

Here Be Dragons

“Regin hath drunk of the dragon's blood and will become a wolf” – Saga of the Volsungs

This scenario is designed to introduce inexperienced players to Cthulhu Dark Ages. It provides instruction in the use of skills and the basic game system. Many potential plots and scenario ideas are left unexplored but are available to the astute keeper as nuggets for an ongoing campaign. The lethality of the main antagonist, the lloigor, is also left to the discretion of the individual keeper.

Players' Information

The rural settlement of Clotton on the Ton seems an idyllic place to live. It is situated in the picturesque Cotswold hills looking down on the Severn valley to the Northwest, with rolling wolds and steep wooded valleys. Recently, a strange gloom has descended on the village; Neighbors no longer seem as friendly, animals are behaving strangely, and the very trees themselves seem to loom in an eerie, forbidding manner. The monks have no answer; indeed, they but scowl and walk away if asked.

Keeper's Information

In the distant past, the Romans built a fort on this site, using it to pursue and pacify the local populace. The druids, in an attempt to drive the Roman invaders from their land, unwittingly summoned a lloigor. Finding the creature dangerous, the druids soon realized that they lacked the power to either control or banish it. They were able to bind the lloigor within their druid ring, where it has remained imprisoned. Over the intervening centuries, the binding has weakened. With the arrival of the villagers, the lloigor now has access to the power it needs to break the binding. The lloigor's sole motivation is escape; if left to its own devices it eventually leaves without taking any overt action against the village.

Clotton

Clotton on the Ton is a relatively new village numbering some 100 souls, mostly farmers. It was built as a natural trade stop between Gloucester and Exham, and provides income to Stearc (“the severe”), first earl of Severnford. The village is built on the site of an old Roman fort. Earl Stearc has raised a mill for the villagers use and the village has a stable with its own smith. Most buildings are either rude stick huts or wattle and daub constructions, with only “official” buildings being made from hewn wood and/or stone. Habitations follow a quite regular pattern along the central street; adjoining fields extend outward at the back of each hut or house, with back lanes at the rear of each plot. In Clotton, only the ancient Saxon church and the Priory boast significant quantities of stone, being built on the foundation of the roman fort

Keepers are reminded of the climate of the times. Belief in an active demonic assault on humans is a very real part of the fabric of life, and is not considered unusual. Performing rituals or other strange acts could easily lead to both religious and temporal penalties. Cleric types

would be hard pressed to justify Mythos investigation with their religious beliefs, although outland converted “heathen” types might have an easier time of it.

Lloigor “Sendings”

These are the crux of the scenario's mood and tone. The lloigor's sendings should gradually increase in intensity throughout the scenario, altering the senses and perceptions of the investigators and other characters at an increasing rate. In their earliest manifestations, foods may taste odd, motions are seen at the edge of vision, odd smells occur without noticeable reason, odd random sounds, excessive attention to the feel of various textures, etc. In short, any type of sensory distortions the keeper can devise. At their most extreme, symptoms include auditory and visual hallucinations, foods that taste rotted, charnel smells, dizziness, and disorientation. These should slowly worsen as the lloigor gains strength. It would not be unreasonable to invoke skill penalties, especially in the areas of Thought and Perception. Sanity losses during extreme bouts are in order. Animals are also affected by these sendings, Dogs bay at nothing, sheep and cows mill about in strange ways, wild animals prowl the edges of village and the farms, etc.

Scream

A horrendous screaming and wailing pierces the bright sunlit day, growing ever louder as the source approaches the village center. Those who rush out to find the source of the disturbance, witness Mjukr (name of Norse origin meaning “meek”) dragging his struggling, reluctant wife, Elspeth, into the village. Clearly, she is the source of the disturbance, her struggles and screams interspersed with incoherent babbling and raving. Among this ranting, can be heard comments about “seeing the dragon”, statements that “he is coming”, and an insistence on “helping ease his passing”. A few untranslatable words should be interspersed here as well.

A crowd has gathered from the ranks of the monks and the villagers, all of who may offer an insight or opinion on the poor woman's state of mind. Thoughts put forth may range from madness to disease and to demonic possession, depending on the speaker. Proposed treatments include dunking, bleeding, leeching, exorcism, and anything else the keeper cares to introduce. Encourage the investigators to participate in this discussion. Listen, Persuade and Status rolls may be called for.

Questioning Mjukr elicits the information that she awoke today very much distressed and has grown progressively worse throughout the day. Much that she said made no sense to him, including some ranting in an unknown tongue unknown. After failing to perform her duties about the farm, she began walking aimlessly across the fields toward the forest. When he attempted to stop her, she became violent, kicking, biting, and clawing.

It begins

At this time, the weaker sendings of the lloigor should begin to make themselves felt. With a Natural World or Idea roll, investigators should note a subtle disharmony; shadows at odd angles and places, a “difference” in the quality of the sunlight, a stillness and closeness to the air, and a sense of expectation and waiting. A Sanity loss of 1 point is in order.

Elspeth definitely needs watching or guarding in some manner. The form of the watch is decided by the prevailing theory as to her ailment. As this decision is being reached, the Priory bell begins ringing *Nones* (3 PM).

A strange change of attitude

During the tolling of the Priory bell and for a 5-10 minute period thereafter, Elspeth’s demeanor visibly changes. She becomes calmer and says she doesn’t have any idea what happened to her but she is fine now. She apologizes to everyone for the disturbance. Any investigator failing an Insight roll tends to believe her.

After this brief period of calm, another Insight roll notes a marked decline in her behavior, although the violent outburst does not reoccur at this time. Elspeth begins to mutter under her breath. Listen rolls hear her seemingly conversing with some unseen being. Again, this conversation is interspersed with foreign words and phrases. If she notices the attention to her behavior, she stops verbalizing, but continues to move her lips, and in general act as though in communication with someone.

Play her demeanor as either mad or possessed. The logical place for her to go for observation is to the Priory. While there, she displays the rising and subsiding symptoms described previously. At the moment of the keeper’s choosing, Elspeth escapes to attempt to aid the lloigor.

Interlude

This is an optional event.

At a time of the keeper’s choosing, Thoric the Fisherman comes to village, bringing his catch. Investigators easily notice the same type of muttering and speaking to unseen entities as was previously observed in Elspeth. Thoric is stooped over, walking with a shuffling gait, and appears to have some form of disease, as his skin has turned gray and hangs loosely from his flesh. Thoric is totally in thrall to the lloigor, which is precipitating his change into full Deep One status. Any attempt at conversation about anything other than buying fish is met with surly rebuffs and scowls. If anyone attempts to physically grab or restrain him, he lashes out with fist or knife, and at the first opportunity makes his escape from the village and plunges into the forest of Goatswood, heading generally toward the druid ring. Any investigator seeking to follow him is subject to Track and/or Spot Hidden rolls, but ultimately Thoric’s track should be lost somewhere in Goatswood.

At the keeper’s discretion, a Luck roll may allow the investigators to spot the druid ring, although it is not recommended that events play out at this time.

Behind the curtain

After making good his escape, Thoric goes to the druid ring with the intention of removing the stones necessary to affect the lloigor’s escape. Unless interrupted by the investigators, he removes four of the stones without stopping, prior to disturbing the ghost of Caestir the Druid (q.v.). The sight of Caestir makes Thoric step inside the central portion of the druid ring, causing an immediate loss of all magic points and unconsciousness. Thoric remains in this state until removed from the central portion of the ring, after which he begins to regenerate magic points and regain consciousness. Further information may be found under the section entitled “To the Ring!”

To sleep, to dream

Anytime the investigators are asleep, they are subject to appropriate dreams about the lloigor, its location, and its history. These might include visions of the Roman and druids at war, scenes of the druid ring in the forest, and vague shadowy figures of a dragon-like being.

The bells

The tolling of bells, being a part of the original binding, weakens the lloigor’s sendings. Currently in the village is the Priory bell, Radzik’s bell, a bell on Mjukr’s cow, and one on the Small Merchant’s ox. The smith has enough materials to create three small hand bells over a two-day period, one day if he has an assistant with any kind of metalworking skill. Alternately, a Dexterity roll allows the untrained to successfully assist the smith.

The Priory bell is in a small bell tower and requires a resistance table strength roll against the bell’s weight of 100 pounds. Up to five people can assist in the lowering. Creating some form of mobile platform on a wagon or cart requires 12 hours and a successful Repair/Devise roll. Each bell actively being rung, adds the equivalent of one POW to any resistance rolls against the lloigor’s influence (see the section entitled “To the Ring!”).

The Village

Clotton Priory

A small Benedictine cloister that is charged with the gathering and preservation of charters describing the grants of land, some dating back to Saxon times! In addition to the Prior, the Priory houses one illuminator, three copyists and eight monks who perform the day to day duties of the Priory.

The Priory basement holds many unique books and historical documents including the Journal of the Roman Legate, Patroclus, as well as a Celtic document, relating the specific details of the original binding of the lloigor (See “Chaining the Dragon” in the endnotes). These documents may be found with successful Library Use or Luck rolls. The Prior and the illuminator know of the existence of these documents and may be persuaded to bring them to light if the investigators fail to find them through other means.

Lodging and meals are available to travelers.

Mill

Simple water turned grinding mill situated on the Ton River. It is owned by Earl Stearc and is available to the villagers for a small fee, usually fee-in-kind rather than cash. John the Miller is able to grind the acorn flour needed to rebind the lloigor in 6 hours, although he may need Persuade or Status rolls to do so. The gathering of the acorns is the responsibility of the investigators, requiring 6 hours of time. The finding of the mistletoe needed is subject to Spot Hidden, Natural World or Luck rolls, at the keeper's discretion.

Stable/Smithy

Boarding of travelers' animals and general metalwork can be done here. The smith cannot make chain mail, shields, or swords, although he can perform simple repairs to existing martial equipment. He can make simple but nevertheless functional weapons. Generally, any item above 40d in price is beyond his capability. See the section entitled "The Bells" for further detail.

Market

The market place is a plain cleared area, similar to a small caravanserai. This is where locals and wandering merchants gather to barter their wares, primarily on Saturdays.

Fisherman's shack

Thoric is a strange loner of a man, never truly at peace on land. Unknown to all, including himself, he is a deep one hybrid, whose change is hastened by the otherworldly nature of the lloigor's sendings. He is the first villager to actively try to free the lloigor.

Radzik's Cave

A small cave outside of village is the home of Radzik the Leper. Radzik lives simply on foraged plants, snared small animals, and the largesse of the Priory's almoner. He knows the location of the druid ring as well as the forest for miles around. He can easily and without fail find the herbs needed for Candyce's potions as well as the mistletoe, although he requires either a Persuade or Bargain roll to do so. He is relatively unaffected by the lloigor's sendings, perhaps due to his leper's bell, which he rings faithfully when he is out and about. Anyone wanting to interact with Radzik must make either an Idea roll or a Science: Medicine roll to overcome his or her ignorance and fear of his leprosy.

Healer's hut

Candyce lives in a crude stick hut outside of the village. Outside the hut are neatly arranged plots of vegetables and herbs. A Natural World roll identifies the vegetables as normal foodstuffs, while the herbs are standard types of plants used in healing, although some darker, more questionable items such as foxglove and nightshade can be found as well.

Candyce is able to create a Potion to reduce the effects of the lloigor sendings. She requires the gathering of Wild

Garlic and Vervain Root. Finding these items in the surrounding woods takes successful Natural World and Spot Hidden rolls and takes four hours to acquire. The net result of this potion is an effective +1 POW rating for one hour, beginning fifteen minutes after ingesting the concoction.

Candyce knows the basic history of the druids and the lloigor, including the mental effects of the sendings, although specific details are not among her knowledge.

Mjukr's Farm

Home of Mjukr and his wife Elspeth, this is the closest farm to the druid ring. Crops here grow strangely, sometimes stunted; sometimes lush and fast. Mjukr's cow is unaffected by the sendings due to the bell around her neck. Elspeth is one of those most affected, her first major outburst being the precipitating event in this investigation.

To the Ring!

Within the forest, close to Mjukr's farm, lies the druid ring. Finding the ring without either Candyce or Radzik present requires a successful Track roll. The ring was raised centuries ago, but its final use was something for which its designers hadn't planned. The foliage around the ring is unusually thick and lush, although a Natural World roll indicates the strangeness of some of the plant structures and appearances. Oddly, in the central portion of the ring nothing grows (because of the invisible, otherworldly presence of the lloigor).

History of the Druid Ring

During the battle with the Roman invaders, the druids summoned the lloigor, hoping to use it to drive out the Romans. Unfortunately, they were unable to control the creature and were forced to battle it instead. Unable to destroy or banish the creature, the druids used all their skill to bind the lloigor inside the druid ring, sacrificing the life of Caestir the chief druid to complete the binding. The ghost of Caestir remains bound to the site while the lloigor remains. Statistics for the ghost of Caestir and his actions are found at the end of the scenario.

Approaching within 100 feet of the ring, allows the lloigor to directly influence the approaching person (POW v POW resistance roll) with the intention of having them physically remove the stones from the ring. Each of the 12 stones requires 4 hours of digging and a successful STRx5 roll. The use of a horse, ox or similar beast obviates the need for the STR roll. Half of the stones must be removed for the lloigor to escape.

On day 3 following Elspeth's initial outburst, Thoric succumbs and begins removing the stones at the rate of one per day, unless the events described in the "Interlude" have come into play.

Anyone entering the central portion of the ring and failing in a POW v POW resistance table roll suffers an immediate drain of all magic points and falls into an unconscious stupor. A Science:Medicine roll is required to detect signs of life in one so afflicted. Removal of the victim from within the ring results in normal magic point

recovery and awakening. This may appear as a miraculous or demonic return from death. Anyone witnessing the awakening of one declared dead is subject to a 1d6/1d10 Sanity loss.

Depending on the chosen actions of the investigators on site, an enraged black wolf can be summoned to the site of the ring by either the lloigor, in the event the investigators are attempting to rebind the creature, or by the ghost of Caestir if the intent is to remove the stones.

Statistics

Lloigor - Bound Dragon

STR	40	CON	28	SIZ	50	INT	20
POW	14	DEX	10				
		HP	39	Move	14		

Damage Bonus: +5d6

Weapons: Claw; 30% 1d6+db : Bite; 50% 2d6

Armor: 8-point reptilian hide

Sanity Loss: 0/1d8 : Mental Contact 1/1d4

In its natural form, the lloigor is made of a *dark matter* invisible to humans (although animals like dogs and cats can feel its presence and shy away). Once unbound however, the lloigor can create a tangible and visible body, which bears some resemblance to an enormous distorted reptile – a “dragon”.

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Caestir – Druidic Ghost

				INT	15
POW	18				

Sanity Loss: Seeing Caestir – 1/1d6

Sanity Loss: Fear Chant Attack – 1d6/1d10

The spirit of Caestir manifests itself to a chosen victim, as an ominous figure standing in the shadows of the first trees, and intently watching him or her. As soon as the victim spots the indistinct ghost, the ghost chants to him or

her inside his or her head. Only the designated victim can see or hear the ghost. Caestir’s creepy litany cannot be understood, but nonetheless fills the victim with a sense of dread and doom. Failing a magic point vs magic point roll on the Resistance table occasions a 3 magic point loss. There is no other damage caused by Caestir. Rebinding the lloigor temporarily dispels Caestir as he returns to waiting. Releasing the lloigor frees Caestir’s soul from the binding and he either disappears or (keeper’s option) takes up residence in the Ton River Bridge in Clotton.

Black Wolf – Wild Card Beast

STR	12	CON	12	SIZ	10	INT	6
POW	11	DEX	14				
		HP	11				

Damage Bonus: none

Weapons: Bite; 30% 1d8

Armor: 1-point fur

Candyce – Crone and Healer

STR	7	CON	14	SIZ	9	INT	15
POW	16	DEX	8	APP	6	EDU	11
SAN	80	HP	12				

Damage Bonus: -1d4

Weapons: Cane 35%; 1d4

Skills: First Aid 75%; Insight 70%; Natural World 70%; Occult 85%; Potion 80%; Spot Hidden 65%; Persuade 60%; Science: divination 40%; Cthulhu Mythos 2%

Radzik – Leper

STR	8	CON	8	SIZ	15	INT	16
POW	18	DEX	813	APP	64	EDU	11
SAN	45	HP	14				

Damage Bonus: -1d4

Weapons: Quarterstaff 45% ; 1d6

Skills: Bargain 40%; Conceal 60%; Fast Talk 40%; Insight 70%; Listen 70%; Spot Hidden 50%; Natural World 60%; Hide 70%; Throw 75%

Sanity Loss: First appearance of Radzik may cause a 0/1 point Sanity loss

John – Village Miller

STR	13	CON	12	SIZ	15	INT	10
POW	9	DEX	10	APP	68	EDU	6
SAN	45	HP	12				

Damage Bonus: +1d4

Weapons: Club 50% 1d6+db

Skills: Craft (Miller) 60%; Bargain 60%; Fast Talk 40%; Insight 50%; Natural World 70%; Own Kingdom 10%; Status 45%

Willan – Village Smith

STR	18	CON	14	SIZ	16	INT	10
POW	8	DEX	13	APP	12	EDU	7
SAN	40	HP	15				

Damage Bonus: +1d6

Weapons: Smith Hammer 70%; 1d6+db

Skills: Craft (Smith) 60%; Bargain 65%; Fast Talk 30%; Insight 70%; Natural World 45%; Own Kingdom 24%; Repair/Devise 75%

Alton – Prior of Clotton Priory

STR 10 CON 14 SIZ 16 INT 17
POW 15 DEX 810 APP 12 EDU 11
SAN 75 HP 16

Damage Bonus: +1d4

Weapons: None

Skills: Science: Religion 40%; Latin 70%; Library Use 75%; Listen 45%; Occult 30%; Sign Language 60%; Write Latin 75%; Persuade 80%

Brother Paedrig – Illuminator

STR 10 CON 13 SIZ 9 INT 11
POW 12 DEX 814 APP 12 EDU 11
SAN 80 HP 12

Damage Bonus: 0

Weapons: None

Skills: Art: Illuminate 70%; Latin 60%; Library Use 80%; Listen 50%; Occult 45%; Sign Language 60%; Write Latin 90%; Spot Hidden 45%; Read/Write Celtic 65%

Leof – local Thegn (leading landowner and the king's servant)

STR 13 CON 15 SIZ 13 INT 11
POW 12 DEX 814 APP 11 EDU 9
SAN 65 HP 14

Damage Bonus: +1d4

Weapons: Longsword 70%; 1d8+db

Armor: 5-point leather and scales

Skills: Natural World 30%; Own Kingdom 40%; Ride 65%; Status 40%; Track 30%; First Aid 35%

Mjukr the Meek – Farmer

STR 14 CON 13 SIZ 13 INT 10
POW 17 DEX 13 APP 11 EDU 9
SAN 85 HP 13

Damage Bonus: +1d4

Weapons: Pitchfork 50%; 1d6+db

Skills: Craft (Farming) 75%; Bargain 50%; Drive Horse 70%; Listen 60%; Natural World 50%; Track 55%; First Aid 30%

Elsbeth – Wife of Mjukr and lloigor victim

STR 10 CON 10 SIZ 10 INT 8
POW 5 DEX 12 APP 14 EDU 5
SAN 25 HP 10

Damage Bonus: 0

Weapons: Knife 40%; 1d4

Skills: Bargain 60%; Listen 50%; Butcher 55%; Natural World 40%; Cook Tasty Meal 70%; Cultivate Garden 55%

Thoric – Fisherman and Lost Deep One

STR 15 CON 13 SIZ 13 INT 10
POW 11 DEX 13 APP 10 EDU 7
/7

SAN 50 HP 13

Damage Bonus: +1d4

Weapons: Fishing Knife 45%; 1d6+db

Skills: Craft (Fishing) 55%; Natural World 60%; Navigate 60%; Pilot Boat 80%; Spot Hidden 60%; Swim 85%; Throw 45% Repair/Devise 60%

Play Aids

Journal of the Roman Legate Patroclus

This is the journal of one of the Roman soldiers detailing the journeys of his legion throughout Britannia. One section of this journal details the battles with the druids in the area and the dragon (draco) that fought against both sides. Unfortunately, no description of this dragon is given. This journal ends abruptly in the middle of this description with no clue as to the final resolution of the conflict (Patroclus died).

Latin; 1d6 Hours - +5% Occult +1% Cthulhu Mythos

“Chaining the Dragon”

This spell is found in the un-translated Celtic document in the Priory library. This is a binding spell: each magic point invested in the casting gives a 10% chance for success. For each magic point spent, the caster must spend another 5 minutes chanting. A roll of 96+ always fails. The caster invariably loses 1D3 Sanity points per casting. If the spell succeeds, the lloigor will become briefly visible to all present, who are then subject to the creature's sanity effects. The specifics of the spell require the continued ringing of bells during the ritual and the spreading of a special flour, ground from acorns to which a sprig of mistletoe has been added during the grinding process. This flour requires the investment of one permanent point of POW during the grinding.