

Ashes to ashes

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Set in 1920s Boston (but easily adaptable), *Ashes to Ashes* is a pulp Cthulhu scenario for 3–5 players, designed for 3–4 sessions. It begins with the strange disappearance of Nico Mangione's body, stolen just one day after burial. Whether detectives, journalists, or friends, the investigators each have a reason to dig deeper—only to discover it's just the beginning.

Introduction:

The **Box of Nopru - Ka** is an ancient Egyptian artefact, dating back to the middle kingdom, used to store 4 djinns widely known as 4 horsemen of apocalypse. They combined power can bring apocalypse onto Earth, but more importantly - if controlled, they grant their master a power to prolong his own life, by draining it from others.

Ordo Lux is an ancient occult fraternity, rumoured to exist since the 18th century—or earlier. Most dismiss it as myth, but behind the veil it serves one man's dark ambition: **Alaric Moreau**, its eternal Grandmaster, hidden in plain sight as a Harvard professor and director of the Boston Public Library. Moreau is no ordinary man—he prolongs his life through forbidden rituals that drain the vitality of others. His true goal is transcendence, achieved through a ritual meant to tear the veil between worlds and siphon the life force of Boston's citizens. Over the years, Moreau has secured **three of the four djinn** required—now he hunts the final one, once sealed inside the **Box of Nopru-Ka**.

Albert Allen was once the face of Boston's progress—a self-made industrialist and philanthropist who shaped the city's skyline and spirit. Unknown to most, he was a senior member of Ordo Lux, which he saw as a noble endeavour. As he climbed its inner hierarchy, Allen made a horrifying discovery: Moreau's true plan. Repulsed and furious, he tried to dismantle the order from within. Instead, he triggered Moreau's wrath. One night in 1903, **Allen's entire household**—family, staff, even children—**was slaughtered** in a massacre so brutal it stunned even the police. The killings, **ordered by Moreau** and **carried out by Victor Faulkner**, a monstrous mafia executioner, were swiftly blamed on “criminal violence,” leading to Faulkner's sentencing to death by electric chair. Allen, foreseeing his fate, left behind hidden traces—clues meant to aid anyone brave enough to destroy the order after his demise.

Nico Mangione was one of the individuals involved in the recent rediscovery of the Box of Nopru-Ka, a mysterious Egyptian artefact believed lost for decades. Rather than keeping the relic, Nico chose to donate it to the Miskatonic University Museum in Arkham, where it became part of a special exhibit on Middle Kingdom antiquities. In the months leading up to his death, Nico engaged in regular correspondence with **Dr. Henry Armitage**, director of the Miskatonic University Library. Their letters touched on ancient rituals, obscure cult practices, and the possible occult function of the box.

Shortly before the scenario begins, Nico passes away under unclear circumstances (which don't play any role in the story and are free for interpretation by the Keeper). His funeral is scheduled to take place in his home town - Boston. Whether the investigators are friends, family, or simply curious parties, his death—and the strange events that follow it—mark the beginning of something far darker.

Player Characters & Starting Scenes:

Though it features supernatural elements, **Ashes to Ashes** is primarily an **investigative scenario**, where players slowly uncover that the secretive **Ordo Lux** not only exists, but **silently controls much of Boston** from the shadows.

Recommended Investigators

Player characters should be grounded, realistic individuals with a reason to become involved in the mystery. Investigators can broadly be divided into two categories:

Friends and Relatives of Nico Mangione

These investigators have a personal relationship with the recently deceased Nico Mangione. They might be childhood friends, distant family members, academic colleagues, or former associates with shared interests in antiquities or the occult.

Starting Scene: These characters begin the scenario by attending Nico's funeral at **Holy Cross Cemetery**. After the burial, they are invited to a wake held at the **Mangione family residence**, where they have the opportunity to speak with several key figures:

- **Claudia Mangione**, Nico's sister
- **Dr. Henry Armitage**, a visiting scholar from Arkham, Nico's friend
- (Optionally) **Alaric Moreau** and other NPCs

The morning after the funeral, these characters learn that Nico's grave has been desecrated. Whether driven by grief, outrage, or curiosity, they choose to investigate on their own—or alert the authorities.

Outsiders: Detectives, Journalists, Researchers

This group includes investigators, journalists, or officials with no personal link to Nico. Drawn in by duty or curiosity, they begin the scenario the morning after the funeral, summoned to Holy Cross Cemetery, where the grave has been robbed and a shaken groundskeeper awaits.

Mixed Groups

If players create a mixed party containing both personal acquaintances and outsiders, the Keeper may choose to split the introduction into two parts, allowing each group to pursue their own perspective.

Additional Note: The Morning Paper

On the morning of the funeral (or the next day), investigators may read a **newspaper article** about an attempted theft at the **Miskatonic Museum**. Thieves stole and then **abandoned the Box of Nophru-Ka**, found intact—but mysteriously **empty**. The police remain puzzled. (*See Handout [1].*)

What Happened Before the Scenario

In the months preceding the scenario, a series of seemingly disconnected events unfolded across New England. Together, they form the quiet prologue to an impending catastrophe—and the last defiance of two men who dared to intervene.

- Nico Mangione, a collector with academic ties, was among those who helped recover the Box of Nophru-Ka, an ancient Egyptian artefact believed lost for decades. He chose to donate it to the Miskatonic Museum in Arkham, hoping it would be safeguarded.
- Upon inspection, the museum staff—under the supervision of Dr. Henry Armitage, director of the Miskatonic Library—discovered that the box contained a bound djinn, an entity of extraordinary occult power.
- Both Armitage and Nico quickly realized that the being inside was incredibly dangerous. Though unaware of the Ordo Lux or Alaric Moreau's specific plans, they agreed to act. In secret, they removed the djinn from the box, left the artefact on display to avoid suspicion, and hid the entity in Armitage's care, protected by wards and ritual bindings.
- Nico died shortly after these events, under mysterious but apparently mundane circumstances. His funeral was scheduled for early December in Boston.
- The djinn's removal went unnoticed for a time, but eventually the existence of the box came to the attention of Ordo Lux.
- Shortly thereafter, Ordo Lux orchestrated a break-in at the Miskatonic Museum, aiming to steal the artefact and confirm the presence of the djinn. This incident is reported in the local paper the day of Nico's funeral.
- Unable to retrieve the entity, Moreau began investigating, ultimately arriving at Nico Mangione. Believing Nico had critical knowledge or had even bonded with the djinn, he dispatched Victor Faulkner to recover Nico's corpse from Holy Cross Cemetery and extract answers through ritual necromancy.
- By sheer luck Moreau invited Armitage to visiting lectureship at Harvard, who brought the djinn with him, still hidden and protected.
- Now, with Nico dead, the box empty, and the fourth djinn unaccounted for, Ordo Lux races to complete the ritual, using every connection and resource in the city to ensure Moreau's ascent.

Suggested Ordo Lux Activity Timeline

This timeline tracks Ordo Lux's escalating efforts to recover the djinn, with each failure driving bolder actions. Keepers should adjust pacing based on player choices—delaying, advancing, or altering events as needed.

Day 0 — Museum Heist: Ordo Lux orchestrates a **break-in at the Miskatonic Museum** in Arkham, intending to steal the Box of Nophru-Ka. The box is found on display—but empty. The cult realizes someone has already removed the djinn.

Night 1 — Desecration and Corpse Theft: After Nico's funeral is announced, Ordo Lux raids his grave, hoping to find the djinn. Finding nothing, they steal the corpse to extract answers through ritual—only to learn Nico knew nothing.

Day 2 — Surveillance and Planning: Ordo Lux begins tracking Claudia Mangione, suspecting she knows more about Nico. If contacted, she may sense it and warn the investigators. Her abduction is planned for the next day.

Day 3 (Midday) — Abduction of Claudia Mangione: Claudia is kidnapped by cult agents and taken to the harbour warehouse. There, she is interrogated. Under pressure, she reveals that Nico was corresponding with Dr. Armitage about the box and its contents.

Day 4 (Morning) — First Threat: A letter is delivered to Armitage's room, demanding that he bring the djinn to a designated location near the docks and containing a severed finger or ear—either Nico's or Claudia's. This marks the beginning of direct intimidation by the order

Day 5 (All Day) — Plans for Armitage's Abduction: Suspecting Armitage will not comply, Ordo Lux begins planning his abduction. Cultists shadow the hotel, prepare tools and vehicles at the dockside warehouse. If investigators are close to Armitage, they may detect this threat early.

Night 6 — Attempted Abduction of Armitage: The cult attempts to kidnap Armitage from his hotel room, with Moreau acting as a lookout in the hallway—an encounter players should witness. Faulkner escapes with Armitage, unaware the djinn is still in the room. If unchecked, Moreau may search the room and find it.

Night 8 — Final Ritual (if Uninterrupted): If Ordo Lux secures the djinn, they begin the ritual beneath the Boston Public Library, aiming to restore Moreau's vitality by siphoning the city's life force. The investigators must stop it—or watch Boston fall.

Major NPCs:

HELPFULL NPC

NEUTRAL CHARACTER

ANTAGONIST

Allaric Moreau

Primary Antagonist – Grandmaster of Ordo Lux, Immortal Manipulator

- **Age:** Appears mid-50s (true age unknown, likely 200+ years)
- **Profession:** Director of the Boston Public Library, professor of comparative religion at Harvard
- **Disposition:** Polished, intelligent, courteous, cold beneath the surface
- **Appearance:** Impeccably dressed in dark suits, greying hair slicked back, piercing grey-blue eyes.

Role in the Scenario

Allaric Moreau is the **eternal Grandmaster of Ordo Lux**, posing as a respected academic and librarian. Charismatic and calculating, he has **prolonged his life through dark rituals** and commands vast occult knowledge. His goal is to complete the ritual, transcending mortal form by siphoning Boston's life force—requiring the final **djinn** once housed in the **Box of Nophru-Ka**. He may initially appear as helpful, especially at the library, but remains **coldly manipulative** beneath his calm exterior. His true nature only becomes clear as the investigators **uncover the full scope of the cult's plan**.

Motivations

- Recover the final djinn and complete the ritual before his current vessel decays
- Eliminate or redirect investigators who interfere, using influence before violence
- Preserve the secrecy of Ordo Lux at all costs

Abilities & Resources

- Extensive influence in Boston: city officials, police (incl. Chief Monroe), academia, media
- Knowledge of rituals, wards, summoning, and soul-binding
- Capable of subtle magical manipulation (suggestion, ward detection, sensing Mythos activity)

How to Play Him

- Speak softly with measured words, never raise your voice
- Always seem helpful, but never answer directly and don't provide excessive information
- Only show true malice or supernatural power when cornered or in ritual scenes

Keeper tips

- If exposed, he misleads, discredits, or unleashes cultists.
- He is powerful but not invincible—a mind to be outwitted, not confronted head-on.

Victor Faulkner

Key Antagonist - the muscle – Revenant Enforcer of Ordo Lux

- **Apparent Age:** 40s (executed in 1904)
- **Profession (Past):** Hired killer, assassin
- **Current State:** Undead servant of Alaric Moreau
- **Disposition:** Silent, obedient, relentless, intimidating
- **Appearance:** Gaunt, pale (Albino), with dead, clouded eyes and scars after the electric chair burning

Role in the Scenario

Victor Faulkner was a feared mafia enforcer, infamous for the **1903 massacre of the Allen family**. Executed and buried in a prison cemetery, he was later **resurrected by Moreau** through dark rites. Now an **undead, silent enforcer**, Faulkner follows Moreau's orders without hesitation. He feels no pain, never speaks, and signals the shift from **subtle menace to overt horror** in the scenario.

Key Actions

- Leads the **robbery of Nico's grave** at Holy Cross Cemetery
- Later **kidnaps Claudia Mangione**, delivering her to the harbour warehouse
- Prepares for and **attempts to abduct Armitage** from the Parker House Hotel
- May be encountered again in combat or ritual scenes, especially near the climax

Abilities & Traits

- **Supernatural strength** and **resilience to injury**
- Silent and nearly emotionless, immune to Intimidation or Psychology
- Functions in darkness, doesn't get tired
- Terrifying presence: characters seeing him for the first time require a **Sanity roll** (0/1D4)

How to Use Him

- Use Faulkner sparingly but meaningfully—his presence should always signal danger
- He never speaks, never runs—he simply appears, executes orders, and vanishes
- In scenes where players chase him, he may disappear into alleyways, sewers, or fog
- If players dig up his grave, they find only an empty coffin and ritual residue

Keeper tips

- He is not a mastermind—he follows orders. If Moreau falls, Faulkner dissolves into ashes
- Players may believe he's a myth or hallucination at first—let them **doubt what they saw**.
- A final confrontation with Faulkner may happen in the harbour, during a ritual, or during Armitage's kidnapping scene. Make it brutal and cinematic.
- If players fail to kill him, let them find his dead body afterwards and point to Moreau as the killer - try to make this revelation as intimidating as possible

Claudia Mangione

Grieving Sister, Criminal Power Broker, Possible Ally

- **Age:** Early 30s
- **Profession:** De facto head of the Mangione family (organized crime)
- **Disposition:** Calm, cold, sharp, guarded, dominant
- **Appearance:** Wears elegant clothing; dark eyes, expression unreadable. Keeps a rosary in her pocket, but rarely touches it.

Role in the Scenario

Claudia Mangione, Nico's sister, leads the family's **criminal operations** in Boston. Outwardly refined, she's sharp, loyal, and works from the shadows. Though not tied to the Mythos, her **street-level influence** and ties to Allen give her access to crucial intel. She serves as a **powerful early ally**, offering protection and leads—only to become a **potential victim** if kidnapped by Faulkner, shifting the tone from control to vulnerability.

Motivations

- Preserve the Mangione family's legacy and protect their name
- Avenge any insult or injury to her family, regardless of law or cost
- Keep the investigators at arm's length—until they earn her trust

Key Actions

- Appears during Nico's funeral and the wake at the Mangione residence
- May offer help—or warnings—to investigators depending on their background and approach
- Has access to street rumours through her informant network
- Will be kidnapped if the cult sees her as a threat—or a useful bargaining chip.
- May help players track down Faulkner or locate the hidden ritual chamber, if she survives

Abilities & Traits

- Skilled manipulator: uses charm, fear etc. to get what she wants
- Has access to **illegal weapons, vehicles, safehouses, and blackmail materials**
- Can make people disappear—either to protect the players or to tie up loose ends
- Fiercely loyal to her brother's memory; mentions of Nico may open her up emotionally
- May know that some of Allen's wealth or secrets **passed through her family's hands**

Keeper tips

- Claudia should feel smart, fierce and strong, to make her kidnapping more terrifying
- She should test the players: she respects strength, honesty, pragmatism and loyalty
- If she is kidnapped, her fate should serve as a key moral and tactical decision point
- If the players save her, she reveals overheard information that Armitage has the djinn

Dr. Henry Armitage

Occult Scholar, Keeper of Knowledge, Hunted Witness

- **Age:** Early 70s
- **Profession:** Director of the Miskatonic University Library
- **Disposition:** Warm, cautious, highly perceptive
- **Appearance:** Elderly but sharp-eyed, wears tailored suits, wire-rimmed glasses, and always carries a notebook filled with obscure references

Role in the Scenario

Dr. Armitage is a renowned scholar of the occult and director of the Orne Library at Miskatonic University. He travelled to Boston as a **guest lecturer at Harvard**, invited—ironically—by **Alaric Moreau**. Unbeknownst to his host, Armitage is in possession of the only thing Moreau's needs - **the final djinn** - hidden in his room at the Parker House Hotel. In recent months, Armitage had been **corresponding with Nico Mangione** about the Box of Nophru-Ka. He now believes the artefact's return—and Nico's death—are part of something much larger and far more dangerous. He possesses fragmented but vital knowledge about the **djinn, Ordo Lux** and their ritual.

Motivations

- Protect forbidden knowledge from falling into the wrong hands
- Honour his connection to Nico and prevent his death from being in vain
- Assist the investigators—but only when they prove trustworthy

Key Actions

- Can be met early in the scenario at **Parker House Hotel**, often accompanied by Moreau
- May recognize Mythos symbols, rituals, and the pendant from the cemetery
- Will share what he knows gradually, depending on how much the players reveal
- If not protected, he may be **abducted by Faulkner**

Abilities & Traits

- Expert in occult texts, ancient languages, and mythological parallels
- Carries defensive charms and minor protective wards (non-combative but resistant to certain effects)
- Has seen Mythos horrors before and maintains composure under stress (high Sanity)

Keeper Tips

- Armitage should feel wise but limited—he knows the danger, but not all answers
- He offers insight, not solutions—encourage investigators to connect the dots
- If captured, his loss should be emotionally and strategically significant
- His knowledge can guide the players, but also raise the stakes

Minor NPCs:

Commander Richard Stardust

Minor Antagonist – Corrupt Official, Cult Sympathizer

- Age: Late 50s
- Profession: Commander of the Boston Police Department
- Disposition: Calm, authoritative, evasive, domineering
- Appearance: Stout, clean-shaven, always in a perfectly pressed uniform

Role in the Scenario

Commander Stardust is the quiet, commanding presence at the top of Boston's law enforcement. Outwardly respectable and competent, he is in fact a loyal member of Ordo Lux, placed in his position years ago through the cult's political and financial connections. His task: ensure any investigation that might expose Ordo Lux is buried, misdirected, or discredited. He protects the cult's interests with procedural roadblocks, strategic leaks, and institutional gaslighting.

Motivations

- Keep Ordo Lux's influence hidden and intact
- Prevent investigators from connecting current events to Allen or Moreau
- Maintain the illusion of a lawful, stable city

Key Actions

- Dismisses the grave robbery as gang-related vandalism
- Seals off the Allen family file, hiding the truth about the massacre
- Monitors the investigators' actions through his officers or planted informants
- If players start to threaten Ordo Lux he may take over Claudia's kidnapping or Nico's grave case
- If pushed too far, may attempt to have them arrested, discredited, or detained

Abilities & Traits

- Powerful social and legal influence within Boston PD
- Skilled in persuasion, bureaucratic manipulation, and political optics
- Untouchable through legal means unless exposed publicly with overwhelming proof

Keeper tips

- Stardust should never appear openly villainous—he is polite, but chillingly indifferent
- Let him frustrate the players with vague answers, "lost paperwork," etc
- Use him to delay or deflect progress, especially early in the investigation
- To expose him, players should act outside the system—or risk legal retaliation.

Roy “Rusty” Maloy

Witty Gatekeeper, Keeper of the archives

- **Age:** Late 40s
- **Profession:** Police records archivist
- **Disposition:** Energetic, nosy, dry sense of humour
- **Appearance:** Rumpled suit, coffee-stained tie, thick glasses, and a pencil behind his ear.

Role in the Scenario

“**Rusty**” is a sharp, nosy veteran of the **Boston Police Archives**, with most of the files committed to memory. Ignored by most officers, he prefers it that way. He **despises Commander Stardust** and may help the investigators—if they prove clever or rebellious enough. Rusty may trigger a minor side quest: steal from Stardust’s office, play a prank, or leak a rumour. But overusing him risks exposure—if Stardust finds out, Rusty could be suspended or worse, and the players take the fall.

Motivations

- Embarrass Commander and get some justice for the cases he’s seen buried
- Help people who ask the right questions and treat him with respect
- Protect his tiny kingdom of dusty truth

Key Actions

- Provides sealed case files (e.g. the Allen massacre) if convinced
- Recalls patterns others have missed: names, locations, case numbers
- Suggests alternate archive entries or redacted footnotes
- Can help the players hide evidence or dodge internal surveillance—*once*

Abilities & Traits

- **Photographic memory** of the archives
- Incredibly well-informed, even without pulling files
- Good judge of character; will not help obvious liars
- Speaks fast, full of dry jokes and odd habits—offers nicknames to PCs immediately
- Wears a fake badge that says “Deputy of Bullshit Detection”

Keeper Tips

- Play Rusty as a **breath of life** in an otherwise dark investigation
- Reward social interaction—he hates intimidation, but loves sarcasm and confidence
- He can provide **big narrative payoffs**, but at a cost: attention, escalation, or guilt
- If he’s hurt or disappears, it should feel like a turning point—*the system is watching*

Jack O'Doyle

Garage Owner, Gruff Protector

- **Age:** Mid-50s
- **Profession:** Owner of O'Doyle's Garage
- **Disposition:** Gruff, suspicious, secretly protective
- **Appearance:** Broad-shouldered, worn-out work shirt, permanent oil stains on his hands. Always smells like motor oil and tobacco.

Role in the Scenario

Jack O'Doyle runs a struggling garage in South Boston. Though discreet and tight-lipped, his reputation has taken a hit since hiring **Dany O'Mal**, a talented Black mechanic he quietly defends despite local backlash.

Jack recently repaired a **black Ford TT** paid in cash—engine fixed, **side mirror still broken**—and delivered it to a **dockside warehouse**. He knows the address but **won't share it** unless **Dany or the shop is threatened**. Jack isn't tied to Ordo Lux, but he knows when a job smells wrong—and this one did.

Motivations

- Protect Dany O'Mal and keep the garage afloat
- Avoid entanglement with cults, cops, or vigilantes
- Keep his head down and his hands busy
- Never snitch—unless he has no choice

Key Actions

- Confirms work was done on the black Ford, but won't name the client or destination
- Will break only if he believes Dany is in danger, or the someone threatens the garage

Abilities & Traits

- Tough and smart; knows how to hide evidence and ask no questions
- Sees himself as too old for trouble—but not afraid to throw a punch
- Has a soft spot for Dany, though he hides it behind curses and sarcasm
- Knows the docks well; might offer directions if players earn it

Keeper Tips

- Use Jack as a **moral test**: intimidation might work, but at what cost?
- He becomes more cooperative if players show respect toward Dany
- If players get aggressive, he may shut down—or call in backup
- A cult attack on the garage could serve as a turning point, especially if Dany is hurt

Dany O'Mal

Young Mechanic, Dreamer in Grease-Stained Overalls

- Age: Early 20s
- Profession: Mechanic at O'Doyle's Garage
- Disposition: Friendly, bright, eager to prove himself
- Appearance: Grease-streaked coveralls, sleeves rolled up, notebook of engine sketches always in his pocket. Smells like oil and coffee. Big, curious eyes.

Role in the Scenario

Dany O'Mal is a young, talented mechanic recently hired by Jack O'Doyle. Though clearly gifted with machines, he's viewed with suspicion by the local clientele due to being Black and ambitious. Jack tries to protect him quietly, but the shop's reputation is suffering as a result. Despite this, Dany keeps his head high, working hard and dreaming of opening his own garage someday. He worked on the black Ford TT involved in the grave robbery and may remember specific details. However, he won't offer this freely. Dany is passionate about machines—if the players notice or ask about his technical sketches, they can quickly earn his trust and open a natural conversation.

Motivations

- Prove himself as a mechanic and inventor
- Stay loyal to Jack, who gave him a chance when no one else would
- Help others who treat him with respect
- Keep his head down, but never stop dreaming

Key Actions

- Recalls unusual damage to the Ford truck, especially that the side mirror was never replaced
- Took the Ford away to the warehouse and saw Faulkner there
- May warn the investigators that the client "gave me a chill"

Abilities & Traits

- Quick-witted and observant
- Sketches custom engine layouts and mechanical ideas in a dog-eared notebook
- Knows the garage and machines inside and out; could hide the players or pass them info
- Eager to help if approached with kindness or interest in his work

Keeper Tips

- Dany can become a fan favourite if roleplayed with warmth and sincerity
- He's a great source of street-level information, but needs emotional buy-in
- Consider giving him a small subplot: maybe a prototype engine idea
- His safety is O'Doyle's priority and will determine his attitude toward the players

Emilia Faint

Editor-in-Chief of *The Boston Eye*

- Age: Late 40s
- Profession: Publisher and owner of *The Boston Eye* tabloid
- Disposition: Sharp, formal, no-nonsense
- Appearance: Tall, stiff posture, elegant but practical dress, tightly pinned hair. Smells faintly of cigarettes and old paper. Her gaze cuts through hesitation.

Role in the Scenario

Emilia Faint is the sharp, unyielding editor of *The Boston Eye*, a tabloid she built into a city-wide force of scandal and half-truths. Elegant and hard-edged, she commands every room she's in—all posture, no patience. Emilia knows every rumour in Boston, and holds a vast archive of unpublished leads, but shares nothing for free. Investigators must offer valuable information or exclusives to earn her help.

Motivations

- Keep *The Boston Eye* alive and relevant
- Uncover a genuine conspiracy and print it before anyone else
- Maintain her independence in a city full of corrupt men and liars
- Only offer help to those who show respect or offer value

Key Actions

- Will share archive access only in exchange for equal-value information, or under threat that her paper may be shut down
- Can quickly verify (or dismiss) leads the players bring—but won't confirm unless it benefits her

Abilities & Traits

- Knows all the city's rumours, scandals, and key players
- Controls a network of informants, interns, and frightened reporters
- Often knows more than she lets on, but hides it behind dry sarcasm and strategic silence
- Secretly respects competence, clarity, and proper manners—players who approach her boldly but politely will earn her attention

Keeper Tips

- Emilia should feel like a test of social skill and negotiation: smart players earn her trust, others walk away empty-handed
- She's never emotional, but subtle displays of respect can open doors
- If threatened, she may go on the offensive: leaking rumours about the investigators or alerting the wrong people
- Consider letting her become a neutral information broker

Harry Fitch

Ambitious Reporter, Conspiracy-Hunter

- **Age:** Late 20s
- **Profession:** Junior reporter at *The Boston Eye*
- **Disposition:** Eager, talkative, slightly paranoid
- **Appearance:** Vest and sleeves rolled up, always carrying a notepad full of messy handwriting. Hair uncombed, eyes bloodshot from too much caffeine and not enough sleep.

Role in the Scenario

Harry Fitch is a junior reporter at *The Boston Eye* who dreams of breaking the story that will finally earn him recognition—and a desk away from the boiler room. Obsessed with secret cults, missing people, coded messages and “the real history behind Boston’s shadows,” Harry may seem like a joke... until some of what he says turns out to be disturbingly accurate. He may be the first NPC to believe the investigators *without question*—but his help comes with risks.

Motivations

- Prove himself to Emilia Faint and become a serious journalist
- Break a story that matters—one with real danger, real power
- Be part of something bigger than gossip and garbage
- Stay ahead of whoever’s been “reading his notes at night”

Key Actions

- May propose joining the investigators to “cover this thing from the inside”
- If involved too deeply, he can become a liability, drawing attention or panicking in high-stress scenes
- He can grant players access to The Boston Eye’s archives, but if he won’t come back to Emilia with some serious news, he will quickly get fired

Abilities & Traits

- Extensive (if disorganized) collection of occult news and rumours
- Fast at noticing patterns, names, and inconsistencies in stories
- Will talk for hours unless interrupted—players may need to redirect him
- Deeply superstitious, but hides it under humour

Keepers Tips

- Fitch is meant as comic relief, an unexpected helper, or a tragic consequence
- Let players choose how close to keep him—his involvement can lead to help or disaster
- If he’s killed or disappears, his notebook may become a valuable clue source
- He may recognize Faulkner’s face from an old photo... and suddenly stop laughing

Philius Turner

Cemetery Worker, Shaken Witness

- **Age:** Mid-50s
- **Profession:** Night caretaker at Holy Cross Cemetery
- **Disposition:** Nervous, blunt, easily startled
- **Appearance:** Tall and thin, dressed in a worn work jacket and a woollen cap.

Role in the Scenario: Philius Turner, cemetery caretaker, witnessed the robbery of Nico's grave. He saw Faulkner's unnatural face, which left him shaken. He may talk—if approached with care.

Key Information

- Witnessed the disruption of Nico's grave, scared the robber, saw Ford TT and Faulkner
- If the players haven't found it, he can provide a small black star pendant dropped by robbers
- Clearly traumatized, but willing to talk—if approached with patience

Keeper Tips

- Play Philius as visibly rattled, even if trying to seem tough
- He is the first NPC to confirm Faulkner's unnatural appearance

Barty Bound

Cemetery Visitor, Loyal to Albert Allen

- **Age:** Late 50s
- **Profession:** Retired handyman, now lives modestly on the outskirts of Boston
- **Disposition:** Quiet, respectful, emotionally reserved
- **Appearance:** Stocky, weathered face, work-worn hands.

Role in the Scenario: Barty plays no role in current events but offers historical context. Found at Allen's grave, he remembers him as a benefactor—choosing gratitude over dark rumours.

Key Information

- Raised in an orphanage founded by Albert Allen and received his first job thanks to him
- Believes Allen was a great but misunderstood man
- Knows something about the massacre, though only through vague gossip

Keeper Tips

- Barty offers a more humanizing view of Allen, adding emotional depth
- He may be confused or even hostile if players accuse Allen of dark deeds

Rufus Tuningham

City Records Clerk, Quiet Witness to Forgotten Truths

- **Age:** Early 60s
- **Profession:** Senior clerk in the Boston City Library
- **Disposition:** Quiet, shy, highly meticulous
- **Appearance:** Neatly dressed in a dated three-piece suit. Moves cautiously, speaks softly, avoids eye contact.

Role in the Scenario

Rufus Tuningham is a **long-serving clerk and archivist** stationed at the **Boston Public Library**. He is an extremely knowledgeable, if **painfully shy**, bureaucrat with a deep respect for history, rules, and silence. Though timid, Rufus can be a **valuable ally**—especially when it comes to navigating **library archives**. He prefers to avoid conflict at all costs, and any attempts to pressure or intimidate him will **actively reduce his willingness to help** (increasing roll difficulty or closing off cooperation entirely).

Key Information

- Has access to and can assist with searching city and library archives
- Has known Moreau for decades and subtly realizes he hasn't aged—but never speaks of it aloud
- Secretly admires Moreau's intellect and presence, which creates inner conflict if investigators ask too much

Keeper Tips

- Play Rufus as soft-spoken, gentle, and deeply uncomfortable with pressure
- Investigators who speak quietly and respectfully can gain his trust
- He may freeze or shut down entirely if interrogated or dismissed as unimportant
- His knowledge about Moreau can be a major hint

Primary locations:

Holy Cross Cemetery: On Boston's southern edge lies a vast, quiet graveyard ringed by fences and old trees. In December, snow dusts the ground, and the scent of incense lingers.

Keeper Information:

The night after Nico's funeral, Faulkner led Ordo Lux to steal his body for a ritual. Philius Turner interrupted them, glimpsed Faulkner's unnatural face, and was left in shock. The cult fled in a black Ford TT, leaving behind a star-shaped pendant.

Nico's grave clues:

Clue	How to Find It	Details / Relevance
Dropped pendant (black star)	Spot Hidden / Occult	Symbol of Ordo Lux; if not found, groundskeeper can give it
Philius Turner's testimony	chatting / Charm / Persuade	Reveals the group of robbers, black truck, and Faulkner's disturbing appearance.
Partial tire tracks	Spot Hidden	Left by Ford TT at the cemetery entrance.

Albert Allen's Grave

Tombstone symbol	description	A black star symbol of Ordo Lux.
Quote from Revelations:	Description / Spot hidden	The quote is misattributed—labelled as <i>Revelation 6</i> , it comes from <i>Revelation 1:3</i> . However, <i>Revelation 6</i> is the Ordo Lux prophecy
Barty's Testimony	chat with him	He reveals Allen's official story and his mysterious death

Mangione’s Residence: A large, aging townhouse in South Boston, once a proud symbol of the family’s prestige, now dim and quiet under the weight of grief. Heavy curtains block the winter light, and the scent of incense still lingers from the funeral rites. Family portraits line the walls, many covered in black ribbon. There are signs of money, but also of slow decline — worn furniture, a chipped chandelier, unlit fireplaces.

Keeper Information:

The Mangione family is one of several influential criminal families operating in Boston. After Albert Allen’s mysterious death, they quietly expanded into the vacuum he left behind, becoming partial heirs to his former empire, particularly in waterfront operations, smuggling, and local politics. While not the only players in the city’s underworld, the Mangione’s hold significant sway—especially through **Claudia Mangione**, Nico’s sister and the family’s current leader. Calculated and discreet, Claudia maintains a wide network of informants and favours. Though not connected to the Mythos, her influence may help—or hinder—the investigators, depending on how they approach her.

Nico’s room clues:

Clue	How to Find It	Details / Relevance
Nico’s research notes	Spot hidden	Notes on the Box of Nophru-Ka, ancient Egyptian soul rituals
Personal letters from Armitage	Spot hidden/ Claudia Mangione	Discuss the box, its origin, and Armitage’s concerns about hiding it.
Symbol sketch in drawer	Spot hidden	Matches the symbol on Allen’s grave
Claudia’s testimony	Charm / Psychology	She reveals that Nico had grown paranoid and secretive before his death and that she still has his correspondence

Boston Police Headquarters: A grey stone building downtown, cold and imposing. Inside, cigarette smoke clings to the walls, typewriters clatter endlessly, and the scent of stale coffee and damp uniforms fills the air. It's a place where routine paperwork hides both violence and secrets.

Keeper Information:

Commander **Richard Stardust** is a covert member of Ordo Lux, placed in power to protect the cult’s interests. If he suspects the investigators are interfering with Moreau’s plans, he may begin subtly working against them—stalling progress, misdirecting leads, or using his authority to intimidate. He can serve as a minor antagonist, disliked but difficult to confront directly. The Allen family case file is officially sealed. However, an overlooked police archivist named **Rusty** may play a key role in accessing them. If approached correctly, he can grant access to information Monroe would rather keep buried (more info in his NPC section).

Clues:

Clue	How to Find It	Details / Relevance
Internal memo about "strange symbol"	Library Use	Hidden in an internal note from an officer who mentioned carvings on the gravestones.
Allen massacre file	Stealth /Rusty	Refer to hand outs [2] and [3]
Corruption of Stardust	Credit Rating	Stardust is wearing some expensive clothes for a police officer
Faulkner’s files	Stealth/ library use/ Rusty	info about Faulkner's past and death

Boston Public Library: The Boston Public Library is a grand building of carved stone and vaulted ceilings, filled with polished wood, yellowed books, and an atmosphere of timeless quiet. Marble staircases lead to reading rooms and archives, while sharp-eyed librarians monitor visitors from behind heavy desks. Light filters through high stained-glass windows, casting strange shapes across the floor.

Keeper Information:

Alaric Moreau is the director of the Boston Public Library, hiding in plain sight behind his academic reputation. He may assist investigators in locating specific materials—without his (or other librarian - **Rufus Thuningam**) help, navigating the vast archives would be nearly impossible. The more the investigators reveal to Moreau, the more he will quietly work against them, using his influence within the cult and the city to mislead, obstruct, or endanger them. What seems as a helpful ally is in deed a silent adversary.

Beneath the library lies a hidden ritual chamber used by Ordo Lux, accessible via a mechanism tied to four statues of the Horsemen of the Apocalypse in the main hall.

Clues:

Clue	How to Find It	Details / Relevance
Old Boston Globe fragments about Allen’s death	Library Use / Moreau	refer to hand out [4]
Mentions of Nophru-Ka in myth texts	Library Use	References to the history of the Box of Nophru-ka
Restricted index card with Moreau's name	Library Use / Spot Hidden	Indicates Moreau has handled certain sealed collections recently
Removed or missing volumes	Library Use	Signs that specific texts have been taken or purged from records
Rufus Thuningam Testimony	Charm	Moreau seems to never get older

Allen’s Mansion: (map 1) Located on the outskirts of Boston, the Allen Estate was once a grand symbol of old wealth—an ivy-covered mansion surrounded by woods, gardens, and stone paths. After the infamous 1903 massacre, in which Albert Allen’s entire family was brutally killed, the house was abandoned. Since then, it has remained untouched, left to rot.

Keeper Information:

Inside the Allen Estate, a secret room can be found hidden behind a grandfather clock in a former Albert Allen’s private study. The mechanism to open it is delicate but intact, and can be discovered with careful investigation. This location is an excellent opportunity to tie in any investigator with a personal or professional connection to the Allen massacre, offering a powerful revelation or emotional turning point.

Throughout the house, remnants of Allen’s prestigious art collection are still scattered. Victor Faulkner, acting on Moreau’s instructions during the night of the massacre, intentionally curated the scene of Allen’s death to resemble the imagery of the Book of Revelation and the fourth seal — depictions of the sword, famine, plague and wild beasts. This was part of Moreau’s effort to replicate the Book of Revelation prophecy.

Clues:

Clue	How to Find It	Details / Relevance
Black star	Secret room	Ordo Lux symbol that belonged to Allen
Personal notes	Secret room	Tie personal player stories
Artworks	Spot hidden	Allen’s artworks remain here, but some seem to be misplaced or fake (refer to hand-outs)
Picture	Secret Room	An old picture of many Ordo Lux Members, including Commander Stardust and Moreau (only Moreau looks exactly like he does today)

O'Doyl car workshop: O'Doyle's Garage is a shabby but busy auto shop near Boston's industrial district. The air smells of oil and metal, with rusted tools on the walls and half-disassembled Model T's scattered inside. Dim lighting and wary stares greet visitors. The shop is known for fast, no-questions-asked repairs, especially for cash-paying clients who want no paper trail.

Keeper Information:

Jack O'Doyle won't reveal who brought in the black Ford TT without bribery or threats—he protects his clients by default. However, his young mechanic, Dany Sparks, may talk if players show genuine interest in his technical sketches. He can identify the client and point to the harbour warehouses.

If Moreau knows the investigators are digging, this garage may become a site of ambush. Cultists or thugs could attack to silence the group or eliminate O'Doyle. If he dies, the players may recover his records, revealing the truck's owner.

Harbour Warehouse: (map 2) Nestled among rusted cranes and cargo containers along Boston's aging waterfront, this warehouse is used by Ordo Lux for covert operations. A single office overlooks the main floor, where crates, occult tools, and ritual paraphernalia are stored under tarps.

Keeper Information:

This warehouse is a logistics base for Ordo Lux, hidden behind the facade of ordinary dockside smuggling. It's owned by a mafia family once tied to Allen and the cult, making it easy to operate unnoticed. A trusted informant of Claudia Mangione worked here before his recent disappearance. After her abduction, Claudia is brought here and kept in a secret cell beneath the office floor. It's also from this location that Faulkner departs to capture Armitage, gathering tools and supplies beforehand.

Parker House Hotel: Located in central Boston, the Parker House Hotel is an upscale, historic establishment with an air of quiet prestige. Marble floors, dark wood décor, and uniformed staff set the tone, while a grand staircase and oil portraits overlook the velvet-lined lobby.

Keeper Information:

Dr. Armitage resides at the Parker House Hotel during his Harvard lectures—invited by Moreau, who hides his true motives. Cautious, Armitage has hidden the final djinn in his room, protected by wards and tucked in a plain travel case.

Investigators from out of town should check in here early, allowing a first meeting with both Armitage and the ever-courteous Moreau. If the players delay or fail to act, Faulkner may attempt a violent abduction, turning the hotel into a key confrontation point.

SECONDARY LOCATIONS:

The Boston Eye: *The Boston Eye* is a weekly tabloid known for wild headlines and the occasional truth, housed in a cluttered second-floor office above a pawn shop. Inside, it's loud and chaotic—typewriters clatter, smoke lingers, and coffee-stained clippings cover the walls. The air reeks of ink and cheap bourbon like a badge of honour.

Keeper Information:

To access tabloid's archives, investigators must convince Emilia Faint, the no-nonsense editor who only trades information for valuable leads or exclusive stories. Alternatively, Harry Fitch, an eager junior reporter, may grant access if the players share updates or let him join the investigation—though he can be either a useful ally or a risky distraction.

Clues:

Clue	How to Find It	Details / Relevance
Old Boston Eye fragments about Allen's death	Library Use after accessing archives	refer to hand out [5]

Prison Graveyard: Behind Boston's city prison lies a neglected cemetery for unclaimed inmates—graves without ceremony or visitors. Weeds overrun crumbling stones, and the air smells of coal smoke and damp leaves. Among them is a rusted plaque: Victor Faulkner, executed in 1904 for the Allen family murders. The grave is unremarkable—unless someone knows to look.

Clues:

Clue	How to Find It	Details / Relevance
Faulkner's grave	Spot hidden/ description	the grave was opened in the past - if checked it turns out its empty

Offices: Players will likely visit Moreau's or Commander Stardust's office - it might be a good idea to put some subtle clues there as well, especially a copy of a picture from Allen's secret room