

The Tower

“Even a god cannot change the past” – Agathon, c. 445 BC

Introduction

Winter/spring 1021 AD: the investigators are sent by Stigand, personal chaplain of king Cnut, on a delicate mission to rescue a holy man held hostage by a demon-worshipper named Quintus. During their secret mission to find Quintus in the Welsh wilderness, the investigators end up in a desolate region, overrun at night by a strange mist. This scenario is the campaign's turning point, a rite of passage. In terms of mood and themes, it draws much on the work of Arthur Machen. We advise the keeper to read Machen's "the Great God Pan" and "the Three Impostors". Importantly, investigators who die in this scenario may come back in the sequel. In order to facilitate their return from *Limbo*, the keeper is advised to stage mysterious deaths, preferably ones that leave no body behind.

Keeper's Information

Priest Stigand, the investigators' employer in this scenario, is none other than serpent man Seth in human guise. Demon-worshipper Quintus is in fact an old associate of Seth, who recently turned against the serpent man and his plans of mass destruction. Quintus successfully invoked Yog-Sothoth's avatar Tawil at' Umr and tricked the god, thus thwarting Seth's plan! Now Seth needs to get rid of turncoat Quintus and to free the avatar.

Investigators employed by Stigand initially serve the evil cause. Players will have a hard time discovering the true nature of the mission. Will they make the mistake to free Yog-Sothoth's avatar from its earthly prison?

Timeline

Prehistory – Welsh locals worship Nudd the All-in-One (Yog-Sothoth) and the Son of Nudd, king of the dead and of demons, also known as the Dog-that-Walks (Yog-Sothoth's avatar Tawil at'Umr). The Dog-that-Walks is known to *take* daughters of men, who then give birth to monstrous offspring that haunt the wooded highlands.

69 AD – Roman occupants integrate the worship of Nudd (Nodens). Silurian warriors and druids destroy the roman fortress of Burrium and of Caermaen under obscure – if not supernatural - circumstances. The Romans abandon South-East Wales and only return in 74 AD!

Circa 210 AD – Quintus is born in the north of Wales. His mother Atla is a half human, half Worm-of-the-Earth witch, and his father is unknown.

Circa 700 AD – Quintus, by then an able sorcerer, meets the serpent man Seth somewhere in Libya and becomes Seth's ally. Seth introduces Quintus to the Mythos. They form the Black Ring, a brotherhood of sorcerers.

1015 AD - Quintus discovers Seth's programmed apocalypse on November 1st, 1021 AD: open the way to Yog-Sothoth, who extinguishes all life on earth, and make room for the Serpent People to re-establish their lost dominion on the planet.

Feeling nothing for the serpent man's vision of the future, which leaves no room for either humans or Worms of the Earth, Quintus defects the Black Ring and goes into hiding in the Welsh wilderness.

1017 AD – Quintus establishes himself in the ruins of Caermaen and seeks alliance with his kin, the Worms of the Earth.

1018 AD – Quintus formulates a counter plan to thwart Seth's plans of mass destruction: invoke Yog-Sothoth's avatar Tawil at'Umr and coerce the god into a human body. To that effect Quintus recruits a human agent, Eva. Using archaic brain surgery, Quintus tries to turn Eva's mind into a living Gate for trapping Tawil at'Umr. Eva "sees the god Pan", but the experiment fails. Eva becomes insane and loses part of her memory.

In his early attempts to invoke Tawil at' Umr, Quintus opens many Half Gates on hilltops around Caermaen. The Half Gates tear the thin veil that separates us from the spirit world. Slowly but surely, the veil of reality unravels, and the entire region starts slipping into Limbo.

1020 AD – After two more years of occult research, Quintus perfects his plan. He pays the People of the Rocks, an infamous Welsh tribe of warriors and witches, to ritualistically slaughter a community of shepherds living in the area, in order to invoke Tawil at'Umr.

The same night, Quintus tricks the avatar and magically seals the god's spirit into a dead body. Quintus imprisons the living-dead god underneath Caermaen.

1021 AD – Seth discovers the whereabouts of Quintus. In the guise of king Cnut's chaplain Stigand, he recruits the investigators to take on a mission from God to free a "holy man" (Tawil at' Umr) from its earthly prison and to get rid of sorcerer Quintus!

1021 AD, November 1st? – Seth opens the Gate to the Yog-Sothoth, who erases all life from the surface of the earth. Mankind ends up in Limbo, neither dead nor alive, to be devoured by monsters and ghosts until Judgment Day. A messenger will come to imprison the Beast (the incarnation of the All-in-One) for a thousand years.

Players' Information

The investigators are likely to need weeks or months of rest to recover from their recent physical and mental ordeal ("The Blue Stone"). This timeout can take place in any conveniently located monastery or bishopric, e.g. York, Westminster, Maidstone, Canterbury, or a place of lesser importance. Sooner or later, Aethelnoth, archbishop of Canterbury, meets the investigators.

The investigators are brought before their lord who considerably inquires about their good health and spirit. Aethelnoth then introduces them to a priest who radiates more authority than his sober costume alone can account for. Aethelnoth: "please bow before Stigand, personal chaplain and advisor to king Cnut. The chaplain desires to interrogate you about your recent tribulations, and about matters that may be important to our Holy Church".

The King's Chaplain

Stigand humbly asks the investigators to recount their adventures. How much or how little the investigators decide to tell is not important for the remainder of the plot. What is important is that the keeper - who role-plays Stigand - convinces the players to do his bidding:

Stigand: "We did not sit back while you were fighting for the good cause. We have discovered that our enemy is a heretic sect plotting to overthrow the power of the Church and of our King".

"Our best man unearthed the sect's mastermind in South-East Wales. His last message came from Caerleon, see for yourself" (Stigand hands out a sheepskin parchment to the investigators – see handout #1).

"Since then, we have had no more news and we fear the worst. I prayed for Brother Silvianus. I believe my prayers have been answered: God sent me a dream in which Silvianus was alive, alas held prisoner by Quintus".

"I have decided to send a small group of men to hunt down Quintus, destroy him, and find out what became of Silvianus. This is a dangerous mission. Quintus has spies everywhere. Moreover, the Welsh folk is as savage as their country is, and do not bear us kindly in their hearts. This is why I have thought of you to deliver us from this threat, and maybe save a holy man's life. We cannot delay!"

Stigand

Stigand first appears in chronicles as a priest at the side of king Cnut in 1020 AD. The man is of obscure origins, yet eventually made it to Archbishop of Canterbury. Many contested him, including the pope, for being an opportunist. Stigand was eventually sent to prison where he died of self-imposed starvation in 1072 AD.

The etymology of the name Stigand is *Stigr*, which means "rock" in Old Norse.

In our revised version of the Middle Ages, Stigand is none other than serpent man Seth: a snake in human guise!

The keeper must improvise Stigand's answers to any questions the investigators may have. Since everything is a lie anyway (including the letter, which is a forgery of the serpent man), the keeper need only worry about being consistent and convincing enough for the players to believe the chaplain and to accept the mission.

Note that Stigand happily provides the investigators with any equipment they desire, and arranges any means of transport they require, up to 2400 pennies per investigator!

The City of the Legions

One way or another, the investigators arrive at the port of Caerleon in the southeastern corner of Wales. The weather is exceptionally mild for this time of year: it rains all the time! Caerleon can be reached by land (one must cross Offa's dyke) or by sea. Note that there is a ferry crossing the Severn Sea from Aust to Beachley Peninsula, 10 miles east of Caerleon.

Thankfully, the Welsh are not as "savage" as Stigand says they are, and the investigators enter Caerleon unhindered (though they may catch suspicious looks). Stigand is right

about one thing though: there is a spy of Quintus in Caerleon, and unless the investigators take special precautions, their arrival does not go unnoticed.

Caerleon

The port town of Caerleon ("city of the legions") is the seat of the princes of Morgannwg, as the region is called. The hardheaded Welsh successfully kept Saxon and Danish invaders at bay for centuries. This fact, together with the port's prosperity, helped them to preserve the Welsh's ancient way of life.

In 1190 AD, Gerald of Wales wrote: "an ancient and authentic city, excellently and well built in olden times by the Romans. Many vestiges of its former splendor may yet be seen, mighty and huge palaces with gilded roofs in imitation of Roman magnificence... A town prodigious in size, wonderful bath buildings, the remains of temples and theatres, all enclosed within fine walls, which are yet partly standing. You will find on all sides, both within and without the circuit of the walls, subterraneous buildings, water pipes, and underground passages, and, more remarkable than all, stoves contrived with wonderful art to transmit the heat insensibly through the narrow flues up the side of the walls."

The main trade of Caerleon is in dairy products, wool, sheepskins, leather, and wine. Cargoes are shipped along the coast and across the channel to Bristol. There is also a small iron smelting industry, and some gold traffic.

Cat and Mouse

The best places to start casual conversations with the locals are the bathhouse or the taverns. Mind that language can be a serious barrier, as most people do not speak fluent English. Initial questioning reveals the following: nobody has heard of a Brother Silvianus (keeper's note: of course, since he is an invention of Stigand), nobody knows a man called Quintus, and there is no Roman "castle" in Caerleon. In fact, nobody knows of a standing Roman castle.

After a day of investigation, the investigators are allowed Spot Hidden rolls every hour. At the first success, the investigators spot two different stalkers, a man and a woman, intermittently observing and following them from a distance. The man strangely reminds them of the "dark man" they spotted in Feriby ("The Blue Stone"). The woman (Quintus' spy Eva, see Statistics) is unknown to them. The two vanish from sight as soon as they notice that the investigators are aware of them.

The objective in the first part of the scenario is for the investigators to catch Quintus' spy Eva. The location of the capture (see the Round Table, the baths, the sewers, or the Mynde below), and how much resistance Eva offers, is up to the keeper. The investigators must convince her to reveal what she knows (see "Eva talks" below). Threats are ineffective. Torture may work (count 1/10 SAN loss per séance; Eva's will breaks the moment she succumbs to temporary insanity). The easiest way to make her talk is to offer her more money than Quintus does, or enough to pay her freedom in one go (she still needs 3600 pennies).

THE OLD QUAYS

From the wooden quays, the wreck of a Danish drakkar can be seen rotting in the yellow waters of the Wysg estuary. The keeper is free to weave a story around the drakkar that ties into the present campaign.

Near the quays, the investigators find several taverns (some offer crude lodgings to travelers), where they can meet the local fishermen. Most fishermen haven't embraced Christianity and hail a deity named Nudd ("the god of warfare, dogs, and sorcerers"). The investigators learn that the church of Caerleon originally was a temple dedicated to Nudd. Pouring scorn on the priest and on the gentry and their bathhouse is a favorite sport of this crowd. Many men excitedly speak of a "tournament" to be held the next day. Tournaments take place at the so-called "Round table". The two princes of Morgannwg, Rhys ap Owain and Hywel ap Owain will be present.

THE TEMPLE OF NODENS

What was long ago a Roman *basilica* is now the mother church of Caerleon and of the surrounding *cantref* (equivalent to the Anglo-Saxon *hundred*). A defaced statue of Nodens lies in a far corner of the old, dark, and narrow temple. Here and there, the *basilica's* inner walls are painted with colorful biblical scenes.

The priest gladly entertains visitors. He complains about the lack of religious houses in the region, and about the poor penetration of the Church of Wales in the people's hearts. Many locals confuse Nudd with God the Father! The priest: "Nodens is an idol with obscure attributes. Sometimes he is a Mars (god of war), a Neptune (god of the sea), or a Silvanus (god of the woods)". The most fanatic worshippers are rumored to hold secret gatherings.

A premonitory dream...

The nightmare is an optional ploy to heighten the investigators' fear in the scenario's finale, by anticipating on future events. It also provides a few clues for later use. Elaborate as needed to reach maximum effect later on!

The nightmare is soundless and bathed in darkness - the negation of light. The investigator walks up a wooded slope. The black sun casts black rays upon the trees, which shed radiant "shadows" that hurt the eyes. After crossing a deep ravine filled with nauseating light, the investigator reaches the top of the rise. There are far-off mountains all around, on top of which strange lights burn.

The investigator suddenly realizes that a huge black tower stands only a few yards away, the outline of which is barely visible against the black sky. There are letters of light burning on the tower's door that read: "JVDEA". The investigator opens the door, but has no detailed recollection of the subsequent exploration of the tower, except for the memory of a room filled with huge suspended skins dripping with blood. There is a crucial message written on one of the skins, but the investigator is not able to remember it. Without transition, the investigator finds him- or herself lost in a pitch-black maze (a strange word comes to the investigators' mind: "Dudael"), holding an incredibly heavy sword. He or she feels that there is *something* else trapped in the maze, *something* abominable that should not be and wants the investigator to look into its dead eyes...

THE ROUND TABLE

The Round Table is a huge oval-shaped earthwork enclosing a deep hollow – the arena. Local legend says that the "Round Table" was King Arthur's gathering place. Several trenches cut through the outer rampart and reveal stonework from the ruins of a Roman amphitheatre.

Once in a week, a tournament is organized there. The event coincides with the weekly market and attracts many people from the whole cantref, up to a thousand typically. Spectators pay a penny each. Timber tiers top the earthwork in one place and are reserved for well-to-do traders, artisans, and the warrior aristocracy. The Round Table can easily accommodate up to 6000 spectators!

The tournament consists of a series of 24 man-to-man (and sometimes woman-to-woman) duels. Some duelist, including Quintus' spy Eva, are local celebrities. The winner of a duel earns 12 to 24 pennies (a fisherman's monthly income!).

The duels are entirely improvised, and the weapons are genuine. Deadly accidents and serious wounds are not uncommon, and constitute part of the excitement.

Investigators are free to put their names down for a duel – at their own risk of course. Investigators who saw the female stalker earlier on and succeed a Spot Hidden roll, recognize the woman among the crowd! Asking around reveals that the woman is a slave called Eva who is employed by the ruling clan of Caerleon to oversee the bathhouse. The keeper has two options:

1. Eva doesn't notice the investigators. One investigator can try to challenge her and overmaster her to make her speak. Note that if the opponent is a man, the referee may rule that Eva gets a superior weapon and/or a fisherman's net, while the investigator is handed a small club or a knife.
2. Eva notices the investigators and quietly leaves, heading towards the bathhouse to hide, see below.

BATHS AND SEWERS

Two-thirds of the 360 feet long bathhouse was dismantled when the Romans departed. What is left is a courtyard with a colonnade and an outdoor pool (which servants use to wash the laundry), one long bathing hall, and a heated changing room. The bathhouse, despite being in a poor shape with its cracked walls and its moldy floors, is quite popular among the gentry. Investigators need a Status roll to be allowed to use the baths. Men and women do not mix: there are special hours reserved for each.

The building houses two secrets. The caretaker, a woman called Eva, is Quintus' spy (see Statistics). Eva usually stays clear of the clients and discretely supervises the bathhouse servants from a distance, and oversees the proper functioning of the stove. If the investigators pay a visit to the bathhouse to socialize with the Welsh aristocrats, Eva hides to avoid being recognized.

The second secret is the grated water outlet on the floor of the bathing hall, which leads to a Roman vaulted sewer. The sewer gently slopes down towards the river Wysg, its mouth hidden between the great timber piles supporting the port's quays. At a point corresponding with the Roman

defenses, the sewer branches off left and right into an oppressive network of narrow and cold passages, disused cellars, and more sewers. Many passages are dead ends or caved in, and half of them are flooded. The keeper is free to imagine the network's maze-like layout; request Navigate rolls whenever appropriate. If the investigators take the time to systematically explore the network, they eventually come across a remote stone passage that ends up inside the Mynde, see below.

THE MYNDE

"The Mynde" is the name given to the great earthen mound erected by the Welsh Kings outside the city walls. The story goes that King Arthur is buried there, who repeatedly defeated Saxon invaders 500 years ago.

The mound covers a hidden stone vault and stone passage. Whoever built the Mynde dug a secret passageway from the Roman underground network to the vault. The cultists of Nudd discovered the vault long ago, and use it as a sanctuary. The vault is the preferred hiding place of Quintus' spy Eva (see Statistics).

The investigators can stumble across a gathering of the cultists (possibly including Eva) by following the echo of inhuman screams (a dog tortured in the name of Nudd) and chanting ("Hail Gwynn ap Nudd, king of the dead and of the demons of the underworld Annwn! Hail the Son of Nudd who leads the Wild Hunt at night, scorching the land like a bad wind, and destroying everything on its path..."). The cultists are not normally aggressive.

Eva talks

Once the investigators have caught Eva and convinced her somehow to talk, here is what she can tell them:

Eva's impoverished family lives in a nameless hamlet up river, and sold her to the lords of Caerleon when she was a child. Her master abused her until she was 12, when he lost interest, turning to more pliable victims ("may Nudd destroy the bastard! He made me what I am today," she cries). She visits her family once a week. During one such visit, two years ago, a stranger approached her ("he looks like a devil and stinks like dead fish, but I have known handsomer men with uglier souls"). He offered her money in exchange of services: "watch out for men who look for Quintus. Open your ears to the talk of men in the bathhouse" he said. "Especially if they are men of Church," he insisted. He paid her 1000 deniers on the spot in exchange of one year of spying! The agreed warning sign is to scratch an eye on a particular stone outside her home hamlet on the Wysg.

Eva doesn't remember the location of Quintus' lair, but she reckons it cannot be far from the hamlet. She can explain where the stone is located and how to draw the sign.

The Vale of Wysg

It is a 10 miles northbound walk from Caerleon to Eva's hamlet, along the meandering Wysg vale, bounded by green hillsides. The site is that of modern day Usk (Welsh Bryn Buga), on the banks of the river Usk (Welsh Wysg). The nameless hamlet is as miserable and dull as Caerleon is filled with antique splendor. It is located in the meadows of the riverbank, and is surrounded by a peculiar formation

of small rounded knolls. The wattle and daub huts, one water well, and one iron-working furnace, lie in an area enclosed by an earthen wall and a ditch, with an opening towards the east. The smoothed profile of the earthwork is vaguely reminiscent of a long abandoned fortress of some kind (in fact a major Roman fortress). Aging folks largely populate the hamlet, because youngsters leave to seek their fortune in Caerleon and elsewhere. The endless rain and the fact that the hamlet is half flooded by the Wysg River, only adds to the feeling of despair that the place exudes.

At night, when the rain stops, a cold mist creeps down the Gray Hills from the west and shrouds the valley floor.

Rumors

The investigators can stay at the home of Eva's family. Locals complain about the apocalyptic weather, of a kind unheard of in known memory: the rains of the three to four past years have destroyed a large share of the harvests.

Although nobody knows anyone called Quintus, a few relatives of Eva recall seeing her once or twice, at dusk, conversing with an odd-looking old man dressed in a ragged robe. She would not tell who it was, angrily asking them to mind their own business.

Another interesting detail for the investigators is that Eva's parents are not her biological parents (see Statistics).

Locals claim knowing nothing about "castles", or "fortresses" of any kind. A successful Insight roll shows that they *do* know something. The truth is that the whole community is scared: first came the floods and Eva's new obsession with Nudd. Then the eerie mist came down from the Gray Hills at night, sometimes resounding with blood-chilling cries. There are the mysterious "children of the night" too, who appear after dark, and skulk at the edge of the hamlet (see below). Worst of all, contacts with the nearby community of sheepherders stopped abruptly last November. One brave lad went out to the Gray Hills to check on them, but never came back (his terrified sisters claim they can hear him in the mist, calling their names).

Needless to say, the villagers keep to their huts at night, and hold their tongues for fear of angering the hill spirit *Buga* or *Buga Gawr* (giant Buga)! Descriptions of this Bogeyman are vague at best. Legend says the Bogeyman lives in a *castell* (Welsh for "castle") atop the elusive *Bryn Buga* – the Hill of the Bogeyman, not far west. It is said that one can only see the Bogeyman if one is already dead!

Here is an optional hint for players who fail to correlate legendary Bryn Buga with Quintus' Roman castle (handout #1): the place name of the shepherds' settlement is Caermaen, i.e. Stone (*maen*) City or Fort (*caer*).

The Tombstone

If the investigators follow Eva's indications, they easily find the stone she was referring to in the shade of a gloomy meadow. A large eye symbol is scratched on the stone's weathered surface, which means that *somebody* (Pengrych, see below) already tried to alert Quintus!

The stone is clearly a tombstone. There is a strange, nauseating patch of sticky slime on top, as large as a hand. The tombstone is inscribed with the following epigraph: "... VIXIT AN III... QUINQUE... SECVND FE... LEG

II AVG F C...” A successful Read Latin roll combined with an Idea roll yields the following interpretation: “... lived for three (years)... five... the 2nd day of February... of the Second Aug(ustan) Leg(ion) the making (of which) he has undertaken.” The whole tomb is sagging because of the rains, and a circular pool of rainwater has formed in front of the tombstone. On a successful Spot Hidden roll, an investigator sees a shimmer at the bottom the muddy pool. He or she easily unearths a large silvery (Roman) seal-box. The lid of the box is decorated with a stag’s head. Forcing the lid open reveals a wax-sealed sheepskin *volumen*, see handout #2.

The Children of the Night

If the investigators decide to spy on the tombstone at night, have them spot the stunted silhouettes of “children of the night” who appear out of the mist and crawl about the tombstone. The misty nights are unnaturally dark and silent; hence investigators won’t be able to get a clear picture of the 3-4 foot tall “children”. Anyhow, witnesses see enough to send a chill down their spine, but have a hard time explaining what exactly scared them.

The “children” are Worms of the Earth sent by Quintus to check the tombstone for a warning sign. They travel largely underground, using a secret network of burrows.

Pengrych

One misty morning, the investigator remark a man, clearly of another stock than the locals, who nonchalantly sharpens arrow tips on the outskirts of the hamlet. Now and then, the man lifts his head, watches the investigators, and then carries on with his work. The residents clearly avoid him. In return, the man arrogantly pretends to ignore the villagers, as if they were mere ghosts.

Questioning the villagers about the man reveals that he passes through the hamlet every so many days. His name is Pengrych (meaning “Curly Head”, see Statistics). He is a solitary hunter of a marauding tribe known as “the people of the rocks”. These people know the Gray Hills like no one else. If the investigators talk to Pengrych, he tells them in approximate English: “you look for stone castle, yes? You give money, I take you. No night travel”. Pengrych, like Eva, is a spy of Quintus. He travels up and down the Wysg Vale, and keeps an eye on strangers who could be seeking Quintus.

If the investigators do not trust Pengrych, but still need a guide to show them the way to Caermaen, draw in the blacksmith’s son Gof ap Brynbuga, see Statistics.

The Gray Hills

By now the players should be convinced, or at least confident, that Quintus is near. His lair is likely to be located in the highlands to the west of the hamlet.

Many roads lead to shepherds’ settlement and the stone fort Caermaen, and each road holds different threats. A few old women make the sign of the cross as the investigators pass them by. They take an ancient track that ascends the hanging oak woods on the western hillside. Looking down, one sees the retreating mist unveil the river Wysg and the shadowy vale (how strangely the mist

dissolves, appearing to creep back uphill in animal-like fashion!). Plumes of blue smoke rise into the cool air from the shrouded hamlet. Topping the hill, one leaves the world of men and enters the mystic woods of the Gray Hills. Here paths diverge...

Without guide, the investigators err in the twilight zone between the Vale of Wysg and legendary Caermaen. How long they wander is up to the keeper, who can for instance grant a Luck roll every day for finding the shepherds’ settlement. Mind the fact that each night the investigators spend outside puts them in mortal danger (see below).

If the investigators have a guide (Pengrych or Gof ap Brynbuga, see Statistics), they arrive at the shepherds’ settlement just before sunset of the same day. In the case of Pengrych however, a surprise attack awaits the investigators, see “the People of the Rocks” below.

The Many Mists

In his initial attempts to invoke the avatar of Yog-Sothoth, Quintus opened many Half Gates on hilltops around Caermaen. The Half Gates tore the thin veil that separates us from the spirit world. Slowly but surely, this veil unraveled, and Caermaen started slipping into Limbo. The area under influence of Limbo and the Nameless Mist consists of 4 concentric zones:

1. **The outer fringe** reaches as far as the Vale of Wysg. The Nameless Mist only comes at night, and is so diluted that it feels (almost) natural.
2. **The border region** covers the high woods to the west of the Vale of Wysg. There, the Nameless Mist only dissolves when the sun is high and starts to feel weird: the air is unusually thin and cold, an unnatural silence reigns, and the investigators feel somewhat disorientated. Investigators who fail a POWx5 roll (or succeed an Occult roll) spot fleeting movements in the Nameless Mist, at the corner of their vision field. The investigators see nobody, but do have the nagging feeling of *not being alone, of being watched and followed by invisibles creatures*.
3. **The inner circle** corresponds to the circle of hilltops (radius ± 3 miles) around Caermaen and the shepherds’ settlement, on top of which Quintus opened – and did not close – Limbo Gates. There the pull of Limbo is strongest, and reality is little more than an illusion. The Nameless Mist is present night and day. Vision is limited to 10 to 20 yards at most, and the surroundings take on a ghostly appearance. Humans feel a growing nausea and a numbness of the senses (0/1D4 Sanity roll, the Navigate skill and perception skills are halved). Vortices and swirls of the Nameless Mist sometimes form fantastic shapes that fade in and out of existence. All animal life seems to have deserted the area. When darkness falls, the investigators risk being attacked by the Invisibles (see Statistics). Because the inner circle lies almost entirely in Limbo, space is twisted like a coil, and it is not possible to leave by simply walking away. There are still ways out, a few tortuous pathways known to Quintus and Pengrych, but even these are slowly fading away.
4. **The center** is the stone fort Caermaen, the lair of sorcerer Quintus, so far spared by the Nameless Mist.

The People of the Rocks

If the investigators chose Pengrych as a guide, he takes them directly to a location close to the shepherds' village. There he leads them into a trap: as the party is following a small ravine ("we are almost there"), Pengrych suddenly stops, and signs them to be quiet. He then whispers to the closest investigator: "I hear something. Stay here. Wait for me!" One minute after Pengrych disappeared, the investigators are savagely attacked by a band of armed warriors who are ambushed on both sides of the ravine. Between the ranks of the warriors dash several old disheveled women, dressed in black, and waving brands. While the warriors shoot arrows at the investigators and throw large stones at them, the black hags hiss dreadful imprecations. Use the statistics of the "People of the Rocks" to play the surprise attack. Pengrych does not take part in the battle.

If the investigators end up in a hopeless situation, or to add some supernatural drama to the event, the keeper can let the Invisibles (see Statistics) savagely attack the People of the Rocks. Impress the players with cries of horror, sudden rains of blood and maimed bodies, and something invisible and huge that moves faster than the wind. The attack ends as abruptly as it had started, leaving a field of blood and only a few mauled body parts scattered all around.

The Dying Warrior/Witch/Guide

At the keeper's discretion, the investigators find an agonizing Rock person. His or her identity is left for the keeper to decide, depending on prior events (e.g. the last surviving warrior or witch of the People of the Rocks, or Pengrych himself). The circumstances of the find are also left to the keeper. The investigators could have been chasing this person through the woods, or have been tracking down the victim's cries of anguish, or simply find him or her by chance in some dark and lonely place.

The investigators see the writhing remains of a human being, disfigured and dismembered by an unknown force (the Invisibles, see Statistics). The eyes are gone, but the human hears the approaching investigators and cries: "go away! Leave me in peace! I have paid my price..." The victim rambles on: "We came and we watched you all die one by one! We came and took everything you had! The woman... You are dead and now you come out of that wretched mist to take my soul. You come too late, for the Bogeyman (Bugawr) found me first... I... I saw... The Great God Pan... He took my soul, and... I am... Like you now... A ghost..." He or she dies.

The victim's last thoughts revive the mass sacrifice of the shepherds – see below, which he or she took part in or at least witnessed. On the verge of death, the victim believes the investigators to be ghosts of the murdered shepherds coming to demand retribution!

The Shepherds' Dale

Ahead of the investigators, the mist seems to lighten up a bit. The investigators walk down into a narrow, boggy dale. The shepherds' settlement is near.

It should be quickly obvious that the settlement has been abandoned months ago. There is no sign of life and the people (maybe 100 based on the settlement's size) are long gone. The only sound is that of the nearby brook running through tall reeds. As the investigators move from hut to hut through the mist, looking for a sign or a clue, something starts to bother them. Everything appears to have been left to rot where it stood, nothing seems to be missing or taken away. The investigator who first inspects the sheep pens makes a gruesome discovery: the animals are all dead, and a successful Idea roll suggests they died of neglect and starvation. Whatever happened here, all settlers departed without a warning, without external signs of violence, and left everything behind.

THE MASS GRAVE

Successful Track rolls or exploration of a wider area brings the investigators to an old trail winding eastward up a wooded slope. The trail widens out into an open meadow to the east of the settlement, at the summit of a hill that the investigators skirted before reaching the settlement. Walking across the short turf, the investigators find a large sunken area of relatively fresh digging, which oozes an abominable stench. At the edge of the earthen pit lies a pile of decaying clothing. A decomposed human leg sticks out of the earth. A seven-foot post is planted at the edge of the pit. The wood bears friction marks at about 5 feet from the ground, as if made by a rope tightly wound around the post.

The pit is a mass grave. On the last day of October of the previous year, the People of the Rock, following the instructions of Quintus, ritualistically sacrificed all the settlers, in order to invoke the Yog-Sothoth's avatar Tawil at'Umr. As the players come to realize later, the ritual succeeded. As soon as the players discover the nature of their find, request a 0/1D6 Sanity roll. Unearthing several bodies shows that the sacrificial victims were simultaneously strangled and stabbed in the chest - this costs an additional 0/1D3 Sanity points.

A successful Spot Hidden roll finds a small square pillar of white stone at the edge of the meadow. It is all that remains of a Roman temple dedicated to Nodens, the God of the Abyss. The pillar carries the following Latin inscription on one side: "DEVOM NODENTI FLAVIVS SENILIS POSSVIT PROPTER NVPTIAS QUAS VIDIT SVB VMBRA". This means: "to the great Nodens, Flavius Senilis has erected this pillar on account of the nuptials that he saw under the shadow".

THE ANCIENT ROAD

Not far from the meadow of the "God of the Abyss", an ancient (Roman) causeway runs up a wooded ridge. The paved road lies entrenched between banks of red earth. The highest point of the ridge rises above the mist. Through partings in the beech trees, one can make out the yellow shimmer of the Severn Sea to the South and the faint white cliffs of Somerset beyond. To the west, across the shepherds' dale, many hilltops rise and fall like islands in the mist, fading away in the haze of distant mountains.

The northern end of the shepherds' dale extends into an overgrown limestone outcrop that juts out of the mist like the prow of a sinking ship. One can spot white sections of

some kind of battlements, a campsite, and the outline of a tower set against the deep blue sky at the top. Following the road down into the mist, in the general direction of the outcrop, brings the investigators at the foot of Caermaen – the stone fort.

THE GIANT IN THE MIST

From any high vantage point overlooking the shepherds' dale, the investigators have a good view of the encroaching Nameless Mist. Two things are extremely disturbing: firstly, the sea of mist does not move naturally at all. It appears to form around some of the higher hilltops and ridges, and flows in and out of terrain lows around the limestone outcrop, in a sluggish spiraling movement. Isolated plumes of mist, some hundred yards long, curl and twist above the hills in a quasi-sentient fashion. As the sun falls towards the mountains in the west, the mist slowly rises around the hilltops, drowning everything. Secondly, a dark "hole" in the mist can be seen moving across the dale floor, trailing behind an unseen creature. By the size of the trail, the invisible creature must be incredibly large (Sanity loss 0/1D2). This is the Bogeyman, the Giant *Buga*, a nightmare creature that materializes in the Nameless Mist when darkness falls (see Statistics – the Invisibles). Every time the investigators tread the Nameless Mist, they risk being stalked by the Bogeyman.

Caermaen

Near the foot of the outcrop, the Roman causeway changes: the path appears to be made of enormous blocks of stone of great antiquity.

When the investigators reach the foot of the outcrop (possibly with the Bogeyman on their heels), the mist thins, and the investigators come to stand at the bottom of a vast hollow, the sides of which are made of a towering, whirling wall of mist. Far above, they can see the deep blue sky. Now and then, they may spot the great indistinct shadow of Buga prowling the edge of the mist, looking for them.

Wooded slope

Small trees and dense undergrowth cover the lowest part of the incline below the first Roman battlements. A wide trail leads to the fort's gate. The sound of barking dogs and of sheep gives the People of the Rocks' camp away.

Wall and Gate

The Romans were such good engineers that Middle-Ages workers would ask double pay to dismantle Roman stonework. The white moldering walls of Caermaen still stand strong after 950 years. The gate in the middle of the wall, consisting of 2 porches sided by 2 small towers, has suffered more. One tower is partly destroyed, leaving a breach by the wall and a pile of rubble, which can be easily climbed over.

Allow a Spot Hidden roll to detect a human watch on top of the standing gate tower from a distance (see People of the Rocks statistics).

Note that it is possible to enter the camp area without having to pass the gate. Indeed, some rough sections of the 10-foot wall can be climbed over (Climb roll mandatory).

Camp

The People of the Rocks established a temporary camp within the fort walls. There are enough trees and ruins to allow stealthy progression and thus avoid detection. Sneak rolls may be in order. The camp is made of a loose circle of shaggy huts and tents. The sheep freely roam the camp area. Apart from the old headman and one young man (the watch), there are only women and children around. The dogs are likely to first give the alarm if the investigators come too close or if they do not progress stealthily.

The outcome of a possible confrontation is up to the individual keeper. The keeper should make the event interesting role-playing wise, and allow perceptive players to convince the People of the Rocks to leave them in peace or even to join forces against the mist and its horrors.

Besides the camp itself, there are two locations of interest in this area of Caermaen:

CISTERN

Just above the camp of the People of the Rocks, amongst dark firs, the ruins of a large, partly underground vaulted cistern can be found. From a distance, only a swelling in the terrain gives the cistern away. The two extremities of the cistern have long caved in, thus forming a kind of vaulted tunnel. The openings are relatively small, and are thus easily covered up. At this time of year, the cistern is half filled with rainwater. There is enough room to stand, but the cold water reaches to the waist.

For game purposes the cistern can function as a hiding place or a refuge from the Invisibles in general, and from the giant Buga in particular. Note however that the Gug's arms are almost as long as the cistern is; hence the cistern is not entirely safe – at least not for very long!

FIELD OF PITS

Further up, near the eastern edge of the outcrop, lies a treeless area dotted with numerous cylindrical pits, less than 2 feet in diameter. Most pits are not very deep, but a few are "bottomless" (if investigators throw something into one such pit, the rattling sound just fades away). The bottomless pits smell bad, with some indefinable musky odor, vaguely animal-like, though investigators are at a loss to say exactly what kind.

The "bottomless" pits are entrances to the subterranean realm of the "Children of the Night", the Worms of the Earth allies of sorcerer Quintus.

There is nothing to be found around the pits or in the pits, apart from traces of the same nauseating slime as found on the tombstone in the vale of Wysg – see above. The one thing the investigators should avoid is to climb down or to fall into one: the pits are too narrow for humans, who can easily get stuck many feet below the surface. Rescuing a stuck investigator, if possible at all, should be a time-consuming and demoralizing operation, especially with the closing mist all around (and the giant Buga of course).

The House (Roman Headquarters)

Near the top of the outcrop, the wood of dark firs thins and gives way to a field of twisted thorns and scrubs. A narrow, winding path leads up to some sort grim-looking stone house halfway up. Behind the house, the tower looms.

The house corresponds to the Roman headquarters of the stone fort Caermaen, and includes the commander's private quarters. The other Roman buildings, the barracks, the granary, etc., are nothing more than scattered rubble.

The house has been partially restored by the Worms of the Earth, under the command of Quintus. The house has thus retained much of its original shape, yet there are peculiar alterations. The original entrance and windows have been walled up (as can be seen from the different shape and texture of the stones used). Because of this, the house presents an unusually massive and forbidding exterior - especially to people used to timber buildings. The second major addition is that of a new, unusual roof of green roofing slates. There is a small postern and a stout worm-eaten wooden door in the middle of the long east wall.

There are basically two ways in: break through the postern door or somehow climb over the outer wall and over the roof, and drop into the inner courtyard. The keeper is referred to the map of the house for playing out this part of the scenario.

General Description

The first impression that hits the investigators is revulsion. The entire house reeks of excrements, rotten flesh, and stale urine. Quintus' insanity expresses itself in total neglect: he uses the house as a latrine and a garbage dump, and is so careless as to keep his foodstuff there too. Every corner of every room is littered with unnamable remains. Remember that there are no windows, so darkness is omnipresent. All rooms are pitch black, and even a torch cannot light one entirely. The keeper can use this fact to make players extra nervous when exploring the house. From time to time, unsettling inhuman screams resonate through the empty corridors (see the pigs stall below).

The Courtyard

From the courtyard, one can see the rising wall of mist, slowly closing in, and the top of the tower looming over to the north side. For a brief moment, anyone who looks up startles as a horrible whitish face leers from a high window, before retreating into the shadows of the tower (Quintus).

The Reserve

One of the house's few rooms of interest is the old bathroom of the commander's quarters, now Quintus' food store. Two Roman baths have been reconverted by Quintus into meat containers. The baths are half filled with precious salt to conserve smoked meat. In fact, one of the baths contains two unidentified human bodies, one man and one woman, both naked and partly skinned. Uncovering the bodies costs the investigators 0/1D3 Sanity points.

Roman mosaics partly survived on one wall. They depict a naked beastlike "man in the wood", (successful Occult roll: a satyr or a *Pan*) playing on the grass with a woman. A successful Idea roll indicates that the woman bears a striking resemblance to Eva (keeper's note: she could be a far ancestor of Eva).

The floor in one corner of the bathroom has collapsed, leaving a gaping hole. Inspecting the hole (caked with dried excrements) reveals a hollow space under the entire area of the commander's quarters. The space is about 3 feet high, just enough to crawl, and supported by a grid of brick columns. The Romans used furnace to heat air that then circulated under the floor of the commander's quarters. In the southeast corner of this space there are narrow holes (one foot in diameter) that communicate with the underground network of the Worms of the Earth. Through these holes they can enter Quintus' house.

The Pigs Stall

One room is used by Quintus as a pigs stall. The door is barred by a 3-foot high partition of daub. There are two sows and one pig inside (see Statistics). The bellowing animals are frenzied because of negligence and starvation. The fourth animal lies dead in the muck, while the others eat him up. The animals attack any human who comes too close. The daub partition is easily broken by a few well-placed kicks. Quintus can do this to upset the investigators, or vice versa.

Dark Corner

At the keeper's discretion, the investigators may find a Greek or a Latin Bible (whichever language they are most proficient in) in some dark corner of the house. They may use this Bible to solve a puzzle on the second floor of the tower.

Hide and Seek

Keeping the Nameless Mist out of the house at night is a constant struggle: the Invisibles - see Statistics - continuously try to break in. The keeper should make the nightly runs as spooky as hell, full of things that go bump in the dark. For instance, the keeper can let Doels (that "stole" substance from the People of the Rocks whom they devoured) creep in through cracks in the walls, or let Dimensional Shamblers beat on the postern door (if it is not broken down), or let the Gug reach over the roof into the courtyard with his long spidery arms, etc.

Note that these creatures also attack the Worms of the Earth and Quintus, hence the keeper can use the Invisibles to tip the balance either way.

QUINTUS

The house sets the scene for an occult battle between Quintus and the investigators. At a moment chosen by the keeper, Quintus sneaks into the house and uses his magic against the investigators. The battleground can of course extend to the bridge and the tower, see below.

The keeper must carefully prepare the sorcerer's tactics by studying Quintus' statistics and his choice of spells.

Optionally, Quintus can call the Worms of the Earth - the “Children of the Night” - to come and help him destroy the intruders. The timing of their arrival and their number is up to the keeper. The Worms of the Earth crawl out of the hole in the bathroom floor – see Statistics.

The keeper may use the Worms of the Earth to force the investigators to retreat into the tower - see the Tower below.

The Sorcerer’s Last Words

The following happens if the investigators subjugate Quintus.

Quintus’ body rapidly devolves into a mass of nauseating blackish jelly, as his body suffered too long the injuries of Limbo and of the Doels. The devolvement process ends when the players have learned everything they can learn from the sorcerer.

Quintus believes the investigators to be agents sent by his archenemy Seth the serpent man to destroy him. His first question to them is therefore: “who are you who seek the demise of Quintus? Who sends you?” If the players stubbornly hide their motives and their identities, jump to the end of this section: Quintus dies and the investigators learn nothing. If on the contrary, the players decide to play open cards, they are rewarded. In that case, Quintus signs one investigator to come close. He clutches the back of the investigator’s neck with a half-liquefied hand, and whispers in his or her ear: *“You fool! Fool blinded by your own righteousness! Is this how you defend your god’s church? Here you are, doing the work of the devil without blinking! You will be remembered as the ones who advanced Judgment Day!”* The keeper should allow the investigator to ask a few questions to Quintus before he dies. See Statistics.

Upon pronouncing his last words, Quintus collapses into blocks of trembling jelly and dies. Shortly after Quintus’ death (within 24 hours at most), his protective magic fails and the Nameless Mist rapidly closes in on Caermaen. It creeps up the wooden slope and pauses by the Roman wall. Then, it swallows the camp area behind the wall. The last People of the Rocks and their sheep are slaughtered by the Invisibles or simply vanish – their cries of horror can be heard from very far. Eventually, the Nameless Mist consumes the remains of the Roman headquarters. The last temporary safe haven is the watchtower, perched at the top of the chalk outcrop.

The Bridge

A deep chasm cuts through the outcrop, and separates the house from the tower. The chasm is the silent witness of terrible forces that the Silurian druids unleashed at the Romans nearly 1000 years ago.

A shaky timber passageway bridges the chasm, connecting the house’s north gate to the tower’s door at ground level. The chasm at this point is about 45 feet wide and 100 feet deep! A fall into the chasm is not necessarily deadly, as it is largely filled with huge boulders and rubble. The lenient keeper allows lucky investigators to survive, having incurred limited falling damage. If the bridge is destroyed and some investigators are stuck inside the house or in the

Nameless Mist outside, successful Climb rolls should allow them to clamber up the rock promontory upon which the tower stands.

The easiest way to destroy the bridge is to burn it down.

The Tower (Roman Watch Tower)

The tower is 30 feet tall, square, windowless, and made of limestone. It features the same green roof as the house.

A huge irregular crack runs from the bottom to the top of the western wall of the tower, widening towards the top. It is only visible from the west side. With a successful Climb roll, an investigator can climb up the crack and reach the top floor of the tower.

The tower has three floors that are described below.

GROUND FLOOR

The windowless ground floor is bare except for the South door leading to the bridge (see above) and a rickety ladder leading to an opening in the wooden ceiling (Quintus pulls the ladder up when he is on the second floor).

The stone floor is covered by two inches of trodden earth. There is a hidden trap underneath the soil. The trap door leads to the cellars underneath. Ideally, it should not be discovered before the investigators have explored the entire tower.

The Unholy Trinity

There is an occult painting on the wall opposite the door. It features a triangle with a circumscribed circle, and three figures at the corners of the triangle: an abstract symbol on top (an amalgam of the Greek letters *alpha* and *omega*), a “dog-that-walks” holding a sword to the right, and a “snake-that-speaks” facing a small crowd to the left. A successful skill roll (e.g. Occult or Theology) suggests this could be a profanation of the Holy Trinity, respectively the “devil” (instead of God), his “son” (the Antichrist or the Beast), and the “false prophet” (instead of the Holy Spirit). A successful Mythos roll is required to interpret the first two symbolic figures as Yog-Sothoth and his avatar.

On a successful Idea roll, the dreaming investigator (see the Premonitory Dream near the beginning of the scenario) recognizes the sword he or she was holding in the dream.

Spooky Sound

Here is an optional ploy for the keeper to: 1) create an increasingly spooky atmosphere, and 2) bait the investigators to the top of the tower.

On a successful Listen roll, an investigator starts to hear a barely audible sound. Sometimes it resembles tiny footsteps (creaking floorboards), or the faint wailing of a baby, or a scratching noise, like a big insect trapped in a small space. The source of the unnerving sound is very difficult to identify: most of the time the sound is ambient, but occasionally it appears to be very close by, originating for instance from a shadowy corner, from behind a drape, or even from within a wall! As soon as the investigator thinks to have located the sound and approaches, it stops. The keeper should request periodic Listen rolls.

SECOND FLOOR

Quintus eats and sleeps on the second floor. This whole space is broken by oiled linen drapes that are nailed to the tie beams, and hang down to the floor. Whatever purpose the drapes serve is now lost. Drapes also cover the entire length of the walls. The overall atmosphere is quite oppressive. Now and then, the drapes move in a slow waving motion, because of the air draft coming through the foot-wide crack in the west wall.

Quintus painted a diagram with blood on one drape:

Revelatio	
VIII	IX
IX	VI
XX	I

This is a puzzle for the players to solve. The Roman numerals refer to verses of the Book of Revelation in the New Testament, also known as the Apocalypse of John: 8:10, 9:6, and 20:1. See handout #3 for the full text.

In one corner, the investigators find a dismal makeshift bed and some kitchenware with moldy food rests. Next to the bed there is a jug is half filled with stale urine. Another ladder leads to the top floor through a trap door.

TOP FLOOR

The top floor is the only part of the tower not plunged into obscurity. Indeed, there the crack in the western wall is as wide as a man with extended arms.

Peering outside the crack, investigators see nothing at first, as Limbo now completely surrounds the tower. Everything they ever knew and still remember - life, places, and people, everything except the tower and themselves, has given way to the timeless void called Limbo. Peering harder, an investigator can make out weak points of light in fixed directions, which correspond to the Half Gates that Quintus opened on the hilltops surrounding Caermaen. At first, the ominous silence is only broken by a weak but definite weeping sound, which seems to originate from something unseen floating in the mist one or two feet outside of the hole in the tower wall. Any investigator who approaches the sound to within a few feet startles and instantly recoils as a sinister shape suddenly moves across the gray nothingness (see Statistics, the Invisibles).

A few verses are written in animal blood onto one wall at the top of the tower, see handout #4.

Scenes from the Past

The keeper can use the following ploy to enlighten the players. One investigator is assailed by sudden visions of the past and falls to the ground, moaning horribly. The entire flash back lasts a few combat rounds at most. The visions – as seen through Quintus' eyes - are listed chronologically for the keeper's convenience and match the timeline provided in the Keeper's Information section at the beginning of the scenario:

- Quintus argues with Stigand. Quintus leaves, furious.

- Quintus, naked, bends over Eva who lies unconscious on the floorboards at the top of the tower. He incises a small hole into her cranium and prods a long iron needle inside her head for a few moments. Later, Quintus watches as Eva wakes, opens her eyes, and starts screaming. *Sanity loss 0/1D2*
- Quintus watches silently at the edge of a meadow, next to Eva, as the People of the Rocks ritualistically slaughter the shepherds of Caermaen according to his instructions. One by one, they are brought to a pole, simultaneously strangled and stabbed, and dumped into a mass grave. *Sanity loss 0/1D6*
- Quintus stands at the top of the tower, in front of the cracked wall, and screams an imprecation into the nightly mist. Moments later, Quintus turns, and stares at a dark figure holding a gleaming sword (keeper's note: Tawil at' Umr with the "Sword of Nudd").
- Quintus carefully cuts a patch of skin from the belly of a cadaver in the house's reserve. He sews the skin over the face an old man, who lies naked on the ground. The man's nose and ears are missing (keeper's note: Quintus bound Tawil at'Umr into a dead body and covered its face as part of a Seal spell). *Sanity loss 1/1D4+1*
- Quintus opens a trap door in the tower's ground floor. He then thrusts a shrouded body into the hole (keeper's note: this vision reveals the location of the trap door, in case the investigators did not yet find it).

Limbo closes in...

At some point chosen by the keeper, the Nameless Mist starts flooding the tower, and drives the investigators to their last resort: the cellars (see below).

As reality wavers, the tower transforms into a living nightmare. Optional ploys related to this event are described below:

- All light becomes darkness. Conversely, darkness and shadows start to emit a diffuse spectral light to see by.
- The Nameless Mist looks like a black wall of translucent, writhing "worms" (Doels) as insubstantial as froth (see Statistics, the Invisibles).
- On the second floor, the drapes are gone, replaced by festering skins hanging from the ceiling and dripping with fresh blood. The skins have the texture of human skin, but are much too big (12 to 15 feet). They show patches of long grisly black hairs. The floorboards are slippery from the shimmering blood (DEX rolls required). Several skins are inscribed with portent verses from the Book of Revelation (see handout #3) and Mark 13:14: "but when you see the ABOMINATION OF DESOLATION standing where it should not be, let the reader understand, then those who are in Judea must flee to the mountains". This verse relates to the premonitory dream at the beginning of the scenario. Together with the reference to "Dudael" in the writing on the wall (handout #4), the verses suggest that the investigators, after meeting Tawil at' Umr ("the Abomination of Desolation") in the cellars ("Dudael"), must leave the tower ("Judea"), and walk to the nearby hilltops ("mountains").

- Something big (a Dimensional Shambler) starts pounding obstinately on the tower's door. By the time the investigators reach the ground floor, the door lies shattered on the ground. The Nameless Mist slowly floods the tower through the doorframe. The pounding creature is nowhere to be seen...
- If the investigators haven't found the secret trap door leading to the cellars, the keeper may leave clues to its position e.g. huge claw marks on the earth.

CELLARS

The hidden trap door on the ground floor of the tower opens at the roof of a seven-foot high, dark stone chamber. The investigators discern a big white Elder Sign painted onto the floor right under the hole.

The chamber is part of a small network of chambers connected by short corridors (see map). Because all chambers and corridors are alike, it is very easy to become disoriented.

The network has been dug by the Romans directly into the limestone, and was originally used as underground store.

Dialogue with a Demon

We assume that all investigators are in the cellars under the tower. Investigators who are outside face the horrors of the Nameless Mist and the Invisibles. The keeper must give everybody a chance to rejoin the cellars. Players who fail to take that chance lose their investigators to Limbo.

Once in the cellar, the keeper should make it clear to the players that the trapdoor must be closed to stop the encroaching mist. Use ploys like the freakish sound of *something* that walks in the tower above, a Shambler that rasps sound on the trapdoor and fakes a child's voice crying for help ("in God's name open the trapdoor! I'm so scared. Please let me in..."), etc. The Shambler grabs any investigator foolish enough to open the trapdoor and to take a peek, and try to carry him or her away.

Investigators lost in Limbo are not irreversibly gone, but may *come back* in the sequel. See the following scenarios for more details about this plot twist.

The Man in the Cellars

Quintus uses the cellars as an earthly prison for Tawil at'Umr, avatar of Yog-Sothoth. Quintus magically sealed Tawil at'Umr into the corpse of an old man (see Statistics). The name of the game, for the keeper who role-plays avatar, is to trick the investigators into destroying the body Tawil at'Umr is trapped in. In contrast, the players must see through the avatar's deceit, and not destroy the old man.

Tawil at'Umr knows everything – or close to, hence the keeper can shamelessly tap into his own knowledge in order to sway the players:

DECEIT

-Help me! I am Silvianus, schoolmaster at the bishopric of York. The sorcerer tortured me! Please save my immortal soul... Release me from my prison of flesh, etc.

If the players are too naïve or too desperate to suspect foul play, the keeper can instill some doubt by stressing the abnormality of the old man's condition (see Statistics).

BLUFF

If the lies do not work, Tawil at'Umr drops all pretence of being human and tries to bluff the investigators:

-Don't you understand where you are? This is the land of the dead. You have crossed the threshold; and with every breath you sucked in the Nameless Mist, the milk of the underworld Anwnn. I am Nodens. I am The Dog that guards the bottomless pit!!

-You are dead! You are nothing but ghosts who answered my call! Remember the signs and you will know this is the truth. Everything you lived before has been a dream of flesh geared towards this very moment. It was written that you would release me! Now let me taste the sweet taste of death and I shall open your eyes..."

THREATS

If the players stand firm, the powerless god goes into a fit:

-I CAN OPEN THE GATEWAY AND CAST YOU INTO THE ABYSS OF THE WORMS - THE NAMELESS DEVOURERS! FOR MY NAME IS ABBADON (DESTRUCTION)! I AM THE WATCHER; I AM THE NEGATION OF LIGHT! CRAWL BEFORE MY WILL!

-I can make you rich! I can give you a kingdom that will last a thousand years!

-WELCOME TO HELL, ASSHOLES! NOW I WILL MAKE YOU DIE FOREVER, OF TORTURES THAT HAVE NO NAME IN YOUR WORLD!

Conclusion

No sanity points are awarded for completing this scenario, apart from special keeper awards. Depending on the investigators' actions, there are two possible endings:

The investigators free the avatar

Investigators who kill the old man in the cellars, free Tawil at'Umr from its earthly prison. Investigators are subsequently cast to distant times and places, as is customary to Tawil at'Umr. The keeper must find an excuse to end this game session and to proceed with the "Shadow Kingdoms" scenario.

The investigators do not free the avatar

Investigators who do not free the avatar and do not accept his "generous" offer, are stuck in Limbo until they decide for one of the following desperate courses of action: wait for death or leave the cellars and brave the otherworldly dangers of Limbo. The investigators may for instance try to reach one of the nearby hilltops, upon which they saw a light (a Half Gate).

One way or another, the investigators unsuspectingly pass into the Celtic Dreamlands. Proceed with the "Anwnn" scenario.

Statistics

Eva, 21, Bride of Nudd and Spy

STR	10	CON	12	SIZ	8	INT	16
POW	18	DEX	15	APP	18/2	EDU	8
SAN	0	HP	10				

Damage Bonus: none

Weapons: Fist 55%, 1D3, Kick 55%, 1D6.

Skills: Cthulhu Mythos 6%, Hide 30%, Insight 25%
Natural World 30%, Occult 25%, Persuade 35%, Spot
Hidden 45%.

Eva is a remarkable person. People who fail an Idea roll find her incredibly mysterious and beautiful, while the rest finds that she radiates an indefinite evil aura (hence the dual Appearance score).

Eva is a lost soul. Quintus, in an early attempt to trap Tawil at'Umr, used Eva as a living receptacle for the god. By means of primitive surgery, Quintus lifted the veil that prevents humans to see the real world of spirit, i.e. to *see the great god Pan*, i.e. Yog-Sothoth. The experiment failed in that the spirit of Yog-Sothoth (Tawil at'Umr) did not cross the veil to possess Eva. Nevertheless, Eva did briefly see Yog-Sothoth at the threshold, and became indefinitely insane. The insanity expresses itself as an obsession with Nudd (the locals' name for Yog-Sothoth), a loss of her sense of self, and the conviction that our world is but an illusion hiding the "real" world of spirit. The trauma of seeing *the other side* was such that Eva blacked out all recollection of the few days before and after the revelation. Now Eva lives her slave life in Caerleon as an automaton, and her mind's eyes seem permanently focused on something beyond a common mortal's understanding. The fears of loss, of death, of pain, all things that make us human, have lost meaning to Eva. She craves for the invisible, to become one with what she *saw*, one with Nudd. That is the main reason why she heads a small secret cult to Nudd in Caerleon.

For a year now, Eva has participated in the weekly tournaments that take place at the "Round Table". Defying death and pain makes her feel more "real". She also hopes to earn enough money to buy her freedom in about 3 years time, although she is unsure what to do once she becomes a free woman.

Eva's parents were shepherds that lived in the Gray Hills. They abandoned the baby for obscure reasons. The only reason Eva still visits the hamlet of her adoptive family, by the river Wysg, is to meet Quintus, who one day may reunite her with Nudd.

Gof ap Brynbuga, 17, One-Eyed Blacksmith's Son

STR	10	CON	7	SIZ	14	INT	13
POW	8	DEX	13	APP	10	EDU	15
SAN	40	HP	9				

Damage Bonus: none

Weapons: Small knife 25%, 1D4.

Skills: Smithy 40%, Bargain 40%, Drive Donkeys 55%, Fast Talk 40%, Insight 40% Natural World 45%, Navigate 50%, Track 45%.

Gof is the taciturn son of the hamlet's blacksmith. He lost his right eye in some hunting accident he doesn't like to talk about. Gof always wears an enigmatic grin. Gof can easily inspire mistrust, but he is in fact reliable.

Pengrych, 31, Rock Person and Spy

STR	8	CON	9	SIZ	8	INT	12
POW	13	DEX	15	APP	8	EDU	11
SAN	85	HP	8				

Damage Bonus: none

Weapons: Short Sword 45%, 1D6, Short Bow 40%, 1D8.

Skills: Listen 50%, Natural World 40%, Navigate 65%, Occult 30%, Smelt Iron 25%, Sneak 40%, Throw 30%, Track 40%.

Pengrych is a small crossbreed, half-human, half worm-of-the-earth, with a strong libido. See also the People of the Rocks entry below. Because of the taint, Pengrych features almond eyes, and speaks with a slight lisp. He is a remarkable hunter doubled with a hardhearted killer.

Pengrych is a spy of Quintus. Unlike Eva (see above), his ties with the sorcerer are purely business-like. Pengrych is a prominent member of the People of the Rocks tribe.

The People of the Rocks, Atavistic Warriors & Witches

STR	10	CON	11	SIZ	9	INT	10
POW	10	DEX	13	APP	9	EDU	10
SAN	50	HP	10				

Damage Bonus: none

Weapons: Large Knife 40%, 1D6, Short Bow (warriors only) 35%, 1D8.

Skills: Natural World 35%, Listen 50%, Navigate 35%, Occult 30%, Sneak 35%, Throw 50%, Track 35%.

Spells: (witches only; one spell per witch) Bless/Curse Weapons or Perception Skill, Enthral, Fear or Fury.

Aggressive and impoverished descendants of the fierce Silures who terrorized the Romans centuries ago. The men are fierce warriors, and the women, especially the elder ones, practice witchery. The tribe has unnamable ties with the Worms of the Earth. Locals fear them.

The People of the Rocks have olive skin, swarthy faces, and curly black hair. The People of the Rocks do not refrain from stealing cattle and carting off corn reserves of their valley cousins. Sometimes, they kidnap children, whom they use as slaves. The People of the Rocks tend to be nomadic.

Ravenous Pigs

STR	11	CON	13	SIZ	11	INT	4
POW	7	DEX	7				
		HP	12	Move	10		

Damage Bonus: none

Weapons: Charge 30% (if successful, opponent falls to the ground), Bite (once opponent is on the ground) 30%, 1D2.

Skills: Scent human 50%.

Vicious, famished, potentially man-eating pigs kept – or rather neglected – by Quintus.

Quintus, 810, Atavistic Mad Sorcerer

STR	3	CON	9	SIZ	10	INT	17
POW	24	DEX	12	APP	0	EDU	17
SAN	0	HP	10				

Damage Bonus: none**Weapons:** the Sword of Nudd 10%, 1D10.**Skills:** Cthulhu Mythos 22%, Geometry 25%, Greek 25%, Hide 60%, Insight 50%, Latin 25%, Library Use 60%, Listen 75%, Natural World 60%, Occult 50%, Own Kingdom 45%, Other Kingdoms 25%, Persuade 60%, Write Latin 25%.**Spells:** see below**Sanity Loss:** 1/1D10 to see Quintus devolve into black jelly.

Quintus is a human with Worm of the Earth blood flowing in his veins, and a powerful necromancer. He was once the ally of the serpent man Seth, but he is now Seth's archenemy. Quintus is a follower of Anacharsis, a Scythian erudite of the 4th century BC who traveled the isles of the Attica Sea, and tried to introduce the cults of Demeter and Pluto in Athens. He was eventually strangled. With great offers of blood and the use of mighty spells, Quintus successfully invoked Tawil at' Umr, the avatar of Yog-Sothoth. Quintus stuffed the demon into an especially prepared corpse, thus thwarting Seth's plans of mass destruction – for more details, see the timeline near the beginning of the scenario, as well as the "Scenes of the Past". Quintus then coerced the living-dead god to reveal to him secrets of time and space, parallel dimensions, quintessence (5th element or dark energy).

Quintus's initial "experiments" tore the stuff of reality; space expanded and diluted around the tower, slipping into Limbo, and with it the Nameless Mist and the Invisibles (see appropriate entry). Quintus ended up half eaten by Doels and driven permanently insane by the avatar's forbidden knowledge. Quintus is plagued by uncontrollable tics, compulsive talking, occasional bouts of aberrant behavior, and paranoia. Lately, Quintus believes he is an angel – Raphael – sent by God to end the apocalypse and imprison Azazel (Tawil at'Umr). In this pseudo-biblical phantasm, Quintus refers to his one time master Seth as the False Prophet, and more rarely as the "snake-that-talks".

When the adventure begins, Quintus is only barely alive. His body is rendered jelly-like by the otherworldly Doels that haunt the mists. This explains the lower statistics.

REVELATIONS

Here are some pre-cooked answers to questions the investigators may ask Quintus:

What is the mist? – "*Quinta essentia*. The Fifth Essence."**What happened to you?** – "The mist is eating me up!"**Where are we?** – "The land of gloom and chaos, where light is like darkness. You have awoken from your dream of flesh... Soon you will meet *Nodens*, the god *Pan*!"**Can we leave this place?** – "It is too late now... You are so close to the Void... The Destroyer is calling you..."**What is going on?** – "Look around you! The Watchers have come to witness the end of days... They have copulated with witches, who have given birth to giants..."

Now the giants turn against men... You are the Last Ones and this is the Last Day. After *they* have found you, *they* will sin against all beasts, and finally devour one another's flesh, and drink the blood. On the Calends of November (November 1st), Wormwood will come through the Gate, out of the Abyss, and cleanse the earth of all life!"

What happened to the shepherds? – "I had to..."**Who are you?** – "I am Quintus, the fifth. (Counting with one hand) Seth, Balor, his daughter, the Egyptian, and Quintus. My mother Atla, curse her, gave me the name of Kettric. But in truth I am Raphael, God's messenger. He has sent me to imprison the Beast for a thousand years."**Who is Eva?** – "She was... Touched by *Nodens*..."**Who is Stigand?** – "A mask of *Satan*, the False Prophet!"**Who is Nudd/Nodens?** He is *Pan*, the All-in-One, the Void between the Spheres, and also the star Wormwood. His son is the Beast Azazel, king of the dead.**Where is the man you hold prisoner?** – "The tower..."**Spells**

Quintus knows many spells. Here are a few useful spells against intruders:

Demon's Ear – Allows Quintus to eavesdrop on the investigators from anywhere inside the house or the tower. Costs 1 magic point per round.**Blindness** – Quintus' first choice to disable one target on sight. Quintus knows both temporary and permanent versions, respectively costing 1 magic point per round and 3 POW. He only uses the permanent spell in desperate situations. Victim loses 0/1D3 Sanity points.**Soul Singing** – Second choice to lead one target to a certain doom, by creating a lifelike hallucination (e.g. illusion of a solid floor hiding a mortal drop). 8 magic points per round.**Become Spectral** – Last resort spell to avoid getting caught, costs 1 magic per round of invisibility. Problem is, the Invisibles spot Quintus as soon as he uses it.**The Sword of Nudd**

Quintus hangs on to the Sword of Nudd as if his life depended on it. The sword has a triangular-shaped blade and appears to be made entirely of an unnaturally dense, silver-like metal. It is much too heavy for humans to be really useful in combat (min STR/DEX 19)

On a successful Idea roll, the dreaming investigator (see the Premonitory Dream near the beginning of the scenario) recognizes the sword as the one in the dream.

The Children of the Night, Worms of the Earth

STR	11	CON	10	SIZ	5	INT	11
POW	10	DEX	13				
		HP	7	Move	8		

Damage Bonus: none**Weapons:** flint daggers or mallets 25%, 1D3, stone-tipped spears or small bows 10%, 1D4.

Devolved and degenerate Serpent People encountered mostly in subterranean tunnels and caves. They shun light, even that of the moon and stars. They are never taller than 4 feet and have stunted and deformed bodies, "a broad,

strangely flattened head” and mongoloid face, almond eyes, and yellowish mottled skin that is covered with a kind of sticky slime. They communicate with each other in a horrible hissing speech or with crude carvings.

In the interest of mood, the keeper is advised to introduce the Worms of the Earth as mysteriously as possible, if at all. In the best tradition of Machen, Lovecraft, and Howard, avoid explicit descriptions and direct confrontations. Mystify the players about the nature and the number of their foe. Let the investigators hear and smell the Worms of the Earth long before they glimpse a pair of glinting eyes, a fleeting shadow, or the indistinct mass of many slimy limbs. The Worms of the Earth’s aversion of light facilitates the keeper’s job: the creatures always try to keep outside of the investigators’ circle of light, moving from shadow to shadow like ghosts.

The Worms of the Earth only attack in darkness. Therefore, their prime tactic is to attack light-bearing investigators with bows and spears. In contrast, the investigators must protect their light sources at all costs.

The Worms of the earth hesitate to venture out into the Nameless Mist. Moreover, they will not dig their way into the tower from below, because of the presence of the avatar of Yog-Sothoth underneath the tower.

The Invisibles, Children of the Mist

The Invisibles are partly solid, sanity bending creatures that haunt the Nameless Mist. Most creatures are mere shadows that cannot or will not harm the investigators. When darkness falls however, more terrible demons are unleashed. Some of them can even assume material form and physically attack the investigators.

The keeper is advised to make every encounter with the Invisibles count. The key words are therefore moderation and mystery! In addition, the keeper should tone down game mechanics in favor of the narrative and the fear of the unknown. From that perspective, the listed creatures’ most interesting function is,

- Ghosts possess a victim and mess with its mind.
- Doels very gradually liquefy a victim into incapacity.
- Shamblers snatch a victim and carry it off to Limbo.
- Buga is scary through sheer size and monstrosity.

Use the Nameless or darkness to hide the true aspect of the creatures. Make initial first time encounters short but strong, leaving investigators to wonder what really happened, hearts pounding. Keep graphical details for the end of the scenario.

Note that the Gug and the Shamblers only have substance within the Nameless Mist. Halve their hit points and damage statistics if they are met on the fringes of the Nameless Mist.

GHOSTS, The Possessors

The ghosts are immaterial and not more tangible than shadows or vortices of the Nameless Mist they inhabit.

POW 10 INT 10

Spells: Drain Power; if the ghost wins a magic point match on the Resistance Table, it “steals” 1D6 magic points from the target. If it fails, it loses 1D6 magic points. If a spirit loses all magic points it vanishes. If the target loses all

magic points, it remains unconscious until at least one point regenerates. The ghost can then *possess* the target.

DOELS, The Flesh Devourers

“Foremost among the living objects were inky, jellyfish monstrosities... They were present in loathsome profusion, and I saw to my horror that they overlapped; that they were semi-fluid...”

STR 0+ SIZ 0+ INT 1
POW 4D10 DEX 0+
HP SIZ/2 Move DEX/2

Weapon: Bite (DEX x5)%, damage 1D6 for every 8 points in SIZ.

Spells: Steal Body; if the Doels win a POW match on the Resistance Table, they collectively “steal” 1 STR, 1 SIZ, and 1 DEX of the victim, and thus become partly corporeal while their victim becomes more and more blurred and jelly-like! If the Doels fail, they collectively lose 3 POW.

Sanity Loss: 1/1D3

SHAMBLERS, The Body Snatchers

“A gigantic blasphemous of a thing not wholly ape and not wholly insect. Its hide hung loosely upon its frame, and its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side.”

STR 19 CON 16 SIZ 19 INT 7
POW 10 DEX 10
HP 18 Move 7

Damage Bonus: +1D6

Weapons: 2 Claws 30%, 1D8+db each. By clutching its victim and expending 5 magic points, the Shambler and the victim it holds fade into Limbo, never to be found again! The transition takes a round to complete.

Armor: 3-point thick hide.

Sanity Loss: 0/1D10

BUGA GAWR, The Giant Bogeyman (Gug)

“... A great black-furred arm to which both of the paws were attached by short forearms... The head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally.”

The creature’s statistics are only listed for completeness’ sake. The keeper is advised against an explicit confrontation with Buga, not so much to spare the investigators as to spare the mood of the game.

STR 45 CON 29 SIZ 57 INT 13
POW 11 DEX 11
HP 43 Move 10

Damage Bonus: +5D6

Weapons: Bite 60%, 1D10+db, 4 Claws 40%, 4D6 each.

Armor: 8-point skin, hair, and cartilage.

Sanity Loss: 0/1D8

The Old Man, Tawil at’Umr incarnate

STR 7 CON 15 SIZ 16 INT 40
POW 100 DEX 10 APP 3 EDU
HP 16 Move 4

Damage Bonus: none

Weapons: strangle (Grapple) 25%, damage as per drowning rules until target wins a STR match.

The “Old Man” is a long dead human, who serves as an earthly prison for the spirit of Tawil at’Umr, avatar of Yog-Sothoth! The “old man” smells like a week-old corpse, is cold to the touch, has no pulse, a greenish belly, etc. The man’s face is covered with a festering skin sewn to the sides of his head by Quintus.

Quintus invested just over 120 magic points into his “Seal of the Destroyer” spell, so that Tawil at’Umr (POW 100) cannot beat down the Seal with a magic point match on the Resistance table. Nor can the avatar cast any spell.

The only obvious way to break the Seal Is for an investigator to “kill” the old man (i.e. reduce the old his hit points to zero; note that the old man cannot “suicide”).

Player Handouts

Letter sent to Stigand by a certain “Brother Silvianus” (handout #1):

To Father Stigand, Brother Silvianus.

I found the trail of Quintus in the city called Cair Lion by the river Wysg, which flows into the Severn Sea. I believe he could be hiding in the ruins of a Roman castle. I cannot tell more, as I fear that the message might be intercepted. I see spies everywhere. I will gladly offer my life for your cause, most Holy Father, but then I would fail on my mission.

Keeper’s note: Stigand forged this letter. It does however summarize Stigand’s educated guess about the whereabouts of Quintus, and shows that he knows that Quintus captured Tawil at’Umr, under the name of “Silvianus”. The English name for the river Wysg is Usk.

Roman Volumen (handout #2):

Unfortunately, the *volumen* (book roll) found in the sealed silver box did not resist well the degradations of time. Much of the sheepskin parchment is destroyed and the ink barely readable. The title is “*Per Meminero*”, which means, “in order that he will be remembered”. Reading through what can be read takes an hour for a skilled Latin reader. The following information can be inferred:

The *volumen* is a diary written by Flavius Senilis, commander of Burrium, a major Roman legionary fortress and settlement, which lie buried under the hamlet.

The text is dated 69 AD. It narrates the demolition of the fortress and the evacuation of the Twentieth Legion. It is unclear from the fragments whether the Romans or somebody else demolished Burrium.

There is mention of a small hilltop fort (Latin *Castellum*) used as a training ground and as a summer camp somewhere to the West of Burrium.

An isolated sentence refers to an extraordinary flood.

The last readable sentence reads: “The Silures come down the hills. They are not alone. A great shadow... (unreadable). I have seen too much”.

Keeper’s note: the Burrium fortress was poorly sited, and subject to flash floods of the Usk river. The Romans abandoned the site after 14 years of presence, and retreated to Wroxeter, Shropshire. In 74 AD the Romans returned to

Southeast Wales, and established their major fortress *Isca Silurum* in Caerleon, which was garrisoned by the Second Augustan Legion, and prospered. The rebellious Silures, though outnumbered, resisted the Roman occupation force using guerilla tactics and terrible magic.

Revelation (handout #3):

“The third angel sounded, and a great star fell from heaven, burning like a torch, and it fell on a third of the rivers and on the springs of waters. The name of the star is called Wormwood; and a third of the waters became wormwood, and many men died from the waters, because they were made bitter.” - Revelation 8:10

“And in those days men will seek death and will not find it; they will long to die, and death flees from them.” - Revelation 9:6

“Then I saw an angel coming down from heaven, holding the key of the abyss and a great chain in his hand. And he laid hold of the dragon, the serpent of old, who is the devil and Satan, and bound him for a thousand years; and he threw him into the abyss, and shut it and sealed it over him, so that he would not deceive the nations any longer, until the thousand years were completed; after these things he must be released for a short time.” - Revelation 20:1

Keeper’s note: wormwood (Gr. *ho apsinthos*, Lat. *absinthium*) is a plant known for its extreme bitterness. In the Apocalypse of John, wormwood stands symbol for a calamity. In the context of this scenario, the verses summarize what Quintus thinks to know about Seth’s plans of mass destruction – see the last entry in the timeline near the beginning of the scenario.

The Writing on the Wall (handout #4):

“Amid disquieting thoughts from the visions of the night, when deep sleep falls on men, Dread came upon me, and trembling, and made all my bones shake. Then a spirit passed by my face; the hair of my flesh bristled up. It stood still, but I could not discern its appearance; a form was before my eyes; there was silence, then I heard a voice...” - Job 4:13

“And again the Lord said to Raphael: ‘Bind Azazel hand and foot, and cast him into the darkness: and make an opening in the desert, which is in Dudael, and cast him therein. And place upon him rough and jagged rocks, and cover him with darkness, and let him abide there forever, and cover his face that he may not see light. And on the day of the great judgment he shall be cast into the fire.’” - Enoch 10:4

Keeper’s note: in the apocryphal Book of Enoch, Azazel is one of the Watchers. The Watchers are angels who descended on earth, taught men forbidden knowledge, took wives, and made them pregnant. Quintus sees a clear connection between Azazel and Tawil at’Umr, and therefore followed the holy instructions to the letter. To the point that he now believes to be Raphael himself!