

Portland at the End, December 2012

Call of Cthulhu, 7th Edition

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Much of the local and history is available from the Internet. Wikipedia contains much of the information needed to produce a good setting in Portland, Oregon, now.

Forward

On the day of 21 December 2012 I watched the sunrise here in Aloha, Oregon. I was happy to live to see the end of the Aztec great cycle. I was both elated and sad. I imagined the Aztecs wondering if their children's children would be standing on a pyramid and watch the sunrise on this day like I was. So I stood on my street and watched the sunrise for them.

The Aztecs are gone and their calendar, a fascinating and ingenious system, thrown down by their conquerors and buried in trash piles. The great disks, recovered now, are treasures for museums and source for a lot of hokum on the Internet.

Later on that same day, in raining Portland, I went with my wife to the Portland Saturday Market. It is a mix of homemade goods, new age products, jewelry, exotic food (I had yak tea), and well just Portland styled weird. I decided that there are few places better to spend on such a special day. I also figured if the aliens were coming then that Market would likely be the first place they stop-by and the most safe. When nothing happened my wife and I headed for another Pacific Northwest traditions for the "end of the world." Finally, I went out at midnight and watched the stars, some could be seen through the clouds, and witnessed the end of the first day. The world did not end.

It is now a few years later and I wanted to write a horror-based adventure for the new version of Call of Cthulhu 7th Edition. I also wanted to do some source material for the Portland set close to current times ("Now" in Call of Cthulhu game terms). I needed some additional theme as the Aztec theme was a bit over used. I decided to re-write some Greek myths about Troy to fit the Mythos. I have done a lot of reading on the ancient city of Troy. I even listened to a college lecture on Troy that my friend David Smith gifted to me after we talked about Troy a few times. Could I connect 2012, Mythos, Portland, and the ancient city of Troy and make this work? Could I do a light source book of Portland in 2012? Could Portland's Saturday Market be where the world ending powers can be stopped?

Sounds like time to get writing.

Michael R Wild

2 February 2014, "Ground Hog Day," Aloha, Oregon



This document is meant for the Keeper's eyes-only.

Introduction

It is time for the End and where is there a better place to be for the End than in the rainy season of 2012 in Portland, Oregon? Ancient stories are recast as the stars become right in Portland. Nearly forgotten treasures and digs of lost cities find their way to Portland. A cult thinks it has found a power source to bring it glory. Something else is rising in Portland. Can the investigators stop this? Will the military arm of LGBT rescue them? Is 21 December 2012's Saturday Market in Portland the place of the apocalypse?

The Story

The adventure opens in Portland, Oregon USA either in 2012 or any other recent time. In this story the world is nervous as the time approaches for the end of the long cycle on the Aztec Calendar or other important date that is a bit scary (see below The End). The ancient remains of the legendary city of Troy visit Portland and bring the means to summon ancient powers to Portland, known also as The Rose City. These powers destroyed Troy in ancient times and now wish to escape their fate by moving to their future and wreck Portland. The investigators and agents are summoned to a meeting in Portland and stop this plot.

Before moving to the plot, it is necessary to understand the events two versions of the Trojan War follow, the traditional view and the Mythos version.

The Trojan War Tradition

Stealing from college lectures the author remembers, books he read, and peeking at the Internet here and there to get the spelling right and to check a few facts, here is a short summary for those who would like to know the story¹ and to supply the Keeper with needed background material.

Paraphrasing, the Trojan War and the destruction of Troy are prophesized years before the war is even threatened. In the traditional story the second son of the King Priam, ruler of Troy, Paris is born and the king asks the oracle for the fate of his son—King Priam is expecting great things. The oracle has previously pronounced his older son's fate, Hector; Hector is to be remembered forever for his great deeds he will perform defending Troy. King Priam's wife dreams that her newest born son Paris' life will be a burning torch for Troy. The oracle interprets this to mean that Troy will burn for Paris. King Priam banishes his son to stop the prophecy from coming true. Paris is, after many episodes, carried away and becomes a shepherd, the least important person in society. His family thinking him gone (knowing in some stories that he is now a shepherd) and his fate as destroyer of Troy avoided.

¹ Wikipedia is a good source for this. I have tried to create a narrative that is brief. Many of these stories have extensions and variations.

Time moves forward and the story moves to Olympus and the gods. There is a feast in Olympus and Zeus forbids the god Discord² from approaching the party—the gods don't want any trouble this time. Instead of coming to the feast the god Discord surprises the gods by send in a golden perfect apple into the party with the note, "for the fairest." Immediately this leads to Athena, Aphrodite, and Zeus's wife Hera to claim the apple and demanding that Zeus resolve who is the fairest. Zeus, not interested in doing the judging himself, selects the least important person far removed from Greece to avoid any questions of impartialness of the judge, a shepherd in the hills near Troy.

Paris is of course the new judge. He declares all the goddesses as perfectly beautiful. So each approaches Paris with a bribe. Resembling the later written temptations of Jesus Christ, Paris is offered kingship of the known world by Hera, Athena offers success in battle and knowledge, and Aphrodite offers him the most beautiful woman in the world. Being a shepherd all these years Paris has no need for the world or battle or knowledge, but a wife is what he needs. Paris declares Aphrodite the fairest and she gets the apple.

Before this happened the Greeks had there own issue with the most beautiful woman in the world, Helen. All the kings and petty lords wished to take her as their own. It would mean that Greece would fight war after war as each king or petty lord fought over her. To solve this Odysseus came up with a solution: Helen husband was picked by drawing straws, Menelaus was selected, and all of the Greek kings and petty lords swore to fight war against anyone who would disputed this selection Helen's marriage to Menelaus. This prevents a civil war in Greece and also unknowingly sets the stage for the Trojan War.

Paris travels to Sparta and Menelaus's home to find Menelaus is not there. Helen falls for Paris with the help of the gods and runs away with him. A thousands ships are then launched and war of all of Greece against Troy. The oath to protect Helen's marriage to Menelaus forces the Greeks to war in a distant land. The gods are shocked as Discord's Apple spreads more chaos.

Twenty years of war burns. Finally Achilles calls our Paris for hand-to-hand combat with the winner taking Helen to end the war. Paris goes out but his brother, the greatest of Troy's warriors Hector, steps out and fights for him and falls. Hector is thus remembered forever as the greatest warrior of Troy and that he sacrificed himself for his brother Paris. Hector dying words predict Achilles death.

The war goes on and the Greek gods themselves pick sides. Achilles is slain from an arrow in his heel from Paris's bow, he was invulnerable except in his heel. He was dipped in a potion as a baby to make him invulnerable but was held by his heel when he was dipped—leaving his heel as his only weakness. Odysseus and Ajax argue over who should get Achilles great armor, also supposedly invulnerable. Odysseus gets the armor and survives the war.

After more misadventures the Greeks finally build the Trojan Horse containing Odysseus and his men. The horse is the sacred animal of Poseidon and he protects the Trojan Horse. A Trojan priest speaks against the horse and snakes appear and devour him and his sons. The horse is brought in to Troy requiring part of the walls to be removed and a huge victory

² The name of the god is actually Eris, translates as "strife," but I like Discord better.

feast is held. Odysseus and his men open the gates for the Greeks. King Priam is slain on the god's altar claiming sanctuary. No quarter is given. The gods are angry at the slaughter and many Greeks never reach home. Odysseus takes twenty years to get home. Helen returns to Sparta and surprisingly has no more misadventures and disappears from history and the story.

According to Hesiod, another poet like Homer who also wrote epic poems, the Age of Heroes ends, destroyed by Zeus's command, and is replaced by the current Age of Iron. Indeed archeology shows that the cities of the Bronze Age are destroyed over and over and the remains of this time are lost under the ashes of the cities. It is not until Heinrich Schliemann digs in Greece in the late 1800s do the stones of ancient Bronze Age Greece and Troy are seen again.

Mythos Trojan War

In this story the fall of Troy is Mythos based. Helen of Troy is actually Nyarlathotep and she brings the end of Troy and then the end of classic heroic Greece. Nyarlathotep grants the powers that allow the war to proceed and in the end most allies and enemies fall in chaos of Mythos creatures destroying Troy.

To begin with Helen is one of the faces of Nyarlathotep and she is truly powerful and beautiful. Nyarlathotep gives the dreams to the Trojans about Hector and Paris. Helen's birth, according from actual Greek myths, is from an egg after Zeus in the form of a swan raped her mother³. In our story Nyarlathotep plays the role of Zeus and takes Helen's mother Leda and is also born as Helen from an egg from her mother. She appears as a young strange child and quickly grows into a powerful sorceress and beauty. All Greece wants her to serve their king or petty lord. Helen/Nyarlathotep is the golden apple of the original story with all leaders wanting all: power, knowledge, and sex.

Enters our hero, Odysseus understands that Greece will be destroyed by civil war over Helen. He also, being wise, fears that Helen is more than she appears; Odysseus is aware of Mythos and detects a scent of ancient horrors in Helen. He wisely creates the great oath to honor the marriage of Helen and drawing of straws to determine who will marry the sorceress Helen. Odysseus even enters as a suitor of Helen. Menelaus the king of Sparta wins Helen. Odysseus is happy with the results: Sparta being one of the more backward and weak city-states of Greece (the Sparta of Hollywood comes much later) is a perfect placement for a strange and beautiful Helen. He leaves to his home of Ithaca believing he has resolved a danger to all of Greece. Odysseus marries and raises a family.

Helen is married and lives in Sparta and has no children. As Nyarlathotep she sends dreams to Paris, forced to be a shepherd due to his weak fighting ability, of her great powers and beauty. He is convinced that he can kidnap her and bring her to Troy to prove himself to Priam and restore himself to his father's love.

Paris manages to reach Sparta and Helen welcomes him to the city while Menelaus is out. Helen gives herself to Paris and they escape in a ship to Troy. Dreams of his return in

³ See http://en.wikipedia.org/wiki/Helen_of_Troy#Fate for more information on Helen.

victory come to his father and Priam welcomes Paris and the legendary sorceress Helen. War comes to Troy as the Greeks declare war including the reluctant Odysseus.

The Greeks cannot break the city for twenty years. Nyarlathotep plays spoiler on both sides. Hector suspects Helen and before he can act, lies dead before Achilles. Achilles armor is an artifact from the Mythos that protects against Mythos creatures; it will protect Achilles from all of Helen's creatures. Achilles is slain by a simple arrow in the heel shot by Paris—After Helen point out the weakness in the armor to Paris.

A stalemate continues. Ghouls and other horrors rise up against the Greeks. Odysseus, wise and knowing the Mythos, dispatches monster after monster now wearing Achilles armor. Troy stands but cannot drive off the invaders with its greatest heroes dead. The Greeks cannot take Troy as Helen throws horror after horror at the Greeks. Wise Odysseus stays out of arrow range recognizing that the armor is somehow cursed.

Odysseus concludes that Helen is Nyarlathotep and will destroy Troy and Greece in this useless war. Odysseus knows that Nyarlathotep always grants powers that rebound on the user in unique but terrible ways. He ignores all the peace entries from the false Helen. Odysseus turns to the same horrors to bring the war to an end. Odysseus summons a shoggoth and uses magic to make it appear in the form of a wooden horse. The wise Odysseus also summons dimensional shamblers to protect the Trojan Horse. Helen, always working in secret, rallies the priests of Troy's gods to reject the Greek gift. Dimensional shamblers slay the priests. King Priam declares the gift protected by the gods, silencing Helen, and brings the monster in a shape of a wooden built horse inside the city.

Odysseus orders the shoggoth to destroy Helen. Helen/Nyarlathotep then tries to seize control of the shoggoth from Odysseus, but Odysseus draws his bow and quickly shoots and wounds Helen, striking her in the head and cutting off her earring with the arrow—she is knocked-out and part of her magic jewelry is lost. The shoggoth goes berserk when Helen/Nyarlathotep falls and Odysseus cannot regain control of it. Priam dies on the altar to the city's gods, as does most of the royal family of Troy, when the shoggoth devours the citadel. Helen is ignored by the shoggoth—Helen/Nyarlathotep is still protected by her damaged enchanted jewelry. The Greek take the rest of the lower city. The shoggoth cannot be stopped and many Greeks and Trojans are slain. Odysseus understands that only fire will kill the shoggoth. He burns the greater city of Troy with tears in his eyes and the shoggoth appears to finally die in the flames of burning Troy.

Helen is found, her wounds bound, and brought before Menelaus. Odysseus explains that the oath has been fulfilled and then shoots Helen with an arrow in her left-eye. Her body slits open and Nyarlathotep true form pours out and disappears into the sky. Many Greeks are driven mad by the sight of the true form of and Nyarlathotep and drown themselves including Ajax in the sea. Helen's story ends. Odysseus has her magical earring. It allows him to track and command some Mythos creatures.

Odysseus spends years hunting down the horrors released in the Trojan War and finally comes home. He commissions a telling of the story that excludes the Mythos and makes adjustments as needed. This becomes the Homer story that is written down in about 800BC. Odysseus dies an old man surrounded by his family.

The Greeks are invaded and their cities burned—they are too weak now to hold the invaders back. The age of heroes ends. The invaders merge with the locals and classical Greece rises and conquerors most of the known world. Alexander the Great stops at Troy as he invades east and makes a tribute to the dead of Troy knowing what they actually fought. He finishes the work that Odysseus started.

The Evidence and Mythos

According to the archeologist Troy⁴ was a Hittite city not a Greek city. The archeological remains of Troy is of city that was rebuilt over its ruins many times with the sixth and seventh city built on the site being the most likely match to the city of fame. Archeologists generally accept the identity of the ruins as Troy, but no ancient inscription has been found from the time of Homer's story that truly identifies the city as Troy. So far no clay tablets with letters and first accounts of the life in Troy have been reported found in the ruins. Recent finds suggest that the city is larger than first believed and there is a chance that ancient texts may exist in this unexplored greater city.

Italics are used for additions/changes for this adventure.

For this Mythos story, the shoggoth destroyed the citadel and left little for digging and text exist with Mythos information in the unexplored city. The city hosted Helen/Nyarlahotep and some of the text tell the story of Troy and contains rites and powers from the Mythos.

The first digger and adventurer was Heinrich Schliemann in 1870s and dug a hill known as Hisarlik now generally agreed to be the citadel of Troy. There he dug a huge trench destroying much of the hill and kept poor records. He found some treasure that he called Priam's Treasure⁵ and has a long history of disputed dating and some doubt its authenticity. Schliemann actually smuggles the gold to Berlin where he returns as a hero; Ottoman Turkey is angered and appalled by the thief of its historical treasures. The treasure disappeared after World War 2 and currently resurfaced in Russia and on display there. Schliemann's reports, as best as they are, show no clay tablets or inscriptions found in the depths of the mound.

In our story Schliemann finds the city blasted and destroyed as all was destroyed by the shoggoth. The treasure he finds is actually what remains of the gold that Helen was wearing when she was destroyed. It was left in the burning city, as no person would approach her ruined body.

Also, in our version of this story Schliemann did find the clay tablets in the lower city, but hid them and smuggled them out to Berlin. Fearing the texts when read, not being in Greek as he expected, would contradict his findings of the legendary Troy he had them suppressed—he was unwilling to dump them in Turkey with all of the other worthless items he dumped when ripping his trench through Hisarlik as they might be found by his detractors⁶. The tablets were packed up and inventoried as basic pottery fragments to be

⁴ See <http://en.wikipedia.org/wiki/Troy> for basic information and then the Internet for more. Troy even has a website <http://www.muze.gov.tr/troia-en> and this one from USA <http://www.cerhas.uc.edu/troy/>.

⁵ See http://en.wikipedia.org/wiki/Priam%27s_Treasure for more information.

⁶ There is some that wish to dig Schliemann's trash piles to see what he threw away with a hope that the clay tablets might exist and lost in the trash—that maybe some digger found them and as it was not gold they just tossed them.

studied and lost in Berlin (much like the last minutes of Raiders of the Lost Ark movie when the ark is "lost" again in some warehouse). The crates containing boring looking clay tablets were ignored by raiders of the Berlin Museum and thus were retained in Germany for years in a dusty basement storage area.

While many of the clay tables are just lists of some lost accounting system that always shows up in these finds, the tables text also tells some of the story of Troy. Not the version of Homer but the Mythos version. It also contains one earring of gold that somehow ended up in the crates. The clay tablets have recently been rediscovered and partially translated. Some of the text are not in Hittite but are Mythos based text. There is also a dictionary written by a long dead scribe to help translate the non-Hittite text.

The End

The 21 December 2012 is a date that can be the end. In this story there is power available on this day for awaking the horrors from times of Troy. The god Nyarlathotep is trying to avoid its end as Helen in Troy. It has connected Portland and Troy by sending its earring, with Helen's blood, into the future. Nyarlathotep hopes to rewrite history and escape to Portland and continue the sack of Troy there. Likely other forces of Mythos will awaken to find the stars strangely ready for them. The end of Troy and Portland will create the power to end the world by making the stars right for the horrors sleeping!

If the DM's campaign does not fit with the 21st December 2012 date then pick another date and supply a good reason folks would believe in it. Maybe an alternative calendar is unearthed in Mexico that makes the date now. Another possibility is that a group of folks just believe that the given date is the end date and this gets out into the press.

Portland Now

Information is available on Portland, Oregon USA online. Instead of repeating the Internet information here the Keeper is directed to the Internet about Portland. This information that follows is in addition to what is available and makes some changes for the story and Mythos.



See http://en.wikipedia.org/wiki/File:Portland_Night_panorama.jpg for image.

Underneath the Pearl District and old China town are tunnels that are mostly in ruins and were used to move goods between basements know now as the Shanghai Tunnel. In this story there are other well made tunnels that run under West Burnside and Northwest Broadway. These tunnels are in addition to the ruined Shanghai Tunnel. The Mythos creatures and cultists use these new tunnels.

Of course there is also a cult in these tunnels. A great cult of Nyarlathotep lurks in the tunnels and a small temple is found at the intersection of West Burnside and Northwest

Broadway with a terrible figure of Nyarlathotep as technology and information. The cult calls itself the Leader of New Light (LNL).

The influence of the cult is felt in Portland as the undercurrent to “Keep Portland Weird” slogan. LNL has recently infiltrated a hacker space and there has learned of a secret source of power and knowledge unknowingly sent to Portland. LNL believes the can harvest this new power.

Time Line up to Now

The story is linear but appears to be somewhat random to the investigators.

Late 1880s: Heinrich Schliemann collects all the clay tablets⁷ found in his dig in the hill known as Hisarlik (Troy) and boxes them up. He inadvertently drops an earring of gold in the box. He marks the boxes as worthless pottery shards and smuggles them to Berlin. The box reaches Berlin and Schliemann has the box misplaced in the museums storage area and they vanish from history.

About 1945: The treasure of Troy, Priam’s Treasure⁸, and other related items are taken by the Soviets. The box is missed and remains in Berlin.

About 1950: The Soviets discover that the treasure of Troy has some Mythos powers and locks it away.

About 2008: Portland State university hires a professor who specializes in Hittite and cuneiform text.

About 2010: Putin puts the treasure of Troy on display in Moscow. Germany and Turkey both claim the treasure.

In 2010: A digging for a new hotel in Berlin uncovers the lost basement of an old storage area destroyed in World War Two (WW2). An unexploded bomb is also found and the area is evacuated until the bomb is made harmless. A search for other unexploded ordinance discovers some lost crates from the art museum. At first the crates are assumed to be Nazi looted art but the writing on the crates and age easily exclude WW2 and even WW1. The crates are clearly from some dig in Turkey and imported to Germany from the late 1800’s. The text is in Hittite and another language. A search of paperwork that remains from the various universities finds no record of any missing cuneiform tablets from before WW1. The officials at the museum guess that the crate is some random purchases from Heinrich Schliemann sent to Berlin. As Heinrich Schliemann records clearly show no tablets were found in Troy the museum believes them to be a random collection.

In 2010: A growing community of scholars and hobbyists create a Hittite club in Portland and offer translation services for free on the Internet.

⁷ See https://www.britishmuseum.org/explore/highlights/highlight_objects/me/c/cuneiform_tablet_and_envelope.aspx for more information on these items.

⁸ See http://en.wikipedia.org/wiki/Priam's_Treasure for more information.

In 2011: Portland State connects with the Berlin museum and offer to translate and also to make copies of all the text in the strange crate. The Berlin officials see this as the best means explore the text without facing demands for their return to Turkey. The crate, known as The Treasure Chest, is shipped to Portland.

In 2011: 3-D scans and printers are used to duplicate the clay tablets. Broken tablets are virtually reassembled using software and then “printed” in 3-D to allow translation. Measurements of missing sections allow for guessing replacement words that fit the break. Soon the texts are becoming available for translation. The earring is discovered. The earring is gold but a bit strange. The gold is part of Priam’s Treasure and can be used to control a shoggoth and to track Mythos creatures.

Spring 2012: Alfred Quaker begins building miniature art.

Summer 2012: Alfred Quaker, a local artist, is called to help with reassemble come of the broken sections of the Hittite cuneiform clay texts. He starts having strange dreams. Alfred dreams of images that then twist and become something full of horror. He invents the eyepiece for his art.

Fall 2012: Tom Black meets Alfred and they start translating Hittite together. Alfred begins to include some of the images from the text and cuneiform in his new miniature work. His dreams get worse. Harry Kong sees some of the “translations” of non-Hittite words that Tom is working on in The Golden Apple and realizes they are Mythos summoning spells. Harry befriends Tom and gets access to the texts.

Late 2012: Alfred Quaker, a local artist, is thrown off the Burnside Bridge. Harry Kong was worried that Alfred’s art would bring attention to him and his cult Leaders of the New Light.

Now: The investigators are asked to look into the artist’s death.

The Pearl District

The Pearl District of Portland⁹, Oregon is the new and upcoming area. It encompasses the old brewery area—mostly demolished, the giant Powell’s Bookstore, warehouse areas, former light industry sites, and the old Chinatown. In 2012 this area is just completing its transformation into trending shops, upscale restaurants, new apartment buildings either carved out of old buildings or built over demolished buildings, and theater—in 2014 the area is hip. It is reasonably safe at night despite the slightly scary rundown buildings. The dress code, as everywhere in Portland, is extreme casual or over the top. A line for a show might have middle-aged guys and gals in t-shirts and jeans standing next to young girls all made-up and in stilettos with silver spikes in their black leather coats and shoes. Few will comment on either dress styles and polite friendliness is always the rules in Portland often discussing favorite local beers or food. Portland’s Pearl District is ethnically Asian, Caucasian, South American and seldom African-American (with this sometimes meaning a white former South African).

⁹ The area has its own website: <http://explorethepearl.com>. Of course more information is available at http://en.wikipedia.org/wiki/Pearl_District,_Portland,_Oregon.

The Mythos creatures know it is bad form to scare the tourists. They might take a homeless person from out of state, but not a tourist and they try to avoid locals too. The Mythos and particularly the LNL do not want attention. Portlanders are polite, but also curious about weird things—best not to get their attention until you are ready.

The Late Artist

Alfred Quaker was thrown and fell off the Burnside Bridge in Portland a few weeks before the agents are called in. He was a thirty-five year old gay man who recently changed his style of art. After he saw a few episodes of CSI Las Vegas and the “miniature killer” episode he decided to leave behind large metal sculptures that did not sell and began to build miniature horror scenes. Being a perfectionist and wanting every last bit perfect, difficult when welding multi-tons of metal, he found miniature better fitting his temperament and his strange dreams he has been having of horror. Soon he built perfect models only a few feet across of a building or scene in a park in Portland all with lights and tiny people. The models appear to be high quality architectural models or even model railroad layouts. The models are viewed at first from a distance and appear to be high quality models with lighting. Most are set at night with a painted gray or black sky. Each model has an “eyepieces” that are squares or circles mounted on the model to look through. Here is the horror. These models are created with two views built into the same structure with certain shapes, shadows, and items when viewed from a special angle show bizarre shapes and hidden items. In Alfred’s early work, “Park,” a model that is not of any specific place in Portland, the viewer sees the park scene from the front. It is a nice model but not very interesting looking like a good architectural or model railroad version of a park—not very interesting but nice demonstration of what can be done in miniature. Some panels are painted sky and block some of the view except for an “eyepiece.” Someone looking through the eyepiece sees that hidden man with a knife just behind a tree and a victim cut to ribbons and hidden in the trees. The trees no longer look normal but seem to have shapes and faces for this angle. This will mildly shock a viewer. The viewer will notice that the window of one of the buildings against the park now shows small evil faces looking down at the part. One apartment contains a tiny image of a disturbing figure of tiny tentacles with no face. All of this is hidden from the normal view.

Alfred’s new artwork was well received in the local art scene and by the public—Portland likes things a bit weird. Unlike his giant metal sculptures his new pieces were easy to transport, display, and the public could easily understand his new works. The horror did upset some folks and he did get one critic call him “a deranged model railroad builder and not a real artists,” but this poor review just added to local folks interest in his art. Alfred received praise from a new set of fans: Model railroad builders. His skills grew in model building, as did his obsession for hiding more and more horror in a model that was invisible until viewed through his eyepiece. Alfred’s dreams of horror—waking screaming some nights—gave him more items to hide in the normality of his models. Horror lurked just out of sight—terrible horror.

Alfred’s learned how to use small artificial lights to cast shadows that are unexpected and suggest dark horrors. Alfred added fiber optics to create unexpected color to the horror. Alfred built a simple model of a tree in a park named “A Tree of Two Seasons” that looks rather boring from the presentation angle, but when viewed from the eyepiece the shadow of the tree and some of the park buildings form a hideous shadow of an invisible monster, and the fiber optics, set at an angle to only be noticed from the eye piece, created the look of

burning red eyes in the shadow monster. More startling a figure made only of light, again only seen from the eyepiece, appearing to be directing the creature in a window above the tree in a non-descript building.

Alfred last creations were images of Portland and ancient scenes from the Fall of Troy. Alfred incorporated some of the Hittite text in the models. Often hiding the cuneiform as patterns in brick formations or shadows. Again, when using the eyepiece the shadows are turned and suddenly the text stand out along with horrors in the model. Alfred has also added a few classic columns in the mode that hide some of the horrors and when seen at the eyepiece some of the figures appear to be different. The addition of text from Troy has deeply affected the model as it shadows seem to move and there appear to be extra figures in the model that disappear when looked directly at, very disturbing.

The investigators and agents will begin by investigating Alfred's death. Alfred was throws off the bridge by followers of the Leader of New Light. The police believe he was murdered, but have no leads. They suspect some stalker fan of his weird art.

The Golden Apple

The Golden Apple is a hacker space in a run down on the edge of the remade stylish Pearl District in Portland, Oregon¹⁰. They are a loose group of geeks, hackers, script-kitties and want-to-be Matrix guys and gals who like to pretend to be hackers. The Golden Apple is a rented space in a poorly maintained set of buildings. Undoubtedly the rented space that will soon be changed to up-scale shops or apartments or be demolished for parking, but until that happens The Golden Apple will be here on the edge of stylish. The hackers like being on the edge of change in Portland.

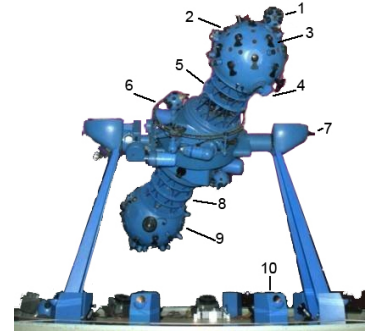
Like many hacker spaces The Golden Apple has no working financial model to support the group's desires to have open-to-use computer equipment and meeting spaces. The organization is full of small groups of associates who know each other. Each small group "eyes" another group with suspicion as hackers often hack each other's stuff. The lack of a single leader, vision, and income other than membership fees and recovering second-hand computer hardware usually brings a quick end to a most hacker space. The Golden Apple is resisting that trend.

To prevent an early demise The Golden Apple started with high membership fees. The hacker space also supplies some clean Linux based servers that are managed by smart people who have avoided being hacks or z0ned. A member can log-in to a clean and safe to use Linux server and cut whatever code they wish be it Ruby on Rails or a writing a new novel in the Linux based freeware for office software. Hacking or pranking other members' equipment, accounts, or just being "high maintenance" is punished quickly with some folks loosing membership or privileges. A set of rules and guidelines are available that clearly state that The Golden Apple is not the place for the less serious hackers, script kitties, or Neo want-to-be that are not ready to get down to some serious Linux work.

Planetarium

¹⁰ More information is found in Wikipedia at http://en.wikipedia.org/wiki/Pearl_District,_Portland,_Oregon .

The Golden Apple recently purchased a second hand and old fashion projector for a planetarium¹¹ and got it working in a large area. They rebuilt it into a robot that can move around a room. It makes quite an impression as this strange device rolls in on tracks and begins to project the stars. They also use it to reflect on to the dome with a backlight when they want to create a vision of an alien ship for science fiction shows. They also added some lasers to do images.



The Golden Apple folks have even built a round surface to receive the projection made of tent frames and painted cloth. It can be assembled on a framework and is very mobile. They have done after dark shows in parking lots by just setting up folding chairs and charging for a show often with loud music. They plan to put on shows to make more money. The last couple of shows have been a boon to the finances and paid for some interesting scanners, servers, and 3-D printers.

Mary Jones

Mary is the “cop” and director for The Golden Apple. She writes how to books and blogs and makes a lot of money from e-books. The Golden Apple is her lab for computer books and tech writing. Mary has setup all the servers and has ensures that none are weakly defended or broken. She is all about clean and neat and running a good lab.

Mary is curvy twenty-something that wears clothing just a bit too tight and just a bit too low or short. Her hair is black with a streak of a color that seems to match her outfit. She likes mixed bright colors and black leather. Mary’s eyes are always angry and her manner is always of someone too busy to worry about your little problems. Mary is straight, to the disappointment of many hacker girls, but never has a boyfriend. Despite never having a boyfriend, Mary seldom sleeps alone on a weekend; she always throws the boy or man, sometimes a much older man, to the curb the next morning. She never eats breakfast with the previous night’s adventure. Mary intends to be a rich author before thirty. She has a good start on it.

Mary keeps the books in Quicken Online and pays the rent and bills. She works with the other members to build new systems. Mary submits perfect set of accounting reports every month to the members. Nobody reads it, unless hoping for a weekend with Mary, as they know it will be perfect.

Mary lives in a nice apartment in the Pearl District by herself. She seldom has guests.

Tom Black

Tom is the only surviving founding member of The Golden Apple other than Mary. All the other members have moved on, not been able to pay the monthly fees, or got thrown out by Mary for hacking or pranking. Tom likes Mary; he follows the rules. Tom is a clean-cut well-maintained guy with a love of large coats and strange facts. He is tall and thin and works out.

¹¹ Picture is from <http://en.wikipedia.org/wiki/File:UniversalProjectionPlanetarium-Type23-6.jpg> and of course more information is available at http://en.wikipedia.org/wiki/Planetarium_projector .

He wears his hair short but not military short. Tom looks like the guy mom would want to meet.

Tom is a script kiddie and not a real hacker. He can write a mean script and is actually a good programmer. Instead of hacking Tom enjoys trying to write stories about hackers and playing video games on Mary's super safe servers. He has published a few stories locally and the stories have been well received.

Lately he has been at The Golden Apple most evenings, his regular job being an accounts payable clerk for the city of Portland, working on his new found hobby: Ancient Hittite. He has written a basic word processor for Linux systems that works in Hittite to help him. Mary is impressed with Tom's new dedication and is considering him for a weekend. Mary is not sure what to do with a Hittite based word processor, but it is the kind of "hack" that gives them some street credit.

Tom joined the Hittite Club at Portland State. He has used digital scanning and editing to capture the cuneiform text from the "Treasure Chest" (see below: The Hittite Club). These items have been then translated to Hittite and the text shared in the club to translate. Tom has discovered that one time is dictionary for another language and has been working on re-translating the translation.

Tom has recently had strange dreams. He dreamed about the text and the strange dreams of a dark figure that demanded he read the text out loud. He could not. The dark figure laughs and he wakes up tired and frightened. Tom has purchased a collection of books from the Internet and Powell's in Portland on reading ancient languages. He has begun to understand the scripts.

Tom has befriended by Harry Kong who is an agent of a local Mythos based cult. Tom is a bit flattered by Harry's comments on his work. He has shared some of his translations with Harry.

Tom rents a room from a friend in the Pearl District. His friend needs help with the mortgage and so rent Tom a bedroom.

Harry Kong

Harry is a member Leaders of the Light cult that believe that the end is near and that those who help bring the end will be the new leaders of the world. He has joined The Golden Apple to recruit some new members. There he has learned basic hacking and social engineering skills. Mary has supplied the hacker space with books, tools, and example locks for picking. Her works are also on the shelf. Mary considers him to be in the "creep" category.

Harry is short and speaks with a broken style that suggests he is translating the words in his head but then the words come out in perfect American English. Harry is not very pleasant to look at and there is a strange odor of fish about him. He is never bothered by the rain in Portland and does not wear a hat in the rain.

Harry helped Alfred with computer models of his art and supplied him with some 3-D printed surfaces for his models.

Harry lives in the tunnels.

Leader of New Light (LNL)

This is the cult that is trying to bring an end to the current era. The Leader of New Light is an old cult that has been in Portland just after the city began to grow in the early 1900s. They recruit many folks that were interested in weird experiences and an occasional Mythos creature. While the Portlanders built dusty cave like tunnels, LNL built strong tunnels of brick under the new streets of Portland.

The Hittite Club

The club was formed by a group of college students and their professor. Its goal is to increase the number of translations of Hittite text. It does this by getting folks excited about Hittite text that are yet to be translated. They describe themselves as armchair “Indiana Jones” explorers.

The Agency

It assumed that the investigators are part of the Cascadia¹² branch of a secret spy-like organization based in Portland that is trying to save the world. “The Agency” has been wrecked by the discovery of insanity destroying secrets that, when learned, drove much of the controlling hierarchy insane. Now the organization is broken-up into separate cells that have one contact to the organization and do not know the other cells. In effect the investigators operating without help and much support. The Keeper can use The Agency as a hook to the adventure, as done here, and also have it suddenly step and create a cover story. The usual is a “gas explosion” that covers for the manifestation of some horror. The Keeper should avoid using The Agency in place of the investigators doing the role-playing, but should the investigators miss some critical event or information The Agency might supply it. If the investigators are not part of the Cascadia branch then maybe just a few hints from a known friendly secret anti-Mythos cult in Portland to get things started instead.



President Nixon runs Cascadia. He has faked his death and is now hidden in plain sight in Portland, Oregon.

LBGT of Cascadia

President Nixon is also the head of a small group of multi-colored t-shirt wearing supporter of gay and like rights known as the LBGT of Cascadia. This group is known for throwing fun parties, protesting politely against anti-gay biases, and for having many old queens. J. Edgar Hoover is also a member. Both he and President Nixon are seen often together with Director Hoover often in drag, and they are known as Rich and Jay. Nobody really notices their resemblance to the supposed late President and Director due to their age, the Pacific Northwest attire, their modern body language, and of course a bit of magic. President Nixon and Director Hoover are not against using LBGT as a cover to help stop any extra-universe threat to Portland.

¹² Cascadia definition: [http://en.wikipedia.org/wiki/Cascadia_\(independence_movement\)](http://en.wikipedia.org/wiki/Cascadia_(independence_movement)) and flag is from http://en.wikipedia.org/wiki/File:Flag_of_Cascadia.svg.

The Scenes

Below are the scenes to use with the players. Each contains a short description, some text to read or paraphrase, and elements to play through the scene. All creatures are supplied with skills so the Keeper can know what to value to use. The author feels that a base set of skills should always be supplied to enable better play.

Scene 00: The Briefing

The agents receive a short briefing. The Keeper is free to make this fit his or her campaign. In our spy campaign Richard Nixon is the leader of the free world against the Mythos. Again, The Keeper is invited to revise as he or she wishes.

Read or paraphrase:



The agents are called to their headquarters on the 21st floor of the Fox Tower¹³ and enter a non-descript conference room with a view of Portland. A few minutes later an older man enters using a cane to give the briefing. The man appears to be a very old version of Richard Nixon except he is now dressed in de rigor for the locals, t-shirt in multiple LBGT colors, shorts, and sandals. His cane is pink. He winks at them, "Nobody recognizes me in Portland."

"My friends it has been a long time since the Agency has let me meet with our agents and allies," he says noticing the surprise of the agents and investigators when they see him. "Yes, I know—I am dead. I had to loose the secret service; Dick still has a few tricks left," he says looking out the window and saying this to nobody in particular. He walks to the head of the table and addresses the agents and investigators standing fully up, puts down the cane on the table, showing a slight 5-o'clock shadow, and suddenly looking like the young candidate for president of 1968.

"We have detected a threat that confuses our sources. They say the event has already happened and is happening. Something is coming in 2012 and it is already here in Portland." He pauses as if loosing his place. He seems to drift off and starts again as if remembering other words.

"We are going to find this threat because our cause is right. We will stop it -- not for ourselves but for the ages. The choices we make in 2012 will determine not only the future of not just Portland, but also the future of peace and freedom in the world for this new millennium and new Aztec cycle."

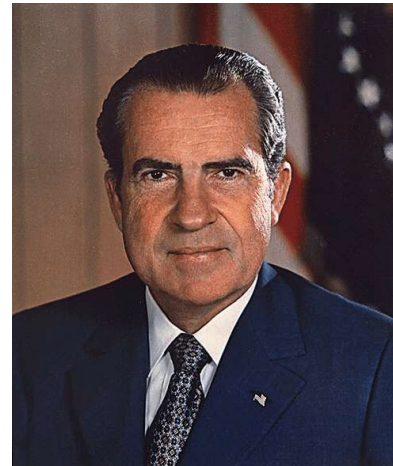
"And the truth we will search for may be difficult to face. With Winston Churchill, we say: 'We have not journeyed all this way across the centuries, across the oceans, across the mountains, across the prairies because we are made of sugar candy.'

¹³ See http://en.wikipedia.org/wiki/Fox_Tower for more information on the Fox Tower. The owners of the Fox Tower makes no representation or warranty as to the quality, viability, or suitability for purpose of this product. Image is from http://upload.wikimedia.org/wikipedia/commons/thumb/b/b7/Fox_Tower_Portland_Oregon.JPG/450px-Fox_Tower_Portland_Oregon.JPG .

"You agents and investigators will wage a fight of good-men, excuse me—good-non-gender specific folks, against diabolical forces and corrupt fellow humans. An agent may fall but another will replace him or her or—err, well them—and then another and more. By keeping this bridgehead against this evil we will bring this war-against-weird to the enemy and bring them down.

*"And let us accept this challenge not as a grim duty but as an exciting adventure in which we are privileged to help the Agency realize its destiny, to bring an end to this eldritch danger to our families, friends, and neighbors. And let us begin by committing ourselves to the truth -- to see it like it is, and tell it like it is -- to find the truth, to speak the truth, and to live the truth -- that's what we will do."*¹⁴

He finishes and he smiles at you and laughs, "Sorry but I don't get to do that much now." He seems to again to just be an old man that looks like the late president except Nixon would never be dressed like a native Portlander. "Our enemy appears to have slipped up," he says in a slower voice without much art. "Alfred Quaker is a late local artist in the Pearl District and you may want to look into what brings him into this horror," he waves as you as you begin to ask questions. "I don't know anything other than his art involved new and old items and that is the only event that seems to match." He looks at you and moves his head back and forth so he looks in everyone's eyes, "The Aztec cycle ends soon, December 21, find this threat and eliminate the threat before it eliminate our way of life." Without another word he picks up his cane and walks out. He turns and makes his famous wave and smiles and is gone.



The Mission Profile

This information should be paraphrased and used to answer any basic questions about the mission.

The agents are in the open and should act with discretion and should not be in the press or in trouble with the local officials. The agents should be armed and prepared for a Mythos based threat.

Threat: Is unknown, investigate, determine threat, eliminate.

Parameters: Locals must be kept from knowledge of threat and its resolution.

Supplied equipment: The agents' travel to Portland is covered, as is their stay at their choice of normally priced hotel/motel. As always--normal expenses for travel in the area is covered. In addition agents may receive the following: cover identity, disguised gear, and emergency contact.

¹⁴Revised from Richard Nixon's Address Accepting the Presidential Nomination at the Republican National Convention in Miami Beach, Florida August 8, 1968. Picture is from http://en.wikipedia.org/wiki/File:Richard_Nixon.jpg.

Scene 01: The Late Artist's Works

The investigators and agents can easily find reference to the art loft, Smith's Art, that displays late artist's work. Any successful library use, computer use, and other checks finds the review of Alfred's works (see hand-outs below: Review of Alfred Quaker's work) and sends the investigators to the shop that displays and sells Alfred's work.

David Smith is the proprietor of the loft is a middle-aged man who inherited the loft and business from his brother. David is a straight plainspoken man who wears a tie and suit in a town that would expect shorts and sandals. David holds artists in great respect and helps them find good buyers of their works. He liked Alfred, but thought him a bit intense. David hopes to sell some of Alfred's works to pay off Alfred last debts. He will be friendly to anyone looking at the art and investigating Alfred's death.

Read or paraphrase:

Smith's Art is a nicely painted and organized building with large windows and white walls inside showing the art. The building appears to be a rebuilt antique building from Portland's past. The building showing that Portland has neither burned nor been destroyed by earthquake in its short history. The bright lights show all the art to its best ability, much of its paintings and all showing unusual realism. A flyer available on a table with herbal tea for visitors states Smith's Art policy to show and sell art that shows realism.

The owner, David Smith, introduces himself to you, a middle-aged man in a suit and tie that fits the clean lines of his shop, and explains that his gallery shows art that is well executed and shows some strong connection to realism. "We just find that this type of art sells and is understood well by the public," he says with a smile and what is likely a well-polished speech. He leads you to the back of the shop where the lighting is dimmed and miniature models are found. "The miniatures of our late friend Alfred Quaker are a stretch for us," he says with a smile. "The models appear normal when viewed from the front, but here," pointing to a circle opening mounted on the side of the model, "is where things change," he says as if giving a lecture to art students.

"Alfred built huge metal sculptures before switching to this small scale this year. The models show the normal and horror hidden in normal—again a stretch for my shop," he continues to lecture. "One of Alfred's first models that uses all of his powers at hiding we were lucky to have. 'A Tree of Two Seasons' looks like a boring tree model set in Portland, but the horror can be viewed from here in the so-called eyepiece," he points at a circle cut into the side of the model. "'The Fall of Troy,' shows his first use of computer design to produce a unique piece and re-take on the reason Troy fell," David pointing a large model. "We also have Alfred's last model, 'Portland at the End,' which shows our Saturday Market and river scene and, with a use of mirrors, a catachysm destroying same," he says finally ending his art lecture. "As a salute to Alfred the local railroad modelers have put a train layout here and added our store in the small town in this fictional landscape and a tiny model of Alfred is standing before the store with a tiny David Smith inside the store," he points at a lesser quality model with a small electric model train passing through a town with a high cliff behind it and a tunnel for the train to disappear and reappear from. "Please enjoy and of course, 'don't touch,'" he says and walks away.

See text below to describe each work for the investigators and agents.

David Smith is a model businessman and selects art that he sells. His late brother, died in a car accident years ago, left him the shop and everything. David was running his own computer business at the time, but liked the appeal of art. He barely knew Alfred but like his

art and some of the notoriety it created for his shop. David likes to stay with artists whose art is easy to understand and thus easy to sell. David has sold much of Alfred's earlier pieces. His last pieces are large and harder to place. David will use the money to pay-off the rest of Alfred's bills as David was appointed the executor of Alfred's estate. He emptied Alfred's apartment and has a few boxes of papers and materials.

David Smith, Age 48, Store Owner

STR 60 CON 65 SIZ 55 INT 70 POW 45 DEX 55 APP 65 EDU 80 LUCK 50

SAN: 55

HP: 12

Build: +0

Damage Bonus: N/A

Weapons: .38 Glock 75%, damage 1d10 (average damage 5)

Fighting (Brawl) 50%, damage 1d3 (average damage 1)

Skills: Accounting 25%, Anthropology 15%, Appraise 70%, Archaeology 5%, Art/Craft 80%, Charm 70%, Climb 25%, Credit Rating 70%, Dodge 26%, Drive Auto 20%, Electrical Repair 40%, Fast Talk 10%, First Aid 30%, History 40% (knowledge of Portland and areas 50%), Intimidate 15%, Jump 20%, Language (own English) 80%, Law 10%, Library Use 40%, Listen 20%, Mech. Repair 15%, Persuade 40%, Psychology 25%, Spot Hidden 25%, Stealth 20%, Throw 20%, Track 10%, Use Computer 70%

Dressed in a suit and the gun kept in a locked drawer in a desk.

Alfred's Papers

A successful credit check or other success that would impress a model businessman, Keeper's discretion, allows the investigators and agents access to the boxes for Alfred's papers. A search of the paper discovers these facts:

- 1) Alfred was making a good living from his new works.
- 2) Alfred was taking sleeping pills and anti-anxiety drugs (clearly stated on labels of the prescriptions).
- 3) Alfred typed up one dream (see handouts below: Alfred Quaker's dream).
- 4) Copy of a review of his new art (see handouts below: Review of Alfred Quaker's work)
- 5) Three books on Hittite language translation and myths.

If asked about any missing items David will explain that Alfred's laptop is missing. "Likely stolen or at the bottom of the river," David explains a bit sadly. "He never went anywhere without his 'black mac'," David says with watery eyes.

On a great success or better David Smith will remember that he was returning some of Alfred's borrowed items to The Golden Apple. He will allow the investigators to look through that box. Here they will find:

- 1) A 3-D cast or printing of a cuneiform text.
- 2) A translation of the text into Hittite words—no handout as it has no impact on story and would be well hard for the author to create.
- 3) A terrible non-sensible translation of the words—same note as above.

A translation of the same text into English pronouncement which clearly is Mythos chant (see below in handouts: The keeper may supply this as a handout, read the text to the players, or paraphrase:

- 4) A 3-D cast or printing of a Greek text cut into a clay tablet—no handout, as the author's Greek is not that good.

A retelling of the fall of Troy and death of Helen (see below in handouts:

- 5) Odysseus's Warning).

A Little Security

David's shop shows all the normal security for a shop in the Pearl District. Motion detectors and cameras are placed here and there in discrete locations. All of this would appear to be simple to get by, a simple success on an appropriate skill check, if the investigators want to have a private look at the models or if they fail to get access to Alfred's items. David however is not that simple and he has hidden a second set of alarms and locks in the building. This set of security requires correct RFID cards to be carried into a room. Some art in the building are actually painted by David and contain hidden cameras and motion detectors. A success of spot hidden or an art skill check detects that there is more security built-in than expected. A great success is required to in two skills checks (Keeper's discretion but repair electrical device and computer use are recommended) will get passed these checks. An attempt to pick the easy locks on the door, for example, will find the door still not opening as a hidden electronic lock is still in place (only having David's RFID card from his wallet will unlock this door). Bypass the door and the apparent security still will leave on the fake painting cameras and motion detectors on. In this example the investigators cut a hole in the glass and enter to only be surprised by a flash from a painting and the alarms going off.

David has a loud alarm and all the lights are turned on when intruders are detected; there are actual still active even when the first easy-to-find alarm is disabled. David believes this will chase off the would-be thieves and he just emails the photo to the police. The agents might be surprised by all of this unless they are very careful. David will not press charges on the agents if they have a good explanation. "You could have just asked to see Alfred's items," he will say at the police station if the agents are caught breaking-in.

Alfred's Model: The Tree of Two Seasons

The first model is a simple model railroad like park in a city like Portland. The sky is painted a bit gray and some puddles show the rain. The model is quaint and unimpressive and could be in any bobby store as a demonstration piece on making models. When the eyepiece is used a total different picture is seen. The light cast a cruel shadow from the trees and the trees appear strangely twisted. A model of a man with a knife is now seen; a bush from the normal viewing area hid the model of the man with the knife. A body is not far

away again now visible. The sky is now, from this angle dark and stars appear, and in a window now a figure is seen looking out the window pointing to the modeled murder below. The figure's head is all tentacles, in its other hand is clay stone with tiny writing on it, and around its neck is a strange gold necklace of loops of gold.

The Keeper can have the viewer roll Cthulhu Mythos with an advantage die. Any success costs one sanity point unless a sanity check is made: The figure is Nyarlathotep. A spot hidden roll success will notice that the slain figure does look much like the figure for Portlandia¹⁵ at City Hall in Portland. A successful occult roll would suggest this model might be useable in a spell to bring about what is pictured. A successful art or like check suggests this is a carefully constructed work with many trials and errors—a few lines here and there suggest revisions; the artist was trying to recreate an image that does not fit normal 3D structures. A great success on art of history suggests that the gold jewelry is very important but its purpose is unclear (it is the treasure of Priam).

To explain plainly: The image starts as a view of any nice park in Portland. The image changes to some local group being controlled by Nyarlathotep destroying Portland like Troy: Shoggoth and fire. The Keeper should not share this interpretation with the players.

Alfred's Model: The Fall of Troy

The second model is a departure from Portland theme. The Trojan Horse is built as if from match sticks. The Trojans are modeled at the point of debate of bring the horse into the city. A lovely slight larger figure of a classic Greek dressed women with gold jewelry, clearly Helen of Troy, stands in a temple pointing at the horse and at a model of a fire, flashing with light, clearly suggesting to burn the horse. Priam, kingly in his robes, clearly waves the troops to pull in the horse inside. The troops happily pull on the ropes. In the eye of the horse is seen a Greek, likely Odysseus, his hand covering his mouth to his men obviously hidden in the horse. It is a diorama of the old story. As the eye becomes accustom to the model you notice strange cuneiform writing on the walls and building. It looks like just texture but when noticed it is clearly writing. There is a small note on the outside of the model thanking The Golden Apple for the images of cuneiforms.

The eyepiece shows much of the same scene but with radical changes. The Helen has been replaced with the same shape figure except the head is all tentacles with the same jewelry—except the earrings are now held in tentacles. Once hidden misshaped creatures stand before her all with torches ready. Priam now stands before her with a group of Trojans to defend the horse. Civil war in Troy! The content of the horse is now visible in the cracks. Something glowing and amorphous hides in the Trojan Horse. There is cuneiform writing projected all over the Trojan Horse now.

The same man that was in the eye, Odysseus, now stands on a hill watching the events in Troy. He is closer now to the viewer and his face is dirtied and worn and shows determination and maybe a hint of fear. He holds a torch that burns with extra light. In his other hand he holds a clay tablet with cuneiform writing. In the distance over his other shoulder is a vision of Troy burning with a huge tentacled creature burning in the fire.

The Keeper can have the viewer roll Cthulhu Mythos with an advantage die. Any success costs three sanity point unless a sanity check is made: The figure of Helen is Nyarlathotep—

¹⁵ The image can be found on the Internet here:
http://en.wikipedia.org/wiki/File:Portlandia_sculpture.jpg .

one of the so-called thousand faces of Nyarlathotep is Helen of Troy—and a shoggoth is in the Trojan Horse. A successful art or like check suggests computers were used to develop the mirrors that change the view and the special staging to create two images out of one model. A success on art of history suggests that the gold jewelry is the treasure of Priam.

To explain plainly: The image starts as a view of the story as told now. The second image is of a civil war in Troy over the horse that contains a shoggoth with Nyarlathotep replacing Helen and leading an assault to stop the horse. Odysseus summoned the shoggoth but has no power to control it. In the end Troy is burned to destroy the shoggoth. The Keeper should not share this interpretation with the players.

Alfred's Model: Portland at the End

The model shows the Portland Saturday Market on a wet pre-Christmas Saturday. Strangely some of the stalls are not Portland but Aztec or Mayan in style. Standard Portland dress, t-shirts, shorts, and sandals, is mixed with Aztec and Mayan shoppers. It looks like a festive day.

The eyepiece shows the same pleasant scene except out of the river is rising some horror that flows and has a hundred mouths and eyes all over its amorphous body. A person dressed in ancient Greek clothing is now seen directing the creature to rise. A trick of mirrors reflects the same model but with a head of tentacles like a ghost image suggesting the tentacles are inside the model. Most of the figures in the model do not notice the creature in the river now.

One modeled person, heavy set with gray hair and a pith helmet, in the modeled Saturday Market seems to see the creature and points at it and at a Aztec calendar. Another in a toga points at the creature and then a trick of mirrors has her burst into flames.

The Keeper can have the viewer roll Cthulhu Mythos with an advantage die. Any success costs one sanity point unless a sanity check is made: The figure is Nyarlathotep again. A spot hidden roll success will notice that the toga figure does look much like the figure for Portlandia at City Hall in Portland. A successful art or like check suggests computers were used to develop the mirrors that change the view. A history check will suggest that the inclusion of Mayan and Aztec themes suggests the end of the Aztec calendar: December 21, 2012.

To explain plainly: Nyarlathotep is replaying Troy in Portland. On December 21, 2012 Portland will be destroyed by a shoggoth.

The model also shows a man in a wheel chair near the tiny USS Oregon Memorial in the model. The man in the wheel chair is hard to make out except when viewing from a strange angle. This angle corresponds to where Alfred was thrown from the bridge.

Scene 02: Police in Portland

The police have listed Alfred Quaker's death as suspicious and the case is open. The body showed signs of being beaten before drowning. He was also robbed and his computer is still missing. The body was identified from a nametag in his jacket, as there was no wallet.

David Smith identified the body and made arrangements for Alfred's cremation and scattered his remains in the river that took his life. David is selling Alfred's last art items to pay for the cost of his final trip and outstanding bills.

The officer that has the case is Edward Miller. He is a no-nonsense cop that has seen too many Dragnet reruns to be bothered by amateurs and private investigators. He is still of low rank as he entered the Police at a late age—he is interested in just solving cases. The file has very little in it. The autopsy shows that Alfred was likely thrown from the bridge. His fingernails are broken and his fingers are badly bruised before death as if he had hold of the bridge for a moment before he fell. He will not share the file or any information unless it is official. A charm or persuade check are made at a disadvantage die unless the investigator or agent shows proof of official status (this can be a letter from David Smith or other credentials). A law skill check needs no disadvantage die—Edward Miller respects the law. Credit rating check only removes the disadvantage die—Edward Miller will respect money but not be convinced by it.

Read or paraphrase:

The Portland Police officer Edward Miller is investigating the case. He is an older man with low rank and he seems very organized. "I handle simple and impossible cases like Alfred Quacker's death," he says as he meets you in a conference room. It is plain and obviously seen better days. "Please tell me who you are and how you became interested in Alfred's end," he says looking you straight in the eye.

If the investigators and agents can convince Officer Miller to talk to them he will cover what he knows.

"There is nothing interesting to tell. The subject was beaten with fists, likely taken by surprise, robbed of his wallet, his laptop—a black Apple Mac 2004 model—and thrown over the railing of the Burnside Bridge at about midnight. He likely hung from his fingertips for a few minutes before falling. He drowns. His body was seen floating the next day and recovered. His name was on the label of his coat and David Smith, a businesses associate, identified the body. Subsequent to Alfred's passing David Smith became executor of Alfred's estate and handle Alfred's final arrangements," states the good officer with almost no breath taken.

"Alfred was originally from California—his family was killed in an earthquake. He moved to Portland in the early 2000's and was a well-known artist. He was last seen at The Golden Apple were he picked-up a new translation of some Hittite text. The paper was found on his body. The river removed most of the ink," Officer Miller states simply.

If asked questions about any other events near the same time he mentions that a few homeless folks went missing about the same time. Lately there is a lot of trouble near Burnside.

If asked about tunnels he suggests the investigators and agents "say out of them." If pressed he mentions that blood trails have lead into the underground, "Scary." He suggests there are more tunnels than the tourist tunnels, "Stay out of the underground—only the tourist tunnels are safe—there are more that are not on any map."

If asked about The Golden Apple he only smiles and asks if the investigators or agents have any reason to be concerned about a bunch of young folks trying to make it in the Internet. "Mary is pretty strict," he says with a chuckle and then states: "She would make a good cop."

He knows nothing about Alfred's art, Hittite, Troy, Mythos, LNL, or the contents of the tunnels.

Edward Miller, Age 42, Police Officer

STR 60 CON 65 SIZ 65 INT 65 POW 60 DEX 55 APP 55 EDU 80 LUCK 65

SAN: 75

HP: 13

Build: +1

Damage Bonus: +1d4

Weapons: .38 Revolver 70%, damage 1d10 (average damage 5)

Fighting (Brawl) 65%, damage 1d3+1d4 (average damage 4)

Nightstick 40%, damage 1d6+1d4 (average damage 6)

Skills: Climb 55%, Credit Rating 40%, Charm 20%, Dodge 26%, Drive Auto 35%, Fast Talk 70%, First Aid 35%, History 30% (knowledge of Portland and areas 60%), Intimidate 45%, Jump 20%, Language (own English) 80%, Law 40%, Library Use 40%, Listen 55%, Persuade 20%, Psychology 60%, Spot Hidden 35%, Stealth 60%, Throw 20%, Track 10%, Use Computer 20%

Edward is a uniformed officer with a silver badge. He is an older policeman assigned to paperwork.

Scene 03: The Golden Apple

The Golden Apple is a hacker space in a run down building in the last part of the Pearl District that has not been turned into expensive shops, parking, or amazing lofts. The space is a large room with mismatching tables and chairs. As this is an important setting more information is available above (see The Golden Apple).

Say or paraphrase:

The sign is only a golden apple with “for the fairest” written on it hung before a blank door and boarded-up window. On entering you are surprised by the white paint, clean floors, and smell of bleach. The place is spotless. Bright light makes you blink.

Mary Jones, a sign in front of her desk identifies her as “Mary Jones, Executioner,” sits behind a wooden desk that would make any schoolteacher proud for intimidating children. The desk is old fashioned and has an old matching wooden chair. A golden apple sits on the corner. Mary is dressed in short shorts, low-cut shirt that hides nothing, and ignores you—she does not look like any teacher you had in school. She looks angry and eyes flash as she writes on her laptop with an Ubuntu symbol on its back. An old sign stating “Now Serving” with a number under it is near Mary.

Mismatching tables and chairs are scattered about the room. A set of repurposed school lockers, including locks and some with elaborate keypads, is mounted against a brick wall. A group of large computers are locked behind a strong cage of wire. Signs announce high voltage, explosives, toxic waste, radiation, bio hazards, and zombies risk from entering the cage. A chain is wrapped around the door locked with a padlock. Multiple other padlocks are also in use as is a keypad.

On the table is a flyer that states the rules, “No funny business,” and how to access the local network and how to get a guest account.

There is a sign next to Mary’s desk suggesting that anyone that breaks into server Watson and recovering the golden apple will win a free membership or for existing members will get three months free from membership fee. The sign is written in chalk on an old blackboard. Below it are math questions, all calculus triple integrals. Also written in another handwriting is a note that the show “The Stars are Right is tonight at 23:00 in parking lot around corner. \$5 each!”

Mary will ignore them unless asked a question. She will always answer quickly and if the questions are basic tell the person to leave until they learn how to hack. “We are not here for education,” she declares. If a person asks for her for a new guest number she will standup, looking quite intense and incredibility sexy, and put a new number up. Mary is a bit hard up and anyone with a good appearance score, over 60, gets an advantage die for charm checks. Persuasion and street-talk checks get a disadvantage die with her—she has no time for chitchat.

Mary Jones will not answer questions unless charm, persuasion, or street-talk checks are successful. Someone buying a membership or breaking into Watson will also get her to answer questions. She is too busy writing her next how-to book to help newbie’s.

Mary knew Alfred and will tell the investigators and agents that he worked with Harry Kong on his art. She will also tell them that Tom and Harry both like to translate Hittite and she is proud to have a Hittite word processor on her network written by Tom with some help from all of us. She will point out their wiki on translations. If asked about the show, “Harry has another planetarium show tonight—it a fund raiser,” she says quickly and her eyes flash with anger seeming to remember she has other more important things than answer your questions.

Geek Access

For the more technically savvy group...

Password for the local wifi network called GoldenApple is “Aphrodite1.” To get access to Linux server the guest must run `ssh guest#@GoldenApple` (replacing # with a number) using password “theFairest” to get a locked down virtual Ubuntu desktop that allows access to an Internet browser, light weight office like software, Tom’s Hittite word processor, and some basic games. Each day at five to midnight all guest accounts are deleted with all their data and recreated.

Members of The Golden Apple may request multiple accounts that are safeguarded and backed up. Each member is allowed an account that represents themselves and is where they run gitmon for their code and store their writings. They are also allowed one testing account, created with a T_ in front of their name regular user name. They are also allowed on hacking account for attacking test computers that starts with an H_ in front of their regular user name. Mary Jones is administrator and runs a very tight-ship. All passwords are checked against a dictionary list and easy to break ones are rejected. Most members without perfect memories have a password wallet on their cell phone or laptop to record and generate usable passwords.

Tom's user name is guests98 and Mary's is guests99. Their accounts appear to be guest accounts unless some one notices the extra 's' for the user id. These accounts are carefully protected and no normal security holes will grant access. The best way to grab the information is from the back-ups written to DVD every night. Mary and Tom's use of guests user names has foiled all hacks so far. Like most good security, hiding in plain sight is the best.

Practice

Mary Jones supplies three weakened targets for the hackers to break into for practice. She hides on each a picture of golden apple with various local politicians and celebrities' images photo shopped into the image as if being judged by Paris with Paris holding an apple. Producing a printed copy of the photo for Mary is how to prove that the hacker actually broke into the system.

Mary trolls the Internet for computer weakness reports and then recreates the weaknesses in her three target systems. Members of The Golden Apple can subscribe to receive Mary's emails of how she built the systems, how to break into them, and how she detected any break-ins and if the hacker could be identified. Mary also updates a local wiki, assessable only by members, on some of her findings.

The Gold Apple also supplies multiple locks mounted on nice wooden frames to practice lock picking. They have a starter set of locks and then more typical locks. Members and anyone off the street may practice on the locks. In addition to standard locks a small group of safes are also available for practice. These are much harder to break into and require listening devices and detailed knowledge of how each safe works. The local wiki, again only assessable to members, covers the design and process for breaking each safe.

Mary Jones, Age 26, Hacker and Author

STR 40 CON 60 SIZ 40 INT 70 POW 70 DEX 60 APP 80 EDU 60 LUCK 70

SAN: 70

HP: 10

Build: +0

Damage Bonus: N/A

Weapons: .38 Glock 75%, damage 1d10 (average damage 5)

Fighting (Brawl) 65%, damage 1d3 (average damage 1)

Skills: Accounting 5%, Anthropology 1%, Appraise 15%, Archaeology 1%, Art/Craft 5%, Mathematics 50% (knowledge Cryptology 60%), Charm 75%, Climb 20%, Credit Rating 60%, Dodge 30%, Drive Auto 20%, Electrical Repair 70%, Fast Talk 5%, First Aid 30%, History 20% (knowledge of Portland and areas 40%, computer history 60%), Intimidate 45%, Jump 20%, Language (own English) 60%, Law 5%, Library Use 40%, Listen 20%, Locksmith 70%, Mech. Repair 30%, Persuade 40%, Psychology 10%, Spot Hidden 25%, Stealth 20%, Throw 20%, Track 10%, Use Computer 70%

Mary has a carry permit for the Glock and is a very good shot; she had a stalker once and has learned how to take care of herself. She carries a smallish laptop that runs Ubuntu. Mary's appearance often gives her an advantage (she often should get an advantage die on charm and persuade). Mary is straight, so far. If one of the agents or investigators hits on Mary and they are charming, smart, or good-looking she might consider the agent or investigator for a weekend together.

Night in Pearl District

This section covers what happens at night in the Pearl District and the scenes below may run on different days and in different order. It depends on the actions of the player's characters.

Scene 04: Night at The Golden Apple

The hack space gets a bit busy at night. Tom and Harry are there and then the night show is carried to a new place each time. Mary leaves in the evening and Tom takes over. He is generally very busy and lets the hackers hack away.

It is assumed that the agents and investigators already have been to the Golden Apple. If not then the Keeper may have to mix in some information from the previous scene (see above Scene 03: The Golden Apple).

Read or paraphrase:

Evening at The Golden Apple is not the same as the day. Mary Jones leaves in the evening and Tom takes over. Tom Black is a young white guy in a heavy large coat with a nice standard looking laptop. He should come with Apple Pie he is so average American and appears so normal. He contrasts with the tattooed and edging hackers that are coming in and taking a seat. The coffee maker is running full out.

The hackers all seem to be busy and working on something in their computers. Some are clearly playing games and talking into headsets. The local alternative rock station is playing on various hand-built Bluetooth speaker boxes a bit loudly in the room. No booze, smoking, or even eating is done in the room—just coffee and some kind of friendly Fair Trade brand.

Tom is busy with a few books and intensely working on his screen. Nobody bothers the servers in the room. One group of hackers cry-out as the printer in the room prints out a picture of Mary Jones biting into a golden colored apple—her face is has been photo-shopped on a picture of eve except the curves do seem to match Mary. Tom looks at the picture, takes it from them and nods, they cheer, he writes their names on it, congratulates them, and puts it all reverently in Mary's box marked "In" with a smile.

Everything quiets down as Face Book, Twitter, and various other forms of social media is updated with the apparent successful breaking of one of Mary's test systems and retrieving the required proof—a picture of Mary and a golden apple. Tom is interrupted often to give out guest accounts. The now serving number is in the thirties. Tom also starts a countdown clock. The apparent lifetime left for guest accounts; midnight is the end of them.

Tom Black is the night person. He runs the shop until about 12:15 when it closes. Tom is working on his Hittite translations and some Greek translations. Harry Kong has given him some mixed advice and Tom is struggling to make the translations work. Tom Black is not

really interested in helping the agents and investigators. He is trying to work on his passion: Ancient texts.

Tom will be polite. He did know Alfred and was sorry about his death. Tom did help with his art; it was disturbing and gave him bad dreams. "Nightmare stuff," he will say. He and Harry Kong helped with the 3-D and even printed some of the stuff on the Golden Apple's 3D printer. The text is from the Hittite Club's treasure box from Germany. They got a bunch of text from Berlin that was recently recovered. Harry understands the myths from the time and helps with the translations.

Later in the evening:

The hacker space is filling up with more folks that seem to be waiting for something. A man walks in and everyone turns and Tom looks up. "Harry, good evening and are we on for tonight?" says Tom loudly so everyone can hear. "Yeeessss," stammers Harry. "We a", then pauses and continues, "re at the park," and another pause. Someone calls out, "Not Jamison Square—to weird at night." Harry seems to stop for moment and then continues as if there was no pause, "ing lot around the corner. Five bucks!" and everyone heads out while some head to back room and carry out tent. "Jamison Square is just scary at night," say one of the girls to another girl with lots of piercings. Harry is using a remote control and a strange tracked robot with a huge machine crosses the room, tables are moved to make room, and then put back on tape marks obviously set there by Mary Jones. The countdown is approaching zero and some hackers are quickly typing to move their work to their local laptops. When it reaches the last minute a police red light starts running in the servers. A countdown is yelled, "Ten, nine, eight, seven, six, five, four, three, two, one" and the light stops and there is a strobe flash. "That is it folks," enjoy the show and go home. WIFI will be up all night, but we lock up in five minutes," says Tom.

Most folks are already packed-up. One hacker is in tears, as his project did not get moved off the guest account in time. "You know the rules," says Tom. "All guest accounts and data are destroyed at midnight," says Tom to the sad hacker guy. "But Mary Jones installed a back-up before the delete," he says as the hacker suddenly looks hopeful. "Ask her and she'll rescue it for you," he says. "Remember to ask very nicely," he says with a smile. He hands the hacker a five-dollar bill from a desk drawer. "Go enjoy the show on us," Tom says.

The hacker space is closed in a few minutes with everyone headed to the show: The Stars are Right. Harry has put together a planetarium show.

Tom Black, Age 23, Hacker

STR 70 CON 70 SIZ 60 INT 80 POW 40 (35 often from magical draining) DEX 80 APP 60
EDU 50 LUCK 60

SAN: 25

HP: 13

Build: +1

Damage Bonus: +1d4

Weapons: None

Fighting (Brawl) 65%, damage 1d3 +1d4 +1d4 (average damage 5)

Skills: Accounting 5%, Anthropology 1%, Appraise 15%, Archaeology 1%, Art/Craft 5%, Mathematics 70% (knowledge Cryptology 70%), Charm 40%, Climb 20%, Credit Rating 20%, Cthulhu Mythos 15%, Dodge 30%, Drive Auto 20%, Electrical Repair 70%, Fast Talk 5%, First Aid 30%, History 20% (knowledge of Portland and areas 40%, computer history 70%), Intimidate 15%, Jump 20%, Language (own English) 60%, Language Cuneiform 30%, Language Hittite 40%, Language Greek and Ancient 60%, Law 5%, Library Use 40%, Listen 20%, Locksmith 45%, Mech. Repair 30%, Persuade 40%, Psychology 10%, Spot Hidden 25%, Stealth 20%, Throw 20%, Track 10%, Use Computer 65%

Tom Black carries no weapons. He usually has a laptop with him that runs Microsoft Windows¹⁶ and Ubuntu on a virtual window. The other hackers are unimpressed. Tom takes Krav Maga and thus receives an additional damage in brawling.

Tom worked with Mary Jones and other folks to write an Open Source word processor for Hittite and for Cuneiform text. Tom is rightfully proud of this work. The other hackers are no longer called Tom a Neo-want-to-be¹⁷ or a script-kitty¹⁸ (using “kitty” to suggest he is a pet for Mary). Tom’s work is now fully supported with a few of the hackers learning Hittite instead of Ruby!

His translations of Hittite texts are posted on the Wiki used at Golden Apple available to members. Tom has found the text strangely disturbing and he has learned much about the Mythos he wished he could forget. Harry has explained much of the meanings of the obscure references. This has lowered Tom’s sanity and increased his Mythos skill. Harry has been able to revise Tom’s translations to make them more obscure.

Tom worked with Alfred and Harry to supply text images for the art and the planetarium show. He also worked with Harry and Alfred on some of the 3-D modeling needed for some of Alfred’s stranger models. Harry and Tom worked out some of the lighting effect and mirror positions for Alfred. The digital versions of the models are in Tom’s accounts. The digital models display the horror in clear lines in all digital and color glory. Viewing the digital version also causes a sanity loss (see above in Scene 01: The Late Artist’s Works Alfred’s Model: The Fall of Troy and Alfred’s Model: Portland at the End).

Working so hard on the models damaged Tom’s sanity. Completing the Hittite word processor and all the praise has raised his sanity. The work on the planetarium show has drained some of Tom’s POW score but it will recover after a few days. The effect leaves him a bit docile so charm, persuade, and like rolls are at an advantage with him.

Harry Kong, Age 55, Member LNL

STR 60 CON 80 SIZ 60 INT 60 POW 70 DEX 40 APP 40 EDU 30 LUCK 40

¹⁶ As we all now Microsoft and Windows are trademarks. They are used here in a story and that fits for fair use.

¹⁷ For those who do not know the reference please see an amazing long article here: [http://en.wikipedia.org/wiki/Neo_\(The_Matrix\)](http://en.wikipedia.org/wiki/Neo_(The_Matrix)) .

¹⁸ And even this defined on-line: http://en.wikipedia.org/wiki/Script_kiddie .

SAN: 0 (Fully evil and corrupt)

HP: 14

Build: +1

Damage Bonus: +1d4

Weapons: Pure copper dagger (magically same as steel) 70%, 1d4+2+1d4 (average damage 7)

.38 Revolver 25%, damage 1d10 (average damage 5)

Fighting (Brawl) 70%, damage 1d3 +1d4 (average damage 3)

Throw pure copper dagger 20%, damage 1d4

Skills: Accounting 5%, Anthropology 1%, Appraise 15%, Archaeology 1%, Art/Craft 5%, Charm 50%, Climb 20%, Credit Rating 5%, Cthulhu Mythos 75%, Dodge 20%, Drive Auto 20%, Electrical Repair 10%, Fast Talk 5%, First Aid 30%, History 20%, Intimidate 40%, Jump 20%, Language (own English) 60%, Language Cuneiform 15%, Language Hittite 20%, Language Greek and Ancient 30%, Law 5%, Library Use 40%, Listen 20%, Locksmith 45%, Mech. Repair 30%, Persuade 60%, Psychology 40%, Spot Hidden 40%, Stealth 35%, Throw 20%, Track 10%, Use Computer 65%

Spells: Dominate, Enchant Cane variation used to power dagger via planetarium show, Enchant Stone Tablet, Enchant Dagger, Curse of the Stone, Summon/Bind Dimensional Shambler, Wrack

Harry carries a magically charged pure copper dagger that he can use to cast spells using its stored power. It is an enchanted dagger (per the spell). It currently contains 256 points of power. Harry also carries a hidden .38 in his coat. This being Portland nobody notices heavy coats. It is illegal to carry the gun without a permit. Harry also carries a small laptop computer running Ubuntu and contains stolen copies of the translations without the revisions that make them less useful.

Harry is a corrupting influence. He corrupted Alfred and sent him to his new art form. He has corrupted Tom into understanding the actual meaning of the text we was translating as a hobby. Harry has corrupted the Golden Apple by corrupting their fundraising show into a means to drain power from the public.

Mary thinks Harry is a creep. She is watching him for a mistake that will allow her to throw him out. She has left even a “honey pots” open for him and he has avoided them¹⁹.

Harry has discovered the connection of the text to the Trojan War. He is beginning to understand the power in the text. He has briefed LNL and they will soon start to take action. Harry is now just interested in the shows as he needs lots of power to execute their plan.

¹⁹ A trap in computers: [http://en.wikipedia.org/wiki/Honeypot_\(computing\)](http://en.wikipedia.org/wiki/Honeypot_(computing)) .

If Harry is followed he enters the tunnels where he lives. Harry is often found on the streets apparently alone, but always a few guards are nearby and watching (see Bad Guys for information below in Scene 06: Smith's Art After Dark).

Scene 05: The Stars are Right

The old parking lot near The Golden Apple is empty late at night—it is just too dark and threatening looking to park a car in during the night. Instead Harry Kong has setup chairs and their tent like dome. The area is protected from the wind by building. He will have the planetarium robot roll in for the show.

A man with a strange accent waves you into a tent, a black tent that is a dome, filled with folding chairs. The chairs leave a large aisle in the middle. He collects five dollars each. Many other folks enter and get comfortable. Some are more comfortable than others. "It will be a great show, I am Harry Kong," he says in perfect English that breaks strangely in mid-letter that then goes on perfect again. Harry is clearly translating from his native language but has no accent at all—he sounds perfectly spoken Pacific Northwester accent except for the stops.

A wheeled robot appears while Harry meets more guests. The robot rolls into the center of the tent. Partitions with grave warnings about lasers and zombies suggest it unwise to get near the robot during the show are setup by Harry. "It is safe but it is unwise to get hit by the moving projector or look into a laser so we put these up," he says to one nervous looking guest. "We purchased this on eBay and got it working on a cool robot frame. Now we can do ad hoc shows," Harry states. "Watch!" he yells and push a button on his phone and the projector lights and fills tent with stars. "The sky of the night Portland was founded. We can make any starry night for you," he says warming to his presentation. Folks come in and he collects from them. "And there is this," he pushes more buttons and red and green laser light start to draw "The Stars are Right" on the artificial sky in the tent. He collects again from some more folks—many are very comfortable is not higher than the artificial sky.

Harry walks out of the tent and the show begins with classical music. Bach goes well with turning skies and laser light. The last night of Beethoven, the sky at the time of his death in Europe is played to part of his last symphony decorated with laser images and some slides of projected of various pictures of the world of 1872, the year of his death. The music and light show stops in a final artificial thunderbolt flash from a strobe.

The sky suddenly stars to go faster and faster with an artificial sunrise and sunsets. It appears that time is flowing backward faster and faster. The projector is moving so fast that it starts to hum. The music starts: strange atonal sounds played on a flute of some sort. The sky flies by faster and faster. The years roll back. Then the sky spins and continues to flow too. The projector is spinning and turning. The effect is a dizzy spin of backward time with the insane music. You suddenly are not sure you are still in Portland. An image forms in red and green—an Egyptian pharaoh. Cuneiform text appears on the tent over the generated sky and chanting can be heard in a strange language. The music reaches a horrid screech and a flash and suddenly darkness. Screams are heard and folks cry out for help.

A light and friendly jazz music is heard in the darkness. A moon rises and the normal sky is seen again. The music is now pleasant jazz. The crowd applauds madly in appreciation of the amazing experience they just had. Harry waves from outside the tent to the crowd. A nice sky rolls gently by on the tent. The music is friendly and folks get up and leave. Harry and folks begin to pack up the tent, chairs, and projector.

The effect is to drain power from the audience and store it in a copper dagger hidden near the projector. Each paying customer loses 1d6 power from the show. Anyone with Mythos

can try to understand what happened by making a Mythos check. Harry will pack-up the chairs with some help and store everything in the backroom of The Golden Apple. The audience always helps with this. They are a bit docile after the show. Harry likes to keep him docile.

Scene 06: Smith's Art After Dark

The shop is being watched at night. The Leader of New Light are concerned about the models, but do not wish to draw any more attention to the models. They have failed to beat David Smith's extra security a few weeks ago—one of their members is now serving time in the Multnomah County jail for breaking-in. They now just watch the shop at night.

If the agents are breaking to Smith's Art the security for the shop is described above (see Scene 01: The Late Artist's Works).

The bad guys want to steal the models. They will only attack if they see the investigators and/or agents have managed to break into the shop and not trip the alarm. They are well hidden and require a great success on a spot hidden check to notice them.

Paraphrase or read:

The thugs appear out of the dark. They are very happy to see you have given them an opening to the shop. "You'll take the fall," one of the figures says as a flash of a camera goes off. "We get the models!" another man says with a snort. They have long knives and are closing.

Drawing from *Savage Worlds*²⁰ rules for encounters, add in one bad guy for each investigator or agent, and then start combat. They will fight hard as they fear LNL more than the players' characters.

BAD GUYS, various ages, Thugs

STR 65 CON 60 SIZ 75 INT 45 POW 35 DEX 60 APP 40 EDU 30 LUCK 50

SAN: 0

HP: 13

Build: +1

Damage Bonus: +1d4

Weapons: Large knife 64%, damage 1d6+1d4 (average damage 7)

Fighting (Brawl) 55%, damage 1d3+1d4 (average damage 4)

Thrown large knife 25%, damage 1d4 (average damage 2)

²⁰ *Savage Worlds* is a great gaming product from Pinnacle Entertainment Group and they have not approved this writing nor does the author intend in anyway to conflicts with their rights and copyright.

Skills: Climb 20%, Credit rating 10%, Dodge 30%, Fighting (Brawl) 64%, Jump 20%, Listen 30%, Stealth 60%, Spot Hidden 35%, Track 10%, Throw 25%

The bad guys carry no identification and are dressed in rough shirts and jeans with cheap shoes. They are just thugs that work for the LNL and get paid for it. They know better than to turn on the LNL and will wait in jail if arrested. They cannot be persuaded or intimidated into giving any information on LNL. The best the investigators would get is a comment like this: "Do not ask about the business of scary people"²¹ followed by a glare. One has a cheap used digital camera that has pictures of the shop and the investigators/agents breaking in. It is easy to erase the photos.

Scene 07: Jamison Square

The park is an upscale park recently added to the area. It has a group of rocks that have random water squirting from them²². Something malevolent has moved recently into the park and haunts it at night. Folks have noticed and stopped staying in the park after dark. There is a rumor that is mentioned above (see Scene 04: Night at The Golden Apple) that the park is strange now. The park is fine and feels normal to those using the park during the day. It is night when the shadows seem strange and wrong to anyone looking.

A dimensional shambler has been bound to the park by LNL by accident. One of their ceremonies went wrong and LNL unknowingly summoned and bound a dimensional shambler to the park every sundown. The strange configuration of stones in the park was what attached the dimensional shambler and now binds it.

The creature is unhappy and will attack anyone that performs any spells or spell like technology in the evening. It will take out its frustration on anyone that could have locked it to Jamison Square. It can sense that there is an event coming and it does not want to be here when the end comes. The binding can be broken by a Summon Dimensional Shambler spell cast on the stones. The creature understands only basic English and Spanish words and commands.

For the day time, say or paraphrase:

The park is pleasant and calming. The water bubbling and the nice trees make this a nice place for a family.

For the night time, say or paraphrase:

The park is quiet and nobody is here after sunset. The shadows in the park seem to change and move with no apparent cause. There are no birds. There are no bats by the lights diving for any unlucky bugs. There also seems to be sadness in the park, as if it is sorry for being so scary.

Dimensional Shambler, trapped at park

STR 90 CON 80 SIZ 90 INT 35 POW 50 DEX 50 APP 10 EDU 10 LUCK 50

SAN: N/A

²¹ With apologies to *Batman Begins*, directed by Christopher Nolan (2005; Burbank, CA; Warner Home Video, 2005), DVD.

²² See http://en.wikipedia.org/wiki/Jamison_Square for more details.

HP: 17

Build: +1

Damage Bonus: +1d6

Move: 7

Weapons: Fighting (Brawl) 30%, damage 1d8+1d6 (average damage 8), can make both foreclaws attacks at the same time and same time

Skills: Climb 25%, Credit rating N/A, Dodge 25%, Fighting (Brawl) 30%, Jump 20%, Listen 30%, Stealth 30%, Spot Hidden 35%, Track 10%, Throw 25%

Under the in Pearl District

The tunnels available even on a tourist map are just ruins of some old dirty connections between buildings. Much is gone as it fell in over the years—it rains a lot in Portland. In our story there are older tunnels that are independent of the Shanghai tunnels that are used by the LNL and their allies. These were recently rebuilt when the brewery was torn down and partially repurposed to retail space. Some extra loads of cement steel and electrical items were consumed by LNL when the Pearl District got new construction. Few noticed the extra items and accounts scratched their heads as extra costs showed here and there. No pattern was detectable and there was no explicit reselling of the items. It just appeared that the area took about an extra five percent of cost to build. This represents actually all of the items and material carried below the streets and used to rebuild the aging tunnels.

Thus the Shanghai Tunnels are for tourist and would-be explorers. The LNL tunnels are not directly connected and some Shanghai tunnels end in a reinforced cement wall that is the walls of the LNL tunnels. Only one connection exists and this is a steel ship style door that is barred on the LNL side. This is an emergency escape door from LNL to the Shanghai tunnels.



LNL also works to clear more Shanghai tunnels away from the LNL tunnels. The more the tourists see the less likely they will look for more tunnels far from the Shanghai tunnels and discover the LNL tunnels.

The LNL tunnels run below Burnside with a spur to Jamison Square and to the old Shanghai tunnels and continuing to the river and the Saturday Market.

Scene 08: The Shanghai Tunnels

The tunnels are reached in the basement a pub. There a local tour available that talk about Portland's sketchy past—taking the tour is the usual way to get access. For this story we add a section of “destroyed tunnels.” In a tunnel off of the basement there is a steel door and cement wall. The door is heavy steel and only explosives or a cutting torch is getting passed this door. The door is closed with steel bars on the other side. It cannot be opened. It is an emergency escape from the LNL tunnels.

The bar above the tunnels grants access to the old ruined tunnels. The tunnels are over a hundred years old in some places and poorly maintained. It appears some construction has also destroyed some of the tunnels. A new door leads into a cement wall that cuts through a tunnel. It appears that another sewer-line or other recent construction demolished some of the tunnels. A large steel door, modern and obviously locked and bolted from the other side, is set in the middle of the new cement wall even the hinges are not accessible.

Scene 09: The LNL Tunnels

The tunnels used by LNL are reached from a grating in Jamison Park, from a manhole not far from The Golden Apple, and a manhole not far from Powell's Book Store. There is a

grating by the Saturday Market also. The scene is below the streets and is a chance to fulfill the players or keepers fantasy of a shoot-out in Portland, Oregon. There is no police or bystanders in the tunnels. The players should either be quiet and run away or come in “packing.”

The tunnels are made of recently laid cinderblocks all carefully cemented to make a ten-foot wide tunnel that is lighted by a small electric light every twenty feet. The floor and ceiling is poured cement. The air is cold and smell of earth. The tunnel bends back and forth obviously avoiding buildings and other underground structures. Pipes sometimes pass through the tunnel and a wooden ladder is supplied to cross over the pipes. It appears that some group made a huge investment in building this tunnel.

The tunnels contain some bad guys, thugs and cultists. If the agents and investigators are careless or headed into the temple they should meet up with a group of LNL bad guys. There will be one thug for every player character (still using Savage World’s system for assigning bad guys) and at least two cultists. The group, unless alerted to the agents and investigators presence, can be surprised or walked right into. It should be a luck roll from one of the players that determines the amount of surprise. The group of bad guys has no problem filling the player characters with lead. They will fight to the death and deny all association with the LNL or even the tunnels.

BAD GUYS, various ages, Thugs

STR 65 CON 60 SIZ 75 INT 45 POW 35 DEX 60 APP 40 EDU 30 LUCK 50

SAN: 0

HP: 13

Build: +1

Damage Bonus: +1d4

Weapons: .38 Revolver 35%, damage 1d10 (average damage 5)

Large knife 64%, damage 1d6+1d4 (average damage 7)

Fighting (Brawl) 55%, damage 1d3+1d4 (average damage 4)

Thrown large knife 25%, damage 1d4 (average damage 2)

Skills: Climb 20%, Credit rating 10%, Dodge 30%, Fighting (Brawl) 64%, Jump 20%, Listen 30%, Stealth 60%, Spot Hidden 35%, Track 10%, Throw 25%

The bad guys carry no identification and are dressed in rough shirts and jeans with cheap shoes. They are just thugs and would-be cultists.

BAD GUYS, various ages, Cultists

STR 65 CON 60 SIZ 75 INT 45 POW 50 DEX 60 APP 40 EDU 30 LUCK 50

SAN: 0

HP: 13

Build: +1

Damage Bonus: +1d4

Weapons: .38 Glock 75%, damage 1d10 (average damage 5)

Leaders of the New Light Copper Dagger (see below in Unique Items) 40%, damage 1d6+1d4 (average damage 7), contains 20 power points

Fighting (Brawl) 45%, damage 1d3+1d4 (average damage 4)

Thrown large knife 30%, damage 1d4 (average damage 2)

Skills: Climb 20%, Credit rating 10%, Cthulhu Mythos 45%, Dodge 30%, Fighting (Brawl) 64%, Jump 20%, Listen 30%, Occult 30%, Stealth 60%, Spot Hidden 35%, Track 10%, Throw 25%

Spells: *Summon dimensional shambler*

Equipment: .38 Glock, *LNL Copper Dagger*, and throwing knife.

The cultists carry no identification when they enter the tunnels and are in local Pacific Northwest casual, t-shirt with shorts and sandals. Given a chance they will summon a dimensional shambler to fight on their side. Usually they let the thugs fight it out or shoot it out while they summon the creature. The cultists have a unique item: *Leader of the New Light Copper Dagger*. This item allows them to cast the spell in combat and the stored power will cover the spell cost. The *LNL Copper Dagger* is loaded with 20 power points.

Dimensional Shambler, summoned

STR 90 CON 100 SIZ 100 INT 35 POW 50 DEX 50 APP 10 EDU 10 LUCK 50

SAN: N/A

HP: 20

Damage Bonus: +1d6

Build: +1

Move: 7

Weapons: Fighting (Brawl) 50%, damage 1d8+1d6 (average damage 8), can make both foreclaws attacks at the same time and same time

Skills: Climb 25%, Credit rating N/A, Dodge 25%, Fighting (Brawl) 50%, Jump 20%, Listen 30%, Stealth 10%, Spot Hidden 35%, Track 10%, Throw 25%

The summoned dimensional shambler understands that it is to attack and can easily be directed—it is attacking. The cultist that summoned it knows that the dimensional shamblers

are not that intelligent and so the cultist use simple hand gestures to point out what is wanted. The dimensional shamblers can be dismissed back to their plane with a simple wave.

Scene 10: The Weird of Portland Temple

The temple is the heart of LNL tunnels. The temple is not some stone primitive altar with ageless stones. It is instead filled with salvaged movie theater chairs and airline seats (complete with trays) in rows and built up so that each row's occupants have a clear view of the front. Before all is a huge electronic display of various sized screens formed into a model of a huge creature made of wires and framework to hold all of the displays. The displays are all running and show various CCTV from all over Portland and the local area. Flashing word board displays are intermixed apparently connected to various news agencies spilling out the worst news of current events. The altar is a first hard to recognize as an image of Nyarlathotep acting to end the world.

The temple is the home of their leader: Kirk McBane. He is a dangerous and evil man. Mr. McBane is unaware of the plot in the story. He and the cultists are just pawns as events from the past move to the now in Portland. Kirk's plan is to just gain power and keep LNL hidden while it gains influence and magical resources.

When starting this scenario the status of Kirk is determined by making an opposed luck roll. The players picking one person to roll their luck against Mr. McBane's 85% score to determine how prepared he is for the investigators and agents. If he has greatly beat them he is waiting for them with a group of thugs just with-in calling range. If he has only equals their luck then he is not prepared but is also not surprised and thugs can reach him quickly while he extemporizes until help arrives. If the players seriously beat Kirk McBane then he is asleep in his bed when they arrive.

Modern Mythos

The description of the temple follows; read or paraphrase:

The tunnels open to a large area underground. Large metal beams support a high ceiling for what is a strange movie theater. Old mismatching theater seats are intermixed with airliner seats, some with trays open, in rows that are built into stadium seating pointed at a strange stage. Lighting strips on the floor direct you to various seats some crossing over each other in a mad pattern. Some of the airline seats have small plastic oxygen masks available—tanks of oxygen appear to be hung in the ceiling here and there to support the masks. A clamp has been added to the hoses to control the flow of gas. All cup holders are removed and some seat's arms show gray duck tape to cover the clumsy removal of the cup holder. Seatbelts have been revised to a more medieval look with a pad lock to close the seatbelt. Keys are in the lock.

On the stage or altar is a huge mass of wires and flat screens with various views of webcams and CCTV in the Portland area. All of the screens are arranged in chaotic metal frames connected to mass of wires. There is hint of body and shape in how the wires and screens. Billboards of red lights have words of the latest news, but not the news of celebrities but terrible disasters, accidents and crime. The mass image seems to show the exact current state of the Portland area while the world burns in crime and horror.

Viewing the altar may be harmful. Anyone making an intelligence roll will understand that this is an altar to eldritch evil moving through today and must make a sanity check (**SAN 1/1d4**). It is thus possible that the agents and investigators may just see it as strange art. A successful Cthulhu Mythos check will grant the knowledge that this is a modern

Nyarlahotep altar to the end of the world. An Occult check that is good success grants the knowledge.

The altar runs on power that is hard wired into it as is its computers and Internet connection. WIFI is produced by the altar and available in the room! Password is “LNL2012”. Should the players wish to make alterations or changes to the altar (such as installing a webcam and posting the video back to the Internet would require basic success for Electrical Repair and a good success Computer Use check) the Keeper should allow it with all the appropriate checks. There are some traps and high voltage for the unwary; Kirk McBane has plenty of time on his hands. A failed check would be well likely to be shocking.

A star vampire has been bound to the altar and will attack if the investigators and agents try to damage the altar. It has a high intelligence so it can easily understand what the player’s characters are doing. So to give examples, if the characters try to shutdown the screens this will initiate an attack, but in contrast adding a webcam to the electronics will be undisturbed. Kirk McBane can also order the star vampire to attack but is loath to do so. The star vampire is bound for only so many battles—Kirk uses it as a last resort.

Mr. McBane

Kirk McBane has a small room off of the stage that is lightly heated. He has a nice laptop that connects into the WIFI. When not leading worship of Nyarlahotep or other evil cult activities, Kirk maintains the premier Sherlock Holmes websites and answers questions and argues on various forums. Kirk imagines himself as Moriarty, Holmes’ nemesis. He dresses in dark but nice suits and is always polite and charming. Like Moriarty he is willing to kill and intimidate as needed. Mr. McBane has placed microphones in the temple and should he use key phrases a group of thugs (see above for the same group: Scene 09: The LNL Tunnels) will rush to the area and be there in a few minutes. Kirk is loath to use the Star Vampire. If Kirk is attacked the vampire will join the battle immediately on Kirk’s side.

The keeper should try to play Kirk as well an evil villain right out of a bad movie. That is what he thinks he is. No accent or strange white cat, but the same idea.

The small room that Kirk uses has a small bed, desk, light, and a cheap laptop. Also found in a wooden bookcase are multiple copies of Sherlock Holmes books with many notations from Kirk. There are no mythos materials. Kirk ritually burns all material he discovers after reading it. He also destroys his notes. He has a few notes on his recent activities that are of interest to the players in the desk. See below Kirk McBane’s Notes).

Mr. McBane’s Safe

The safe is an antique safe and hard to open. It is a good quality combination lock safe and it is cemented to the floor. It will require a great success to open the safe quietly, but if noise is not a problem then a regular Locksmith check should open it. If opened without extreme care a “bomb” will be tripped. This is actually a slightly rewired alarm clock “bomb” that goes off with a sound explosion. So unless the character that opens the safe is checking for a trap when opening the safe the bomb will be triggered and a count down will start. As this is a rush there is a disadvantage die to “disarm” it—the skill to use is at the Keeper’s discretion but Repair Electrical Device is good. It is simple to avoid the “bomb” as a string is attached to the door that can be easily cut—simple success at Spot Hidden will detect the trap. It is by the way a quite convincing model of a bomb; the Keeper may have any military or other

knowledge check to recognize it as an alarm clock. If the alarm “explodes” this is a signal to the star vampire to attack. It will likely be heard laughing; it will produce a strange tittering sound that is like combing that sound of a bird and a bell. Inside the safe is \$563, €345, a spare Glock, a pure iron dagger that is blessed²³, silver pullets also blessed for Glock, the Fez of the Leaders of New Light (see below in Unique Items), and three copies of the Hittite clay tablets.

Kirk McBane, 120 years of age—appears 50, Cult leader

STR 45 CON 60 SIZ 50 INT 80 POW 80 DEX 70 APP 30 EDU 70 (30 formally but his age makes him well educated) LUCK 85

SAN: 0

HP: 13

Build: +0

Damage Bonus: +0

Weapons: .38 Glock 75%, damage 1d10 (average damage 5)

Leaders of the New Light Copper Dagger (see below in Unique Items) 40%, damage 1d6 (average damage 3), contains 20 power points

Fighting (Brawl) 35%, damage 1d3 (average damage 1)

Thrown large knife 30%, damage 1d4 (average damage 2)

Skills: Accounting 5%, Anthropology 1%, Appraise 15%, Archaeology 1%, Art/Craft 5%, Mathematics 15% (knowledge Cryptology 20%), Sherlock Holmes Trivia 95%, Charm 75%, Climb 20%, Credit Rating 60% (due to investments over 100 years), Dodge 30%, Drive Auto 20%, Electrical Repair 75%, Fast Talk 35%, First Aid 30%, History 60% (knowledge of Portland and areas 80%), Intimidate 55%, Jump 20%, Language (own English) 60%, Language French 60%, Language German 40%, Language Greek 30%, Language Latin 40%, Law 5%, Library Use 40%, Listen 20%, Locksmith 15%, Mech. Repair 30%, Persuade 50%, Psychology 10%, Spot Hidden 25%, Stealth 20%, Throw 20%, Track 10%, Use Computer 60%.

Spells: *Bless Weapon, Contact Nyarlathotep, grasp of Cthulhu, steal life, summon / bind star vampire, summon dimensional shambler*

Equipment: .38 Glock, *LNL Copper Dagger*, and throwing knife.

Kirk McBane has a unique item: *Leader of the New Light Copper Dagger*. This item allows him to cast the spell in combat and the stored power will cover the spell cost. The *LNL Copper Dagger* is loaded with 20 power points. He will use *grasp of Cthulhu* spell if given a chance.

²³ Blessed weapons are capable of damaging and evening killing entities that cannot be harmed by ordinary weapons.

Star Vampire, bound, invisible

STR 130 CON 65 SIZ 130 INT 55 POW 80 DEX 50 APP 10 EDU 10 LUCK 50

SAN: N/A

HP: 20

Damage Bonus: +2d6

Build: +2

Move: 6 / 9 flying

Weapons: Talons 40%, damage 2d6+2d6 (average damage 14)

Bite 80%, damage 1d6 (times 5) STR drain per round.

Armor: 4-point hide and bullets and like damage only do ½ damage to star vampires (that means divide the damage in half and then subtract four for each bullet that hits with values of zero or less are just ignored).

Skills: Climb 25%, Credit rating N/A, Dodge 25%, Fighting (Brawl) 40%, Jump 20%, Listen 30%, Stealth 10%, Spot Hidden 40%, Track 10%, Throw 25%

Sanity Loss: 1 / 1d10 sanity points to see or be attacked by a star vampire.

Invisible: Disadvantage die to attack.

Star vampires remain invisible until they have consumed blood. They remain visible for six rounds after draining blood. They make a twittering sound when reacting emotionally to attacks, and other events. The twittering will give away the general local of the star vampire and allow it to be attacked with disadvantage.

Hittite

This is the world of college students and clubs in Portland State in downtown Portland not far from the tunnels. The Hittite Club has a room in the library, a locked cabinet and some digital cameras. The crate of items has been carefully stored in the cabinet. The gold earring is in a bag and also locked in the cabinet. The players first do Scene 01 and complete whatever they find or learn in this scene. Once that is done Scene 02 starts.

Scene 01: Hittite Club

In Portland State (PSU) is a small group of students lead by Professor Ryan Brown. He is a non-tenured professor that teaches a few classes on Hittite and then the standard fair of western civilization classes. Professor Brown was able to focus on his studies on Hittite while at PSU and publishes translations of various texts. He has specialized in finding “lost” Hittite clay tablets in various museums and collections. He offers to sketch, photograph, translate, and publish for the various organizations their items. The professor is known as “Dusty” which often describes the state of the collections he is working on.

The library room that is assigned to the Hittite Club contains a group of clay tablets from Germany that were once in Troy. There are three Hittite clay tablets, one shattered, and one Greek text also cut into hardened clay. Professor Brown considers the Greek text to be a joke from someone in Germany. He has ignored it. The other three items have been scanned, photographed, and even 3-D printed. Shading has been added to the 3-D copies and this has made them much easier to work with. A gold earring has been kept with the items. It was found in the crate and the good professor thinks it fell off the ears of one of the Germans that closed up the crate.

If the investigators come for a meeting on a Monday the Keeper may read or paraphrase:

The group meets in a small room in the library with a paper sign, "Hittite Club: Meets Mondays 6PM," taped to the door. There is a conference table and Professor "Dusty" Brown is leading the meeting. There is a short review of the minutes and examinations of digital photos of various text sent from various collections and museums from all over the world. It seems that the Hittite Club offers to study "lost" text. Various items found and sold or put in collections with very little information of their heritage. "We look in the 'dust' of the world's collections seeking lost Hittite to practice on," says one of the students to nobody.

Professor "Dusty" Brown reads a letter from the German, translating as he goes to English, that says that there is no record of a lost gold earring. "I guess we'll have to keep it," he says with a smile.

If the investigators ask about the clay tablets read or paraphrase:

A student reports, "The Treasure Chest from Germany contained three true Hittite texts. One was smashed and only the 3-D printed model allows us to read it. The first text a dictionary to a strange language we have never found before. The second text, repaired now and readable in a 3-D copy, is in the strange language. I believe some folks at the Golden Apple are trying to write a computer program to understand it." The student pauses for questions. "The last text is intriguing as it lists warriors and locations in the city and something called "old warriors." The student says with a smile. "Some of us think it is a list of weapons and troops from some great war—maybe the Trojan War—we don't know where these findings came from," says the student with a glint in her eye.

"The other text appears to be a very old joke. It is in ancient Greek, Linear B, and tells a bad story about Helen. It looks real but must be a fake," says the student. "We don't even right down the translation so it does not find its way on the Internet or worse," says Professor "Dusty."

Professor "Dusty" Ryan Brown, Age 32, Untenured lecturer

STR 50 CON 50 SIZ 50 INT 80 POW 40 DEX 60 APP 60 EDU 70 LUCK 40

SAN: 65

HP: 10

Build: +0

Damage Bonus: +0

Weapons: None

Fighting (Brawl) 63%, damage 1d3 (average damage 1)

Skills: Accounting 5%, Anthropology 1%, Appraise 15%, Archaeology 1%, Art/Craft 5%, Charm 60%, Climb 20%, Credit Rating 30%, Cthulhu Mythos 0%, Dodge 30%, Drive Auto 20%, Electrical Repair 20%, Fast Talk 5%, First Aid 30%, History 80% (knowledge of Portland and areas 40%), Intimidate 15%, Jump 20%, Language (own English) 60%, Language Cuneiform 60%, Language Hittite 80%, Language Greek and Ancient 60%, Law 5%, Library Use 40%, Listen 20%, Locksmith 5%, Mech. Repair 20%, Persuade 46%, Psychology 10%, Spot Hidden 25%, Stealth 20%, Throw 20%, Track 10%, Use Computer 65%.

The Cabinet

A pad lock is on the cabinet. The two intact clay tablets are wrapped and boxed. The fragments of the other are loose in a box filled with cotton to stop them breaking up. The clay Greek text is set out without any protection. A ziplock bag holds the earring. There are three models of each text that are printed 3-D scans. Breaking in and stealing the items should not be difficult and should use simple success to get passed the locked door and pad lock.

The Earring

The earring is part of Priam's Treasure. A great success at Appraise or History will recognize the item as something very ancient. Someone wearing the earring can command the shoggoth known as the Old Warrior once per monthly cycle; they will not know this. If the earring is given to Helen (Nyarlathotep) the link between the times is broken, the Old Warrior return to burn in Troy's flames. Helen (Nyarlathotep) smiles, "The stars are not right after all," says with a laugh, and disappears. The adventure ends.

Scene 02: Not on the Agenda

The meeting is about to end when suddenly everything gets dark and something is head coming. The walls and angles in the room suddenly seem dark and there is a sound like a dog's hunting call. A hound of Tindalos has followed the trace from time from Troy to Portland. It is following the earring's power. It will kill all in the room that touched the earring. All the students and Professor Brown had handled the earring. The investigators or agents may have touched it. The earring glows with power in the presence of the hound of Tindalos. It will not touch the earring. It will leave the earring after it kills everyone. It is the path through time that attached it, not the earring.

Assuming the investigators come for a meeting on a Monday the Keeper may read or paraphrase:

The meeting is about to end when suddenly the room seems a bit darker. All the corners and angles of the room sudden darken. A dog's hunting howl is heard—something terrible is coming. Professor Brown looks frightened and confused. The few students are also afraid and confused. "What could that be," says one of the students.

The hound will howl again in the next round. The players have time to prepare. The hound will come through one angle. It will jump down from one of the corners and land on Professor Brown unless the investigators and agents take some action.

Hound of Tindalos, Scavengers of Time, slight variations

STR 80 CON 150 SIZ 80 INT 80 POW 24 DEX 50 APP 10 EDU N/A LUCK 70

SAN: N/A

HP: 23

Damage Bonus: +1d6

Build: +1

Move: 6 / 40 flying

Weapons: Paws 90%, damage 1d6+1d6+ichor (1d6 damage around, wipe off to stop damage, DEX check, first aid check, etc).

Tongue 90%, damage 1d3 POW draining (permanent) per hit.

Armor: 2-point hide, regenerates 4 hit points a round until reaching zero or is dead; mundane weapons do no damage and have not effect. Enchanted weapons do full damage.

Skills: Climb 70%, Credit rating N/A, Dodge 40%, Fighting (Brawl) 90%, Jump 60%, Listen 60%, Stealth 40%, Spot Hidden 70%, Track 90%, Throw 5%

Sanity Loss: 1d3 / 1d20 sanity points to see a hound of

Invisible spell: May use five power points to become invisible for one round. Disadvantage die to attack.

New Corner spell: May use five power points to disappear through an angle in the area and attack from another angle the next round.

Start again spell: For ten power points when killed it disappears and attacks again from another angle on the next round. This is possible no matter how it is killed.

This hound will just keep coming back over and over until it is out of power points.

Nyarlahotep

The great god was summoned across time to Portland by the use of the 3-D models of the Trojan War text and the existence of the earring in Portland. Nyarlahotep resumes its shape as Helen again as she crosses the time to now in Portland. The LNL are unaware of this but sensitive artists like Alfred are affected. Alfred finds Helen who summons horrors to drown Alfred.

The events in the Market should happen over a series of Saturdays leading to 21st of December.

Scene 01: USS Oregon Memorial

The mast of the USS Oregon has been touched by Nyarlahotep and is now a haunted place. Any mythos spell or ritual preformed here has a much better chance to working; the

performer gets an advantage die. Unfortunately, a failure will be much worse. Nyarlathotep is a fickle master!

The old ship parts show the slow decay of weather and age. The birds do not appear to not fly over nor land on the monument. No squirrel or other small animal approaches the monument. Near the mast there is a strong feel of the different and uneasiness fills you as you stand there. As you stand there you notice that the runners and other folks in the park are moving slower as if time is out of sync with you. You notice a terrible smell of burning that was not there before—burning bodies come to mind. There is no source and it is just a small hint of burning.

The memorial is part of a gate back to Troy at its destruction. The warship and the emotional memorial have been used to power part of the gate. The gate is closed now but hints remain, as it is a time and place gate.

Note: It would be strange to hold some kind of ritual in the public on the USS Oregon Memorial. In Portland as long as the cultists do no damage to the memorial and are not openly disrespectful to the memorial it is unlikely that anyone would stop them. It is Portland after all. Attempts to publically kill animals or even to mistreat animals will get a quick and possibly violent response from the public in Portland.²⁴

Scene 02: USS Oregon Memorial at Night

The USS Oregon at night attracts a mythos creature.

The old ship parts appear more modern and less worn in the reflected lights of Portland at night. A homeless man in a wheelchair rests near the mast. A strange water pipe sits next to the wheelchair, the smell of exotic and likely illegal herbs fill the air. The old man coughs and looks unwell. He is covered mostly with robes and blankets even in the warm night air.

If the agents and investigators approach the man:

He looks up and the sides of his mouth seem to twitch into a smile as if a puppet. He is wearing sunglasses and he has a white tipped cane, but he seems to see. "Welcome travelers!" He says from a quiet strangely accented voice. "I am here to enjoy the view," he says as he waves towards the river. "I am an invited guest," he says. "You may call me," he pauses as he thinks for a word, "so hard to make this simple for you," he says as an apology. "Ah, call me 'Dreaming'," he says without his mouth working. "Oops, sometimes I forget," he says this time with his mouth working.

The Mi-go was invited by its master to see the end of Portland and possibly the world. It is quietly enjoying the stars and the view of Troy burning and Portland being entwined with Troy the past. It has years ago learned to play a human in a wheel chair using a face that it acquired years ago.²⁵ It is able to apply pretend to be human. It has actually loaded it special food into the water pipe with various local flavors. The water pipe is also a *pipes of madness* and can be easily played by the Mi-go causing all the hearers to loose 5 points of sanity and

²⁴ And disturbing a bicycle user in anyway will likely get someone thrashed. Portlanders do not take kindly to folks messing with their favorite transportation.

²⁵ This idea of a Mi-go in a wheelchair first appears in Shadows of Yog-Sothoth supplement in 1982 from Chaos, Inc. in the "Worm that Walks" story. Thought is would be fun to bring it back.

roll to SAN to not go temporary insane. The madness is not rolled but instead will be to sit here and watch with Dreaming.

The Mi-go is friendly to his fellow travelers as he sees the player characters. He can see the different times joining and the alignment of time. It is an amazing power. Dreaming will answer that events are progressing and the view from USS Oregon is very good. If asked to validate any findings or thoughts from the players, he may answer. Dreaming will not go against his master in anyway, but will help the humans revel in the power of Portland at the End.

The disguise will protect the humans from loss of sanity. Anyone who makes a Spot hidden against the opposed disguise check will recognize the Mythos creature and then must make the required SAN check.

A taste from Dreaming's pipe will have very odd impact on humans. Dreaming will share if asked. If the user makes a luck roll when using the pipe then the character regains 1d4 SAN points. A failure causes an uncontrolled coughing fit that does one point of damage.

If asked about Alfred or Alfred's death Dreaming face will distort until seems to find a sad face, as if he is running through a lost of emotional expressions, and then answer "very sad." He will then say, "Alfred tasted my pipe and then well needed to be calmed down," and "I was unsuccessful." Dreaming killed Alfred after he went hopelessly insane. He dropped him on to the bridge, but missed. He is "sad" about it.

Dreaming flies away at dawn. Viewing this will cause a SAN loss, at the Keepers discretion.

Note: Again, smoking a water pipe in public in Portland will not likely cause any reaction.

Note: If the players have missed out on the Hittite Club scenes they can be suggested to by Dreaming:

"Maybe you should consider the past more. I understand folks read the past in PSU. Maybe some Hittite? Strange people—not the PSU folks—but the Hittites. Mostly forgotten and remembered as Greeks now. The movie was just wrong! Peter did a grand job and I could almost see Priam again," as he pretends to brush away a tear.

Mi-go, disguised as a blind old man

STR 50 CON 50 SIZ 50 INT 70 POW 70 DEX 70 APP 20 EDU N/A LUCK 60

SAN: N/A

HP: 10

Damage Bonus: +0

Build: +0

Move: 2 wheel chair/ 7 / 9 flying

Weapons: Two nippers may attack a round 30%, damage 1d6, grapple check (STR vs. STR) and drop from height

Armor: None, but all impaling weapons (bullets for example) do minimal damage (that is 1 or two points of damage).

Skills: Climb 80%, Credit rating N/A, Dodge 25%, Disguises 65%, Fighting (Brawl) 30%, Jump 20%, First Aid 80%, History 70%, Intimidate 55%, Listen 20%, Medicine 95%, Mythos 95%, Science (any) 30%, Stealth 10%, Spot Hidden 40%, Track 10%, Throw 25%

Sanity Loss: 0 / 1d6 sanity points to see one.

Spells: Contact Nyarlathotep, Pipes of Madness

Dreaming the Mi-go is not looking for combat. It will use its water pipe to play a tune to calm down any humans. If it must fight it will just try to fly away. It will return for the big event later.

Scene 03: Saturday Market

The Saturday Market scenes may happen a few times before The End. The Keeper may direct the players here as needed. Here Ed and Helen (called Ellen) have a presences here. This is also the scene for the sniper that jumps off the roof.

The booths and food at Portland's Saturday Market are eclectic at best and just downright weird. The market is Adam Smith's dream of open capitalism mixed with mushrooms—the kind you don't put on your salad (unless from the Pacific Northwest). Hand made items are for sale as are quickly, and sometimes not as quickly made, foods. Some carts have been coming to the market for more than a decade. Across the street is a lesser market and across yet another is even a lesser market.

Trying to find something weird here is like searching for haystacks to find hay. There is a lot here.

The investigators and agents may find also sorts of fun here, but generally this is the normal regular weird. The Keeper can bring up most of this on the Internet.

Helen is here (see below). Agents looking for the “face that launched a thousand ships” may miss her as she is hiding her face. Asking about new booths and a woman will send them to many` booths.

Scene 03: Ellen

Helen is one of the 999 forms of Nyarlathotep is indeed here. Here name is changed to Ellen (the ‘H’ sound is a breathing sound so Helen and Ellen are really the same name). She is a lesser booth that has a miniature and cheap planetarium running. She tells fortunes. While still incredibly beautiful she is covered in robes and wears a mask to hide her perfect form. The players will have a hard time finding her in the Saturday Market. Her tent always looks closed.

Outside the tent are some dead birds that appear to have fallen from the air. It is a bit strange and ominous.

The tent is filled with pillows. A tall blond woman covered in robes, hood, and a mask made of cloth and feathers sits at a table with a cheap child's planetarium device filling the darken tent with stars. “I am Ellen and I read the past, the present, and future for a few coins,” she says in a deep voice that suggests that she is confident and lovely. Her green eyes look out from the mask.

If the players want a reading the Keeper will have to come up with something that fits. Something like this:

She deals odd cards, a tarot deck based on Portland²⁶. “You are travelers. You have suffered and seen much. Your fate seems to be here on the last day of the cycle. You see but do not understand—which is actually good. Please expect the worst and receive the best.”

It will be hard for the players to deal with her. She is able to charm and control most humans. Depending on the game style being played even romantic encounters are possible. She is impossible to hit unless the players are very good or roll very well. Ellen has made friends with fellow merchants at the Saturday Market and they will come to her rescue.

She also has a star vampire flying invisible above her tent. Ellen will not take to being attacked very well and the star vampire will come to her aid.

Giving her with her earring will end the adventure and prevent The End. It is unlikely the players will manage that. If presented with the earring, “you keep that to remember me,” will be her reaction, anything to not touch it. If she is touched by it she is sent back to her time and executed by Odysseus.

Helen (Ellen), one of the many forms of Nyarlathotep

STR 60 CON 95 SIZ 55 INT 430 POW 100 DEX 70 APP 100 EDU N/A LUCK 100

SAN: N/A

HP: 15

Damage Bonus: +0

Build: +0

Move: 7

Weapons: Any weapon 100%, usually does maximum damage

Armor: None, but all impaling weapons (bullets for example) do minimal damage (that is 1 or two points of damage).

Skills: Can usually do anything—usually fails on critical failure. Roll for any skill. Better than 75% is great success. Over 95% is highest level of success possible—God like. Charm is used to prevent someone from hurting her. Intimidate to force someone to do her will when she is displeased. To resist her players roll the appropriate opposed check and often will only succeed if they make a great success and she makes less. Any creature with the earring from the treasure of Priam will be immune to her charms and automatically resist her.

Sanity Loss: None as Ellen. Seeing her as Nyarlathotep 1d10 / 1d100

²⁶ These are the cards being used: <http://theportlandtarot.com> .

Spells: All and any. Can summon many lesser Mythos creatures at will at one power point each.

Giving her the earring returns her to her own time and ends the attempt to escape Troy and destroy the connected city and possibly the world. It ends the adventure.

Star Vampire, bound, invisible

STR 130 CON 65 SIZ 130 INT 55 POW 80 DEX 50 APP 10 EDU 10 LUCK 50

SAN: N/A

HP: 27 (this one has extra life in it from working for the Nyarlathotep)

Damage Bonus: +2d6

Build: +2

Move: 6 / 9 flying

Weapons: Talons 40%, damage 2d6+2d6 (average damage 14)

Bite 80%, damage 1d6 (times 5) STR drain per round.

Armor: 12-point hide and bullets (again strengthened by Nyarlathotep) and like damage only do ½ damage to star vampires (that means divide the damage in half and then subtract twelve for each bullet that hits with values of zero or less are just ignored).

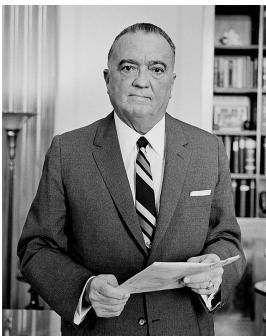
Skills: Climb 25%, Credit rating N/A, Dodge 25%, Fighting (Brawl) 40%, Jump 20%, Listen 30%, Stealth 10%, Spot Hidden 40%, Track 10%, Throw 25%

Sanity Loss: 1 / 1d10 sanity points to see or be attacked by a star vampire.

Invisible: Disadvantage die to attack.

Star vampires remain invisible until they have consumed blood. They remain visible for six rounds after draining blood. They make a twittering sound when reacting emotionally to attacks, and other events. The twittering will give away the general local of the star vampire and allow it to be attacked with disadvantage.

Scene 04: LGBT Booth



When searching for a strange new woman the PCs will be directed to Ed's Tent. J. Edgar Hoover²⁷ is now playing an old queen telling futures, poorly, in a tent. He is known as an old queen and his tent is LGBT colors. He/she sits at a cheap table with a deck of regular red

to be open to public use. Please see here:
<https://www.flickr.com/photos/27707610@N00/10000000000/>

Bicycle cards, a bit worn. He is here on the lookout and does really bad job at fortune telling. Everyone knows he is a fraud but also knows he is good with a gun and is actually part of security for the Saturday Market. He also has a remote control detonator hidden here for the barrels that will be dropped in the river by his partner Dick (Nixon).

The tent is LGBT colored and an older woman or man in drag (it hard to decide which) is sitting at a table playing solitaire with worn red plain cards. He or she is ignoring you.

A History check will allow the players to see the likeness to J. Edgar Hoover. A Spot hidden will spot the holster in the dress. He will try to not blow his cover. He has many pamphlets on LGBT activities and events. Ed will share them and then ignore the player characters. If followed or checked out by the players he is Ed a well-known member of LGBT on a pension and able to do small security jobs.

Ed, Age 117 appears 65, former FBI director, leader LGBT Portland

STR 40 CON 60 SIZ 40 INT 70 POW 70 DEX 60 APP 10 EDU 50 LUCK 40

SAN: 40

HP: 10

Build: +0

Damage Bonus: N/A

Weapons: .38 Glock 75%, damage 1d10 (average damage 5)

Fighting (Brawl) 65%, damage 1d3 (average damage 1)

Skills: Accounting 65%, Anthropology 1%, Appraise 15%, Archaeology 1%, Art/Craft 5%, Charm 45%, Climb 20%, Credit Rating 20%, Disguise 60%, Dodge 20%, Drive Auto 20%, Electrical Repair 5%, Fast Talk 25%, First Aid 30%, History 60%, Intimidate 45%, Jump 20%, Language (own English) 50%, Law 85%, Library Use 30%, Listen 55%, Locksmith 50%, Mech. Repair 30%, Mythos 55%, Occult 40%, Persuade 40%, Psychology 20%, Spot Hidden 80%, Stealth 20%, Throw 20%, Track 10%, Use Computer 50%

Scene 05: Saturday Market Jumper

This is a scene that can happen before The End. The Keeper can work this in when he or she thinks it will help. This is an optional encounter.

There is a shout. A man is on the roof above the Saturday Market. He yells out something and points at the river. He jumps. There is a sickening crunch sound as he lands in a booth of kettle corn and spills burning hot corn everywhere. A small fire starts that is quickly being put out.

If the agents rush to the roof they will find a strange rifle. Unfortunately for the sniper that Ed and Dick placed on the roof it saw Ellen through the eyepiece. The realization of the horror of seeing Nyarlathotep in its true form drove the sniper insane and he jumped to his death. The gun is for the taking if the agents and investigators move quickly. If the Keeper is feeling supportive then have Ed show up at the mess in the booths and say to the agents and

investigators, “Go to the roof and take what you find there before it falls into other agents’ hands.”

On the roof is the dreaded Unworldly Rifle (see below in Unique Items).

Scene 06: LGBT Pollutes

During the day a smallish open boat flying LGBT is driving all over the river. There is a lot of partying going on. The empty kegs are dropped over the side. A man in a LGBT with a striking resemblance to Nixon is driving the boat. After a while the boat is being chased by the Coast Guard and finally taken and boarded. Nixon is arrested and is seen in photos and news reports yelling drunkenly, “I am not a crook” and waving a pink cane.

The Keeper can put this as a drama while the players are exploring the Saturday Market. It is up to the Keeper on how best to describe this. The players will likely look at the Keeper with some disbelief that he or she worked this hard to tell a Nixon joke.

Any investigation will determine that Dick Nixon was arrested for drunken boat driving, dumping kegs of beer into the Willamette River, and well resisting arrest. The boat was rented. The beer was imported from India and was very expensive from some Hindi monastery (any roll will allow the investor to know that beer is not brewed in Hindi monasteries). Beer bottles, Coors, were found on the boat. Dick passed his alcohol check—he was not drunk or even drinking.

The kegs are blessed mines that will damage most Mythos creatures even kill them. Ed has the detonator.

Scene 07: Assassin at the Market

The cultists have sent an assassin against the investigators and agents. Bill Stout is a crazy and homeless person who has been recently introduced to the Mythos and has become corrupted. He now will do whatever the cult asks. Bill has a drawing of one of the investigators and agents and will attempt to walk up to them in a crowd at that the Saturday Market and assassinate the character. The character should be selected at random. Assume that they investigators and agents get their fortune read.

This is one way to set this up, read or paraphrase:

The fortuneteller, not very convincingly drew one card out, it was the death card. He was dressed in a cheap costume and cheaper make-up. “I don’t understand,” he says as he visibly pales. “We remove the Death card as it is just too hard to get paid by tourist; I don’t know how it got in the deck. I keep in my pocket,” he reaches into his pocket and draws the Death card. “How?” he says clearly upset. He drops that deck and no Death card is seen. “I am sorry—I think I will get a drink. No charge!” he says as he grabs his stuff and leaves with speed.

The assassin will calmly walk up to the target and pull the gun out and shoot. If the character see it coming, Spot hidden or is lucky,” he or she may dodge or take other action. The high dexterity of the assassin means Bill will likely get some shots off. He is using a disadvantage die to shoot around any armor, if the target is armored.

Bill will be quickly disarmed as the crowd jumps him. The police will take him away and charge him. He will be found later to be well insane.

Bill Stout, age 35, Cultists, homeless

STR 65 CON 60 SIZ 75 INT 45 POW 50 DEX 90 (normal 45%, spell increased) APP 40
EDU 30 LUCK 50

SAN: 0

HP: 13

Build: +1

Damage Bonus: +1d4

Weapons: .38 Glock 85%, damage 1d10 (average damage 5)

Fighting (Brawl) 64%, damage 1d3+1d4 (average damage 4)

Thrown large knife 25%, damage 1d4 (average damage 2)

Skills: Climb 20%, Credit rating 10%, Cthulhu Mythos 25%, Dodge 60%, Fighting (Brawl) 64%, Jump 20%, Listen 30%, Occult 30%, Stealth 60%, Spot Hidden 35%, Track 10%, Throw 25%

Spells: *N/A*

Equipment: .38 Glock and throwing knife.

The cultists carry no identification when they enter the tunnels and are in local Pacific Northwest casual, t-shirt with shorts and sandals. Given a chance they will summon a dimensional shambler to fight on their side. Usually they let the thugs fight it out or shoot it out while they summon the creature. The cultists have a unique item: *Leader of the New Light Copper Dagger*. This item allows them to cast the spell in combat and the stored power will cover the spell cost. The *LNL Copper Dagger* is loaded with 20 power points.

The End

Scene 01: The Stars are Right, Again

Assuming that the players have not dispatched Helen (Ellen) by the appointed day, 21 December 2012, local time then The End comes to Portland. Helen, as Ellen, dresses in her Greek dress and walks to a tent near the Saturday Market next to the USS Oregon. There the hackers have sent up a planetarium. Any leaders of the LNL that the players have slain are there, as zombies. If asked Helen will say, “they really wanted to be here for The End.” The robot planetarium is set-up. The ritual is started. The players may enjoy it or try to stop it. Once begun it runs with or without Ellen (Helen) unless of course the earring is placed on her skin. That will stop all of this.

If the robot planetarium is unavailable Ellen obtains a small toy one and uses magic to make it work as described—it will cost Ellen five points of power.

The backers, zombies—former cultists now apparently here for the show, and tourist sit down to watch the show. Ellen appears barefoot in a nearly see-through material toga and with her breasts showing begins to sing a song in strange language. A man in a wheel chair rolls in and puffs from his water pipe with what might be a smile. The stars fill the tent. “The stars are of a time long ago in Troy,” Ellen announces.

Scene 02: The Last Saturday of the Long Count

The river next to the right explodes with water. A translucent USS Oregon now stands by the river. It then melts into a sight that is indescribable. It is the Old Warrior, a shoggoth large enough to consume a city.

The river churns. The USS Oregon floats up from the depths of the river and is back and translucent—something like beer kegs are inside. It then explodes into a thousand tentacles. A horror of fetid iridescence has come to Portland! In the sky you can see the image of a burning city of ancient design. You can smell the fire and death.

The players may fight it. Ed has the detonators for the kegs inside the creature. If the players cannot stop it then have Ed show up attempt to explode it. It will fail to set-off the explosives, “the signal is blocked—have to get closer.” It up to the players to get Ed closer. The explosion will kill the Old Warrior and Ed will also be too close. The explosion does 20 points of damage to any near Old Warrior, but a dodge check will reduce this to just a few points of damage.

If the explosion goes off then parts of shoggoth fly through the air and cover the area. This will remind everyone of the exploding whale from years back²⁸. Ed will be slain by a huge pile of shoggoth that hits him.

The Old Warrior, Shoggoth

STR 315 CON 210 SIZ 420 INT 35 POW 50 DEX 15 APP N/A EDU N/A LUCK 30

SAN: N/A

HP: 63 (down to 42 from previous damage in Troy)

Damage Bonus: +8d6

Build: + something huge

Move: 10 rolling

Weapons: Crush 70% 0 + 8d6 (28 points on average)

Armor: None, but all impaling weapons (bullets for example) do minimal damage (that is 1 or two points of damage).

Skills: Climb 40%, Credit rating N/A, Dodge 1%, Fighting (Brawl) 70%, Jump 20%, Listen 20%, Spot Hidden 5%, Track 10%, Throw 1%

²⁸ Yes see the famous exploding whale information on the web:
http://en.wikipedia.org/wiki/Exploding_whale .

Sanity Loss: 1d6 / 1d10 sanity points to see it

Spells: None

It will crush and crush some more. It has two barrels of blessed explosives inside of it.

Epilogue

The adventure ends with the explosions or with the earring being returned to Helen.

If the adventure ends in the explosion then Ed is killed in the explosion and Dick dies of a heart attack on learning that his love is dead and this text may be used to end the story:

The two small boxes are wrapped in small LBGT flags and Cascadia patches. Ed was slain in the explosion; crushed by the remains of the shoggoth when it fell on him. The news is repeating the nearly hard to believe story of a gas leak that filled a whale carcass that the LBGT was dragging up to point out the affects of plastic on the oceans. Seems that a propane tank was leaking and the gas, which is heavier than air, flowed into the river and filled the hidden whale. Dick was injured trying to escape when the shoggoth attacked and then had a heart attack when told of Ed's death.

You are here with a very well armed LBGT. Automatic weapons are carried over LBGT t-shirts. Everyone looks a bit military for LBGT. You were invited and told to bring a good mundane weapon. The view is wonderful from

The boxes are mounted in a contraption. It is pointed over the river. Everyone stands up and pulls various weapons. "Pull" and box that contains the remains of Ed is thrown into the air. The noise is hard to describe as various loads destroy the box and the ashes disappear into a cloud in the air. "Pull" and Dick's remains are also sent away in a cloud. You are told that it was Ed's idea and his last request: He always wanted to go by firing squad.

If the adventure ends suddenly with Helen getting the earring then this text may be used:

The newspaper says that Dick was released with a warning and also with the LBGT retrieving the lost kegs from river. It appears that Dick and Ed are running part of the Saturday Market. Dick see you later on 21 of December at the Saturday Market, "Good work! Try the food here—it is great!" And then he smiles, "Good work—it is over."

Handouts

Review of Alfred Quaker's work

Local paper write up:

Allred Quaker's works is amazingly small. Alfred brings miniature railroad models of Portland, places that could be in Portland, and some strange but amazing mythical works into the world of art. When you first see his works you believe you are in some hobby store looking at a commercial display of what you can do with just a few hundred hours of time. The display appears to be innocent and maybe well boring. Alfred is actually the Freddy Krueger of these models. You look through the special area and suddenly the model

changes by tricks of light and perspective into a horror story! The evil is just under the surface as Alfred shows. A unique and strange art worth a look and maybe more than that!

Alfred Quaker's dream

A typed and printed document that Keeper may give to the players:

I am at the river in Portland near the remains of the USS Oregon. It is dark and the stars out and they seem very bright. A woman is standing on the first landing of the mast of the USS Oregon. She is tall and curly like an actress with long hair—her face is perfect. She is dressed in a flowing robe that is tied in places like a Greek goddess and translucent. She is blond and green-eyed. She is wearing strange gold chains around her neck. She has gold earrings and a strange gold band over her forehead.

She speaks but instead of a voice coming from her on the mast you hear a bear whisper in the wind, "I was taken on a warship." The voice is a woman's voice but there is another voice that seems to say the words but is a man. Her voice is friendly and sexy while the other voice is male, deep like a preacher and commanding. "I fought and killed many—like this ship," she says as she strokes the mast of the ship. "I am a tool of destruction just like you," the dual voices say as she puts a light friendly kiss on the mast as if a good friend.

"Time reaches out from my time to meet this time," says the voices as she jumps down from the mast and walks to me. She takes my hand and kisses me with passion that I strongly react to even when I am not her type. Stunned and confused she walks to the river and points. The water is perfectly clear and lighted below is at first a sunken ship of older design, likely the USS Oregon of the past, but it quivers and changes shape. The guns, masts, and deck items become masses of quivering tentacles. The portholes become huge eyes and mouths full of pointy teeth like a shark. The creature breaks through the water. "She was not burned, but trapped in time—Odysseus failed!" they say in their combined joyful if not mantic voice. "The old warrior comes to take her revenge," you hear only the male voice say.

Hittite Mythos Chant

The keeper may supply this as a handout, read the text to the players, or paraphrase:

Hand written down with many corrections over a Hittite translation of the clay tablet.

The end of times is here!

Hail the dark king, the bringer of the end!

Summon your old warriors!

Bring an end to the Achilles!

Show Odysseus that his plans are known!

Wise are the terrible words of beauty!

The dark king and the women of power are one!

Summon the your old warriors!

Burn the Greek ships on the beach!

The camps groan from fear!
The great priestess raises unsaid mysteries!
The taken woman is given to the bringer of the end.
Summon your old warriors!
The beaches are empty!
Odysseus runs home trembling!
The gift of great power is waiting us.
Rejoice the victory is at hand.

Kirk McBane's Notes

The keeper may supply this as a handout, read the text to the players, or paraphrase:

Handwritten on plain lined paper:

Date three days ago

We have been collecting the power of unsuspecting geeks with our show. Harry shows great promise as he gathers all this power. So far the attempts to repeat the ritual that showed so much promise has failed. Alfred's incredible electronic sculpture still shows no new animation. I believe it was some astronomical event that let us have access to our god.

We will keep repeating the ritual and when the contact is again made we'll know what was the requirements that we missed.

Date two days ago

Jamison Square is still haunted. Our attempt to perform the rites under the sky produced results but not the type we wished. One of our followers is missing and likely visited the park after night. We are all enlightened by his sacrifice.

Hittite Club Flyer

The keeper may supply this as a handout, read the text to the players, or paraphrase:

There are thousands of texts yet to be translated. Are you ready to be the first to a Hittite text in thousands of years? Just a few classes and practice and you will be ready.

Come to Portland State's Monday meetings at 6PM in the library's Hittite Room.

See the Treasure Chest of actual text more than two thousand years ago.

Odysseus's Warning

The keeper may supply this as a handout, read the text to the players, or paraphrase:

Freely translated from the Greek:

Helen is the death of Troy. She was not born and contained a spirit of ancient evil that is before the times of gods we know. Stolen from her marriage to Greece she fought against her adopted home summoning titans of power before the titans. It is only the power given to man from the titans finally end the horrors—burning that which may have existed before even the black Kronos.

I Odysseus learned of Helen's betrayal not just of Greece, but, she the greatest power and the prefect image of woman ever seen in mortals, left behind our gods and contrived to bring forth gods before even the titans. I have fought against the old warriors side-by-side with Achilles until he fell when the curse overtook him. I watched in shame as Troy lost all its glory and fell under the power of Helen.

I learned Helen's art and captured one of her great old warriors. I brought the old warrior to the city in the belly of a great horse made of wood as a gift for Troy. Helen's priest spoke against bringing in the great horse into the city and he was slain by being torn apart. My own skills with have grown that I could throw back Helen's own power against her own priests. At the full moon the old warrior fell on its previous masters. It consumed the citadel. It could not be stopped.

Only fire could bring it to an end. I burned Troy to burn its warrior. I cried for Troy.

Helen was taken, dressed in all her golden chains, and put to death. A great creature leaped from her body as she fell. Many screamed and ran from the terrible truth. Ajax was lost.

I now hunt the warriors from Helen. I bring them down. I charge you the reader to beware of Helen and her warriors.

The story of Troy is being retold, as it should have been. I burned Troy to stop Helen and her old warriors. I will try to tell a story that will make heroes of the fallen to be remembered as long as there is memory. The Age of Bronze is now being replaced by iron. Before I enter the dust that all must I will see that the story lasts and outlasts Helen. She will be remembered only as a plaything of kings!

Unique Items

Leaders of New Light Copper Dagger

The *LNL copper dagger* is used to summon dimensional shamblers in combat situations and to cast other various Mythos spells. The copper dagger is cast of the purest copper and then sharpened and magically strengthen to be as strong and hard as a steel knife. The *LNL copper*

dagger stores up to 50 power points and it doubles the chance to cast certain Mythos based spells including *summon dimensional shambler*. In addition the dagger reduces the time to cast certain Mythos spells to fit in a combat round. This allows summon creatures to fight for the caster and certain attack spells to be used in combat.

Fez of the Leaders of New Light

This red fez with strange symbols embroidered on improves spell casting for Mythos based spells. It grants +20% to any Mythos based roll, but if the roll is to learn a new spell or to understand something and the roll was made a success by adding the additional 20% (i.e. the wearer roll was 40 and the needed number was 59 then the fez additional created the success) then when the fez is removed the knowledge is lost. The wearer of the *Fez of LNL* can share any information gained by wearing the Fez of by speaking, writing, and so on thusly preserving the knowledge. Sanity losses caused by the knowledge that is forgotten is also regained.

Unworldly Rifle

Weapon on first look appears to be Spencer repeating rifle²⁹ that has been strangely altered. The place where the bullets are fed into the stock is sealed with a strange silver star with odd glyphs surrounding it. The sights of the *Unworldly Rifle* are replaced with odd small put transparent crystals mounted in silver wire loops. The brass sections of the mechanism for firing and loading have been replaced a strange silver-like metal that feels strangely slippery. The barrel looks like metal but on closer look is dark crystal. The wood is strange and on closer inspection more resembles jerky or dried and pressed flesh. The weapon is in effect indestructible and will not be scratched even by diamonds or melted by heat. It is not from this universe and cannot be damaged by any force in this universe.

The *Unworldly Rifle* fires one round per combat round and does 2d6+2 damage to Mythos creatures or any creature with an 80 or higher value in Mythos Knowledge skill. No Mythos creature is immune to this damage. The *Unworldly Rifle* fires with a strange “kick” that suggests it has fired but makes no sound and never needs ammunition. The rifle’s strange sights double the basic range to 60 yards. The sights also allow the users of the Unworldly Rifle to see the true version of any Mythos creature. Any invisible create is seen and for gods like Nyarlathotep is seen in its true form even when hidden in flesh versions. This is very useful but means certain sanity loss for the user of the strange gun and in the case of viewing Nyarlathotep could be a huge sanity loss. A critical hit made with this weapon does double damage to the target.

Additional Story Items

These are some items that are mentioned or could fit in the story. These items do not appear in the adventure. A Keeper that believes his or her group might need a bit of help are welcome to add these in somewhere for the player’s characters to find.

²⁹ See http://en.wikipedia.org/wiki/Spencer_repeating_rifle for more information on the Spencer rifle.

Armor of Achilles

This pendant is the actual *Armor of Achilles*. It is a piece of bronze, polished to almost a mirror's brightness, and it looks old and worn and not very valuable. Wearing the pendant makes the wearer immune to physical damage from hand-to-hand weapons and from physical attacks from claws and such. It is not without its costs: Each time it protects the wearer it drains five points of power (the points are regained the normal ways). The *Armor of Achilles* makes the wearer immune to most magic and spell affects that cause damage and grants a maximum sanity loss of only four points for failed sanity rolls. Only critical success rolls will pass-through its protection and then only normal damage is applied. As in the legends about the *Armor of Achilles* it does not protect from range attacks that cause physical damage and any great success on such an attack is upgraded to a critical success and likely to do terrible damage. This critical success will bypass all armor protection and do full damage; the wearer will likely die.

Currently someone has hot glued a pin on the back to allow it to be worn as a pin. In the modern world, full of guns and thrown knives, the pendant is very dangerous to use.

Cassandra Charm

This ancient cameo³⁰ of a girl in a robe standing before a Greek styled temple is set in bronze that is green with age. The cameo is cut from sea shell from the shores of ancient Greece and set in the bronze recast from Trojan weapons from the war. The cameo is an image of legendary Cassandra. Anyone who wears the cameo, like the legendary Cassandra, no longer is believed by anyone. The wearer will be ignored and treated politely as someone with a mental illness. Any facts, no matter the proof supplied by the wearer, supplied by the wearer of the *Cassandra Charm* will not be believed by anyone. Further, removing the charm does not change this. It requires a full moon cycle before the affects finally stop. Each week that the wearer is affected by the curse, the wearer must make a sanity check or loose six points of sanity. This represents the impact of not being believed and seeing the demonstration of the powers of the Mythos to cloud peoples' mind.

³⁰ Please see [http://en.wikipedia.org/wiki/Cameo_\(carving\)](http://en.wikipedia.org/wiki/Cameo_(carving)) for more information on cameo.

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