yellow gems and the teeth appear to be carved from ivory and speckled with red stones, giving the illusion of blood. Its protruding tongue is painted a glossy red, and the flickering of the torch light gives the characters the impression that it is moving subtly. The figure's sharp claws protrude menacingly from above each doorway.

In the wall across from the altar is a ten-foot opening that leads to the outside of the pyramid. If the characters go through this tunnel, they find themselves at the top of a steep set of stairs leading to the Serpent Man city. On the floor of the tunnel, and protruding into the Main Temple is a gold and silver mosaic of a serpent, whose tail begins at the head of the stairs leading to the village and whose head is situated at the center of the Temple.

OUTSIDE THE WALLS

This option comes into play if, instead of heading right to the main temple, the investigators opt to go over the wall of the compound. The first thing that they notice is that they're not in Kansas (er, Tennessee) anymore. As far as the eye can see stretches a thick blanket of green jungle, into which a thin, slick set of stone steps leads.

At the bottom of the steps is a narrow pathway through the heavy undergrowth that little light manages to reach. Compared to the tangle of vines, creepers, leaves and moss of the encroaching jungle, the pathway is relatively clear. Leaving the path is, for all intents, impossible without a machete or a bull-dozer.

As mentioned previously, the only noises that emanate from the jungle seem to be the buzzing and clicking of insects. No aviary is in evidence what-so-ever. Players who noisily shout "ooo-ooo-ooo-eee-eee-eee-ahh-ahh-ahh," should be made clear on this point, perhaps at the expense of a Sanity roll. Apart from insects, the only life that seems in evidence is of amphibian and reptile nature.

Characters, who insist on traveling this path, properly equipped or not, will have an encounter with local wildlife once per evening (until they get the hint, starve, or provide sustenance for something else). Remember, too, that Cthulhu and friends are on their way as well!

After a first evening's camping, one of the investigators will awaken to puffs of fetid stench being blown in his or her face. They are eye-to-eye with a Pelycosaur (a Permian predecessor of the Jurassic dinosaurs), resembling a large Komodo dragon with a large spinal fan and drooling jaws. It's found something for breakfast – the investigator's face – and will attack until killed or driven off (see the section on creatures for more details).

A few hours after recovering from the Pelycosaur attack, the investigators will hear a mounting buzzing sound coming from the trees above them. Idea rolls would suggest that they run as fast as possible to the Serpent Man town, as they are about to be attacked by a vicious swarm of Permian wasps. These fist-sized devils attack the first character that they manage to catch, or the idiot who decides to stand and fight (see the section on creatures for more details). These beasts return every six hours until the characters return to within 100 yards of the Serpent Man city – a safety zone against all jungle critters.

The only thing the characters find of interest outside of the city walls is their own demise.

SERPENT CITY

[This scene is provided for those investigators who'd really like to take their chances exploring a city infested with eldritch beings. Keepers who'd rather keep this type of adventuring out of their campaigns should simply bar the door.]

Once the party exits the Main Temple, they discover that the pyramid through which they have been exploring acts a figure-head for a large eldritch serpent town. The town is roughly a thousand yards long and nearly that in width. Completely surrounding it is a huge wall that curves inwards, providing partial cover to the edifices below. Along the overhanging edges of the wall are dim, unknown sources of lighting that keep the town illuminated through night hours.

Like the pyramid, the primary form of architecture appears to be Mezzo American in nature, most of the structures being

multi-story buildings. Access is provided by way of narrow alleyways and catwalks that sprout web-like from building to building. The buildings are built so close together that often less than five feet of open space lays between them making navigation (let alone combat) somewhat difficult. If the investigators choose to wander through these mazes of buildings, a successful Navigation or Tracking result is required to avoid becoming lost.

At the bottom of the stairs, there is a large open area that is dominated by a twenty-foot statue of Yig adjacent to which are two more smaller pyramids. At the statue's shoulder is a structure that houses chambers for the Serpent Men priests and beyond the statue is a larger pyramid that acts as a science annex.

Throughout the city, thousands of serpent men scurry from place to place, seemingly oblivious of the investigators. If they don't cause any trouble and take reasonable precautions, the investigators should be able to move around the city freely. It is rather mind-boggling that no one seems to be dilly-dallying at all. Everybody seems to be doing something, either due to the nature of the society, or perhaps in futile preparation of their

impending doom scant weeks away.

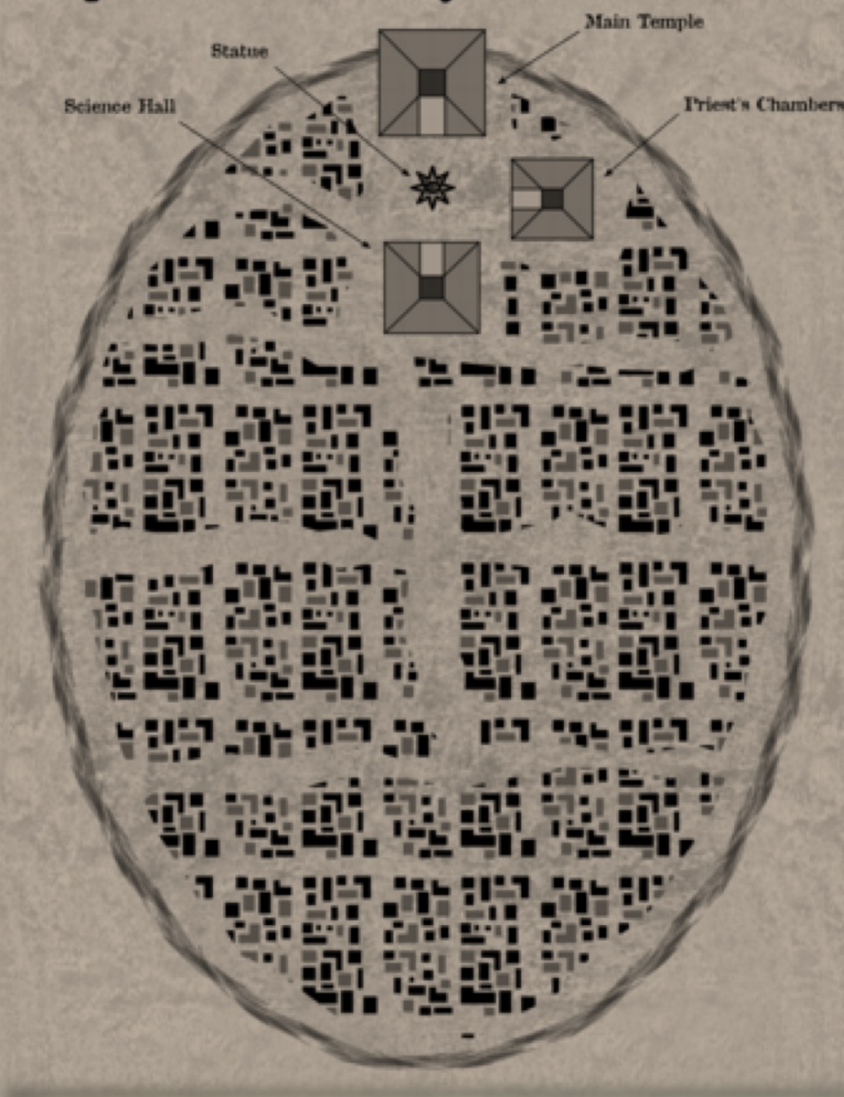
Given the huge number of serpent men in the area, it won't take long for the characters to get used to the fact. Instead of forcing them to make Sanity rolls every time they see a Serpent Man, once three rolls are successfully made, the players should be able to ignore the rolls completely. This rule doesn't cover any other eldritch creatures that the investigators may run into, however.

The Priest's Chambers

The first floor of the smaller pyramid is dominated by another hall dedicated to Yig, that resembles that of the Main Temple, but in a much smaller scale. A single doorway behind the altar gives access to a stairway leading up to the second floor. There the investigators find six chambers that appear to be sleeping quarters.

There are always several Serpent Man Priests in this structure, who will immediately try to kill any non-priest who enters. They are all armed with ceremonial daggers and at least one will be carrying a Cthughan Funnel.

Serpent Man City



The Science Hall

This structure, like the one described above, is also broken down into two levels, and accessed by a simple stairway at the rear of the first level.

Upon entering, the investigators find themselves in a huge library, that takes up the entire first floor. All of the tomes and tablets found here are completely unintelligible at a glance. If, however, the investigators make off with a handful or two, they may attempt to translate them. Doing so will require at least a year per item, and an extreme Idea result. Success will increase their Cthulhu Mythos skill by 10% each.

A search of the upper level of this pyramid reveals several rooms that appear to be laboratories and testing rooms for some very odd devices. The investigators may be able to find one of the following items per superb die roll they make:

- A standard Serpent Man Death Ray with three charges.
- A Yithian Lightning Gun with five charges.
- A Gate Box to a destination of the referee's choosing.
- A box of five chemical cold light tubes (flex the tube and it glows at 40-watt intensity for six hours).
- An ornate electric carving knife with enough juice for twenty minutes of activity (adds +1d4 to standard Knife damage when activated).
- Three vials of concentrated Serpent Man Poison.

One item that seems to hold considerable

prominence is a large chunk of the same glistening black rock used to tile the temple floors. Carved into the top of it (but not yet removed) is a bowl of some kind. If the characters manage to get close enough, they find that the bowl is being intricately carved with runes and glyphs beyond their knowledge (unless they can make a Mythos roll). The characters will also notice a multitude of carved silver tablets and printed diagrams depicting the construction of this object to minute detail. Called the “Vessel of Yig,” this object is only a curiosity in this particular scenario, but will play a heavy role in its follow-up. The characters need only know that it cannot be destroyed, nor can it be carried off in its present, uncompleted form. There are several chunks of the rock from which it is being carved laying around, that might make interesting — and ultimately helpful — souvenirs.

While investigating this structure, the investigators run into several Serpent men, who are scurrying around in their scientific and research activities. Also, if they arrive during evening hours, and Walters isn't in the upper levels of the main temple, he will definitely be here. If Walters is not present, there is only a small chance (10%) that the Serpent men will attack the investigators, unless they try to remove something, which causes an automatic attack. If Walters is present, he will have the investigators attacked automatically, and will attempt to capture any available female investigators for his sinister project. As with the priests described previously, at least one of the scientists will be armed with a Cthughan Funnel.

Exploring the City

Those investigators, who feel that their Sanity can take it, may want to wander around the city to see what they can see. Most of the inhabitants of the city ignore the characters unless they make a nuisance of themselves. If the investigators cause trouble, the first reaction of the serpent men is to capture them for delivery to the priests, and eventually, Walters who will deal with them in an unkind manner.

Characters wandering about the alleyways also have another potential problem, that being the existence of Cthonians among the town's population (who do you think built the city in the first place?). These creatures also serve Yig to some extent and given their limited diet (they obviously can't chow on Yig's children), they'd be more than happy to dine on an investigator or two. For every hour that the investigators plan to explore the city, make a die roll. On a 10% result, a very large Cthonian appears. Run, investigators, run!

THE FINAL OUTCOME

The best way to deal with the situation, once the investigators figure it out, is to destroy Walters, Shawna, and the work they have done. If they don't do these things, Walters' genetic experiments eventually succeed, allowing the new demi-race of Serpent Men to conjure up something big.

If the characters succeed in stopping the threat, they each receive the following experience points that are applicable toward

increasing their Sanity:

1d10 for stopping Walters and Shawna

1d6 for collapsing the tunnel leading to the gate in time

1d6 each for rescuing Cissy and Libby (the eggs will be surgically removed successfully, and she will recover).

With the threat halted, Yig becomes powerless to stop the inevitable decline of his people. Cthulhu and his minions reach the Earth a few short weeks after the investigator's visit to the past, and proceed to lay waste to it before finally being sent to their sleep beneath the waves. In order to salvage what he can for future generations, Yig orders his Cthonians to bury what remains of the black city beneath the surface of the Amazon Jungle.

During the war between the Great Old Ones, the Vessel of Yig was used to great, though insufficient, effect. It as well as the ruins of the black city lay undisturbed for 250 million years, awaiting the inevitable arrival of a small group of students and teachers from Miskatonic University who will inadvertently begin the cycle of horror again...

ROGUE'S GALLERY

This section describes the “supporting cast” that the investigators may meet in the course of their investigations. The actual numbers of these individuals is for the game master and the situation to dictate.

Margaret Hamill, Previous Teacher

Even though she has been long dead when the scenario begins, the characters may want a description of her when (or if) they travel to Knoxville. They may acquire a simple physical description and a general view of her personality from the townsfolk, but an in-depth study can only be obtained from Cathy Durrel, who was her best friend.

Ms. Hamill was, physically, as average as they come. She was of medium build and stature, with brown hair and eyes, and a fair complexion.

She was also, apart from Cathy Durrel, the only eligible woman in town. Unfortunately, as she didn't have Cathy's tough attitude and personality, she was targeted by the Sheriff for a series of unwelcome advances. She only confided enough in Cathy to tell her of Jefferson's moves, and told her that if it wasn't for her importance to the well-being of the town's children, she would leave Cumberton just to get away from him.

Average Moonshiner

Several moonshiners will be milling about The Rock during all hours of the day, more during evening hours than earlier owing to many being Stutts employees. The game master is encouraged to select an appropriate number to provide challenge to the number of characters in the area. Of those in the area, virtually all of them carry a buck knife or utility knife of some kind. A small percentage carry shotguns and only one or two carry hunting rifles. Those armed with rifles are most often located atop The Rock as look-outs.

STR 65 CON 60 SIZ 65 DEX 50 INT 45
APP 50 POW 50 EDU 20 SAN 50 HP 13
DB: +1d4 Build: 1 Move: 8 MP: 10 Luck: 50

Attacks per round: 1

Brawl
Shotgun 12-gauge 55% (27/11), damage 4D6/2D6/1D6
Large Knife 40% (20/8), damage 1d4+2
Dodge 50% (25/10)

Armor: none.

Skills: Cook Moonshine (65%), Track (55%), Sneak (25%).

Stutts Guard

Several guards are located about key locations at the Stutts mine site. Two are always located near the explosives shack. Any numbers of guards are immediately available to detain the investigators if their activities get out of hand. Each guard is armed with all weapons noted below.

STR 80 CON 90 SIZ 70 DEX 90 INT 45
APP 65 POW 50 EDU 45 SAN 50 HP 15
DB: +1d4 Build: 1 Move: 9 MP: 10 Luck: 50

Attacks per round: 1

Brawl 35% (17/7)
.38 Revolver 60% (30/12), damage 1d10
Shotgun 12-gauge 70% (20/8), damage 4D6/2D6/1D6
Large Knife 40% (20/8), damage 1d4+2
Dodge 50% (25/10)

Armor: none.

Skills: All perception skills (base+30%), Stealth (base+50%).

Stutts Foreman

A foreman is always available to accompany the investigators within the mines. The only location a foreman will not accompany them is into the chamber, on Stutts' orders. Outside of the mine, a small number of foremen are milling about giving orders to miners. Generally, each foreman is armed with a pistol. Shotguns are rare and at the discretion of the game master.

STR 80 CON 80 SIZ 75 DEX 65 INT 70
APP 65 POW 60 EDU 60 SAN 60 HP 15
DB: +1d4 Build: 1 Move: 8 MP: 12 Luck: 60

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
.38 Revolver 45% (22/9), damage 1d10
Shotgun 12-gauge 40% (20/8), damage 4D6/2D6/1D6
Pick 55% (27/11), damage 1d8
Dodge 50% (25/10)

Armor: none.

Skills: Mining (55%), Geology (45%), Operate Mining Equipment (45%).

Stutts Miner

The life-blood of the Stutts mine operation and the majority of Cumberton's adult population, miners can be found just about everywhere. With the exception of the cave-in area, there are always dozens of miners around the investigators at any time within the mines and about the mine site. Each miner carries a utility knife as well as mining tools that can be used as weapons if necessary. Within the mines, several are armed with pick axes or sledge hammers.

STR 70 CON 75 SIZ 65 DEX 60 INT 45
APP 50 POW 60 EDU 45 SAN 60 HP 13
DB: +1d4 Build: 1 Move: 8 MP: 12 Luck: 60

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Shotgun 12-gauge 35% (17/7), damage 4D6/2D6/1D6
Pick 55% (27/11), damage 1d8
Dodge 50% (25/10)

Armor: none.

Skills: Mining (40%), Operating Mining Equipment (45%).

Nasahari Brave

There are few dozen braves about the Nasahari camp site. They are completely fanatical and have committed their lives to the protection of the Shaman. Each brave is armed with a poisoned dagger.

STR 80 CON 80 SIZ 60 DEX 80 INT 50
APP 55 POW 60 EDU 25 SAN 0 HP 14
DB: +1d4 Build: 1 Move: 9 MP: 12 Luck: 60

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Large Knife 75% (37/15), damage 1d4+2
Dodge 50% (25/10)

Armor: none.

Skills: Speak English (50%), Tracking (50%).

Nasahari Woman

A small number of women are found at the camp site. They are there mostly to tend to the needs of the Shaman and will also defend him to the death. Each woman is armed with a poisoned dagger.

STR 60 CON 80 SIZ 50 DEX 90 INT 65
APP 55 POW 70 EDU 35 SAN 0 HP 11
DB: 0 Build: 0 Move: 9 MP: 14 Luck: 70

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Large Knife 55% (27/11), damage 1d4+2
Dodge 50% (25/10)

Armor: none.

Skills: Speak English (60%), Treat Poison (55%).

Greater Serpent Men

All of the Serpent Men Priests and Scientists are of this class; all others are considered Lesser Serpent Men. Outside of the Serpent Man city, this is the only class of Serpent Man the investigators will encounter. Each are clothed in ornately stitched robes, and have a thick skin that adds a +2 bonus to all defensive rolls. Unless noted otherwise in the scenario text, greater Serpent Men are armed only with large ornate daggers. If attacked, they'll use these and biting attacks in melee. Only priests carry Cthughan Funnels and only scientists carry Death Rays.

STR 75 CON 65 SIZ 60 DEX 75 INT 105
POW 75 HP 13 Move: 8 DB: +1d4 Build: 1
MP: 15 Sanity: 0/1d6

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Bite 45% (22/9), damage 1d8+Poison
Large Knife 50% (25/10), damage 1d4+2
Dodge 50% (25/10)

Armor: 1 (thick skin).

Skills: Intimidate (60%), Biology (40%), Chemistry (40%), Spot Hidden (35%).

Magic: Contact Yig, Summon Child of Yig, Hands of Colubra.

Lesser Serpent Men

These creatures constitute your average, run-of-the-mill Serpent Man. They are only encountered in the Serpent Man city, and then in numbers counted in the thousands.

The lesser Serpent Men are driven by their current duties in preparing their city's defense against the Great Old Ones' imminent arrival. Unless interfered with, they ignore any investigators.

STR 50 CON 50 SIZ 45 DEX 60 INT 75
POW 60 HP 9 Move: 8 DB: 0 Build: 0
MP: 12 Sanity: 0/1d6

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Bite 45% (22/9), damage 1d8+Poison
Large Knife 35% (17/7), damage 1d4+2
Dodge 50% (25/10)

Armor: 1 (thick skin).

Skills: Intimidate (60%), Spot Hidden (35%).

Magic: Contact Yig.

Chthonians

If the investigators manage to encounter one of these otherworldly menaces, their best tactic is to run! The size of these

creatures approaches that of a train car, and their multiple prehensile tentacles can stretch forward out of its slaving maw for a dozen yards. Chthonians attack by wrapping one of several extended tentacles around its victim and pulling the prey into its maw. Any prey that is too large to fit is crushed and snapped in twain until it does. Killing a Chthonian out-right is out of the question without high explosives. A trapped investigator's best bet is to cut through the ensnaring tentacle before it's too late. A tentacle's hide is quite thick, and provides a +3 defense against any attack.

STR 260 CON 200 SIZ 260 DEX 36 INT 90
POW 90 HP 46 Move: 6/1 DB: +5d6 Build: 6
MP: 115 Sanity: 1d3/1d20

Attacks per round: 1

Brawl 75% (37/15), damage 1D3
Crush 80% (40/16), damage 1d8+Poison
Dodge 17% (8/3)

Armor: 5 (thick skin).

Skills: Hold & Drain, Regeneration (5 HP per round), Earthquake attacks.

Fire Vampires

These small creatures only appear within Scales of Time as part of the use of a Cthughan Funnel, unless the game master wants to heat things up for the investigators. Fire Vampires appear as a swarm of individual points of flame, floating cloud-like about the summoner. When directed, they automatically ignite any flammable material with which they come into contact. The numbers summoned indicates the amount of damage done. Poor summoning results may cause the arrival of too few or far too many Fire Vampires! These creatures cannot be damaged with normal weapons. They are only summoned for a limited time and will leave once the purpose of their summoning has been fulfilled. Any characters witnessing the attack of Fire Vampires on a victim and his or her flaming consummation, must achieve at least good results on Will checks to avoid being struck with paralyzing abhorrence. Characters being attacked may attempt to dodge these creatures, only.

STR 0 CON 35 SIZ 1 DEX 80 INT 50
POW 65 HP 3 Move: 11 DB: n/a Build: -2
MP: 13 Sanity: 0/1d6

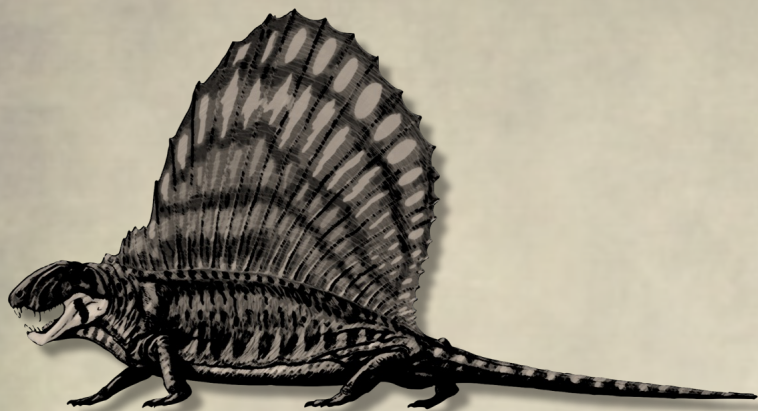
Attacks per round: 1

Brawl 85% (42/17), damage 2d6 burn
Dodge 40% (20/8)

Armor: none.

Skills: none.

Special: Invulnerable to normal attack. May be extinguished with water (1 hit poing per half-gallon of water or 1d3 per bucket full) or fire extinguisher (1d6).



Pelycosaur

This predecessor to the Jurassic dinosaurs resembles a large lizard, roughly the size of an alligator, with a box shaped head and a large dorsal fan. It is easily recognizable as a carnivore by the mass of sharp teeth, and two prominent fangs. It moves quite silently, and can easily blend into the jungle when threatened. When attacked, it will defend itself until substantially wounded, at which point it will scurry back into the jungle to lick its wounds.

STR 150 CON 120 SIZ 130 DEX 60 INT 25
POW 50 HP 28 Move: 8 DB: +2d6 Build: 4
MP: 10 Sanity: 0/1d6

Attacks per round: 1

Bite 40% (20/8), damage 3D6
Dodge 20% (10/4)

Armor: 2.
Skills: none.

Permian Wasp Swarm

This flying horror puts the modern threat of Killer Bees to shame. These monstrosities are primitive versions of modern wasps that grow to the size of a man's fist, and have a wing-span of up to eighteen inches. Fortunately for mankind, changes in the Earth's atmosphere did not allow these creatures to flourish! They attack in a swarm of twenty to thirty individuals, and will only attack a single individual at a time. Such an attack continues until the victim is dead, at which point the swarm will feed off the body until gorged. Anybody witnessing this frenzy must make a Sanity roll (1/1d6). After feeding, the swarm will remain lethargic for several hours, and then passive for half a day, after which they go looking again in search of food. The only way to escape a swarm is to outrun it, until the swarm loses interest. It will pursue potential game for several minutes. In order to stay ahead of it, the potential victims must roll successfully against their Health, adding one level of difficulty to each subsequent roll, until the victim is caught or escapes. Witnessing a Permian wasp swarm causes a Sanity check of 1/1d6.

MAGIC

This section lists the eldritch lore that the investigators might encounter and learn during the course of their investigations.

Descendants of the Serpent (Book)

This journal is hand written by Walters in two composition-style notebooks.

The first volume details the rise of the Serpent Man civilization from its inception through the Permian period and up to its near destruction and decline. The imagery is vague, as much of the detail was imparted upon the author via dreams implanted by Yig. There are no names specifically mentioned, the Great Old Ones being referred to as "the Walkers from the Stars." Beyond their arrival and the cataclysm it causes to the serpent race, the eventual fate of the Old Ones is not really covered. As far as Yig was concerned, they simply went away. The only spell contained within this volume is "Contact Yig."

The second book details the plan to bring new life to the race through a melding with human-kind, and is written in dry scientific prose. The existence of degenerate bands of serpent men are only briefly mentioned, as they are too far gone genetically to be of any real use. Walters discusses the process to create the new breed of serpent people in detail, including the spell "Create Binding Fluid" below. He also includes the outline of the entire plot surrounding Cumberton's populace, including the Nasahari's role.

Oddly, one would expect that Walters expected some high post among the brood that he was attempting to create, but this is not the case. He simply sees himself as a vessel of the serpent man's salvation, and is happy to serve that cause. He is (or was) not an evil man, just an insane one.

Each of these volumes takes about a week to read, and can be puzzled out with an extreme success roll against the reader's Intelligence score. Add a character's Cthulhu Mythos skill to the Intelligence score to increase the chance.

(0/1d4 Sanity loss; +03% Cthulhu Mythos; spells as noted)

Create Binding Fluid (Spell)

This spell allows the creation of the special fluid that, when combined with a human female's amniotic fluid, lets the chromosomes of a serpent man correctly bind with those of a human. The key ingredients to this rather thick potion are the seminal fluid of an adult serpent man and the menstrual secretions of a nubile human woman. Processing the enough fluid for a single host-female requires five days and a temperature within five degrees of a normal human's body heat. The fluid is then used to fertilize the egg of a serpent woman in vitro, that is in turn placed within the womb of the human host.

The unfortunate side-effect to this process is that the egg binds completely to the host, and cannot be removed without destroying the host's viscera. To the race that created the science, this is a small price to pay, when the future of an entire race is at stake.

Each casting creates one dose of the fluid at the cost of five

Magic points and its use costs 1d3 Sanity points.

Dissemble (Spell)

Nobody likes enchanted items, particularly when they're on the receiving end. This powerful spell was created by serpent-mages of old, to counter their magically endowed foes. Practically speaking, this spell will release the magic held within an enchanted item, thus permanently neutralizing its power. As an added twist, the magic is released explosively, damaging the holder at a level proportional to the power of the magic item itself. Exceptionally powerful items will explode bomb-like, damaging those near enough to the object along with its holder. Also, as this is magic being released, no amount of armor will protect the blast victims, and no person or thing is immune.

The catch is that a piece of the original material from which the enchanted item was created is required. For instance, a wooden wand could only be dissembled if the caster held a piece of the tree from which the wood of the wand was grown. This piece of material is symbolically crushed in the caster's hand while they enchant the spell.

The spell is conjured by pitting the caster's available Magic points against those contained by the item. Additional individuals may add their own Magic points to the caster's pool. If successful, the enchanted item explodes, causing 1d6 damage per Magic point released.

As an added bonus, the caster of the spell receives 1d4-1 (zero is possible) Sanity points for the destruction of that which should not exist.

Serpent Man Death Ray

The serpent man death ray is made of bluish crystal, and gleams strangely in any light. There is a twisted handgrip, that does not fit the human hand well. A large blister of purple-veined blue glass surmounts the handgrip, and six thin rods of silvery hue project forward from the weapon, forming a sort of "barrel." Inside the blister sloshes a silver liquid, somewhat resembling mercury. When the death ray is fired, flashes and staccato shards of light race out of it to the target. The victim takes damage equal to 30 minus his Constitution/5. If the character has any sort of armor, it helps to dissipate the force of the ray. By way of example, if the death ray struck a character with a Constitution of 90, it would do $30-(90/5)=12$ points of damage to him.

The weapon can be fired twenty times before it must be recharged with the silver liquid. If a human wants to try to use one of these weapons, his basic chance to hit is only 05%. The weapons only have 4 hit points, and so break easily.

Cthughan Funnel

This item appears as a simple hollow rod, roughly five feet in length, made of a jet-black basalt stone. Close examination reveals thousands of small runic symbols that cover every inch of the staff, and three small prongs that extend from one end. If examined closely and studied for a long enough period of time,

a successful INTx3 roll will determine the runes to make up the spells Summon and Bind Fire Vampire.

A Cthughan Funnel acts as a focus point for the summoning and command of Fire Vampires. Each use costs the enchanter 15 magic points and a loss of 1d6 SAN. When the rod is invoked and pointed at a victim, 1d6x10 Fire Vampires will appear, swirling around the caster like large fireflies. They will then enter the rear of the rod, and shoot out the front, blasting into the poor soul at which it is pointed. The Fire Vampires will then feed mercilessly until the victim has been consumed, and reduced to a charred husk.

The only protection against this attack is the casting of a counter-Bind spell, or the wearing of an elder symbol of some kind. The creation of this item requires the knowledge of the Summon and Bind Fire Vampire spells, the Call Cthugha spell, and any Enchant spell. The process may only be successful while Formalhaut is visible on the horizon, and requires a sacrifice of at least 50 POW points to Cthugha by burning sufficient victims at the stake or other convenient location. The serpent folk typically used their prisoners of war for this dreadful act, but humans will work just as well. There is no magic point cost to the caster in this process, but he or she will lose 1d10 SAN.

A GOOD CAST IS WORTH REPEATING

The images of the non-player characters found within this text have been used with permission from SilentsAreGolden.com. Here are the actors and actresses "portraying" these characters.

Andy Walgrew	Art Acord
Dick Finklestein	Robert Agnew
Catherine Durrel	Eleanor Boardman
Henry T. Jefferson	Robert Edeson
Doug Jackson	Ralph Forbes
Edmund Willbury	Alec Francis
Dr. Xavier Griswald	H.B. Warner
Shawna	Ann Little
Shaman	Chief John Smith (Gaa-binagwiiyaas)
Terrence Walters	John Gilbert
David Carleson	Tom Dugan
Wilma Carleson	Marguerite Delamotte
Jim West	Wesley Barry
Lawrence Thompson	Reginald Denny
Harold Thompson	Reginald Denny
Albert Stutts	Tom Forman
Gaby Hughes	George Fawcett
Henry Walbridge	Theodore Roberts
Arthur Clancey Puckett	Larry Semon
Jack Tiley	Ford Sterling
Lucky Grambolini	Conway Tearle

HANDOUTS

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THE STUTTS MINING CO.

Cumberton, Tennessee

March 22, 1923

Sleuth Bi-Monthly
137 East Hannover Street
New York City, New York

Dear Sirs,

The unenviable task of writing this letter has fallen upon my shoulders, as I am the only person in this small community with the means to seek your assistance.

Over the course of several months, our small town has been stricken with a rash of disappearances. At first it was believed that the missing persons (little more than children, in fact) had left owing to fear of being forced to work in the local mines. If you must know anything of my business, please understand that it is not our policy to force our employees to work under difficult circumstances. Unlike many of our competitors, we do not use coercion to get results, as our record will show. It is, therefore, difficult to believe that fear would drive these people away.

I must sadly admit, however, that I was almost convinced that this was the reasoning behind the disappearances, until one of the missing children was discovered by a group of hunters. According to the reports that I have seen, the boy was found far from any roads or trails and carrying only the clothes on his back. This hardly sounds like somebody who's purposely moving away!

Nevertheless, our local constabulary has chosen to adhere to the expressed and unfounded reasoning, and has given up their investigation.

To date, five children have disappeared (abducted for reason or reasons unknown), the most recent of which a scant two days ago.

I thereby formally request your assistance in locating a party who may be able to locate our missing children and capture the persons responsible for their abduction. My business is prepared to offer a reward of \$2,500 plus expenses for a successful conclusion to these difficulties.

Please respond as soon as possible.

Sincerely,

Albert J. Stutts

Albert J. Stutts
President

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*You was write about yer boss sending for some clowns from outta town. They got here the other day if you don't know it al-
redy. I'll be keepin an eye on um just in case they get to close to the Rock. We don't need um snoopin around like those kids was and havin um disappear might be noticed. I'll try to stick um with some-
thin and ship um on there merry way.*

J.

NOTE: On the reverse of this page is a sheet of advertisements from an old National Geographic magazine. Print that sheet on the reverse of this one to provide a more authentic handout.

Paper: New York Enquirer

Date: One Week Ago

"Fire in the Hole"

Reports have just come in this morning that ten lives have been lost in a coal fire at the Stutts Mining Company in Cumberton, Tennessee. Legendary for its safety record, Stutts has refused to comment on the accident, except to say that it is deeply saddened by the loss of lives and is looking very carefully into the causes of the tragedy. Sources close to the company state that miners had recently made a valuable discovery in one of its newer shafts, and were in the process of examining it when the accident occurred. Speculation into the causes of the fire have been narrowed down to either overconfidence in safety procedures, carelessness on the part of the miners involved in the accident, or, possibly, a resurgence of Molly McGuire's activity in the area. As soon as definite facts are received, additional reports will be forth-coming.


Paper: Charleston Gazette

Date: One Month Ago

"Missing Teenager Found!"

Yesterday, doctors at the Appalachian Institute for Mental Health in Knoxville, announced that they have finally made a positive identification of the young man found lost in the woods several weeks ago. Jim West, a fifteen-year-old from Cumberton, Tennessee, a small coal town near the Tennessee border, was found by a group of deer hunters. He was suffering from exposure and near starvation, a condition that, according to doctors, put his mind into such a state of shock, that he could do nothing but rave incoherently. A week of therapy and the good care of the doctors at the Institute have calmed him down and almost completely brought him back to normal. He is expected to be returning home soon. Reports from Cumberton state that Jim disappeared along with his fourteen-year-old girlfriend, Elizabeth Johnson. She has not been found, and is presumed dead. It was originally believed that the couple had left the coal mining town in search of a better life elsewhere, following in the footsteps of a few other girls and the town's teacher, who were presumed to have left the town for the same reasons. In light of these new developments, inquiries are being reopened as to the causes of these other disappearances.

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THE SCALES OF TIME

TALES OF THE MONOLITH, PART 1



There's a problem in Cumberton, Tennessee, a small Apalachian coal-mining town. Children are disappearing at an alarming rate. Local law enforcement is either stymied or disinterested. And then there are the strange sightings within the mines and in the surrounding hills. It's up to a group of investigators hired by the local mining company to unravel the mystery before an ancient horror is released.

The Scales of Time is a 1920s-era adventure for three to five intrepid investigators that can be played over several sessions. Although it can be played alone or as part of a campaign, it also serves as the prologue to a larger adventure, *The Tales of the Monolith*, and a collection of eldritch adventures written by Mike Nagel and collected across three volumes.

ABOUT THE AUTHOR ...

Mike Nagel is a Charles Roberts Award nominated game designer known for his contributions to the wargaming hobby. He is the author of the *Flying Colors* series of age-of-sail games in addition to *Ancient Battles Deluxe*, *War in the Wind*, and a variety of other titles. He cut his role-playing teeth with *Call of Cthulhu* in the 1980s when the insanity was relatively young and groping. For more information, visit www.relativerange.com.



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