

CTHULHU CLASSICS

FOR
**Call of
Cthulhu**
1920s



*A Full-Length
Campaign & Five
Thrilling Adventures*

Aniolowski,
Carnahan, Clegg,
Gore, Hargrave,
Hutchison, Lyons,
McCall, Petersen
Pettigrew, Szymanski



CTHULHU CLASSICS



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**SHADOWS OF
YOG-SOTHOTH**

1.

The Hermetic Order of the Silver Twilight

*Where the Investigators join a new, very exclusive lodge in Boston
and discover many horrifying secrets.*

INTRODUCTION

A new fraternal organization has come to Boston. Called the Hermetic Order of the Silver Twilight, its members are from the city's upper crust, including several respected community leaders. The Order has purchased a fine old building on the outskirts of town for its increasing membership. It has a growing reputation as a place where men can discuss philosophy, politics, and important matters in a congenial atmosphere of brotherhood. The Order is exclusive and accepts only men of high quality as members. There is a female auxiliary, devoted to charitable efforts.

Keeper's Introduction

Encourage the players to have their investigators join the Order if possible — the keeper can point out that the word *hermetic* means, among other things, "relating to or characterized by occultism, alchemy, magic, or whatever is obscure and mysterious." The keeper can also point out that the investigators will need help in the coming scenarios, and that in the Order they can meet powerful and wealthy men who may join them in their struggles. Actually only one might help: Edward Call, the wealthy physician. All the other members are either secretly devoted servants of evil, or simply not interested in stories of monsters and a grand conspiracy.

The investigators will learn of the evil in the Order on their own. If they are curious, they will prowl the third floor or basement of the Order's lodge after everyone else has left; if they are scholarly, their research in the city library or newspaper office will bring the evil to light. If the investigators move too slowly to suit the keeper's taste, he can have them initiated into the higher degrees, or have Dr. Call inform them of his suspicions. This requires the investigators to be members of the Order. For example, they should find it very difficult to break into the building, but once they have reached the degree of Master, they should find it easy to stay after everyone else has left, and then investigate the building. Also, any information they find in the library will be meaningless unless they are members and know other members, especially John Scott and Carl Stanford.

John Scott is the Noble Philosopher (leader) of the lodge, and is known as the Chief Wizard to those initiated into the secret degrees. He appears young, but his skin is coarse and pocked. He tells anyone who asks him about it that he suffers from a rare family disease. In reality, his appearance is due to the fact that he died in 1721 and was resurrected in 1912 by Carl Stanford. The site where the lodge building sits was once his farm, and there he practiced the arcane arts until his life was ended by an angry mob. He found ancient underground caverns and had the lodge built where it is to take advantage of those caverns.

Though John Scott appears to be the most powerful and important man in the Order, this is not so. Carl Stanford is his master. Carl Stanford is a leader of the international Masters of the Silver Twilight. He recovered John Scott's remains and resurrected him. He is an immensely charismatic man, but maintains a low profile by letting John Scott draw attention from him. Although he seems to be in his mid-thirties, he is over 300 years old; and although he seems very kind, he actually maintains his life by sacrificing humans to his obscene gods. Regardless of what happens to the Order and John Scott, Carl Stanford should escape to show up later in another scenario. Statistics and further details for both these men appear in the *Characters* section of this scenario.

The investigators may succeed in this scenario by destroying John Scott and by stealing Carl Stanford's magical box from the library in the caverns beneath the lodge. This will gain the investigators +1D8 points of SAN each. At the end of this scenario, the investigators should be aware of the existence of the Silver Twilight as an organization of monstrous evil, dedicated to the destruction of the world by recalling the alien Great Old Ones. The investigators should also know that the organization's tentacles stretch elsewhere. Since Carl Stanford has escaped, he may well be plotting the investigator's deaths; self-preservation alone should send the investigators after him.

Investigator's Information

Information which can be discovered in the Boston Public Library—each requires a separate successful Library Use



roll. The information will be discovered in the following order:

Information 1. There is no mention of a Hermetic Order of the Silver Twilight on a standard list of fraternal organizations.

Information 2. There is a mention of a group called "Knights of the Silver Twilight" in an obscure and rather weird book on demonology.

Information 3. Stuck in an out-of-the-way place in the library stacks is a slim volume with no title on the spine. It turns out to be an account, written in longhand, of the raid

on the farm of John Scott, in 1721, by an armed group of concerned citizens. The writer, Clyde Whipple, was a member of the mob. He describes the reasons for the mob's attack (weird sounds heard at night, chants, strange foreigners in the area, and robbed graves) and what he saw during the raid (which is horrifying). If the investigator can make a roll of INTx4 or less on D100, he will realize that the lodge is located where the farm is.

Using newspaper files requires some skill — each of the following pieces of information requires a successful Library Use roll. They are all from the Boston Globe.

... do you dare imagine things as they can be? As, indeed they will be when the earth is transformed and the illusion of reality is erased from the minds of men by the annihilation of those minds? Do you live in hope to see Great Cthulhu stride the earth? Do you dream of the Throne of Azathoth, of joining the flutists who dance there forever? O, purify yourselves, then, for these and greater things await you who are members of our terrible Order

Speech heard by Clyde Whipple,
Recorded in his diary [also includes location of
[6-A] Scott's farm and some monster descriptions].

Information 4. The name of Carl Stanford on an announcement of something called "Look to the Future!" It is dated last month.

Information 5. In an article about a missing infant, it says that a "Karl Sanford" was being sought for questioning. The article is 80 years old.

Information 6. A fifty-year-old article on witchcraft in New England, in listing notorious local witches, mentions "John Scott, a reputed warlock, whose farm was destroyed by an angry mob," but nothing more.

Information 7. An article mentions the startling disappearance of James Clark, who apparently left his home in the middle of the night and vanished into thin air. The article mentions in passing that he will be missed by his brethren at the Hermetic Order of the Silver Twilight. The article appears in the morning paper a week after the investigators join the Order.

THE CHARACTER AND RITUALS OF THE HERMETIC ORDER OF THE SILVER TWILIGHT

Common Knowledge

This organization appears to be a fraternal organization concerned with matters occult and philosophical. The members mostly come from the upper classes of society, a few are minor community leaders. The Order has a lavish building and the members eat and drink well at their meetings. This view is held not just by outsiders, but also by most members of the Order. A few members know that there are secret degrees concerned with searching out the mysteries of real magic, and that the whole outfit is a front for the Lords of the Silver Twilight, a fellowship of powerful wizards dedicated to the unleashing of malign forces upon the world.

Cult Rituals

The ritual of the lodge is divided into seven degrees, only the first three of which are known of by the public and general membership, who believe these to be the only degrees offered. The public degrees are: Neophyte, Initiate, and Master. These degrees are similar and share the following features:

The candidate is first taken to the preparation room and given a robe (black for Neophyte, gray for Initiate, and white for Master). Then he is blindfolded and given a lecture on the noble purpose of the Order. He is told that he will learn great and mysterious things and that he will be asked to bind himself with an oath, but he will not be asked to do or commit to do anything immoral or embarrassing. The lecture differs slightly in specifics for each degree, but

is essentially the same for Neophyte, Initiate, and Master. The candidate is then led across the hall to the main room, where he is asked by the head of the lodge, the Noble Philosopher, to kneel and repeat an oath. The oaths for the different degrees are basically the same: the candidate promises to keep the secrets of the Order, to seek after knowledge, and to live according to the principles of the Order. The blindfold is then removed, and the candidate is able to see the lodge room for the first time. It is an impressive sight. The room is richly furnished, and the members wear robes representing their office and standing in the lodge. The candidate is then ritually introduced to the officers and instructed in the principles of the Order, which are Science (for the Neophyte degree), Philosophy (for the Initiate degree), and Magic (for the Master degree). Then the candidate is confirmed in his degree by the Noble Philosopher, and the meeting closes. After the meeting the members remove their robes and go downstairs to the lounge and bar. Most members feel that this is the best part of the meeting. After all, most people band together for social reasons, and this Order is no exception. The Order has weekly dinners for its members and does community service.

Unknown to the public and to most of its members, the Order has higher degrees, which confer Cthulhu Mythos knowledge. These degrees are called, in order of attainment, Keeper of the Silver Gate, Knight of the Outer Void, Son of Yog-Sothoth, and Wizard. Candidates for these degrees are carefully selected from the Masters of the Order, who are subtly asked if they would like more knowledge and power. If they seem unreceptive, the questioner (usually the Noble Philosopher) will make it out to have been a test, which the member passed. If, on the other hand, the member is receptive, he is informed of the secret degrees and told when to show up to receive the first. He is also told that he must keep the existence of the higher degrees a secret, or he will be expelled from the Order. Actually, something worse will happen, but he will not be told that—yet. The Knights of the Silver Twilight will not hesitate to use their magic to silence anyone threatening their secrets. These initiations are held at 3 a.m. That way, the candidate can sneak out of his house and go to the lodge hall unobserved. If he should go insane during the ritual, he can be sent to a cell in the caverns below the building—no one will ever know what happened to him.

The degree of Keeper of the Silver Gate reveals the existence of another reality to the candidate—one with insane gods and colossal monsters who roam the vastness of time with no regard for (or awareness of) humans and their affairs. This degree teaches the ultimate meaninglessness of normal human life and activity and points to the later degrees which teach, they say, the true meaning and use of life. The candidate must make an oath in which he promises to be faithful to the order, or have his mind stolen from him. As the candidate is pronounced a Keeper of the Silver Gate, he is touched by the Chief Wizard's silver-headed cane, and is affected by the Power Drain spell. He is told that this is to teach him the futility of life, but actually it is just to help charge the Wizard's magic point-storing cane. If the candidate completes the ritual without going mad, he will be taught how to make the Elder Sign. The keepers of the Silver Gate do most of the dirty work. If any of the investigators are foolish enough to attempt to enter the higher orders, they will gain Cthulhu Mythos skill, and begin to

spiral into madness. There are twenty Keepers of the Silver Gate at the lodge. Scott's bodyguards and all the servants are Keepers of the Silver Gate.

The degree of Knight of the Outer Void teaches the candidate more about the gods and other Great Ones, and introduces him to the messenger and soul of the gods, Nyarlathotep himself! The candidate is invited to a great meeting of all the cultists, and Nyarlathotep will appear in human form to give the candidate his oath and pronounce him a Knight of the Outer Void. If the candidate should break his oath, which requires him to serve the Outer Gods, he will be punished by having a Hunting Horror sent after him. At the meeting the candidate will lose 1D8 points of SAN. After the meeting, the candidate will be taught the spell Contact Nyarlathotep. Knights of the Outer Void are leaders and know much more about magic. Often they tell the Keepers of the Silver Gate what to do, and they are allowed to go to the seasonal meetings where Nyarlathotep comes. There are twelve Knights of the Outer Void at the Lodge.

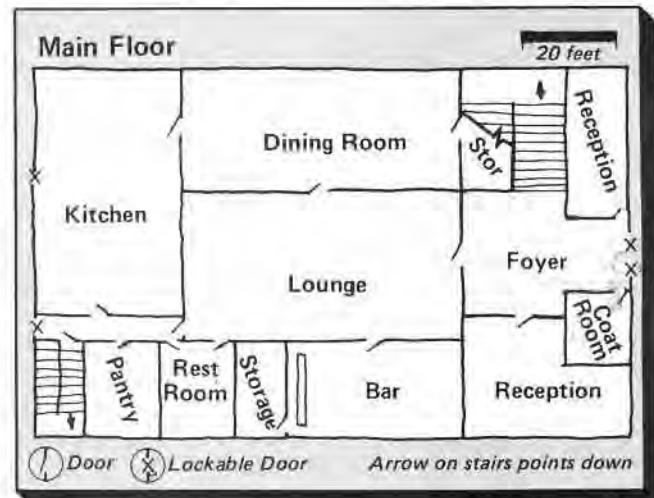
The degree of Son of Yog-Sothoth is the last ritual the investigator must complete. In this degree, the candidate learns that the true purpose of life is to bring the Great Ones (the Outer Gods, Cthulhu, etc.) to their proper position on the earth since, with the Great Ones free, true reality will prevail. To further this end, the candidate is taught the spell to Call Yog-Sothoth. Also, the candidate is shown the upstairs library and given a key, and told that the harder he studies, the sooner he will be able to become a Wizard. The Sons of Yog-Sothoth are the cult leaders (under the secretive Masters). They are powerful sorcerers and know most of the Order's secrets. They are devoted to their cause and most have a SAN of zero. There are five Sons of Yog-Sothoth in the lodge.

Note that in addition to the SAN rolls and losses due to the various rituals, the rolls and losses due to seeing the murals (as described in the next section) also apply.

The degree of Wizard is held by the Masters of the Silver Twilight. Only those Sons of Yog-Sothoth who prove themselves especially diligent in their studies and their service to the cause will be considered for elevation to the last degree. Essentially this means that their SAN will be zero, so no investigators will ever be able to infiltrate the upper organization. The degree is called Wizard instead of Master of the Silver Twilight to keep the true name of the organization secret—even from the Sons of Yog-Sothoth. The reason for this great caution is to protect against the possibility of the police capturing a member of one of the advanced degrees and exposing the parent organization. Only two Masters are at the lodge — John Scott and Carl Stanford.

THE LODGE HALL

The lodge hall is a late Victorian structure on the outskirts of the city in a fashionable neighborhood. The building has a pseudo-gothic style a bit out of fashion now. It has three floors and a basement. The second and third floors lack windows along the back and the sides. The fire escape at the back is reached by doors from the second and third floors and has a counterweighted ladder which will move from its second floor position to the ground when someone steps on it. The local people consider the building handsome and an asset to the neighborhood.



Main Floor

The Foyer is marble-floored and lit by a beautiful electric chandelier. The walls are wood panels and the doors, like all the doors in the lodge, are of heavy oak.

The Coat Room is just that—a place for members and guests to leave their hats and coats. A servant is here from noon to midnight.

The two Reception areas are where the leaders of the lodge entertain guests and prospective members. Both are handsomely furnished with plush chairs and small tables. The walls are paneled and the floors are of polished oak with fine carpets.

The Lounge is the informal meeting place of the members. The walls are wood paneled and the floor carpeted. Scattered around the room are overstuffed chairs and small tables bearing electric lamps, the only sources of light in the room. Four servants are here from noon to midnight, and one servant at all times.

The Dining Room has walls painted an ivory color, with a polished wood floor. The north wall has five large windows with light-colored drapes. Two electric chandeliers hang from the ceiling. The room is filled with round dining tables, each with four chairs.

The Bar is well-stocked. It has paneled walls, polished wood floor, and three windows with heavy purple drapes. Two servants are here from noon to 6 a.m. The liquor here is, of course, illegal. However, the wealthy lodge members are well able to buy off local enforcement officials, who will refuse to investigate the lodge for Prohibition violations.

The Rest Room has the latest in indoor plumbing.

The Kitchen has white walls, a red-tiled floor, and all the equipment necessary to stage banquets. It is lit by two windows in the north wall and by electric lights hanging from the ceiling. The back door is usually barred unless someone is working. Two servants are here from noon to midnight.

The Pantry is for food storage, and will be better stocked just before a lodge banquet. The interior is white painted wood and is lit by a hanging electric light.

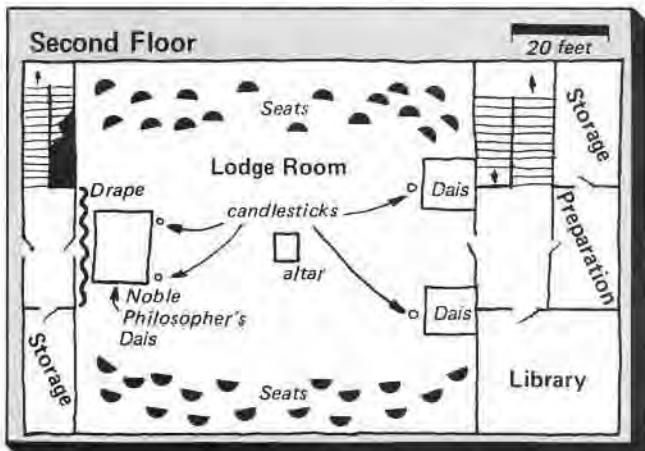
The two Storage areas contain items associated with the rooms to which they connect.

The Hall door leading out is usually barred at night.

Second Floor

The second floor is mostly taken up by the main lodge room, which is where the Order conducts its business and carries out its basic initiations. The seats along the north and south walls are for the members. There are three rows, each raised slightly higher than the next, very much like theater seats. The dais is a succession of slightly raised platforms for the lodge officers. The altar is three feet square, two-and-a-half feet tall, and is made of wood; a padded kneeling rail extends along the bottom of the east side. The floor is polished wood and the walls are paneled. Constellations of tiny electric lights decorate the black-painted ceiling. Two chandeliers also provide light. The floor-to-ceiling drape behind the Master's dais is of deep red velvet.

The other rooms on this floor are the Library, the Preparation room, and a Storage room.



The Library has a collection of scientific, philosophical, and occult books, No Cthulhu Mythos books, since all those are kept in the third floor library, but lots of more ordinary stuff. This library does contain copies of the rituals of initiation for the three public degrees (Neophyte, Initiate, and Master), which may only be read by those who have received the proper initiation. One of the offices of the lodge is librarian, whose job is to take care of this library.

The Preparation area and its associated storage room is where the appropriate lodge officers prepare those who are about to be initiated. The preparation includes a short lecture on what to expect, and dressing the candidate in the proper clothing for the ritual. Ritual robes are stored here.

The Storage area leading from the main lodge is empty.

Third Floor

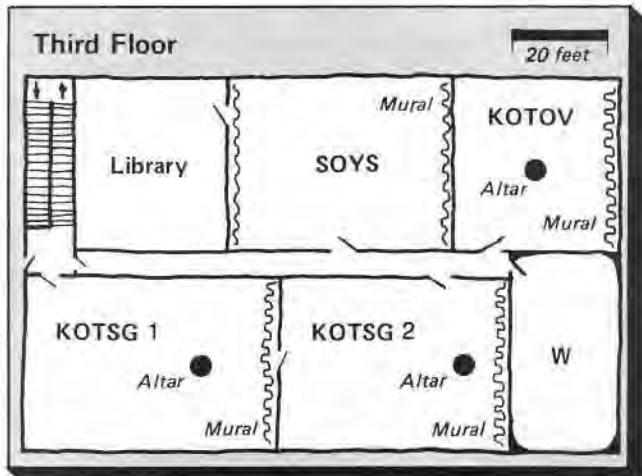
The third floor is where the secret advanced degrees are conferred. It can be reached only by the door behind the scarlet drape in the main lodge room, which gives access to the back stairway. Even though the existence of the third floor is obvious to anyone looking at the building from the outside, higher level members of the lodge keep its purpose secret by saying that the third floor is not finished and cannot be reached, but that eventually, as the lodge grows, the third floor will be finished and used.

KOTSG 1 and 2 are the initiation rooms for the fourth degree, Keeper of the Silver Gate. In the initiation ritual, the candidates move from the first to the second room. Both

rooms are paneled, carpeted, and the ceilings are plain, painted wood. Light comes from electric sconces on the walls. Chairs line the walls. The black drapes can be pulled aside by a pulley located on the right. The altar in the first room is about three feet tall and is a five-pointed star in a cross-section. When the drape in the first room is opened, the mural and doorway are exposed. The mural is of night on a barren, dead landscape; the door is framed in silver and seems to be a magic portal on the barren waste. All who see this mural find it very disturbing—it seems very real. If someone looks for the signature of the artist on this mural, as on any of the murals on this floor, they will see the name Pickman. Passing through the portal into the second room, a person finds it much like the first, except the altar is a pentagon in cross-section. The mural behind the drape is also different. This shows an apparently normal landscape (hills, valleys, trees, a small stream, etc.) with a silhouetted human figure in the foreground facing away from the viewer. There is, however, something profoundly alien about the whole thing, and looking at it causes the viewer to become very depressed. If the viewer should fail a SAN roll, he loses 1 point of SAN.

KOTOV indicates the initiation room for the fifth degree, Knights of the Outer Void. The room has a bare wood floor, stark white walls, a black ceiling, and is lit by bare electric bulbs in wall sconces. The altar is a two-and-a-half foot high metal cylinder. Behind the white linen curtain is a mural depicting outer space—stars, nebulae, and in the center, a single, dark planet. This mural is extremely compelling; it seems to draw the viewer into it. The feelings communicated are personal insignificance and a sense of utter desolation. The viewer must lose 1D6 points of SAN if a SAN roll is missed.

SOYS indicates the initiation room for the sixth degree, Sons of Yog-Sothoth. There is no altar, the floor is carpeted, the walls are paneled, and the drapes are scarlet. Behind the drape on the west wall a door leads to the library. Behind the east drape is the most horrible mural in the building. It depicts a hill under a clear night sky with a full moon; at the top of the hill is a circle of stones, and in the center of the circle is a human figure in garish robes, dancing madly. Moving into the sky from that point, like a cloud of smoke, is a gigantic mass of slimy, iridescent spheres. Covering the hill outside the circle of stones are thousands of partly-decayed, still-living humanoid crea-



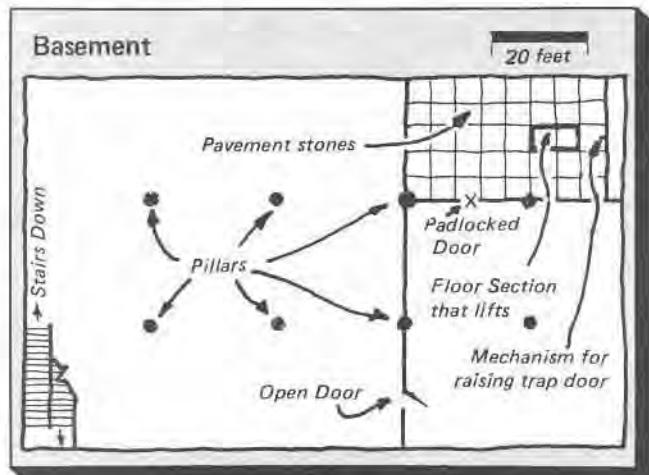
tures. If you listen, you can almost hear them cry with ghoulish glee. This picture is of photographic quality and will produce in any sane person a feeling of utter horror and desolation. A point of SAN is lost automatically or 1D10 points will be lost if the viewer fails a SAN roll.

W. There is no initiation to the degree of Wizard. One is simply accepted into their fellowship after proving his expertise and dedication to the cause. This room, is restricted to those who are Wizards (John Scott and Carl Stanford), and no one else is allowed in. The door bears an Elder Sign inset in gold, which glows blue in the dark. Inside, the most remarkable feature is the lack of sharp corners; all the corners of the room are smoothed out with plaster. The floor is bare wood bearing the smudges of many chalk signs drawn and erased.

The Library contains books describing the rituals of the Order. These books can raise Cthulhu Mythos knowledge and also lower SAN.

Book to Cthulhu Mythos	Spell Multi.	SAN
KOTSG	+3%	x1 -1D4
KOTOV	+5%	x2 -1D6
SOYS	+7%	x3 -2D4

Other magical books are present: *Nameless Cults* (Bridewell), *Revelations of Glaaki*, *Cultes des Goules*, and *Cthulhu in the Necronomicon*. The other books are of no Cthulhu Mythos significance.

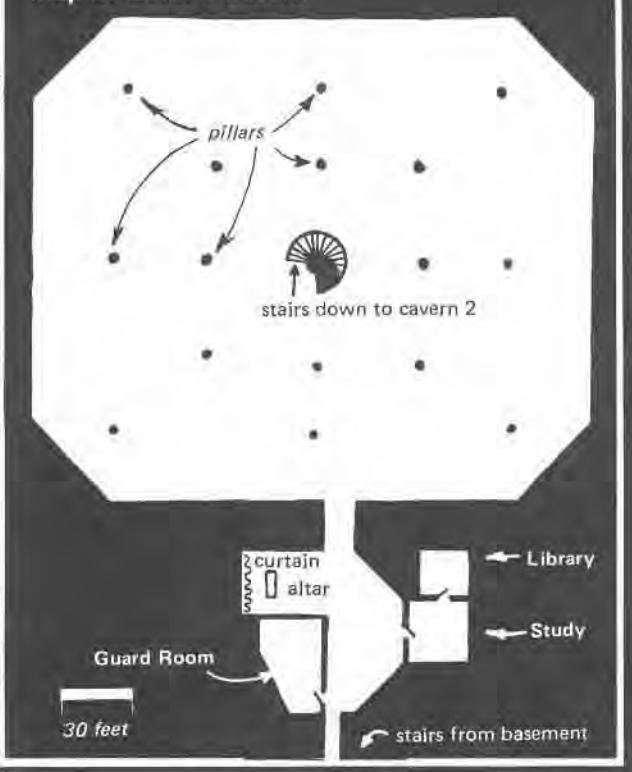


Basement

The basement has three empty rooms and a mechanism controlling a trap door leading to the caverns below. The basement is reached by a stairway from the back hall of the building's main floor. The floors in the first two rooms are bare earth. All the walls are of heavy stone set in mortar. The door leading to the last room is locked. Inside, this room is like the others except that the floor is of five-foot-square stones set without mortar. If a character makes a Spot Hidden roll while examining the eastern wall, he will find a stone which, when pushed, activates a mechanism raising the false floor section. This is the only way to open the stairs, as the stones are very heavy and cannot be pried up with a prybar.

When the floor is open, the top of a steep stairway can be seen, which winds down several hundred feet into the earth to the caverns below.

Map of Level 1 Cavern



Caverns - Level One

The caverns are not natural, but are very ancient, far older than the lodge building above. In fact, they were old when John Scott found them over two hundred years ago. Their original purpose, and how they were carved out of the solid rock remains unknown. There are three general areas,

The first area has had some recent work done on it, mainly the interior walls that divide some of the area into rooms.

The Guard room is empty, except for a couple wooden tables and a large ring of keys hanging from the wall. If the investigators enter the basement a second time at a later date, two Custodes [guards] will be here.

The Study has a desk, a comfortable chair, and an oil lamp. A box of matches is in the desk drawer, and, hidden at the back of the drawer is the key to the next room. A successful Spot Hidden roll is required to find the key. On the desktop is a letter to Carl Stanford from Duncan MacBain (a copy of the letter is given on the next page and there is a copy for the players in the *Player Handouts*).

The Library has a stout oak door with a STR of 16. If the key in the study has not been found, an investigator will have to match his STR vs. STR of the door to break it down. This room contains a desk and chair, along with a large bookcase. The books in the case are mainly mathematical, philosophical, and scientific works. If all the books are removed from the bottom shelf, that shelf can be lifted, revealing a secret compartment in the base of the bookcase. This space contains an ancient copy of the *Necronomicon*, in Greek. (An investigator should find it on his own. The

keeper should be careful not to lead the character to it by dropping hints or making suggestions. If a character should find it, and remain sane after reading it, he may be sought for by the rightful owners, the Masters of the Silver Twilight. This is too powerful and too important a treasure to be treated lightly.) Finally, there is a wooden box sitting in one corner. This belongs to Carl Stanford and is described at the end of this scenario. Lying on top of it is a notebook containing the spell to Make Gate Boxes.

The final features of this area are the altar and *bas-relief* on the wall behind it (which is covered by a curtain). The altar, which is of stone and continuous with the floor, is stained with brownish material. The *bas-relief* depicts Great Cthulhu striding across the earth, crushing humans as he goes. Above his head is something which might be mistaken for the sun by the players, but is a depiction in stone of the R'lyeh disk. Any character who misses his SAN roll will lose 1D3 points of SAN.

The next area is a large open space. The roof is held up by columns which look like great stone trees whose branch-

es stretch up and out to form the arching ceiling. On closer examination it is seen that the branches look more likeropy tentacles. In the center of the room, a stone spiral stair winds down to the next area. Someone wandering around without a light could fall in.

Caverns—Level Two

The last and deepest area has three of its four walls lined with cells. Many contain human remains chained to the walls; one contains a living person. He is thin and almost dead—his eyes have an empty look. If touched, the captive will moan slightly. He is identified as James Clark by his wallet. His mind is gone—his SAN is zero. Any characters that go insane during the higher rituals or who are caught prowling in secret areas of the lodge are brought here and chained in a cell. Keys to these cells are kept in the guard room in the first level of the cavern.

There are many pits in the floor of this level, each about four feet in diameter and 15-20 feet deep. The pits are cov-

TEXT OF A LETTER FROM DUNCAN MacBAIN TO CARL STANFORD

Duncan MacBain
MacBain House
Cannich, Scotland
12 January 1924

Dear Mr. Stanford,

Greetings and felicitations. Miss Chantraine has advised me of your recent successes and informed me of the item you require. I fear that it will be some time before I find It as there are two Americans digging at what I believe to be the site of the Temple. Two of my people are working for the Americans and it may be that they will accomplish all for me. I realize that you are most anxious to obtain It, but I feel caution and discretion to be the better course of action.

My studies with the serpent people progress most satisfactorily. Another year should see my studies completed. They recommend that I journey to the Nameless City for further instruction, but I will remain here until we have It. When it is possible, I want much to obtain the further instruction offered at the Nameless City. I will, however, be ready to carry out any further tasks our Order may have for me.

You mentioned in your last letter that Miss Chantraine might join me here when she has converted the leaders of the Thule Bruderschaft. I fear that the Germans are overmuch upset with the French at this time for them to listen to her. Might I suggest that you ask Helmut Grosmann to take over for her? I realize that he has not been to Germany for over two hundred years, but unless you can think of someone else I feel he would be best for the task.

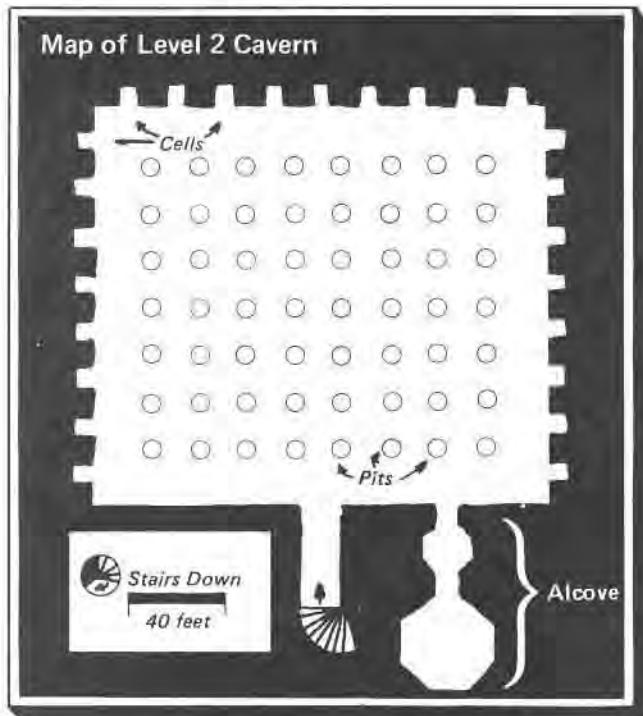
I agree with you that the Order of the Templars of the Orient does not contain the type of individuals we seek. They are not ready for greater truths. You might suggest to our German colleagues that individual members of the Order be carefully approached as potential followers of the true Gods.

I am not familiar with the Hermetic Order of the Golden Dawn or the Astrum Argentinum and can give no recommendation. I will pass the word on to our London group and have them send you word. I spoke with a Mr. William Seabrook who said that a Mr. Aleister Crowley, who is associated with both groups or had been at one time, may have occult powers. We should perhaps attempt to contact this man.

I understand that Mr. Scott is in charge of the project in your area. Please extend my greetings to him. I have not seen him since before the Great War. Perhaps we can meet next year.

Most sincerely,
Duncan MacBain

[10-A]

Map of Level 2 Cavern

ered with perforated metal lids resembling manhole covers. Several long wooden ladders lay along the walls of the cavern. About half of the pits have monstrous half-human things living in them. At the slightest sound, these things will begin crying and gibbering (lose 1 point of SAN if SAN roll is missed). A few of the pits are uncovered (keeper's choice), creating a hazard for anyone moving in the dark.

The first of the two connected rooms in the alcove has wooden racks on either side full of lead bottles sealed with metal stoppers. A sign above the rack to the left reads "Custodes," and the one above the right, "Materia." Each bottle contains a bluish-gray powder, the essence of a once-living being. The next room has a table with an oil lamp, medieval torture instruments along one wall, and some yellow robes hanging from hooks along another. There is a pentagram chiseled into the floor, and chiseled into the walls across from the entrance is the Resurrection spell. Reciting the spell forwards will bring a being back to life from the bluish-gray "essential salts," while reciting it backwards returns the being to dust.

If the investigators should try to resurrect someone from the "Materia," the first one they pick will be a half-formed thing like those in the pits outside (which means that not all the remains were found, or perhaps they were processed imperfectly). If the investigators insist on trying another bottle from the "Materia" section, the keeper should make up some historical personage who will be utterly worthless to the group. The best use for the Resurrection spell is to return John Scott to dust. To this end, the keeper should point out that the skin of whatever they resurrect reminds them of the skin of John Scott. If they do not try the spell, they will not make the connection, so they should be encouraged to try it.

A percentage roll of INTx3 will allow a viewer of the wall carvings to learn the Resurrection spell, but will not allow them to know how to create the "essential salts" to resurrect new people. They will only be able to turn "returnees" to dust, and to resurrect individuals from preformed salts.

MAGIC ITEMS AND SPELLS**The Box**

This is a plain wooden cubic 1 box, 18 inches high. One side is hinged and forms a lid which, when open reveals an empty interior. The bottom appears solid, but anything touching it will pass through it. The box is big enough for a person to squeeze through head first. Anyone trying this will find himself coming out of a box exactly the same as the first, but in a different location. The two boxes are magically linked. The other box is currently in eastern New York state. This particular box has a SIZ of 13.

The SIZ of the box is the average of the STR and SIZ of the largest person who can squeeze through it. For example, if Clark West's STR is 12 and his SIZ is 16, he will not be able to squeeze through a box of SIZ 13 because his average is 14. (If he tries, he will become stuck. Do not tell the investigators the actual capacity of the box—generalize and give them a chance to get stuck.)

A spell relates to the box; it is the discovery of Carl Stanford, and he is justly proud of it.

Make Gate Boxes

This spell is used to construct a magical box in the following steps: (1) Construct the boxes of any wood to the SIZ the caster desires (usually equal to the average of the STR and SIZ of the caster). The bottom is solid. (2) Perform the necessary ritual. This consists of the caster putting his hands on the box and conceiving specific images and angles in his mind, and takes about five hours. (3) From this point on, the box will automatically drain half of the casters MP every day until it has absorbed MP equal to its SIZ x100. When this is completed, the boxes will work.

Going through a box costs the same amount of MP and SAN as going through a normal magical gate (See *Call of Cthulhu* rules.)

MP-Storing Cane

A brass walking-stick with a head carved to look like a human head. Specific details, including the amount of MP stored, will vary with each individual cane. MP stored in such a cane can be used as usual. These magic items are made using the following spell, and will work only for those who make them.

Enchant Cane

This spell is used to create a MP storing item. The spell takes a week to cast, including a human sacrifice, 6 POW, and 1D6 SAN. When anyone but the cane's creator touches the cane for more than 30 seconds, he loses a point of POW which is converted into a MP and stored in the cane.

See the *Call of Cthulhu* rulebook for more information.



Mindblast

The victim of this spell loses 1D4 SAN and goes insane, as from a terrible shock (that is, lose 5+ SAN and succeed in an Idea roll). The spell costs the caster 1D3 SAN and 10 magic points. To succeed, he must overcome the target's magic points with his own, on the resistance table. The target is affected for that number of hours equal to 20 minus his INT, after which he or she recovers.

Steal Life

This spell is used to drain life from a victim in order to make the caster younger. This cruel spell costs 8 magic points and 1D20 SAN. To cast the spell, the target must be within sight and hearing of the sorceror, who must overcome the target's magic points with his own, on the resistance table. The target begins to age and decay while yet alive, and transfers his innate life and vitality to the sorceror. Each combat round after the spell is cast, the target loses 1 point each of STR, CON, DEX, POW, and APP. For each total point drained from the target, the caster becomes a week younger. For example, if the spell were cast upon a random derelict who had 8 points in each characteristic, the caster would become 40 (8 x5) weeks younger. Meanwhile, the target withers, turns gray, and flakes away. At the end of the spell the target has become a horrid dry husk. Seeing this husk costs a viewer 0/1D6 SAN.

If this spell is not cast on the night of the full moon, the caster does not gain the benefits of restored youth, but the victim still dies, the spell cancels and the victim's lost characteristics return to him or her.

CHARACTERS

Carl Stanford

Carl Stanford is one of the most powerful Wizards in the world, but the investigators will be more concerned with

EXCERPTS FROM THE RITUAL BOOKS OF THE ORDER

... the wailings of the mad are but the birth-cries of the new man—the old man gone like dust in the desert wind. Cleansed of the lies of mankind, the new man—the man of darkness—is free to absorb the beauty of nothingness, to glory in the stark night of the utter void. As your useless reason dissolves, rejoice in the knowledge that others in as diverse places as Scotland and Louisiana and the South Pacific have walked the same path, have drunk the same blood, have reveled in the same prospect of everlasting night, as you

—*Keeper of the Silver Gate*

... you do not yet know the true gods. Everything you know is a lie. The Great Old Ones—these are the rulers of the Universe; these and others you have not yet heard of will be the objects of your adulation, your emulation, your love. You are the fortunate ones—the time may come, if you give your selfless devotion, that you will worship in the flesh in the Temples of R'lyeh, whose glory is beyond your comprehension.

[12-A] —*Catechism of the Knights of the Outer Void*

Carl's colleague, John Scott. This is the way Carl likes it—he maintains a low profile and this is one of the main reasons he has managed to live so long. He will always escape from the first scenario to show up later—if the investigators get him cornered, he will not hesitate to use a Shrivelling spell, Mindblast spell, or other offensive spell to escape. He has several distinct advantages over the investigators. The first is his cane in which he is currently storing 160 magic points for use in offensive spells against his enemies, and which is actually a sword cane—a weapon he is extremely skilled at using. Usually, however, he will leave any fighting to his next "advantage," Max Reed, his chauffeur-bodyguard, who will readily give his life to protect Carl. Another advantage is his new discovery, The Box, which he can use to escape to almost anywhere he pleases. His greatest advantage is his great intelligence and experience. Fools, even magically powerful ones, do not live as long as Carl has.

CARL STANFORD

STR 14	CON 16	SIZ 12	DEX 14	APP 16
SAN 0	INT 18	POW 30	EDU 30	HP 14

Skills: Read/Write Latin 90%; Read/Write Greek 95%; Read/Write Arabic 80%; Read/Write Chinese 80%; Archaeology 75%; Astronomy 80%; Cthulhu Mythos 98%; History 55%; Library Use 95%; Zoology 90%; Sneak 80%; Credit Rating 60%; Debate 90%; Fast Talk 85%; Oratory 90%; Sword cane 100%.

Spells: All mythos spells from Call of Cthulhu; Make Gate Box; Steal Life; Mindblast; Enchant Cane.

John Scott

John Scott lived 200 years ago on a farm located where the lodge presently stands. Scott found the caverns, and began the grisly work of robbing graves and reducing their contents to bluish-gray salts, which he could turn into the original person by means of the Resurrection spell. He would

torture these people to obtain information he wanted, and when finished would return them to powder. If he was not able to obtain all the remains of the person he wanted, but unknowingly went through the resurrection process anyway, the result was a malformed humanoid thing. These failures are now found in the pits of the lowest cavern. Scott's schemes were uncovered and he was visited in the night by a mob who killed him, and destroyed his house. In 1912, Carl Stanford was able to locate the unmarked grave where Scott had been buried, and he resurrected Scott. Now Scott serves the Masters of the Silver Twilight. He carries a silver-headed cane, much like Stanford's, but his currently holds only 80 magic points. Scott's greatest vulnerability is the resurrection spell, which, recited backwards, would turn him back into an inert, bluish-gray dust.

JOHN SCOTT

STR 12	CON 11	SIZ 14	DEX 10	APP 13
SAN 0	INT 16	POW 16	EDU 18	HP 13

Skills: Read/Write Greek 75%; Botany 60%; Chemistry 65%; Cthulhu Mythos 85%; Library Use 50%; Occult 45%; Spot Hidden 45%; Oratory 80%.

Spells: All summoning spells; all binding spells; all contact spells (traces); Call Azathoth; Call Yog-Sothoth; Contact Nyarlathotep; Resurrection; Dread Curse of Azathoth; Shrivelling; Enchant Cane; Elder Sign; Mindblast.

Max Reed

Max is Carl Stanford's bodyguard. He accompanies Carl everywhere, posing as a chauffeur and friend. He carries a snub-nose .38 in a shoulder holster and a seven-inch long fighting knife that he keeps razor-sharp. He is willing to die to defend his boss.

MAX REED

STR 18	CON 16	SIZ 12	DEX 17	APP 10
SAN 0	INT 12	POW 10	EDU 10	HP 14

Skills: Fist/Punch 95%; Head Butt 95%; Kick 95%; Fighting Knife 85%; .38 Revolver/Automatic 95%; .45 Revolver/Automatic 95%; .30-06 Rifle 80%; 12-gauge Shotgun 75%; Drive Automobile 75%.

Spells: Elder Sign.

Dr. Edward Call

Dr. Call is a wealthy physician and the only possible ally in the Order for the investigators. He originally joined because he felt that he would find others there who shared his eclectic interests. He is beginning to suspect that there may be something wrong with the Order, but he has no concrete evidence. He will tend to keep his suspicions to himself, though, and the investigators may have to approach him—he may not approach them.

DR. EDWARD CALL

STR 12	CON 13	SIZ 11	DEX 14	APP 10
SAN 90	INT 18	POW 11	EDU 21	HP 12

Skills: Read/Write Latin 70%; Botany 50%; Chemistry 65%; First Aid 75%; Library Use 60%; Pharmacy 70%; Treat Disease 85%; Treat Poison 80%; Diagnose Disease 85%; Psychology 55%; Drive Automobile 55%; Credit Rating 80%.

Custodes

The Custodes (guardians) are strong but simple-minded humanoids who can be resurrected to help Scott or Stanford with a potentially dangerous or otherwise uncooperative resuscitee. The Custodes are all alike, and all fanatically loyal to their masters, Scott and Stanford. They will try to attack anyone else who resuscites them (such as the investigators). They are kept in the bottles simply because it is most convenient.

CUSTODES

STR 18	CON 18	SIZ 18	DEX 12	APP 3
SAN 0	INT 8	POW 6	EDU 0	HP 18

Skills: Fist/Punch 50%, .45 Pistol 50%

SHADOWS OF YOG-SOTHOTH

2. Look to the Future

The Investigators travel to New York City and find that a businessman's organization has discovered a unique way to profit from the future today.

Background

The Hermetic Order of the Silver Twilight has been broken up. John Scott has probably been slain and Carl Stanford has escaped. If John Scott survived, the keeper may wish to have him resurface as a bitter foe in a later scenario.

The players should now be certain of the existence of a

group of evil cultists working to return the earth into the clutches of the Old Ones.

While players meditate on these matters, a character will receive a letter from a banker friend of his. This is David Lee. David Lee may be either the actual banker of one of the characters, or he may be merely a social contact.

Dear _____:

I feel rather silly writing for help, but I simply must have aid in this matter. It would be useless for me to go to the police, as I have no proof of any criminal activity. I heard of your exploits in Boston with the Silver Twilight, and am hoping that you could advise me. I would be most grateful.

A year or so ago, the organization 'Look to the Future' came to New York City. It billed itself as a cooperative businessman's organization, and promised to inspire and aid materially those who joined. I joined the organization eight months ago, and quit last month.

The apparent head of the organization is a Mr. Lostalus Black. Mr. Black claims to be a gifted psychologist, and says that by subjecting the minds of intelligent and sophisticated men to certain peculiar psychological conditions, their creativity would be released, and they would be able to perform all sorts of wonders. If the businessmen met together, paid a nominal fee to support the order, and regularly attended meetings, they would be able to share in grand discoveries.

The 'psychological aura' created by Mr. Black is certainly most queer. He begins by standing at a podium, while all of us (the attendees) are asked to meditate upon certain specific geometric shapes and designs. A sheet containing diagrams of the aforementioned designs is handed out at the start of the meeting to each member. While we meditate, Mr. Black begins by reciting some sort of invocation in nonsense syllables. Mr. Black says that these syllables have been carefully chosen to elicit the proper subconscious response from us. As he chants, he begins to gesticulate wildly, and then we are all signaled to begin to chant a simple litany of our own, "Ong D'acta Linka, Neblod Zin, Neblod Zin, Ong D'acta Linka, Yog-Sothoth, Yog-Sothoth, Ong D'acta Linka, Yarl M'ten, Yarl M'ten" and we repeat this nonsense chant for forty-five minutes to an hour. Mr. Black continues to energetically gesticulate and emit various strange noises until he seems to reach some sort of finale, when he gestures for us to stop. We then break up for tea and punch. Mr. Black is assisted in his work by several thuggish-looking Arabs, and a Mr. Stanford.

In addition to the monthly special meetings (which proceed as I have outlined above), we have regular inspiration seminars and guest speakers. One thing that brought you to mind is that some of the speakers would urge us to join a lodge to enlarge our circle of friends and to make trustworthy business acquaintances. He specifically recommended the Silver Twilight lodge as an excellent choice.

I must confess that Lostalus Black's methods seem to work. Two months after I started to attend, he came in one day with a perfectly astounding item which he allowed me to purchase for \$100. It is well worth it, let me tell you! I will show it to you if you come.

Now for my reasons for distrusting Mr. Black. After each meeting in which we do the chanting, I feel headachey and sick, and this continues for some time. I have noticed that since I joined the group, I have lost some of my former vitality and force, and feel as if my health may be deteriorating. I really could not say as to whether this has any connection to 'Look to the Future' or not, but it seems suspicious to me, especially since I have noticed acquaintances in the group suffer from the same syndrome. Another reason for my distrust of Lostalus Black is the extremely tight security and secretiveness that he keeps about himself and the organization. His Arab soldiers speak no English, and certainly do not inspire confidence.

I would like you and your friends to come and to expose this organization for a fraud, or to prove it to be open and aboveboard. If it is indeed for real, I would like to know so that I can rejoin and continue to receive those fabulous artifacts that it produces.

Hopefully yours,
David Lee

[14-B]

Keeper's Information

The Silver Twilight is now preparing itself for the catastrophic end of the world. To hasten that end, they need money and power. The 'Look to the Future' front organiza-

tion fulfills both these needs. 'Lostalus Black' is in reality an avatar of Nyarlathotep. The Silver Twilight has been dealing with him, and he has commanded them to carry out this plan.



At the monthly meetings, Nyarlathotep is invoked and summoned an hour or so before the meeting begins. He then walks into the room and begins the ceremony that an observant keeper will have noticed resembles a spell. It is indeed a magic spell, and one of astounding power. It sends a person into the future. At the end of the chanting, each person present (except Nyarlathotep himself) loses a point of permanent POW, which is the cause for the headaches and sickness the next day, and in the loss of energy that some participants feel. The character sent into the future is usually one of the Arab thugs hired by the group's true leader, Bryan Slim. Bryan keeps himself in the background, unnoticed. He is a Knight of the Outer Void, and summons Nyarlathotep each month.

BRYAN SLIM

STR 14	CON 10	SIZ 13	INT 18	POW 12
DEX 8	APP 11	SAN 0	EDU 15	HP 12

Skills: Speak Arabic 90%, Archaeology 60%, Cthulhu Mythos 70%, First Aid 60%, Occult 90%, Psychology 50%, Drive Automobile 60%, Hide 80%, Sneak 60%, Pick Pocket 60%, Fast Talk 80%, Oratory 50%, Credit Rating 40%, .32 Pistol 55%.

Spells: Elder Sign, Contact Nyarlathotep, Summon/Bind Servitor of the Outer Gods, Call Hastur

For each point of POW expended in the spell, the Arab travels a year into the future. After 24 hours, the spell collapses, and he rebounds into the past whence he came. This is dangerous. Sometimes the Arab comes back only partially, or he sometimes is catapulted into the distant past, but the Arabs are eager to do the bidding of their master, and, after all, their lives are cheap enough to a god.

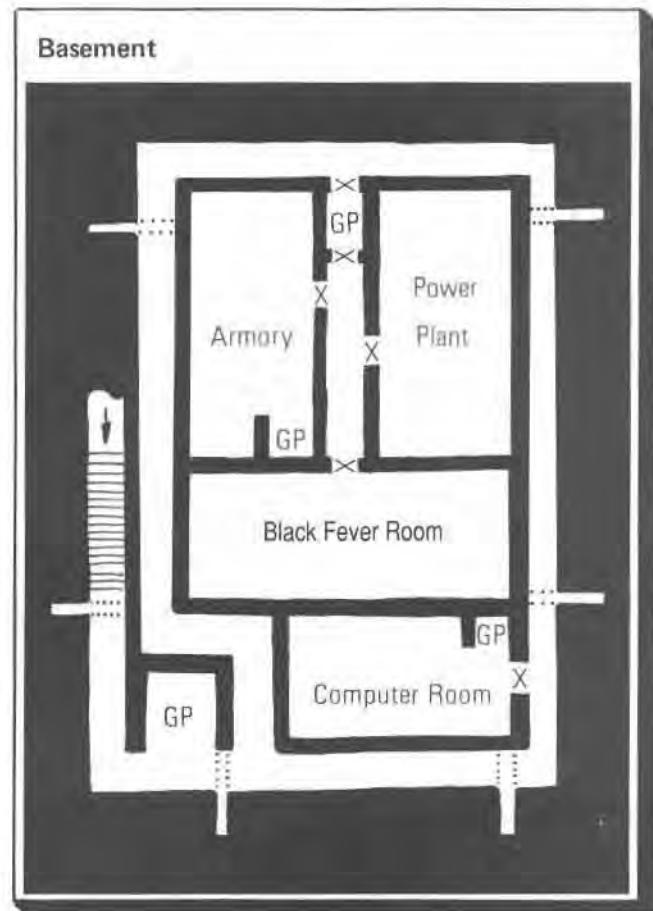
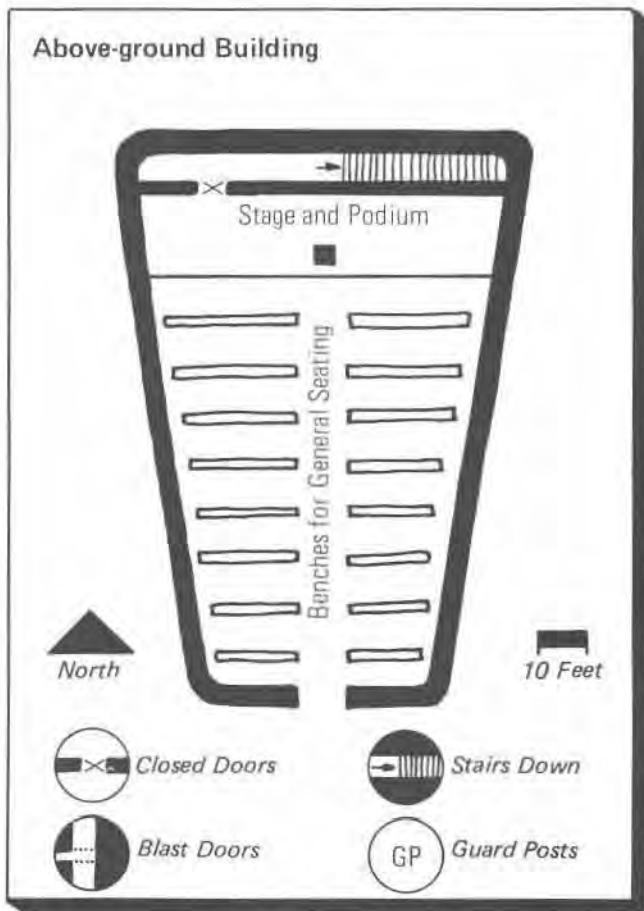
There are usually 50-70 members present at any one meeting, so an Arab is able to go that many years into the future. There he burglarizes stores and universities, and brings back small gewgaws for the businessmen, lending credence to the fiction upon which 'Look to the Future' is based. The gewgaws given away are things like disposable lighters, ballpoint pens, digital watches, antihistamines, and even penicillin tablets. For themselves, the organization has acquired a power plant, a number of weapons, a computer, and some cultures of the bacteria that carry Black Fever.

Black Fever is not from the future, but has been provided for the organization by Nyarlathotep's servants. Any one who has the fever injected into his veins will contract the disease, which resembles other fevers, causing nausea, swelling, and chills near the end. However, Black Fever is not of this earth. Those infected by it will always die within two weeks or so (the patient will linger on for a number of days equal to his CON). On the bright side, Black Fever is completely non-contagious—the only way to catch it is to have it injected.

One of Nyarlathotep's servitors also provides the organization's power plant — a mass of shoggoth tissue kept confined and multiplying in a large vat, from where it pushes pistons to generate electrical power for the entire installation.

The Scenario

There is little information about the 'Look to the Future' group anywhere but in the building itself. Mr. David Lee



has already told the investigators everything he knows in his letter, except for the description of his wonderful item, which is a frying pan lined with Teflon II.

When any member of the organization begins to suspect that something wrong is going on, or to try to publicize the 'magical' implements received from Lostalus Black, he is inoculated with Black Fever, goes to a hospital, and dies in delirium, eliminating all threat to the organization.

The Building

The above ground part of 'Look to the Future' resembles a pillbox. It has but one entrance, and is entirely of poured concrete. The entrance is a large arch, with no door barring entrance. There are no windows. A diagram of this place is provided. The interior benches are of wood, and indeed, the interior looks like a particularly dismal lecture hall or church. There are no seats on the stand, just the bare stone podium. The door behind the stand is kept locked. The door has a STR of 15 and could be forced by matching one's STR against it. It is too small for more than one person at a time to try to open it. Bryan Slim has a key on a key ring which would permit entrance, as do all the Arab guards. If one of them was waylaid and mugged, the key could be obtained. Bryan Lee lives in a large brick house next door to the 'Look to the Future' fortress, with three Arab guards. When the Arabs are not on guard duty inside the building, they carry snub-nosed .38 revolvers in shoulder holsters and daggers in their boots, inside their trousers.

Underground rooms are dug out behind the main building.

Guardposts. At each guardpost there are always two Arab guards armed with futuristic-looking automatic rifles. All the guards have basically the same stats.

ARAB GUARDS

STR 11	CON 12	SIZ 10	INT 9	POW 10
DEX 13	APP 9	SAN 0	EDU 7	HP 11

Skills: Hide 50%; Spot Hidden 50%; Listen 50%; Rifle 40%; .38 Revolver 30%; Dagger 90%.

Their rifles can fire on full automatic, firing twenty rounds per turn, or they may fire normally. They are usually fired in short bursts of three bullets per burst, but if a guard is disturbed or angered, he will fire a whole clip in a single round. In order to keep from doing this upon confronting armed investigators, he must make a roll of his INTx5%—if he fails, he will fire the entire clip and be forced to reload. Each guard carries five clips of ammo.

All the guards are Keepers of the Silver Gate, and thus subordinate to Bryan Slim.

If shots are heard in the corridors, then the other guards will come running. The guards will always shoot immediately at anyone who is not one of their comrades, including normal members of Look to the Future, none of whom are allowed downstairs. One guard will always stay in each guardpost, no matter what sounds are heard or what else happens, so that only a single guard from each post will come to the aid of companions.

The Computer Room is filled with blinking lights and odd-looking consoles. An investigator making a successful Electrical Repair roll will be able to turn the computer on. An

investigator may then type in questions onto the keyboard, watch them appear on a screen, and have them answered. The computer is not too smart but is, of course, much advanced over the 1920's, when there were none at all. Any question about Bryan Slim or Lostalus Black without the proper code word keyed in first (known only to Slim and Black) will cause the computer to sound an alarm and shut down. A successful roll of half of an investigator's Electrical Repair will start the computer again, and a Mechanical Repair will stop the alarm.

If asked about the Silver Twilight, the computer will print out the following:

BELPHEGOR REPORTS NO SUCCESS IN
FINDING THE DISK IN SCOTLAND. HE
AND THE KNIGHTS OF THE OUTER VOID
MAY BE FORCED TO SLAY MORE IN-
TRUDERS.
INFORMATION RECEIVED INDICATES
THAT ARC OF VLACTOS MAY BE FOUND
IN CALIFORNIA.
STILL NO FULL RESULTS FROM
CHILEAN ISLAND.
FINISH. [17-B]

This is all that can be gotten from the computer room.

The Power Plant has a strange organic smell to it. There is a large steel tank filling the room. Dials and levers surround it.

If an investigator fiddles with the levers, he must make a Luck roll not to open the tank's lid and release the shoggoth matter within, for it will slop over the edge, rapidly fill the entire room, and then expand through the entire underground section, killing all it finds, and thoroughly destroying equipment and records. As soon as the shoggoth is released, klaxon horns will go off, and the blast door in front of the stairs will slam across the corridor. This door has over 200 hit points, and an effective armor of 20, and will contain the shoggoth within the complex. The 'Look to the Future' organization will be ruined, and Bryan Slim will either start all over again, or disappear. Naturally, all the guards and investigators caught within the underground complex will be slain by the shoggoth.

If the investigators happen to have brought along the magic box from the first scenario, they could try to escape in it, but the shoggoth will certainly destroy the box after they have left. The shoggoth has 30 hit points, and can fill an entire corridor from wall to wall. If the players manage somehow to kill the thing, they will still be trapped inside the concrete rooms with no light, and no way out. They will be left there for years before the place is explored again.

The Armory has 20 extra clips of ammo for automatic rifles, which can use no contemporary ammunition. Racks are present for other types of guns, but they have not yet been brought in. All the automatic rifles are in the hands of the guards.

The Black Fever room contains racks and racks of vials containing a grayish-brown liquid—the Black Fever in culture.

The room is refrigerated. If an investigator swallows some Black Fever media, he will contract the disease, which is 100% fatal, as described before.

General Notes. The entire underground portion is lit up by electric lights. Of course, as soon as the shoggoth is released, all the power will go off, the computer will shut down, and the lights will go off, leaving the investigators to grope in the dark, with their only light source the phosphorescent monster oozing rapidly down the corridor towards them.

Look to the Future

If the investigators attend a meeting of the 'Look to the Future' group while Lostalus Black presides, and participate in the chant, they too will lose a point of POW permanently, and help send an Arab to the future. If the players confront Bryan Slim, he will attempt to distract them, and may even invite them to dinner (where he will infect their dinners with Black Fever). If they actually attempt violence against Bryan Slim, he will order his Arab guards to kill them, and, if successful in killing one or more investigators, will then go into hiding to escape prosecution. Even though he is likely to be found innocent, the trial would be an extreme inconvenience.

If they shoot or otherwise kill Bryan Slim, he will mutter with his dying breath something about "The podium . . . protect the podium from blasphemers . . ." If he is wounded seriously, he may order one of his Arab guards to "run to the podium and destroy what is there." The investigators should be tipped off at this point that they should go back to the building and look inside the podium for something. What they will find there is a pair of books. If the guards get there first, the investigators may have to shoot it out with them.

The books are: *Old California*, and a copy of the *Catechism of the Knights of the Outer Void* – this latter work was described in the first scenario. In addition, there is a strange drawing in the podium. The drawing is of the R'lych disk. If the investigators ever see a portion of the disk, they will recognize it from this drawing. The most interesting passage in *Old California* reads:

A missionary named Whateley visited and remained with a small tribe of Indians known as the Hotethk from 1837 to 1843, when he disappeared. Shortly thereafter, the Hotethk tribe itself disbanded, its elders evidently having vanished or died. This tribe was most interesting for its especially savage pagan rites, which the renegade Whateley seems to have encouraged. He either brought to or found with the Indians a peculiar structure which he called the Arc of Vlactos, and which he believed had connections to non-Christian sky demons. The only other known facts about the Hotethk are that they practiced the construction of Kachina dolls to house demons' souls, and that they worshipped gods not found elsewhere in California, such as the serpent-god Yigg, and the horned-god Shoob Niggeratt. They dwelt in Devil's Canyon, in the Mojave desert.

[17-B]

SHADOWS OF
YOG-SOTHOTH

3. The Coven of Cannich

A Denver, Colorado, townsman hires the Investigators to travel to the Scottish Highlands. His uncle has mysteriously disappeared after sending three puzzling letters. Travel and living expenses are provided.

[18-D]

H. M. Hancock
Hancock House
Cannich, Scotland
May 12, 1924

Dear Jacob,

My greetings to you Jacob and fondest regards to your father. I hope to join you this fall if They do not find me before I am able to leave Scotland.

I realize that neither you nor your father have ever believed any of the strange legends which I have related to you, but I can turn to no one else. If my life is of any value to you, please look into this matter for me.

I am in desperate need of an artifact which I believe may be found in a museum at Miskatonic University, Arkham, Massachusetts. The object is a small greyish green stone shaped like a five-pointed star. I had hoped to find one at the dig, but I fear that work there is not going fast enough and that They will get their supernatural aid before I find the star-stone.

Please make every effort to obtain the star-stone, but if word should reach you that something has happened to me, obtain the star-stone for yourself, for They will be on your trail soon.

Your Uncle,
Henry Hancock

[Note: Jacob's father died ten years ago. The reference to him is a code between Henry and Jacob indicating authenticity of the message and urgency.]

Introduction for the Keeper

The investigators have been approached by agents working for Jacob Hancock of Denver, Colo. Jacob is convinced that his uncle, Henry Montague Hancock, is in danger if not already dead. He wishes to learn what is wrong with his uncle. It will take a long time to send him aid, and he fears that it may arrive too late. Should his uncle still be alive, he may need help.

The agents have copies of letters from Henry to Jacob and will give them to the investigators. Jacob Hancock will

Copies of the above letter and the letters to the right should be given to the investigators by Jacob Hancock when they are first engaged by him.

pay the investigators' passage to Glasgow, Scotland, and give them funds to enable them to take the train to Inverness where they can hire transport to Cannich, where Henry Hancock's house is located. They will be given letters of credit enabling them to withdraw 3£ per day per investigator from the Royal Bank of Scotland. The Hancocks have funds on deposit there and Jacob is transferring additional monies, but that transaction will take several weeks.

The investigators will encounter no difficulties until they reach the village of Cannich. There they must discover what happened to Henry Hancock. These investigations will lead them to a conspiracy involving sinister serpent people, witches, and an artifact with which the Masters of the Silver Twilight plan to raise the city of R'lyeh from the depths of the sea.

[19-D]

H. M Hancock
Hancock House
Cannich, Scotland
May 14, 1924

Dear Jacob,

I fear that this message will be the last you get from me for some time. Unless I flee this area the Sons of Yog Sothoth will be upon me. Lorne discovered that Belphegor is a leader of the group and he fears that They are aware of our discoveries.

Margaret brought me a star-stone, but try to find more, for I need all I can get.

The first piece was stolen from the dig site last night, but They did not get the second piece. I have it well-hidden now and They will not get it from me. We do not know what they want the pieces for, but we think there are three altogether.

Adam disappeared today. He stopped-by yesterday evening, but this morning Fergus says Adam checked out and left late last night. Adam being afraid of the dark since the African episode last year, would not have left at night and I fear that he has run afoul of Belphegor's people. Lorne does not know about Adam's disappearance yet and I fear that telling him would be too much for the old man.

All of these problems started with the arrival of the French woman. I will confront her in the morning.

Make sure that you obtain a star-stone for yourself as soon as possible and keep it with you always.

Give my greetings to your father.

Your Uncle,
Henry Hancock

[19-D]

Henry Hancock
Hancock House
Cannich, Scotland
16 May 1924

My Dearest Jacob,

All of my fears have proved to be unfounded. If my letters of late have seemed to indicate trouble I hope that you will forgive me. I realize that my imagination had run wild. There never was any danger.

Adam and I are going to head back to Africa in the morning and we will be out of touch for some time, but there is no cause for alarm. We can take care of ourselves. We stumbled across an amazing find, but must re-check our previous work.

Give my greetings to the rest of the family.

With fondest regards,
Henry M. Hancock

[Note: This letter is not really from Henry. Jacob's concern for his uncle's safety is based on the obvious falseness of this letter, for Adam was frightened by something they discovered in Africa and could not be persuaded to return to the continent, let alone to their dig site.]

House. Each location has a piece of the R'lyeh disk hidden there. The investigators must find all three pieces of the disk and keep them from falling into the hands of the Masters. If the Masters of the Silver Twilight have even one of the pieces, they may be able to create a new disk. If the investigators discover the use of the R'lyeh disk and keep it from the serpent men they will receive 1D6 SAN points each. The keeper should not tell them too much about the disk. It is likely that they will not recognize the significance of the disk until later in the campaign when they find the other artifacts being sought by the Masters of the Silver Twilight.

If the characters rescue the MacRae baby, they will gain 1D10 SAN points each. Killing Belphegor, MacBain, or Chantraine will give 1D4 SAN points each. Laying Henry's ghost will gain them 1D6 points of SAN each.

The investigators will not be allowed to take firearms into Britain—all such weapons will be confiscated in Glasgow. They will be able to purchase shotguns if they have written permission from a farmer to hunt on his land. Such weapons may be purchased in Inverness once the investigators have been to Cannich long enough to make friends with a farmer to sign the papers.

This scenario is designed to confuse and misdirect the investigators. The Englishman, Tommy Hayes, really works for Scotland Yard, but the majority of the villagers, including the constable, suspect him of dealing with the witches. The innkeeper, Fergus (secretly a witch), will attempt to make friends with the investigators so that he can give them false or misleading information. If they get too close to the truth, he will betray them and do his best to have them killed. The keeper should not make it easy for the investigators to figure out who they can or cannot trust.

THE SITUATION IN CANNICH

Henry Montague Hancock, an American big-game hunter and archaeologist, moved to the small Scottish village of Cannich for a rest after an interesting dig in Africa. His colleague, Adam Chisholm, went insane in Africa and needed a safe place to recover so they chose the remote Scottish village and moved in.

While in Cannich, Henry made friends with Dr. MacParlan. He read the doctor's manuscript about a Roman expedition to Loch Mullardoch and set out to locate the Temple of Aesathog mentioned in it. Henry suspected that the Aesathog mentioned should have been translated as Azathoth.

Within two months they had discovered a ruin on the shores of the loch and had begun excavation. They sent for Andrew Kennedy, whose specialty was the Picts and he identified many of the items found as of Pictish origin. They also found the remains of Roman soldiers and a number of deformed people. Most importantly, they found one of the pieces of the R'lyeh disk, which Henry hid in the secret room in his basement.

The project had become too large for them and on the recommendation of Fergus MacInnes they hired the MacQuarrie brothers to dig.

About the same time, Belphegor, a Son of Yog-Sothoth and a servant of the Silver Twilight, arrived with orders to find the R'lyeh disk.

The Masters of the Silver Twilight knew that the R'lyeh disk had been lost near Loch Mullardoch, and the time had now come to find it.

Carl Stanford arranged for Belphegor to have the aid of a group of witches led by Duncan MacBain, another Son of Yog-Sothoth. Once the R'lyeh disk is found, Belphegor is to take it to America. Passage has already been booked for him and two companions on a steamship.

Henry Hancock, who realized the nature of the temple, obtained a star-shaped stone with an elder sign carved on it for protection. He also made sure that his two elephant guns were in good working order. The events in Africa taught him to fear the worst, but he was the type of person to make preparations for a fight rather than flee.

When the second piece of the disk was found, the witches became overzealous and murdered Adam Chisholm for it. Before Adam died he told the MacQuarrie brothers that Henry had another similar piece. Adam's body was hidden at the dig site. Henry was killed and his body hidden, but he did not tell them where the other piece was. The witches tore the house apart, but failed to find the hidden room in the basement which held the piece. Then Henry's ghost returned and drove them off.

When Belphegor failed to find the second piece, Alistair MacGillivray and Anne Chantraine came to help him. Duncan MacBain also enlisted the aid of some serpent people.

Anne Chantraine uses a sacrificial ritual to stay alive and young. It will wear off within a few days of the time the investigators arrive. The serpent people have kidnapped the MacRae baby and are keeping it alive in their caverns behind the MacBain House until Anne needs it for the sacrifice.

Under Anne's leadership, the witches are keeping up the work at the dig site. They will keep an eye on anyone who is connected with Henry Hancock, hoping that they will be led to the missing piece of the disk. Anne has given orders that no pains be spared to recover the disk. The witches are afraid to enter the house for fear of Henry's ghost.

THE HANCOCK HOUSE

The Ground Floor

Room 1. This is the entry. There is an umbrella stand near the front door in which Henry Hancock's walking stick stands. If the investigators talk at length with someone familiar with Henry's habits, they will learn that he never went anywhere without his stick.

Room 2. This is a closet, in which are several different styles of coats and sweaters. All have the initials "HMH" sewn into the lining. The front of the hunting jacket holds, in handy loops, 18 shells for a large-calibre elephant gun. There are twenty such loops.

Room 3. This is the parlor. On one wall there is a photograph of Henry Hancock standing next to a slain elephant somewhere in Africa. Everything is quite ordinary.

Room 4. This is the living room. There are a number of cushioned chairs here, a small table, and a lion's head over the fireplace. On the mantle are three small artifacts which Henry picked up in Africa. None of the artifacts appear out

of the ordinary to a trained archaeologist, but would be strange to most people. Over the fireplace is a two-weapon gun rack; one set of mounts holds a large-caliber elephant gun, but the other is empty.

Room 5. This is the library. There is a single large chair and a table in the room. The walls are lined with bookshelves. A successful Library Use roll will allow an investigator to see that someone has rearranged many of the books without bothering to replace them where they belong. The disturbed sections are those dealing with the occult, British archaeological sites, and witchcraft. Reading any of the occult books will cost the reader a point of SAN, and also add 1% to his Cthulhu Mythos. There are five of these books.

Room 6. This is a small linen closet. No secrets here.

Room 7. This is a closet. There is an old trunk here in which old clothes are stored. Someone has carelessly searched through it recently.

Room 8. This is an unmysterious bedroom.

Room 9. The bathroom. The tub and WC look like they were added in the last few years.

Room 10. The kitchen. The original builder intended the owners to cook their food over an open fire in the fireplace, but a coal-burning stove has been added recently. The cupboards are well-stocked with food, most of which is now stale. The cupboards have the appearance of having been searched hurriedly.

Upper Floor

Room 1. A hall. There are paintings on the wood-paneled walls. One of the panels has been pried loose and replaced with some care. A successful Spot Hidden roll is necessary to notice the tampering. Behind the loose panel is a crawl space into which Henry Hancock's mangled body was dumped. He has been dead for some time, and was apparently tortured to death. Henry's ghost now haunts the house attempting to kill his slayers. The ghost cannot tell one human from another, though. He will attack anyone alone in the house at night. He has an INT of 16 and a POW of 18. If a large party is in the house at night, Henry's ghost will wait until one of the party is separated from the others before attacking. If the investigators have brought Jacob Hancock with them, or if they can convince the ghost of Henry that they are not the ones who killed him *and* that they were sent by Jacob Hancock, he will leave them alone. This persuasion will be difficult. If the players discover Henry's body and have it buried, the ghost will still haunt the house until the piece of R'lyeh disk is also removed. Merely removing the R'lyeh disk will not put Henry's ghost to rest. Seeing Henry's ghost costs 1D8 points of SAN unless the player makes his SAN roll, in which case it costs 1D2 points of SAN.

Room 2. This room is being used for storage. There are large boxes, bundles of old clothes and the like stored here. None is of interest.

Room 3. The master bedroom. This room has been torn apart by searches. The carpet and bed have been ripped up. All of the furniture is knocked about. There are two large holes in the door (made by Henry's elephant gun, which is broken and half-buried in the wreckage).

Room 4. An ordinary bedroom, unused for several years. There are dust covers on the bed, a small table, and a chair. There are no ashes in the fireplace.

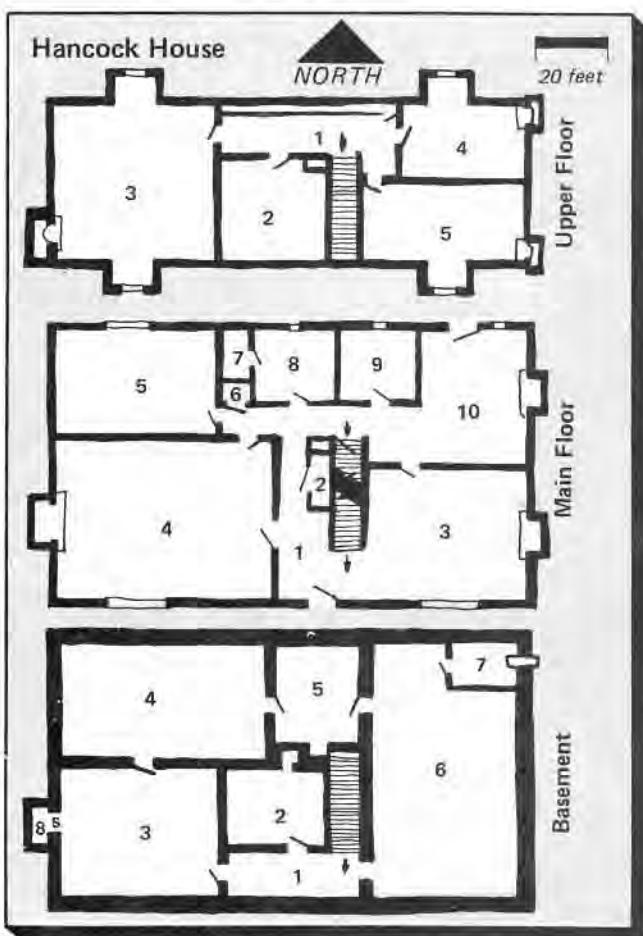
Room 5. Same as room 4.

Basement

Room 1. A short hall. The walls are of stone.

Room 2. The study. This room looks like a tornado hit it. The desk is smashed and the floor is littered with papers, pens, and clippings. A built-in wall safe has been blown open by explosives and is empty. Nothing left in the room is of value for anything but starting a fire.

Room 3. Henry Hancock's trophy room. The walls are lined with the heads of nearly fifty animals. A successful Zoology skill roll indicates that all of the animals are native to Africa. There is a glass display case in the center of the



Power Drain

This spell drains magic points from the target. The spell costs 1D8 SAN. The caster's magic points are matched against the target's. If the caster wins, then the target loses 1D6 magic points—and the caster gains them. If the caster fails to overcome the target, the caster loses 6 magic points.

room containing marksmanship trophies and medals embossed with Henry Hancock's name. The walls of the room are expensive oak paneling. A successful Spot Hidden roll will reveal a secret door leading to room 8.

Room 4. This is a large workroom. Three large tables contain artifacts from Henry Hancock's digs. They are all conventional Pictish items. A work bench with tools and a stool are the only other furnishings.

Room 5. This room is empty. The fireplace is clean, but has the makings of a coal fire laid in it.

Room 6. This room is full of old junk, tools, and several pieces of old furniture, all covered with sheets.

Room 7. The coal cellar. This room is half-full of coal. The three or four rats here will scurry away.

Room 8. This is a secret room. It holds a small table on which an iron box rests. This box has two locks built into it. If both locks are successfully picked, a sharp knife will easily cut the wax seal and enable the box to be opened. The box contains a piece of the R'lyeh disk. The keys to the box's locks are both held by the witch coven.

THE HANCOCK DIG SITE

The site of the dig is on the north shore of Loch Mullardoch. The entire area is now covered with excavated rubble. There is a camp site with one tent on the shore of the loch. A successful History skill roll will identify Roman artifacts, but no others.

Site A. This building was the quarters of the settlement's leader. Henry Hancock used it as the headquarters of the

dig. Two wooden tables are piled high with artifacts, some of which includes armor and equipment belonging to Roman legionnaires.

Site B. Henry Hancock's tent. Easily identified by personal papers and belongings. The tent has been thoroughly searched, but little is damaged. There is a five-pointed star stone under the bunk. Among the papers is a copy of a page from *Nameless Cults*.

"An excellent example of [evil Pictish groups] is that from near Loch Mullardoch, in Scotland. These Picts worshiped the being known elsewhere as the Daemon Sultan, but, as in some other locations, the Picts did not perform this worship unbidden by beings of an older, and more malign species. Indeed, I know for a fact that these remnants from the days of pre-human reptiles even now walk the Earth."

Another place where such beings may lurk is in North America, where the Great Old Ones were worshiped long before the times of Columbus. I am here thinking specifically of those locations now held by the Spanish [Editor's note — this was originally written before the U.S. took over western North America] in California."

— *Nameless Cults*

[22-D]

Site C. This area had two tents pitched on it. They are now gone. (Duncan MacBain sank them in the loch to give authenticity to the tale that Adam had packed up and gone to Africa.)

Site D. This building was a stable. Buried in the rubble in the southwest corner is Adam Chisholm's body.

Site E. Temple of Nyarlathotep. This area has been thoroughly gone over by the MacQuarrie brothers and nothing of interest is left, except a large sphinx-like statue with a blank oval for a face. A successful Cthulhu Mythos skill roll will identify the statue as one of the forms of Nyarlathotep.

Site F. The Temple of Azathoth. This area must be excavated if anything is to be learned. A successful Cthulhu Mythos or Archaeology skill roll will identify the temple through displays over the altars. The bones of several humans and two large reptiles (serpent men) can be found by digging. Two of the humans can be identified as Romans because of their equipment. If one of the party knows the Gate spell, he can see that a gate once was a part of the room, but there is no way to tell to where it opened.

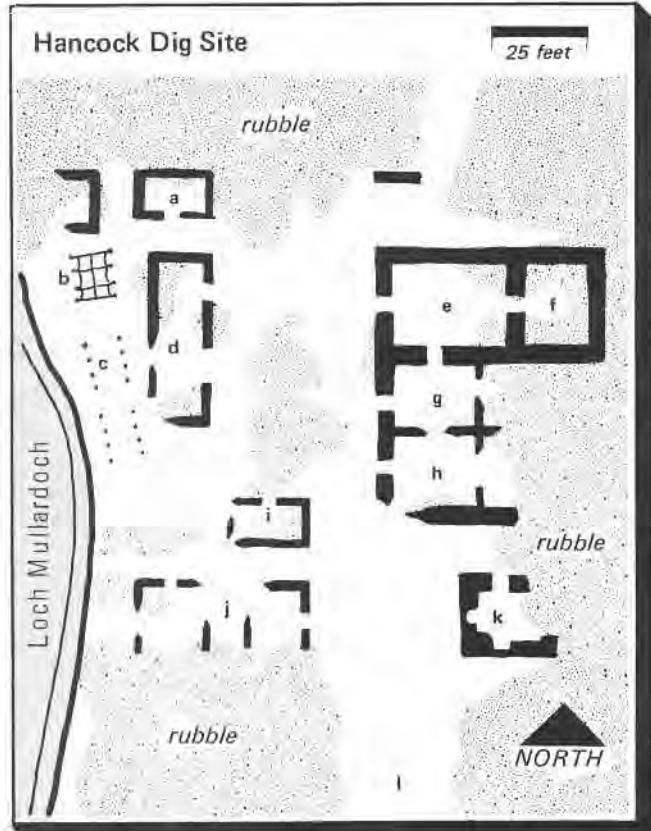
Site G. Priests' quarters. A few old utensils and pot shards can be found in the rubble but nothing of much importance.

Site H. The eating hall of the temple. This area has been picked clean of artifacts.

Site I. A storehouse. Buried beneath the rubble and the skeleton of a Roman is a third of the R'lyeh disk.

Site J. A barracks building. A number of non-Roman pottery shards and weapons can easily be found.

Site K. A fortified tower. A large number of skeletons are buried in the rubble to the north. Not all of the skeletons are human—some are large reptiles (they are serpent men).





Site L. The trail to Cozae Lodge and the road to Cannich.

THE MacBAIN HOUSE

The Cottage

Duncan MacBain lives in a stone-walled, thatch-roofed cottage beneath a low cliff on the side of Creag Dhubh. A well-kept trail leads from his house to the top of the mountain and another fork of the trail leads to the woods near Cozae Lodge.

Point 1. Main room. A large wooden table takes up most of the space. It is cluttered with papers, old books, and various arcane implements. The papers are in Duncan's own code and of little value to anyone else. There are six old books on magic and the occult. Reading them all will raise the

reader's Occult knowledge by 25%. They do not go into anything deep enough to increase anyone's knowledge beyond 50%, however. A seventh book is *True Magick* by Theophilus Wenn (see the *Call of Cthulhu* rules).

A single battered chair is the only other item in the room. (Fastened to the bottom of the chair is a list of all members of the witches' coven and a letter from Carl Stanford to Duncan MacBain.)

Point 2. Duncan's bedroom. There is a battered brass bed with dirty sheets and a down comforter. An ancient and battered wardrobe stands against the north wall. (Behind it is the entrance to a tunnel.) The wardrobe contains a few items of Duncan's clothing, several candles, and a box of matches. Beneath the bed is a small box containing junk and a watch with the initials H.M.H. engraved on the back.

Point 3. A small kitchen and storeroom. There is a small wood-burning stove, a few dirty pots, pans and plates, a dozen tins of food, and a half-empty bottle of whiskey.

Cave A

A large natural cavern which has been modified to become a temple. There is a single serpent man guard in the room 25% of the time.

Point 4. An altar covered with brown stains and carvings. It costs 1D3 points of SAN to behold unless a successful SAN roll is made. A successful Cthulhu Mythos roll reveals that the altar is dedicated to Nyarlathotep, the Crawling Chaos.

Point 5. A flight of stone steps worn down by the passage of countless feet. They lead to a secret door near the standing stones on the top of the mountain. Two serpent men

[23-D] COVEN MEMBERS

D. MacBain (SOYS)	A. MacGillivray (KOTOV)
F. MacInnes (KOTSG)	I. MacLennan (KOTOV)
W. MacMurdo (KOTSG)	Margaret MacNair (KOTSG)
T. Hayes (KOTSG)	A. MacQuarrie (KOTOV)
J. MacQuarrie (KOTSG)	Willie Wassle (KOTSG)

Text of a letter from Carl Stanford to Duncan MacBain. There is no return address or date.

Dear Mr. MacBain,

This letter will introduce you to Belphegor, a valued member of our order. He is being sent to you to aid you in your search for the R'lyeh disk.

Maintain your surveillance of the Americans. They may stumble on the disk at any time. If they find it, they will have to be taken care of.

I expect that you will have found the disk soon. Your passage and that of Belphegor have been arranged by our people in London. You must both be on that ship when it sails.

Obey Belphegor as you would obey me. Glory to the Gods. Yog Sothoth Neblod Zin.

With confidence in your abilities,
Carl Stanford

[23-D]

NPCs BY LOCATION

Cannich

Potential Allies

Tommy Hayes, King's Head Inn, a member of Scotland Yard investigating Belphegor by infiltrating the witches' coven.
 Angus MacNair, a farmer whose sister joined the witches.
 Sandy MacNeil, the local constable.
 Rab MacRae, Elizabeth's husband, a farmer.

Information

Andrew Kennedy, King's Head Inn, an archaeologist and Pict specialist.
 Tammas MacIvar, local postmaster.
 Jamie MacNab, owner of the only store in town.
 Dr. Lorne MacParlan, the local doctor and a scholar.
 Elizabeth MacRae, whose baby was kidnapped.

Coven Members

Anne Chantraine, the true leader of the witches, a Master of the Silver Twilight.
 Alistair MacGillivray (KOTOV), King's Head Inn, a teacher.
 Fergus MacInnes (KOTSG) owner of the King's Head Inn.
 Ian MacLennan (KOTOV), the wealthiest farmer in the area.
 Wully MacMurdo (KOTSG), the town bully.
 Margaret MacNair (KOTSG) barmaid at the Inn.
 Willie Wassle (KOTSG) a farmer but now insane.

Cozae Lodge

Information

Sandy MacBean, a shepherd.
 Ian MacDonald, a farmer.

Inverness

Information

Father Andrew MacBride, a Catholic priest.

Liatre

Information

Rabbie McLaren, a trapper.

Coven Members

Andrew MacQuarrie (KOTOV), a farmer.
 Jamie MacQuarrie (KOTSG), Andrew's brother, a farmer.

MacBain House

Coven Members

Belphegor (SOYS), the apparent leader of the witches.
 Duncan MacBain (SOYS), the leader of the witches after Anne Chantraine.

guard the upper passage 75% of the time. If they detect intruders they will use their death rays from the head of the stairs until aid arrives.

Point 6. This is a narrow flight of stone steps leading into the bowels of the earth. These steps lead to the living quarters of the serpent people and to a massive tunnel complex that extends for miles. Seven serpent men will be here 75% of the time.

Point 7. This room is littered with countless numbers of human bones, remains of those who have been sacrificed by the serpent people. In the southern end of the room is wooden box lined with blankets. The box contains the living MacRae baby. (If the investigators take more than a few days, the keeper may wish to have them be too late, in which case they will find the baby's body among the litter of bones.) If the investigators do not search the room, the baby will start to cry so they will hear and rescue him.

Cave B

A large natural cavern obscured by many stalactites and stalagmites. Normally this cavern is empty.

Point 8. A slime-covered tunnel leading nearly straight down. If the serpent people discover intruders they will call a chthonian who will come either from this tunnel or from the tunnel marked "9." If the investigators attempt to descend into either of these tunnels, they will be met by the chthonian, whether he has been called or not.

Point 9. A deep pit or tunnel with faint traces of slime along the northwest edge (see point 8).

Point 10. A small chamber which contains a rack of 1D2 death rays, and a pile of dried meat (it is human meat and

anyone discovering this by succeeding in a Zoology roll — must make his SAN roll or lose 1D2 points of SAN.) If the witches have any pieces of the R'lyeh disk, they will have placed them here.

Keeper's Notes for the Caves

The serpent people do not expect an invasion of their caverns and will not be alert. However, if any member of the investigator's party fails to make a Sneak roll, or deliberately make any loud noise (such as screaming upon failing a SAN roll), the serpent people will be warned and will try to ambush the party. Serpent man seven will always call the chthonian as soon as he suspects trouble. He will avoid combat and attempt to cast spells. The other nine serpent people will attack regardless of risk to themselves since they count on serpent man seven to use the Resurrection spell on them should they die. They are also somewhat degenerate examples of their race, and have low INT.

INFORMATION

Information 1. The *Daily Mail* has an article on file telling of Henry M. Hancock's arrival from Africa with the intent to settle in the area. Adam Chisholm, Henry's colleague, is to stay with him for a rest after suffering a breakdown in Africa. The article is a copy of one written for the Geographical Society of London.

Information 2. The *Sun*, a tabloid, has an article that claims to be an interview with Adam Chisholm, African explorer. The article relates a tale of an encounter with giant blood-sucking worms.

Information 3. The government clerk has only two recent land purchases listed for the area around Cannich. One is a deed in the name of Henry M. Hancock and the other is in the name of Linda MacArthur. Both pieces of property had formerly belonged to the Crown. A hundred years earlier they had belonged to a family named MacArthur, but had been turned over to the Crown for back taxes.

Information 4. On the wall of the post office is a wanted poster for a man going by the name of Belphegor. He is wanted for murder and kidnaping. There is a reward of 250£ for information leading to his capture.

All of the above information is available only if the investigators look in the correct places. The investigators have access to this data only if they go to Inverness.

Library Information

The following information is available in the Inverness library if the character makes a successful Library Use roll.

Information 1. Under "Witchcraft." There are almost no instances of witchcraft reported in the Western Highlands in the last 400 years. In March of 1620 Anne de Chantraine was arrested and charged with witchcraft in the town of Inverness. She was 17 years old, lively, intelligent, and unusually pretty.

Anne was held in prison for a year before being tortured three times. All three interrogations were made after she made a full confession of her evil acts. She was held in prison for another year and burned at the stake on October 18, 1622. The priest who was present at the execution said that "the prisoner was stupid, and did not understand what she said, though sometimes she seemed quite right in her

mind. Such an ugly wicked girl deserved to die. Her pretense of insanity did not fool me for a moment."

Information 2. In Edinburgh in 1745, Anne de Chantraine, a young girl in her late teens, was arrested on charges of witchcraft. She was released later that year upon order of a local justice, a peer.

These two accounts are found in different volumes. The investigators would have to be familiar with Miss Chantraine's name before they would notice this information. The Inverness Library is small and mostly devoted to folklore about nearby Loch Ness; it has little else to offer.

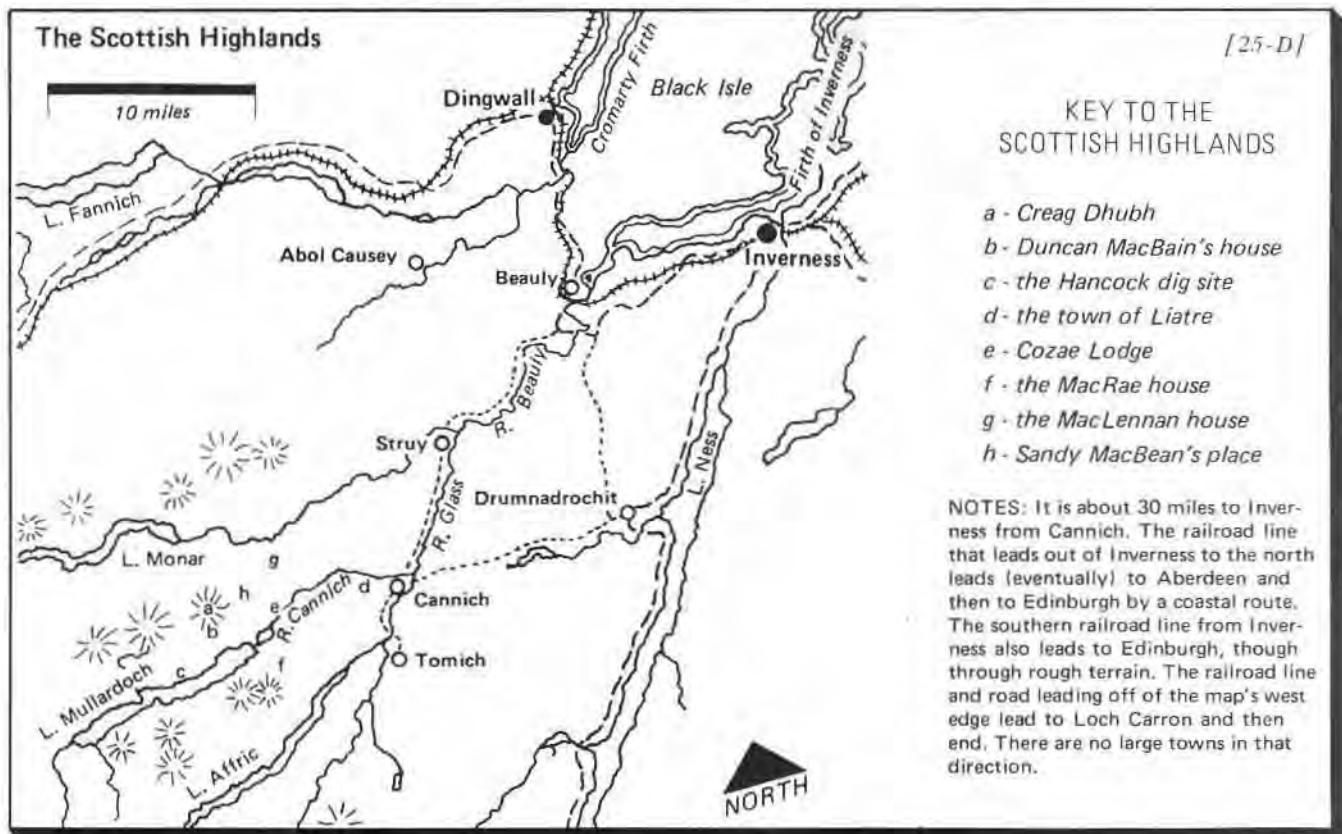
CHARACTERS

The majority of the people who live in the area near Cannich are not concerned with foreigners and will have little if anything to do with them. The recent events involving Henry Hancock are known to few. Those individuals who can either help or harm the investigators are listed. The keeper may add individuals to this list if necessary. Each name will be followed by the place of residence and a brief note on who the individual is. More detailed information follows the lists.

The first listing of these characters is by geographical location, with sub-headings indicating whether the characters are in the class of potential allies, strictly an information source, or a coven member.

The second listing shows an alphabetized roster of non-player characters by class.

The third list is of non-player characters by class, but giving full stats and personality notes.



CHARACTERS

Belphegor

Belphegor is the apparent leader of the witches' coven. He was sent to the area to recover the R'lyeh disk. He is a Son of Yog-Sothoth. He carries a knife in a shoulder sheath under his jacket at all times. Carl Stanford has promised to teach him the spell Steal Life as soon as the R'lyeh disk is recovered. He is 43 years old.

BELPHEGOR

STR 9	CON 11	SIZ 10	INT 14	POW 16
DEX 12	APP 16	SAN 0	EDU 18	HP 11

Skills: Read/Write English 90%; Read/Write Latin 80%; Read/Write French 50%; Read/Write Italian 95%; Speak English 70%; Speak Latin 60%; Speak French 30%; Speak Italian 90%; Archaeology 75%; Astronomy 70%; Cthulhu Mythos 95%; History 50%; Occult 90%; Listening 80%; Drive Automobile 35%; Hide 45%; Sneak 75%; Oratory 95%; Dagger 75%; Throw Dagger 90%

Spells: Mindblast; Summon/Bind Byakhee; Contact Cthonian; Contact Serpent People; Contact Deep Ones; Call Yog Sothoth; Contact Nyarlathotep; Contact Cthulhu; Create Gate; Dread Curse of Azathoth; Shrivelling; Voorish Sign; Elder Sign.

Anne Chantraine

Anne Chantraine is apparently a young Frenchwoman of great beauty. She has replaced Belphegor as the leader of the witches' coven. Anne lives with Ian MacLennan in Cannich.

Anne was born in Scotland in 1603. She was arrested for practicing witchcraft when she was 17, but escaped with the aid of her associates, who replaced her with a girl of similar size and general appearance. She fled to France where she learned the spell Steal Life. She was a founder of the Masters of the Silver Twilight in 1657. When things became too dangerous for her in France, she went to London where she met Carl Stanford. Anne returned to Scotland in 1730 and was arrested for witchcraft in 1745, but was released when she beguiled a local peer of the realm. She then traveled to the Americas, hoping to see John Scott, only to learn that he had been killed. She had met him years before when she had visited Boston. Anne went into hiding for several decades and studied history and the occult hoping to learn more.

Anne's research and that of other members of the order revealed the location of and method for restoring the lost city of R'lyeh. Since then the Masters of the Silver Twilight have been devoted to doing all in their power to restore Cthulhu and R'lyeh. When Belphegor had trouble finding the R'lyeh disk, Carl Stanford asked her to go to Cannich, Scotland, and take command.

Since Anne is potentially immortal, she is cautious and never does anything to put herself in physical danger. She always carries a .22 automatic concealed on her person, even sleeping with it. She seldom carries extra ammunition since it would be difficult to conceal. She relies on her seeming youth and innocence for protection.

When Carl wanted to establish the Hermetic Order of the Silver Twilight, Anne recommended John Scott's old farm. Carl did better than that: he resurrected John Scott and had him build up the order.

Anne is wanted by the Soviet Union for questioning. She killed two soldiers and escaped during the confusion when

Petrograd (St. Petersburg) was taken by the Red Army in 1917. She hopes that the passage of time will cause them to forget about her so that she can reclaim her property there. She is 317 years old but appears to be 17.

ANNE CHANTRAIN

STR 10	CON 10	SIZ 9	INT 17	POW 16
DEX 14	APP 17	SAN 0	EDU 35	HP 10

Skills: Read/Write English 50%; Read/Write French 100%; Read/Write German 65%; Read/Write Latin 95%; Read/Write Russian 50%; Read/Write Arabic 85%; Read/Write Greek 80%; Speak English 60%; Speak French 100%; Speak German 50%; Speak Russian 70%; Speak Latin 90%; Speak Arabic 70%; Speak Greek 35%; Archaeology 95%; Astronomy 75%; Cthulhu Mythos 95%; First Aid 90%; History 95%; Law 75%; Library Use 100%; Linguist 80%; Make Maps 75%; Sneak 90%; .22 Automatic 90% (1D6 damage); Knife 80% (not normally carried).

Spells: All mythos spells in the Call of Cthulhu rules; Mindblast; Power Drain; Steal Life.

Duncan MacBain

Duncan MacBain is a Son of Yog-Sothoth and a personal friend of Carl Stanford. They regularly correspond. Duncan led the coven until Belphegor arrived.

The villagers think of MacBain as a crazy old man. He lives alone on Creag Dhubh in a small stone house with a slate roof. His house opens to the serpent mens' caves.

MacBain has made friends with the few remaining serpent people in the area and can enlist their aid if necessary.

MacBain often tramps about in the forest with his shotgun. He seldom leaves home without it. He even takes it with him when he goes into Cannich to buy supplies. He is 74 years old.

DUNCAN MACBAIN

STR 13	CON 8	SIZ 9	INT 10	POW 12
DEX 10	APP 7	SAN 0	EDU 12	HP 9

Skills: Read/Write English 60%; Read/Write Latin 25%; Astronomy 80%; Cthulhu Mythos 95%; History 50%; Occult 75%; Listening 40% (he is hard of hearing); Debate 70%; Oratory 80%; 20g Shotgun 60%.

Spells: Contact Serpent People; Summon Hunting Horror of Nyarlathotep; Bind Hunting Horror; Contact Cthonian; Summon/Bind servitor of Outer Gods; Summon/Bind Byakhee; Brew Space Mead; Voorish Sign; Contact Ghoul.

Alistair MacGillivray

Carl Stanford sent Alistair, a Knight of the Outer Void, to Cannich. Carl felt that Duncan MacBain could use Alistair's skills.

From Galashiles in the south, Alistair lives at the King's Head Inn in Cannich. He is supposed to be a school teacher on an extended holiday, but since he is not a highlander, many of the villagers suspect that he is involved in the mysterious happenings of recent months.

If questioned he will give no useful information. He is 40 years old.

ALISTAIR MACGILLIVRAY

STR 11	CON 15	SIZ 12	INT 15	POW 16
DEX 12	APP 11	SAN 0	EDU 15	HP 14

Skills: Read/Write English 75%; Read/Write Latin 45%; Read/Write French 40%; Speak French 25%; Archaeology 15%; Cthulhu Mythos 65%; History 60%; Library Use 80%; Make Maps 70%; Drive Automobile 30%; Sneak 50%; Bargaining 50%; Bargaining 50%; Credit Rating 50%; Swim 60%; Knife 75%.

Spells: Call Azathoth; Dread Curse of Azathoth; Mindblast.

Fergus MacInnes

Fergus is ambitious and desires power over his fellow villagers. He recently joined the witches' coven thinking that it would aid him in his ambitions. He is the owner of the King's Head Inn in Cannich.

Fergus will not let anything or anyone threaten his ambition. He is cautious and will only attack when the odds are in his favor and when there is little likelihood of his being connected with the crime. He does not want the villagers to suspect him.

Fergus pretends to befriend anyone staying at the inn so that he can keep the coven informed on their activities.

If questioned about Henry Hancock he will say that Mr. Hancock and his friend returned to Africa as far as he knows. He says that any trouble in the area is caused by the few wolves that roam this part of the highlands. He is 37 years old.

FERGUS MacINNES

STR 15	CON 12	SIZ 14	INT 10	POW 10
DEX 10	APP 9	SAN 0	EDU 5	HP 13

Skills: Read/Write English 25%; Accounting 35%; Chemistry 25%; Cthulhu Mythos 10%; Occult 75%; Taste Analysis 50%; Oratory 75%; Fist 65%; Club 60%.

Ian MacLennan

Ian is the wealthiest farmer in the area. He is a member of the church choir at the local Church of Scotland and is considered to be a model citizen.

Ian shelters the local madman, Willie Wassle, and is considered a fine humanitarian by the community.

He is a Knight of the Outer Void.

The witches are financed by Ian and do all they can to protect his image of respectability.

Anne Chantraine is staying with Ian. Neither Anne nor Ian keep anything that would link them with matters out of the ordinary. He is 41 years old.

IAN MacLENNAN

STR 14	CON 15	SIZ 13	INT 10	POW 10
DEX 11	APP 7	SAN 0	EDU 10	HP 14

Skills: Read/Write English 50%; Accounting 35%; Botany 75%; Cthulhu Mythos 90%; Listening 55%; Spot Hidden 30%; Drive Automobile 50%; Credit Rating 90%; Oratory 60%; Singing 75%; Climb 75%; Fist 65%; Knife 85%; 20g Shotgun 70%.

Wully MacMurdo

Wully is the strongest of the witches and does all of the heavy work. He lives in Cannich. He makes a club by breaking a piece of furniture or tearing off a tree limb whenever he feels a fight is about to start. He will not go to the village of Craskie. If anyone asks him questions about unusual happenings he will tell a large number of tales about were-wolves being responsible. He cannot be tricked into betraying the witches. He is a Keeper of the Silver Gate, aged 28.

WULLY MacMURDO

STR 18	CON 16	SIZ 15	INT 9	POW 8
DEX 10	APP 6	SAN 0	EDU 3	HP 16

Skills: Read/Write English 15%; Zoology 10%; Listening 80%; Spot Hidden 35%; Tracking 15%; Hide 35%; Move Quietly 50%; Cthulhu Mythos 21%; Club 70%; Fist 80%.

Margaret MacNair

Margaret is the barmaid at the King's Head Inn. She fell in love with Henry Hancock and provided him with a star stone holding the Elder Sign. When he failed to reciprocate her affections, she betrayed him to the coven. His death made her go temporarily insane. She lost all memory of Henry and becomes catatonic if his name is mentioned.

Margaret will not betray the coven consciously. Someone with the ability to Fast Talk her might be able to trick her into revealing something so long as Henry Hancock is not mentioned. She is 23 years old.

MARGARET MacNAIR

STR 12	CON 12	SIZ 10	INT 11	POW 12
DEX 14	APP 12	SAN 20	EDU 4	HP 11

Skills: Read/Write English 30%; Accounting 25%; First Aid 60%; Listening 50%; Spot Hidden 30%; Club 50%.

Spells: Elder Sign.

Andrew MacQuarrie

Andrew lives with his brother Jamie in the small village of Liatrie. The brothers are staunch members of the witches' coven, but they tend to be a bit wild. They are personally responsible for several murders, including Henry Hancock's. Not all were necessary. They will protect the coven by violence. Andrew is a Knight of the Outer Void, and is 30 years old.

ANDREW MacQUARRIE

STR 12	CON 14	SIZ 12	INT 12	POW 14
DEX 11	APP 12	SAN 0	EDU 4	HP 13

Skills: Read/Write English 20%; Cthulhu Mythos 40%; First Aid 50%; Occult 50%; Listening 55%; Tracking 40%; Knife 60%; Fist 70%; 20g Shotgun 65%.

Spells: Brew Space Mead; Create Gate.

Jamie MacQuarrie

Jamie is Andrew MacQuarrie's younger brother. He is 27 years old and is a Keeper of the Silver Gate.

JAMIE MacQUARRIE

STR 13	CON 13	SIZ 12	INT 11	POW 12
DEX 12	APP 11	SAN 0	EDU 6	HP 13

Skills: Read/Write English 30%; Cthulhu Mythos 20%; Occult 25%; Zoology 40%; Move Quietly 90%; Archaeology 10%; Knife 65%; Fist 80%; 20g Shotgun 50%.

Willie Wassle

Willie is crazy. He constantly babbles about Azzadod the Great. Anyone listening to him for more than a few seconds will be convinced that he should be locked up.

Willie lives in a lean-to behind Ian MacLennan's barn. Ian thinks that Willie is harmless and takes care of him.

Willie is devoted to Anne Chantraine and has promised her that he will summon Azathoth only if something happens to her. Should Anne be harmed or captured, Willie will call Azathoth as soon as it gets dark.

Willie keeps an enchanted club in his lean-to. Whenever the old man goes out at night he takes it with him. Willie is 62 years old.

WILLIE WASSLE

STR 9	CON 8	SIZ 10	INT 12	POW 7
DEX 12	APP 5	SAN 0	EDU 6	HP 9

Skills: Read/Write English 30%; Cthulhu Mythos 100%; Occult 90%; Listening 50%; Move Quietly 75%; Club 60%.

Spells: Call Azathoth, Enchant Club, Elder Sign.

Serpent People

All have 1 point scales as armor. The bite attack does 1D8 damage plus poison of potency equal to the CON of serpent man.

It costs 1D6 points of SAN to see a serpent man unless a SAN roll is successful, in which case it costs no SAN.

Serpent man seven is the only one who knows spells, but he knows all of the spells listed in *Call of Cthulhu*. The rest are his degenerate guards. They have contact with other groups of serpent men and given time can bring others of their race to Creag Dhubh.

The leader serpent man (seven) is a sleek, mottled monster, with a long neck and head resembling that of some great viper, and a whip-like tail. He wears a mottled robe at all times, and his hands are smoothly scaled with only hints of claws at the fingertips. His cohorts, by contrast, are stumpy, dwarfed things, warted and rough. They look as though they have crossbred with humans, and have an anthropoid look about them. They are almost quadrupedal and serpent man seven towers over them.

The arcane science of the serpent men has given them a good weapon in their death ray. All the serpent men are armed with death rays. The serpent man death ray is made of bluish crystal, and gleams strangely in any light. There is a twisted handgrip, which does not fit the human hand

05%. The weapons only have 4 hit points, and so break easily.

Chthonian

Serpent man seven can contact this chthonian and summon it to his aid. Failure to make a SAN roll upon seeing the creature costs 1D20 points of SAN. Success in making the SAN roll still costs 1 point of SAN. It has 1D8 attacks per round. It has 5 point armor. The chthonian is a complex monster, and it is recommended that the keeper look up their complete abilities and statistics in *Call of Cthulhu*.

CHTHONIAN

STR 90	CON 41	SIZ 45	INT 26	POW 16
DEX 10	Move 6/1			HP 43

Weapons: Tentacle 75% (2D6+5D6); Crush 80% (5D6).

Henry Hancock

Henry is now a ghost. When he manifests himself, it is always as a semi-transparent form of himself with wounds open (from his torture session with the witches) and dripping spectral blood. His legs are not visible, but the whole lower half of his body trails off into a thin wisp of vapor. Seeing him will cost the viewer 1D8 points of SAN unless they make a SAN roll, in which case they will still lose 1D2 points of SAN. Seeing a ghost is a stomach-wrenching experience. When Henry attacks, he will suddenly swoop forward and appear to be clutching and gnawing at his victim. Each round, Henry will match his POW vs. the POW of the victim on the resistance table. If Henry overcomes the victim's POW, then the victim will lose 1D8 points of POW. If the victim overcomes Henry's POW,

SERPENT MEN

Serpent man number										
1	2	3	4	5	6	7	8	9	10	
STR 13	13	8	13	11	12	11	12	16	11	
CON 8	10	11	9	10	13	18	13	12	17	
SIZ 5	7	6	5	5	4	11	6	7	6	
INT 8	9	8	7	9	7	20	7	5	4	
POW 9	9	10	9	9	9	18	7	11	13	
DEX 14	14	11	10	11	11	16	10	11	12	
Hit Points	7	9	9	7	8	9	15	10	10	12
Bite Attack	35%	35%	40%	35%	45%	50%	75%	35%	35%	60%
Damage	1D8	1D8	1D8-1D6	1D8	1D8-1D6	1D8-1D6	1D8	1D8	1D8	1D8
Note that all serpent men also inject a poison with a potency equal to the CON of the serpent man when they bite.										
Ray Attack	40%	45%	40%	35%	45%	35%	95%	35%	25%	20%

well. A large blister of purple-veined blue glass surmounts the handgrip, and six thin rods of silvery hue project forward from the weapon, forming a sort of 'barrel.' Inside the blister sloshes a silver liquid, somewhat resembling mercury. When the death ray is fired, flashes and staccato shards of light race out of it to the target. The victim takes damage equal to 30 minus his CON. If the character has any sort of armor, it will help to dissipate the force of the ray. By way of example, if the death ray struck a character with a CON of 18, it would do $30 - 18 = 12$ points of damage to him. The weapon can be fired twenty times before it must be recharged with the silver liquid. If a human wishes to try to use one of these weapons, his basic chance to hit is only

then Henry will lose 1D3 points of POW. At the same time, each round that the ghost attacks, the victim will take 1D3 points of damage, appearing magically as wounds on his body in the spots that Henry's ectoplasmic talons strike at him. If Henry's POW is ever reduced to 6 or less, or if he fails to overcome his foe's POW for three turns in a row, Henry will retire, to build his POW back up, before attacking again. Henry has an INT of 16 and a POW of 18.

Andrew Kennedy

Andrew is an archaeologist from Edinburgh and was a friend of Henry Hancock and Adam Chisholm. Andrew is

staying at the King's Head Inn for a few more days. He fears that if he stays he will disappear as did Henry and Adam.

Andrew can tell the investigators about the work that he, Adam, and Henry were working on. The dig site is on the north shore of Loch Mullardoch. The site was discovered by Henry and Adam, who were led to look there by a Latin manuscript Henry found in Inverness. (Andrew has a transcript of part of the Roman Expedition manuscript, but will show it to the investigators with reluctance.) He will direct them to Ian MacDonald who will direct them to the dig site.

Henry believed that the dig site would uncover the Temple of Aesathog mentioned in the manuscript. They found traces of Pictish inhabitants at the site, but did not find anything definite until a few days before Adam and Henry disappeared. That day they unearthed two human skeletons with bits of Roman armor and weapons. They also discovered a number of skeletons of large reptiles with which they were totally unfamiliar. That night they saw a huge creature like a slimy kraken about three quarters of a mile away from the loch. Henry and Adam were troubled by this, so Henry sent a letter to America, suspending work on the site. That same day he uncrated his two elephant guns. Henry offered one to Andrew, but he preferred to move into town. A few days later Henry and Adam disappeared.

Andrew is frightened and is leaving for Edinburgh as soon as he finishes documenting their work. He fears that he will forget things if he delays in writing it down.

Sandy MacBean

Sandy tends his sheep on the slopes of Creag Dhubh. He is friendly and anxious to please any company he gets.

Sandy wears a five-pointed star-shaped medallion with an arcane symbol carved on it. The medallion was given to him by his grandfather, who had it from his father. They told him that as long as he wore it he would be safe. So far it has worked. Sandy's medallion contains the Elder Sign.

Sandy will tell tales of a race of serpent folk who are great sorcerers and witches to anyone who listens. These creatures live in caves beneath the mountain, and skulk in the Glencannich forest. Lately they have been more active than usual, though their numbers have diminished. A few days ago Sandy saw a serpent man talking to old Duncan MacBain and a beautiful young woman.

Sandy knows the location of the Hancock dig site, but never goes there. He can also give directions to the MacBain House and the circle of standing stones on Creag Dhubh.

Sandy has heard that some of the farmers have been losing sheep to wolves or wild dogs, but so far his have been spared. He thought he saw a werewolf once, but could not be certain.

Father Andrew MacBride

Father Andrew MacBride is the Catholic priest for Cannich.

Father MacBride will allow the investigators to read his copy of the Roman expedition manuscript if they ask for it. He will not volunteer it since he has no idea that it could possibly interest them. He will be more interested in saving their souls than in telling them obscure folktales.

Ian MacDonald

Ian owns a farm at Cozae Lodge near Loch Mullardoch. All consider him to be an authority on his area.

Over a friendly cup, Ian will talk at length on any subject his companions desire. He will give directions without the drink.

Ian knows how to find the Hancock dig site, the ring of standing stones on Creag Dhubh, and the MacBain House.

Ian has seen Duncan MacBain talking with a foreign woman and a Sassenach near the shore of the loch. He has often seen Duncan and several local men (the MacQuarrie brothers among others) doing strange things near the standing stones.

He will tell of seeing non-human creatures near the loch and in the forest if the investigators successfully Debate him in a discussion over such things. These non-human creatures "looked like a cross 'tween a Chinaman and a great viper." He fled and saw no more.

Tammas MacIvar

Tammas is the local postmaster and town clerk. He and the constable are the only government presence in Cannich. Tammas is well-educated and not superstitious. If he is convinced that the investigators are the legal representatives of the Hancocks, he will give them the keys to the Hancock House. He declares that Henry Hancock was a great man. Henry planned to settle in Cannich and bought a fine house. Tammas will give them directions for finding the house and warn them that many villagers believe it to be haunted and that they might prefer to stay in the King's Head Inn.

In Tammas's office there is a wanted poster for a man calling himself Belphegor. Belphegor is wanted by Scotland Yard for questioning. There is evidence connecting him with a secret society, the Hermetic Order of the Silver Star. This secret society is thought to be involved in over a hundred kidnapings and at least ten murders.

Though there are rumors that a cult of witches is operating in the area, he finds no cause for alarm. Everyone knows that there are no such things as witches or magic.

There is a suspicious Sassenach (Englishman) in town who calls himself Tommy Hayes. If anything funny is going on in the area, the Sassenach is probably the cause.

If asked about Willie Wassle or Duncan MacBain he will admit that they are not in their right minds, but will insist that they are harmless old fools.

A bonny lass of a French girl is staying with Ian MacLennan, a fine member of the community, at the MacLennan farm. She is supposed to be Ian's cousin, but Tammas thinks that she is no blood relation of the MacLennans. The young woman's name is Anne Chantraine and she has turned the heads of many of the village men. She has befriended many of the local people.

If the investigators ask about people who worked with or know Henry Hancock, Tammas will direct them to Andrew Kennedy who is staying at the King's Head Inn and to Dr. Lorne MacParlan who was Henry's friend. He says that the MacQuarrie brothers also worked for Mr. Hancock. They live in Liatrie, and seldom come into Cannich.

If asked about Adam Chisholm, Tammas will tell them that Adam went back to Africa.

Rabbie MacLaren

Rabbie is a trapper who hunts and traps throughout the West Highlands. He is a loner and the investigators must make a successful Oratory or Fast Talk skill roll to get him to talk to them.

Rabbie saw Duncan MacBain, the MacQuarrie brothers, Fergus MacInnes, and Margaret MacNair at the standing stones, behaving in a most peculiar fashion—dancing and carousing in the nude.

The night that Adam Chisholm supposedly left for Africa, Rabbie saw him at the dig site with the MacQuarrie brothers. They seemed to be quarreling.

Rabbie knows nothing of witches and magic, but admits that such things might be possible. His grandmother told him of such things.

Rabbie knows about the serpent people, but fears them and will not willingly give any information about them. His very fear should be a clue that he knows of them.

Rabbie saw the MacQuarrie brothers skulking about the Hancock House the day before Henry was reported gone. He suspects that they know more about Henry's disappearance than they avowed at the constable's inquiry.

Jamie MacNab

Jamie owns the only store in Cannich. Anyone who will buy him a drink can learn how he saw old Duncan MacBain, who lives alone on Creag Dhubh, chanting pagan rites in the circle of standing stones on the mountain near the MacBain House. Both MacBain and Willie Wasse are crazy old fools and should be ignored as long as they harm no one.

Jamie does not believe in the supernatural and will not help the investigators because he truly believes no organized mischief is going on.

If asked about it, Jamie will tell his listeners that wild dogs have been killing the sheep, not wolves.

Dr. Lorne MacParlan

Dr. MacParlan is the only doctor between Cannich and Inverness, but he no longer practices medicine because his eyesight is nearly gone. He is trusted and revered by everyone.

Dr. MacParlan is an authority on the local folklore and knows all of the local legends and stories. He personally does not believe in the supernatural, but can be a great help to the investigators.

He can tell the investigators of local tales of witchcraft. The exact amount of information the keeper wishes the investigators to learn from Dr. MacParlan is left to him.

Dr. MacParlan has a copy of the Roman Expedition manuscript.

He also knows legends about the serpent people and a temple they once had in the area.

There are legends that the ancient Druids once interbred with the very serpents that they worshiped, and gave rise to a spawn of half-human snakes who raided the area until Sir Gawaine, of the knights of the Round Table, exterminated them. Once in a while some rude shepherd or wayfarer still reports to see one of these beings. Perhaps he has

merely seen the ghost of the creature, released for a period from Hell. Somewhere in the region, the great temple of these beings is supposed to be hidden, either underground, or within a lake. This temple is the site where they worshiped the Devil, and is supposedly still guarded by a great dragon, which Gawaine spared, so that the wicked would not be tempted to reenact the evil rituals that created the man-snakes.

Since Dr. MacParlan is nearly ninety years old, he cannot help the investigators with more than his knowledge, though he would help them if he were younger.

POTENTIAL ALLIES

Tommy Hayes

Tom Hayes works for Scotland Yard and is assigned to their Special Branch. He is trying to learn more of Belphegor, a man wanted for questioning by the police of several European countries. Hayes is trying to learn more of Belphegor's foreign contacts and seeking to infiltrate the Masters of the Silver Twilight. He does not realize his danger and will do nothing to alter his present plan unless given very strong proof of its futility. He will only break his cover under extreme duress.

Being English and what the Scots call a "Sassenach," Hayes is distrusted by most of the local people. They will eagerly attribute all manner of evils to him, but successful Psychology rolls will tell the users that this is caused more by the prejudices of the people than any of Hayes' own actions. Hayes stays at the King's Head Inn. He is nominally a Keeper of the Silver Gate and is aged 32.

TOMMY HAYES

STR 14	CON 13	SIZ 14	INT 14	POW 12
DEX 12	APP 10	SAN 51	EDU 17	HP 14

Skills: Read/Write English 85%; First Aid 80%; Law 85%; Occult 50%; Listening 80%; Spot Hidden Object 75%; Tracking 50%; Drive Automobile 50%; Hide 50%; Sneak 75%; Fist 50%; .38 Revolver 70%.

Spells: Elder Sign.

Angus MacNair

Angus knows that his sister Margaret, who works at the King's Head Inn, is involved in something, but does not know any exact details. He worked for Henry Hancock for several weeks and is trying to find Henry's murderer. He will join the investigators if they can persuade him with Oratory or Debate.

Angus can tell the investigators tales of werewolves killing sheep, but he believes that ordinary wolves or perhaps wild dogs are responsible.

Angus has heard rumors of strange beings in the forest, but knows little. He will recommend that the investigators ask Rabbie MacLaren or Ian MacDonald.

Angus lives in Cannich with his sister Margaret. He is 26 years old.

ANGUS MacNAIR

STR 11	CON 14	SIZ 13	INT 12	POW 13
DEX 14	APP 11	SAN 65	EDU 4	HP 14

Skills: First Aid 60%; Zoology 65%; Listening 80%; Spot Hidden 60%; Tracking 80%; Hide 75%; Sneak 80%; Climb 75%; 20g Shotgun 45%; Fist 50%.

Sandy MacNeil

Constable MacNeil considers himself a practical man and does not believe in the supernatural. He is devoted to the law and will not willingly break the law even to catch a criminal. If the investigators should happen to do anything illegal, he will hunt them down and turn them over to the police in Inverness.

MacNeil will not discuss anything with anyone who does not have the legal right to know about it. He will discuss the Hancock investigation with the investigators only if they can prove that they are the legal representatives of Jacob Hancock.

MacNeil will join the investigators if they can give him proof of wrong-doing, but will not allow anyone to gun down witches except in self-defense. He will suspect anyone who carries a firearm other than the customary shotgun of the local farmers, and will confiscate such arms when practical to do so.

MacNeil will gladly enlist the aid of the investigators in the search for the MacRae baby.

SANDY MacNEIL

STR 14	CON 12	SIZ 16	INT 14	POW 11
DEX 12	APP 12	SAN 75	EDU 14	HP 14

Skills: First Aid 80%; Law 90%; Spot Hidden 75%; Tracking 25%; Move Quietly 75%; Climb 60%; Read/Write English 70%; Club 50%.

Rab & Elizabeth MacRae

Rab is a prosperous farmer whose daughter has been kidnaped. Both are very superstitious. Rab believes that "the little people" took his daughter and there is no hope of finding her. He will, anyway, aid anyone in searching for her.

RAB MacRAE

STR 12	CON 16	SIZ 9	INT 10	POW 15
DEX 9	APP 13	SAN 68	EDU 13	HP 12

Skills: Speak English 50%, Speak Gaelic 50%, Botany 45%, First Aid 70%, History 35%, Treat Disease 25%, Listen 65%, Spot Hidden 55%, Electrical Repair 25%, Mechanical Repair 80%, Operate Tractor 75%, Bargain 40%, Credit Rating 50%, Sing 60%, Climb 85%, Dodge 45%, Jump 70%, Ride 50%, Swim 50%, Throw 60%, 20g Shotgun 60%.

Elizabeth believes that her daughter was kidnaped by witches and that if the constable would only interrogate Anne Chantraine he would learn of her daughter's fate. She will eagerly tell stories of witches to anyone who will listen, and will add that she knows Miss Chantraine is the leader, but that she fears them too much to act against them. She also claims that Duncan MacBain is a warlock and has a sea monster from the loch as his servant or familiar. Elizabeth MacRae will not actively help the investigators, and is sunk into depression and despair at the moment. However, she will support her husband's efforts, and she will give the investigators all the information she knows. She will try to get them to swear an oath that they will do their best to find her child.

Double-Barreled Elephant Gun

Shots/rd	Damage	Base chance	Range	Points	Cost
1	3D6+3/shot	10%	50 yards	12	\$350



These guns must be specially ordered and so must their ammunition. Ammunition costs \$10 for a box of 20 shells. Prices are in contemporary U.S. dollars.

R'lyeh Disk

It is a gold disk an inch or so thick and two feet in diameter. The disk is an intricate latticework of a central figure, with swirls and curves carved with runes and set with tiny gems that glow even in daylight. The disk causes humans to feel dizzy and slightly nauseous. If the pattern is studied, it will cause humans to make a SAN roll or lose 1D4 points of SAN. They will feel as though they are falling into it. Pictures of the disk do not give this effect.

The R'lyeh disk is a powerful magical talisman which indicates the position of the lost city of R'lyeh and gives instructions on the raising of the city from the depths. It will not restore the city without other ceremonies and at least two other magical objects, but these additional items are not explained on the disk. They are hinted at.

The disk was broken into three pieces and is useless unless the three pieces are restored to their original positions.

If the purpose and importance of the disk is realized, a SAN roll must be made or the character will lose 1D2 points of SAN.

Each piece of the R'lyeh disk weighs nearly 100 lb. The keeper should not let the party carry the pieces very far without some form of transportation. Belphegor used a cart to move it.

The disk can also cause the city of R'lyeh to sink if it is raised. The investigators should keep it with them rather than destroy it if possible. They should of course destroy it rather than let it fall into the wrong hands. Once the carvings have been melted away, the disk is merely gold, with no magical power. The gold alone will be worth around \$95,000 U.S. in London, once commission and assay charges are paid.

Additional Player Information

There are three copies of the following manuscript, entitled *A Summary of the Expedition to Loch Murdoch*, available to the investigators. The manuscripts describe an attempt by the Romans to thwart the minions of the Outer Gods. Each copy differs in the material it contains. The keeper should determine which sections the investigators find and are able to read. The keeper should not volunteer any information about these manuscripts, but instead should wait until the players ask the right questions or look in the right places before revealing their existence.

Copy 1. This is by far the longest of the manuscripts and includes all of the data listed. It is in the possession of Dr. Lorne MacParlan who lives in Cannich, Scotland. It is hand-written in English.

Copy 2. This copy, held by Father MacBride, is a hand-written letter in English to Cardinal Rondal. It details the exploits of Marcus Arturus in Scotland. It contains only the information between markers one and two, and Father MacBride's end-note.

Copy 3. This manuscript is a typewritten copy of the letter from Father MacBride to the Cardinal. It is held by the Archaeologist Andrew Kennedy, currently staying at the King's Head Inn in Cannich. It is in English, but includes only the information given after marker two, and the father's end-note.

A Summary of the Expedition to Loch Mullardoch

Marcus Arturus, an engineer for four years on the great wall named for Emperor Hadrian, was looking forward to returning to his family's villa in Rome when Platorius Nepos, Governor of Britain, arrived at the camp.

Two weeks later, Marcus and a full century of legionaires headed north into Pict territory. The troops were led by a centurian named Namatian, a veteran of many campaigns, who was nominally under Marcus' orders in all save battle.

Platorius Nepos had asked, not ordered, Marcus to pursue a man called Belphegor and return him for trial. Marcus also was to try to find a golden disk with intricate carving and strange runes and destroy it. The governor's presence alone suggested the urgency of the quest, but sending an entire century into the Pictish lands north of the wall at a time when soldiers were all too few astounded all who heard of the mission.

They almost caught Belphegor on the banks of a small stream, whose waters were dark with peat (possibly the area now known as Blackburn, which means black stream). The soldiers had separated to surround Belphegor's camp when they in turn were attacked by a large band of painted Picts. Half the soldiers were slain before Namatian could get them regrouped. Marcus saved the centurian when he went down under a swarm of dagger-wielding savages. Once the soldiers were regrouped, the Picts retreated, but Belphegor was safely away.

They pushed north on Belphegor's trail.

Marcus went alone into the camp of the Picts and, after giving the chief gifts, explained the nature of the expedition. The Picts captured him and tied him in one of their huts. They would have killed him except for the fortuitous arrival of a holy man, John, whom the Picts respected and feared. John asked the Picts to release Marcus and return his belongings, which they reluctantly did.

John and Marcus spoke together at length for several hours and, when they parted, John left a sword with Marcus.

The Picts gave the expedition no further trouble. They even sent guides and trackers with them and sent runners ahead to warn the other villages that these Romans were the friends of the Deathless One and not to be harmed. Yet Belphegor eluded them, for he had the aid of the serpent people who were at the time strong enough to defy the Picts.

Many months of searching and questioning Picts led the expedition deep into the highlands, where they finally confronted Belphegor on the shores of a lake. The serpent people had a temple to their Aesathog the Great, built of stone from the nearby mountain on the shore. Around the temple were other buildings of stone for the use of Belphegor and for the local tribe of Picts who worshipped Asathog also.

(1) Namatian led his troops in an attack from the east while Marcus slipped in from the west. They met inside the temple where the last guards were slain, but Belphegor had fled through a door into another world.

Marcus cut down the serpent priests with his sword and Namatian tried to break the golden disk. All of his efforts failed until Marcus lent him his sword. The sword cut through the disk and with a few strokes the disk was cut into three sections. Namatian was building a fire to melt it down when a great beast came from the mountain and attacked the remaining soldiers. Its wounds healed themselves as fast as they were inflicted. Marcus discovered a serpent priest who had escaped the slaughter of his companions and, when he killed him, the beast went mad. The ground began to shake and the temple collapsed killing all but Marcus who was pushed through the doorway into the other world. The rest of the expedition died in the rubble.

(2) When Marcus found himself in a deep forest rather than the temple his first thoughts were to return and aid his companions, but the collapse of the temple had destroyed the doorway and he was unable to return.

In time Marcus discovered the inhabitants of the forest and made friends with them. He became a member of the clan and wed the daughter of one of the clan members. They had two sons and a daughter. Marcus taught his family to speak his language and tried to use his engineering skills to aid the clan, but the clan lived for the freedom of the forest and had no use for roads and bridges. They only built small cottages to sleep in during wet or cold weather. Several years passed before trouble marred the harmony of the clan.

One night the serpent people came with silver and fire and killed most of the clan. With them they brought monstrous black serpent-like beings with bat-like wings that constantly writhed and seemed to change form. Marcus slew one creature with his sword but one of the serpent people drove a dagger into his back.

As soon as Marcus fell the attackers fled. That night Marcus's wife and sons died, but he lived for several weeks and taught his daughter to use his sword that she might defend the clan should another attack come.

Here ends the account of Marcus Arturus. How it was passed down is known by none.

Appended note to the manuscript

An interesting tale is it not, your Eminence? I have verified several parts of the tale. Platorius Nepos was the governor of Britain during the period. Hadrian's Wall was built between 122 and 126 A.D. Beyond these facts little can be discovered. I hope that you have enjoyed the account, though I fear that I am not much of a storyteller.

My prayers are ever for the continued success of our efforts to bring salvation to our fellow men.

[33-D]

Signed,
Father MacBride

**SHADOWS OF
YOG-SOTHOTH**

4. Devil's Canyon

A big-money, motion-picture financer hires the Investigators to explore the set of his 500-grand, epic disaster. Something haunts the set location, and has killed his famous director. What happened?

The investigators receive a cryptic letter from an eccentric millionaire, promising a tidy fee and an all-expenses-paid vacation in Hollywood if they exorcise an unnamed haunt. A nice offer, and certainly one that would not be made unless something truly macabre and dangerous is afoot. What terror awaits the fearful investigators in a lonely stretch of desert?

Keeper's Information

Grant Winwood, the aforementioned eccentric millionaire, is an old-timer in the film business. His most notable recent project has been financial and production backing for the late Erich von Varnstien, whose films have won him international acclaim as a master of the new art form called cinema. Winwood put up the money for von Varnstein's latest and most ambitious film, an epic entitled *The Prince of Babylon*. Von Varnstein assembled a hand-picked cast of unknowns and began filming in late 1921, doing everything under his traditional veil of secrecy. He built an elaborate Babylon set at the (for 1920) incredible cost of \$500,000, and erected it—along with temporary quarters for cast and crew — on a strip of rented land in a remote area of the Mojave called Devil's Canyon. This proved to be a fatal mistake.

The Indian tribe known as Hotethk had worshiped Yig, Shub-Niggurath, and other diabolic beings for centuries, led by their mad shamans. They dwelt in an inhospitable river valley where they could continue their foul rites without interruption. They built a small, Mesa Verde-like abode town here and lived off their sparse corn crop, with an occasional cannibalistic feast on a wanderer from another tribe. These Indians were found and contacted by a white missionary in

1837. This "missionary," Oliver Whateley, was actually a Master of the Silver Twilight who came to the new world. Whateley was guided to the Indians by one of the hideous supernatural desert beings, and, together, he and the Hotethk were able to work mind-blasting magics. In 1843, Whateley entrusted the Indians with an odd geometric diagram called the Arc of Vlactos, an important ingredient in a master spell to bring about the rising of R'lyeh. Later, Whateley disappeared on a trip to Los Angeles for supplies. Shortly thereafter, the Hotethk tribe vanished forever, or so it seemed.

Unfortunately, such was not the case. In order to guard the Arc until another wizard came to claim it, the Hotethk used one of Whateley's spells to transform six of their shaman elders into immortal monsters known as spectral hunters, while the rest of the tiny tribe moved away and joined white society. These spectral hunters can become invisible and/or immaterial at will, although they are vulnerable to certain forms of radiation, including some falling within the visible spectrum. They have stayed in the same area ever since, killing those who venture there and giving rise to the canyon's current name, Devil's Canyon.

It was here that von Varnstein unwittingly moved with his large production crew. The spectral hunters had never before had their sacred land invaded by so many people at the same time. They could not kill all the intruders because of the great numbers, so the hunters decided to scare von Varnstein and his crew to death. They invisibly mingled with the cast and production staff, causing them to lose SAN by their presence. The aura of chaos left by the obscene rituals that once echoed through the canyon depressed and sickened the people. Members of the cast and

crew resigned by the dozens. The lead actress, Monica Dorman, moved back to her native New York, where she died when she fell (or jumped, or was pushed) from a window. The male lead James Raven lost his marbles completely, and now wanders around Hollywood in a gibbering daze. Von Varnstien thought that some unseen entity or ghost was causing havoc on his set, and became obsessed with creating a lens that could render the monster visible. He eventually developed a strange optical device that made the Hotethk hunters visible and susceptible to physical weapons, but soon after, he succumbed to insanity and shot himself with the gun he had intended for the monsters. Production halted for good.

Now all that remains of *The Prince of Babylon* is a shunned, deserted movie set slowly crumbling into dust deep in the Mojave desert.

Winwood is still deeply troubled by the death of his friend, the director, not to mention the loss of the money he sank into the project. He will take the investigators into his confidence, tell them the story of von Varnstien's death, and pay them to investigate the vacant set which, he sincerely believes, is haunted.

INVESTIGATORS' INFORMATION

Winwood

At the beginning of the scenario, one of the investigators will get an urgent letter in the mail from Winwood. The letter says that Winwood has heard of the investigator's exploits in Scotland, and wishes them to investigate his haunted movie location in Devil's Canyon. He promises free passage to Hollywood, free room and board in the city for two weeks for up to six people, and payment of \$700 to each. The investigators may remember that the name Devil's Canyon was mentioned prominently in the book found in the second scenario, which described Whateley's visit to the area and hints that he may have left the Arc of Vlactos there.

Winwood is a well-known, wealthy businessman who inherited a large railroad fortune and used it to branch into oil, stocks, and movies. He is famous for his belief in almost every facet of the occult, and the papers claim that many of his investments are made on the basis of his daily horoscope or from the portents of the *I Ching*. The film Winwood mentions, *The Prince of Babylon*, was being made at great expense by the noted and reclusive director Erich von Varnstien, who recently died in a tragic hunting accident. This same information can be found in the newspaper files of any library.

The investigators will reach Hollywood from Scotland by luxury liner and will find a messenger from Winwood at the dock, asking them to come to his house at 7 o'clock that evening. When the investigators arrive, they will be shown through a large Spanish-style mansion to the millionaire's book-filled office. Winwood has a huge collection of books on magic and the paranormal, which any investigator who makes his Occult roll can identify as consisting of about 50% significant work and 50% trash. The significant works include a valuable first edition of Fraser's *The Golden Bough* and a hand-printed Latin volume titled *Secrets of the Adamites Revealed* by H. Bosch. The latter book is a

fake, but it would fetch a high price from an unsuspecting book dealer.

Winwood himself is a pleasant man, although single-minded and superstitious. He is almost immune to Debate and Oratory, while a successful Occult roll will almost always coax information from him. He will tell the players that von Varnstien actually committed suicide and that the other members of the film company left because of a malign presence infesting Devil's Canyon. This presence manifests itself as an intangible but powerful aura of death and foreboding that seems to linger about the set. No *outré*, physical manifestations occurred, though some equipment was destroyed under fairly mysterious circumstances. The only surviving members of the production with whom Winwood maintains contact with are the star, James Raven, and the head cameraman, Pierre Babtiste.

Raven is now quite insane, and lives off a pension given him by a sympathetic studio. He can sometimes be seen around the production offices in Hollywood, where he talks to invisible friends and takes swipes at them with his foil (he was once a champion fencer). Babtiste still lives in Hollywood, where he works as a freelance photographer. Winwood will give the investigators Babtiste's address, and the studio's address, Atlas Films Inc. Winwood insists that the investigators not reveal this information to anyone, especially journalists. He says that no film was actually shot at the site.

Winwood expects the investigators to stay in Hollywood for about a week, collecting information, preparing their equipment, and generally living at his expense. After a week or so, he wants them to go to the set and gather data for another week. He will provide them with a week's worth of supplies for their stay in the desert, a key to the cast's quarters in Devil's Canyon, two stagehands who will drive them to the canyon and accompany them there if they wish (the stagehands work for Atlas, but were not members of the *Babylon* production team and know very little about it), and a set of keys and passes that will get them into Atlas Studios and allow them to inspect the late director's office. At the end of two weeks, Winwood wants an oral presentation from the investigators on what they found in the canyon and what they feel should be done, if anything. If Winwood discovers that the investigators have leaked studio secrets to the press, all terms of the investigators' deal with him will be abrogated.

The Studio

Atlas Films Inc. is a prosperous studio in the heart of Hollywood's burgeoning movie production district. Investigators arriving with passes will be given a guided tour of the studio by security guards, during which they will see several films in progress on the local ersatz sets and may run into some famous 1920's film personality (keeper's option). During this tour, they will encounter a filthy tatterdemalion — a man whom they will recognize as James Raven if they can make their Know roll. Raven will stare at them luridly and mutter something before being shooed away by the guard, who will explain that he is an actor working on an upcoming Atlas release. The tour takes an hour.

The only real area of interest at the studio is von Varnstien's office. The investigators will be allowed into the office by the studio police, but after two hours of searching

they will be asked to leave. The office itself is a 10 x 15 foot barren room containing only a desk, a wastebasket, and a few files in a wooden cabinet. The papers in the cabinet and on the desk are requisition orders for sets, production equipment and the like. An investigator who reads these sheets and makes an Accounting roll will discover that *The Prince of Babylon* was a well-budgeted film (for all its reported expense). Over \$400 was spent on a special order of camera lenses late in the course of the production. Any one making a Spot Hidden roll will see a small sheaf of papers lying under the desk. These pages, written in von Varnstein's own hand, are in meandering, incoherent German. They are a set of disconnected personal and professional notes. An investigator will need to make a Read German roll to understand them. All the investigator will be able to deduce from reading them is that the director felt that some strange entity was somehow affecting his film, and that he experimented with a variety of chemical and optical techniques to define and resolve this inexplicable presence.

If the investigators bother to search the trashcan, they will find a charred and melted reel of film labeled "Outtakes *Prince of Babylon*, reel 2." The film is badly burnt and in no condition to be shown, but its existence disproves Winwood's statement that no film was shot.

If Winwood is confronted with the film, Winwood will admit that a number of outtake reels were made, and in fact he has one in his mansion. If investigators convince him that they need to see the film, with a successful Oratory roll, he will reluctantly invite them to a private screening at his house, but only after warning them that the film contains certain scenes hideous to human eyes, which is why he has destroyed or suppressed every remaining copy. Should the investigators see the film, see the section titled *The Film*.

Pierre Babtiste

Pierre Babtiste will talk to the investigators about his experience on the set of *The Prince of Babylon* if they happen to visit his house. He will describe von Varnstien as a brilliant, driven man, versed in every aspect of film-making. He was certain that the same evil presence troubling the production company manifested itself somehow in the completed takes of the movie. He spent hundreds of hours on the set trying different combinations of lenses and filters in an effort to capture whatever strange force was invading the film. In the last few days of his life, Varnstien seemed to have hit upon the right system, and spent hours wandering through the desert night with a camera, a flashlight, and a weird optical device. A week later, he was found dead in the canteen. He had stabbed out his eyes with a pair of forks, and then shot himself in the head.

Babtiste will hesitate to recall his own impressions of the location. He will only say that something seemed to follow, watch, and torment the cast and crew of *The Prince of Babylon*; and that this thing was impossible to perceive through the normal senses, but was nonetheless very real. If an investigator makes a successful Oratory roll, he will confess that he is still tormented by awful dreams about *The Prince of Babylon*. During these dreams, Babtiste sees nothing but the walls and rooms of the Babylon set, and yet this sight fills him with unbearable fear. After relating this, Babtiste will be visibly shaken and should be left alone.

Roseanna Barlett

Sometime during their stay in Hollywood, one or more of the investigators will be approached by a fast-talking, overly made-up woman with a New York accent and a huge expense account. This is Roseanna Barlett, gossip columnist for the Los Angeles *Chronicle*. She keeps a close watch on Grant Winwood, and has learned that he has hired a crew of "psychic investigators." Roseanna wants to know everything the investigators know, and she will pay up to \$800 to hear about it. However, she will only do this in small increments, coaxing some information from the investigators for a little money, then a little more information for a little more money, and so on. She is reluctant to spend any more than she must. Any information the investigators give her will appear in her column within the next day. Immediately thereafter, the characters will be discharged by Winwood. If she finds out that they are going to Devil's Canyon, she will ask to go along. Winwood does not want her to go, and if he discovers that the investigators brought her, he will withhold their money.

James Raven

If any of the investigators investigating in or near Atlas Studios find themselves alone, they will be confronted by James Raven, the lunatic. He will sneak up on lone investigators as quietly as possible, and then suddenly leap out of the shadows and point his foil at them, yelling madly, "You are trying to hurt my friends! They told me so!" His target will probably be impressed by the fact that his foil has been sharpened, making it a formidable weapon. He will use it on the investigators with intent to kill, but he will flee if he takes more than three points of damage from his foes. If one of the investigators tells Raven that he also knows of those "friends," Raven will cease attack, as he will in the event of a successful Debate or Oratory roll.

Should the investigators report Raven's behavior to Winwood, the police, or studio security, they will be promised that he will be taken care of and/or punished. Unless one of the investigators is seriously hurt, however, nothing will be done.

Local Resources

The San Bernardino County Land Office has papers showing that Devil's Canyon is being rented to Atlas by a rancher named Dennis Smith. Mr. Smith owns thousands of acres of desert land that he is happy to loan out to anyone who wants it, including oil companies. Mr. Smith is currently vacationing in Rio.

At the city library, investigators can find little on Devil's Canyon. A journal written by a Spanish missionary from the area mentions the Hotethk tribe, describing them as "... blasphemous, unconvertable savages; hated even by their fellow-heathens." A story in the Los Angeles *Globe-Republican* of June 7, 1899, says that four men were killed in Devil's Canyon by a "mountain lion." A lion-hunt ensued, but was abandoned after two dogs disappeared and a man was killed in a rockslide. Both of these sources mention the small deserted adobe Hotethk village hidden a quarter of a mile from the main canyon. It takes a Library Use roll to find this information.

A second Library Use roll will expose an anthropological report done on the Indians of that area—including the Ho-

tethk—in 1919. The report is on file at the University of California in Berkeley. It can be ordered from the University and will arrive in four days. The report is highly technical, and takes Read English and an Anthropology roll to understand the detail. The report states that the Hotethk were an outcast group of Hopis, who were disliked by other Indians because of their worship of Yig, Father of Serpents and a "corn/fertility god" called "The Black Beast." They had extensive contact with a man named Oliver Whateley, who belonged to a missionary organization known as the Order of the Silver Twilight. Instead of turning them from their strange religion, Whateley encouraged them and provided them with artifacts from his church. The Hotethk vanished in 1843—the author conjectures that they died of smallpox—but their neighbors believe that they lived on in ghostly form, and that they can be destroyed only by burning their souls while saying an ancient Hopi chant. The report gives a short English version of the chant but does not elaborate on how it would be used or what is meant by "their souls." Anyone with a History or Anthropology skill over 20% can tell that the paper's information comes from ethnological sources—recorded conversations with living Indians, ranchers, and the like. If the investigators investigate further, they will find that the author of this report recently took a trip to Central America. He has not been heard from since.

The Film

Grant Winwood has a large wooden chest containing the personal effects of the late von Varnstien, which he will



show to players if they insist. The most interesting objects in the chest are a reel of outtakes from *The Prince of Babylon* and a set of unusual-looking camera lenses.

There are two of these lenses, each one about two feet long and six inches in diameter. One end is clearly designed to fit on the end of an ordinary movie camera. If an investigator looks through this end, he will see everything in a very dark shade of blue, making most objects invisible unless they are well-lit. A beam of light shone through the attachment end will leave the other aperture as a cone of blue light, which can be increased or decreased in size by the lenses' focusing knob. Should investigators look through the opposite end of the lens, they will see nothing but an eye-straining swirl of incomprehensible shapes and colors. If they open one of the lens casings, they will probably break the delicate glasswork inside (the chance of not doing so is equal to the investigator's INT+DEX as a percentage). An investigator who makes a successful Physics roll will realize that the arrangement of lenses and prisms inside von Varnstien's devices do not conform with established laws of optics.

The film, *The Prince of Babylon*, is a desert action-romance melodrama in the style of *Beau Geste* and *The Four Feathers*. Winwood's outtake reel lasts about 30 minutes and consists mostly of scenes shot over or intended to be edited out of the four-hour finished product (which was never made). Nothing in the film is visibly horrible or out of the ordinary. However, some of the scenes have a subliminal nature that can disturb viewers and cause them to lose SAN.

The first dangerous scene is an unremarkable shot of several scimitar-wielding dervishes charging across the desert at a gang of rival warriors. While the investigators' eyes assure them that there is nothing unusual presented in this scene, the depths of their psyche (a "sixth sense," if you will) tells them that awful and malign forces were present in the area this footage was filmed. Viewers must make a SAN roll or lose 1 point of SAN when watching this scene for the first time.

The second disturbing stretch of film occurs about seven minutes later. It shows star James Raven in Arabian garb standing in front of a wall on the set and mouthing lines to someone offstage (the captions have not been spliced into this reel). The same terrible, unseen presence discernable in the first scene is also present here, although this time it is even more disquieting. Investigators must make a SAN roll or their characters will lose 1D3 points of SAN.

Five minutes later, the last terrible scene will begin. In this brief sequence, the female lead, Monica Dorman, is seen in an opulent interior set, stretched across a Roman-style couch and peeling grapes, perhaps awaiting her lovers. If an investigator looks closely at Monica's face during this scene and makes a Psychology roll, he will be able to tell that she is trying hard to conceal feelings of fear and disgust. Anyone who declares that he is inspecting the screen carefully and makes a Spot Hidden roll will see faint ripples or impressions on Monica's dress. The cause of these moving impressions is not apparent. This is the final and most disturbing of the "haunted" outtake sections, and watching it will cost the investigators 1D6 points of SAN unless they make a SAN roll.

Some of the investigators may hit upon the idea of showing the outtake reels through one of von Varnstien's special lenses. If they attach the lens to the projector by the screw-on camera end they will see nothing but a jumble of colors and shapes. If they rig the lens to the projector with the camera end toward the screen they will receive a psychic shock, strengthening Winwood's resolve if he sees the results.

The film will look the same as it did before, except that it carries a strong bluish cast where it was normally black and white. The three SAN-loss scenes are different: instead of no visible malign presence, a malign presence will be horribly obvious.

In the initial scene, the investigator's will notice a group of three or four large humanoid beings weaving and shambling in the background. They are not close enough to be identified or to disrupt SAN, but it will be clear to the investigators that the dark shapes on the screen are not human.

In the second disturbing scene, a large, ugly Cthulhuoid monster stands in full light behind James Raven. The creature is a spectral hunter, as described in the section at the back of this scenario. If investigators who view it make their Cthulhu Mythos throw, they will recognize the creature as a minor monster—the hunters are not common enough for the investigators to easily identify them. Seeing the filmed hunter will cost 1D4 points of SAN.

Shortly after the beginning of the last terrible scene, two hunters are seen to climb through the window of the set Dorman is lying in. They will shamble toward her and begin to rub their loathsome rubbery claws over the actress' body in a revoltingly suggestive manner. Finally, they leer directly into the camera before the scene ends. Investigators will note that the hunters cause almost no effect by their presence—they do not leave visible footprints, rustle curtains, or act on anything else in the physical universe save for the slight impressions on Monica's dress. Seeing all this will cost the investigators 1D8 points of SAN unless they make a SAN roll.

Devil's Canyon

The following location descriptions are keyed to letters on the keeper's map of Devil's Canyon. The investigators will be able to purchase a USGS survey map that shows land formations but not buildings.

A. The Road. This steep, winding dirt path connects Devil's Canyon with the rest of the world. It is 25 miles from the nearest highway, which in turn is about 40 miles from Los Angeles. If investigators choose to travel on this road at speeds greater than 20 mph, they will need to make a Automobile Driving throw every turn they do so. If they fail, they risk anything from being stuck for a few hours to rolling off a steep cliff, depending on the immediate terrain.

B. The Set. Von Varnstien's *The Prince of Babylon* set has fallen into considerable decay in the four months since it was last used. Most of the valuable decorations left with the film company, leaving only several hundred square yards of walls and bare interior rooms. The largest complete structure (that is, a full building rather than false-front walls) is the tower in which the last scene was filmed. Also in good condition is the cavernous banquet hall, which served as both a set and a dining hall for the cast and crew.



Near the set stand the barracks-type buildings used to shelter the production company. Investigators will find that these buildings can easily house at least fifty people, and can thus provide plenty of room for their small party. Investigators who search the adjacent equipment storage building will find a crate containing three of von Varnstien's lenses, an unloaded .22 rifle, and two functioning flashlights.

C. The Hotethk Village. The ancient village of the Hotethk is situated in a narrow canyon about a quarter of a mile from the Babylon set. It consists of a jumbled set of adobe rooms stacked in a small cleft in the side of the wash. Investigators can easily see that the ruin could not have held more than thirty people in its heyday. All rooms are entered from the roof.

The most interesting feature in the ruin is a large central chamber. The chamber contains a firepit, a series of pictographs on the walls, and a Child of Yig (a large tom rattlesnake; it has 5 hit points, a 40% bite attack with a poison that always kills; add 1 to SAN if it is killed; all firearms except shotguns have $\frac{1}{2}$ chance to hit the snake). The pictographs show humans dancing about a fire with large, black creatures resembling the spectral hunters. Any one making an Anthropology roll can tell that the pictures show a transformation or coming-of-age ceremony. At the bottom of the firepit lies a small, leatherbound box. If the box is moved any investigator making a Spot Hidden roll will see part of a carved, stone slab buried in the ashes.

The box holds a crumbling book which Whately left behind for the Hotethk. It contains a spell which will transform a human into a spectral hunter. The spell requires 2 permanent points of POW, the blood of several animals, and the loss of all SAN by the recipient of the spell. The stone slab is actually the Arc of Vlactos and measures 3 x 4 feet.

Buried beneath the Arc are six ugly Kachinas (Hopi-like magical/ceremonial figures or dolls) that correspond to the six spectral hunters currently infesting Devil's Canyon.

If any given doll is destroyed or damaged, the appropriate hunter will be dispelled until he can magically form a new Kachina—taking about a week. If someone destroys the Kachinas while repeating the Indian chant found later in this scenario, the hunters will die forever.

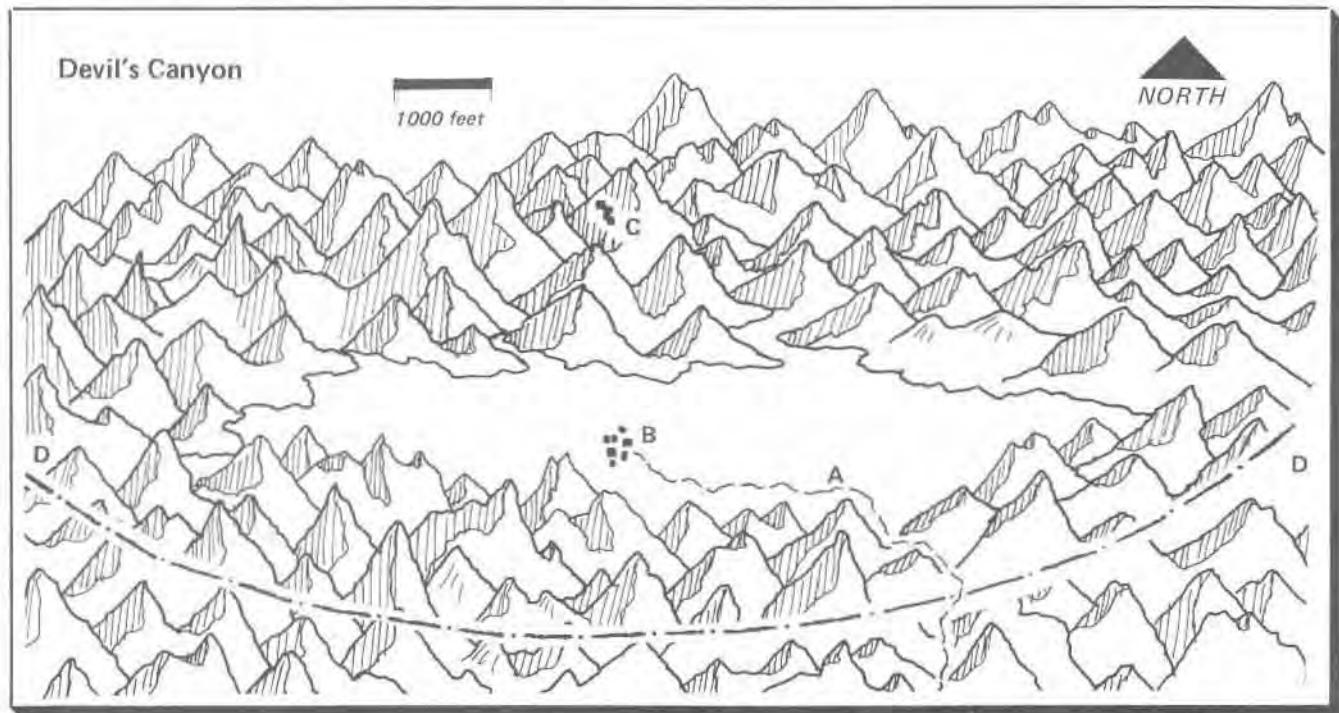
It is not in the interest of the hunters to have the investigators mucking around their ruin. If a group of humans approach the area, the hunters will try to kill at least one member of the party by causing a rockslide in the arroyo (make a Dodge roll or take 3D6 damage) and then use their appearing and disappearing footprints to scare the others away (see below).

D. The Zone of Fear. This zone is a one-mile radius circle centered on the Hotethk ruins. It is the wandering ground of the hunters and concentrates the magical forces associated with them. It has the following properties:

- (1) The Hotethk will not and cannot leave the zone.
- (2) Almost no animal life is found anywhere in the area ... even many birds flying overhead avoid it. This will be obvious and disturbing to anyone staying more than a day in the zone and making his/her Zoology throw.
- (3) Every eight hours, all humans staying in the zone, whether awake or asleep, must make a SAN roll. If they fail, they will take 1 point of SAN loss. This will continue as long as the investigators stay here, unless the hunters are destroyed. SAN taken in the zone is cumulative for purposes of determining insanity. If an investigator stays in the zone of fear long enough to lose 9 points of SAN, it counts as if he had lost all nine at once for purposes of indefinite SAN loss, though not temporary.

The Attack

The hunters are at once sadistic and cowardly. They know that human weapons can kill them if they are spotted, and thus they will keep a healthy distance from the investigators until they see a chance to steal or destroy the special



lenses. They are aware that the lenses make them visible. Their attempt to kill the investigators will be slow and subtle rather than all-out. The hunters will try to drive the investigators insane before they finish them off.

The hunters' first move will be to cut-off escape from the canyon. As soon as the investigators leave their car(s) unwatched for more than 90 minutes, such as at night, the hunters will move in, rip out the engines, and lay them in the cars' front seats. If the investigators attempt to leave on foot, the hunters will separate and kill them before they leave the one-mile zone of fear described earlier.

While the investigators stay in Devil's Canyon, the hunters will try to kill one of them each day. If possible, they will try to lead individual humans away from their fellows and slay them secretly, though they are not adverse to killing somebody in plain sight if they must. Remember that they can become visible and immaterial at will. The hunters will often lead humans astray with banging windows, creaking floorboards, or footprints in the sand that appear and disappear for no obvious reason. When they do kill a person, they will often return the body to his comrades after it has been defiled or mutilated in some disgusting, mind-blasting way. They will never miss a chance to cause distrust or strife among the investigators. Keep in mind that the hunters can only be seen and heard if they want to be seen and heard, and can watch unobserved almost every action the investigators take.

If the hunters' Kachinas are in danger of destruction, they will do everything in their power to defend themselves.

CHARACTERS AND CREATURES

Spectral Hunters (Lesser Servitor Race)

Spectral hunters are large, hideous humanoids about 6-7 feet in height. Rubbery, jet-black skin covers their bodies. Their eyes are large and red, and their mouth is wide and filled with rows of shark-like teeth. A long, tapering nose matches their general appearance—horribly thin and reedy with the exception of a distended abdomen. Their limbs terminate in gross appendages. While their feet resemble those of a man, their hands are only huge, crab-like pincers. Because they are slightly immaterial at all times, they often seem to float or hover over the ground like big, ugly balloons. Spectral hunters have no known language.

The spectral hunters are formidable foes, but are easily destroyed by those who know how. They can become invisible, when they lower their enemy's chances to hit by their (the hunters) POWx5%. When in immaterial form, the hunters take damage only from enchanted weapons or spells. Their major disadvantage is that certain forms of light make them visible. Lenses such as the ones described will reveal the hunters, assuming that they are directly in front of the person using it. A second weakness is that they are always tied to some kind of artifact or ceremonial device which holds their soul. They can never leave the one-mile area around this object, and if the artifact is destroyed properly, they will die.

Spectral hunters are a created race, made from the bodies of those who knowingly volunteer to become monsters. They are often left behind to guard some important site.

Seeing a spectral hunter will cause a loss of 1D6+2 points of SAN unless a saving throw is made. If made, the unfortunate viewer will still lose 1 point of SAN.

A hunter can attack only once per round, with either bite or pincer. Hunters are able to parry with their pincers and can do this every round in addition to attacking. They usually attack when invisible, which gives them a +20% chance to hit.

SPECTRAL HUNTERS

<i>Characteristics</i>		<i>Average</i>	<i>Weapons:</i>	
STR	3D6x2	22-24	Biter	50% (2D6).
CON	2D6+1	7-8	Pincer	30% (3D6).
SIZ	3D6+8	19-22	Armor:	1 point hide.
INT	2D6+6	14-15	Spells:	Contact Yig
POW	5D6	17-18	Move:	8.
DEX	3D6	10-11		

There are six spectral hunters in this scenario. At the keeper's option, more or less could be included, depending on the strength of the party.

SPECTRAL HUNTERS

	<i>Spectral Hunter number</i>					
	1	2	3	4	5	6
STR	34	22	24	16	24	12
CON	6	8	8	12	7	12
SIZ	18	20	14	18	23	26
INT	8	13	16	12	12	16
POW	26	21	15	15	18	12
DEX	13	8	5	15	12	6
Hit Points	12	14	11	15	15	19
Pincer Attk	55%	60%	45%	60%	50%	60%
Damage	3D6	3D6	2D6	2D6	3D6	2D6
Bite Attack	35%	55%	45%	45%	45%	20%
Damage	4D6	4D6	3D6	3D6	4D6	3D6

People

JAMES RAVEN

STR 13	CON 12	SIZ 14	INT 13	POW 9
DEX 13	APP 16	SAN 25	EDU 13	HP 13

Skills: Foil attack 80%/parry 85%; Speak French 35%; Listening 60%; Track 25%; Drive Automobile 25%; Oratory 75%; Sing 65%; Ride 65%.

ROSEANNA BARLETT

STR 10	CON 9	SIZ 10	INT 14	POW 15
DEX 8	APP 12	SAN 75	EDU 16	HP 10

Skills: Accounting 30%; Hollywood Mythos 90%; Law 50%; Listening 85%; Psychology 65%; Sneak 40%; Bargain 60%; Credit Rating 55%; Debate 60%; Fast Talk 85%; Oratory 70%; Psychoanalysis 20%.

STAGEHAND ONE

STR 11	CON 13	SIZ 14	INT 14	POW 9
DEX 14	APP 12	SAN 45	EDU 12	HP 14

Skills: Drive Automobile 45%; Operate Heavy Machinery 50%; Mechanical Repair 55%; Electrical Repair 40%; Fast Talk 30%; Stagecraft 45%.

STAGEHAND TWO

STR 15	CON 16	SIZ 16	INT 11	POW 12
DEX 15	APP 12	SAN 60	EDU 10	HP 16

Skills: Pistol 50%; Fist 60%; Drive 50%; Stagecraft 65%.

**SHADOWS OF
YOG-SOTHOTH**

5.

The Worm that Walks

A fellow-occultist invites the Investigators to Maine where, he hopes, they can compare notes. Together they may be able to rid the world of the Silver Twilight forever.

Introduction

Now that the investigators have managed to defeat the Hotethk monsters, have at least one piece of the R'lyeh disk, and have found the Arc of Vlactos, they are ready for this scenario. Actually, even if they have not performed any of those feats, this scenario is all right for them to run. However, by the start of the last scenario, the investigators will need to have both a piece of the R'lyeh disk, and at least a drawing of the Arc of Vlactos. If they have not managed to obtain these in the past scenarios, the keeper will wish to provide these objects for the investigators somewhere in this scenario. Exactly where this is to be done is up to his discretion.

This particular scenario is intended as a trap, to warn the possibly over-confident investigators of the deadliness of their enemy, and to lead them to Easter Island and thence to R'lyeh in an attempt to finally succeed in destroying their foes.

The Investigators' Information

After their stint in Devil's Canyon, a Mr. Christopher Edwin contacts the investigators by letter, as accompanies these words.

When they arrive at Salk Harbour, they will see that the village numbers no more than 800 or 900 souls, mainly typical Maine fishermen. Just out of town, toward a great hill that stands west of town, sits an imposing mansion. Anyone in town who is asked will be able to tell the investigators that the manse is, indeed, the home of Christopher Edwin, "poor fellow." If the investigators ask why he is called a "poor fellow," the fisherman or townsfolk will look askance at the investigators for showing such forwardness at short notice, and move along.

At the home of Mr. Christopher, they will be greeted by a door that appears to open to itself. A voice will call for them to enter. When they do, Christopher Edwin will enter from a side hall. He is an elderly, pale man who is confined to a wheelchair. He will invite the investigators to have dinner where he will explain all.

At dinner, Christopher Edwin will explain that the door has a new electrical opening device so that he can open it from within by merely flipping a switch. He fell sick several months ago, and lost the power to walk. If the investigators watch him closely, they will see that he does look somewhat gaunt and pale, as if what he says is true. His rigid

Dear Sirs:

I have read of your exploits and wish intently to see you. I have some slight occult knowledge myself, and am aware of the danger that you and your comrades may be in from the Silver Twilight. Please accept the enclosed train tickets to come and meet me immediately in Salk Harbour, Maine. I am a rather wealthy man, and I would only be too glad to help others perform feats to help defend the world against the monstrous evil of the Elder Ones. I expect you shortly.

[40-A]

Sincerely,
Christopher Edwin

Enclosed in the letter are, indeed, a number of train tickets (first-class passage, of course). There is one provided for each member of the party, and the tickets will provide passage clear to Portland, from whence the investigators must take a bus to the tiny village of Salk Harbour, a trip of about two hours.

hands are kept crossed on his blanket on his lap except when he gestures, as he does frequently.

After dinner, he will get to the point. He displays a fair knowledge of the Cthulhu Mythos, and will tell the investigators that he knows of the evil of the Silver Twilight. In fact, while investigating them, he had just come to some

amazing discoveries when he was struck down by this suspicious illness. He wonders, sometimes, whether the illness was entirely natural. He gladly shows the investigators all of his notes about the Silver Twilight, but, sadly for them, there is nothing new in any of the notes that they did not already know. It will contain already-known facts, such as that John Scott was a returnee from the dead, that someone named Whateley who was a Silver Twilight contact went to California and contacted Indians there, that the Silver Twilight lodge in Boston was built over the ruins of an old witches' farm, and that a coven of evil and sinister witches in Scotland were tied to the Silver Twilight.

Edwin is obviously now incapable of taking an active part in the hunt for the remaining parts of the Silver Twilight, but he is willing to do his part for life and sanity by bankrolling the investigators' investigations. At this point, he will pull out a check book and write each person in the party (except for any obvious servants) a check for \$150. He will then tell them that they will need to go to Portland to cash their checks, but there is no need to do that tomorrow. (If the party ever does cash their checks, they will be found to be genuine.) In fact, Christopher Edwin has a hot investigation ready for them to explore.

"Fifty years ago," he says, in his wet and whispery voice, which almost hums with the mucus and phlegm that his diseased and weakened lungs and throat produce, "there was a man who lived north of town, called Clarence Woodie. He had a reputation for being an evil and vengeful man, who would kick dogs to death for biting at him, and who would poison a neighbor's sheep if they stepped onto his land. He never married, but adopted three boys from the county orphanage. He raised them in his evil ways, and they were as wicked as he, I dare say, when he suddenly died. The boys found a whole tin of money under his bed after his death, and claimed that they had come upon it by accident. The townsfolk did not believe this story, and neither did the police, who arrested the lads on a charge of smothering their foster father for his money. They were all three hanged — they were in their early twenties at the time — and buried in unmarked graves. Then, a strange thing happened. The person who bought the old Woodie house was found dead with a rope burn about his throat, as if he had been hung! Only he was found laying in his bed, with no rope available."

"Well, suffice it to say that several other people, including two tramps, also died in that house from such mysterious stranglings. I think, and I feel you may agree with me, that the damned spirits of Woodie's boys were still lingering about that house, and trying to kill anyone who stayed there too long."

"Naturally, the house fell into wreckage, and is now avoided. Thus it remained for over forty years. But last year a person came to town who had once belonged to the Silver Twilight and he bought the land on which the old house stayed. He did not sleep in the house, but the villagers whispered that he performed strange acts there, trying to invoke or tame the foul ghosts that lived there. He gave his name as Malcolm Smith—a pseudonym, I believe. In any case, before I fell sick, I went and spied on him trying to converse with the house's ghosts, and I saw the wraiths themselves speak with him! I fainted dead away."

"I am now contacting you because I fear that I know what 'Malcolm Smith' was trying to do. He realized that the

ghosts had a powerful psychic and magical aura, and he was trying to tap it for some magical act. He was actually weakening the ghosts in a black parody of exorcism—not to destroy them, but to steal their energy to perform black magic. Malcolm disappeared just before I fell ill. I now think that the weakened spectres yet managed to destroy the man who was vampirizing their evil life. When I listened to their conversation, this is what I heard:

"Ye fiends of night! Ye ghosts of the damned dead! Ye spirits of evil and sin! Come! Come! Come and yield up your criminal power to me! Free your weakening resolve from this place of your crimes, and release your energy! Reinforce me with the magic and power of your being! I must wax and you must wane! Strengthen me at your despair!" is what 'Malcolm Smith' chanted. Then, the faint ghost of a man, its head lolling at one side as though the neck was cracked, appeared.

"Depart from us . . ." said the ghost, "Leave us be . . . cease your tormenting of our pains and anguish . . . leave us or drop your defenses that we may feast upon your emotions, as we have done on others . . . sacrifice yourself to our hunger or depart from our horror . . ."

"At this point," says Christopher Edwin, "Malcolm turned suddenly away, the ghost gave a mournful wail, and I fainted. Would you please take up where I left off? The ghosts are weaker now; not even the villagers at their most superstitious feel they are active anymore. They still may be able to harm you, so take care. If 'Malcolm Smith' did indeed die in that haunted house, he may have left interesting manuscripts or incriminating data about the organization he had devoted his life to—the Silver Twilight."



"I found out about his membership in the Twilight when I recognized a Carl Stanford, who has been mentioned as an important principal in the Silver Twilight, speaking with him three weeks before Smith disappeared. I did not find out who Carl Stanford was until a month ago."

"Will you help me? I am wealthy, and wish for my last acts to be good ones—perhaps I can be instrumental in destroying the Silver Twilight and thus saving the world from the evil that will surely descend upon it if they take over!"

The investigators should now be given their chance to accept Christopher Edwin's hospitality while they stay in the village, and they should be encouraged to explore the old house up the road in the woods to find evidence about Malcolm.

Keeper's Information

Christopher Edwin died five months ago from the lung disease he had caught. He was inoculated with the disease from the poison needle of a member of the Silver Twilight. He has been replaced by a fungus from Yuggoth, who is now masquerading as Christopher Edwin, and who is an ally of the Lords of the Silver Twilight.

His goal is to lead the investigators, who have severely annoyed and injured the Silver Twilight, into deathtraps. The story about the Woodie house and Malcolm Smith is largely fabrication. If the investigators look up information on it, they will find that a Clarence Woodie who had adopted three boys did indeed die in that house fifty years ago, and that the boys were hanged for his murder. The villagers once thought that the house was haunted, but no longer. Malcolm Smith bought the land and vanished.

The Woodie House

Twenty years ago, a grim family moved into the one-story Woodie house: Jonas, the father, Zeke and Isaiah, the two sons. Jonas, Zeke, and Isaiah were degenerate vagrants, who had become homicidal and who are now completely mad. They live by slaying animals that pass by, and by killing and eating people as well. The Fungi from Yuggoth that sometimes pass through the woods know of them, and thus the false Christopher Edwin intends to send the investigators into their clutches. The Fungi from Yuggoth occasionally leave messages on the doorstep of the house, and though the cannibals have never seen one of the Fungi, they have long since learned the wisdom of obeying their messages. The Fungi sometimes lead them to where vulnerable people can be found, so that they can kill and eat without being caught.

Jonas, Zeke, and Isaiah have been notified of the coming of the investigators by the false Edwin. They are armed and ready.

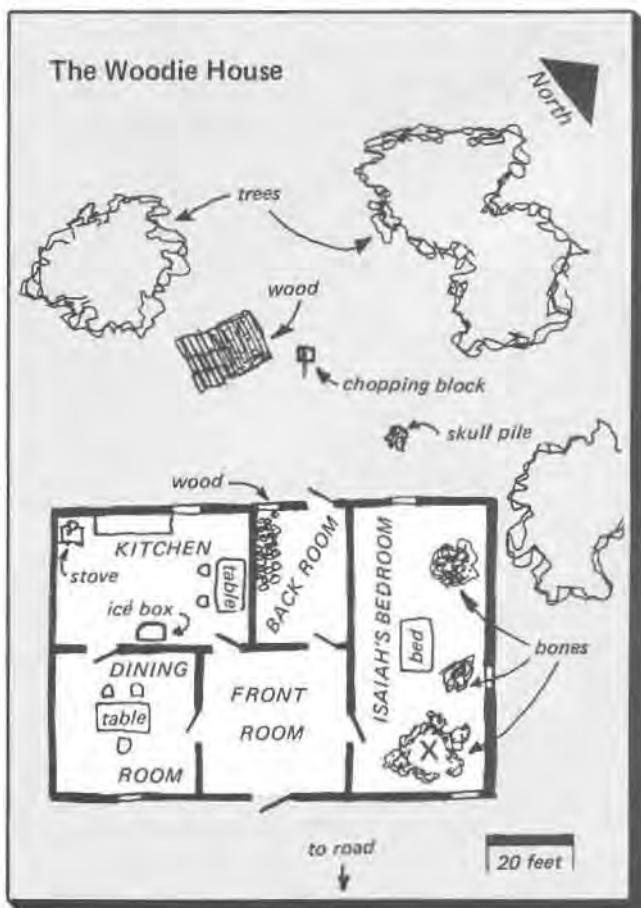
The Front Room is the room that the house's front door opens into. It is small and box-like, claustrophobic, with four doors leading from it.

Isaiah's Bedroom is the haunt of the insane Isaiah, the worst of the three killers. His bed is only a crude mattress on the floor, but his room has been highly decorated. Bones from all sorts of wild animals are piled around the room. They are cleaned as well as he could manage, but a rank and foul stench still rises from the room. If the investigator

opening the door makes a Spot Hidden roll, he will notice a human skull sitting half-hidden near a pile of antlers. When the investigators enter the room, they are due for a bad surprise. Isaiah has buried himself within one of the large bone piles—the one marked "X." He is completely hidden, and cannot be detected at all, though naturally he cannot see the investigators. Of course, he can hear them, and when they step on the squeaky board he knows so well right by the bone pile, he will suddenly shoot up from the pile of bones like an avenging demon, axe in hand, and try to cut down the nearest investigator. All within the room will be so startled that they must make a SAN roll or lose 1D6 points of SAN as the wild-eyed madman lunges upwards clutching his axe, and looking more like monster than man, draped in rotted bones and with matted hair and drool.

Isaiah will automatically get the first blow at the closest target, and the investigators will not be able to react or dodge. In fact, he will get to add 20% to his chances to hit because of the effect of total surprise. After the first round, all the investigators will be able to try to make an Idea roll. Those who succeed will recover from their shock and react by fleeing, pulling out their weapons, or whatever. Those failing their Idea roll must stand there dumfounded: though Isaiah no longer gets a 20% add to his attack, they still cannot dodge. On the third round, everyone will be able to act normally.

Isaiah will swing every round, and will hit a single opponent without changing targets until his chosen target falls, when he will attack another. The room is of small size, and Isaiah will be right in among the milling investigators. If shots are fired, there is a chance they will hit a friend. If



an investigator fires a shot and misses Isaiah, he must roll again to see if he has struck a friend. There is a 5% chance of hitting a friend for every other person in the room. If there are five investigators in the room, and one shoots and misses Isaiah, he has a cumulative 20% chance to hit a random friend. If he does hit a friend, it will not be an impaling wound — just a normal hit.

As soon as the other inhabitants of the house hear Isaiah's warcry, unless they are currently engaged in battles of their own, they will come to aid him. They will rush to his door and try to gun down those investigators which Isaiah is not currently striking at with his axe. If they miss a given investigator, they also have a 5% chance of hitting any other random person in the room, including Isaiah. If an investigator within the room decides to shoot at the two at the door, he will have no danger of hitting a comrade. If the investigators try to defeat Isaiah by slugging him or by using daggers or other melee weapons, they will not hit anyone but their target.

The Dining Room is dominated by a great slab of wood which serves as a tabletop, supported by two uprooted stumps. The glowing lamp hanging above the table is especially horrible in the near-darkness of the house—it is obviously formed from the stretched globular skin of a human head. As it swings slowly around in the gust of air produced by the door's opening, the investigators can clearly see the stitched up eye- and mouth-holes. This sight will cost all those watching 1D4 points of SAN if they fail a SAN roll, and a single point even if they succeed.

There are three chairs around the table. They are crudely made. There is one door in this room.

In the Kitchen you can probably guess what sort of horrible sights are to be found—the butcher shop of a den of cannibals. Anyone coming in here will need to make a SAN roll immediately. He will see a kitchen, fairly well-equipped in a slightly archaic style, with the gruesome remnants of an earlier meal spread by the stove and on the counter-top—hands, feet, and even more grisly bits of human debris. If the SAN roll is failed, the character must take 1D6 points of SAN loss, and a single point even if he succeeds. The investigators should know well enough by now not to open the icebox. If one does open the icebox, a worse horror will strike. Jonas, the father, has wired a sawed-off shotgun to the handle of the icebox, and whoever opens it will take a double charge of buckshot right to the chest—a total of 8D6 points of damage!

Just when the character is on the verge of opening the door, if he can make a Spot Hidden roll, he will notice a little piece of wire coming from the inside of the icebox and wound around the handle. A successful Mechanical Repair roll will unravel this wire without any untoward event, but a failed roll will result in setting off one of the barrels of the gun, striking the would-be disarmer. He will take a total of 3D6 points of damage, as the icebox door will subtract somewhat from the damage. If the Mechanical Repair roll succeeds, and the door is opened, the shotgun will be visible, and anyone with an INT of 9 or better will instantly be able to see the diabolical trap that has been created here. There are no human parts in the icebox—after all, the iceman does not come by these parts of the woods too often. The trap was here merely for the inquisitive, suiting the malignant mind of Jonas.

The Back Room is full of chopped wood, more bones (no human ones here) and tools. There is a supply of kerosene for the lamps, two flashlights, and two rusted shotguns with some ammo. The shotguns are so rusty, that if fired, they will explode in the firer's face, doing 1D6 points of damage, and having a chance of blinding him. Have him roll his Luck twice—each roll failed means that one eye has been blinded. If both are failed, of course he is blind for life, and must retire from active life as an investigator. In any case, his ability to Spot Hidden and to Read any Language drops immediately to 0% (unless he takes up braille). If he is blinded in one eye only, his Spot Hidden will be cut in half with fractions rounded down. It may not henceforwards increase past a level of 60%. The people of the house know that the guns are treacherous and keep them solely as trophies of those they have slaughtered. Before they discovered that the guns were corroded to the extent they would explode, one blew up in Zeke's face (his eyes were saved). Any investigator with any rifle or shotgun skill at 50% or more, or any investigator with a Mechanical Repair of 30% or more can tell that the guns are dangerous to fire.

There is a back door here, which leads to the backyard.

In the Backyard is a pile of cut wood, a chopping block, and a little pile of skulls in one corner of the yard. Grim and dark trees seem to close tightly around the yard. Hiding on the roof of the house is Jonas, who crouches behind the chimney on the roof where he can't be seen from the ground. When he hears voices in the backyard, he will roll to the edge of the house and begin to fire at those he sees. Since only his head and arms will show, those shooting at him have a one-third normal chance of success. When firing starts, he probably will open fire more than 20 feet from the investigators, so no one will be at point-blank range. If Jonas is wounded badly (more than half-damaged) or he runs out of ammunition, he will roll behind the chimney, reloading if his gun is empty. If seriously wounded, he will just lay hidden, firing at any heads peeping over the edge of the building.

In the Front Yard Zeke lies hidden in the underbrush. He will wait and do nothing until the investigators contact his father or brother. His face is horribly scarred (remember the shotgun accident?) and anyone seeing him under the tense conditions here at the house must make a SAN roll or lose 1D4 points of SAN. If he hears his brother shout in his room, he will run for Isaiah's door and help. If he hears his father start to shoot from the roof, he will run around the side of the building and fire at the investigators from the building's corner.

The Family's Tactics

Isaiah will wait quietly in his pile of stinking bones until someone comes into his room, even if he hears the sound of shots and struggling. He is the maddest of the three and is quite satisfied to stay where he is. He spends hours in his bones everyday anyway, so it is easy for him. He will never surrender. If the investigators flee, he will chase after them. He can outrun anyone with a lower STR and CON. As previously described, if he attacks, Zeke will come running from the woods, and Jonas will drop down from the roof and come in as well.

If Jonas starts to fire from the roof, Zeke will come to help and hide around the edge of the house, firing away. While partially concealed around the house's corner, the investigators will have only half their normal chance of hitting him, unless they come running around the house's corner to get a better shot. If they are moving like that, they must cut their chances to hit in half again, and naturally Zeke will preferentially aim at anyone trying to get around his cover.

None of this grim family will surrender. If one of them is taken alive, he will not speak even under torture, except to curse the investigators and swear vengeance from beyond the grave if killed. Any such vengeance is up to the keeper.

Surviving investigators who manage to eliminate this despicable trio will gain 1D3 points of SAN; those who did not go to the Woodie house will not rise in SAN.

JONAS

STR 10	CON 15	SIZ 12	INT 8	POW 7
DEX 12	APP 7	SAN 0	EDU 3	HP 14

Skills: .45 Revolver 50%; Hide 50%.

ZEKE

STR 8	CON 13	SIZ 13	INT 6	POW 9
DEX 11	APP 7	SAN 0	EDU 5	HP 13

Skills: .45 Revolver 50%.

ISAIAH

STR 14	CON 16	SIZ 16	INT 4	POW 10
DEX 14	APP 4	SAN 0	EDU 1	HP 16

Skills: Axe attack 75%/parry 50%; Fist 80%; Hide 80%; Jump 50%.

The Return

After the investigators have returned from the Woodie house, probably with some wounded, Christopher Edwin will be quite perturbed and solicitous. He will pay for all medical expenses, and hire a private room for anyone wounded (it is likely that at least one investigator was wounded at the house). If nobody was wounded, or if all those wounded were killed, then Christopher will treat the survivors to a grand meal. Sadly, after the meal, all those present will exhibit the signs of ptomaine poisoning, including Christopher Edwin, who will pretend to hire a private nurse for himself. He will, again, hire private hospital rooms for the investigators.

The Sailing Trip

Waiting for their friends in the Portland hospital to heal may be somewhat tedious for the unwounded investigators. The keeper has an excellent suggestion to make, Christopher Edwin has a small yacht that the investigators could take out to sea for a little jaunt. He cannot go to sea anymore (sigh!) but he would be glad to let the investigators do so. Encourage the investigators to take advantage of the offer. This will give the investigators a chance to relax freely. The keeper, if he is of a diabolical turn of mind, may even promise the players that he may restore a few points of SAN to the investigators if they return successfully from such a wholesome activity as going out to sea.

On the Water

The investigators on the yacht will soon envy their comrades safe in the hospital. When some distance from shore,

the water around the boat will begin to bubble and turn black. Then, a monstrous shoggoth will shoot up from the water, and plunge itself onto the boat. Enough warning should be given about the water bubbling, etc., for the investigators to get on the deck, and maybe even prepare the small life boat for escape.

When the shoggoth hits the boat, its enormous weight will rapidly sink it. The investigators may fire their guns, hit the shoggoth with enchanted weapons, or do anything they please, but the shoggoth's mass will sink the boat in five rounds (dead or alive, if the investigators manage the incredible feat of killing a shoggoth). The investigators have that long to launch the small boat to escape from the yacht before it sinks. Anyone who was below decks when the shoggoth arrives is doomed—the mass of the shoggoth will fill the only door and all the portholes, and they cannot escape unless they happen to have the magic box here from the first scenario. If they do, naturally after they escape through it, leaving it behind in the shoggoth's grip, they will probably not want to go back through it, and in fact will not be able to, for the box will be destroyed by the shoggoth or its masters on the sea bottom, rendering the investigator's box useless.

Every turn the investigators waste by running around, thinking of spells, or attacking the shoggoth, brings them that much closer to a horrible death by drowning in water haunted by at least one shoggoth. Launching the boat requires a successful Mechanical Repair roll, and only two people may try per turn. The successful rolls need not be on the same, nor even on consecutive, turns. Once investigators are in the small boat, the shoggoth will not chase them, happy to sink the large yacht and eat whatever is there. Do not forget the SAN loss entailed by seeing the shoggoth. Since there is no likely way to defeat this particular shoggoth, there is no way to gain any SAN by 'defeating' it, even given the slim chance of killing it. If the investigators escape the boat by means of the magic box, naturally it is left behind and destroyed. If the investigators fail to launch the boat, they are dumped into the water. If the shoggoth is still alive when the yacht sinks, any investigators treading water will soon die, as the shoggoth grabs them one by one from below. If the shoggoth has been somehow killed, then the investigators can try to swim to shore. It will take a successful Swim roll to make it. The investigators may try as often as they like, but two consecutive failures to make their Swim roll means drowning.

The Hospital

This is not a safe situation either. Christopher Edwin has sent a peculiarly horrible messenger here—the Worm That Walks.

The Worm That Walks is an loathesome being, looking like a human corpse decayed into tones of green, black, and blue, with dripping pieces of flesh hanging from it. Prodigious claws or talons dangle from this apparition's fingers, and from the undead monster's eyesockets stare lidless, bare eyeballs. The secrets of its origin or creation are unknown, but surely gods of madness and fear have to do with it.

The Worm That Walks is able to cloak its body with the appearance of a normal person for brief periods of time. This blood-lusting thing wishes to slay all it can. However,

it must have a psychic link to the one it slays. The monstrosity can gain this psychic link, and thus succeed in manifesting itself fully upon this material plane, by overcoming the POW of its target with its own POW. Until it has succeeded in this, it cannot appear in its true form; it cannot harm a victim save in that true form. When it does overcome its victim's POW, it will immediately drain 6 magic points from him to fully manifest itself. These magic points can be recovered normally (within eight hours or so) if the investigator survives the encounter. The Worm That Walks can visit its target several nights in a row, hoping eventually to overcome the victim's POW. It will not attack until its victim is alone in the hospital room.

Each night at midnight, the hospitalized investigator (choose the most appropriate investigator for the keeper's purpose) will be awakened by a cold and clammy hand being placed on his face. When he awakes, the hand is withdrawn, and he will see the face of one of his non-hospitalized companion investigators grinning mirthlessly, then the false investigator will turn and walk out of the room without saying a word. This will continue until the monster manages to overcome the investigator's POW. Then, upon awakening, the investigator will see his friend's face melt away into the monster's true form, and it will attack.

It attacks with its great claws, and rends the victim to bits. Its horrible appearance requires a SAN roll which must be made or 1D10 points of SAN are lost—if it is made, none are lost. The Worm That Walks cannot be harmed by material weapons except when in its true form. In that form, firearms are useless—they will do no damage, though all other types of weapons do normal damage. In the false forms it can wear, any bullets or weapons pass through its immaterial manifestations.

The investigators may well plan an ambush for the monster. If there is more than one person in the hospital room of its intended victim, it will go elsewhere in the hospital and kill someone else. The investigators will hear of this, and will probably eventually plan to stop the monster. However, it will only appear when one of them is alone, when it will materialize and try to overcome its victim's POW.

Of course, a band of prudent investigators may well station guards right outside the door of the Worm's target, and rush in upon hearing their friend scream. This would give the Worm a melee round's worth of attacks upon their helpless friend, but he may survive. Good luck. If the Worm is destroyed by their physical attacks, its body will remain behind but will appear to be no more than the horribly decayed corpse of a human being. After death, the long claws will wither to be long fingernails—monstrously long, to be sure, but still fingernails. Police and staff may have some trouble explaining a rotted corpse in a hospital.

The Worm will not flee or try to escape if it is attacked after it manages to overcome its victim's POW. It will instead fight and slay as many as it can; only after killing all within sight will it vanish. Remember that firearms are useless against it. It can attack with both claws in a single melee round.

WORM THAT WALKS

STR 16	CON 15	SIZ 11	INT 6	POW 8
DEX 15		Move 8		HP 13

Skills: Claws 50% (1D6 damage) — may attack twice per round.

Christopher Edwin and Victory

By now, the investigators almost surely have lost a few of their number. If they are intelligent, they should be suspecting that something is wrong, with reasoning along these lines:

(1) Christopher Edwin strongly urged us to go and visit the Woodie house, where we expected to meet ghosts at worst, or maybe a sorcerous Malcolm Smith. Instead, we met three stout and hardy men evidently prepared for us, and we were ambushed.

(2) Christopher Edwin sympathized with us (and maybe prepared the ptomaine poisoned dinner we ate) and was nice enough to hire a private room for each of our incapacitated companions. In one such room some sort of terrifying monster attacked an injured friend.

(3) Christopher Edwin allowed us the privilege of using his yacht to ease our minds, and off we sailed blithely on the sea. Then, a horror beyond imagining rose from the deeps and nearly killed us all.

(4) Therefore, maybe Christopher Edwin is not on our side.

If the investigators fail to figure out by this time that Christopher Edwin is not on the up and up, then the keeper has two choices. He can drop some hints to the investigators, such as:

"Gee, that sure was an odd coincidence, those three guys waiting in ambush for you. Just like they were expecting you. I wonder if someone could have warned them. Naw, of course not. Only Christopher Edwin knew that you were going, and he couldn't have told them."

"Chris Edwin was surely nice to let you guys take the yacht. It's a pity that the shoggoth just happened to come by while you guys were out there. I wonder what the chances were of a shoggoth choosing that exact part of the sea to wander about in? Must be slim."

Or the keeper can sigh at his investigators' obtuseness, and create more and similar traps for them to blunder into. The style of such traps should be obvious from what has happened before. Christopher Edwin should get the investigators to do something apparently safe (like lie in a hospital bed or go boating) and then, presumably when they are not prepared, hit them with some formidable threat. Chris Edwin has the resources of the Silver Twilight to draw upon for his attacks, but the leaders of the Twilight are all out of town (they have taken a boat to Easter Island), so only flunkies, and few of them, can come to help. He can call upon grisly monsters galore, but only one or two at a time. He certainly does not have anything else of the caliber of a shoggoth available to him.

Victory

If the investigators figure out that something is wrong and go to confront Christopher Edwin, he will try to flee from them by dropping his mask and gloves and flying out the window as a fungus of Yuggoth. Once he has escaped, he will not bother the investigators again. If they manage to kill him before he escapes, he will melt in a few hours. In either case, exposing him will gain each surviving investigator 1D10 points of SAN. Also, among his effects, they will find the following letter:

Y'tthkapg-Nyarlathotep;

[46-A]

Your words are true. We must seek the destruction of these meddlers who kept the R'lyeh Diske from us, and who may have discovered the Arc of Vlactos. Their deaths are foreordained by the Old Ones of space and time. Praise Shub-Niggurath! Yet, we, Their instruments, must act for Them. Your plan, to befriend and then slay, is good. You are the strongest one of our group remaining in America, now that we must all go to Easter Island and with the Watchers await the great day of Our Lord's rising. It cannot be long off now. Even without the magical Diske and the Arc, we have amassed enough power and wizards to aid the release of Great Cthulhu. Cthulhu fhtagn! Only keep the fools who seek to keep us from our destiny away from the South Pacific: it is doubtful that they will be able to stop our grand design, yet we can take no chances. On the island the Chilean soldiery are more likely to aid them than us, and many of us in the Silver Twilight are yet vulnerable to bullets and steel. Do as we have designed afore.

Cthulhu fhtagn! Carl Stanford

SHADOWS OF YOG-SOTHOTH

6. The Watchers of Easter Island

Some supreme, unimaginable evil lurks in the South Pacific, awaiting the conclusion of the Silver Twilight's monstrous efforts. Easter Island seems to hold a key to the organization's defeat.

Investigators' Information

Members of an archaeological group and some local people have disappeared a week after the team made an unusual discovery on Easter Island.

The disappearances include six members of the university team, three native islanders, two shepherds, and two sailors from the Chilean military garrison. They disappeared the night after the discovery of several statues and clay vases at a structure where the inhabitants once held funeral rites. All the finds were based on a "fish-man" theme, a cult unknown to Easter Island before.

Keeper's Information

An undead servant of the Old Ones has captured the missing people and is sacrificing them, one every three nights, and placing their POW into some magical statues on the slopes of one of the island's volcanoes.

Ancient History of Easter Island

After the stars had swung round in their orbits and reached the point at where none of the Great Old Ones could remain alive on the Earth, Great Cthulhu lay in his city of R'lyeh "dead but dreaming." And he knew that some time in the future he and the other Old Ones would be free again to wander the world in glory and power. Against that day he dreamed his dreams, which were heard by his minions,

and told them to go to an island and erect statues on the slopes of the volcanoes.

Each statue was charged by a spell which would allow it to watch for the rising of R'lyeh from the deeps. A shaft was tunneled down through the heart of the mountain and an underground sanctuary was made in which was placed a grey stone monolith upon which sat an image of Cthulhu.

The nature of the watching statues was that when they saw the rising of R'lyeh, they would cast their remaining power down through the mountain to the statue of Cthulhu, so that the Mighty Messenger of the Old Ones could at once begin to spread the word that the Time had come to awake and to reclaim what was once Theirs.

After the building of the statues and the sanctuary, the Deep Ones kept watch over the island and built tunnels for homes and storage. Millenia passed, leaving the Deep Ones at peace, practicing their blasphemous rites and sacrifices.

Several thousand years ago, the first humans arrived on the island. Most were killed. The survivors joined with the Deep Ones in their worship of the Old Ones and in the task of caring for the island.

Centuries passed, and as the number of part-and-whole human cultists increased, the Deep Ones and those most like them slipped back to the ocean, until the island belonged solely to full humans, and only a few Deep Ones remained in tunnels beneath the island.

The human cultists continued their task for hundreds of years and built many statues in imitation of the stone

watchers for Cthulhu. Then a second migration of humans arrived on the island. They were shocked and disgusted by the cultists and their rituals.

Outnumbered by the cultists, one wise man among the newcomers understood their evil. He had learned spells which would aid them and gave his folk the Crystal of Noa. With the aid of these, the cultists were destroyed in a great battle.

Without the regular ceremonies and sacrifices, the power of the statues gradually decreased. As their power ran out, some of the statues decayed, as rock will do under the abrasion of the elements, until they appeared like the other statues of the island.

An undead worshipper of Cthulhu, through magic and study has divined the purpose of the statues and knows the time is near for the Old Ones to awake. Armed with this information he has come to Easter Island in an effort to awaken all the Watchers before R'lyeh rises from the sea. He is using the missing people he captured as sacrifices to achieve this. He is a Lord of the Silver Twilight.

Geography and Climate of Easter Island

Easter Island is a small volcanic island at about 27 degrees South latitude by 109 degrees West longitude. It is some 45 square miles in area and is shaped like a triangle. The sides measure 15, 11, and 10 miles long.

The island is made entirely of volcanic lava, and considerable magnetic variations have been noticed in the area. Compasses have a 10% chance to give incorrect readings at any given time.

There is no harbor on the island. No port facilities have ever been built and all anchorages are dangerous. There is a 20% chance per day that any ship at anchor near shore will be swept onto a coral or lava reef. To be safe, all ships must anchor in deep water well off the coast of the island, transferring personnel and equipment to shore by small boat.

The island's climate is temperate, with temperatures falling between 40 and 60 degrees Fahrenheit in the cold, wet months (June through November). During the rest of the year temperatures run from 70 to 90 degrees. In the cold months there is a 30% chance per day of rain and a 5% chance of heavy thunderstorms which may endanger ships at sea. In the summer there is a 15% chance of rain per day, with a 1% chance of heavy storm conditions.

Easter Island's nearest neighbors are the Galapagos Islands 2000 miles to the northeast; the port of Valparaiso, Chile, 2600 miles to the east; and Tahiti, 2650 miles to the west.

Government and Population of Easter Island

There is only one village, Hangaroa, on the island. The local military government is located there. The island has been a Chilean protectorate under the control of the Chilean Navy since late in the last century.

The island population consists of some 1100 natives (all of whom live, by military order, in the village of Hangaroa), about 100 garrisoning Chilean troops and officers, and some 30 civilians. The civilians are mainly foreigners who have obtained the right to raise herds of sheep on the scrub of the island.

The main language of the island is Spanish. Some of the officers and all of the foreign civilians, most of whom are from the U.S., speak English.

As natives in the past would sometimes acquire sheep without permission, they are now confined to the village and the nearby farms. They are not allowed outside their homes past a 9 p.m. curfew unless they have a pass from the military government.

EASTER ISLAND

Travel Arrangement

Getting to the island involves going to San Francisco, sailing to Valparaiso, Chile, and taking the supply ship connecting Valparaiso with Easter Island. The journey to Valparaiso takes 12 days by regular freighter or 24 days by tramp freighter; the biweekly supply ship to Easter Island takes slightly less than eight days. The cheapest fare is \$116.10 per person for the entire trip—one way.

There are alternate methods of getting to Easter Island.

To get there by their own boat the players must either buy a seaworthy vessel at a cost of between \$10,000 to \$15,000, or they may charter a vessel. Chartering will cost between \$250 to \$400 per week or fraction thereof, but will get them a ship which will carry all of them, plus crew of three, each of whom will have Shiphandling and Sailing scores of 70%. One of the crew will Speak Spanish at 80%. A normal vessel of this type would be about 60 feet long, have a steel hull, an auxiliary diesel engine, and sails. Travel time from San Francisco to Easter Island would be 14+1D6 days. Such a craft may also be handy in the next scenario.

A zeppelin would have no problem getting to the island, but an airplane would only have a 30% chance per large city of finding proper fuel between Mexico City and Valparaiso. There is no airstrip on the island, so only seaplanes can land there—exposing them to reefs and waves for the rest of the adventure.

If the investigators arrive by magical transport they may have problems explaining to the authorities how they got there.

Arriving at Easter Island

If the investigators are using normal transportation and come to shore at the village of Hangaroa (arriving elsewhere will get them arrested as smugglers), they will be met on the beach by the leader of the university team, Professor Winthrop Methridge, and by a squad of Chilean sailors. These troops have orders from the governor to bring them to him as soon as the investigators land. The professor will offer to accompany them and can fill them in on what has been happening during the past few weeks and can also answer general questions about the island.

He will give them the following information: the team arrived on the island three months ago, after gaining permission to conduct digs on the island. The first thing they did was to survey the island, a large job which took about six weeks. After that, several digs were started in likely spots, which included an old funeral monument and an abandoned village.

He says, "At two locations we made our most inter-

esting finds. At the site of the village, east of the Katiki volcano, we found a layer of burned material two feet under the surface, evidence of a large fire there several thousand years ago, noteworthy because there is little vegetation on the island, and possibly eliminating a forest or brush fire as a cause.

"The greater find took place at the funeral structures, about three miles north of Hangaroa. The structures are each a ramp made of stone, with a platform at the high end of the ramp holding three of the strange stone statues for which this island is famous. The natives call the structures Ahu-moai. The particular Ahu-moai we were working on was in total 150 feet long, 130 feet wide, and 20 feet high. Each of the individual statues of the Ahu-moai was 20 feet tall.

"Measuring the site, one of our graduate students stumbled upon a hidden crack, which led to a hollow interior. The interior of the structure is a sort of catacomb, with about 16 mummified bodies standing in niches. The vases and statues were discovered here. A week after this discovery the disappearances took place."

All artifacts are now held by Captain Manuel Pereira, the military governor of the island.

That is all the professor can tell the investigators at this time. If the investigators arrived at the island by magical means, then the above scenario will not take place. Instead they must wander through town trying to find someone to guide them to the professor, with a chance that someone might recognize that they should not be on the island and turn them in to the authorities. If they avoid the town

there is a 30% chance per day that they will be spotted by a patrol, who will always attempt to place them under arrest. Resisting arrest on the part of the investigators, or causing the death or injury of one of the soldiers will result in criminal charges, with the investigator in question being shipped back to Chile for trial.

Captain Manuel Pereira—The Military Governor

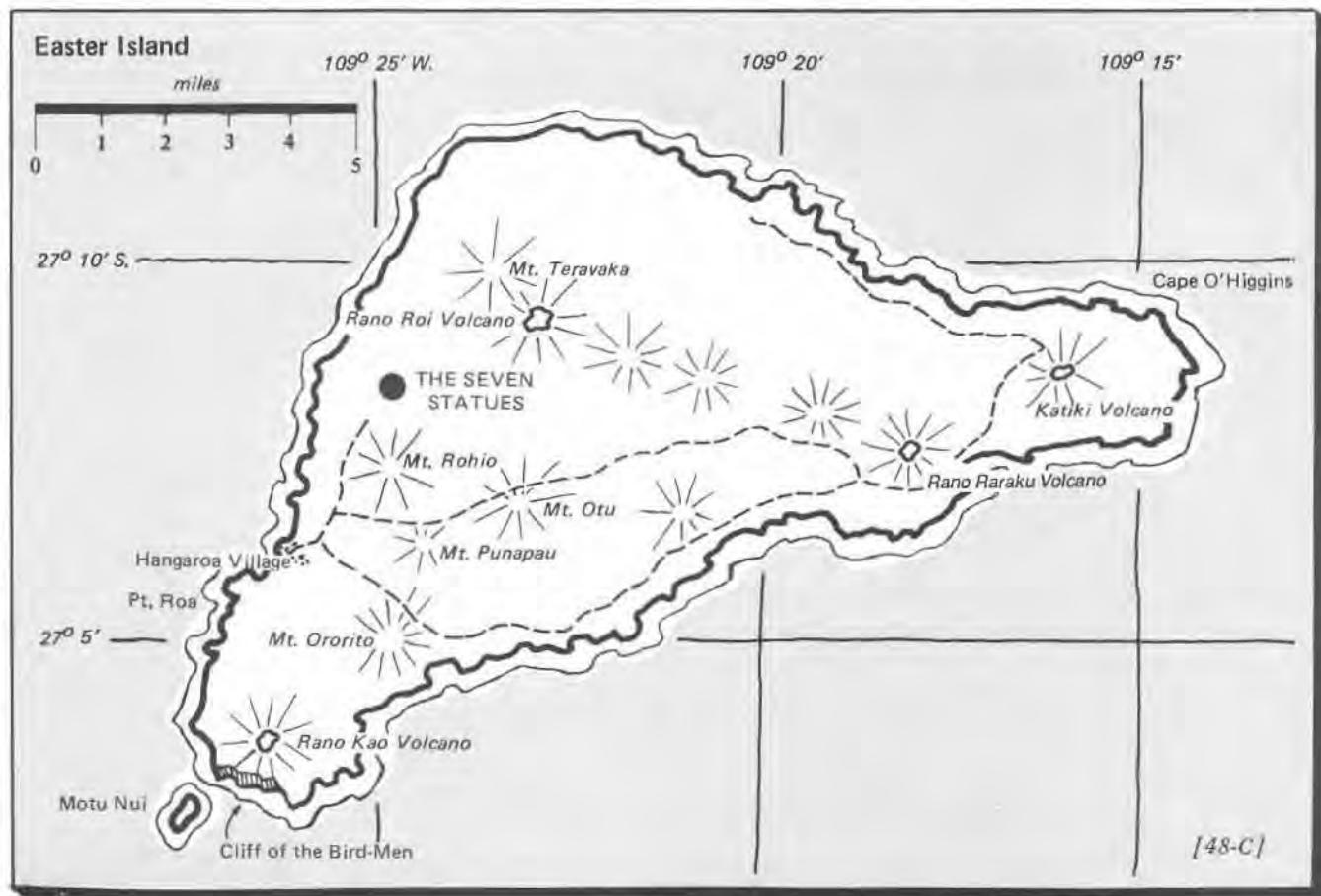
The military governor of Easter Island is Captain Manuel Pereira of the Chilean navy. He is 42 years old and has been posted on the island for 12 years. He is slightly pompous in his actions and makes a great show of doing things efficiently. A successful Psychology roll will show him to be a little paranoid and frustrated, for he believes he should have been promoted to a better post years ago. He is correct in thinking this.

When the investigators are brought to him, Captain Pereira will be barely civil to them. He believes having investigators brought in from another country insults his efficiency as an officer and his intelligence as a gentleman. If one of the investigators speaks good Spanish, the captain will be somewhat mollified.

In any case, while on the island he will insist the investigators follow six rules:

Rule 1. While in town, they must abide by the 9 p.m. curfew.

Rule 2. No firearms are allowed on the island; all such weapons will be confiscated and returned upon departure. Weapons upon a ship may remain there, however.



Rule 3. All members of the garrison are essential to the national duty. No men will be available at any time to accompany the investigators. In the interest of efficiency, no member of the garrison will answer questions from the investigators.

Rule 4. They may hire natives as guides or workers, but Pereira will tell the investigators that he considers the natives to be liars and thieves and that they are extremely untrustworthy. He will tell the investigators that they will be held responsible for any sheep stolen by hired natives while they are outside the village.

Rule 5. Due to the continuing investigations of the disappearances by the military authorities, all pertinent information uncovered must be reported to him. Failure to do so is a criminal offense.

Rule 6. They must keep the captain informed as to their whereabouts and plans. They must not attempt to make arrests or take action of such nature, but leave that up to the authorities.

If the investigators ask about the artifacts found by the university archaeology team, and can make a successful Debate or Fast Talk roll, Pereira will allow them to examine the artifacts. The artifacts are kept in his office safe.

The Artifacts

The artifacts are three statues and one clay pot. The statues are identical. Each is about 12 inches high, and depicts an anthropomorphic figure. There is webbing between the fin-

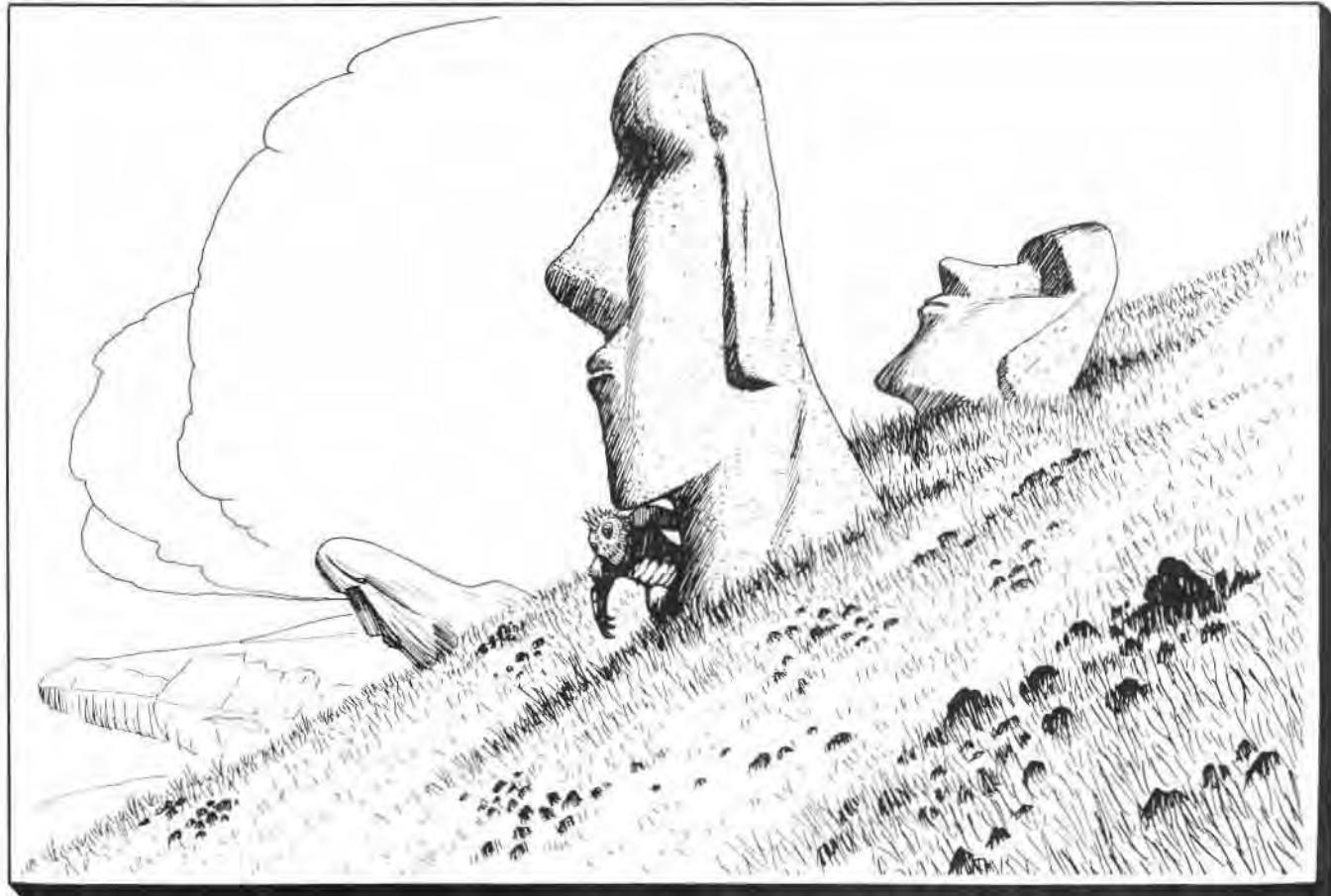
gers and toes, while the face and head are vaguely human. The eyes and mouth of the figures are extremely large and froglike in shape and the ears have extremely long lobes. A successful Cthulhu Mythos roll here will reveal that the statues are distorted likenesses of Deep Ones.

The vase is decorated with the picture of a crouching man facing a crouching figure with the same physical characteristics as the statues. Between them is a strange design. This design is recognizable as part of the Arc of Vlacos, found in the third scenario (Devil's Canyon).

The interior of the pot is covered by a thin, dried film of a resinous substance. A successful Occult or Chemistry roll identifies the substance as the essence of the Black Lotus flower, a rare hallucinogen. In this concentrated form it is poisonous, with a poison potency of 15. Anyone who tastes it must make a Luck roll. Success means only a small amount was ingested, doing 5 points of damage and placing the investigator in a comatose state for 1D12 hours ten minutes after swallowing the drug. While in the comatose state, the hallucinations will reveal to the investigator visions of great cities of the Deep Ones far below the surface of the sea, without adding to his Cthulhu Mythos.

If the Luck roll does not succeed, then the investigator is exposed to the full effects of the poison, which takes effect within 2 minutes. If he lives, he still has the hallucinations.

The resin can be heated until it becomes soft and sticky, when it can be used to coat daggers. The resin will not evaporate and can so penetrate a wound only once before it must be reapplied. There is enough resin in the pot to coat four blades.



Village of Hangaroa—Government Section

This section of the village houses some 200 Chileans and foreigners, and their families. Most buildings belong to the government—they are barracks for the garrison, administration offices, and so on. The remainder house families of the officers and the civilian sheep ranchers.

Many of the ranchers are remaining within the village area until the mystery is solved, but there are five who conduct their business as usual. These ranchers are normally out of town, each carrying a .22 pistol and 12 rounds, caring for their flocks. Each of these five ranchers has a 10% chance per day of not coming back, due to capture by Deep Ones. A group of investigators in the hills of the island have a 20% chance per day of meeting one of these men guarding his flock.

Any sheep rancher can tell the investigators about strange lights seen on the slopes of Rano Raraku volcano during the last two weeks, twice a week, and always around midnight. If the investigators contact any of the ranchers in the hills, they will tell the investigators that when the lights flashed on the hillsides, they could see figures standing around the stones and could hear a group chanting. If the investigators can make a successful Oratory roll the ranchers will try to repeat what they heard, which went "Ehyaya N'gaiaiai vultgn mingualf Cthulhu pharmgn." The ranchers fear the volcano and will not go near it.

Besides the living quarters there are three large warehouses in the government sector on the east side of town. There is also a small church and a government-run general store, which has a 60% chance of having any common item an investigator looks for, with the exception of firearms, explosives, and ammunition.

Five sailors stand watch in the government section day and night. All the sailors of the garrison are armed with bolt-action 30-06 rifles and bayonets. Officers carry .38 caliber revolvers.

Village of Hangaroa—Native Section

About 1100 Easter Islanders live here in small huts, each with a vegetable garden in front. On the east side of the native section is a large farm area where these quiet people grow their staple—sweet potatoes. Part of the village fronts on the beach and the villagers have small fishing boats—an other important source of food.

These people live in near-poverty, with little proper clothing, though many natives wear clothing cast-off by the government section. If the investigators hire some natives as bearers or guides, they will find them jovial, kind, and helpful, unlike the Chilean description of them. If any of the investigators talk to them about what is happening on the island or about Mythos things or ideas, they will become silent and mumble something about Hanau-Eepe. If an investigator buttonholes an Easter Islander and can successfully make a Debate or Oratory roll, he will explain that the Hanau-Eepe were evil men who lived on the island many years ago. There have not been any of these people for hundreds of years, but the natives think that somehow they have something to do with the disappearances.

The investigators will have no trouble hiring as many as six islanders but the Chileans will not allow hiring more. The islanders do not desire money for payment, but will request food, clothing, shoes and similar goods.



There is a three foot wooden fence all the way around the village area. Natives are not allowed beyond it after the 9 p.m. curfew without a pass.

Professor Methridge and the Archaeological Team

Only the professor and three other members of the original team are left. All are staying with the families of the missing sheep ranchers. All are citizens of the U.S. Any one of them can tell the investigators that the disappearances took place about a month ago. All those who are missing were camping in the hills on the night in question. They vanished without a clue. Searchers found their tents and cold fires in the camp set up by the six university team members who were at the Ahu-moai site. The natives who disappeared were working as bearers with them. The sheep ranchers were tending their flocks; the sailors had been returning from investigating a sheep kill.

At the camp site the tents had been knocked down and there was a strange odor on them. There were signs of a struggle, but no tracks led away, although one of the officers conjectured that the kidnappers might have brushed away any sign of footprints. Since then both sailors and sheep ranchers have reported seeing strange lights on the slope of Rano Raraku.

If the investigators express an interest in the islanders, Methridge will direct them to Father Jorge Haedo, the island's Catholic priest, who has lived on the island for many years and knows much about the natives and their society.

The Priest

Father Jorge Haedo has been the Catholic priest for Easter Island for 20 years. He lives alone in a small house next to the church.

He is 50 years old, is obese, and is a devout man. He has two hobbies. One is food—Father Haedo is somewhat of an epicure. He will invite the investigators to a magnificent dinner at his home once he hears of their arrival.

His other hobby is anthropology, especially South Sea island cultures. He both speaks and reads all major Pacific

languages at 70%. His home is filled with books on these subjects and a successful Library Use roll will allow investigators to find any information they are looking for on Easter Island native culture.

If the investigators bring up the topic of the natives of Easter Island, Father Haedo will give them the following information if the investigators ask for it:

Information 1. The islanders, until the coming of the Church, worshipped Make-Make, a pagan god of creation.

Information 2. They also had a different cult which died out many years ago. It involved some form of bird man, carvings of which can be seen on rocks all over the island. It was called the Tangata-Manu, the Cult of the Birdman.

Information 3. When the Tangata-Manu wished to elect a new priest, they would have all the aspirants line up on the Cliff of the Birdman at the base of Rano Kao, dive into the water at a signal and swim for the small island of Motu-Nui, which had religious significance to them. The first man to reach the island became the new priest.

Information 4. According to the islanders they were not the first people on the island, but were preceded by a people they call the "Long Ears," the people who raised the statues covering the island.

Information 5. The statues are called "moai." They are supposed to have inherent magical power, which is how the natives explain the fact that some of the statues on the island are worn away by the effects of the weather, while others remain almost untouched. The most perfect statues are those on the slopes of Rano Raraku.

Information 6. The present islanders say their fathers killed all the Long Ears in a great battle many years ago because of an evil done against them, but their history does not say what the evil was.

Father Haedo is a practical man. He studies legends and histories because he wishes to understand the people better. He is not superstitious and if the investigators bring up Cthulhu Mythos information he will listen with great interest, but will not believe it until he sees it. He will not help the investigators explore the island.

If the investigators do bring up legends or stories concerning magic or the Cthulhu Mythos, Father Haedo will comment on the general superstitiousness of mankind, giving as an example the statement that several sailors reported seeing strange flying things around both Rano Raraku and Rano Kao. He will dismiss what they saw by explaining that all it really could have been was a low, fast moving cloud combined with active imaginations of illiterate men. He is confident that there is a logical, though possibly criminal, reason for the disappearance of the people.

Garrisoned Soldiers

At this point the investigators may wish to talk to one or more of the Chilean sailors to gather more information. All the sailors have an education of 2D6 and speak only Spanish.

If the investigators approach a group of soldiers and ask questions, they will get no answers and will be reported to Pereira; each member of the group is afraid the others will report him.

If they can find a man alone, while on guard duty or otherwise alone and make a Debate roll, they will be told of several creatures seen flying across the night skies of the island especially around Rano Raraku and Rano Kao.

These things, which none have seen clearly, were always spotted by a squad on night patrol. The sightings started shortly before the disappearances took place.

The objects vary in size. Some are man-sized, others the size of a horse and cart. All had wings. Many of the troops have seen these things but have not reported them for fear of being laughed at by Pereira. Father Haedo has heard of them from the confessions of the troops. All the sailors believe that these creatures are sendings of the Devil and want nothing to do with them.

The sailors will also mention strange glowing lights on the slopes of Rano Raraku. They believe this to be the center of Satan's workings on the island. No sailor has ever gone near the lights, but will know they occur every three nights about midnight.

Native Singsong

The following information can be given to the investigators by anyone if they are in town at night and make a Listen roll, or if they inquire as to what the natives do at night or what sort of entertainment is to be had.

Every night the Easter Islanders hold a singsong somewhere in their part of Hangaroa, which is supposed to be very pleasant to hear. The Father will recommend it if the investigators wish to learn about the natives.

It always starts shortly before dark falls, and continues until about 10 p.m. Many songs are sung but, if any listening investigators can make a Listening roll and an Idea roll, they will notice that the natives break off whichever song they were singing and break into a new, very rhythmical song just as the sky in the west becomes totally dark and all the stars become visible. A successful Mythos or Occult roll will tell the investigators that the song is some form of incantation, but that its exact purpose cannot be defined.

If they ask any of the natives what the song is, they will be told that it is customary that the song be sung just as all the stars come out, and has been so done for hundreds of years.

At the singsong, an old and revered man is presently leading the songs. If the investigators impress him by making an Oratory roll, and ask about disappearances on the island, he will say he knows that a great evil is loose, but that he does not know what it is. The other islanders will also then befriend the investigators. They will tell them that the last priest of the Birdman still lives and that he dwells in a secret cave in the side of Rano Kao. If he wishes he could help the investigators. The islanders will provide a guide they may hire to take them to the Tangata-Manu (the priest).

The Tangata-Manu

The cave of the Tangata-Manu is high up the side of Rano Kao. The cave is difficult to find and a guide will always be needed. It is above the cliff of the Birdmen. Investigators must make a Climb roll and a Jump roll to reach the cave. If either is failed, the investigator must make a Luck roll or take 3D6 points of damage from falling.

At the mouth of the cave they will be met by a very old man, looking at least 90 (actually he is 175), who will speak to them in English. He is 4' 10" tall and has no teeth. He wears a feather loincloth and cape.

He will tell them he is the Tangata-Manu, the priest of the Birdmen. If they ask where he learned English he will reply that he has learned all the languages of the world from the birds of the air, who fly everywhere. He can speak any common, living language at 60%.

The native guide will explain how the investigators know of the cave and why they are on the island. The priest will invite them into his cave. Before he lights a torch they will hear scuffling noises. The walls are covered with many strange signs. They may recognize many Elder Signs mixed into the patterns.

The priest will ask what the investigators are doing on the island. If they give him the truth (he will know if they are not) and make a successful Oratory, he will give them the following information:

Information 1. The present natives were not the first people on Easter Island.

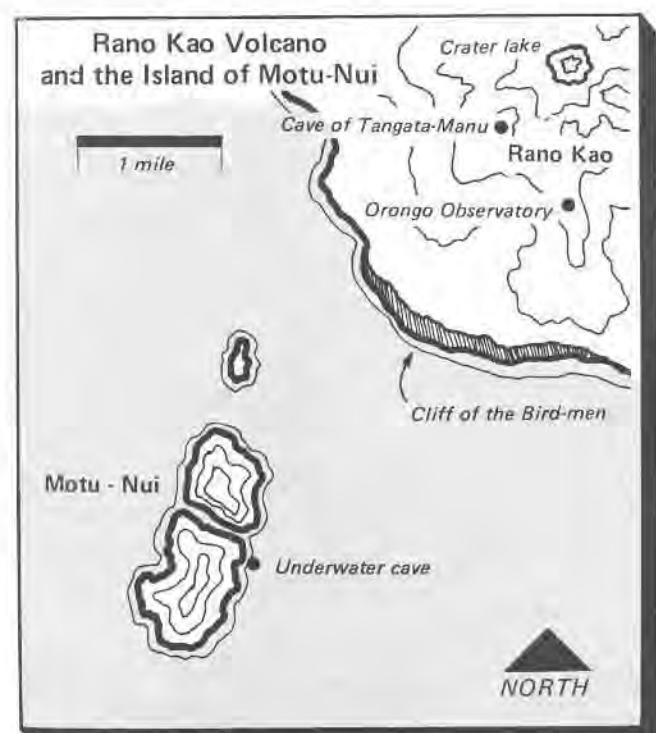
Information 2. The Hanau-Eepe, the Long Ears were here first.

Information 3. They, according to the legends, changed from fish to men in ten generations. They were not like us.

Information 4. They built the moai and the place of "star watching" which is on this mountain.

Information 5. They told the first of our people who came to the island that the island was sacred to their priest, who lives below the water.

Information 6. When our people first came they welcomed us, but then they killed some of us most horribly, as food for the moai.



Information 7. The moai are somehow alive, but this is not really understood.

Information 8. The first Tangata-Manu prayed to the old gods of the sky for aid and was answered by the god Noa.

Information 9. With the knowledge given to him and the Crystal of Noa we destroyed the Hanau-Eepe in a great war and burned their bodies. (This corresponds to the area of burned matter found by the archaeologists.)

He may then offer to let them use the Gifts of Noa to destroy the evil.

He has three magic items. The first is a mask (the mask of Moa) carved of wood which, when worn, allows the wearer to breathe underwater. This costs one magic point each five minutes and 1D6 points of SAN when first used.

The second gift is a set of directions to the Crystal of Noa, and an explanation of its use. The crystal is the size of a man's hand and glows softly. When the words "Noa Noa nafl' ftagh'n" are spoken while held, it emits a bright flash and a thin beam of light doing 1D3 points of damage each melee round to whoever it is aimed at. It has a range of 100 yards and never misses. Each firing of the crystal costs the user one magic point. The crystal was put in a very safe place after the defeat of the Hanau-Eepe. The mask which allows breathing underwater was used to dig a tunnel under the island of Motu-Nui, and there the crystal was placed. The priest also has a magic spear, but will not lend it unless the investigators purchase enough clothing and footgear to clothe and shoe all the natives in Hangaroa.

The magic spear is the Spear of Noa, which automatically hits for 1D10 damage when thrown. It cannot be dodged. The spear may be thrust, but a normal roll to hit must be made — the spear automatically hits only when thrown. This counts as a magic weapon against various monsters.

The Tangata-Manu will tell the investigators that there is an entrance to the place of the evil god in the side of Rano Raraku. To find it they must go to the "place of star watching," a circle of low stones. There they must find the mark of the frog on one stone and sight from it across the keystone. Then they will see the entrance to the place of evil.

To find the cave of the crystal, they must go to the Cliff of the Birdmen and look for the sacred island. Fifty feet below the surface is the cave. It was to this outcropping of rock the aspirants to priesthood would swim when choosing a new priest.

TANGATA-MANU

STR 8	CON 15	SIZ 5	INT 15	POW 15
DEX 10	APP 7	SAN 52	EDU 3	HP 10

Skills: Speak with Birds 80%.

Spells: Call Bird, Command Bird, Enchant Spear.

GIANT EAGLE

STR 26	CON 11	SIZ 16	POW 15	DEX 18
Move 3/20				

Skills: Claw 50% (3D6 damage), Beak 75% (1D10+2D6 damage) — the eagle may attack three times each melee round, twice with claws and once with its beak. If it is attacking by swooping down from a height, it may not bite, but the claws will do double damage if they hit the target. The eagle is able to carry a human with a SIZ of 8 or less for short distances.



The cave of the Tangata-Manu is a straight tunnel, with only a sleeping pallet and the described items. There is always a giant eagle acting as guard for the priest. It was this creature which made the scuffling noise as they entered. It will defend the priest to the death. The priest has three spells and a skill which he will teach if one of the investigators decides to follow him and become a priest of the cult.

Orongo — The Place of Star Watching

This is simply a collection of stones and holes dug into the side of Rano Kao. A Spot Hidden will allow investigators to find the entrance to the evil cave, as long as they have already met the Tangata-Manu and have been told about it. If they are simply exploring, finding the entrance will require a successful Luck, Archaeology, and Spot Hidden roll, all by the same investigator.

Motu-Nui — The Isle of the Crystal

If an investigator has donned the mask, or has diving equipment, and is looking for the entrance to the underwater cave, a Luck roll and a Spot Hidden roll, both of which must be successful, will allow the cave to be found. Each attempt to find the entrance takes 15 minutes. The entrance to the cave is always guarded by 1D3 Deep Ones, who will not enter the cave. An investigator with a Swim skill of 80% or more may swim down to find the cave entrance without artificial or magical aids.

Inside the tunnel is a softly glowing crystal about the size of a man's hand lying in the sand in the center of an Elder Sign. Anyone who removes the crystal from its resting place will take 1D6 points of magical damage, as if electrocuted. This will only happen once—to whomever removes the stone from the sign. The stone can be stored again in the center of any Elder Sign, and no creature, henchman, or sorcerer of the Great Old Ones can disturb it until a human of decent intent moves it first and takes 1D6 magical damage. The crystal's other powers have been described earlier.

Rano Raraku

On the slopes of Rano Raraku are 53 moai, the original statues built by the Deep Ones to serve as watchers for the rising of R'lyeh.

The statues stand about 300 feet up the side of the mountain. They variously face parts of the entire ocean, though none face towards North or South America.

Four hundred feet up on the southeast side of the mountain is a hidden entrance leading to the buried monolith. Jutting cliffs and boulders conceal the entrance so that it cannot be seen from above or below. Discovering the entrance accidentally requires the investigators to be at the required height, including needed Climb rolls to get there, a Luck roll, and a halved Spot Hidden roll. Only two attempts to find the entrance may be made per day. If the characters have seen the entrance from the place of Star Watching, only an Idea roll is needed to find it. There is a 40% chance of encountering a party of five Deep Ones patrolling the mountain at night.

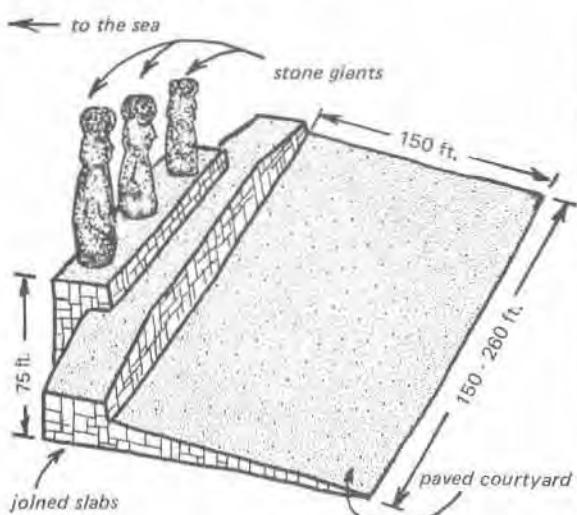
The cave mouth is 15 feet across; its lips are carved with images of human skulls interspersed with monstrous things—tentacles hanging from their faces. A Mythos roll identifies them as related to Cthulhu or his Spawn. A dank, rancid smell comes from the dark interior.

When the investigators pass the carvings, a Dimensional Shambler will be summoned to attack. The Shambler will appear at the widening of the passage indicated on the diagram to the left. He will not leave this area, though he will maneuver all about the cave. When three-quarters of his hit-points are gone he will attempt to grab one of the characters and return to his rightful dimension. If guns are fired those in the sanctuary of the monolith (below) will hear and either prepare themselves for an attack or they will come up to investigate.

The cave of the Shambler battle opens onto a chasm about 60 feet across. The smell of decayed flesh wafts up



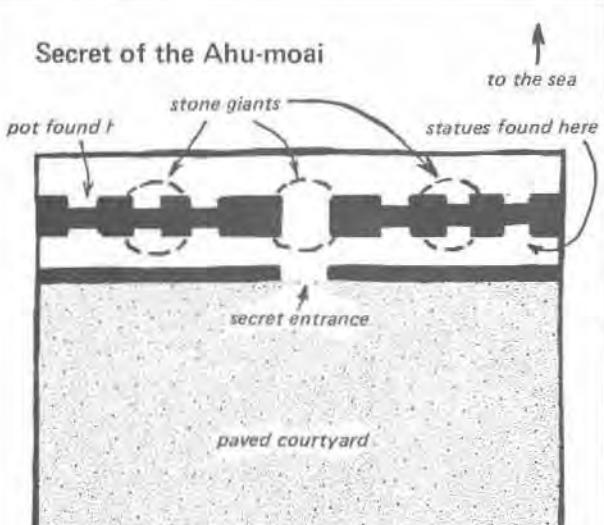
Diagram of the Ahu-moai



from the bowls of the volcano. Around the interior of the chasm the trail spirals downward, cut from the lava of the island. It varies from one to three feet wide with no handholds and requires five consecutive Climbing rolls to reach bottom. The chasm is 100 feet deep. Every 20 feet there is a 20% chance that the lava will crumble under the weight of a character. A luck roll is then needed to keep from falling. Falling characters will receive 1D6 points of damage for every 10 feet that they fell.

At the bottom of the chasm is a second gallery, with an opening leading to the north. At this point, a faint light can be seen coming from the opening, which leads into a tunnel. The stench has now increased enough that humans will be nauseated and must subtract 6 from their DEX until they get fresh air. If a character's DEX is reduced to zero or less, he faints until carried from the caves.

Secret of the Ahu-moai



Sanctuary of the Monolith

The winding trail leads to another cave at the bottom of the chasm; through a small, 20' passage; and into a larger, natural cavern 80' across and 20' high. In the center is a carved stone monolith, covered with blasphemous carvings, the sight of which automatically costs 1 point of SAN. Set on top of the monolith is a small statue of Cthulhu, as anyone with a Mythos knowledge of 5% or more can tell. Though the statue is made of the green stone of Mnar, there are tendrils of sickening grey smoke emanating from the monolith itself. The smoke drifts up to the ceiling of the cavern, which cannot be seen due to the smoke. The horrible stench may be coming from the smoke.

Before the monolith is a natural stone podium or altar. Upon this is a large 2'x1'x3" book, bound in black material.

This is a copy of the R'lyeh Text which has been translated into English. It has lost nothing in the translation.

It belongs to the Crawling One, who uses this sanctuary as a lair when not sacrificing or with the Deep Ones. If the characters touch the book or the monolith, or if a Deep One or the Crawling One orders it to, the monolith will attack.

If the Monolith attacks, the grey smoke coming from the statue will separate into 1D8 strands, each almost like a tentacle. At the same time a quiet chanting will start, "Eyahyahayhaaaaaaa nguluiiiii yagagaga Cthulhu naftagh'n," and slowly increase in volume until in five melee rounds it will be loud enough to deliver 1 point of damage per round by its intensity. This damage is done to all within the chamber, except the Crawling One.

Each tentacle of smoke has a STR of 5 and will attempt to throw rocks, hit, trip, and otherwise slow investigators. Each tentacle has a 30% chance to hit. If it hits, it will wrap around the target and try to lift him into the air, by matching its STR vs. his SIZ on the resistance table. If it fails to lift him, it will hang on until other tentacles also hit him and then they will combine their STR to try to lift him. This will continue until they succeed, when they will lift him to the cavern roof and smash him against the floor, doing 2D6 damage. The tentacles will keep this up, smashing their target on every second round, until he is dead or until the monolith is destroyed.

Once a tentacle has grasped an investigator, he cannot break free except by forcing his way to the room's entrance and leaving. In order to leave, he must match his STR vs. the STR of the tentacles. An investigator who has been lifted by the tentacles cannot break loose.

In addition, each tentacle or smoke has the power to drain blood through the skin of the victim, draining 1 point of STR per tentacle per melee round. The investigators will see red streaks suddenly shoot up the grey smoke tentacles. The monolith can continue these attacks indefinitely.

Seeing the monolith feeding on blood costs 1D4 SAN if a SAN roll is not made. Seeing the tentacles attack costs 2D6 points of SAN if a SAN roll is failed, and 1 point if the SAN roll is made.

The monolith can be destroyed or prevented from working in a number of ways. If the statue is destroyed, the monolith will cease action. The statue can only take 30

points of damage from a magical weapon before shattering. Non-magical weapons will not affect it and bullets will simply bounce off. Explosives in sufficient quantity would damage the monolith, but not the all-important statue. This would also cause the roof to cave in, and all investigators must make Dodge rolls or take 2D10 points of damage from falling rocks. There is a 40% chance that an explosion will seal the exit, trapping the investigators.

No weapons can harm the smoke tentacles.

If an investigator carves an Elder sign into the monolith it will effectively seal it off from Cthulhu and all attacks will cease.

There is one way in which the monolith and statue can be completely destroyed. The Crystal of Noa must be smashed against the side of the monolith. If it is thrown, a Throw roll must be made by an investigator with a STR of 13 or more. If the crystal is smashed against the monolith by hand, it will automatically break, but the investigator doing the smashing will take 3D6 points of damage from the shock.

When the crystal is broken a blinding light will engulf the monolith. Anyone watching who does not make a Luck roll will go blind for 1D6 days. In addition, the chanting will rise to a violent shriek for 1 melee round, causing everyone in the room to take 1D2 points of damage. Then both light and noise will die away, and only a blackened pile of molten rock will remain. All the moai on the slopes of Rano Raraku will crumble.

The Ahu-moai

There are several Ahu-moai scattered over the island. They were used as burial chambers for priests of the Old Ones after the majority of the Deep Ones left. A successful Archaeology or Chemistry roll will tell the investigators that the bodies are at least a thousand years old. If the bodies are examined closely they will be seen to exhibit the taint of the Deep Ones. This can be detected by either a Cthulhu Mythos roll or an Anthropology roll. If this is known, 1D3 points of SAN will be lost unless a SAN roll is made.

DEEP ONES		Deep One number			
		1	2	3	4
STR	14	13	19	20	
CON	7	9	8	11	
SIZ	19	14	21	16	
INT	11	15	8	7	
POW	8	11	10	8	
DEX	8	10	9	11	
Hit Points	13	13	15	14	
Claw Attack	30%	55%	30%	25%	
Damage	2D6	2D6	2D6	2D6	
	5	6	7	8	9
STR	16	15	20	11	9
CON	12	9	8	9	11
SIZ	21	14	12	12	19
INT	7	12	11	11	12
POW	11	7	12	11	16
DEX	10	8	8	10	12
Hit Points	17	12	10	11	15
Claw Attack	30%	25%	40%	35%	45%
Damage	2D6	2D6	2D6	1D6	2D6

Caverns of the Deep Ones

These are the tunnels which the Deep Ones built when they dwelt in force on the island. Lava rock decays fairly rapidly, so most of these tunnels have collapsed. There is only one entrance: in the side of Rano Roi, and one exit; to the ocean. There are some side tunnels still open and it is in one of these that the Deep Ones hold their human captives.

There are 15 Deep Ones in the tunnel complex. Five stay with the humans at all times. Every night, the remaining ten break up into two groups, one of which guards Rano Raraku while the other searches the hills for animal or human prey. There is a 10% chance they will come upon a lone shepherd or soldier, or any investigators who happen to be out.

The tunnel system's entrance can only be found by tracking the Deep Ones back to their lair. The Deep Ones have a 30% chance to realize that they are being followed and consequently setting an ambush. A character following the Deep Ones must make a Track roll.

Every third night, one of the captives is sacrificed. He is brought by ten of the Deep Ones to the line of moai on



	10	11	12	13
STR	14	16	18	15
CON	8	13	14	13
SIZ	11	15	18	12
INT	10	11	10	8
POW	8	8	10	13
DEX	13	10	10	6
Hit Points	10	14	16	13
Claw Attack	25%	30%	55%	35%
Damage	2D6	2D6	2D6	2D6

Rano Raraku. Five Deep Ones stay in the tunnels to guard the rest of the prisoners.

If attacked, the Deep Ones will defend themselves, but if they lose more than a third of their group, they will flee to the sea.

The Deep Ones each have a single point of skin armor and cost 1D6 points of SAN to behold unless the viewer makes a SAN roll. They may attack twice per round, using each of their claws against their target.

All these Deep Ones know the spells of Enchant Moai, Contact Spawn of Cthulhu, and Contact Cthulhu.

If the Crawling One is still alive and the Deep Ones are driven from the island, they will summon a Spawn of Cthulhu, who will attempt to kill all the investigators, even leveling the village of Hangaroa if necessary. If the investigators manage to kill all the Deep Ones, but not the Crawling One, a Spawn of Cthulhu will be summoned by other Deep Ones in a month's time. If the Crawling One is destroyed, the Deep Ones will not bother with summoning the Spawn.

None of the Deep One's prisoners are sane. All have undergone a terrible shock. If a player-character successfully Psychoanalyzes a prisoner, he will tell of how they were attacked by the fish-frogs and also by a hooded thing on the back of a great winged horror. If the prisoner is asked for more detail on the hooded rider, all he does is repeat, "... the worms! The Worms! THE WORMS!!" and then lapse into catatonia.

"The nethermost caverns are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastens not from his charnal clay, but fats and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."

[56-B]

— from The Festival
by H. P. Lovecraft

This quote is available to anyone possessing a copy of the Necronomicon, and successfully studying it. This involves rolling his edition's knowledge bonus x 5 or less on D100. For example, John Dee's English version adds +16% to Mythos knowledge, so it would give a $16 \times 5 = 80\%$ chance for the reader to chance upon this passage.

The Crawling One is composed of thousands of worms and maggots. Each worm is individually alive and constantly moves, though they generally hold the shape of a human body. Due to the soft and resilient quality of the thing's body, normal weapons do minimum damage. Bullets will only do a single point of damage upon hitting the Crawling One, except for shotgun pellets, which will do minimum damage for the type of gun firing. Fire and magic, including magic weapons, do full damage.

Crawling Ones cannot speak, but can write messages. It is unnecessary for them to use words in performing spells or

when communicating with their monstrous wards and gods.

If a Crawling One is seen close up, the viewer will lose 2D10 points of SAN unless he makes his SAN roll, and 1D3 points of SAN even if he makes it.

This particular Crawling One is a servant of Cthulhu, and is one of the Lords of the Silver Twilight. He came to the island on his mount, a shantak, and contacted the Deep Ones a little over a month ago. He arranged to have the Deep Ones now living in the tunnels below Rano Roi to aid him and to help capture the humans.

He helped to capture the humans on the back of his shantak. The mighty wings of the beast beat out any trail that rescuers might have followed.

Since three weeks before the investigators arrived on the island, the Crawling One has been following the ritual of sacrifice for restoring Power to the moai. Every third night at midnight, he has the Deep Ones bring one of the captives before some of the moai of Rano Raraku. The ritual chant is performed by the Deep Ones present, and takes ten minutes, after which a dagger is plunged into the victim. All the victim's Power flows into the dagger, which then begins to glow, as if white-hot.

The Crawling One then points the dagger at three statues in turn, and a lightning-like bolt of power arcs from the dagger point to each moai. The Power divides equally among the three statues. This is the flashing light which the soldiers and shepherds have seen over the last few weeks.

If anyone is watching the ritual and observes the statue closely at this time, they will see the statue twitch, and its eyes open. The statue's eyes look just as if alive, wet, and glistening. After the first pulse of energy, the statue will settle back into immobility in a minute or so. Anyone seeing the statue's eyes or seeing them move will lose 1D6 points of SAN unless a successful SAN roll is made, and 1 point even if the roll succeeds.

Different statues are charged by the ritual each time, so the area of sacrifice also changes. After the sacrifice, the Deep Ones take the body back to the tunnels and consume it, leaving fragments for the Crawling One.

Between sacrifices, the Crawling One remains either in the sanctuary of the Monolith, or flies the shantak to Rano Kao, where he uses Orongo, the place of star watching, to determine how close R'lyeh is to rising.

The Crawling One usually is at the place of star watching from midnight to 2 a.m., except on the nights of sacrifice, when he is away from the sanctuary all night. The Crawling One cannot sleep.

CRAWLING ONE

STR 6	CON 14	SIZ 10	INT 14	POW 20
DEX 8				HP 12

SPELLS: Contact Deep One, Contact Cthulhu, Contact Spawn of Cthulhu, Summon/Bind Dimensional Shambler, Dread Curse of Azathoth, Voorish Sign, Enchant Moai.

WEAPONS:
Pitch 80% Special damage

Pitch: The Crawling One always carries a small leather bag with it. This bag contains its main weapon, a supply of black, tarry pitch, which the Crawling One can throw up to 12 yards. If the pitch hits a target, it will adhere and begin to pulse and swell, sucking

out the mind of the victim. Each round that the pitch remains attached, it will drain 1D6 points of INT from its target. The pitch may not be removed by any normal means, but will continue to drain INT for three rounds, when it will harden and drop off, having drained 3D6 points of INT. If the victim's INT is reduced to less than 0, he will die. If his INT is exactly 0 he will survive as a vegetable. An INT of 1 to 7 indicates various degrees of mental retardation. There is no earthly method to reverse the effects of this awful stuff. The pitch will only work on humans. If the investigators manage to slay the Crawling One and get his bag, they may want to try to use the pitch. Because it is such a ghastly weapon, using the pitch will cost 1D3 points of SAN for the investigator doing so. If the pitch is touched with bare or gloved hands, it will adhere and drain the INT of the toucher. It may only be safely thrown by a non-human or by using a metal scoop or some similar implement. There is enough stuff in the pouch for ten throws, but this is reduced by the number of throws that the Crawling One made before being destroyed.

SHADOWS OF YOG-SOTHOTH

7. The Rise of R'lyeh

The stunning climax of the adventure, where the Investigators pit their feeble resources against the combined might of the Lords of the Silver Twilight and the monsters of the Mythos.

INTRODUCTION

Keeper Information

By this time, the players should be aware that the ultimate goal of the sinister Lords of the Silver Twilight is to raise the corpse-city of R'lyeh — "Earth's supreme horror." The investigators have just finished operations on Easter Island. They know that the Lords have made many preparations and that the day of horror is at hand. To help the investigators understand the necessity for the next step in the campaign, the keeper may need to give them some more information. This is included below.

Spelling Out the Situation

The investigators should still be on Easter Island. If by some mischance they are elsewhere, adjust the following information to fit wherever they are. For example, a Chilean navy commander plays a role in the following information — if the players have their investigators located in

THE CAPTIVES

When the scenario opens there are still nine humans alive in the tunnels at Rano Roi. One will be sacrificed the night the investigators arrive and another will be sacrificed every third night thereafter. The investigators have until the last sacrifice is made to stop the Deep Ones and the Crawling One, giving them 25 days.

If the players fail to stop the moai from being charged, they can still prevent effective use of the moai by destroying the monolith. If a Spawn of Cthulhu attacks the town, the military governor will allow players full use of all supplies and ammunition.

When all the moai are charged, they become indestructible, and when R'lyeh rises, the Messenger of the Old Ones will be called to the island. This will give the players difficulties in the last scenario.

For each captive of the Deep Ones that the investigators manage to rescue, each member of the rescuing party will gain 1D3 points of Sanity. If the monolith is destroyed, another 1D8 points of Sanity will be gained.

San Francisco, an American navy officer would be indicated instead.

The investigators have (probably) found out the secret of the watchers, and they have almost certainly done away with the monstrous Crawling One. More importantly, the information that they have received indicates that Carl Stanford and his cronies are involved in a scheme which will soon come to fruition. The Crawling One was sent to Easter Island to prepare the Watchers; the coven in Scotland desperately tried to gain the R'lyeh Disk; in Maine, the Silver Twilight recently and persistently tried to kill all the investigators. Some monstrous goal is being attempted, and the coordination is world-wide.

While the investigators prepare their next step (whatever they imagine it to be), some rather appalling news comes in by way of the Chilean navy. Seismographs have indicated a great deal of underwater activity south of Easter Island. The commander of the Chilean navy feels that it would be inappropriate for naval vessels to go and investigate the matter just now, for tensions are running high with Chile's

neighbors (especially Bolivia), and the High Command wishes to keep all ships close at hand. However, he recognizes the potential importance of the seaquakes reported by the geologists, and wants somebody to investigate it. Some of the professors from the university at Santiago speculate that the activity heralds the rising of a new island, and the officer naturally wants Chile's territorial rights to be asserted over any new land, whether or not it is ripe for colonization.

The investigators will need to have the R'lyeh Disk, the Arc of Vlactos, and the spell information contained in the preceding episodes. While poring over this stuff, they may each attempt a Cthulhu Mythos roll. If any succeed, then they will be able to figure out a potential use for their materials. If all of them fail, then the keeper will need to give the information to them some other way. A convenient source for this information would be a short interim scenario, in which the investigators' reward is a letter from Carl Stanford to one of his cronies, relating the same use for the Cthuloid materials.

THE PROBLEM

However the investigators find their information, they will learn or deduce that together, the R'lyeh Disk, the Arc of Vlactos, and the spell information give the necessary data to raise R'lyeh, the city of Great Cthulhu, once again. Sensible players will guess that the powerful Silver Twilight also has such information, and that the island reported to be rising may well be the dread land of R'lyeh itself, summoned into activity by the Lords of the Silver Twilight.

Careful examination of the materials and of the spell description reveals that the time may not be right for Cthulhu's return. If the players peruse their magical books, they will discover that Cthulhu may only return when the stars are right. The stars actually are not quite right yet, though they are close. Use of the magic power contained in the R'lyeh Disk, the information in the Arc of Vlactos, and the spell's description would allow the raise of R'lyeh a few years before the due date. Without the R'lyeh Disk, the Lords of the Silver Twilight will be forced to muster every resource to raise R'lyeh before the propitious hour. Naturally, this will not deter them.

If the players have any magic books at all, a successful D100 roll of 5 times or less of the book's Cthulhu Mythos knowledge bonus will confirm for the investigators all of the above information, as well as determining the fact that Cthulhu's personal tomb will be difficult to open, and this process may require more than a day to complete. The tomb would naturally be easy to open on the planned day for Cthulhu's release (which, strangely enough, does not seem to be found anywhere in the investigators' notes — it is still at least a year or two in the future), but a potent spell and concerted effort will be necessary for success in such a premature effort. Of course, once Cthulhu is out and ravaging once again, he will not care that he has been freed a few years ahead of the optimum time, and he will immediately subjugate and destroy all human civilization.

A Solution

There is still some hope. Opening Cthulhu's tomb ahead of the appointed astronomical time requires a spell related to the spell for raising the isle from the sea bottom. In fact, it

is similar enough that using it might interfere with the tomb opening. If performed right, this interference would reverse the island's rise, and cause it to sink again. The investigators must land upon R'lyeh itself, and then throw the reverse of the last part of the Raise-R'lyeh spell while the cultists are still chanting their own spell to open Cthulhu's tomb. The two spells will magically combine, and their combined energies will cause the isle to sink once again. To be effective, the reversed spell must be cast from the top of the 'Blue Monolith,' whatever that is.

The investigators are now faced with a choice. They can ignore their destiny and refuse to seek out the halls of Cthulhu, or they can forge ahead and try to sink the isle of R'lyeh. If they refuse to try to stymie the Silver Twilight, the keeper has a few options left. He could go ahead and destroy the world with Cthulhu's release, thereby ending his campaign, and start a new campaign. He could decide that the Silver Twilight's spells did not work as well as expected, and that they failed to release Cthulhu. This second choice would leave Carl Stanford and the rest of his crew as villains to plague the investigators through later adventures. Or, the keeper could assume that some other band of NPC investigators had come to the same conclusions as the players, and had gone on to take the place of the players' investigators and solve the problem. The keeper will probably wish to have these noble, self-sacrificing, effective characters all perish in the sinking of R'lyeh, to keep them from cluttering up future scenarios. In this third case, the keeper may or may not wish to have Carl Stanford and company get away, having failed to release Cthulhu.

In any case, if the investigators refuse to fulfill their responsibility to save the world from Cthulhu and the terrible Old Ones, leaving open the very real possibility of having the world destroyed and ruled by the foul star-spawn of the Elder Races, it is reasonable to force the characters to lose SAN — because of their guilt in not trying to stop the greatest horror conceivable, and because of their nightmares of what might happen if the Great Old One isn't stopped without their help. The keeper may decide for himself how much SAN the investigators should lose, but 3D6 should be fair.

The Voyage

The investigators from here on in will be assumed to be going to what they believe to be R'lyeh, and will also be assumed to have some idea as to what to do once they get there. The Chilean naval commander on Easter Island will provide the investigators (as the most qualified people around — if the investigators are at all typical, they include college professors — good choices for the expedition) with a small ship and crew sufficient to take them to the island. Of course, the investigators may have their own ship, in which case the officer will wish them well and provide them with navigational maps of the area — a large "X" is marked where the new island is supposed to be located.

Just before they leave, the officer will tell the investigators that he has just received a transmission from Valparaiso: several tramp ships, manned by lower-caste types, left from that city a day ago, evidently in an attempt to reach the same area as the investigators. These ships have a bad reputation, and the Chilean naval officer fears that they may be going in an attempt to claim the island for a foreign power, to loot it, or to perform some other illegal act of

sinister nature. Some of these ships have been accused of piracy, though no charges were ever pressed.

The Chilean naval commander will consent to provide the investigators with Chilean equipment (against the wishes of the Easter Island governor). He will provide a .38 revolver for each member of the party, as well as bolt-action rifles (.303). He will also arm two of the party members with Thompson sub-machineguns and plenty of ammunition.

He will not give them explosives or more potent arms, and may become suspicious of the investigators if they press him for more. He can hardly afford to outfit a powerful military force without taking responsibility.

The trip will pass uneventfully, unless the investigators failed to disarm the watchers of Easter Island in the previous scenario, in which case go to the end of this scenario, and look under "The Messenger of the Old Ones" to see what will happen to the hapless investigators.

The Island

The island is a horrible black and slimy mountaintop thrusting up from the ocean. Bloated sea creatures gasp their lives out on the muck; dripping seaweed is everywhere. It is evident that the island has been raised for a few hours. There are thousands of huge stone buildings and monuments in black or green stone. All these enormous, cyclopean buildings are built to an unearthly geometry. Seeing the terrible corpse-city for the first time forces all watching to successfully make a SAN roll or to lose 1D8 points of SAN. Even if the SAN roll succeeds, those seeing the horrible place must lose 1D3 points of SAN. After

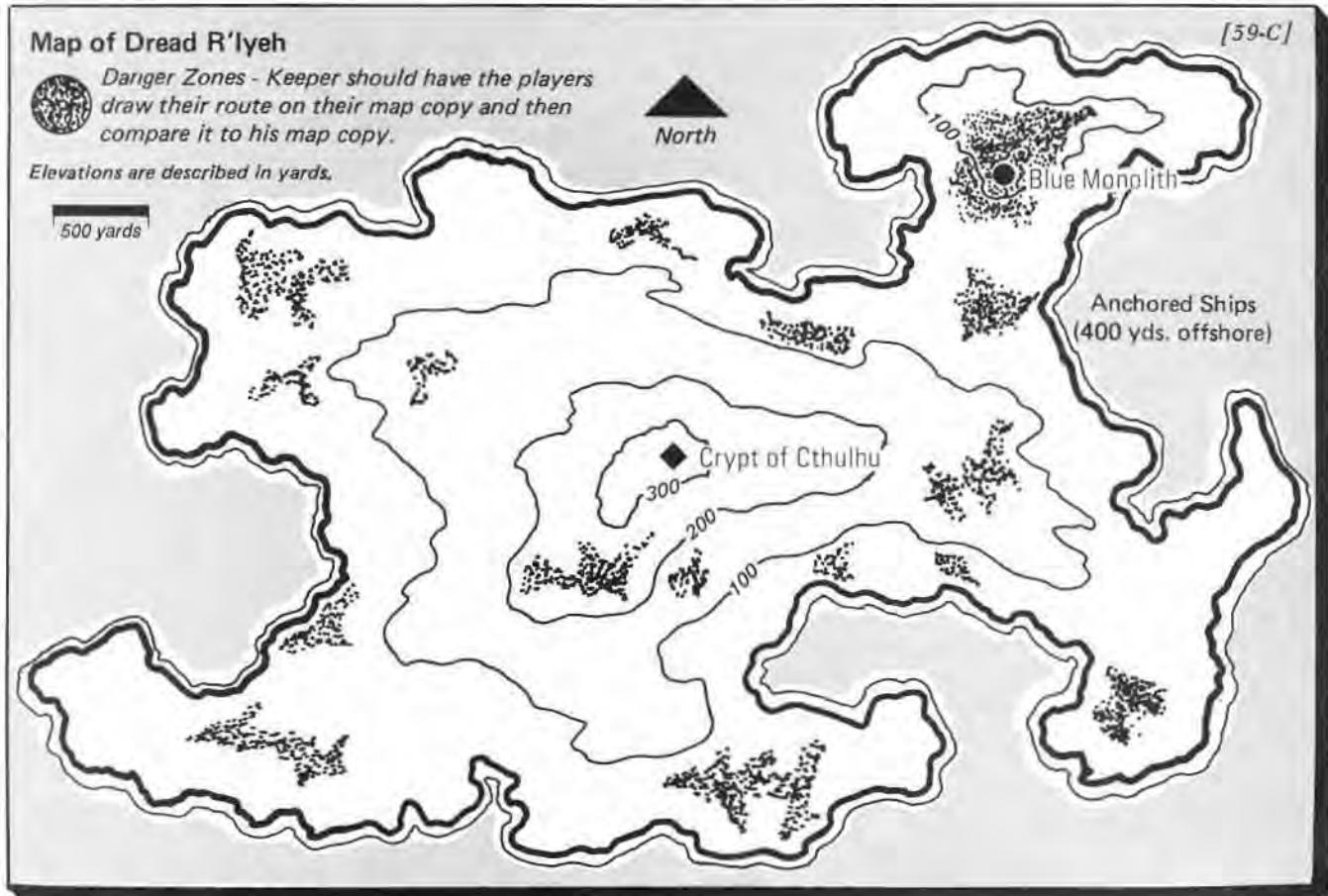
glimpsing the city of dread, none of the ship's crewmen will consent to go ashore. The investigators will be on their own. Even under threat of bodily harm, the sailors will remain on their boat. Several other ships, none over 500-1000 tons displacement, can be seen anchored off the shore. There does not seem to be anyone aboard. The investigators will need to take one of their ship's boats to go ashore.

More giant monuments are visible underwater, and the tops of some of them project above the surface. The ship does not dare to approach to less than four hundred yards from the island, for fear of wrecking on one of the jagged tops of the immense buildings. Because of the non-Euclidean nature of the geometry, it is not even possible to be sure to just what direction a given monument rises — clearly a navigation hazard.

TOWARD CTHULHU

A map of the island is included for the keeper. The players should be provided with an outline of the whole island and asked where they wish to land. It is obvious that there is much, much more of the city still beneath the sea. Only the tip of the city's highest mountain presently soars above the silent, oily sea.

The entire island is covered with stone structures, mostly black or grey-green, but with a few other colors present. At the island's peak a great black building can be easily seen. If a successful Listen roll is made, the characters hear hoarse voices raised in a horrid chant from the direction of that peak. It should be obvious to the investigators from the



number of anchored ships and the loud sound of the voices that there are well over forty cultists around. Even the most aggressive investigators should recognize the fact that they will not be able to prevail against five to ten times their number of well-armed cultists on this island of ultimate evil.

Danger Zones

Certain parts of the map, shaded darker than the rest, are labeled "Danger Zones." These are places where the island's architecture and magical power is stronger. These places look like the rest of the island (that is to say, terrifying) but the angles and auras there are more powerful. When a party first enters one of these zones, the character with the lowest Power will disappear somewhere en route. He will step behind a rock and never come back, or be swallowed up by an angle of masonry, or be erased by something equally mysterious. Vanishing, he may or may not leave behind a despairing wail. He has been transported to some mystic place between the planes, or to another world, state of being, or has simply been annihilated — body and soul. In any case, it is entirely up to the keeper's discretion as to whether or not he will ever reappear somewhere. If he does, he should suffer a massive Sanity loss — perhaps as great as 100%!

The second time a party enters a Danger Zone, they have a chance equal to their highest Spot Hidden to notice that the angles and geometry resemble the last Danger Zone they encountered. All the characters may try a Cthulhu Mythos roll if they have noticed that they are once again in a Danger Zone. If one of the characters succeeds, he will be able to partially comprehend the nearby angles, and he can lead the party to safely traverse the region. If the investigators fail to Spot Hidden or if they fail their Cthulhu Mythos rolls, then the character with the now-lowest Power must make a Luck roll or vanish. This procedure should be repeated every time the characters enter another Danger Zone. Increase the chance for the Spot Hidden by +20% each time another Zone is entered.

The Ships

If the characters decide to investigate the anchored ships, they will find that they are unmanned, except that each ship has a magical guardian; a Flame Vampire lurking on the bridge. (If the players enter a ship, they may see a flash of light, like a will o' wisp, out of the corner of their eye.) The flame vampire will try to lure them into places where they can be separated and killed individually. If it must, it will attack groups of player-characters. It will not enter engine rooms, since arcane signs have been painted on the door and walls to keep it out — even the cultists don't want a fiery being near fuel and oil! The flame vampires will not leave their individual ships, fearing the surrounding sea.

Each ship has a small shrine to Cthulhu with a little grey-green statue of Great Cthulhu himself in it. Beholding the blood-stained shrine forces all onlookers to roll SAN or less or lose a point of SAN. Each statuette would be worth \$100 or more to a museum or university.

The Blue Monolith

In order for the investigators to sight the Blue Monolith, they will need to pass within 1500 yards of it — from a

greater distance it is obscured by huge blocks of stone. Within 1500 yards, a successful Spot Hidden will sight it. Within 250 yards, everyone will see it: a tall and perfectly cylindrical pillar of bluish-grey stone angling into the sky. There are no visible openings or windows in the Blue Monolith. Because of the skewed angle of the surrounding buildings, the investigators cannot tell whether the monolith is upright or teetering to one side. In fact, they cannot tell even whether or not the horizon is level or whether sea and sky still meet at the same spot. R'lyeh is like a different, more ancient and malign planet.

At the Blue Monolith itself is a guardian creature — a Thing akin to the Deep Ones. It resembles a gigantic hybrid of octopus and toad. It radiates a strong feel of evil. The creature is vaguely toad-shaped, but with long tentacles sprouting from its body in apparently random spots, as though the creature were diseased, and these cancer-like growths were symptoms of its pain.

It can attack with up to four tentacles at once. If a target is hit with a tentacle, he is drawn to the creature's body and held tightly. From then on, he is attacked by the monster's claws instead of the tentacle. The Thing has two claws, and can use them both each round, but only against a victim already held by a tentacle.

In addition to its tentacles and claws, the monster can attack with a long frog-like tongue each round. If the tongue hits, the target takes damage and must roll his STRx4 or less on D100 to keep from being yanked into the Thing's mouth and instantly killed in the corroding alien acid of the creature's interior. It is possible to attempt a Dodge roll to avoid the tongue's attack, but the sweeping, swift attacks of the tentacles cannot be dodged. Of course, the claws cannot be dodged, as they only attack victims already held by the tentacles — held immobile.

THE GUARDIAN THING

STR 30	CON 20	SIZ 60	INT 4
POW 20	DEX 10		

Hit Points: 40

WEAPONS:

Tentacle (4)	20%	1D6 damage + grabs
Claw (2)	45%	5D6 damage
Tongue	75%	2D6 damage + adheres

Armor: This creature has no armor, but it cannot be impaled — impaling hits are treated as normal damage. When it is killed, it will dissolve slowly into blue jelly, which then evaporates.

Sanity Loss: All those seeing the Thing must make a successful SAN roll or lose 2D6 points of SAN. A successful roll still costs the character 1D2 points of SAN.

This monster will fight to the death. The characters will not be able to see it until they are right on top of it. It will rise out of a mucky black hole full of sea water. The first round of combat will begin normally. All the investigators will be within range of the Thing's tentacles, and the Thing will be at close range.

Because of the peculiar perspective of this island, an investigator's chances to hit with a firearm are *not* doubled at point-blank range unless the character is currently insane. (This latter category includes all the cultists currently present on the island.) If the characters defeat the guardian monster, they will need to get to the top of the Blue Monolith.

The Blue Monolith is too sheer to climb by any means, even though it may be slightly tilted — as previously mentioned, it is hard to tell. It is about 100 feet in diameter. As the characters ponder the problem, they might consider somehow hurling the magical box of Carl Stanford to the top of the monolith, or summoning some flying monster to carry them there. Another route to the monolith's top is a large panel of blackish green stone, placed askew on the side of the monolith just two yards up from the base. If the investigators push on this strange piece of rock, it will slide inward, a cloud of darkness will visibly leave, and an opening will be revealed. Anyone stepping inside will find himself in a small blue room with glowing walls. If they fight to escape (there will be no visible exit once within) a wall will collapse, and they will find themselves on top of the monolith with another panel of the black-green stone behind them, set into the roof. If they go back through this top panel, they will once again be within the blue glowing room, and firmly striking any wall will once again deposit them at the monolith's base.

At the top of the monolith, the characters will be able to clearly see the hillock atop which Cthulhu's terrible tomb lies. Dozens of cultists leap naked around that site. As the characters intone their spell, they will feel the island start to rumble under their feet. The cultists will falter in their wild leaping and singing, but will not cease. When the characters finish their spell, they will see the black panel of Cthulhu's tomb open wide, and Great Cthulhu himself leave his grave. He will immediately wade through the mass of his worshippers, crushing and knocking them aside, and stride straight for the monolith upon which sit the investigators. All atop the monolith will be forced to look at Cthulhu and lose the appropriate amount of Sanity. The psychic aura of horror and doom associated with the release of Cthulhu is so strong that no merely human mind can withstand it, and the investigators' eyes will be riveted to Cthulhu's horrific form.

CONCLUDING THE SCENARIO

Those remaining sane will be able to escape from the top of the monolith and run for their boat. At all times, Cthulhu knows the exact spot at which the investigators are and he will try to stop them or to cut them off before they can reach their ship. Cthulhu moves three times faster than the investigators do, they will really have to scramble to get away from this eldritch monstrosity. If he reaches them before they get to the boat, he will stop for a round and scoop up a handful of the pitiful investigators into his fetid claws, giving the remaining investigators a bit of a lead. If the investigators finally reach the main ship they will easily be able to persuade the few non-insane crew members to steam away from the cursed place as swiftly as possible.

About an hour or so after the finishing of the ritual intoned from the Blue Monolith, the island of R'lyeh will sink and all the cultists still on shore (including the majority of the Silver Twilight, and especially Carl Stanford) will sink with it. The cultists' ships will be sucked down by the pull of the island, and anyone aboard them will also die. Cthulhu trumpets his rage and returns to his black lair to await a more propitious time for release.

If the characters try to fight it out with Cthulhu, the keeper should wipe them out. Even the lauded Elder Sign is relatively impotent against such a being. For example, if a

character were to hold up the Sign before Cthulhu, hoping that he will not be grabbed by Cthulhu's claws, the keeper is well-justified in permitting a small, star-shaped piece of the character's body to escape total destruction (the part of the body covered with the Elder Sign), but of course, the rest of the victim is mangled.

If the characters decide to climb up Cthulhu's mount and fight the cultists there, let them. There are approximately 70 cultists there, including Carl Stanford himself, and about eight Lords of the Silver Twilight, each of status approximating Stanford's, though a little less magically powerful. All the other cultists are armed with old carbines. Each has a 25% chance to hit, can fire once per round, and will do 2D6 points of damage upon hitting. Remember, because of the weird perspective of the island, sane individuals cannot double their chances to hit at point-blank range.

The Messenger of the Old Ones

It is possible that the investigators have come upon this scenario without first disarming the Watchers on Easter Island. If this is the case, then the Messenger of the Old Ones will overtake their ship before the investigators can reach R'lyeh.

While the investigators steam along, the sun will seem to darken, and the sky will seem to become leaden. The ocean surface will become oily and still, and all clouds will flee away. Then, an enormous black shadow will fall across the ship. A gigantic writhing mass is clawing its way across the sky, coming from the south and heading straight for R'lyeh. As the investigators watch, it suddenly pulses green and a pale, corpse-white, then breaks up and small twisting masses fly from it to all sectors of the sky. Within an hour, nothing remains visible of the original mass but a single chunk moving steadily towards the investigator's ship. The other pieces have all vanished beyond the horizon. Viewing this will cost all viewers 1D6 points of SAN. There is no chance to reduce the loss by making a SAN roll.

The thing moving towards the investigators will soon resolve itself into a large and terrible mass. It continually throws out glutinous streamers and seems to be pulling itself through the air. In form, it is best described as looking like a mass of eight or ten black horses all fused together and galloping in different directions at the same time. When it nears the ship, longer, knotted tendrils and strings will begin to drop from its lower portion and it will become obvious that an attack is imminent. This Messenger is immune to all mortal weapons of any nature. It is translucent, and half-immaterial. Only magic weapons can harm it. It will continue to attack the investigators until it is slain. It moves at a good pace, upwards of 30 knots.

In its attack, it moves over its proposed target, then suddenly whips a cluster of strands around the hapless person. It will then pull him up and eat him. Each round that the individual is held in the strands, he will take 1D3 points of damage to his hit points, and 1D4 points of damage to his APP, as well as 1D6 points of damage to his Sanity, as he feels his flesh and face eaten away by caustic enzymes.

The APP loss comes from the terrible acid burns sloughing away the victim's skin and face. If the character takes over one-third of his total damage from the acid, he will be rendered completely blind. Each 2 points of APP lost

will reduce the character's ability in Bargain, Fast Talk, and Oratory by 5%. The APP loss is always permanent, though the hit point damage can be healed.

In the fight against this monster, the sailors will be trying to keep the ship underway, and are mostly belowdecks. The monster will be attacking only the investigators.

THE MESSENGER OF THE OLD ONES

STR 25	CON 20	SIZ 50	INT 4
POW 16	DEX 14		

Hit Points: 35

WEAPON:

Tendrils 80% Special damage (see above)

Armor: No armor, but immune to all non-magical weapons.

Sanity Loss: Seeing this messenger will cost those who fail a SAN roll 1D10 points of SAN. Those making their roll will lose a single point of SAN anyway.

The monster will depart after killing anyone on the above decks, whether or not it has been harmed. Killing this monster will not gain the investigators any SAN — it has appeared because of their failure to destroy the Watchers of Easter Island, and merely slaying one of these beings has not helped much. Remind the players that they saw hundreds of these things fly across the ocean from the original mass!

If the investigators succeed in sinking R'lyeh, these Messengers will still be active and around. The keeper may wish to use them in future scenarios, either by themselves, or with whatever Elder Horror they have managed to awaken from its eon-long slumber.

* * * *

This is the last scenario in the campaign. If your players have played well, they have destroyed one of the most powerful secret organizations in the world, as well as narrowly averting the ultimate peril to life and sanity. There should be enough unused ideas and left-over non-player characters for the keeper to form a few additional scenarios if need be. If the players have played the whole campaign through, and sunk Cthulhu and the cultists once again beneath the waves, each of their investigators will realize that they have defeated Cthulhu Himself, and they may add +1D100 points of SAN to their current scores, up to their maximum of 99 minus their Cthulhu Mythos knowledge. Unless something went wrong, or unless the keeper became too soft-hearted, the survivors of this scenario will well-deserve this reward.

This has been a tough series of battles. Your investigators deserve congratulations.

The Catch

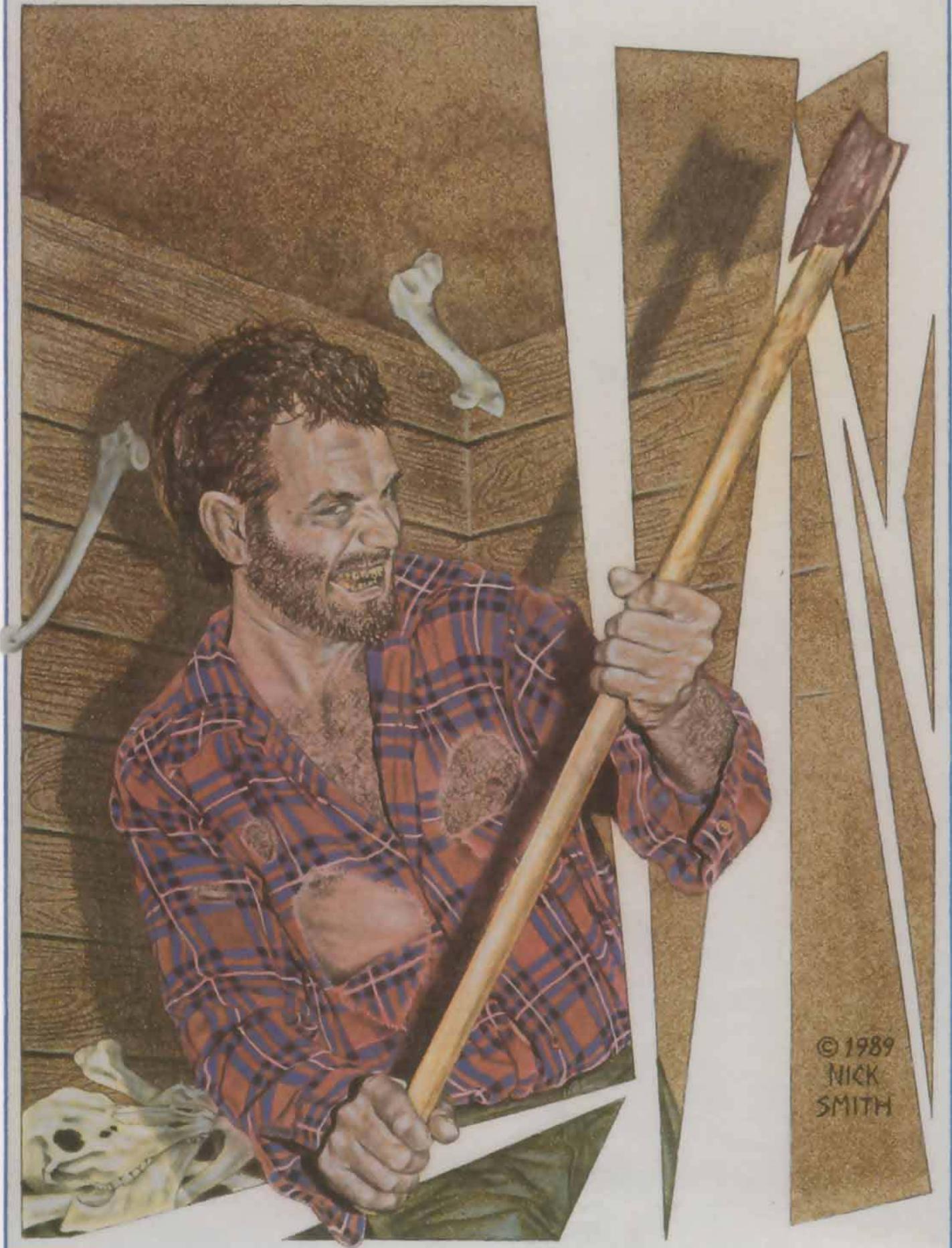




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The Warren

An associate of the Investigators has disappeared. Is he linked to an unexplained explosion at a deserted house?

PLAYER'S INFORMATION

In a *Boston Globe* for late 1921, the investigators see a report of a loud explosion on the outskirts of Westwood, a small community southwest of Boston. Initial reports places the noise at the Boucher estate, a long-deserted house and grounds. A later edition retracts that speculation. Two days later, another article, on page nine, states that Jerry Maklin, a demolitions expert and friend of the investigators, has been missing for three days. He left no word of his whereabouts with friends or family. Police have been notified and hope to solve the case swiftly and without incident.

KEEPER'S INFORMATION

The Boucher estate is infested with degenerate descendants of the Boucher family. The family had been in-breeding for many years before moving to the New World in 1712, and the continuance of this, coupled with their foul worship of Y'Golonac, has led to a despicable existence.

Jerry Maklin was hired by Jason Porter to demolish the house and a large garden building. He blew up the out-building, then he decided to level the manse with a large explosive charge in the basement. In the basement he saw a tunnel (it led to the warren) but he ignored it and set to

work. Besides, he was being paid especially not to inspect anything, and that had been made very clear. Frightened by the first explosion, and disturbed by Jerry's new preparations, the Bouchers under the house attacked him. His remains lie in the cellar, next to four dynamite charges of six sticks each.

In addition to the Bouchers living beneath the house, there is another and more dangerous inhabitant. This is Philip Boucher, the only current Boucher to appear human. He was first possessed by Y'Golonac 22 years ago and has aged very little since. He is afflicted with delusions of grandeur, and believes that he will someday lead an army of his kin out of the house, and gather about him others who desire to release the Old Ones. Despite these desires, he knows on some level that he is evil, and sometimes acts in an almost rational and sympathetic manner, which is how the characters will find him when they arrive.

THE CLUES

The clues are intended to help the players unravel part of the mystery before actually going to the house. To use the clues, simply have the characters state where they are going to look that day. Allow them to inspect no more than three

locations per day. When the characters arrive, role-play the situation, taking on the different personalities of the likely information sources — searching for clues can be one of the most enjoyable parts of the game!

At some point during play, the characters must make the rolls listed at the end of each clue to gain the appropriate information. Success indicates that the player has gotten into the building, found the necessary book, or whatever. Failure indicates that the players did not succeed.

Of course, the investigator must be looking for the right sort of thing; someone looking for books on the occult will not stumble upon an obituary. They must also look in the proper sequence, and the keeper should strive to keep them on the proper trail for at least part of the way through the clues list.

A CLUES LIST

(1) At *the house of Jerry Maklin*, the characters will be given the brush-off. The relatives tending the house say that the police are taking care of everything. No roll of the dice can get any questions answered or gain entrance to the house. And in fact no rolls are needed here.

(2) At *the office of Jerry Maklin* the investigators will find papers in his unlocked safe which indicate that he was hired by a Jason Porter to demolish the Boucher house. In pen on one of the margins of a paper are scrawled, "ASAP" and "NQA." There is also a \$650 bundle of new bills in the safe, the amount noted to be the Boucher house demolition fee.

The roll needed here will depend upon whether the investigators approach the office at night or day. During the day they must each make a successful Luck roll, or be approached by a guard, in which case only a successful Fast Talk will save them from an afternoon at the local precinct house. By night, the investigators must each make a Move Quietly, or it's back to jail when the watchman hears them. The door to the office in the Bolling Building has a STR of 12, and there is no alarm. It could be forced easily. Further search will reveal nothing other than the information in the safe.

(3) At *the Hall of Records*, the characters will find many things. One is that the deed for the Boucher estate is held by one Jason Porter. The investigators may also find that there is but one birth record for the Boucher family after they moved to Westwood in 1712. The lone record was 22 years ago, when Priscilla Boucher gave birth to Jason Philus Boucher, Dec. 15, 1899. There is also a record of Priscilla's death, three days after Jason's birth. The cause of death is listed as severe lacerations from dog bites.

(4) At *the offices of the Boston Globe*, the characters may find an article headlined "A Beast in Boston." It tells the tale of two drunks who claim to have seen a monster in the vicinity of Boston Memorial Hospital. The monster is described as a large, vaguely human creature which loped down a side street and ran into one of the drunks, who said that it felt like an overripe tomato and that it smelled like it was a week dead. Its red eyes seemed to glow out of its doggish face. Naturally, the article goes on to make fun of the two men, but any character making a Cthulhu Mythos roll will know that the creature may have been a ghoul. The article appeared in the December 25, 1899 edition, and the ghoul was supposed to have been seen on

Dec. 18 — the same day on which Priscilla Boucher died. A successful Library Use roll is needed to find this article.

(5) *Players' investigators from the area* may remember reading about the disappearance of several children in the Westwood area over the past few years. The children were never found, and the cases are still open. Any appropriate investigators must make an Idea roll to remember this.

(6) At the *Boston Memorial Hospital*, the investigators will find that no one is working there who was working when Priscilla died. One nurse on each shift will know of the episode, though, and could tell the characters that the baby was healthy, and that it was put up for adoption. The Chief of Staff can give the players the address of Priscilla's nurse, Susan Newman. It will take a Fast Talk roll to get into the hospital and talk to the nurse. A successful Oratory roll is needed to get the address of Susan Newman.

(7) At the *nurse's home* the investigators will meet Susan Newman, an elderly woman who will offer them tea and biscuits. When asked about the death, she will say that she remembers it well. She was just down the hall when she heard the baby begin to cry. She began to run when Priscilla screamed. She opened the door and saw a shadow outside the window. Priscilla was dead. She thinks that the baby was put up for adoption with the Martin Adoption Agency. She remembers Priscilla as a rather repulsive, though strangely naive young woman. It will take a successful Oratory roll to get Susan to talk freely.

(8) At the *Martin Adoption Agency* the investigators will find that all the records are confidential, but that paying the clerk a small fee (\$20) will allow them to look at the records for an hour. The records state that Jason Boucher was adopted by Bob and Wilma Porter. There is a Providence address listed. A successful Debate or Credit Rating roll is needed to talk the clerk into accepting the bribe, and a successful Library Use roll is needed to find the information.

(9) At the Providence of Bob and Wilma Porter, the investigators will learn that Bob died in the influenza epidemic of 1919 and that Wilma died about six months ago in a car accident. Their son has moved to Boston. This information takes no die rolls to find out — the Porter's neighbor is quite garrulous.

(10) At *The Library*, they will find a death certificate in the *Globe* dated three days ago (for Jason Porter). Cause of death is unlisted, and no date is given for the funeral. It takes a successful Library Use roll to find this clipping.

(11) At the *Hall of Records*, a death certificate can be found for Jason Porter. The cause of death listed is heart attack. The paper is a forgery. It requires a Law roll to get into this hall, then a Library Use roll to find the certificate. A successful Know roll is needed to recognize the fact that it is a forgery.

(12) If the players realize that *Jason Porter is still alive*, they may wish to interview him. A survey of the Boston area phone or address books will disclose no Jason Porter, but a Jeff Porter is listed in north Boston. If the investigators visit him, he behaves very nervously (a successful Psychology roll will determine that he is nervous because of something besides the investigators). If the investigators behave decently, he will quickly admit that he is Jason Porter and then tell his story.

After the death of his mother, Jason was contacted by

a Boston law firm. They told him his true history, who his real mother was, and what happened to her. (The players should know this already from their previous investigation.) He was then informed that he was the sole heir to the Boucher fortune, almost \$50,000 in gold, as well as the family estate. He went to the estate and saw that the house was unlivable, so he decided to have it demolished and to build something else in its place. If the investigators ask if he saw anything unusual at the place, or if they ask him why he is in hiding, he will ask them to leave, and he will say nothing more.

THE BOUCHER ESTATE GROUNDS

The entire yard is overgrown, and has not been cared for in years. An 8-foot stone wall surrounds the grounds. It is impossible to see more than 10 or 15 feet into the thick brush. The trees are covered with ivy and creeping vines. They are full of twitterings and rustlings. If an investigator makes a successful Zoology roll, he will not be able to identify the species of the bird or animal making the noises, but he will know something is wrong.

(1) *The Gate* — Hanging onto the rim of the stone wall are the remains of an iron gate, which has suffered at the hands of the elements.

(2) *A Hole* — Well-concealed in the undergrowth is a three foot diameter hole, leading into the warren below. A vile stench — a mixture of graverot and sulfur — rises from it. A successful Spot Hidden roll will find the hole, or a Luck roll $\times \frac{1}{2}$ will allow a searcher to blunder into it. In either case, the character must be actively searching in the brush. If the investigator makes a successful Listen roll, he will notice that the twittering noises in the leaves get louder around the hole.

(3) *The Graveyard* — There are about 18 headstones in this small cemetery, with such phrases as "Arlene Boucher, Mother" engraved on them. There are no religious phrases or symbols, Christian or otherwise, found on any tombstones. The tombstones are overgrown, and many have fallen over. If any graves are exhumed, it can be seen that the coffins have been scratched open from the outside, and no corpse is present. The ground is loose, as though recent digging had taken place.

The Mausoleum is an imposing structure. It is marble, and engraved with lots of leaf work and the names of many, many Bouchers. If anyone makes a Spot Hidden roll, he will notice ugly little sculptured faces peering from between the stone leaves. Two verdigrised bronze doors open to the interior, which is filled with cobwebs and smells very old and rank. In the center sits a single bronze casket upon a stone slab, the resting place of Jason Boucher, who died in 1734. The walls contain the resting places for dozens more caskets and are carved with the names of those entombed. In one of the coffin-compartments is a hole which leads down to the warren. A fetid stench rises from this hole.

The House

At the end of the cobblestone drive stands the house. Once a sprawling place, weather and time have dulled the fine white paint to a pasty grey. There is a large hole through the roof of the building. Parts of the hole are charred while areas inside the building seem to have been only recently

exposed. Boarded-up windows stare down at the characters as if the house was a ravenous beast. An out-building to the rear has apparently been leveled by an explosion.

The house has been added to over the years, but only laterally, as though some unknown law held one floor and one floor only to be desirable. The roofline has many low peaks, but the ceilings of the rooms rise to meet them — there are no attics or crawl spaces. The exterior was regularized in 1895.

(1) *The Porch* — A large wooden porch, with a hanging chair-swing and three rockers is before the house. All the appurtenances here are falling apart.

(2) *The Entry and Parlor* — This is a large room with three couches, and a number of tables. A large bible sits on the center table, but if inspected, all the pages are found to be blank.

(3) *The Study* — The door is locked, and has a STR of 12 to resist breakage (only one character may try to burst through it at a single time). Inside is a desk, a chair, and a bookshelf. Anyone making a Spot Hidden roll will find a secret compartment in the desk. Inside is a piece of parchment — a page from the dread *Revelations of Glaaki*. Reading this page will add 1% to one's Cthulhu Mythos score at a 1-point loss in Sanity. The page is evidently from an ancient, hand-translated copy of the *Revelations* — most modern versions of this horrible book are fairly urbane. The page reads:

Those who warshyp thys most holy of gods ar afton alloed to transend mere humanne shape, and to become hys minions. Thys I have seene, and grat is ther glori. They tayk the form of man, yet it is not the form of man. Ther streng is moor then that of mere man, as is ther quiknesse. They liv afton in cavs and cavernes benyfth the worlde, were onlie Y'COLONAC, and the others who no of hymc can fynd them.

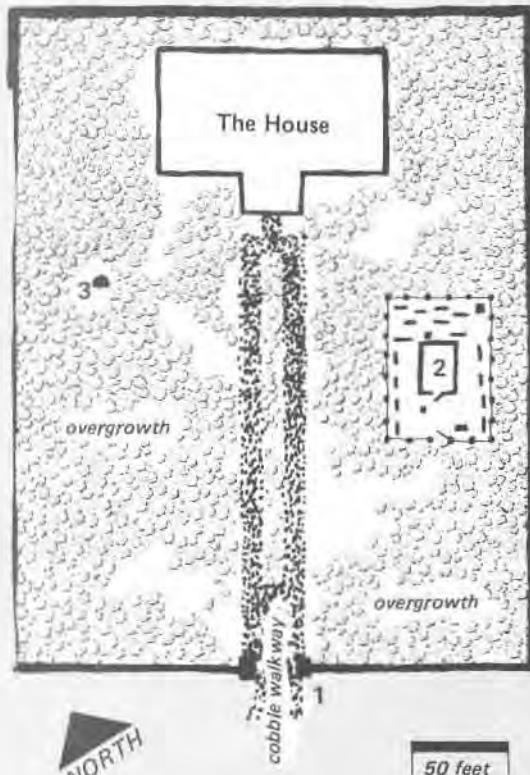
(4) *The Library* — The room is lined with bookshelves, and a table with four chairs sits in the center. In one of the bookshelves is an account of a voyage from Boston to Newburyport, in which the captain claims to have seen mermaids off Innsmouth.

(5) *The Dining Room* — A very long table is in the center of this room. There is also an empty china hutch against the north wall. In the northeast corner of the room, hidden by debris, and wrapped in a dirty brown cloth, are six silver spoons, worth \$2 each, if the investigators want to loot them. A successful Spot Hidden roll is needed to spot the cloth.

(6) *The Kitchen* — There is very little here. All of the non-canned foods look as though the rats have gotten into them. If the characters make a Spot Hidden roll, they will find a small skull, resembling that of a monkey or deformed child. A successful Zoology roll will indicate that the skull is definitely badly malformed, and young or dwarfed human. Nailed boot prints lead downstairs through the dust.

(7) *Storage* — This was once a pantry. Much broken glass is on the floor. If anyone tries to search through the glass, they will need to roll their DEX $\times 3$ or less on D100 or injure themselves, taking 1D3 points of damage. If they fail a Luck roll, they will have injured their hands in such a way that they cannot use a firearm effectively until their wounds are healed. A successful Spot Hidden done while searching (and possibly getting one's hands cut to ribbons)

The Grounds of the Boucher Estate



December 21, 1899

Today I heard a strange chanting noise from the other side of the house. I could not understand a single word of the language, but it contained too many consonants for my liking. As the noise grew louder, so did the storm outside. When at last the chant reached its frenzied conclusion, a thunderous bolt of lightning struck the house. I rushed to the door and found it stuck. I am sitting now waiting for rescue. It has been eight hours.

Philius A. Eckard

[66-B]

will expose a small skull, similar to the one in the kitchen (room 6). If the skull was not found in the kitchen, here is another chance.

(8) *Washroom* — Two large tubs and a bag of lye soap are here. There are also three boxes of springless clothes pins.

(9) *The watercloset* — This holds only a non-functional toilet.

(10) *The game room* — A billiards table dominates the room. In the southeast corner of the room is an unusual chess set. All the pieces represent strange and bizarre creatures. Any character with a Cthulhu Mythos knowledge of 5% or more will recognize the king as Cthulhu himself. Anyone with a Cthulhu Mythos knowledge of 15% or more will be able to recognize the rest of the pieces as well. The Queen is a faceless sphinx — an old form of Nyarlathotep. The bishops are fungi from Yuggoth, the knights Deep Ones, and the rooks are strange peaked buildings (R'lyeh? Carcosa?). All the pawns are humans, each one different. If an investigator can make a History roll, he will recognize some of the pawns. One is an English minister, another a German chancellor, an American general, and so on, representing various great leaders from the mid-1800's. The

pieces of one side are bright pink; the other side is a bilious green. Examining the board closely reveals vague outlines of planets, stars, and galaxies. Those looking at the chess set for the first time must make a Sanity roll. Those failing the roll will lose 1D6 points of Sanity. If the characters take the chess set, they could either keep it for a curio, or sell it for up to \$350. The workmanship is quite good.

(11) *A watercloset with bath* — The same as room 9, except that there is also a bath tub. The bath is enclosed by a curtain, and this curtain is closed.

(12) *Storage* — Among the garbage and old furniture here is a small box. On the box is a label in French: *pour l'air, deux heures*. Inside the box are five pills. Anyone taking one of the pills will be immune to the effects of the gas in warren rooms six and seven for two hours after taking the pill. The immune effect will start in about fifteen minutes after taking the pill. The box may be found by searching the room and making a spot hidden roll.

(13) *Bedroom* — Meant for the use of guests, this room contains nothing that would arouse any suspicion. A thorough search with a successful Spot Hidden roll will uncover another skull like those found in rooms 6 and 7.

(14) *Bedroom* — as per room 13 above.

(15) *Bedroom* — This room is very difficult to enter. If the characters persist, they will take a half an hour to get in, then they will find that the door was blocked by rubble, piled up from the inside. Within, there is a lot more rubble, and three more of the mysterious skulls.

(16) *Bedroom* — It takes almost an hour for the characters to push their way into this room, because of the rubble

blockage. Inside, a skeleton sits upright in a chair behind a desk. The unfortunate person seems to have been trapped when the roof collapsed. Any investigator making a Spot Hidden roll will notice that the skeleton is unclothed, and has no toes. The window is boarded up, and the wood and nails look quite old; older than those in other parts of the house. On the desk is a piece of paper. It is the note seen in an adjacent box.

(17), (18), (19), (20), (21) *Destroyed Rooms* — All of these rooms are totally ruined. Characters searching them will take an hour per room. A successful spot hidden in room 18 will reveal an entire dwarfed skeleton, capped off with one of the mysterious, malformed skulls found in rooms 6, 7, and 13. A successful Zoology roll will allow the investigator to know that the skeleton is definitely that of a human, though very degenerate and monstrous. The investigator will also be able to tell that the skeleton is of an adult, despite its dwarfed size. He must make a Sanity roll or lose 1D4 points of Sanity. The skeleton may well be of worth to a museum of comparative anatomy.

(22) *Bedroom* — In 1899, this was the bedroom of Priscilla Boucher, daughter of Charles Boucher. All that

remains is a rotting bed containing a rats' nest. If anyone disturbs the bed, the rats will stream out, and try to run out the door. They are fearful, for the Bouchers love to catch and eat them. Trying to kill the rats is useless and impossible. Under the bed is a picture of a young man. On the back of the portrait is an inscription; "To Priscilla. Love, Philius".

(23) **Bedroom** — Once this was the room of Charles and Martha Boucher. Now there is only a ruined bed and a rotting desk. In the desk's wreckage is a set of notes describing how to carry out a service to Y'Golonac. Reading this will cost 1D3 points of Sanity and add 1% to Cthulhu Mythos knowledge, as well as imparting the knowledge of how to worship Y'Golonac acceptably.

(24) **Storage** — Inside this small, cluttered room is lots of junk. In this mess, a character making a Spot Hidden roll will find a box. In the box is a set of black robes and a gilded knife. These are for use in the worship ceremony for Y'Golonac described in room 23. The robes are otherwise valueless, but the knife is worth about \$100, because of the gold and the craftsmanship.

(25) **The nursery** — Here, among stuffed toys and fairy-tale books, the investigators will find the horrid sight of a jumble of tiny bones in the crib. These are the bones of an infant, once belonging to Philip Boucher. Some of the bones are cracked open. If the bones are disturbed, they will crumble to dust. A successful Know roll shows that the bones are about twenty years old.

(26) **Howard Boucher's room** — There is a diary dealing with strictly mundane affairs on the desk here.

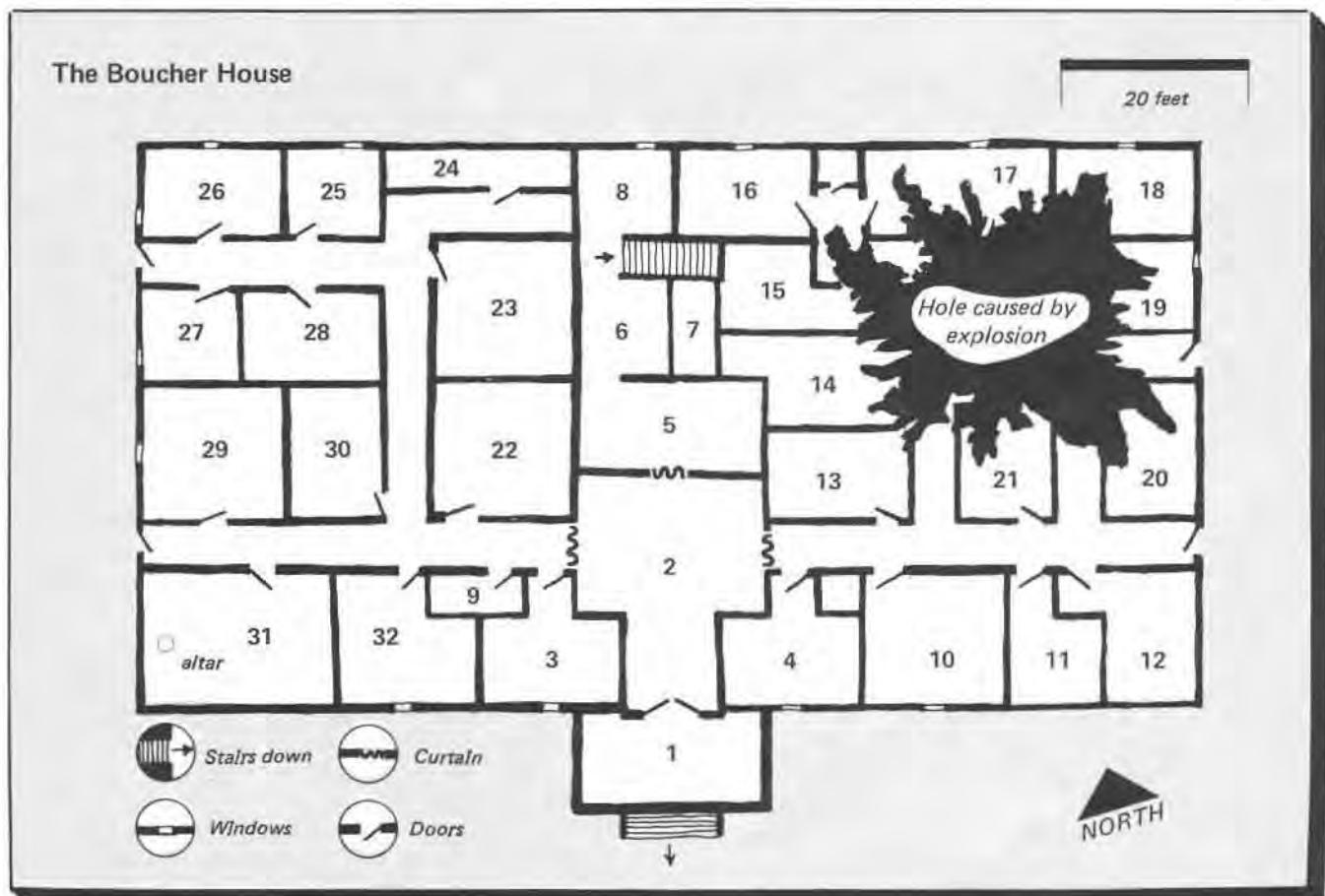
(27) **Watercloset with bath** — Whenever the investigators near this room, they will hear the sound of running water. However, if they open the door they will find the tub dry and filled with dust.

(28) **Bedroom** — This room belongs to Philip, oldest of the Boucher brothers. The book *Revelations of Glaaki* lies open by the bed. The first spells learned by anyone reading this book are Contact Y'Golonac, Contact Ghoul, and Shrivelling.

(29) **Bedroom** — This room was used by some of the Boucher's cousins. The room contains three beds, a chest of drawers, and a closet. The chest of drawers contains old clothing, and a hand mirror (in the top drawer). If the players want to steal it, the hand mirror, which is gold-inlaid, could be sold for \$80 or so at an antique shop.

(30) **Prison** — This room holds sacrifices for the temple. Sacrifices were drawn from every level of society, but none were ever traced to the Bouchers. The room contains two empty sets of manacles.

(31) **The Temple** — A small altar and bizarre frescoes adorn this room. Those looking at the walls must make a Sanity roll or lose 1D4 points of Sanity. A character making a Cthulhu Mythos roll will know that the frescoes illustrate the Great Old One, Y'Golonac, and minions. The west wall shows an especially interesting triptych. The first section shows a priest bending over an altar holding a human sacrifice. The second section shows the same altar, but the priest has a shrunken head, and his body is larger. His hands are extended and red lines are on both palms. Rays of yellow are depicted extending from him. In the third scene,



the priest has been replaced by a glowing, headless body, naked and bloated. The palms of the thing's hands are disfigured by red gaping mouths.

The altar in this temple room is bloodstained, and the top will slide off if anyone tries to move it. There are steps below it, leading into darkness.

(32) **Bedroom** — This was the room of another Boucher. The bed and chest of drawers in the room are ruined by vermin, and contain nothing of value or interest.

The Warren

This level smells of sulfur, smoke, and rot.

(1) **The Basement** — It is quite dark here, and the air is stale. There is a cold furnace and a bin of coal in the northwest corner of the room. Near the middle of the south wall are four bundles of dynamite, each of six sticks, with slightly corroded blasting caps nearby. In the wall by the dynamite is a secret door set into the stones. A successful spot hidden roll will find it.

(2) **Den One** — There is a 20% chance that there are 1D4 bouchers here. The room is covered ankle deep in goo, and horribly rotting flesh, mixed with cracked bones. The bones may be examined, in which case a successful Zoology roll will reveal the fact that they are similar to the bones upstairs, but are much fresher. If the bones upstairs were not discovered, all that can be told about these is that they are of some sort of smallish animal — maybe the size of a dog or goat.

(3) **Den Two** — There are always 1D6 bouchers in this den. If the investigators are carrying bright lights, the creatures will run for the shadows, and the investigators will only see a flash of grey and high-pitched squeaks from the corners of the den. The bouchers will try to get out of the room. If the exit is barred, they will attack. Firing a gun will frighten these bouchers off, but in 1D20 minutes, the investigators will be attacked by a group of 2D6 bouchers, attracted by the explosion. These will not be frightened by the guns.

(4) **The Mud Room** — There is a good deal of dirty water in the room. Combined with the dirt floor, this has created a treacherous mud bog. If the characters enter this chamber and poke around (there are interesting bubbles and stuff which may attract them) then each turn each investigator must roll his SIZ x 5 or more on D100 or become thoroughly stuck. A character who is stuck will be sucked into the mud and will be pulled under the surface in four turns. He will absolutely unable to save himself, or make any worthwhile effort towards that goal. He may be rescued if those trying to pull him out can successfully match their combined STRs against the mud's STR, which is equal to the entrapped character's SIZ plus 20.

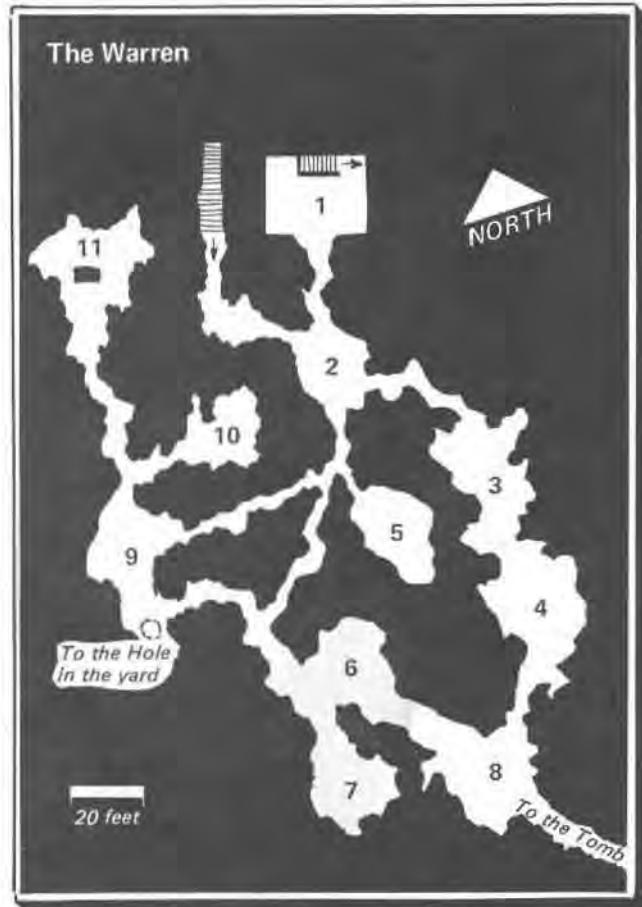
(5) **Den Three** — There are 1D6 bouchers here, plus any bouchers that escaped from Den One. They will attack intruders. If they are eliminated, three horrific-looking living infant bouchers will be found here.

(6) **Cave of Gases** — This room is filled with a noxious greenish gas, which hangs from about three feet above the ground to the ceiling. The gas smells of rot and sulfur. Each round that the characters are in the room, they must match the gas's potency of 13 vs. their CON on the resistance table. Those failing will take 1D6 points of damage, and

must roll their CON x 5 or less on D100 or faint for 1D6 rounds. If they have taken the pills found in the house room 12, they can breathe the gas without difficulty. Also, if the characters think to crawl under the gas, on their hands and knees, they will be safe. However, crawling characters will be at a definite disadvantage if the bouchers were to attack!

(7) **The Gas Source** — In the center of this chamber is a large pit, from which emanates puffs of greenish smoke, the gas which hangs in both this and the next room (6). Any character entering this room must match the gas's potency of 13 vs. his CON on the resistance table each round, unless he has taken one of the pills from room 12 in the house. Failure to resist the gas's potency indicates that the investigator in question takes 1D6+3 points of damage and that he will faint for 2D6 minutes. A successful First Aid roll will awaken them in half the time.

If the characters decide to investigate the hole, allow them to lower someone down on a rope. He will go into the fog and soon disappear from sight. After going down 75 feet or so, he will scream something about snakes, and the rope will go limp. The rope may be pulled up, but there is nothing at the end of it. If the lowered character had a knife, the rope has been cut — otherwise, it has been untied. This gas has an insidious hallucinogenic effect, which is strong enough to affect even those who have taken the pills from house room 12. The hapless explorer down the hole has been overcome by the gas, and suddenly seen the rope in his hands become a monstrous serpent. Naturally, he released his grip on it, and fell to his death. There is no



good way to explore this chasm without some complex equipment, such as deep-sea diving equipment.

Every character who has been in the room and breathed this gas must roll his CON x 3 or less on D100 or he will succumb to the hallucinogenic effects of the gas. Whenever an affected character enters a new section of the warren, there is a 25% chance that he will have a hallucination. Some rooms have suggestions for appropriate hallucinations, but otherwise the keeper must use his imagination to frighten and harass the characters in question. These characters should not be told what is happening to them. The hallucinatory effects will last for 3 hours.

(8) *The Ghoul Room* — This room is almost a foot deep in slime, bones, and other unwholesome, unidentifiable objects. Some bones are obviously those of livestock, while others are dreadfully human.

There are ten bouchers in this room. They have fed on everything imaginable: the mummies in the crypt, the skeletons in the graveyard, livestock, hapless children, pets, rats, each other — you name it, they've tried to devour it. They will definitely wish to sample the investigators as well, and will attack immediately. If more than five of them are killed, they will flee outside, or into the deeper parts of the warren.

(9) *The Root Room* — This room contains five bouchers hiding in the thick twisted roots which descend into this room. Anyone suffering from hallucinations (or who is temporarily insane) may well decide that the roots are tentacles or snakes, and begin to attack them. He may well decide to start to shoot at them, or flee in fear. The



bouchers in the roots will not attack unless one of the characters bleeds, or they are disturbed. If someone were to attack the roots, the bouchers would certainly be stirred up. Anyone thinking that the roots were tentacles or snakes would not bother with fighting any bouchers until he was sure that the tentacled thing or the serpents were dead.

(10) *Den Four* — This room contains eight bouchers. They will attack without hesitation. After two rounds of combat, the bouchers will suddenly stop attacking, and cower back from the investigators. At the same time, the characters will hear the distinct *click!* of a shotgun's hammer setting. A voice behind them will say "Put down your weapons. I won't harm you so long as you cooperate. There now. Follow me! You've no idea how long I've been waiting for someone who could understand me to show up. I've waited so long..."

This is, of course, Philip Boucher. He appears about 30 years old, and is quite handsome. The keeper should encourage the characters to do as he says. After all, he certainly has the drop on them. If any hot-headed investigator tries to attack, Philip will shoot him (he always hits) and quickly point the gun at the remaining characters. "I really didn't want to do that. I hope that he isn't dead. Please don't try to hurt me any more. I don't want to hurt you, after all." Philip also carries a loaded .45 revolver on his hip. If the characters still try to behave aggressively, he will whistle piercingly, and all remaining bouchers in the warren will cluster around the area's entrance threateningly. In total, there are 51 bouchers in this warren. Philip will, by hook, crook, or force, make the characters precede him to warren room eleven, the altar room.

(11) *Altar Room* — There is an altar in the center of the room, similar to the altar in the house's room 31. Here Philip Boucher will sit down and tell his story, holding his weapon before him.

"For years, I don't know how many, I have lived here beneath my former home. It began the day that Father said we were to call the living god. He said it was time, and I was not one to argue. After the bell rang, saying the service would begin in ten minutes, I went to Philius' room — he was a friend staying in the home — and bolted his door. On the way back I realized what my family was trying to do. We planned to bring a thing that should not be into the world. I could not go on, though I was late, and the chant started without me. I knew then that I was wicked. Thunder split the house, and I heard Father roar from nearby. I ran to the temple, and all my family was there, looking different now that they had called upon Y'Golonac. They were hunched over and whimpering, but I blacked out.

"Since that evil day, I watched my family turn into those things out there. (All the players must make a Sanity roll at this point or lose 1D3 points of Sanity.) I have tended them, and fed them, but that is not the worst thing that has happened to me. I, too have changed..."

At this point, Philip will begin to transform into an avatar of Y'Golonac. His body will swell, splitting his shirt, and start to glow. His head will wither, blacken, and shrink into nonexistence, while wet red maws open in his hands. All the characters must make Sanity rolls or lose 1D20 points of Sanity. If the roll is made, a point is lost anyway. Anyone going mad as a result of this sight will run to the dynamite, and then set it off, possibly destroying the

house, and certainly destroying themselves. When Philip begins to transform, all the bouchers will flee. He will take 30 seconds to complete his transformation, so sane characters should have a head start on him to get away.

If characters remain behind, or try to attack Y'Golocac, the god will hit at the character with the highest Cthulhu Mythos skill by casting a Shrivelling spell with a strength of 10 magic points. He will then attack at random subjecting those he can grasp to horrific pains as their souls are drained away at the rate of a point of INT and POW each round, once grasped. If Y'golonac takes 75 or more points of damage, then he will collapse and gradually transform into the corpse of Philip Boucher.

BOUCHERS (Lesser Servitor Race – new monster)

Description: Bouchers are small, hairy humanoids. They were once human, but because of their foul practices and inbreeding, they have degenerated to a near-animal state. Matted grey fur, rotted teeth, and a high-pitched twittering voice characterize them. Bouchers look more like a gigantic man-rat hybrid than anything else. Perhaps Y'Golonac somehow melded the human form with that of a slavering, voracious rat to create these creatures, or perhaps the bouchers devolved to a rat-like state because of their preferred haunts — the warrens and cracks beneath their old home.

Characteristics	Average
STR 2D6	7
CON 2D6	7
SIZ 2D6	7
POW 3D6	10-11
DEX 3D6	10-11
Move 10	

Weapon	Attack	Damage
Bite*	40%	1D3
Claw*	25%	1D3

* A boucher can attack with two claws and a single bite each round. If it hits with its bite, it will hang on to its target and keep on biting, hitting automatically with the bite each round thereafter until it or its target dies. While it is hanging on, it and its victim will have +20% to hit each other, but others trying to hit the boucher must make a DEXx5 roll each time they strike or they will hit their friend instead. Damage inflicted by a Boucher's bite cannot be healed naturally, the hit point loss is permanent.

Armor: none

Other Skills: Hide 40%

Spells: none

SAN: Unless a successful Sanity roll is made, it will cost 1D6 points of Sanity to view a boucher. A successful roll indicates that no San loss is taken.

PHILIP BOUCHER

STR 13	CON 15	SIZ 10	DEX 9	APP 13
SAN 0	INT 13	POW 16	EDU 18	HP 13

Skills: Read/Write Latin 50%, R/W French 70%, Speak French 60%, Accounting 80%, Astronomy 30%, Botany 30%, Cthulhu Mythos 40%, Geology 90%, History 75%, Psychology 30%, Hide 50%, Bargain 35%, Credit Rating 00%, Debate 50%, Oratory 50%, Dodge 45%, Swim 55%

Weapon	Attack	Damage
Shotgun	80%	4D6
.45 revolver	40%	1D10+2
Fist	50%	1D3

Spells: Contact Ghoul, Contact Y'Golonac (he doesn't need to actually cast this spell anymore), and Shrivelling.

THE BOUCHERS

1	2	3	4	5	6	7	8	9
STR 3	5	6	2	7	7	10	11	5
CON 7	10	7	10	8	8	5	8	11
SIZ 2	4	6	6	7	11	10	7	3
POW 14	15	12	14	4	12	9	13	10
DEX 14	15	11	10	7	15	10	9	8
Hit Points 5	7	7	8	8	10	8	8	7
Bite Attack 40%	45%	40%	35%	30%	45%	40%	40%	35%
Claw Attack 25%	30%	25%	20%	15%	30%	25%	25%	20%
	10	11	12	13	14	15	16	17
STR 8	8	10	6	12	3	7	8	7
CON 7	8	8	6	8	5	7	3	7
SIZ 8	10	11	7	8	8	3	5	10
POW 6	12	9	14	13	7	7	9	8
DEX 11	10	9	11	10	11	13	10	13
Hit Points 8	9	10	7	8	7	6	4	9
Bite Attack 30%	55%	50%	45%	45%	20%	55%	55%	25%
Claw Attack 15%	40%	35%	30%	30%	05%	40%	40%	10%
	19	20	21	22	23	24	25	27
STR 9	10	9	8	6	9	6	6	5
CON 5	5	7	9	5	6	4	5	5
SIZ 9	9	9	12	8	7	2	3	7
POW 8	11	12	8	12	9	10	11	11
DEX 11	11	14	13	6	13	16	10	15
Hit Points 7	7	8	11	7	7	3	4	6
Bite Attack 35%	50%	30%	50%	50%	30%	60%	25%	55%
Claw Attack 20%	35%	15%	35%	35%	15%	45%	10%	40%

The Pits of Bendal-Dolum

by Doug Lyons

The investigators are approached by Dr. Henry Armitage of Miskatonic University (or any other professor they trust and respect). The professor explains that a young colleague of his, Jeremy Morgan, is organizing and heading a privately backed expedition to the Central American jungles and is looking for competent adventurous people to round out his party. The purpose of Morgan's expedition is to discover the fate of Dr. Eric Williamson, one of Morgan's former teachers and his good friend.

Dr. Williamson earlier led an expedition into the same jungles to map Mayan ruins. All contact was lost with Williamson two weeks after his expedition started, and no trace of his party has been found. Morgan wishes to locate this previous expedition and continue Williamson's work. Dr. Armitage feels that the search could provide valuable experience for the investigators.

Keeper's Information

Dr. Morgan is a secret devotee of Shub-Niggurath. He intends to use his expedition to find an ancient Temple of The Black Mother of Demons and then to sacrifice his fellow expedition members in an effort to summon her. The temple, called Bendal-Dolum in certain ancient records, was also sought by the first expedition, but for purely archaeological interest. The members of the first expedition were murdered in the jungle by an accomplice of Morgan's.

Morgan's motivations mask powers even more sinister. The colossally evil and stupendously powerful non-human sorcerer Haon-Dor has prepared a special gate to link the material world to his home citadel. Such a portal would allow Haon-Dor to spread his influence over the face of the Earth. The key to this portal lies in the ancient mystery of Bendal-Dolum. Haon-Dor's magic cannot easily affect the material world, so he has sent dreams to influence the actions of Dr. Morgan, who is now the unknowing pawn for Haon-Dor's design, believing that he fulfills only his own desires.

The only fact that Haon-Dor has failed to take into account in his diabolical plan is the presence of the investigators on the expedition.

The investigators' job is to piece together information to learn the true nature of events, and to outwit Haon-Dor's unspeakable designs. This will not be initially apparent, so

the investigators must first avoid becoming Morgan's sacrifices.

Research and Clues

Before the investigators set out, they might wish to check out a few details.

Professor Armitage's Background: All his colleagues have concrete faith in Armitage's integrity and judgment. Armitage himself knows nothing about Morgan's secret worship and wholeheartedly tries to encourage the investigators to take this opportunity for adventure.

Assistant Professor Morgan's Background: Morgan is greatly respected in academic circles and is active in the field of Archaeology. A successful Library Use looking up Morgan's articles in the Miskatonic library reveals that for the past few years he has published little following a self-imposed sabbatical due to a period of ill-health.

Professor Williamson's Background: Dr. Williamson was regarded as a bit of an eccentric. Some of his theories on Mayan cultural background were very poorly accepted by the academic community. A book was published on Williamson's theories, a copy of which is listed in the Miskatonic University Library's card catalog. However, a search for the book itself reveals that it is missing.

The Williamson Expedition: the expedition set out in late June 192-, and consisted of Williamson, Associate Professor Anthony Baldwin, and four graduate students of Baldwin's. The common belief is that the expedition fell afoul of black-marketeers trafficking in illegally exported Mayan and Aztec relics.

The Expedition

The investigators are expected to meet with Morgan in Belize, the major town in tiny British Honduras. Their passage there is paid for by the university. The trip is taken aboard the *Augusto Leguia*, a ship of Peruvian registry, which after stopping at Belize travels on through the Panama Canal to the Peruvian port of Callao. Upon their arrival, the investigators are met by Morgan and the other team members (none of whom know anything about Morgan's plot). After equipping at Belize, the expedition is chartering a boat on which to travel up the Belize river. Due to rough travel conditions and the need to search the shores for signs of the previous expedition, this trip upriver can take up to seven days. A payment of \$750 is made to each investigator in Belize before departure. Travel afoot is difficult in the rainforest and in the mangrove swamps, so the party must travel as far as possible by riverboat.

Professor Jeremy Morgan

Dr. Morgan was once an honest archaeologist. In his extensive studies, he came across many references to an evil fertility deity worshiped in many cultures. He sought out more evidence for this with almost fanatic energy and traveled the world investigating this deity. Eventually his enthusiasm involved him in arcane rituals and before he was aware of it, Morgan became a worshiper of Shub-Niggurath.

During a ritual, one of Haon-Dor's familiars made contact with the unfortunate professor. Haon-Dor now looks over Morgan, giving him an inhuman luckiness which protects him from almost any harm short of direct assault. All attacks directed towards Morgan by mortal creatures have only half the normal chance of success. Any damage done to Morgan is halved before applying it to his hit points. Morgan has noticed his invulnerability and he believes it to be a blessing from Shub-Niggurath herself. He

always tries to avoid combat situations to help conceal his true nature, and sometimes pretends to be injured, in pain, or fatigued to alleviate suspicion.

The keeper should ensure that Morgan survives until the confrontation in Bendal-Dolum.

Dr. Jeremy Morgan

STR 9	CON 16	SIZ 15	DEX 17	APP 12
SAN 0	INT 16	POW 21	EDU 21	HP 16

SKILLS: Anthropology 40%, Archaeology 70%, Cthulhu Mythos 59%, History 50%, Make Maps 60%, Spot Hidden 50%.

LANGUAGES: English 90%, Mayan 30%, Spanish 70%.

WEAPONS: knife 35%, parry 35%, 1D6 damage.
.38 revolver 25%, 1D10 damage.

SPELLS: Call Shub-Niggurath.

Dr. Dennis Franklin MD

Dr. Franklin is quiet and medically competent. However, outside his field he has poor judgement and he takes a

British Honduras

British Honduras is a British Crown Colony on the east coast of Central America. It is a tiny country, with an area of only just under 9000 square miles and with only about 20,000 inhabitants, 1500 to 2000 of whom are of European descent. Most of the British who live here are descendants of Caribbean buccaneers. British Honduras is bounded on the north by Mexico, on the west and south by Guatemala, and on the east by the Caribbean Sea.

The culture of British Honduras is more closely linked to that of the Caribbean islands than to that of its closer Central American Neighbors. The bulk of the population is former slaves of African descent. There are a few Asian Indians and many Native Americans. Most of the Native Americans live in the jungles of the northwest and in the mountains of the southwest and have little contact with the settlers. Except near the coast, natives here are more likely to speak Spanish than English.

The approach to the coast of British Honduras is made very treacherous by the world's second largest barrier reef, which breaks the water along the coast in a series of islets called cays. Ships coming in to the capital, Belize, always stop outside the reef to pick up a qualified local pilot. Belize harbor has no adequate facilities to dock large ships. The steamer on which the investigators arrive anchors in the open bay, and the investigators must be ferried to shore on a jetty.

British Honduras is a land of mountains, swamps, and tropical jungle. The southern half of the country is dominated by the Maya mountains, which in the south support a rainforest. It is here to which the investigators must eventually travel. The northern half of British Honduras never rises to more than 200 feet above sea level, and much of the area is swamp. To the west the swamp fades into deciduous forest and savannah. The coast is primarily mangrove swamp. The three major rivers of British Honduras are the Belize river, the Hondo river, and the New river. The investigators will be navigating the Belize river.

Though British Honduras is officially in the tropics, its climate is subtropical. Temperatures range from 50 to 90 degrees fahrenheit. Wind comes from the east over the Caribbean. The dry season spans from February to May, occasional rains fall throughout the rest of the year and it rains nearly continuously during October, November, and December. Annual rainfall averages 50 inches but rises in some areas to more than 150 inches.

The capital of British Honduras is Belize. Other towns include Stann Creek, Corosal, Orange Walk, Punta Gorda, the Cayo, Monkey River, and Mullins River.

Telegraph line connect Belize with Corozal in the north and with Punta Gorda in the south. There are no rail lines or

auto roads. Most travel is accomplished aboard steamers that run up and down the coast. Mail steamers from New Orleans, Liverpool, Colon, and Porto Cortez in Honduras regularly visit Belize.

The American Gold Dollar is the standard coin of British Honduras, and the British Sovereign and half-sovereign are legal tender. British Honduras issues notes to the value of 1, 2, 5, 10, 50, and 100 dollars and a local currency of 1 cent bronze pieces and of 5, 10, 25, and 50 cent silver pieces. British Common Law reigns in British Honduras.

British Honduras is dotted with Mayan ruins, and some believe with ruins of a more sinister nature, but that is up to the investigators to discover. The western part of the country has undergone little exploration, and is uninhabited by Europeans, and could contain various centers of Cthulhoid activity.

Plants and Animals

The trees of northern British Honduras are mainly deciduous. Mangroves predominate in the swampy areas along the coast. In the mountainous south, coniferous trees abound, gradually being overtaken in the far south by tropical rainforest. Where the investigators will be traveling, typical rainforest vegetation, including lianas and various varieties of fern, reaches for the sun.

Animals include jaguars, pumas, tapirs, deer, crocodiles, and manatees, as well as a variety of turtles, tortoises, reptiles, birds, and fish. British Honduras is located at the edge of the ranges of both North American and South American animals, providing a wide variety of creatures.

Belize

The capital of British Honduras is Belize (population approx. 10,000). Belize is on the Caribbean coast, occupying both sides of the river Belize at its mouth. The houses of Belize are built of wood and have high roofs and wide verandahs shaded by coconut palms. The principal buildings of the town are the Court House in the center of town, the Government House at the southern end, Fort George towards the north, the British Bank of Honduras, a hospital, a Roman Catholic convent, and a Wesleyan church which is the largest building in town and the favorite of most of the inhabitants.

Mangrove swamps surround Belize, making outbreaks of yellow fever, cholera, and other tropical diseases common here. But Belize is not as unhealthy as some tropical towns. Frequent high tides cover the marshes, and warm but brisk breezes blow in from the sea.

There is no rail or auto road connection between Belize and any other town, so all travel to and from there is done by steamer.

passive role in decision-making. His medical bag contains quinine for malaria and other tropical diseases, insect bite ointments, carbolic acid disinfectant, and miscellaneous medical instruments.

Dr. Dennis Franklin MD.

STR 12	CON 11	SIZ 16	DEX 15	APP 15
SAN 45	INT 17	POW 9	EDU 20	HP 14

SKILLS: Credit Rating 35%, Diagnose Disease 50%, First Aid 80%, Pharmacy 45%, Psychology 25%, Treat Disease 40%, Treat Poison 40%.

LANGUAGES: English 85%, Latin 40%.

WEAPONS: knife 30%, parry 25%, 1D6 damage.

Stuart Devlin

Stuart is the expedition river pilot and all-around handyman. He is rash and hot-headed, and hates retreating from fights. His basic good character makes him a good ally for the investigators.

Stuart Devlin

STR 15	CON 16	SIZ 16	DEX 17	APP 16
SAN 60	INT 13	POW 12	EDU 10	HP 16

SKILLS: Dodge 85%, Electrical Repair 30%, First Aid 50%, Hide 30%, Listen 60%, Mechanical Repair 35%, Pilot Aircraft 85%, Sneak 50%, Spot Hidden 40%, Swim 40%, Track 35%.

LANGUAGES: English 65%, Local Indian Dialects 30%.

WEAPONS: .45 revolver 35%, 1D10+2 damage,
fist 60%, 1D3+1D4 damage.

Miguel

Miguel is an Indian laborer whose job is to carry the equipment. He speaks no English (not even 'yes' or 'no'), is slightly retarded mentally, and Devlin usually takes responsibility for him.

Miguel

STR 17	CON 13	SIZ 16	DEX 11	APP 9
SAN 50	INT 8	POW 10	EDU 1	HP 15

SKILLS: Hide 60%, Sneak 65%, Track 20%.

LANGUAGES: Yucatecan 40%.

WEAPONS: knife 60%, parry 40%, 1D6+1D6 damage.

Gordon Lockly

Lockly, a ruthless smuggler, is in league with Morgan because he has been promised a fortune in treasure supposedly lying in the Bental-Dolum ruins. He knows nothing

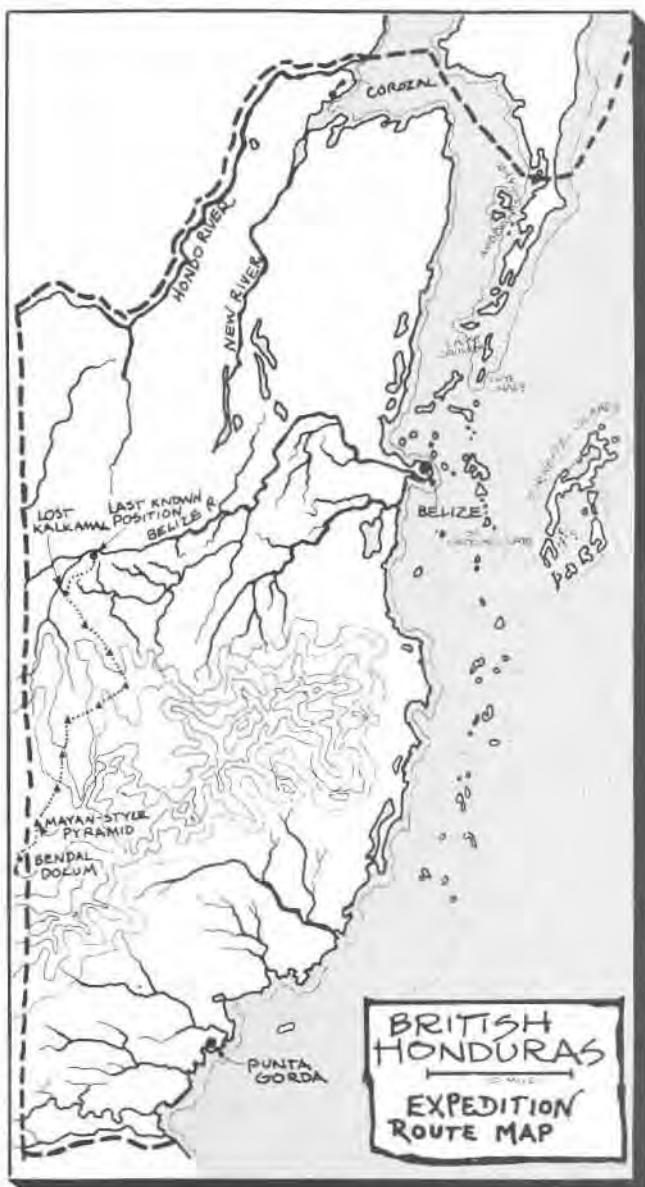
Gordon Lockly

STR 15	CON 16	SIZ 16	DEX 16	APP 11
SAN 45	INT 14	POW 12	EDU 12	HP 16

SKILLS: Camouflage 80%, Electrical Repair 30%, First Aid 70%, Hide 90%, Listen 75%, Mechanical Repair 40%, Sneak 90%, Spot Hidden 65%, Treat Poison 50%.

LANGUAGES: English 60%, Mayan 55%.

WEAPONS: .30-06 rifle 60%, 1D6+3 damage.
9mm automatic 45%, 1D10 damage.



of the occult and Morgan plans to include him among Shub-Niggurath's sacrificial victims.

Lockly killed Dr. Williamson and his party at Bental-Dolum and fled the ruins. Even more important than his agreement with Morgan is his wish to keep the British government from finding out about his part in the murders – Lockly is too well-known in parts of the country.

The Expedition

Before leaving Belize, the investigators are shown a map of the previous expedition's known route, which they are to retrace. The investigators can interview the local Englishmen about the Williamson expedition, but no one knows anything of the party after they left Belize. The map shows the route of the previous expedition only to where they left the river. From there, the route is up to the investigators.

If the investigators interview any of the local Indians, either through an interpreter or in the Indians' halting English, they encounter resistance on the part of the in-

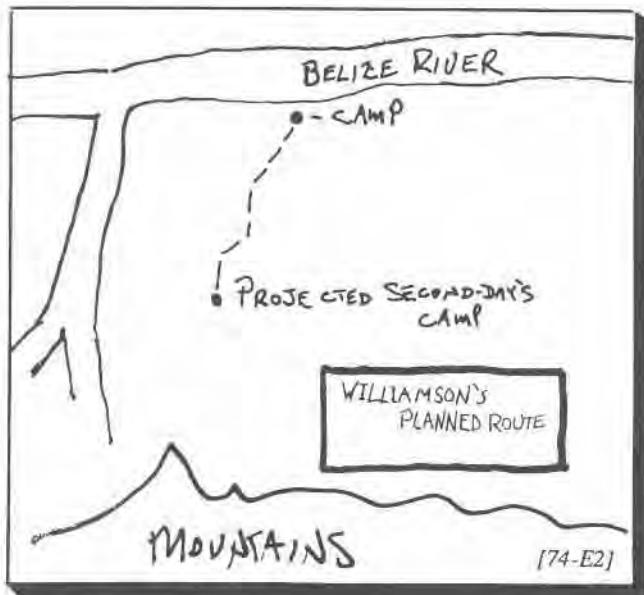
dians to talk about any of the ruins upriver or in the north. In fact, conversation with a local Englishman reveals that at the turn of the century, near Corozal, an Englishman named Thomas Gann discovered a series of mounds from which strange stucco wall-paintings came to light. But Gann was only able to save a small portion of the paintings because the local Indians destroyed his find.

On the Trail

The Expedition Route Map shows to where the investigators will have traveled at the end of each day. Areas of interest are marked on the map and described below.

Last Known Position: this marks the last stop which the Williamson expedition is proven to have made. At the site, near the river, the remains of a campsite are still barely detectable under the jungle growth. Under the fungus-riddled leaf litter can be found several rusty lanterns, metal cans of food, and other miscellaneous nonbiodegradable gear. Some small metal rings are also left behind — a Know Roll reveals them to be the remains of a tent. No weapons remnants can be found.

About 8 yards south of the campsite is a Mayan structure; a pyramid approximately four yards per side and three yards high, covered only with new growth. Evidently the Williamson expedition cleaned the structure off on their trip. Atop the pyramid are the shattered remains of a carving set in a 12 inch by 6 inch slab. It is smashed beyond recognition. Close inspection (a successful Spot Hidden) reveals bullet marks in the stone and some old .38 shells strewn in the rubble. Near this ruin is a curious tangle of vegetation (successful Spot Hidden or Botany rolls to notice). Underneath are two human skeletons. One has a fractured neck; the other has been shot through the head. Only the belt-buckles and rings remain of their clothing, but under one skeleton is a metal box. Within this box is a crumpled slip of paper and a small notebook. The slip of paper shows Williamson's planned route of travel (see the accompanying map), which the team can use to follow his path. The small notebook has only two entries, both on the first page.



Notebook Entries

May 21 — with Williamson and the rest heading east, there is little for Peter and myself to do but wait and keep watch over the base site. This journal should help pass the time.

May 22 — I fear that the others will not return in time. Since Peter wrecked that awful carving I have... .

The remainder of the entry trails of into indecipherable scrawls. Hastily scribbled across the bottom of the paper is the brief warning: "God help them." Nothing more is in the notebook.

[74-E1]

A Pile of Stones: this pile of stones appears to be a cairn. A stone slab at one end bears the name of Johnathan Dartis, a graduate student. Below that is scratched a curious emblem, which a successful Cthulhu Mythos identifies as an Elder Sign. Anyone searching around the cairn and succeeding with Spot Hidden finds a small gold medallion of Mayan origin with a relief engraving of a stylized swarming mass of tentacles and hooves. A successful Cthulhu Mythos roll identifies the engraving as a depiction of a Dark Young of Shub-Niggurath. (Keeper's Note: the medallion was found by Williamson, and unknowingly lost here when his companion was buried.)

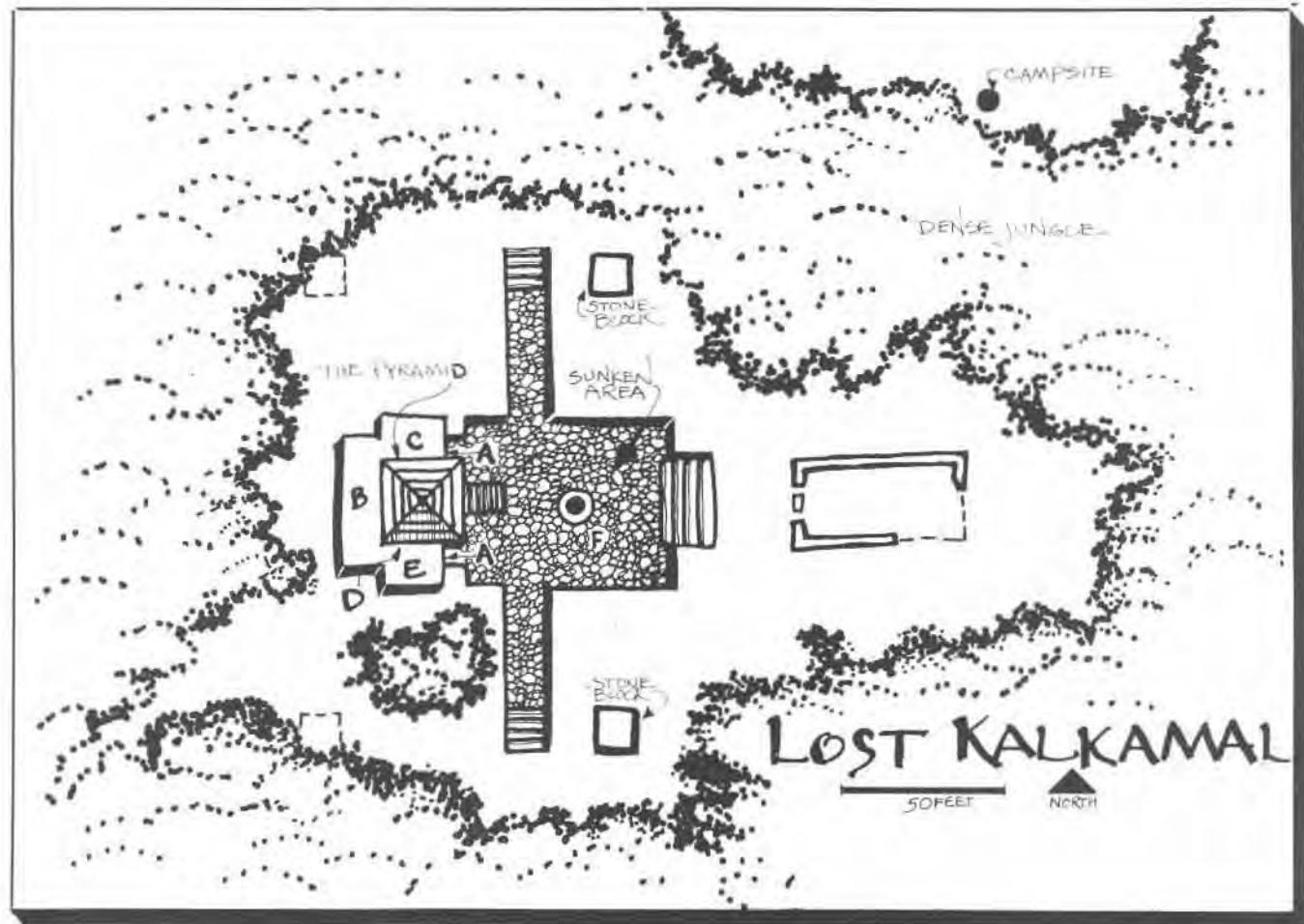
Lost Kalkamal: after the team leaves the last site, the map found at the small pyramid gives out and the team is left on their own. Morgan leads the expedition to the southwest, hoping to pick up Williamson's trail. He is seemingly in luck, as soon the expedition finds another of Williamson's encampments. (This is not just good luck on Morgan's part. Locky, who followed Williamson's team has informed Morgan of the exact route. Naturally, Morgan cannot let the team members know that he knows Williamson's route.)

Metal tent-rings show that two tents were abandoned here. Apparently once stored in a tent is a heap of Mayan pottery. Mixed in among the pots and clay sculptures is an Elder Sign molded into a star-shaped piece of baked clay. The items were apparently in the process of being tagged for identification. A small locked chest marked E.W. sits by the relics. The chest can be broken open with little trouble. Inside is a small jade and silver sculpture of an elaborately bedecked head. Beneath this is a bundle of loose papers and a book wrapped in burlap. The book is a copy of von Junzt's *Nameless Cults*, the Bridewell edition. The papers are notes on the artifacts collected so far by the expedition. Evidently the settlement was abandoned rather hastily, as otherwise Williamson would never have left all this stuff behind.

The pottery is all mundane. The jade head is not mentioned in the notes — probably it was found after the camp was set up. The notes do mention the gold medallion (possibly found at the last site), and apparently Williamson was unaware of its loss. He mentions nothing occult about it.

A rather long entry concerns the clay Elder Sign. Williamson knew that the sign was of major occult significance, and did research on it in his copy of *Nameless Cults*. Williamson states that the sign's efficacy lies in preventing the entry of certain malign supernatural entities. The rest of the notes are a dull catalog of the pots.

About 50 feet from the campsite, through a patch of dense jungle, is the lost ruin of Kalkamal. Someone in the



investigator's team will run across it shortly after Williamson's camp has been found.

Kalkamal is not a true ruin — it was created only centuries ago by a vast expenditure of Haon-Dor's magic and its purpose is to direct humans toward Bendal-Dolum.

Sunken Area: this entire area is a ten foot deep depression lined with slabs of rock. A circular stone well, covered by an extra slab of rock, sits at point F. If the slab is removed, an ominous green vapor pours out of the well and seeps across the bottom of the depression. Whenever the mist touches a person, wisps of it curl up its victim's body and burns away the flesh. Each round, the mist does 1D4 damage, plus lowers APP by one point, and causes 0/1D3 SAN loss until the victim escapes it. Weirdly, if the mist is permitted to completely dissolve an individual, it seeps back into the well, and the rock slab can be replaced without danger. Nothing is left of any victim but gold fillings and eyeglass lenses. (The mist dissolves everything but glass and gold.) The mist moves relatively slowly, and is not difficult to outrun. This mist is impossible to harm by any means available to the investigators.

The Stone Blocks: two twenty-foot-high stone blocks covered with Mayan carvings stand to either side of the ruin. They feel slick and cold. If the Elder Sign is touched to a block, the slick feeling goes away, only to return when the Elder Sign is removed.

Haon-Dor has invested these blocks with magic power. They monitor Morgan's expedition and maintain the ruins

of Kalkamal. They can take no physical action — their function is purely sensory. If Elder signs are attached to both stone blocks, the ruins of Kalkamal begin to crumble and topple. Stone falls from stone, walls fall piecemeal, and even before the entire structure has collapsed, the stones themselves begin to crumble into gravel, and the gravel into dust.

The only parts of the ruins which are not destroyed by this action are the twin stone blocks. The keeper should not let Kalkamal be destroyed unless the team members have already spotted the bas-relief at location 'D' within the pyramid.

The Pyramid: a two-step Mayan pyramid overgrown with roots and vegetation. At each of the points labeled 'A' a 2-foot-square hole in the wall slopes downward into a fetid dark pool full of snakes, lizards, and mosquitoes.

The point labeled 'B' was the old priest's chamber. Various religious carvings are prominent, especially carvings of snakes.

'C's entrance is full of debris and refuse. A large hole in the floor leads to the fetid pool noted above under 'A'. The pool is 20 feet below the floor and the walls are slick and climbable only by lizards and flies.

Along the entire back wall of chamber 'D' are bas-relief carvings of a huge city of stone. Careful study indicates that the city lies to the southwest. The route to it is apparently marked out by small pyramids set at intervals.

In the 'E' chamber is a small altar and piles of human skulls in each corner. Lying atop the altar is a pocket

knife and a small wrist watch with E.W. engraved on the back. If someone searches through the skulls, he finds one with gold fillings. (This is not Williamson's skull, but that of the last of the unfortunate graduate students who accompanied the professor on his expedition).

Through The Jungle Mists

By now the investigators probably realize that the first expedition went looking for the lost city indicated in the Kalkamal ruins. Though Morgan does not know the exact site of Bendal-Dolum, he urges the party to proceed in the direction of the stone city, believing it (correctly) to be Bendal-Dolum itself.

Periodically, the investigators encounter small (3-foot-tall) Mayan pyramids with the image of a city carved on one face. These pyramids are aligned so that if the team travels exactly at a right angle to the carving, they arrive at the next pyramid within 5 miles. Careful compass reading is essential, and the team must often stop to take bearings. Even with such careful planning, it is astounding that the team always manages to find the next pyramid in line without difficulty. The pyramids are never overgrown by brush, their alignments are always exactly correct, and their positions fairly easily determined. Anyone with any knowledge of Map Making or Archaeology should be a little uneasy that it is so easy to follow this path for so many miles without getting lost even once.

The pyramids are magic creations of Haon-Dor. If the party backtracks to a pyramid they have already passed, they discover that it has vanished — Haon-Dor allows the enchantment maintaining each pyramid to lapse as it is left behind by Morgan's team.

The Mayan-Style Pyramid

As the team passes through a patch of particularly dense brush near the Guatemalan border, they suddenly come across a Mayan-style pyramid, heavily overgrown. Next to the pyramid are a rusted machete blade and some metal buckles and loops — evidence that Williamson made it this far. A careful search of the campsite, if combined with a Spot Hidden, uncovers some fungus-overgrown, leather-bound books. Most of the pages are completely unreadable, but those remaining tell of Williamson and Baldwin being joined by an American named Gordon Lockly. According to the notes, Williamson took a liking to Lockly and trusted him completely. Baldwin was less than enthusiastic about Lockly. The clearest page reads as follows.

Journal Entry

I am now convinced that at last I shall be able to prove my theories on the origins of Mayan religion. Judging from the carvings in Kalkamal, I must nearly be upon ancient Bendal-Dolum — the lost temple to the Forbidden Gods. The inscription on this pyramid verifies this fact. The site cannot be more than 20 miles southwest of us, if von Junzt is correct. Anthony, Gordon, and I depart at sunrise.

[76-E]

As soon as the journal is found, Lockly finds himself in an awkward position. He tries to claim that the Lockly that accompanied Williamson was not him, but some other coincidentally-named American. If the investigators show no signs of believing this, he admits that he was with the first expedition for part of the way, but denies any knowledge of Williamson's ultimate fate, claiming to have left them shortly after leaving this site. Lockly also claims to know nothing of the deaths of Williamson's students — stating that he joined up after the students died and that Williamson didn't want to talk about the tragedies.

If Lockly is asked why Williamson left this site without taking his equipment, he mumbles that he left in the night before the others awoke, then refuses to comment further. A successful Psychology roll indicates that Lockly seems frightened by something other than the interrogation — the pyramid itself seems to scare him.

If the team decides to spend the night at the pyramid, Lockly strongly opposes the decision. However, he consents if everyone else is against him. If the investigators do camp near the pyramid, during the night everyone's sleep is troubled. Everyone's dreams are infiltrated by incessant whispers and soft mutterings. A nightmare landscape of ruins, Mayan pyramids, and viscous mists is seen. Obscenely malformed creatures writhe slowly across the stones and twist grotesquely in the mists. All the investigators are terrified (lose 0/1D4 SAN), and suddenly all awake simultaneously, moaning.

Those who failed the SAN roll awake with a shriek. Lockly jumps up and begins to collect his gear, readying himself for instant departure. He hates the pyramid and says it hates him too. He adds that this happened to the first expedition, and prompted them to flee, leaving behind their supplies. Claiming he can't stand it anymore, Lockly vanishes into the jungle. If the investigators try to follow, Lockly agrees to rejoin the expedition as long as they leave the pyramid site immediately.

As the investigators approach nearer to Bendal-Dolum, the team begins to hear inexplicable voices. Nothing can be heard directly, but when the investigators are talking or their attention is addressed elsewhere, strange whispering voices can be half-heard in the distance. Whenever anyone concentrates on them, the sounds fade, and are no longer audible.

Bendal-Dolum

As the party approaches the site, visibility is lessened and the jungle fills with a thick, humid vapor. The mist has a rotten, unwholesome stench, and seems to be filled with gibbering voices just below the threshold of audibility. After travelling for days, the mist suddenly parts to reveal the gates of ancient Bendal-Dolum.

Bendal-Dolum has a distinctive architectural style, and anyone succeeding with Archaeology or Anthropology can tell that the city is not Mayan, though its precise origins remain unclear. Perhaps it was built by a whole new, previously-unsuspected pre-Columbian culture.

Around and through the whole complex is a stinking pool of stagnant, fetid water. If the investigators try to measure its depth, they'll find that the pool is apparently bottomless.

The buildings in this temple complex are connected to one another by ramps rising from the water.

The Gate: the entrance is a greasy-looking stone ramp flanked by two sixty-foot stone walls. On either side of the stone ramp stand twisted tree-like statues on large pedestals. Along the ramp on both sides are holes spaced six inches apart, from which stinking, diseased looking plants emerge and droop despondently into the fetid water surrounding the complex.

The Fresco Building: this one-room structure contains frescoes of unspeakably brutal torments and mutilations carried out on hapless humans by the same tree-like horrors depicted by the statues at the gate. From a well in the floor rises another tree-like statue, which forms the ceiling of the room with its branches. Lipless mouths silently drool stone slobber down the statue's sides. Drawing paper and artist's charcoal lie near one wall — apparently Williamson reached the lost city. On some pages are rubbings of the carvings.

The Junctions: small twenty-foot-square, one-room buildings with thirty-foot ceilings. Within these buildings, the team members can definitely, though barely, hear garbled voices speaking furtively.

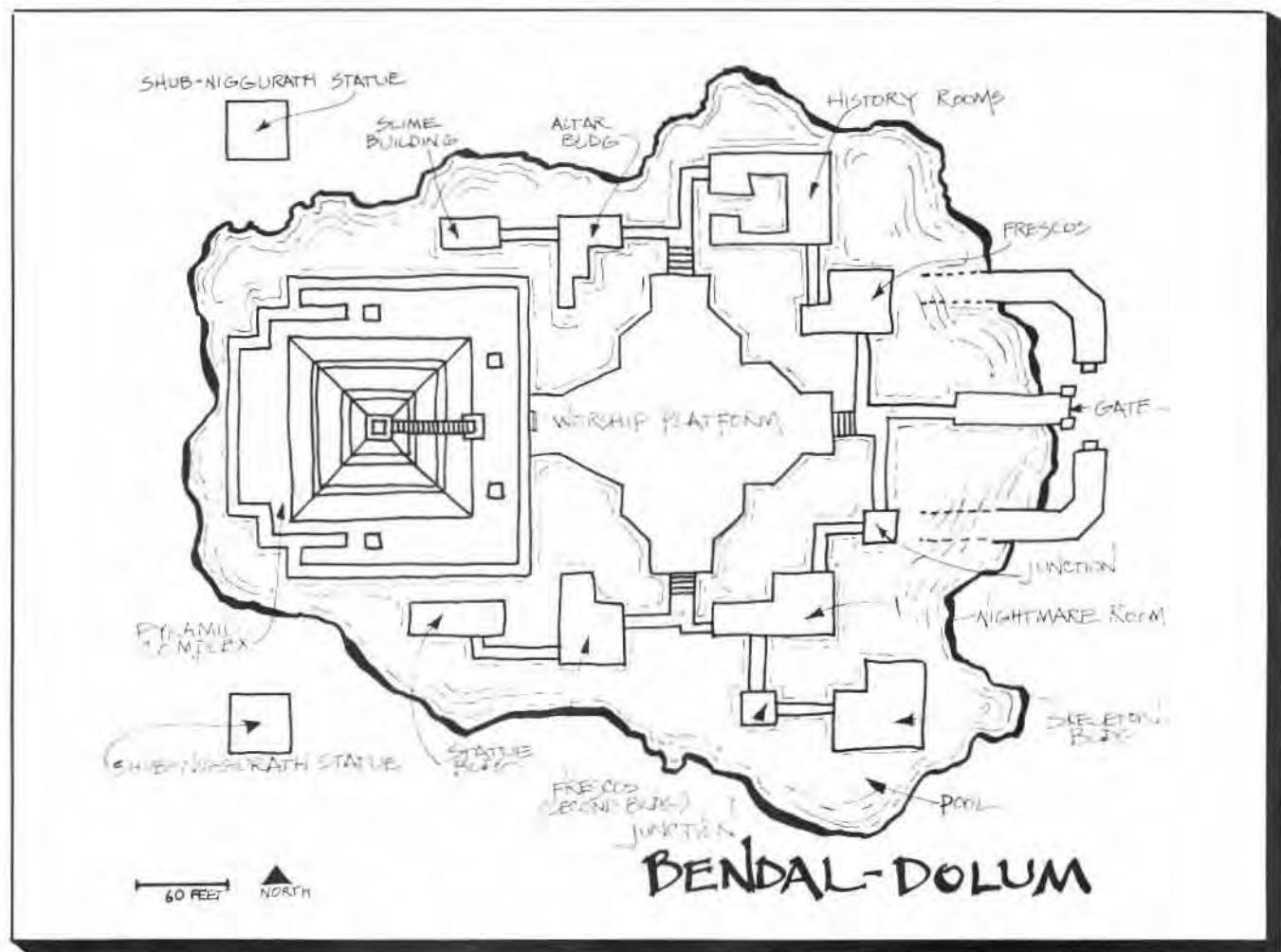
The History Rooms: this building contains a fantastic array of painted relief carvings illustrating the history of Bendal-Dolum. The main chamber contains carvings depicting humans and less distinct creatures gathered in wor-

ship and ceremony. The whole complex is alive with activity.

The next largest chamber depicts what appears to be Bendal-Dolum's creation. Fantastic tentacled beasts rear great blocks of stone while human and half-human artisans carve them into their present forms. Above the site, the artist has depicted a pair of gigantic, floating red eyes, watching the construction.

The smallest chamber in the building is of dual interest. The carvings evidently show what was (to the artist) Bendal-Dolum's future — the structure appears old and disused, much as it does now. However, in the front of the pyramid complex is a circular opening with a writhing tentacled horror crawling through it. Hanging in the air above Bendal-Dolum is an oversized, skull-like moon. Also in this smallest chamber is a skeleton in rags. Identification in the pockets identifies the skeleton as that of Anthony Baldwin. A lantern and several pieces of mildewy notepaper lie near him — Baldwin was apparently taking notes on the carvings when he died. An examination of the body reveals a bullet-cracked rib and several bullets on the floor under the body, proving that he was shot several times before he died. (He was of course a victim of Gordon Lockly.)

The Nightmare Building: this building contains several stone altars as well as carvings of a ruined city populated by nightmare beasts. Everyone who had a nightmare sent by the Mayan-style pyramid loses 0/1D3 SAN because the city is so easily recognizable as the one from their dreams.



This room is apparently where Williamson set out to organize his notes. More half-completed, moldy rubbings of all types of carvings lie strewn about. One rubbing, which is fairly intact, shows a priest holding a shiny object in his hands before the entrance to the pyramid complex. (This is a clue of how to use the medallion found near Kalkamal to open the pyramid.) Also present is a selection of Williamson's notes concerning his failure to gain entrance to the pyramid complex, which he believes to contain the fabled Caves of Life. He mentions that he has found some of the rubies that supposedly originate from these caves. No trace of these rubies can be found, as Lockly stole them when he murdered Williamson.

Skeleton Building: every wall of this chamber bears bas-reliefs of tentacled tree-like monsters drooling from multiple mouths. In the center of the room is a narrow (two-foot-diameter) well surrounded by a low wall and covered by a stone lid. If the lid is moved off the well (it has a SIZ of 25), a horrible stench fills the room. The interior of the well has many handholds leading down into a foul-smelling chamber. If the sides of the well are searched with a light from above, or if someone is so bold as to descend into the well, movement is heard below. After a few moments, several animated skeletons bedecked in silver and golden finery silently climb up the interior of the well toward the team. If the stone lid is put back in place, the skeletons cannot emerge. Otherwise they crawl forth and attack. There are five skeletons.

Notes on skeletons: described in the 1920's Sourcebook section of the *Call of Cthulhu* rulebook. Because of the damage-absorbing silver and gold ornamentation they carry, these skeletons are only shattered when the D100 roll is equal to or less than the damage rolled x3. Impaling type weapons only shatter these skeletons on a roll of damage x1. SAN loss for viewing animated skeletons is 0/1D6.

Skeletons

	1	2	3	4	5
STR	13	16	9	5	9
SIZ	13	17	13	10	11
DEX	14	14	14	11	10
POW	11	9	16	6	6
grapple%	70	70	70	50	55
damage*	1D6	1D6	1D6	1D6	1D6
	+1D6	+1D6	+1D6	+1D6	+1D6

*+attempts to strangle victim.

Altar Building: along all interior walls of this building are a series of low altars, each built beneath a sculpture of a different tree-monster. Just inside the entrance is a small crate with a lantern atop it. Inside the crate amidst fungussaddled packing straw is an old Mayan carving and a slip of paper reading, *Artifact 205, D. Belize*.

This was set up by Lockly on his first trip to the city in preparation for his departure with the artifacts he had stolen from Williamson. This artifact was mistakenly left behind when Lockly left the ruins in haste.

The Second Fresco Building: this chamber contains more horrendous frescoes of mutilated human torture victims, done in pornographic detail. There seems no ritual function for this building. Possibly prisoners were kept here before meeting their fate. Or perhaps the chamber displays only the diseased mind of the artisan.

The Slime Building: this building drips with slime and water molds. The floor slopes away at the end down into

a slimy hole. Above it on the back wall is a rendering of a Dark Young.

Anyone searching near the hole can spot what appears to be a length of slimy vine along the wall. Upon closer inspection (Spot Hidden roll), the vine proves to be a rusty chain with a loop at one end hooked over a convenient projection from the wall, and the other end disappearing down the hole. Pulling on the chain reveals that something is attached to the other end. If it is pulled up, the object is seen to be a large watertight chest made of metal and wrapped in rotten burlap. The chest is held closed by an easily pulled lever. Inside are boxes containing 100 .30-06 rifle rounds and 35 9mm automatic rounds. Also inside are some blankets, a small leather bag containing Williamson's wallet, a bottle of inferior rum, a flare gun, five flares, a bundle containing a hacksaw, hammer, chisel, and a small burlap bag containing a stone dog's head, apparently sawn off a statue (from the statue building).

Anyone brave enough can descend into the hole. Rope is needed, as the stone walls of the shaft are very slick, and the slimy chain presents too little grip. About fifty feet down, a ledge rings the shaft. On the ledge, still clothed in the last tatters of his jungle outfit, is the skeleton of Dr. Williamson (ID in his pocket identifies the skeleton). There is a bullet hole smack in the center of his forehead.

Further down, the shaft stretches on, apparently forever. If the person on the rope is so hardy as to continue, about 200 feet down he hears a chittering noise, which grows louder as he proceeds downward. If he continues, about 300 feet down, the shaft ends and he swings loose in the air inside what appears to be a vast underground chamber. If he is not pulled back within a few minutes, a gigantic flying creature swoops by and gulps the investigator down. The party at the top of the pit gets back nothing but the severed, slimy rope end.

Gordon Lockly

When the investigators find the remains of Professor Williamson and Anthony Baldwin, Lockly probably becomes less than popular. The team members doubtless guess that he did away with the first expedition, and (if he didn't run away at the Mayan-style pyramid) hold him prisoner. Professor Morgan tries to prevent the investigators from killing Lockly, though he too is furious. Lockly originally told Morgan that the previous expedition had never found the ruin, so Morgan now regards Lockly as untrustworthy, and acts accordingly.

The Statue Building: this building is filled with statues of humans, deer, jaguars, and other natural animals. The head of one dog-like statue has been sawn off. None of the statues are in the Mayan style.

Statues of Shub-Niggurath: these massive statues of masonry, each standing an amazing 40 yards high, depict a hypederal creature with huge claws on its feet. The creature's waist explodes into thousands of tentacles, and two writhing serpents rise from the armless torso in lieu of a head. Investigators succeeding in a Cthulhu Mythos roll recognize these statues as symbolic portraits of Shub-Niggurath. Investigators succeeding with Occult or Archaeology rolls recognize that the statues resemble the Aztec fertility goddess Coatlique.

Worship Platform: this vast open area was apparently built as a gathering place.

The Pyramid Complex: there is no entrance to this structure — only a blank stone circle 24 feet in diameter with a distorted, somewhat human face set into it. If the gold Shub-Niggurath medallion found at Kalkamal is held in front of the face, its eyes flash and its mouth opens, then it cracks to pieces and falls apart. If the team does not figure out how to get into the pyramid complex, Morgan, inspired by Haon-Dor's dream thoughts, realizes the secret and proceeds. If the team did not find or pick up the Shub-Niggurath medallion in the jungle, Morgan will have done so on the sly, and produces it from his pocket, using it to open the gate.

Once inside, the mist clears, and the true scope of the complex becomes apparent. Inside the courtyard (formed of black stone) are two representations of Dark Young. The entrance to the ramp on the pyramid is a gaping black mouth, filled with venomous-looking fangs and bracketed with a carved tentacle mass. A constant chorus of gibbering voices vibrates the air. Hideous gargoyle squat leering at each of the four corners of the pyramid's second tier. Inside the entrance to the ramp, set into the face of the pyramid, is a small negative image of the Shub Niggurath medallion. The medallion must be inserted into the depression to reveal a secret passage opening into the pyramid's side.

Shortly after the depression is discovered and the secret passage opened, Morgan makes his move. He grabs a random investigator around the neck and holds a handgun to his or her head, demanding that the others rid themselves of all weapons or he'll kill the hostage. Gordon Lockly, if he hasn't already fled or is not already disarmed, takes out his rifle and backs up Morgan's demands.

Now that his plans are so close to fulfillment, all Haon-Dor's concentration is on Morgan, who is filled with super-human strength. Any attempt by his hostage to break Morgan's grip, throw him to the ground, or similar action will not even cause Morgan to shift position.

If the investigators consent to allow themselves to be disarmed, after all the weapons have been removed, Morgan marches the party up the ramp, Lockly bringing up the rear. Once the group reaches the top of the pyramid, Morgan has the investigators lie on their bellies while he kneels on each of their backs and cuts their throats. Before he can manage this fiendish deed, the investigators should try to overpower Lockly and Morgan.

If the investigators refuse to be disarmed, Morgan shoots his prisoner (killing his victim unless he rolls 95-00, in which case ordinary weapon damage is done) and then opens fire on the group, assisted by Lockly.

If Morgan is killed or seriously injured in the ensuing fight, he falls to his knees, grimaces in extreme pain and anguish, looks pleadingly at the investigators, saying "My God! I couldn't stop myself," and collapses in tears on the ground. Seconds later, Haon-Dor's seed takes effect as Morgan's back splits open and a writhing, slime-covered mass rips its way free from his body. A huge plant, covered with bulging eyeballs and fanged, lipless mouths, sprouts from Morgan's corpse and begins spreading creepers and branches throughout the temple complex. Anyone who witnesses this horrible event loses 1/1D10 SAN. If any investigator tries to make a break for the gate, all the mouths hiss a quick spell in harmony, and the gate is resealed. The



gate's face is not on the inside, and hence cannot be opened with the medallion. As the plant grows ever-larger with preternatural speed, its mouths and tendrils begin reaching hungrily for the investigators.

The Hell-Plant

STR 20 CON 60 SIZ grows DEX 13 INT 8
POW 18 HP 30+2D6 growth per round

WEAPONS: Tendril 80%, 1D6 damage + drains 1 point of STR each subsequent round.

NOTES: since the plant adds 2D6 hit points to its total each round, the investigators must do more damage than that to the plant to keep it from spreading. If the plant is ever reduced to zero hit points, it dies. Once it reaches 100 points (SIZ 140) the plant ceases to grow, only to start again if reduced below 100 through damage.

Every person within reach of the plant is attacked by 1D4 tendrils per round.

ARMOR: none, but impaling weapons do minimum damage to this vegetable growth. The plant is not inflammable and cannot be set alight, but fire does normal damage to it.

SAN loss: 1/1D10

The only escape route from the plant is through the secret passage in the pyramid. The shaft slopes down into a very steep tunnel, winding down into the bowels of the complex. The plant's creepers follow the investigators down the shaft, but in the dark passage, they travel slower than a man can walk. The walls are completely featureless.

After some time, the tunnel opens up into a chamber about thirty feet square. Around the chamber is a stone shelf two feet thick from top to bottom and extending six feet into the room in all directions. In the center of the floor is a well, rimmed with another stone shelf. Peering into the well shows that it has many usable handholds, but it stretches down as far as the eye can see. The well is five feet in diameter. All along the stone shelf and on the back wall of the chamber are inscribed unusual characters in an unknown tongue.

As the party descends into the well (there is really no other place to go unless the investigators want to fight the hell-plant), the way is initially easy due to the profusion of handholds. After one round all the investigators must succeed with STR x5 or less on D100 or fall. In two rounds each must succeed with STR x4 or less, then STR x3, and so forth, until on the sixth round, the handholds vanish completely and the investigators still clinging frantically to the well-side fall automatically.

The fall seems to stretch on into infinity, and the force of the acceleration, the stench of death, and the terror of the situation cause all the investigators to lapse into unconsciousness.

The Nether Regions of Time and Space

At this point, the players probably believe that their investigators have fallen to their doom. However, this well actually leads to the fabled Caves of Life — a nether region

between the planes from whence mortals can find their way to Earth's dreamlands. The investigators' entrance to the caves was arranged by the sorcerer Haon-Dor, who has a special task in mind for them. Haon-Dor has constructed a special gate to link his lunar citadel with his earthly fortress of Bendal-Dolum, and allow his minions easy and instant access to the material world. However, to set Haon-Dor's gate into operation, beings from the material world must pass through it first.

After they lapse into unconsciousness, the next thing the investigators know is that they are lying naked on cold stone in utter darkness. The only wounds suffered are those sustained prior to the fall. The air smells dank, and there is no evidence of walls and ceiling anywhere near the investigators.

It is important for the keeper to remember, and to impress upon the investigators, that they are naked and weaponless. Only objects of overwhelming sentimental importance, such as wedding rings, remain with the investigators (having become effectively part of the investigator). The only other object which the investigators still possess is the Shub-Niggurath medallion.

Through the Abyss

Heading in any direction, it takes hours to reach any sort of landmark, but eventually a low red glimmering becomes visible ahead. The light builds as the investigators approach, until they can see that they stand in front of a huge wall rising into infinity. A single red hemisphere set into the wall, fifty feet above the ground, gives light to the scene. Directly beneath the light is a 20-foot unornamented arch.

Any investigator attempting to walk through the arch walks into an invisible wall doing 1D3 damage to himself if he was not proceeding carefully.

The barrier feels very smooth, almost slick. Its surface can be scratched by the Shub-Niggurath medallion, leaving a permanent groove. If the investigators persist in carving at the barrier with the medallion, they'll penetrate deeper and deeper into the barrier. After several hours the barrier suddenly vanishes with a loud pop and the investigators are free to proceed.

Another method of destroying the barrier is to scratch an elder sign onto it. Other methods that sound reasonable should be allowed by the keeper.

This barrier was a natural boundary between the Caves of Life and the magic passage from Bendal-Dolum. It prevented the passage of physical beings into the caves, which the investigators have now accomplished. The barrier was normally exceedingly powerful, but Haon-Dor's mightiest spells were assailing it from the dreamlands side of the barrier. Between Haon-Dor and the investigators, the boundary came down. However, Haon-Dor's plans are not yet fulfilled. Though Bendal-Dolum is now ready for use, Haon-Dor does not yet have his lunar citadel's gate activated.

The Caves of Life

Beyond the archway is a roughly-circular cavern. In the center of the floor is a shiny, black pillar rising from an apparently bottomless pit. The pillar feels cold and un-

wholesome to the touch, and the pit gives off a sickly greenish light.

A passageway directly opposite the entrance leads further within. Phrases in several different types of glyphs are haphazardly scratched into the wall near the entrance to the passageway. One phrase in Latin, reads *Speci Animae*, which translates into English as Caves of Life. Investigators with a Read Latin skill can translate the inscription automatically and any college-educated investigator can translate it with a successful Know roll. The other inscriptions are indecipherable, unless an investigator can read Arabic or ancient Egyptian Hieroglyphics, which are the only other known tongues used (the markings in those languages also read 'The Caves of Life').

Entranceway: the passageway abruptly opens into a great carven hall with a vaulted archway at one end. The chamber past the archway is rough and uneven, sloping irregularly down to the passageway into the rest of this small, but important, cave system.

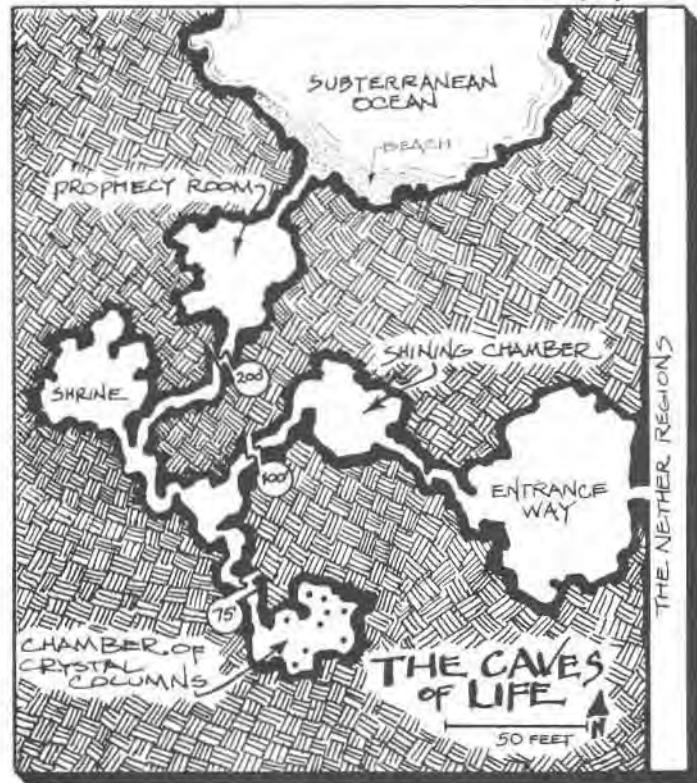
The Shining Chamber: here the passage widens into an irregular chamber seemingly made of smoked quartz, and glowing with an internal light seemingly originating deep within the material. Columns, stalactites, and stalagmites decorate the room. In parts of the chamber, it is obvious that someone has chopped out curiously shaped bits of the material, but no loose pieces lie about. An interesting property of the substance, apart from its great strength, is that it is totally frictionless, making walking, or even crawling, impossible. Travel across this room is left to the creativity of the investigators, but to take a running start down the passageway and slide across the floor is the easiest method.

Investigators succeeding with a Cthulhu Mythos roll remember vague references to a type of slippery, luminous, stone-like substance used by extraterrestrial magicians — presumably this very material. The material is so tough that the investigators cannot possibly break off a piece. It has a variety of uses and must be detached by special spells for that purpose.

The Chamber of Crystal Columns: as its name implies, this chamber is filled with columns of a strange glass-like material, which refracts and reflects any light shined on it into strange kaleidoscopic patterns. The columns shimmer with strange light and for investigators whose players roll their POW x3 or less, the light coalesces into a vision of a sinister black galley sailing on a glassy ocean with an oddly disfigured moon hovering behind. The whole image gives a sensation of monstrous evil, and 0/1D3 SAN is lost. Those well-versed in the use of this room can summon tremendous visions and precognizant sights. The inexperienced investigators can only see their own near future.

The Shrine: a small shrine to Shub-Niggurath, complete with altar, statue, and ceremonial dais. All spells performed inside this room cost only 1/10 normal magic points (round fractions up), though any POW cost is unchanged. There is no light source in this room, and the investigators have to grope their way along.

Prophecy Room: along the sides of this chamber are many glyphs and pictographs. In the middle of the room is a single pillar of glowing rosy quartz. Anyone succeeding with Cthulhu Mythos recognizes that the glyphs are the words of an incantation and also realizes how to pronounce them. If he does, taking well over 15 minutes to



do so (there are a great many glyphs to read), the moment he finishes, the room seems to dissolve away before him and he sees a vision: the Earth and a weird disk-like dream-Earth rotating next to one another. Suddenly a spark is thrown from the dream-Earth to Earth, whereupon a black blight forms at the point of contact and begins to grow over the Earth's surface until the entire planet has been transformed into a dull, black globe. Then the investigator awakes.

While the investigator is experiencing his vision, his companions only see him staring into space.

The Subterranean Ocean: the tunnel from the prophecy room opens into an incredibly vast cavern (or perhaps it is the surface of a starless planet?) with countless cyclopean obsidian pillars towering up into the sky, presumably supporting the roof. The chamber is dominated by a phosphorescent blue sea whose shore is about 500 feet into the tunnel and stretches out as far as the eye can see. At the edge of the glowing water is an obsidian pier 40 feet wide and 400 feet long. Set back from that a collection of stone ruins, apparently a one-time port village. The ruins are all of 4 to 10 foot high dome-shaped huts, with two-foot circular doorways halfway up their sides. Nothing lives in these huts and nothing human ever lived in them. Nothing else of interest is found here except for some immovable stone doors set into the cavern sand.

While the investigators poke around the ruins, a black galley silently rows out of the dark and pulls up to the pier (Spot Hidden is necessary to notice). Several men scamper from the galley and fasten ropes from the ship onto protrusions on the pier. They do not seem to see the naked investigators (who are presumably hiding). These men all have extremely wide mouths, remarkably short feet, and wear turbans curiously humped up into two points over their foreheads. Their clothing appears to be

made mostly of silk and velvet and is reminiscent of the styles of medieval Persia.

Actually, or course, these creatures are the hideous inhabitants of Leng, clothed to hide their cloven hooves and devil horns. They are under instructions from Haondor to bring the investigators to him.

After they secure their ship, the Leng-men set up a small camp on the shore near the base of the pier. After starting a fire using several white fungous-looking logs, the sailors sit in a ring around the fire eating and drinking. About this time the investigators should realize that they haven't eaten for quite some time.

If the investigators approach the sailors in a friendly manner, the sailors react likewise, inviting the investigators (in strangely accented English) to share their meal. The sailors do not seem to find it strange that the investigators are naked. Any investigator taking more than a single swallow of the sailors' wine (which is held in a fabulous bottle carved from a single gigantic ruby) enjoys it immensely for about ten minutes and then begins to feel tiredness and stupor and finally falls unconscious. If the whole party is thus overcome, when they wake they find themselves prisoners on the ship, heading out to sea.

If the vision in the chamber of crystal columns has made the investigators wary or if not all the investigators drink the sailors' wine, and they take precautions or attack outright, the strange sailors draw long, lethal-looking knives and attempt to capture the investigators and bring them all to the ship. They'll chase the investigators right into the Caves of Life, if necessary and even beyond into the dark cavern. The men from Leng carry fungous-looking torches as light sources. The sailors try to keep from killing investigators, but gleefully wound them and, if the investigators put up a fierce struggle, might kill one or two expendable-seeming humans.

Men From Leng

Six men from Leng crew the ship. If the investigators manage to kill three or more of them, the survivors throw down their daggers and surrender. The keeper should ensure that at least one of the sailors survives the battle. If the investigators remove a sailor's turban or other clothes, they'll clearly see the sailor's non-human nature and lose 0/1D6 SAN.

Men From Leng

	1	2	3	4	5	6
DEX	11	10	10	10	9	8
HP	10	11	15	14	14	7

WEAPON: knife 45%, 1D4+2 damage.

SAN loss: 0/1D6 if true nature is revealed.

If the Investigators are Captured

As the investigators are unarmed, capture is the most likely outcome of any struggle between them and the sailors. If captured, the investigators are carried onto the ship, which immediately sets off. They are kept above-decks and the sailors smirkingly tell the investigators that the rowers would not be pleasant to their eyes.

If the Investigators were Victorious

The surviving sailors offer to take their ship anywhere the investigators please and to do whatever the investigators

say, so long as they are not harmed. They have never heard of any earthly land and claim to know nothing of the Caves of Life of the gigantic cavern they are now in — saying that they landed solely to prepare a quiet meal ashore. They claim to have attacked the investigators to capture them as slaves. "Not galley slaves, of course. We have no need of those." The sailors give no information about the world outside the cavern and act confused if the investigators quiz them closely.

If the investigators decide not to sail off on the ship, they'll have to stay behind on the dismal shore with the sailors. After a few hours, a rushing noise is heard coming from back in the Caves of Life, and the investigators can hear enormous thudding footsteps of something approaching. Surviving sailors panic and flee — even if the investigators threaten to kill them, they run. (If they're bound, the sailors froth at the mouth, scream, and roll their eyes fearfully.) Presumably the investigators decide to take the ship away from that shore before whatever it is arrives. If they don't Shub-Niggurath herself appears, blasting everyone's sanity and killing everyone too stupid to rush aboard the ship and sail off.

If the investigators decide to sail off in the ship, the surviving sailors warn them not to go below decks. "The rowers would not be pleasant to your eyes." If the investigators foolishly open up the great black bilge-doors, a slippery horde of floppy moonbeasts rushes up from below and speedily overwhelms them. This sight costs 0/8 SAN (since there are so many moonbeasts, those failing a SAN roll lose the maximum possible SAN). Well over a hundred moonbeasts man the ship and there is no chance that the investigators will prevail. Each investigator that fights takes 2D6 damage in pummeling and squeezing per round until he stops resisting.

If the investigators are intelligent enough to avoid the belowdecks, proceed to Bon Voyage below.

Bon Voyage

First of all, the investigators need clothing. The sailors provide them with robes of coarse white linen. Unless the investigators are both victorious and hardy enough to wear the outlandish costume of a sailor, only the linen is available.

Once the investigators are aboard the ship, whether as prisoners or new masters, it sets sail out into the sea towards the far end of the cavern. Any investigation along the coast by ship only reveals unpleasant openings in the stone walls of the cavern surrounded by dangerous outcroppings of rock. Eventually, light is seen ahead as the cavern narrows to a tunnel leading out into an open sea. As the ship reaches the mouth of the tunnel it gathers speed and is sucked through the opening by a mysterious force. The sailors mutter nervously. They did not encounter this phenomenon on the way in.

Andrew Trellaine

As the black galley begins its voyage, the investigators, if prisoners, are taken aft to a small, dark cabin and chained to the floor. As they are fixed into the chains, they notice

a dirty and frail human figure slumped in the corner. If the investigators are masters of the ship, they'll find the man in the same dirty cell. He is apparently asleep. After a while he wakes, and the investigators can see that he is clearly an ill, but otherwise normal human. He greets the investigators in a friendly manner, using a cultured British accent, introducing himself as Andrew Trellaine.

Mr. Trellaine is in his late thirties, and is garbed in a tattered robe of oily fabric woven into a triangular design. If he is asked how he got here, Trellaine smiles grimly and says that he was foolish enough to take passage on the black ship at the port of Dylath-Leen, thinking that it would safely take him to Celephais in the vale of Ooth-Nargai. Undoubtedly the investigators are a bit confused by these exotic names.

If Trellaine is questioned more closely, he appears confused and peers closely at the investigators. If he is asked where they are, he explains that they are in the Southern Sea. Gesturing out a barred porthole, he says that Thalarion is doubtless out in that direction. When the investigators still seem confused, Trellaine asks them whither they came from. After they have finished, he mutters in fascination. Trellaine then admits that he too is from the waking world, but the dreamlands can normally only be attained through spiritual travel. He explains that his physical body is currently in London, asleep. The passage of full physical beings to the dreamlands is quite unusual. At this point, his voice trails off and he thinks for a few minutes. He then says that he has heard that the pre-human sorcerer Haon-Dor has been preparing some loathsome design, certain to prove disastrous towards the world. Trellaine had been puzzling over this, but he suspects that the investigators' presence has something to do with Haon-Dor.

As soon as the investigators begin to question Trellaine about Haon-Dor, the sailors enter and grab Trellaine. They slam him against the wall, holding the investigators at bay with their knives and undo Trellaine's chains. As they drag him out, Trellaine feebly gasps out one final warning, "Beware that which may damn us all." He is then dragged off and killed to feed the rowers.

If the investigators are masters of the ship, Trellaine tells the same story. As soon as the investigators begin to question Trellaine about Haon-Dor, one of the sailors shrieks, pulls out a tiny, concealed knife, leaps at Trellaine, and puts the knife through Trellaine's skull, killing him instantly. Nothing the investigators can do prevents this, though they can kill the sailor immediately afterwards if they wish. If they don't, the sailor leaps overboard and sinks immediately. The remaining sailors claim complete ignorance of why their comrade went mad.

Of course, Haon-Dor instructed the sailors that under no circumstances were the people from the waking world to hear about himself.

The Basalt Pillars of the West

The ship steers its own course, driven by demon winds and currents, and no amount of fighting with the steering (provided the investigators are able to do so) deters it from its course.

Land is never sighted for the entire trip. The ship sails due west and remains on course for many uneventful days. The sailors cast nets into the sea to catch edible fish for food. Huge barrels catch rainwater to drink. The sailors

periodically cast food to the mysterious rowers belowdecks, but even if the investigators prevent the unseen rowers from being fed, the oars do not slow and the ship continues.

Eventually two dark points appear on the western horizon. As the ship draws nearer, the points resolve into colossal stone pillars that rise from the sea and vanish into the clouds, to rise to still more unguessable heights.

The closer the ship draws to the pillars, the more quickly it moves, as if some force were pulling it towards the columns. A low sound becomes audible slowly growing to a thunderous roar, and a white mist fills the air between the pillars. The sailors (if any are left) secure the ship for rough waters and retreat belowdecks. As the ship reaches the pillars, mist drenches the deck and obscures everything from sight. The roar is deafening and a sudden, fierce current grips the ship and hurls it forward between the pillars. Suddenly, the world drops away, and the ship plunges over the edge of the monstrous cataract, where the waters of the dreamworld pour out into interplanetary space. As the world falls away and the ship shoots cometlike into the void, all the investigators lose 1/ID4 SAN.

After dropping from the precipice, the ship slowly changes course, aiming for the crescent moon in the distance. As it rows through the aether, a horrible larval monster becomes visible in the distance, and it writhes its blind way toward the ship. It is as big as a truck and armed with flexible claws and spines. Those seeing it lose 1/ID10 SAN. Just as the creature reaches the ship, a flash of light bursts before it, and it twists away as if in pain. From then on the ship is not molested, though periodically at the edge of vision, dark malevolent shapes are seen briefly before other bursts of light dispel them.

These monsters are the mindless larvae of the Outer Gods. Haon-Dor is protecting the travelers' life and sanity by sending the magical bursts of light to ward off the larvae.

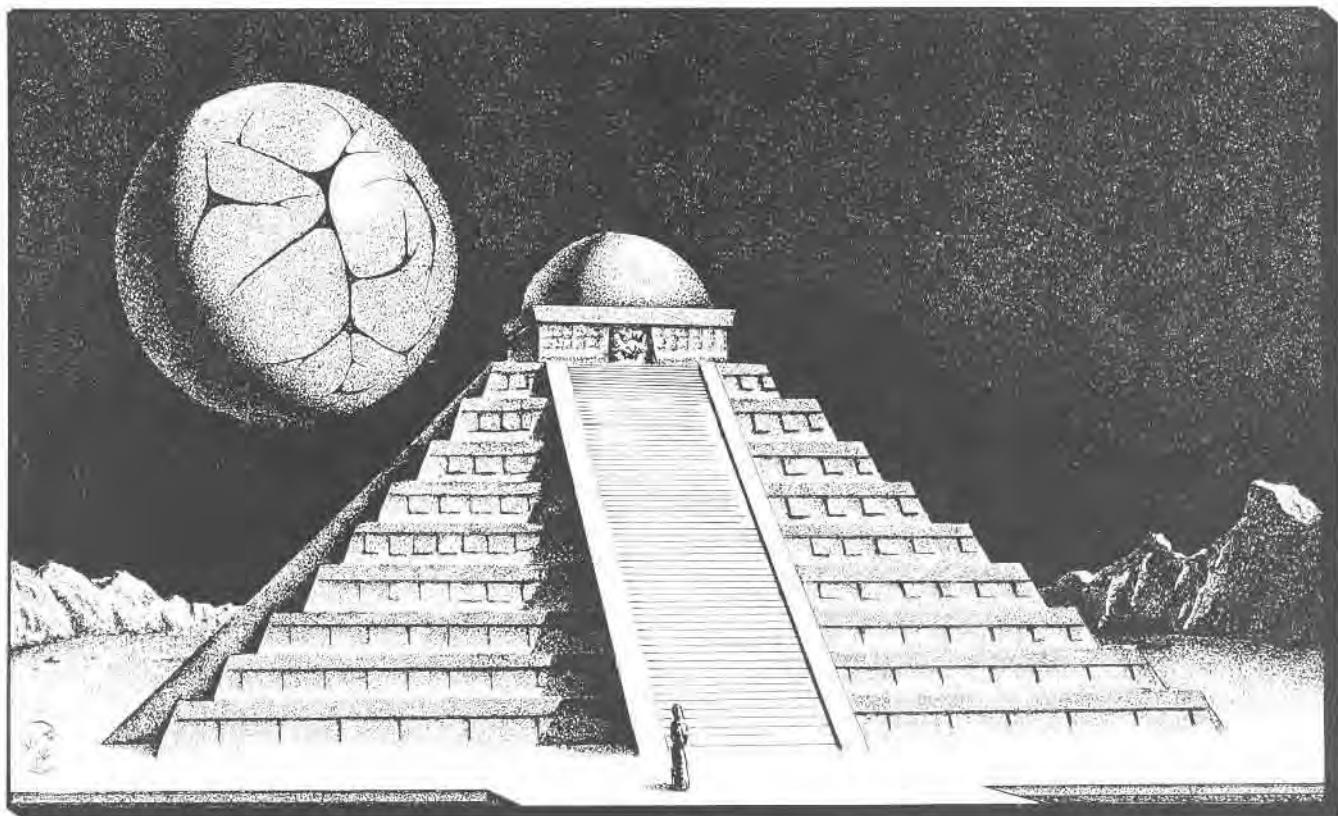
Eventually the ship rounds the curve of the moon, heading for the dark side. As the ship draws nearer to the surface, the investigators can see forests of white fungi and crumbling ruins. Eventually a large, oily sea of opaque liquid can be seen, and the galley plunges into it with a peculiar sucking noise. The ship glides through the horrible sea for several hours and pulls up beside several other black ships at a black, scabrous wharf in a port which looks like it came right out of a nightmare.

The Land of the Moonbeasts

The lunar city is a horrible conglomeration of distorted gray towers, bizarre temples, and forests of obscene fungi. Myriad creatures swarm through the twisted alleyways; moonbeasts, fantastic and unspeakable domestic animals, and herds of naked men from Leng mill about — the men from Leng don't look so very human after all. All the investigators lose 1/ID20 SAN when they see this dreadful place for the first time.

As the investigators stare in horror, moonbeasts swarm over the sides of the ship and take them all prisoner. The investigators are dragged into one of the larger structures (windowless, as are all the buildings in this lunar city) and placed in separate, globular cells in total darkness.

After many long and hungry hours, the moonbeasts return and take the investigators across the lunar plains to



the lip of a huge crater. They travel in a ceremonial procession, piping nauseously on thin flutes and wriggling their slippery way along the lunar soil. No men from Leng are in the procession – only moonbeasts and two of their hideous pack-beasts. It is impossible for the investigators to escape. Any investigator refusing to proceed is tied to the back of one of the pack-beasts, each of which is forty-feet long and resembles the leprous hybrid of a centipede and a paramecium.

The lip of the crater is clearly too steep to climb, and towers at least a mile overhead. But the procession unerringly finds its way to a small cave leading through the side of the crater rim and travels for some time through the cave's utter darkness. The moonbeasts, of course, can navigate perfectly well in the dark. The prisoners may stumble a few times, but the moonbeasts always grip them firmly with their powerful paws and lift them back up again. Eventually, the procession emerges into light again, now inside the crater. Before the investigators have a chance to do more than blink in the light and look around, the moonbeasts and their pack-beasts retreat back to the cave and collapse it after them, sealing the exit with heaps of gigantic boulders.

As the investigators collect their senses, they can see that they stand inside a huge flat circular plain, surrounded by stupendously steep, unclimbable crags. Doubtless they will be most amazed by what lies before them on the lunar flats – a green-veined marble replica of ancient Bendal-Dolum.

Alternatives

It is possible that the investigators have somehow not reached this point due to escape from the ship, venturing

onto the land regions of Earth's dreamlands, or even escape from the clutches of the moonbeasts in the lunar city. Ultimately, the keeper should find some way of bringing the investigators to the lunar crater where the alternate Bendal-Dolum lies. Haon-Dor's plan requires that the investigators arrive there, and he spares no pains to ensure that they do. Haon-Dor sends his minions and familiars over length and breadth of the univers to bring the investigators to him.

On the other hand, the investigators' fortitude in even temporarily escaping such a rigged situation as this should not go unrewarded. Magic books or material wealth may be found in the lunar city or elsewhere, best left up to the keeper's judgement.

His Eminence Haon-Dor

However they arrive, the investigators find themselves in front of an exact replica of Bendal-Dolum fashioned green-veined marble. The structure appears to be in perfect condition and no sign of habitation is evident. Since there is nowhere else to go, the investigators must eventually enter and explore the duplicate. As they wander through the complex they discover that everything is identical to Earth's Bendal-Dolum, except that, of course there are no corpses lying around. The decapitated dog-statue from the statue room is also headless here, though the missing piece is not to be found. Also, the lunar Bendal-Dolum rises directly from the dust rather than from a stagnant, bottomless pool. The gate to the pyramid complex is closed – the stone face leers out at the investigators.

As soon as the investigators move toward the pyramid complex, a tall being appears between them and the gate. This being stands well over eight feet tall, but is thinner than the average human.

Its precise features are unclear, because the being is entirely clothed in a dull, brown robe, a hood completely obscures its face, and the long sleeves cover its hands.

The being bows slightly before the investigators and speaks in a sibilant, reverberating voice. He greets each investigator by name and gestures with his sleeve to the terrain around him.

"Ladiess and gentlemen, welcome to the moon. I trusst your journey wass interessting and gratifying. I have watched over you sinss your arrival in Ssentral America — your trip here iss no accident. You musst assisst me.

"I am Haon-Dor, a philossoher of a speciesss alass now extinct. Many thoussandss of yearss ago my Earthly body wass demolished and I came to the dream universse. But now haff I dessided to onsse again wield my powerss over the landss of Earth. Ssally, when oness Earthly body iss destroyed, one may nefer leaff the landss of dream. Sso I made my planss to ssend my magicss ofer Earth, violating the lawss that sseperate the landss of dream and nightmare from those of the waking world.

"I am engaged in a great dessign to link forever my homess in each world, and it is now near complete. My rituallss were capable of completing all the process but two partss. It wass nessessary firsst that mortalss from Earth break physically through Bendal-Dolum. This you haff done, and my gratitude is fasst. Now it iss nessessary that mortal physical beings from Earth break back through once again at my temple here. Thiss completes the ssycle and my ssendings shall blanket the waking world onsse again.

"Sso, you see, my purpose iss the ssame ass yours. You wish to return to the waking world, and I wish to send you there. Sso go!"

Whether the investigators dither, attempt to flee, attack or communicate with Haon-Dor, he vanishes from view, but then in a tremendous hiss, audible for miles, his voice is heard once again.

"You haff no choisse. Sstay on thiss dream moon and brave the terrorss of the moonbeastss or take your leafe and return to the landss you know. Tarry not long in your dessission!"

With that a monstrous dark young coalesces in the chamber, its tentacles whipping madly about. It is present to ensure that the investigators do not take too long reaching a decision, and also to give them an additional reason to go through the gate. A broad hint is left as well, for a heap of a dozen golden Shub-Niggurath medallions is left behind on the stone where Haon-Dor vanished.

The dark young lurches closer, lips smacking in anticipation.

Dark Young

STR 44 CON 20 SIZ 43 DEX 13 INT 16 POW 21

HP 32 move: 8

Armor: None, but takes only one point of damage from guns. See Call of Cthulhu for more information.

WEAPONS: Tentacle 80%, 4D6+strength drain

stomp 60%, 4D6+4D6

SAN Loss: 1D3/1D20

Return

If the investigators decide to return through the gate, they must use a medallion to open it. Use of the medallion to

open the gate has a very different effect, however. As soon as the medallion is clasped with the intent of opening the gate, rays of ruby light shoot from the eyes of the carven head and transfix the medallion and the investigator holding it in a soft red glow. That person is paralysed and the carven head shimmers with energy. The hissing voice is heard once more.

"My thankss! pleasse retain the medallionss ass tokenss of my esesteem."

Almost without transition the investigators find themselves at the real Bendal-Dolum in the jungle of the normal world. The gate to the pyramid complex is open (no sign of the horrible plant is visible), and the unfortunate who used the medallion lies prone on the stone with the medallion clenched in one hand. All his characteristics are reduced to 3, but increase one point per day per characteristic until all are at their previous level.

Suddenly the whole complex shudders and massive tentacles shoot up from the main pyramid. Small writhing appendages sprout from all parts of the pyramid complex as the fetid pool that surrounds the city drops dizzyingly down, leaving a bottomless chasm. As the myriad tentacles reach out from the pyramid, the gate to the complex glows with a feral light. Dull rumbles fill the air as the glowing entrance emits a dazzling pulse of light. Simultaneously a terrific gust of gale-force wind rips at the investigators and forces them to their knees. As the wind and light die down, the investigators can see that the entrance to the pyramid has become a round portal of dull nebulosity, and is obviously Haon-Dor's newly opened gate between his temples. The portal is surrounded by countless masses of stone tentacles that rise from the pyramid itself.

As the party watches, spectral balls of light begin flitting out of the gate and flying across the jungle sky. In five or ten minutes, the ghostly spheres cease pouring through and all becomes quiet again. It should be obvious that the spheres are Haon-Dor's promised sendings to the waking world. Who knows what they will do?

Defeating Haon-Dor

The inhuman sorcerer can be thwarted a number of ways. The most obvious and straightforward is for the investigators to refuse to open the gate. In such a case, Haon-Dor sends the dark young to destroy the investigators, hoping to change their minds. If the investigators manage to flee or even kill the dark young, they still must face the terrors of the moon. If they can escape from the moon (with a gate or a summoned creature) they might be able to return to earth's dreamlands, but still must firstly return to the material world and secondly, escape Haon-Dor's pursuit. This is an adventure in itself. If this does happen, much information can be found in Chaosium's *Dreamlands* package.

There is another way to defeat Haon-Dor's plans. If an Elder Sign is etched onto the stone in front of Bendal-Dolum's gate, the gate become unusable until Haon-Dor's influence can cause someone to mar the sign, which could take years. If this is done, a howl of frustration fills the air and gradually dies until silence falls upon stone ruins. Of course, the sendings of Haon-Dor that have already passed through the gate are free, but that is nothing compared to what could have happened. Each investigator receives 1D20 SAN for successfully blocking the gate.

Failure

It is likely that the investigators will be unable to directly defeat Haon-Dor and that the gate will be opened. If they can retrace their path and escape the jungle, they should have a new goal, to close the gate once again.

The presence of a supernatural portal such as Haon-Dor's in Central America can allow for interesting future scenarios. Events should be kept in proportion however. Haon-Dor's gate is only a gate, and it is in an isolated area. It will not trigger a series of world-wide disasters, but it should have some impact. The keeper should keep this in mind when designing future adventures.

Haon-Dor's sendings have the particular effect of making people's nightmares come true. So while the gate is open a rash of horrifying suicides and murders begins to occur in British Honduras and Guatemala and the the gate

remains open for a matter of years the suicides begin to spread to Honduras, Mexico and beyond.

No matter what happens, it is likely that the investigators come away from the adventure in possession of one or more golden Shub-Niggurath medallions. Each medallion weighs six ounces, and its gold value is about US \$130. The medallions are also magical. They have the ability to scratch and leave marks on any magic barrier, and can penetrate magic barriers at the keeper's discretion and imagination. Possession of a medallion adds 10 percentiles to the chance of success in casting any spell dealing with Shub-Niggurath and her Dark Young, including dismissing them. It also adds 10 percentiles to the possessor's chance of overcoming Shub-Niggurath's or a Dark-Young's magic points with any magic use. Possessing multiple medallions does not increase this chance any further.

The Temple of the Moon

by Michael Szymanski and Scott Aniolowski

The date is September 23, 192—. It is a normal fall day in the big city; people hustle to and from work, and the air is thick with the grime and the sounds of metropolitan life. An investigator has just finished his normal day, and is stopping at a post office to pick up a mysterious package. This wooden box is roughly eight inches by twelve inches by four inches and weighs a little over seven pounds. There is no return address and the mailing label is typed. The postmark indicates that the package was mailed thirty days earlier from Lima, Peru.

Inside the package is a golden artifact (a section of the Tablet of the Moon) wrapped in several layers of protective newspaper. A successful Archaeology roll identifies the artifact as Incan, while a geology roll shows that it is fashioned from solid gold.

An envelope in the bottom of the package contains a hastily scribbled note:

Dear *(investigator's Name)*,

I regret burdening you with this item, but you are my last hope. Please guard it with all your available resources. It is priceless, but too dangerous for me to keep.

Meet me in front of the New York Public Library at 2:00 P.M. on the 24th of September. I'll retrieve the artifact and explain to you in detail what is happening. See you then.

Your friend


Charles Danvers

186-FJ

Charles danvers is an old college friend of the investigator's. Charles has kept in touch over the years, calling, writing, or dropping by for a visit every few months. Charles is not

a close friend, but he is a friend nonetheless. Charles is a freelance journalist, specializing in organized crime. He never fails to send the investigator a clipping of every article he writes. None of Danvers' articles deal with any aspect of the supernatural.

Alternately, if the investigators have just returned from Bandal Dolum, Charles Danvers can be a contact made by the investigators on the steamer they took to British Honduras, which was of Peruvian registry and was heading onward to Peruvian ports. Danvers is also an investigator of sorts, though he specializes in organized crime, rather than in occult phenomena, so he and at least one of the investigators hit it off. Danvers promised to send the investigators all his articles on the theft and smuggling of Incan artifacts in Peru and has indeed sent a few, which the investigators discovered upon their return from British Honduras. On the liner, the *Augusto Leguia*, Danvers showed himself to be a great sceptic of the supernatural.

The Tablets of the Moon

These three wedge-shaped pieces of lattice-work are made of solid gold and form a complete circle when fitted together. The interstices in the lattice are set with carefully polished and fitted transparent quartz, each piece of which acts as a lens. Each wedge depicts a phase of the moon — new, half, and crescent. The full moon is conspicuous by its absence. The completed circle measures 14 inches in diameter and each section is roughly 6 inches wide and 9 inches long. Each tablet weighs 7 pounds.

The investigators come into possession of the new-moon tablet at the start of the scenario. The French-Canadian smuggler Simon LeCloche has the half-moon tablet, and his fair-weather partner Canditta Domingues has the crescent-moon tablet.

Keeper's Information

The mysterious object is one of the tablets of the moon. This ancient Peruvian artifact was acquired by Charles Danvers in Lima, where he was researching a story on an international art-thief and smuggler named Simon LeCloche. A black-marketeer passed the tablet to Danvers when he found himself being stalked by persons unknown. This same black-marketeer was shot to death shortly after. The tablet originally came from a dig sponsored by the New York Institute of Archaeology and Ancient History.

Both Simon LeCloche and his erstwhile partner, Canditta Domingues, want the tablet, and they will stop at nothing to wrest it from the investigators. A band of Peruvian Indians sent by a certain Ticocha also desires the tablet. These three groups intend to make life extremely difficult for the investigators shortly after they receive the tablet.

Simon LeCloche

LeCloche is an international criminal specializing in the theft, smuggling, and sales of precious archaeological artifacts. He is firmly (though mistakenly) convinced that the Tablets of the Moon hold the secret to a vast Incan treasure hidden somewhere in the Andes. Possessing only

a single tablet, LeCloche has formed an uneasy alliance with Canditta Domingues, who owns the second tablet. He plans to doublecross Canditta — and few have survived one of LeCloche's doublecrosses.

Simon LeCloche

STR 13	CON 15	SIZ 13	DEX 15	APP 11
SAN 65	INT 14	POW 15	EDU 19	HP 14

SKILLS: Drive 65%, Fast Talk 60%, Hide 50%, Psychology 60%, Sneak 55%, Spot Hidden 70%, Ride 45%.

WEAPONS: 9mm automatic pistol 85%, 1D10 damage.

knife 65%, 1D6 damage.

sawed-off shotgun 65%, 4D6 damage.

Jean Murphy

LeCloche did not come to the U.S.A. himself, leaving the pursuit of the tablet in the hands of his lieutenant, Jean Murphy. Jean is too stupid and too arrogant to assign many tasks to the thugs under his control, and does everything himself except for actually abducting or killing people.

Jean Murphy

STR 15	CON 15	SIZ 14	DEX 10	APP 13
SAN 60	INT 11	POW 15	EDU 11	HP 15

SKILLS: Climb 50%, Dodge 40%, Hide 45%, Listen 35%, Mechanical Repair 55%, Pick Pocket 35%, Psychology 25%, Spot Hidden 40%.

WEAPONS: 9mm automatic pistol 40%, 1D10 damage.

knife 35%, 1D6+1D4 damage.

LeCloche's Thugs

At present, LeCloche has in his employ fifteen ruthless French-Canadian thugs, whose loyalty to him goes as far as LeCloche's pocketbook can reach. This disreputable crew comes equipped with a valise holding 24 sticks of dynamite to be used for various nasty purposes. All the thugs can be treated as identical, and six have been sent to the U.S.A. with Murphy.

Typical LeCloche Thug

STR 14	CON 14	SIZ 15	DEX 10	APP 10
SAN 60	INT 10	POW 11	EDU 9	HP 15

SKILLS: First Aid 45%, Hide 45%, Sneak 45%, Throw 50%, Track 45%.

WEAPONS: 9mm automatic pistol, 1D10 damage.

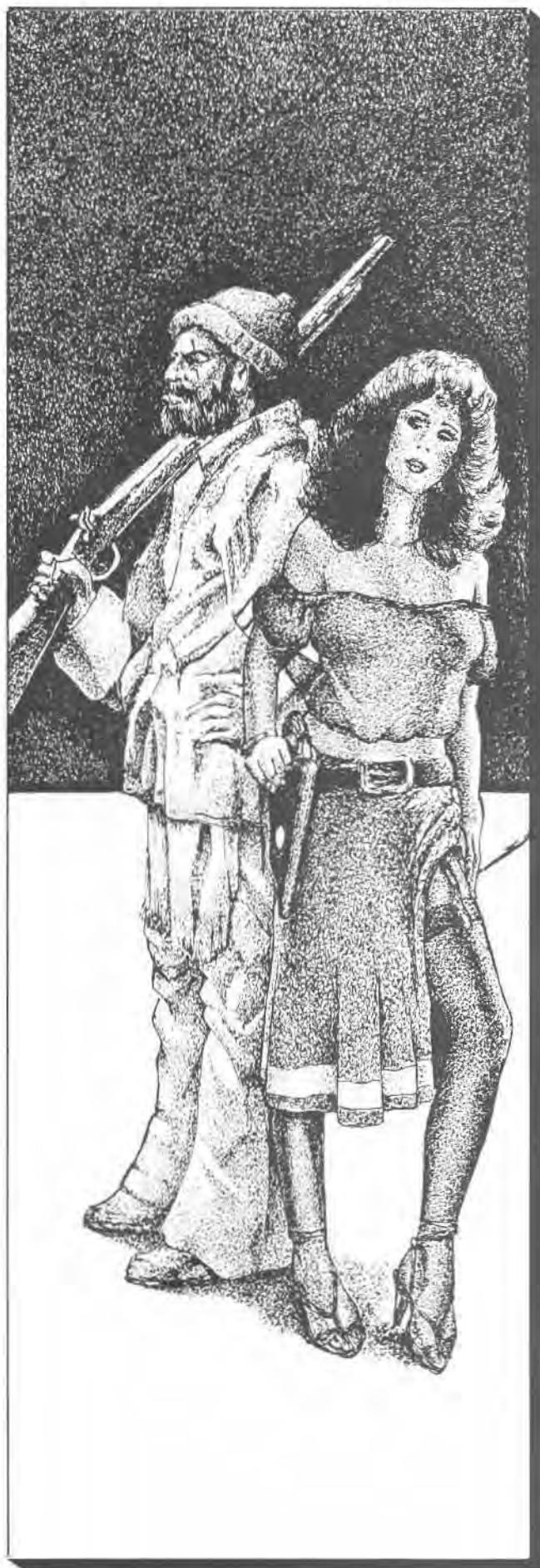
sawed-off shotgun 45%, 4D6 damage.

fist attack 65%, 1D3+1D6 damage.

Canditta Domingues

Canditta is LeCloche's partner of convenience in his bid to obtain the three Tablets of the Moon. She possesses one tablet and secretly plots to acquire the other two, double-crossing LeCloche and beating him to the imaginary treasure that she too, firmly believes in. She owns a modestly large coffee plantation in Peru, and her workers are loyal to her personally and are willing to do her dirty work. She always wears jackets or loose-fitting blouses to conceal a double-barreled derringer in a small holster under her left arm as a backup for the .45 revolver holstered at her hip. Canditta is almost as ruthless as LeCloche, and much more intelligent.

The fact that she doesn't know that LeCloche knows that she plans to doublecross him is Canditta's greatest handicap.

**Canditta Domingues**

STR 10	CON 13	SIZ 10	DEX 12	APP 13
SAN 70	INT 17	POW 15	EDU 14	HP 12

SKILLS: Psychology 40%, Ride 55%, Sneak 50%, Spot Hidden 45%, Track 45%.

WEAPONS: .45 revolver 75%, 1D10+2 damage.
.22 derringer 75%, 1D6 damage.
.30-30 rifle 50%, 2D6+3 damage.
knife 33%, 1D4+2 damage.

Filipe Gonzales

Gonzales is a short, thin man with a pencil-moustache. All his clothes are out of style and all his attempts to be suave fail miserably. Gonzales is crafty and treacherous.

Filipe Gonzales

STR 11	CON 13	SIZ 10	DEX 15	APP 7
SAN 50	INT 12	POW 12	EDU 9	HP 50

SKILLS: Hide 50%, Listen 40%, Mechanical Repair 60%, Throw 40%.

WEAPONS: .22 automatic pistol 30%, 1D6 damage.
stiletto 45%, 1D4 damage.

Canditta's Men

Canditta has sent three trusted foremen with Filipe Gonzales to the U.S.A. In Peru, in an emergency she can muster over fifty sturdy laborers armed mostly with tools and knives. Her workers can all be treated as identical for *Call of Cthulhu* game purposes. However, only the foremen sent to America have firearms.

Typical Canditta's Man

STR 16	CON 16	SIZ 15	DEX 12	APP 10
SAN 60	INT 10	POW 11	EDU 5	HP 16

SKILLS: Hide 50%, Ride 75%, Sneak 50%, Spot Hidden 45%, Track 60%.

WEAPONS: .45 revolver 70%, 1D10+2 damage.
.30-30 rifle 65%, 2D6+3 damage.
knife 60%, 1D4+2+1D4 damage.
fist 65%, 1D3+1D6 damage.

Ticocha

Ticocha is the high priest of a Shub-Niggurath cult originated by his direct ancestors in 1452 A.D. Those ancestors constructed the Temple of the Moon with the aid of the Fungus creatures from Yuggoth. This dark worship continues into the twentieth century through Ticocha. Only he knows the true meaning of the Tablets of the Moon and he must regain possession of them. Also, he is determined to halt all work at the archaeological dig so that he and his fellow cultists can remain free to worship their foul deity and continue collaborating with the fungus-creatures.

Ticocha

STR 17	CON 17	SIZ 16	DEX 16	APP 14
SAN 0	INT 16	POW 19	EDU 6	HP 17

SKILLS: Cthulhu Mythos 33%, Hide 75%, Sneak 75%, Spot Hidden 70%, Track 80%.

WEAPONS: knife 60%, 1D6+1D6 damage.
Fist 55%, 1D3+1D6 damage.

SPELLS: Brew Space-Mead, Call Shub-Niggurath, Contact Fungi from Yuggoth, Shrivelling, Summon/Bind Dark Young of Shub-Niggurath, Summon/Bind Servitor of the Outer Gods, Voorish sign-

Ticocha's Indian Cultists

Ticocha's cultists are absolutely willing to die for their cause – a willingness not shared by Canditta's or LeCloche's hired brutes. Ticocha sent only seven men to the U.S.A., but near his temple in Peru he can muster a dozen more.

Typical Indian Cultist

STR 12	CON 12	SIZ 12	DEX 10	APP 10
SAN 0	INT 12	POW 14	EDU 2	HP 12

SKILLS: Cthulhu Mythos 10%, Hide 75%, Sneak 60%, Spot Hidden 60%, Track 70%.

WEAPONS: Knife 50%, 1D6 damage.

SPELLS: Contact Fungi from Yuggoth, Shrivelling.

The New York Public Library

Charles Danvers never arrives at the library. A search of the building and the surrounding area turns up no sign of him, and no bystanders have seen anyone matching his description anywhere nearby. After a considerable wait, it becomes clear that Danvers will not keep his appointment. Fortunately, the investigators have Danvers' address.

Charles Danvers' Apartment

Danvers lives on the fourth floor of a brownstone on New York's Lower East Side. No amount of knocking or yelling at his door brings a response; if the investigators decide to force their way in, they must overcome the door's STR of 7 with their own. The apartment manager won't interfere as long as the investigators don't look completely disreputable. Danvers' neighbors are all transients.

Danvers' apartment is a dingy two-room flat consisting of a kitchen/living area and a bathroom. The walls and the floor are laced with a web of meandering cracks and what wallpaper has survived the decades is torn and age yellowed. The kitchen/living area is furnished with a small table, two chairs, a rusty sink, a small stove, an icebox, a worn sofa-bed, and a cluttered desk. The furniture is strewn about in disarray and some pieces are broken, providing clear evidence of a fierce struggle.

When the investigators enter the apartment, all the shades are drawn and the room is dark and gloomy. The only light is the faint glow of an overturned desk lamp. Close inspection and a successful Spot Hidden allow the investigators to discover marks on some of the woodwork and furniture which indicate that it had been recently hacked at with a well-honed blade. With a second Spot Hidden an investigator finds a small amount of dried blood on the floor in front of the desk. (This was caused by Ticocha's Indian cultists in a nearly successful attempt on Danvers' life.)

If the apartment is searched thoroughly, a curious stone can be found beneath the ruins of the sofa-bed; this is a small stone amulet. The amulet belonged to one of Danvers' attackers and was lost in the scuffle. If the investigators have been to Bendal-Dolum, and found the golden Shub-Niggurath amulet they recognize the symbol on the stone amulet as being nearly identical to the one on the gold amulet.

Danvers' desk holds a great deal of uninteresting writing and one small black notebook holding the following entries.

Danvers' Notebook Entries

[89-F]

Aug. 9: Trailed LeCloche to Lima.

Aug. 12: was right; L. Definitely involved in black marketeering.

Aug. 13: made contact; obtained gold tablet as proof. Probably stolen from New York institute dig.

Aug. 19: contact murdered; suspect I am being followed.

Aug. 20: am certain I am being followed. Soon leaving for New York. The tablet is safely away.

Sept. 13: Stalked through the ship by a Latin; am sure of it. Must have followed me aboard.

Sept. 22: Home at last, yet still feel unsafe. No unwelcome shadows seen yet, but I am sure they still lurk close at hand.

Sept. 23: have been up all night. I finally understand why they are after me. I now know.

Other objects of interest in the desk include a punched ticket for a Callao-New-York passenger liner and a map of Peru. Nothing else of interest is here, except that if the window are checked, it is found that one is wide open, while all the other windows in the apartment are locked closed. (Danvers' assailants made good their escape through the open window.)

The Phone Call

Charles Danvers survived the attempt on his life and phones his investigator friend at the earliest possible opportunity. Danvers says, "Hi (*Investigators' nickname*). Listen, don't ask questions yet, just hear me out. Ask questions later. I guess you missed me at the library, huh? Did you go by my flat? pretty bad, huh? Here's the story. I was studying black marketeers, and learned of some major antiquities thefts in Peru from a contact at the New York Institute of Archaeology and Ancient History. When I got to Peru, I found out that a guy called Simon LeCloche was probably the ringleader. He's stolen art from all over the world, and had been seen in Peru. So I got in touch with a man in Peru – one of LeCloche's men – except this guy didn't like LeCloche too much so he helped me out. He gave me the gold tablet I sent you because he was afraid that LeCloche would catch him with it. Well, I started being followed, too. So I figured that LeCloche or someone suspected that I had the tablet. So I shipped it to you – sorry about that, but who else could I trust? – but they didn't stop following me. They aren't on to you yet, are they? Anyway, last night these guys with knives busted right into my apartment. Chased me all over the place and nearly got me. I got away, but I saw their faces. They were Indians. They can't be LeCloche's men – he uses French-Canadians and knocks-off his targets with guns besides. So what else do you need to know?"

Danvers has told the investigators everything he knows, except that he believes a vast Incan treasure to be involved. He'll reveal this if questioned closely, or if the investigators talk him into joining up with them. The treasure, he says, is worth well over a million dollars in gold and jewelry, but Danvers is scared of LeCloche's men and of the in-

dians. A successful Orate or Debate convinces Danvers to join the investigators, especially if he is promised a press-exclusive and part of the money.

Should Danvers survive the ordeal ahead, he writes a news story about the theft of the tablets and all events associated with it, omitting those details which the general public is better off not knowing. However, Danvers also pens a truthful account of the adventure, which appears three months later in "Weird Tales" magazine under the pseudonym of Brian McFarlan. Danvers sends a copy of this story to the investigators.

From here on, Danvers is at the disposal of the keeper. He could be horribly murdered in the next day or two to scare the investigators into doing or not doing something. He could prove a loyal friend and fellow investigator. He could just retire out of the scenario and the investigators' lives after passing the buck to them via the golden tablet. It is up to the keeper.

Charles Danvers

Charles is a tall, thin man with thinning dirty-blond hair and a pair of thick-lensed glasses which continually slide down his nose. As a result of his experiences in Peru and afterwards in New York, Danvers is extremely jumpy. At any meeting with the investigators he behaves in a paranoid manner. At the slightest hint of danger, Danvers runs for his life, unless he is cornered, in which case he fights as bravely as anyone.

Charles Danvers

STR 10	CON 10	SIZ 12	DEX 12	APP 15
SAN 70	INT 14	POW 14	EDU 16	HP 11

SKILLS: Archaeology 30%, Debate 50%, Fast Talk 60%, Law 35%, Orate 45%, Psychology 45%.

LANGUAGES: (Speak/Read): French 23/45%, Spanish 40/20%.

WEAPONS: .32 revolver 35%, 1D8 damage.

The New York Institute of Archaeology and Ancient History

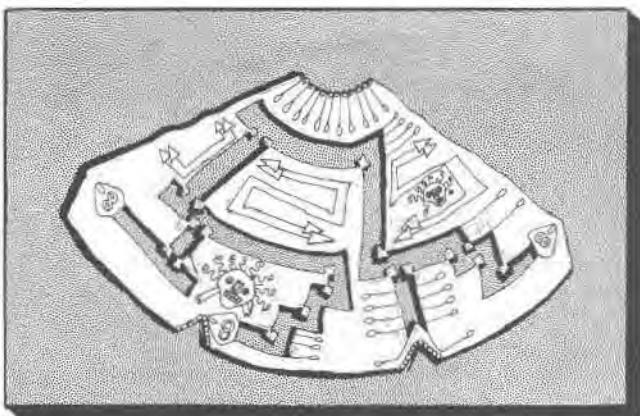
This private, non-profit institution located on 76th Street at Central Park West is home to many artifacts of ancient civilizations, including representative pieces from Hellenic Greece, ancient Egypt, Babylon, and Shan dynasty China.

The building is a research center, not a museum, though several rooms of showcased pieces are open to the public on Thursday, Friday, and Saturday from 10 A.M. to 5 P.M. The showcase rooms take up most of the ground floor. The basement is used to store equipment and unimportant artifacts from the institute's digs (it tries to sponsor at least one major dig per year). The second floor houses a members-only research collection, and the third and fourth floors house offices and research facilities.

If the investigators wish to speak with the institute's director, Alistair McLaughlin, they can either make an ap-

pointment for 2D6 days later or Fast Talk their way past the security guard on the ground floor of the building. If the investigators show the guard their section of the Tablet of the Moon, their chances of a successful Fast Talk are doubled.

If the investigators successfully Fast Talk, or arrive at the proper time for their appointment, the guard leads them up the stairs to a small reception room on the fourth floor. This is the domain of a tall, stately-looking, gray-haired woman who introduces herself as Miss Dupont. Miss Dupont must be Fast Talked into allowing the investigators in to see Mr. McLaughlin — again, showing the tablet doubles the chance of success. If this fails, Miss Dupont regrets that Mr. McLaughlin is engaged by pressing business. If the gentlemen and/or ladies would care to make another appointment? The next appointment is for 2D6 days later and, yes, the investigators must succeed again with another Fast Talk or debate upon arriving for that appointment.



New-moon Section of the Tablet of the Moon

If the investigators convince the formidable Miss Dupont to admit them, she asks them to wait while she confers with Mr. McLaughlin. The reception room is furnished with eight brown leather chairs, a heavy coffee table, and an expensive persian rug. The walls are decorated with framed photographs of various digs sponsored by the institute over the years. The shots have labels such as "Giza, Egypt 1922"; "Valley of the Kings, Egypt 1922"; "Chen-chow, China 1918"; "Athens, Greece 1912"; "Rabat, Morocco 1915"; and "Peru 192- (current year)". Soon Miss Dupont returns and ushers the investigators into Mr. McLaughlin's presence.

Alistair McLaughlin is a small, soft-spoken gentleman with spectacles. If he is questioned about the current Peruvian expedition, he states that the institute is fortunate enough to have discovered a unique and unusual temple complex southeast of Lima, but can give no details, claiming that the excavation is still in its earliest stages. A psychology roll shows that McLaughlin is disturbed about something to do with the excavation but he denies this categorically.

If he is shown the tablet (or has been told that the investigators have it by Miss Dupont), McLaughlin is visibly surprised and tries to find out how the investigators got the artifact. No matter what the investigators say, McLaugh-

lin informs them that the tablet is the property of the institute and that it must be turned over to him at once, or the investigators will be arrested.

A successful Law roll informs the investigators that they have done nothing illegal for which they can be arrested. If McLaughlin can prove that the tablet was found by the Institute's expedition, then indeed, it should be turned over to the Institute, though doubtless Peruvian and U.S. authorities would be interested to hear that an artifact made from several pounds of solid gold reached the institute's archives without being declared at customs. In fact, the Peruvians might be so interested that they'd cancel the Institute's visas and expel the entire expedition.

Whether the investigators cooperate fully with McLaughlin, point out the awkwardness involved in the tablet's transport to New York, mention the scandalous death of Danver's black-market contacts in Lima or the murderous assault on Danvers, McLaughlin tries to make a deal.

He relates, "For some time the institute has been searching for a previously undiscovered Incan temple city. Our search took nearly 10 years, but we have found what our experts believe to be a lost temple to Quilla, the moon goddess." At this point McLaughlin looks nervous and begins to question the investigators about their previous experience, their credentials, and so forth. When satisfied that the investigators are discreet and competent, he continues. "Work at the dig progressed well until some rather odd events took place. These were what you might term mysterious events . . . strange lights seen in the sky, weird noises heard in the night, and so forth. Nothing really frightening. But five workers and an assistant professor of Ancient History have been lost at the site. They have seemingly vanished from the face of the Earth. Probably they were kidnaped, though we've received no ransom notices. "My colleagues have been pressing me to undertake an investigation, for work at the site has nearly ceased. If the situation does not change soon, the institute will run out of funds and the excavation will have to be abandoned. I have hesitated until now because I disliked the prospect of telling outsiders about the temple city. However, you already knew some of our troubles, and now you know much more. If you are willing to assist us, the institute will pay your passage to and from Peru, as well as a \$2000 fee if you can correct the problem. Well?"

McLaughlin will pay up to a \$5000 fee to be divided among the investigators, including advances of up to \$200 per investigator. McLaughlin books passage for the investigators as soon as possible, and tells them that a Peruvian named Enrique Garcia will meet their ship at Callao and escort them to the dig site, where Dr. Willmont Dermott will brief them on the details. The investigators can keep the tablet for now. They must return it to Peru to satisfy the Peruvian authorities that no fraud was intended on the part of the expedition. The investigators are expected to turn the tablet back over to Professor Dermott when they meet him.

The Next Day

The morning following the investigators' meeting with Alastair McLaughlin, the New York Times carries a front page story concerning the New York Institute of Archaeology and Ancient History.

BREAK-IN AND MURDER AT SCIENTIFIC INSTITUTE

Yesterday morning, apparently at 2:00 A.M., thieves broke into the New York Institute of Archaeology and Ancient History and murdered Gerard Kingsby, the nightwatchman. The corpse of Mr. Kingsby, who had been strangled, was discovered on the fourth floor of the Institute, where considerable vandalism had taken place. Offices on the third and fourth floors were ransacked, but apparently nothing was stolen.

Police feel that the criminals apparently broke in hoping to find money in the office desks. The criminals were too uneducated to realize the value of the Institute's collection of ancient artifacts.

Alastair McLaughlin, the Institute's director, expressed his shock, "Mr. Kingsby was a cheerful and hard-working man. All of us are stunned by this pointless tragedy." Mr. McLaughlin later indicated that the institute plans to increase the nightwatch to two guards, and arm both guards with guns instead of the nightstick Mr. Kingsby carried.

(91-F)

The break-in was performed by Ticocha's Indians, looking for the tablet. By now, all three factions looking for the tablet know that the investigators have it, and are doing their best to find and eliminate the investigators. The investigators are being watched at all times, and if one or two go off on their own before leaving for Peru, an attempt will be made to abduct them.

LeCloche's thugs seek to trade a captured investigator for the tablet. Canditta's band tries to beat a victim into revealing the tablet's whereabouts. The Indians want their secrets preserved and try to kill their target, not abduct him, hoping to prevent him from revealing their temple's location to anybody else. Of course, if the investigators left the tablet at the Institute overnight, the Indians now have it and will attempt to smuggle it onto the next steamer for Peru. If the investigators have the tablet, LeCloche's and Canditta's thugs will not know and continue to bother the investigators.

The keeper must remember that the three groups are operating independently and against one another. LeCloche and Canditta each want to have the tablet section to gain the upper hand in their shaky "partnership", while Ticocha desires to keep his Andean temple hidden.

Passage to Callao

Callao is Peru's chief port. From there it is a few hours' journey to Lima.

The journey to Callao requires six days aboard the S.S. Trinity, an American passenger liner which makes the trip on a regular basis. The voyage is not destined to be a restful one for the investigators. The ship leaves October 2.

All three factions hunting for the tablet section — at least those who have survived until now — follow the investigators to the docks. Murphy and his thugs, plus Filipe and Canditta's foremen, have all booked passage aboard the Trinity. Anyone staking out the gangplank after the



investigators arrive can observe the arrival of these individuals, and any investigator succeeding with Spot Hidden upon entering a common room or strolling deck notices a Latin (one of Canditta's men) skulking in the shadows.

The Indian cultists creep aboard the ship under cover of darkness, stowing away in the small cargo hold. This murderous band of fanatics needs no leader, as they all share the same beliefs and the same motivation. They remain in hiding each day and emerge each night to sneak about the ship.

The investigators are watched and stalked every moment of the cruise. If one of them goes off on his own, one of the enemy groups attempts an abduction to learn the whereabouts of the tablet section. On the very first night of the cruise, Jean Murphy burglarizes one of the investigators' cabins, and Filipe Gonzales burglarizes another. The men are professionals, and leave little trace that they have searched a room. This continues until the end of the cruise or until all of the investigators' cabins have been searched. Jean is a bit absent minded, and when he searches a cabin he always forgets to lock the door on the way out. Filipe fancies himself a fashion plate and, operating under this mistaken assumption, practically bathes in a sweet spicy cologne whose overwhelming fragrance lingers long after Filipe has made his departure. This not only makes his presence easily identifiable, but anyone following his odorous trail gets 15 percentiles added to his Track skill.

To determine which of the pair has searched a room, roll a D6: 1-3 is Jean and 4-6 is Filipe. It takes either burglar at least 15 minutes to thoroughly search a cabin and restore everything to as it was before. Should an investigator return during that time he discovers his unwanted guest.

The investigators are assigned cabins on 'A' deck (the institute travels with class), but they are separated unless they specifically request adjoining cabins before the cabins are assigned. Each stateroom sleeps two investigators.

Murphy's Cabin (B-Deck, Number 16)

This is a single-occupancy cabin with a bed opposite the door, a night table to the left of the bed, and a wardrobe to the right. Restrooms and showers are located down the hall. Murphy's single suitcase is tucked under the bed and in it are two boxes of 9mm bullets.

In the drawer of the night table, along with Jean Murphy's passport, a Peruvian visa, and other such necessary documents, are three telegrams received during the course of the cruise, dating from the date of departure.

OCTOBER 2: MESSAGE REC'D STOP IMPORTANT YOU LOCATE MERCANDISE SOONEST STOP MUST BEAT COMPETITION — LECLOCHE

OCTOBER 4: HAVE SPOKEN WITH D STOP SHE DOES NOT HAVE MERCANDISE STOP WE STILL HAVE A CHANCE — LECLOCHE

OCTOBER 6: DO YOUR JOB STOP YOU ARE BEING WELL PAID STOP REMAIN IN LIMA WILL JOIN YOU ON THE 11TH — LECLOCHE

Murphy's gang of six thugs can be found in double-occupancy cabins B3, B9, and B12.

Filipe's Cabin (C-Deck, Number 7)

This is a duplicate of Murphy's cabin, save that it reeks of Filipe's cologne. There are three ugly suits hanging in the wardrobe, and each of the side-pockets contains a handful of .22 bullets. In the night table is Filipe's passport (Peruvian); tucked inside are three telegrams received aboard ship. They are in Spanish, and a Read Spanish roll is needed to decipher them. If they can be read, they say the following.

OCTOBER 1: YOU HAVE DONE WELL STOP WATCH FOR THE CANADIANS THEY ARE UNDER JEAN MURPHY — CANDITTA

OCTOBER 3: MURPHY IS DANGEROUS AS ARE HIS MEN STOP WATCH AND USE EXTREME CAUTION STOP DO NO FAIL ME — CANDITTA

OCTOBER 5: THE CANADIANS DO NOT HAVE IT STOP DOUBLE YOUR EFFORTS I NEED IT — CANDITTA

OCTOBER 7: RETURNING TO CAMP STOP JOIN ME AND BRING THE ITEM OR DO NOT COME AT ALL — CANDITTA

Filipe's three foremen can be found sharing a four-person suite in C10.

The Lurkers in the Hold

The Indians act more straightforwardly. On the third night of the cruise, they attack. Four Indians break down the cabin door of an investigator and charge in, knives ready to dispatch their enemy. This creates a good deal of noise.

If the embattled investigator can hold off his assailants for three rounds, the Indians flee for fear of attracting attention. If they are pursued, they ambush and slay those

catching up to them. If they escape, they return to the hold and plot further attacks.

Should the Indians kill their victim or find the cabin unoccupied, they tear the cabin apart looking for the tablet. Since the Indians cannot read English, there is a 50% chance that they invade the cabin of an innocent passenger, in which case the investigators hear of the bloody results the next day.

The Indians try a second murder attempt if they do not have the tablet section by the last night of the cruise. This time they are even more ruthless as this is a last desperate measure.

Non-Fatal Pastimes

Other activities are available aboard the *Trinity* besides fighting for one's life, and the investigators are advised of them by the ship's purser, Andy Briggs.

Shuffleboard and skeet-shooting off the stern are old standbys, but the *Trinity* also sports a small casino and several bars, to be opened for business after the ship passes the three-mile-limit. The Trito Room is a nightclub where patrons are entertained by nightly cabaret performances and where a dance contest is held on the third evening of the cruise.

The investigators are invited to dine at the captain's table on the second night of the cruise, and anyone succeeding with Orate is asked back the next night. On the final evening of the cruise, the Last Night Ball is held. The female investigator with the highest APP is asked for a dance with Captain Ellerby. If she succeeds with an Idea roll (thus making clever conversation), she is asked to be the captain's guest for the evening's festivities.

Then of course, there is sun-bathing and flirting. The former provides a much-needed and well-deserved rest. The latter should be handled with as much imagination as the keeper can muster. But remember — the cruise is only six days long, so time cannot be wasted.

Enrique Garcia

Before arrival at Callao on October 8, passports and visas are collected from all passengers, and the passengers are ushered off the ship to the customs office where their passports are checked and their visas are stamped. When the investigators finish with the formalities, they are met by a fit-looking Peruvian whose most outstanding feature is the gleaming steel hook serving as his left hand.

This fellow is Enrique Garcia, and he introduces himself with a smile. His English is good; Enrique speaks with a barely perceptible accent. He says, "Good afternoon, sirs and madams. I am Enrique Garcia from the institute, here to look after you. We leave immediately for Lima. I have already purchased supplies in town, and we leave Lima for the excavation at first light tomorrow morning."

Enrique leads the investigators to a train. For the evening Enrique has obtained rooms at a respectable hotel in Lima, to which he drives the investigators in a battered, weatherbeaten flatbed truck loaded with supplies. Since the cab holds only three people, some of the investigators have to ride outside with the luggage. Enrique apologizes profusely.

If Enrique is asked about the expedition's problems, he says, "To be frank with you, Mr. McLaughlin knows more about the problems than I do. Surely he told you about the disappearances and the strange lights? I have seen no lights myself. Always there has been a strangeness about that mountain. (laughs) Perhaps it is the curse of the ancient Incans. (laughs, then becomes more serious). But this evening I visit one man who maybe knows more. Did Mr. McLaughlin say to you about Fernando Vasquez? (waits for response) No? He was a worker at the excavation site who became what you say overcome with fear of I know not what very bad."

If any of the investigators show interest in visiting Mr. Vasquez, Enrique sneaks them into the asylum.

Fernando Vasquez

A grim two-story brick building in the outskirts of town serves as Lima's asylum. It is a pit of human horror. Mad laughter and shouts mingle with the foul stench permeating this ghastly place. Enrique gets the investigators into the asylum through a cousin named Juan — an orderly who also escorts the group to Fernando Vasquez, who is kept solitary in a separate cell.

En route, Juan explains to Enrique (who translates for the investigators if they speak no Spanish) that Fernando has developed an unreasoning fear of darkness, causing him to react violently should the light in his cell be turned off, which is why the asylum staff has isolated him. Juan says that the asylum doctor believes Fernando's problem to be the result of being lost overlong in a dark, confined place. Since Fernando was known to be claustrophobic, the experience was evidently too much for him. Keeping Fernando all alone in a small enclosed cell is this asylum's cure for acute claustrophobia.

Fernando is not suffering from claustrophobia, of course. While blundering around in the caverns beneath the dig site, the hapless Fernando saw the fungi city and its alien inhabitants, and it was the sight of a Dark Young emerging from the pylon in the nether vault which drove him into madness.

The investigators find Fernando huddled against the wall of his cell, as close to the tiny window as he can get. If no investigator speaks Spanish, Enrique translates Fernando's mumblings: "Darkness closing all around... Keep moving, don't let them find me. Mother of God! The thing in the dark! Must get back to the daylight... Away from them... Away from what I see in the dark."

If a Spanish-speaking investigator succeeds with Psychology, "Fernando says the following as well: "Sliding... sliding down and around... The stink... of death! Strange light... I see in the darkness! Cathedrals of the devil... The buzzing in my ears! I cannot stand it."

If a Spanish-speaking investigator then succeeds with Psychoanalysis, he gets one final statement out of Fernando: "The city of devils... Hundreds and hundreds, flying... Mother of God help me, I can almost understand their Spanish! The black hall... so huge... Something moves... big... black... squeezing out of the pillar! A thousand ropes to reach! A thousand mouths to feed! I

flee! Must return to the world above. . . . Leave the devil's place, I do not belong here. Blessed Virgin, protect me!"

Fernando has no other useful comments, and Juan hurries the investigators away, for the chief of staff is making his rounds soon, and strangers should not be found in Fernando's tiny cell.

The Journey to the Dig

It takes three days to drive from Lima to the dig site, so Enrique plans to camp outside for two nights. He has brought bedrolls for the group, who can sleep either on the ground or in the truck bed.

The days are hot, the nights chilly and dry. The ride is rather painful, for the truck follows only a rough, rutted path, always uphill. The land is bleak and arid and the only water is in a barrel in the back of the truck.

Any of Canditta's shipboard men who are alive and not under arrest join up with four more of her men to follow the investigators at a distance, traveling in a pair of abused pick-up trucks. The first night out, Canditta's men sneak up and surround the investigator's camp under cover of darkness. If they are not detected with a Listen or Spot Hidden, the men ambush the investigators, trying to capture or kill everyone.

If the attackers are not victorious after five combat rounds, they retreat. The next day, they chase down Enrique's truck and shoot out the tires. If this tactic succeeds, the investigators have a three-day walk ahead of them, during which they are constantly harrassed by Canditta's men. If Canditta's men manage to strand the investigators, they become cocky, sure of their success. They post no sentries at night and fuel a blazing campfire (visible for a mile) with crates taken from Enrique's abandoned truck. Under such conditions, the Investigators have a fair chance of stealing one of Canditta's pickups. If the investigators do not think of this on their own, Enrique suggests it (if he is still alive).

If Canditta's men capture the investigators, they are taken under guard to Canditta's camp for interrogation. The keeper can handle this as he sees fit, based upon Canditta's personality and the investigators' actions.

If all goes well, the investigators arrive at the dig-site late on the evening of October 11th. Should all not go well, the arrival date should be adjusted accordingly.

At the Dig

The ancient Temple of the Moon is in fact a temple to Shub-Niggurath, built and protected by a fanatical band of Indian renegades in league with the alien fungus-creatures from Pluto (called Yuggoth by the Indians). With the fall of the Incan Empire, the location of this vile temple was forgotten and lost — to all but the aliens, who continue to mine the area, encouraging the worship of Shub-Niggurath, now called the Black Goat among the aliens' human allies.

Over the centuries the worship of the black goat went on unsuspected and unmolested, until the New York Institute of Archaeology and Ancient History sent an expedition to Peru in search of the remnants of the lost Incans.

The institute hired locals as guides and workers, some of whom were Black-Goat-Worshiping allies of the Fungi From Yuggoth. After several mishaps and diversions — mostly caused by the cultists — the Temple of the Moon was discovered. The cultists are frantic lest the secret passages of their temple and of the Yuggoth caverns be discovered and have been working as diggers in order to stall operations, especially at site 14, a crucial part of the dig. Simon LeCloche, the French-Canadian art thief, has also learned of the dig-site and is convinced that the Temple of the Moon holds the secret to obtaining a vast treasure. He is allied with the greedy Canditta Domingues, and together they intend to take the treasure for themselves. This, they believe they can do by making use of the three sections of the Tablet of the Moon; they are half right.

The Tablet of the Moon does indeed show the way to a secret place in the mountains — the alien temple to the Black Goat. The three sections of the tablet were smuggled out of the dig by black-marketeers; two were sold — one to LeCloche and one to Canditta — while the third fell into the hands of Charles Danvers. Acting individually LeCloche and Canditta have each attempted to gain possession of the third segment.

Ticocha, the high priest of the Black Goat cult and main liaison with the aliens, knows the true nature of the Tablet of the Moon and has also sent a band of his followers to retrieve the artifact.

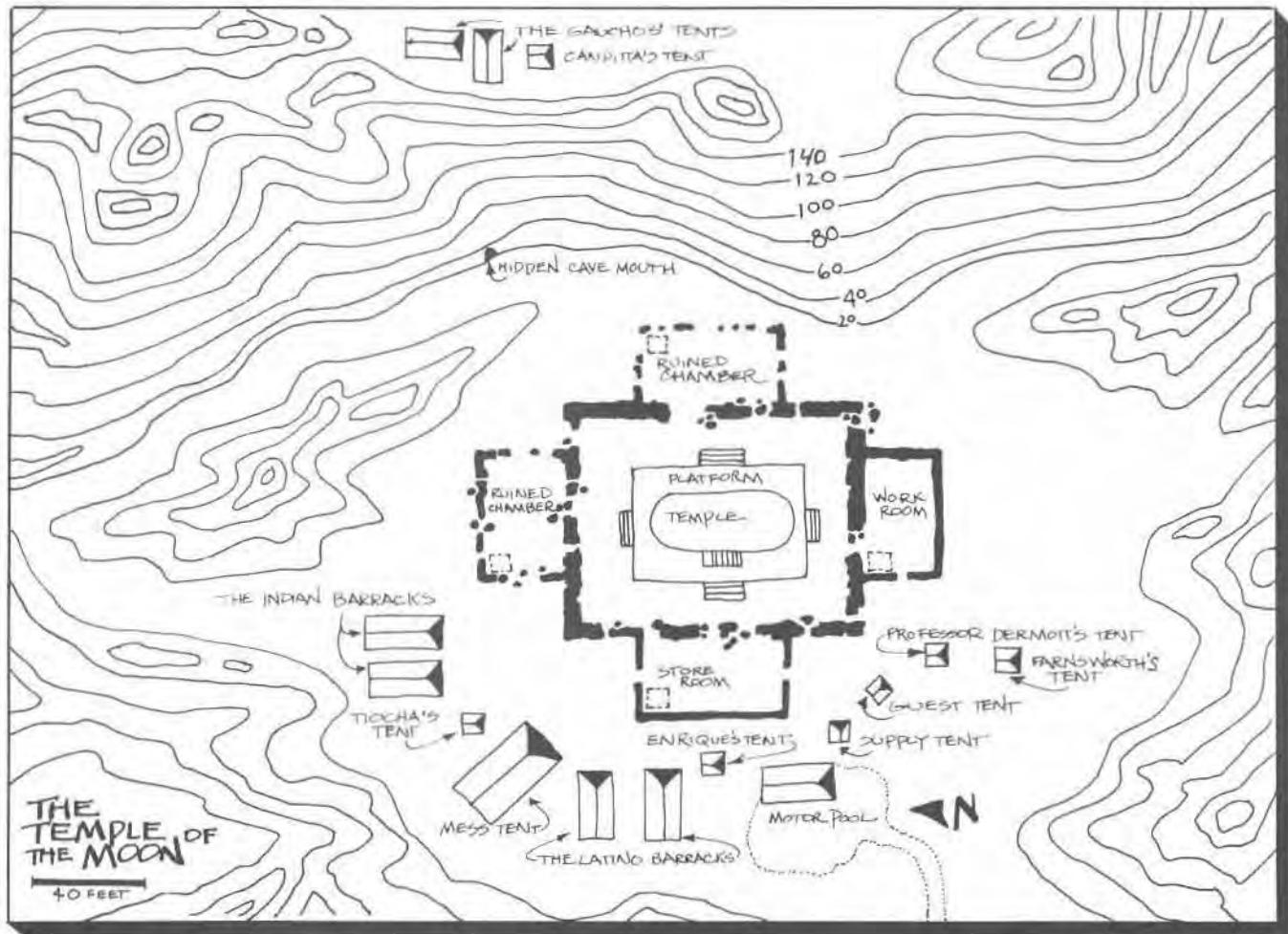
Canditta Domingues has set up a small camp atop a cliff overlooking the dig. From this lofty vantage she spies on operations below, hoping for a clue to allow her to move in and take the fabled treasure before LeCloche arrives. The Indians still worship at the Temple of the Moon, guided by the aliens, and are responsible for the disappearances of the five diggers as well as the two scientists. Ceremonies are conducted each night in the secret lower level of the temple, and on every third night the aliens appear on the temple roof. On these nights nine of the fungus-aliens either take flight into space for the long journey back to Yuggoth or return from that journey bearing food and other supplies necessary for the survival of their colony.

When the investigators arrive, they learn of the disappearance of Professor Dermott and find work on the site at a standstill. Only a considerable effort on the part of Enrique Garcia gets the work parties moving again.

LeCloche arrives on the scene three days after the investigators. If Canditta has not yet produced any results, LeCloche directs his hired thugs to attack openly and take direct control of the dig; Canditta's men assist in this endeavor. LeCloche thinks the investigators have the third section of the Tablet, and he will not be pleasant about convincing them to part with it.

The Dig Site

The temple ruins sit near the base of a 120-foot cliff, hidden from the open valley by a ridge of low, barren hills. The site is accessible only by a narrow, rutted path, and



except for the expedition itself and the Indian cultists, there is not a living soul within twenty miles of the dig — save for the unwelcome visitors at the top of the cliff.

The Store Room: this temple room is being used by the expedition. The Dig's artifacts are crated here prior to shipment to New York. Loaded crates are arrayed against the walls, and empty crates are stacked randomly. There is a foot-high raised platform in the northern portion of the chamber. This platform was the base of an altar, and it conceals a stairway leading down into the underground passages. The archaeologists are unaware of the stairway. To expose the stairs, the investigators must pull up the top of the platform (it is SIZ 40). The stairs descend into the antechamber on the underground passages map.

The Work Room: like the store room, this is an intact temple room being utilized by the expedition. Artifacts from the dig are cleaned and prepared for packing here. Six metal workbenches are arranged against the walls, atop which rest minor artifacts in various stages of restoration. Beneath the benches are various types of cleansing agents and acids used to dissolve impacted soil and lime encrustations on artifacts. Near the northwest corner of the room is a foot-thick stone platform which functions exactly like the one in the store room. It, too, weighs SIZ 40, and conceals a stairwell unsuspected by the expedition leaders. This flight of steps leads into the south burial chamber on the Underground Passages Map.

Ruined Chambers: these two chambers have fallen prey to earthquakes over the centuries. Once they held secret

stairways but the stairwells are now rubble-filled and inaccessible.

The Camp: nothing useful to the investigators can be found at the supply tent, the guest tent (where the investigators sleep), Enrique's tent, the barracks, or Farnsworth's tent, though the last is cluttered with notes concerning the dig and the artifacts found therein.

Professor Dermott's tent is a duplicate of Farnsworth's, save that tucked away in a trunk at the foot of Dermott's cot are three day-books which might prove of interest.

From these three densely-handwritten volumes the investigators can learn the following information. A successful Library Use is required to pick out each item from the mass of trivia in which the items are buried. The entries in the journals are presented in chronological order and a reader can try Library Use INT/2 times per day.

The Motor Pool: the expedition's two trucks are kept here to protect them from storms. Here also is a basic tool kit, a number of spare parts, and a fifty-gallon drum of gasoline with a pump attachment. A case of motor oil lies nearby.

The investigators should be reminded, through Enrique, that they are a long way from civilization. If they decide to use up the gas and oil as weapons against their enemies, they will find it a long hard walk through the dry mountains when the investigation is over.

The Hidden Cave Mouth: an expertly-concealed opening leading to the rough tunnels on the Underground Passages

map. It is used by the Indians as an emergency exit. If an investigator specifically states that he is searching for an opening in this area a Spot Hidden finds it.

Canditta Domingues' Tent: comfortable quarters with a rug on the floor, a luxurious cot, and a locked teak trunk (the key to which is kept on a key around Canditta's neck). Inside the trunk are extra clothing, several boxes of cartridges, two bottles of French wine, and a pair of field glasses. A rawhide camp chair sits in front of a small writing table, and three rifles are displayed on a gun rack by Canditta's cot. A successful Spot Hidden reveals a square depression in the rug under Canditta's cot. If the rug is rolled back, a one-foot square hole in the dirt is visible in which is a small box containing Canditta's section of the Tablet of the Moon.

The other tents at Canditta's camp house her men. She has a total of twelve men, plus those men who survived the ambush of the investigators en route. One man is always on watch at the top of the cliff which contains the camp and another man patrols the camp area. Saddles are neatly lined up between the tents and the party's horses are tethered at the bottom of the hill.

The Day Books of Professor Dermott

JULY 15: Must learn if this area is subject to inordinate seismic activity. The ruins are in a very delicate state and I fear the minor tremors portend an earthquake of dangerous proportions. Yet why tremors only at night? Perhaps it is merely a side effect of the stone cliff's cooling after the hot day.

AUGUST 9: The Tablets of the Moon disappeared last night. By now they have probably been smuggled out of the dig to be sold on the black-market. These cursed thieves must be stopped.

AUGUST 12: Another worker has vanished in the ruins. Did the poor devil blunder through another hidden door, or worse, is the ruin salted with hidden traps?

AUGUST 18: The Indian overseer Ticocha has informed me of another collapse at site 14. This is a great disappointment, for I am certain some great revelation awaits there. I also find it strange that that particular area should be unsafe, for the hall is constructed of solid stone blocks of respectable size and weight. Ticocha suggests the tremors are to blame.

AUGUST 30: First Vasquez, then Peron and Gabrerra vanish. The Latin diggers are afraid of the ruins and only a substantial pay raise plus Enrique's help keeps them at work. The Indians, stoic as ever, continue to work at their usual frustratingly slow pace. At this rate, our money may well run out before we solve the mystery of the temple. Farnsworth agrees, and works like a fiend sixteen hours a day.

SEPTEMBER 5: Someone is watching us. While taking measurements atop the temple, I caught the glint of sunlight off glass or polished metal from atop the cliff overlooking the site. Could this be the accomplice of the thieves who are making off with our artifacts?

SEPTEMBER 9: Our digging must have released a large pocket of trapped gas, or possibly some ignorant Indian put semi-poisonous mushrooms in our food, for everyone in the temple experienced strange visions last night. We were awakened after midnight by eerie sounds seemingly emanating from the temple area; curious fluting mixed with a noise like a bee-swarm chanting.

We rushed from our tents to discover the site bathed in bright illumination which hurt our eyes. Through the painful blur I saw a seemingly solid blob of color leap from the temple roof into the heavens, followed by several more in quick succession. Then the light began to fade. Shortly after, we experienced another ground tremor. Most unusual.

The Underground Passages

At least two cultists are always on patrol in the Underground Passages.

The Collapsed Cave: Fernando Vasquez used this route to enter the fungus caverns. Shortly after Vasquez escaped, the aliens collapsed this part of the cave to prevent any further accidental invasion of their realm.

The Burial Chambers: all the past priests of the Black Goat are interred here — though not in any usual manner. The walls of the chambers are pocked with many niches; in each chamber, ten niches each contain a large cylinder of a peculiar glossy metal. This alloy is extremely tough, and it requires extreme effort (such as a diamond saw or the like) to break into one.

Each cylinder contains the active brain of a high priest or of a certain favored cultist who served the aliens sometime throughout the centuries. A Cthulhu Mythos roll identifies the cylinders. Anyone realizing what the cylinders are, or breaking one open to find the throbbing brain within loses 1/1D6 SAN. No speaking or sensory attachments are connected to the cylinders, and all the brains,

SEPTEMBER 14: Found Vasquez today. The man has become a raving idiot screaming of black caverns and subterranean forests through which he was pursued by some sort of pink thing. Several Latins quit on the spot. When Enrique takes Vasquez back to Lima, he will try to recruit replacements. The great majority of my team is now made up of the Indians, who work at a snail's pace which nothing I say or do hastens. I am almost certain they are wilfully stalling the work at site 14 out of spite.

The Vasquez incident only serves to stress the peculiar dangers we face here. I shall recommend that the institute provide some recompense for the poor man's family.

SEPTEMBER 17: I have spotted our watchers. Catching a reflection from the top of the cliff, I went to my tent and fetched my field glasses. I saw an unsavory-looking laborer — not one of mine, thank goodness — standing beside a well-groomed Latin woman in riding attire, observing the camp through their own field glasses. She must have seen me, for she suddenly lowered her glasses and the unlikely pair retreated from the cliff-edge.

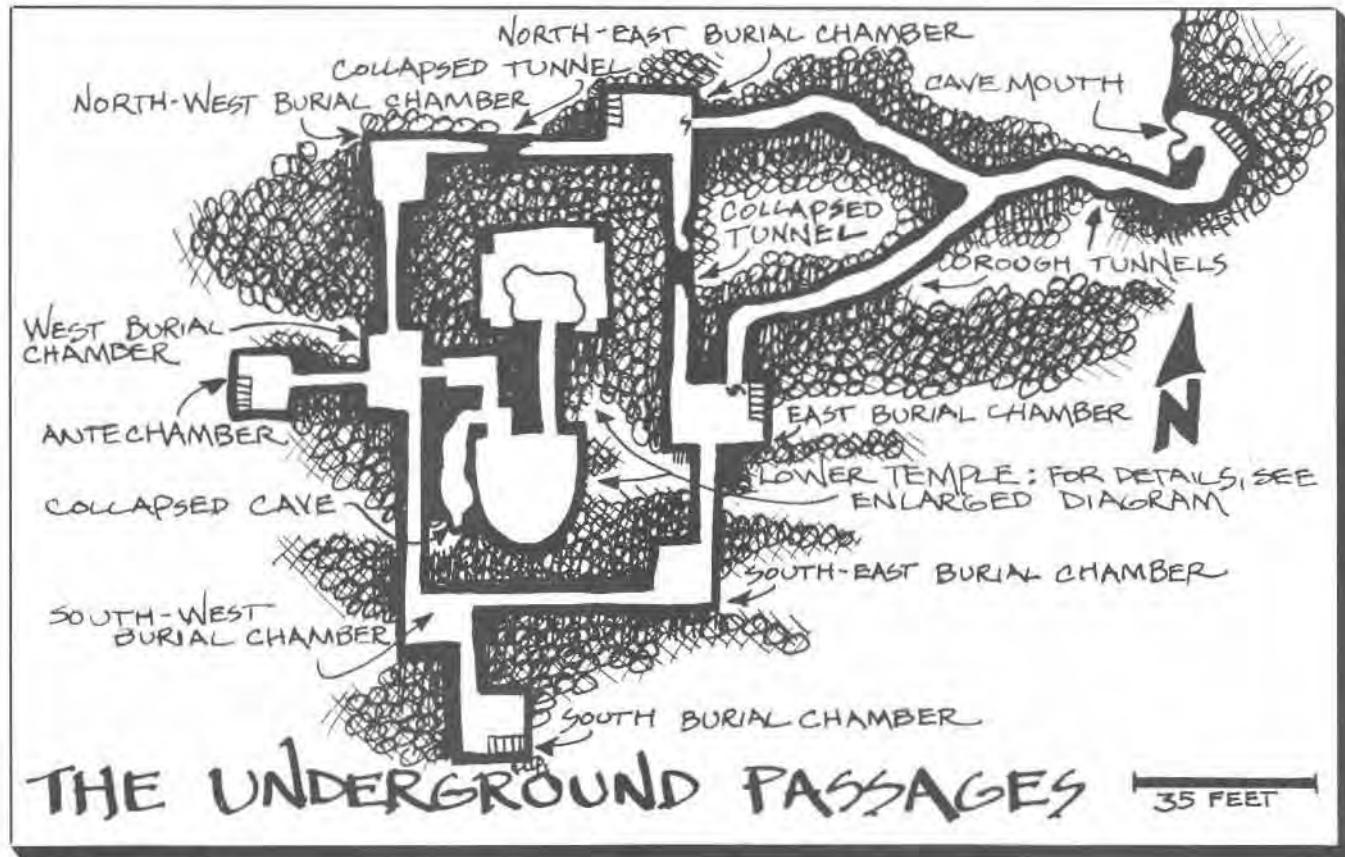
I suspect these people are responsible for the theft of our artifacts, but there is little I can do about it now.

SEPTEMBER 18: The glowing light phenomena repeated itself last night. I believe now that the phenomena are not hallucinations. The tremors, chanting, and unnatural light are all as before, save that the blobs of light descended from the sky to the temple roof. Farnsworth is determined to solve this mystery and intends to spend the night in the lower temple to surprise the thieves.

SEPTEMBER 21: Farnsworth is gone. He entered the temple at dusk, and that was the last we saw of him. I can no longer fool myself with notions of poison gas, traps, and clever thieves. The things we see in the night are horribly real and responsible for all these disappearances. I have sent a man to Lima to telegraph the institute. He left after nightfall to avoid meeting the watchers on the clifftop.

When the shuddersome phenomena were done I rushed to the lower temple but could find no trace of Farnsworth. I did find a layer of strange phosphorescent spores which covered the entire chamber — even the water of the map pool. I took several samples and am certain that they hold a clue to this mystery.

OCTOBER 9: Someone has taken the spore samples. I must replace them and soon, before another of us vanishes. Tonight I go to the lower temple, right after the nocturnal phenomena have played themselves out.



through the decades of sensory deprivation, have become mindless, silently-screaming things. The cultists do not know this, and believe that the living brains experience wonderful ecstasies. The fungus-alien cruelly encourage this belief to strengthen their hold on the humans, reserving their horrible cylinder heaven for only those cultists who serve them the most faithfully.

In the east and northeast burial chambers are secret doors opening on the rough tunnels. A successful Spot Hidden reveals these doors, each of which is opened by a movable rock to its right.

Four of these chambers sport a flight of worn stone steps leading to the concealed doors in the floor of the ruins above; as follows. The antechamber leads to the store room upstairs. The northeast chamber leads to the north ruined chamber (no access possible), and the east chamber stairs lead to the east ruined chamber upstairs (also no access possible). The south chamber stairs lead to the work room.

A Spot Hidden is needed to find the secret movable stone that opens the slab at the top of the stairwell. As noted, however, the east and northeast stairwells are filled with rock and their mechanisms no longer function.

The Connecting Tunnels: low, narrow passages connecting all the burial chambers. Each tunnel is lined with small niches, spaced one every three feet which contain clay urns. The urns hold the embalmed heads of all the helpless victims sacrificed to the Black Goat over the centuries. Discovering the heads costs 0/1D6 SAN.

The Collapsed Tunnels: the years have not been kind to all parts of the tunnel complex. This section has caved in. Clearing the rubble from these tunnels takes a minimum of two months with a dozen workers. Ticocha and his fol-

lowers are working to do just that, and there are signs of recent excavation at each of these locations.

The Rough Tunnels: used by the cultists to get in and out of the temple unseen. On the tunnel side of the secret door is a lever to open the door.

The Cave Mouth: a narrow fissure in the cliff-wall hidden by a thicket of brambles. Inside, a flight of rough-hewn steps winds down into the rough tunnels.

The Temple of the Moon

This is a lozenge-shaped, raised platform at the middle of which stands a single square building. The platform is 15 feet tall, with a flight of stone steps leading to a rectangular arch in the western wall. Inside the arch, identical stairways ascend to the right and left, affording access to both ends of the platform.

The Upper Level

The Light Shaft: allows sun- and moonlight to enter the chamber. The size and design of the hole matches that of the assembled sections of the Tablet of the Moon. A successful Idea roll reveals this, but the reason for the coincidence must be figured out by the investigators themselves.

The Antechamber: gives access to the lower level via a centuries-worn flight of stone steps.

The Shrine: a wall-carving opposite the door depicts the same symbol as is found on the cultists' amulets. Surrounding this symbol are one thousand tiles of the exact

size and shape as the amulets of the Black Goat, for that is exactly what they are. The investigators can find 22 such amulet/tiles missing from the mural — one for each of the cultists plus the one found on the body of Charles Danvers.

The Lower Level

The Chamber of Worship: the stairs from the antechamber on the upper level lead to this torch-lit room, which is dominated by a round sunken pool, long since drained of water. On the bottom of the pool is a carved map of the region surrounding the temple. The opening of the light-shaft is located above and several feet off center of the pool.

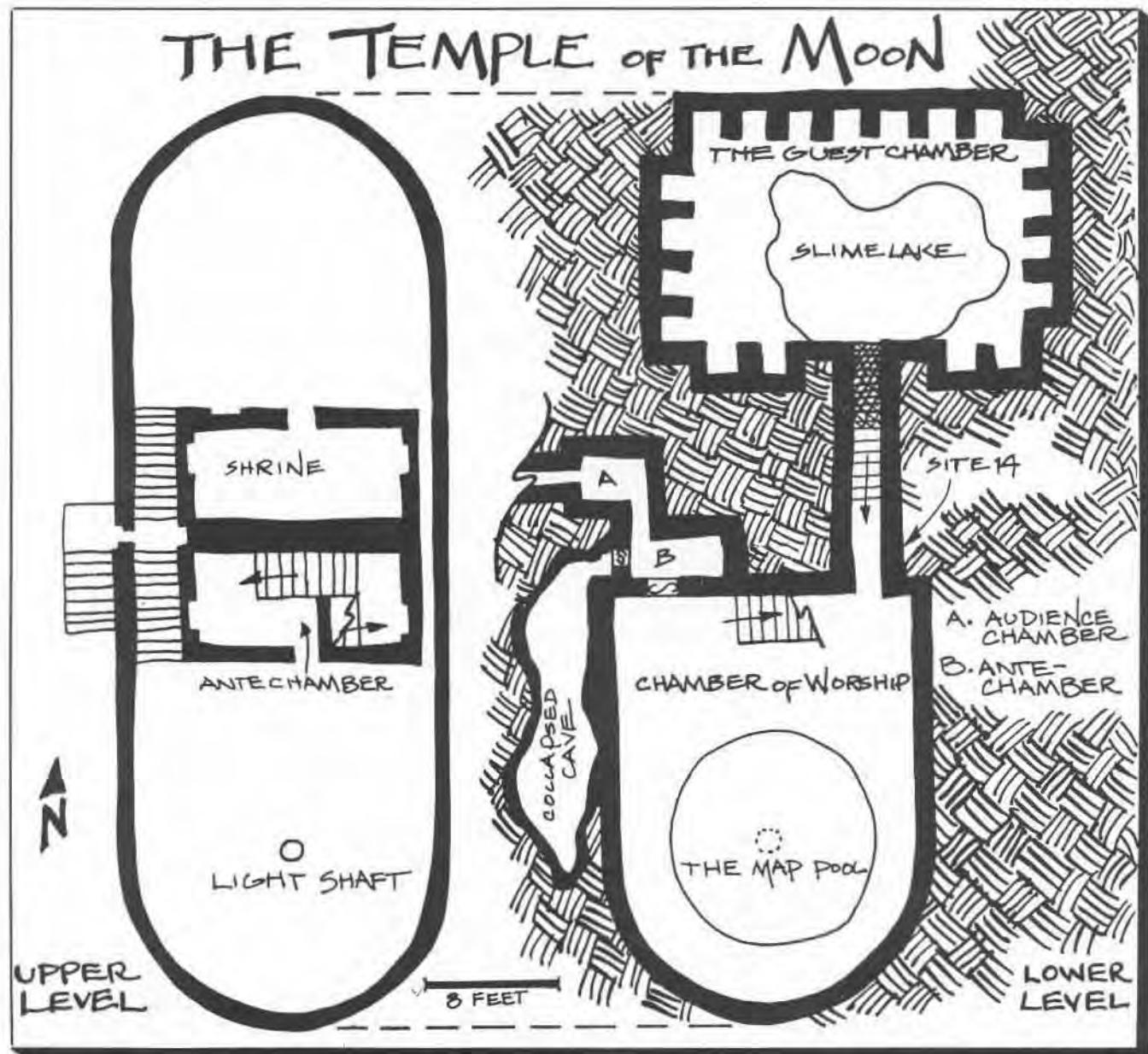
If all three sections of the Tablet of the Moon are fitted together and placed atop the light shaft at midnight under the light of the full moon, the quartz lenses in the Tablet bend the shafts of light to form a complex pattern of lights on the map below, which the pool refracts into a single, bright point of light shining on a location on the map 75 miles from the Temple of the Moon, well into the

high-Andes. The pattern does not look the least bit symmetrical until all three tablets are emplaced or if the conditions are wrong — only random bits of light shine over the map if only one or two tablets are emplaced, or if the pool remains empty of water.

The spot indicated by the Tablet is the main temple to Shub-Niggurath, the cultists of the Black Goat. This temple can also be reached by a long journey through the underground tunnels of the aliens.

A successful Spot Hidden reveals a well-concealed touchstone in the south wall. Depressing this stone causes the pool bottom to slide sideways beneath the floor to reveal a seemingly bottomless pit or shaft, around which spirals a smooth stone ramp about six feet wide. It is the ponderous grinding of the pool floor sliding aside which has caused the mysterious ground tremors at the excavation.

In the northwest corner of the chamber, a secret door is hidden. It can be found with a Spot Hidden, and leads to a small antechamber.



The Ceremonies

Each night, Ticocha and his allies make their way to the map room to worship the Black Goat and to commune with their masters, the aliens. Before the ceremony begins, the shaft beneath the pool is opened, allowing nine aliens to emerge from the caverns below to assist in the dark-some rites. Thereupon a Servitor of the Outer Gods is summoned, and the brief ceremony begins. Afterwards, the Servitor is dismissed, and the fungi return to their lair, leaving behind traces of a phosphorescent fungus which grows in the caverns. Anyone entering the chamber within half an hour after the ceremony can discover this glowing fungus all over the room.

On nights of the new-moon, Ticocha is flown by the fungi to the main temple to participate in an even more nightmarish celebration. The airborne journey through the fungus caverns requires only a few hours. On these nights, the other cultists celebrate with a sacrifice. The victim's heart is cut out and his corpse thrown into the pit — this was the fate of Professor Dermott Farnsworth, and of the lost Latin diggers.

Should more than one investigator venture into the temple during any of these ceremonies, the cultists cut short their rites and swiftly retreat to the security of the underground passages.

Mi-Go in the Worship Chamber

	1	2	3	4	5	6	7	8
STR	10	8	6	9	8	10	5	7
CON	11	9	7	10	9	11	6	8
SIZ	12	10	9	9	7	8	10	11
INT	13	12	11	9	13	14	12	10
POW	16	13	15	12	14	11	16	10
DEX	20	15	14	13	11	11	10	10
HP	12	10	8	10	8	10	8	10
nipper								
Attk%	45	35	45	35	30	35	50	55
damage*	1D6	1D6	1D6	1D6	1D6	1D6	1D6	1D6
	-1D4	-1D4		-1D4	-1D4			

*plus grapple

Move: 7/9 flying

ARMOR: none, impaling-type weapons do minimum damage per type of hit.

SAN loss: 0/1D6

SPELLS: fungi 1 knows Summon and Bind Dark Young, fungi 6 knows Summon and Bind Servitor of the Outer Gods, fungi 8 knows Summon and Bind Dimensional Shambler.

NOTE: the eight fungi arriving for the worship ceremony bring no weapons with them.

Servitor of the Outer Gods

STR 13	CON 20	SIZ 17	DEX 18	INT 13
POW 12	HP 19	move 7		

WEAPONS: 2D3 tentacles 45%, 2D4 damage each.

SAN loss: 1/1D10

SPELLS: the Servitor can whistle up Hunting Horrors, Byakhee, and Nightgaunts; it also knows the spells of Call Ithaqua, Contact Deep Ones, Contact Ghoul, Contact Hound of the Tindalos, Contact Star-Spawn of Cthulhu, Elder Sign, Powder of Ibn Ghazi, Summon Dark Young, Summon Star Vampire.

Site 14: a long hall of fitted stone with a flight of stairs midway down its length. Presently, the tunnel is filled with dirt placed there by Ticocha's ancestors to prevent anyone from gaining entry to the guest chamber. It re-

quires two days of hard work to clear the passage and lay bare the A-shaped, stone door at the far end. There are three touchstones, one above the door and one to either side (Spot Hidden for each), and all three must be pressed simultaneously to activate the mechanism, which causes the door to slowly sink into the floor.

When the door opens, the slime lake in the guest chamber pours into the hall. Anyone failing to Dodge doesn't get to the top in time and is inundated by the oily noxious sludge. The one or two investigators nearest the door are too close to Dodge at all. Anyone coated with slime must roll his POW x5 to avoid ingesting the muck. Anyone who fails loses 1 CON (permanently) and is seriously ill for the next 1D8 hours, incapable of taking any action. For the next 1D8 hours after that, all the victim's skills are reduced by ten percentiles. After it settles, the slime does not rise beyond the bottom step.

The Guest Chamber: when the temple was newly-built, groups of aliens remained with their human allies to instruct them in the blasphemous rites of Shub-Niggurath. Those eldritch teachers inhabited this chamber until their students knew enough to continue learning on their own. When the aliens returned to their caverns, this chamber was sealed off, and the passage leading to it was filled in to prevent accidental entry.

Over the years, seeping water collected into a black, slimy pool of sludge against the south wall and the door into the chamber. Around this foul lake grow a variety of fungi, but only one — a three-foot-tall, black, finger-shaped horror with scarlet speckles is dangerous. Any contact with that growth causes it to burst, sending out a twenty-foot-diameter cloud of acidic spores which do 1D6 damage to exposed skin. It is by far the largest and most striking fungus in the room.

The walls of the guest chamber are lined with niches once occupied by aliens, but now filled only with slimy growths. A successful Spot Hidden reveals an amulet of the Black Goat in one niche.

The Antechamber: is empty, but it contains two secret doors. The first secret door leads to the chamber of worship. Spot Hidden rolls are required to detect the door, the touchstone to open it, and the tiny peephole at eye-level in the center of the door. This peephole offers a clear view of most of the chamber of worship.

The second secret door is located in the west wall, leading into the collapsed cave. Once the door is found via a Spot Hidden, a simple shove pivots it open.

The Audience Chamber: in the middle of this featureless room stands a bizarre machine made from the same glossy metal as the burial chamber cylinders. A successful Electrical Repair identifies the machine as some sort of communications device. The machine is used by the aliens to speak with the minds contained in the metal cylinders found in the burial chamber.

The machine is a small speaker-like device with myriad blunt, spiked protrusions and a long flexible metal cord which fits into a corresponding socket in each cylinder. Anyone who succeeds with a Mechanical Repair can figure out how to operate this device, but all occupants of the burial cylinders are Incan, and speak only Quechua. In addition, only the most recent do anything but scream mindlessly once the attachment is affixed. (The more recent cylinders gibber frantically and insanely in Quechua).

Fungus Caverns

During the centuries in which the aliens from Yuggoth have been mining in the wastes of Peru, they have excavated several hundreds of miles of passages and tunnels off the main cavern. Certain of the passages are used by the aliens and their human allies to travel unseen between the Temple of the Moon and the Temple of the Black Goat. The two temples are roughly 75 miles apart, requiring five days of travel through the mountains aboveground, three days by way of the caverns if walking, and about five hours for an alien to fly through. The tunnels and caverns are overgrown with horrible alien fungi. The strange growths are all unidentifiable to the investigators, for they all come from the alien base on Yuggoth or are grotesquely mutated terrestrial varieties. Most of the growths are luminescent, glowing in sickly hues of pink, pale orange, yellow, and violet. The deeper into the caverns the investigators travel, the brighter the fungal glow becomes, and at some points the investigators have to shield their eyes, as the unnatural light becomes irritating, and even causes their eyes to water, blur, and burn. New tunnels have no fungi and are thus pitch-black — the aliens themselves have no need of light.

The floors, walls, and ceilings are covered with molds, slimes, and sprouts of fungi in layers several feet thick in some places; bare rock shows through only in those places that are freshly mined. Some of the fungus growths are over ten feet high, and all the caverns are adorned with huge fungal buttresses dripping from ceiling to floor. Much of the Fungi look unhealthy — loathsome pools of decaying fibers and rotted fungal masses as tall as a man are visible everywhere.

Small dark creatures can be seen crawling and squirming through the buttresses and the undergrowth in the caves, and at times tiny but dark shapes can be seen flitting amongst the growths drooping from the high ceilings of the main caverns. Various chirping, humming, buzzing, and metallic whining sounds are audible faintly throughout the caverns, produced by alien fungal and animal life dwelling here.

The entire complex reeks with a nauseating, rotting odor. The air is stale and the investigators find the caves uncomfortably humid. Even walking is at times uncomfortable because of the thick spongy layers underfoot.

The horrible sights sounds and smells of the alien caverns mix to form a totally alien subterranean world. Each day a human spends here costs him 1/1D8 SAN.

Fortunately for humanity, only a tiny fraction of the spectrum of alien life from Yuggoth can survive on Earth. Even so, there is a tremendous variety here in the caverns.

The Chute Chambers: located at the end of the wide ramp winding down around the pit into the chamber of worship in the lower temple level. For the unfortunate cast into the pit this is truly the end. A huge pile of skeletons and rotting corpses, covered with disgusting molds and mushrooms fills the chambers. The odor wafting up from the carnage renders the air here nearly unbreathable and anyone who enters the chambers must succeed in a CON x5 roll or be forced to retreat temporarily. Amongst the broken bodies mangled by the long fall are those of the five missing laborers, Professor Dermott, and Professor Farnsworth.

0/0 SAN

The Collapsed Cave: an area of recent collapse, filled in with large chunks of rock and loose soil. A successful Geology roll tells the user that the cave collapsed only a few weeks before. An investigator succeeding with Chemistry identifies a faint odor of ozone still lingering in the air. This was the secret passage to the antechamber on the temple's lower level which was sealed off by the aliens shortly after Fernando Vasquez blundered into and out of the caverns. The ozone smell originates from a molecular agitator used by the aliens to bring down the cave walls.

The Entry Hall: affords access to the rest of the complex. The glowing fungi is rather sparse here, but the larger forked tunnel to the north is aglow with the outre illumination. The entrances to the abandoned mine tunnels are choked with odd spider-like webs, and it is obvious that these mines have not been used for decades.

The Dead End Cave: the tunnel mouths giving access here are clear of the webby growths found in the entry hall, though there is no sign of recent traffic. Once every century or so, the chute chamber is cleared of human debris, which is brought here and then reduced to a fine gray ash by an alien disintegrating device. The very last chamber of this cave is filled with a twenty-foot-high, twenty-foot-diameter pile of ash, and small bits and pieces of undisintegrated ash can be found around it. The walls and ceiling of this cave are blackened and glassy. A Geology roll reveals that they have been exposed to extremely high temperatures — caused by the disintegrator.

The Abandoned Mines: these eight-foot-high tunnels are completely infested with web-like fungi and it is clear at a glance that none have been used for decades. No phosphorescent fungi are found in any of the abandoned mines, and anyone attempting to explore the tunnels must slog, through knee-deep layers of sticky, foul, and slimy fungus, only to find, after miles of twisting passages, a dead end. The tunnels are perfectly tubular, with the arc of the floor the same as that of the ceiling — a condition which cannot occur naturally and which is highly unlikely to be of human origin.

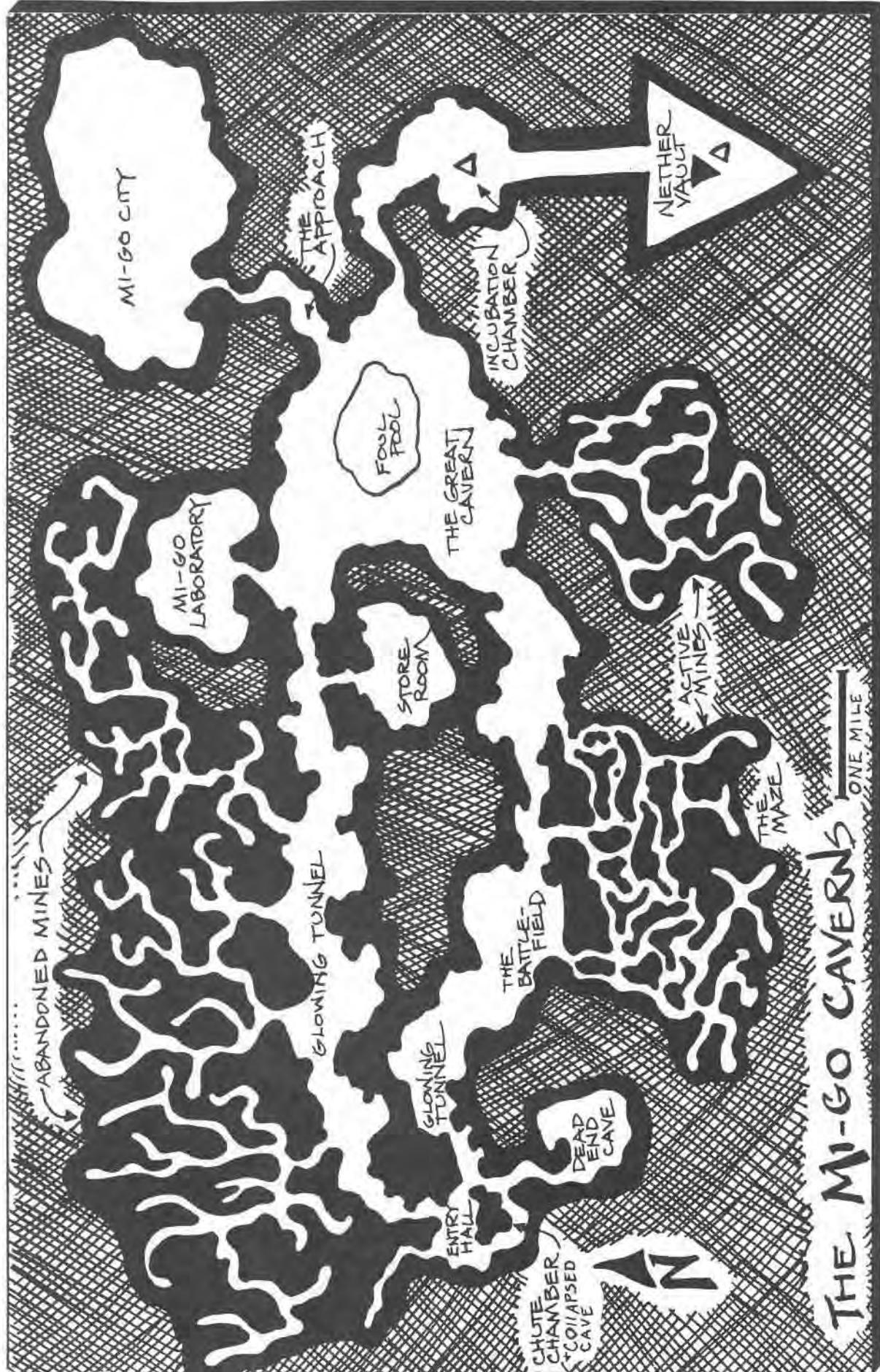
The Glowing Tunnels: the two main channels of the cavern complex, branching off east and north of the entry hall. They are brightly lit with a violet phosphorescence which hurts the eyes. Sunglasses nullify the effect — otherwise, a dull, throbbing headache results from prolonged exposure to this radiation (-5 percentiles to all skill rolls).

A successful Listen at the branching of these channels reveals a faint and curious whirring unlike anything the listener has ever heard (those familiar with the Fungi from Yuggoth might recognize it). The buzzing whir is more pronounced down the eastern route. The noise is characteristic of the aliens and is due to the presence of a large number of aliens to the east.

The caverns are about one thousand feet wide — ceilings range from three hundred to seven hundred feet high. Fifty-foot vermillion fern-like fronds hang from the roof of the caverns and sway gently as if in a breeze, though there is no wind in the caverns.

The Store Room: a large, gloomy chamber housing dozens upon dozens of variously shaped orange, beslimed, veiny growths. These range from the size of a man's head to well over fifteen feet in diameter, and each constantly pulsates as though it were breathing. These are alien storage

0/0 SAN



THE MI-GO CAVERNS

containers, formed by an engineered fungus which grows around any object, completely covering it in a matter of minutes. They are harmless to mobile creatures, but any human in this room who remains stationary for more than five minutes is attacked by the growth, which sprouts from small pores in the floor and covers the person's feet, progressing upwards to cover 1D3 SIZ points of the victim per round, until the victim is completely covered and suffocates. A victim can pull free if he can overcome the growth's STR of 6D6+10. Alternately, the growth can be cut with edged weapons — each point of damage the growth takes reduces its STR an equal amount. Fire does not visibly harm the fungus, and bullets only put little (harmless) holes in its surface.

An alien laborer is nearly always in this chamber, removing items from their loathsome containers, placing stored objects into the fungus growths, or simply on guard. The alien is instantly aware of human presence, and greets the investigators with inhuman hostility.

Alien Guard

STR 7 CON 9 SIZ 6 DEX 11 INT 14
POW 13 HP 8 move 7/9 flying.

WEAPONS: nippers 70%, 1D6-1D4 damage + grapple
electric gun 60%, 1D10 damage, 2 shots per round

NOTES: the electric gun fires a bluish bolt of sparks which has a variety of effects — it does 1D10 damage; damage done is matched against the victim's current hit points on the resistance table and if the victim is overcome, he dies; finally, the victim's muscles spasm painfully and do not respond to his commands for a number of rounds equal to the damage done.

The electric gun is a warty doornob-sized lump of black metal with a tiny pore in one end. Tiny wires course over its surface. Aliens fire the device by gripping it tightly and actually altering the electrical resistance of the gun. Humans incapable of such a feat can fire the device by clipping one of the surface wires (an Electrical Repair roll permits an investigator to realize that the gun can be so fired, and a second successful roll permits him to figure out which wire must be clipped). The wire must be quickly twisted together again after the shot before the gun can be fired again, so in human hands it fires only once every third round.

If 98-00 is rolled when the electric gun is fired by a human, the bolt arcs backward and strikes the firer.

The Battlefield: a Spot Hidden here reveals a gleam of metal beneath a clump of abnormal mushrooms. If the investigators scrape away the growths, they find the skeletal remains of two men holding old-fashioned Peruvian army-rifles. The rifle barrels are pitted, and slimy pink toadstools with tentacled caps grow right out of the metal which shines as a side-effect of whatever is eating it away. Further Spot Hidden rolls in the general area uncover another dozen armed skeletons, and a History roll informs the investigators that the fungus-encrusted buckles and rifles are correct for the Peruvian army circa 1880, during the War of the Pacific between Peru and Chile.

This patrol was in the dig area when they came across signs of unusual activity, investigated, and were wiped out by the aliens. If the investigators get back to Lima and check with the army, battalion records list a detachment of 14 men AWOL after their battalion passed through the dig area.

The Active Mines: in these areas of ongoing mining, the investigators can clearly hear the disturbing buzz of alien activity. There is a 25% chance that the investigators a mining team at the entrance to any mine, and if the inves-

vestigators actually explore one of these perfectly round tunnels, they are certain to meet the aliens.

A mining team consists of seven aliens, two of which are always at the far end of the tunnel, operating a burrower. A burrower is a repulsive, biomechanical device combining metal and fungus into a collection of flattened ovoids with a ribbed, scoop-like dish at the front. The device slides slowly along the bottom of the tunnel, rather like a slug. Ovoids on either side of the unit glow sickly green and throb with a rhythm reminiscent of a heartbeat. When the burrower is activated, the glow increases until it hurts the eyes, and an eight-foot-diameter burst of energy flashes out of the forward dish, slicing out a perfectly circular scoop of rock and extending the tunnel for three feet.

All that remains after the blast are the useful minerals that previously were trapped in the rock separated into their component elements. The minerals are swallowed up by throbbing tubes extending from the machine, sorted and ejected onto floating ore trays behind, kept off the ground by glowing fungous, repulsor units.

Five aliens operate the platforms, taking them back to the main channels or up through a large fissure in the ceiling. The fissures are openings to the surface, where the aliens dump useless waste such as gold, copper, lead, and zinc. It is impossible for the investigators to exit the caverns through the fissures, as they can only be reached by flying.

One mining group works in each tunnel of an active mine. None of the miners are armed. If a group is attacked at least one of the aliens attempts to escape and warn the colony of the intruders.

Typical Mining Group

	1	2	3	4	5	6	7
STR	11	15	11	9	14	12	15
CON	8	12	9	11	18	10	11
SIZ	10	10	8	14	7	9	11
INT	13	15	16	15	16	13	14
POW	13	13	13	15	17	17	14
DEX	20	20	17	16	14	13	13
HP	9	11	9	13	13	10	11
nipper							
Attk%	35	50	30	45	40	40	45
damage*	1D6						

* + grapple

move: 7/9 flying

ARMOR: none, impaling-type weapons do minimum damage per type of hit.

SAN loss: 0/1D6

SPELLS: none

The Maze: a very active mine, where the aliens have discovered a particularly rich source of an important mineral crystal. In this area the chance to encounter random aliens transporting ore is 75%. The aliens otherwise act as they do in the active mines. If the investigators try to explore this area, they have an excellent chance of becoming lost. Should this occur, a Track roll is needed to get the investigators back into the main channel.

The Great Cavern: the centerpoint of the system of caves; all the major tunnels are connected to this colossal cavern. The great cavern is two miles long, a mile wide, and half a mile high. Here the fungus glow is powerful

enough to impede vision; all sight-related skills (Spot Hidden, firearms skills, etc.) are halved until the investigators leave this area.

The air in the great cavern is far more humid than in the rest of the caverns, making breathing difficult. The stink of mold and rot is overpowering, and fetid water drips from giant mushrooms and other less-pleasant growths on the roof of the huge chamber to such a degree that it actually appears to be raining. The growths here are far larger here than elsewhere in the caverns. The largest fingers of fungus reach hundreds of feet into the air, or from the roof, and measure up to thirty feet thick at the base. Fifty-yard draperies of maroon grape-cluster mold descend from a sickly-pink, spongelike ceiling rippling with irregular convulsions, and the walls are laced with thick, black vines supporting ten-foot-long violet pods which burst from time to time, spewing out gouts of gray-green mucus upon which other growths feed. Giant yellow puffballs throbbing with veins of angry-red float about the chamber spewing a heavy mist into the air. Periodically a puffball settles onto the surface of the foul pool in the center of the cavern to absorb more stagnant water. Though they might look threatening, the purpose of the puffballs is to humidify the great cavern.

The Foul Pool: the stagnant water of this rather large lake is filmed with over a foot of algal filaments, and surely no investigator hardy enough to dig through the spongy mass to get to the liquid beneath would dare to drink of it. If someone does taste this water, the keeper should invent his own gruesome catastrophe.

While in the great cavern, the investigators hear the buzzing approach of a large swarm of clumsily flying aliens. From concealment, the investigators can see over 50 aliens awkwardly maneuver through the great cavern. One or two aliens even blunder through some of the diaphanous fungus draperies, apparently without ill effect. Their brain-like heads rapidly change colors as the aliens converse with one another.

The Alien Laboratory: a well-lit grotto containing examples of almost every piece of technology the aliens possess. Eight aliens are here as well, and they do not take kindly to human intrusion. Three aliens are armed with electric guns. Two unarmed aliens take flight when the investigators are detected, attempting to flee out of the lab to contact more aliens to warn them of the intrusion.

This grotto is primarily a repair station, and so several each of the various alien devices, such as burrowers, electric guns, brain-cylinders, speaking attachments, and floating ore platforms are here. All the larger devices are fashioned in the disturbing alien biomechanical style. An assortment of alien tools are scattered about on workstands. Anyone who picks up one of these tools receives a burning tingle in his hand that lowers all hand-related skills (Mechanical Repair, Handgun, etc.) by 10% for 1D3 hours.

The side cavern is broken into several work-areas by convoluted half-walls of a spongy, resilient fungus which can absorb considerable blasts, should a repair job go awry. Even bullets and dynamite cannot burst through this tough organism, though a knife can cut its substance, though only very slowly.

One of the workspaces near the center of the grotto can easily be identified as an operating theater. The centerpiece is a shiny, black, metal table bearing a shallow de-

pression in the shape of the human form. Nearby stand trays of surgical instruments and a cabinet containing nine unsealed brain-cylinders. Also near-at-hand is a ten-foot-wide, evidently-bottomless pit from which rises a miasma of rot. This is where the aliens remove living human brains and place them into metal cylinders, discarding the useless human carcasses into the disposal pit, where a special type of fungus rapidly destroys the flesh. In some lands infested by the Fungi from Yuggoth, the bodies of the alien's human allies are carefully tended, and their brains reimplanted between trips to Yuggoth or other places. Not here.

On a table in a second operating theater near the grotto's rear is a female human body whose torso has been opened; brief inspection shows that the body contains no internal organs. Closer inspection reveals that the body is not made of flesh but of some lifelike plastic. This is a new type of alien disguise. It is clear that an alien could not fit inside the suit without extensive surgical alteration (such as the removal of all limbs), but the fungi are master surgeons, and for them such a task is not difficult.

Laboratory Aliens

	1	2	3	4	5	6	7	8
STR	14	12	15	7	13	16	11	9
CON	10	9	8	9	14	15	13	8
*SIZ	12	10	13	6	14	8	9	13
INT	16	14	18	14	14	13	17	14
POW	12	15	15	13	16	13	14	13
DEX	14	12	11	11	11	11	10	8
HP	11	10	11	8	14	12	11	11
nipper								
Attk%	45	30	50	40	30	50	30	55
damage*	1D6	1D6	1D6	1D6	1D6	1D6	1D6	1D6
	+1D4		+1D4	-1D4	+1D4			

*+grapple

electric

gun 55 55 25

damage** 1D10 1D10 1D10

*the electric gun fires a bluish bolt of sparks which causes a variety of effects — it does 1D10 damage; damage done is matched against the victim's current hit points on the resistance table and if the victim is overcome, he dies; finally, the victim's muscles spasm painfully and do not respond to his command for a number of round equal to damage done. For additional information see the storeroom guard.

move: 7/9 flying

ARMOR: none, impaling type weapons do minimum damage per type of hit.

SAN loss: 0/1D6

SPELLS: fungi 4 knows Summon Servitor of the Outer Gods, fungi 5 knows Summon and Bind Byakhee; fungi 7 knows Call Shub-Niggurath, Contact Y'Golonac, and Summon Dark Young.

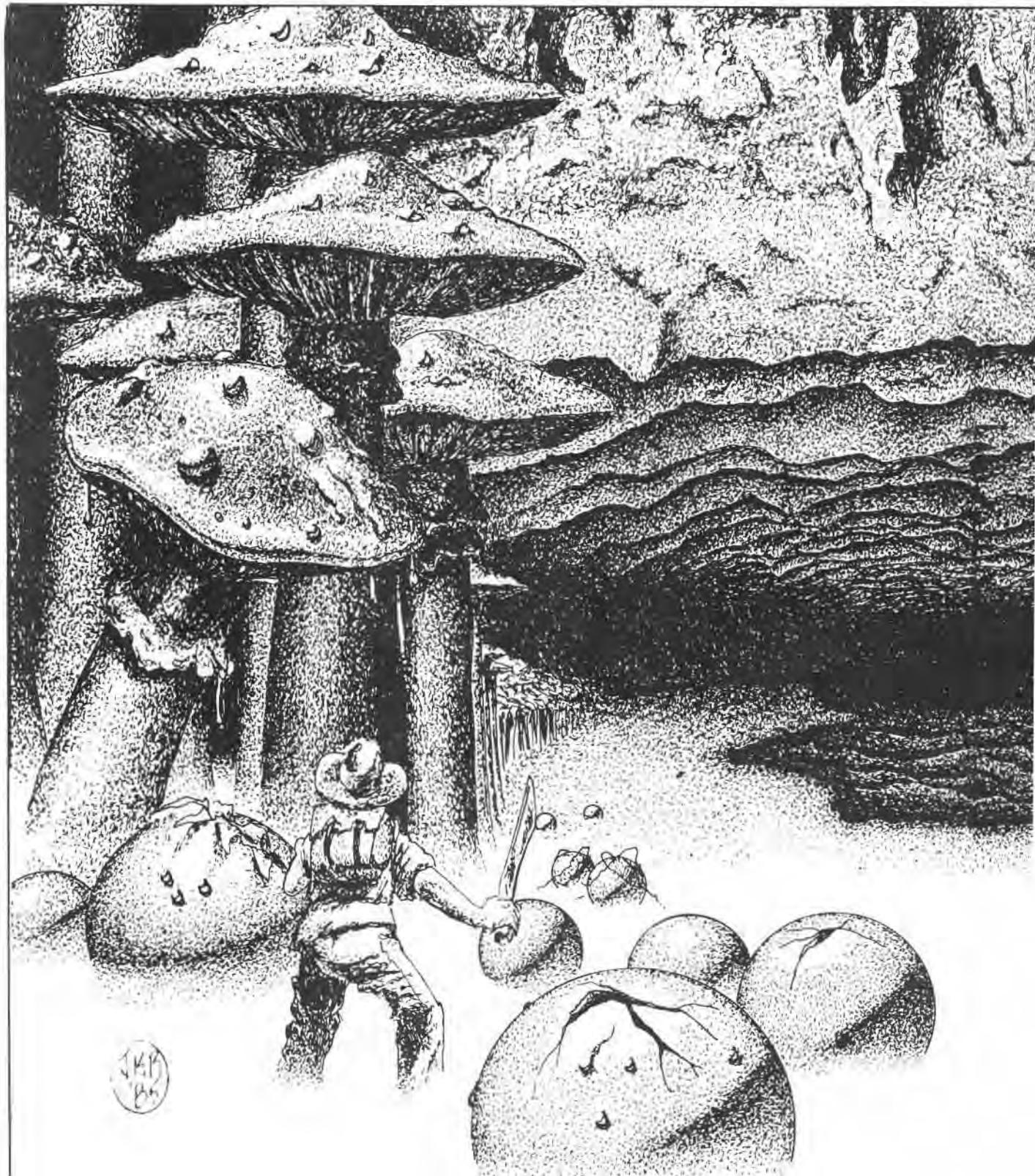
The Approach: this tunnel heads straight for the alien city. Just as the investigators reach the first bend of the tunnel, they hear an oncoming swarm of the bumbling flying aliens. Everyone can hide, and about 75 aliens go zooming overhead. It is clear that the passageways have been made extremely wide because the aliens find it difficult to maneuver in Earth's atmosphere. The investigators have a 30% chance of encountering another such swarm for every half-hour they remain in this tunnel.

The Alien City: the heart of the colony, hewn from the bedrock of the mountains above. Seeing this city costs 1D4/2D8 SAN. The cavern is two miles long, a mile and a half wide, and triangular in cross-section, tapering to a

peak over a mile above the floor, with triangular entrances to alien habitations peppering the walls at every conceivable level and angle. A major portion of the cavern floor is covered with huge, triangular pillars, clustering together, each measuring a hundred feet to a side and extending to almost a thousand feet high. Irregularly spaced triangular openings in the pillars look down out of the city like

countless dead, blank, eyes. From time to time aliens emerge from the openings to fly off into the gloom or to scuttle across the lattice-like walkways connecting these looming structures. Weird glowing glyphs adorn the building exteriors.

Twisting roads and walkways crisscross the cavern beneath the level of the city floor. Fungus, in a thousand

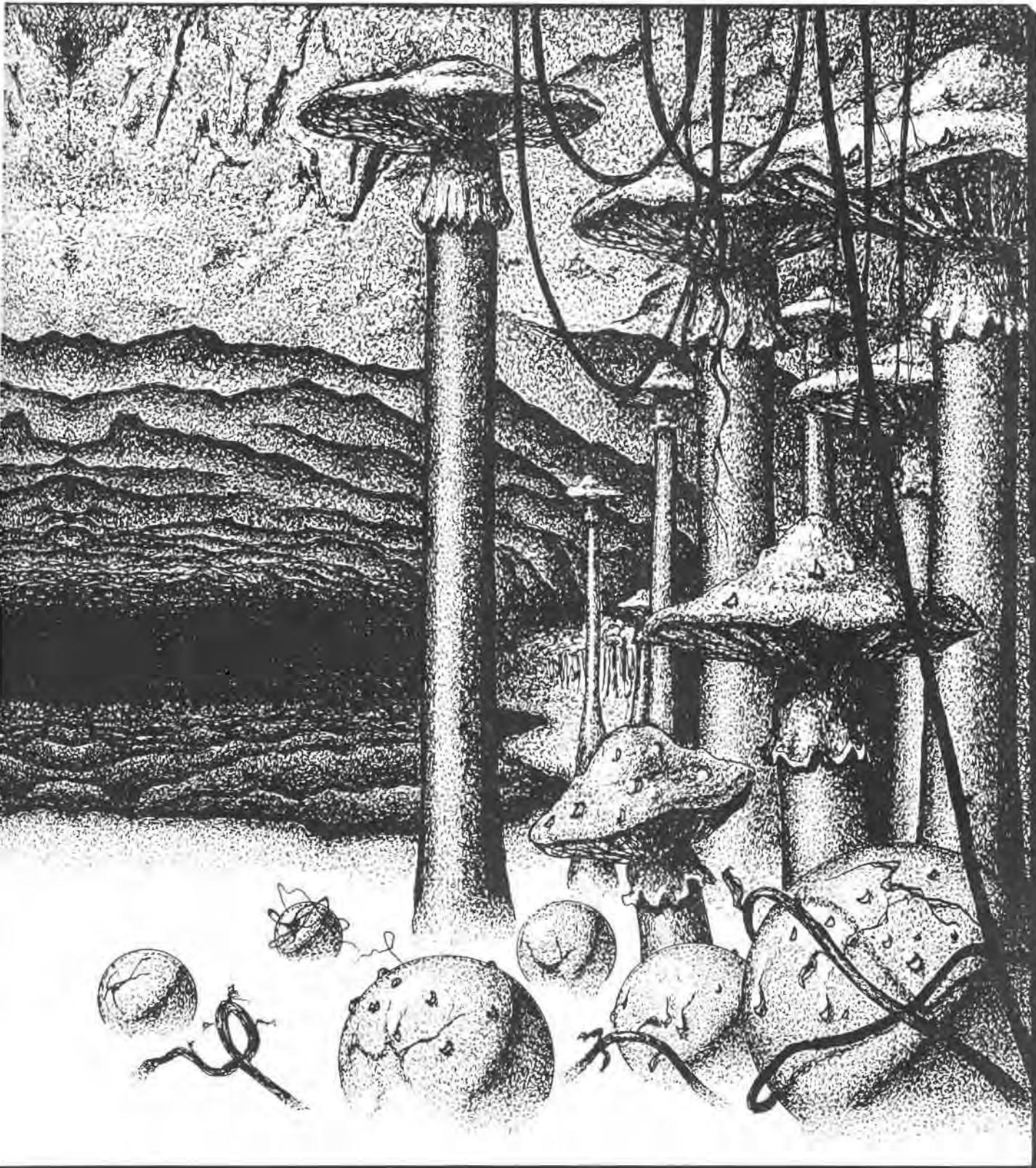


ghastly forms, covers the cavern floor and walls in a putrid blanket of garish, nightmare colors. Even the lower levels of the towers support twisting fingers of bulging, bilious mold which pulse and heave with hideous unlife. For some reason, there are few phosphorescent fungi here.

The investigators view this scene from a wide natural balcony about five hundred feet above the cavern floor.

The investigators will be in deadly danger should they linger here too long. If they are detected, hundreds of aliens swarm to the attack, pursuing the investigators with electric guns through the twisting passages until not a soul survives.

The Incubation Chamber: is a cold, humid chamber whose floor is drowned by a shallow layer of icy muck.



The temperature here hovers around freezing and the stench is powerful enough to make a strong man choke.

In the center of the chamber squats a blunt, triangular pillar riddled with pores from which pour thick streams of malodorous vapor. The surface is dotted with pulsating, gauzy lumps ranging from a few inches to about two feet long.

As the investigators watch, one of the grey lumps suddenly vibrates frantically, then is torn open from the inside, allowing something pinkish and lumpy to fly out into the main channel. A successful Cthulhu Mythos roll identifies the creature as a newly spawned Fungi from Yuggoth.

At the southern end of the incubation chamber looms a hundred-foot-tall triangular doorway with smooth, finely-polished edges, around which are inscribed glowing, alien glyphs. A mild draft is being drawn through the opening, and a successful Know roll enables an investigator to realize that the doorway might lead to the surface. This is the entrance to the ebon hall.

The Ebon Hall: a mile-long triangular passageway cut through the bedrock of the Andes. The walls are black, glassy, and mirror-like, reflecting and distorting any light produced by the investigators. No fungus of any sort grows here. Into the walls are etched bizarre symbols in the alien language, glyphs ten feet high in rows a hundred feet long. A story is being told on these walls, and the investigators should count themselves lucky to be ignorant of it.

The floor of the ebon hall is hidden beneath a knee-high blanket of vapor drawn in from the incubation chamber, and as they walk, the investigators encounter irregularities in the floor — more alien glyphs. As the investigators progress along the hall they find that the temperature does not increase, remaining icy and uncomfortable. Frost forms on the investigators' clothing and boots.

At this point, the investigators see a familiar face, provided that Ticocha has survived to this point; if he has not then nothing at all occurs here.

As the investigators near the end of the ebon hall, they hear the now-familiar buzzing of an approaching alien, coming from behind. There is nowhere to hide except beneath the steam. Everyone succeeding with Hide can conceal themselves. The camouflage skill is, however, useless. Soon, two aliens pass by, bearing Ticocha in their multiple arms. The Indian spots anyone who failed his Hide, shouting to the investigator that he is amazed that any mortal could get this far and still live, but that the investigators are powerless to thwart the plans of those who worship the Goat.

Ticocha and the aliens won't stop to attack the investigators, for they have more important business at hand. If

the investigators shoot at them, each investigator gets only one combat round to shoot as the aliens zoom past, at half normal chance to hit because of the quick movement of the flying aliens. Range to the target is 20 yards — weapons with a lower maximum range than that must halve their chances to hit again. Weapons that are holstered or otherwise unready to fire can fire only one shot maximum — and that only if the firer succeeds with his DEX x5 or less on D100. If nobody hits, the investigators are rewarded by the fading sound of Ticocha's mocking laughter. If a hit is scored, the two aliens and Ticocha turn to attack. Ticocha's stats are found earlier.

The Nether Vault: a vast triangular cavern about a mile across and a mile high. The walls, floor, and far off roof are polished to a high gloss which manifests the eerie, diseased-looking green glow which bathes the entire chamber. The light is produced by three individual glowing symbols spaced one to a wall some three hundred feet above the floor.

In the center of the chamber stands a colossal pillar measuring a thousand feet to a side and reaching to the roof. The pillar is of gleaming black rock ribboned with blazing veins of poisonous green. Each face of the pillar is broken by a seventy-five-foot, diamond-shaped doorway which opens to utter blackness. Above each portal is carved a weird, but non-alien hieroglyph, which anyone succeeding with Cthulhu Mythos recognizes as a symbol of Shub-Niggurath.

Initially concealed by the bulk of the pillar and situated in the southeast portion of the cavern is an imposing, steep-sided pyramid which also extends to the roof. Into each of the pyramid's three sides is carved a flight of steps made for a giant, though man-sized steps have been chiseled out which run up the center of their larger counterparts. All three sets of stairs lead to a wide, irregular hole in the ceiling through which an unsettling, flickering light can be seen. From this opening also issues a chilling sound of fluting music providing background to a curious mixture of human chanting and alien buzzes.

As the investigators pass near the pillar on their way to the pyramid, an odor of grave-rot suddenly manifests, and they hear a peculiar squishing sound which produces a rhythmic quaking of the ground. This disturbance approaches from the pillar doorway facing the pyramid. Should anyone dare look through the portal, they see the writhing mass of a Dark Young of Shub-Niggurath about to emerge into the nether vault. A Cthulhu Mythos roll identifies the eldritch horror.

The Dark Young ignores the investigators unless they attempt to interfere with its progress to the pyramid and up the steps. Left alone, the creature sllops up to the top and disappears through the opening in the ceiling. If the investigators prove annoying though, the Dark Young attacks immediately.

Dark Young of Shub-Niggurath

STR 42	CON 12	SIZ 41	DEX 13	INT 13
POW 24	HP 27	move: 8		

WEAPONS: tentacle 75%, 4D6+ STR drain.

SAN loss: 1D3/1D20.

SPELLS: Call Shub-Niggurath, Call Yog Sothoth, Contact Fungi from Yuggoth, Contact Nyarlathotep, Dread Curse of Azathoth, Summon and Bind Servitor of the Outer Gods.

Ticocha Carrying Alien Number 1

STR 16	CON 10	SIZ 13	DEX 15	INT 16
POW 10	HP 12	move: 7/9 flying.		

WEAPONS: nippers 40%, 1D6+1D4 damage + grapple.

Ticocha Carrying Alien Number 2

STR 8	CON 11	SIZ 7	DEX 14	INT 14
POW 14	HP 9	move: 7/9 flying		

WEAPONS: nippers 45%, 1D6-1D4 damage + grapple.

Caverns Conclusion

The caverns of the dread Fungi from Yuggoth are extremely deadly, and it is likely that one or more investigators will be killed here. While the odds against our heroes might seem hopelessly grave, it must be remembered that many of the dangers here need never be encountered and certainly need never be fought. The keeper should transport unused areas of the caverns into future scenarios. If the investigators manage to deactivate one or more of the areas in the caverns, give them 1D10 SAN for each area.

The Temple of the Goat

In the steep, forested, eastern slopes of the Andes, this ancient temple was chopped from solid rock, and is still the scene of abominable ceremonies. The temple's design intentionally mimics the treelike silhouette so often associated with Shub-Niggurath.

The Altar Chamber: this is where the actual ceremonies occur. In the middle of the room is a large pit which descends into a vast abyss; the cultists believe that Shub-Niggurath herself lives therein. In the southwest corner of the Altar Chamber is a platform on which one to three Dark Young stand when summoned for the ceremonies. Between this platform and the pit is a flight of stairs leading down into the fungus caverns. This is also the route by which the Dark Young and possibly the investigators enter the temple.

In the southeast corner of the altar room is another platform, reserved for a Servitor of the Outer Gods which is summoned to lend its ungodly flutings to the ceremony. On the north wall is an altar on which sacrifices are made to Shub-Niggurath. To the right and left of the altar are low openings affording access to the remainder of the temple.

The chamber is illuminated by a thin green light from several large fungus-globes growing on the ceiling.

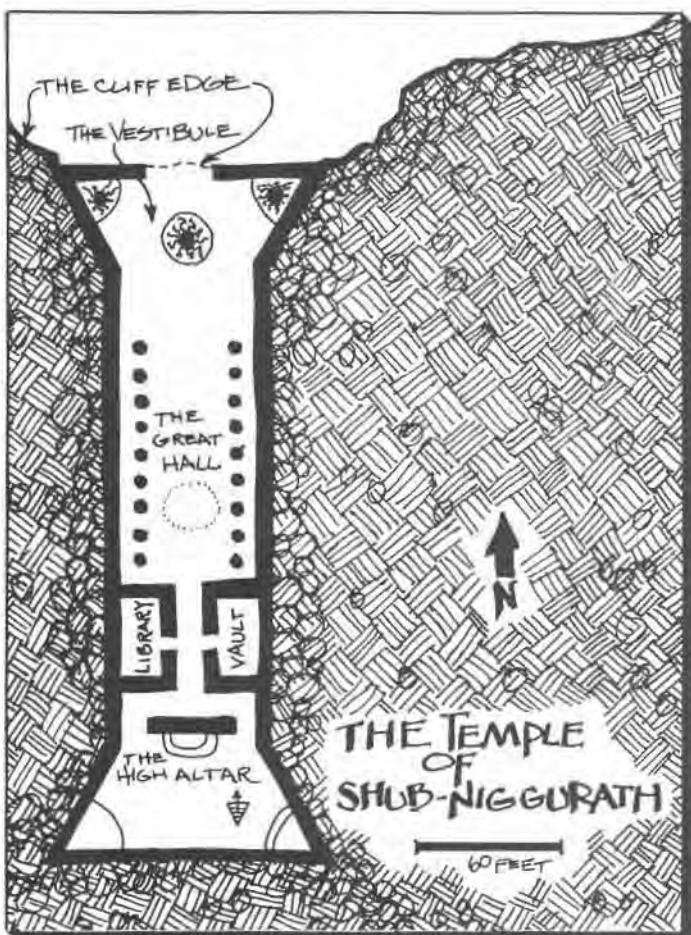
The Treasure Vault: here are stored the objects deemed most valuable to the cultists. Viewing this chamber's monstrous collection costs 0/1D6 SAN. The vault contains over a hundred repulsive, unhuman statuettes on pedestals fashioned of rock from the mines on Yuggoth. Many statues are representations of Shub-Niggurath and the Dark Young, but a few depict creatures such as hunting horrors, nightgaunts, byakhee, and so forth. A separate Cthulhu Mythos roll is needed to identify each creature type never before seen by the investigators. Close inspection of a statue over a period of several weeks reveals fascinating detail about the form and nature of a depicted being – add one percentile to a student's Cthulhu Mythos skill for every separate type of being he studies in this way. Successful Geology reveals that ten of these statuettes are partially made of gold (gold value for each statue is 1D10 x 1D100 dollars).

The Library: the walls of this room are lined with a row of brackets, each pair supporting a quarter-inch-thick tablet, two feet high and eighteen inches wide. Two hundred such tablets are here, each made of solid tungsten and weighing exactly 75 pounds. A hundred and twenty

of the tablets are covered with indecipherable, glowing alien glyphs. But eighty are a basic primer for speakers of Quechua to learn the alien language. An investigator who knows Quechua could learn the alien language here (no living Peruvian cultist has learned the alien language – not even Ticocha). Note that it is impossible for a human to speak the fungi language – humans can only read it. Speech between Fungi from Yuggoth is performed by changing colors of the head – a hard act for a human to follow.

If an investigator learns the alien language and then reads the remaining hundred and twenty tablets, he learns that the tablets are a historical overview of the activities of the Fungi from Yuggoth on Earth since their arrival in Jurassic times. Reading the tablets adds 15% to Cthulhu Mythos, and costs 2D8 SAN, but provides no spells. The tablets contain numerous pieces of amazing information about the Fungi, their deeds, their goals, and their physiology, and it is recommended that the keeper use this information as the source of future scenarios.

If an investigator learns the alien language and then goes back into the fungus caverns to read the glyphs contained in various parts of the caves, the keeper is left to his own devices to create suitable labels and words. Anyone who starts to read the writing in the ebon hall soon realizes that his sanity would be severely afflicted if he were to read on and begin to comprehend the dread truths contained therein. Obviously, even the keeper can't be allowed to know those dread truths without a significant chance that he would go insane. Tell that to the players if any of them are so rash (and lucky) as to read the glyphs without going permanently insane. Any investigator who reads the glyphs in the ebon hall loses 1D100 SAN.



The Great Hall: a vast chamber sporting eighteen-yard-thick columns of gray rock into which are carved strange and disturbing designs. These columns are spaced along the east and west walls, and run the entire length of the room. On the floor of the room is a stylized symbol – the same as is found on the Amulets of the Black Goat. The symbol is harmless, but glows eerily, casting a faint, sickly-green shine over much of the hall. Only the area behind the pillars remains shrouded in gloom.

The Vestibule: the light of the outside world illuminates this chamber through a wide opening in the northern wall. Three life-sized statues of tentacled monstrosities (Dark Young) are here, one each on the corner platforms and one in the center of the room. Seeing these statues unexpectedly costs 0/1D6 SAN. The temple exit is a cleanly-cut square seventy-five feet up the face of a cliff overlooking the Peruvian interior jungles. The investigators can work their way down the cliff-face with three successful Climb rolls. If the investigators have brought sufficient rope only one Climb each is required.

The Ceremony

Each night the cultists and their alien masters conduct an alien rite in this chamber, and if the investigators make their way through the caverns they interrupt one such ceremony.

Nine humans array themselves around the great pit, while three aliens, acting as priests, direct the proceedings from the altar. If Ticocha has survived to this point, he too is present. The aliens summon a Servitor of the Outer Gods, which appears upon its platform. It in turn summons three Dark Young of Shub-Niggurath, who ascend the steps from the cavern below and take their places on the stepped platform.

If the investigators intrude, they are attacked by the cultists, the aliens, and by the Dark Young, but the latter won't pursue the humans to the surface. There might be only two Dark Young present, for the investigators might have dealt with one in the nether cavern beneath.

If the investigators appear to be winning the battle, the alien priests command the servitor to summon Shub-Niggurath, who arrives 1D4+1 rounds after the Servitor begins its ritual. The Outer God first makes her presence known as a deadly translucent gas seeping into the room from the pit. A few cultists should drop dead from the gas's effects to help the investigators realize that they should flee. (The Fungi from Yuggoth, Dark Young, and the Servitor are immune to the gas.) Soon a gigantic worm-like tentacle is flung up out of the pit as a veinous inhuman eyeball at least six feet across floats up into the air. If the investigators stay here any longer, Shub-Niggurath begins to attack. Her attack brings down the temple, kills all the human cultists still alive in the room and destroys any tardy investigators.

For the human cultists use the stats found in the New York section of the scenario.

Conclusions

The investigators are left with two choices. They can continue east, or attempt to cross the Andes and get back to the dig. The eastern route eventually sees the party on the shores of Lake Titicaca; the towns of Puno, Peru and La Paz, Bolivia are near at hand. Returning across the Andes

is the longer, and certainly the more dangerous route, but it is not impossible.

Note that if LeCloche has survived, he travels overland to the Temple of the Black Goat. The investigators are certain to encounter him again.

This scenario ends with several loose ends – and purposely so. What if the investigators ally with Canditta against LeCloche and Ticocha alike? What if the investigators try to dynamite the Temple of the Moon – what would Ticocha's cultists and the aliens do; and what would the New York archaeologists do? What if the investigators try to use one of the bizarre fungus types as a weapon against the smugglers? These questions are too intriguing to be left to anyone's imagination but the keeper's. Have fun, and good hunting!

The Alien Priests

	1	2	3
STR	10	11	10
CON	11	12	11
SIZ	9	10	8
INT	14	13	13
POW	16	17	17
DEX	15	14	13
HP	10	11	10
nipper			
Attk%	55	40	30
damage*	1D6	1D6	1D6

*plus grapple

move: 7/9 flying

ARMOR: none, impaling type weapons do minimum damage per type of hit.

SAN loss: 0/1D6

SPELLS: fungi 1 knows Shrivelling, Summon and Bind Servitor of the Outer Gods, and Voorish Sign; fungi 2 knows Shrivelling and Summon and Bind Servitor of the Outer Gods.

Servitor of the Outer Gods

STR 14	CON 16	SIZ 14	DEX 17	INT 14
POW 19	HP 15	move: 7		

WEAPONS: 2D3 tentacles 30%, 2D4 damage.

SPELLS: can whistle up Dark Young and Shub-Niggurath. Also knows Summon and Bind Byakhee, Bind Nighthaunt, Summon Star Vampire, and Summon and Bind Dimensional Shambler.

SAN loss: 1/1D10

Dark Young 1

STR 44	CON 17	SIZ 44	DEX 16	INT 12
POW 17	HP 31	move: 8		

WEAPONS: tentacle 85%, 4D6+STR drain.

SPELLS: Bind Servitor of the Outer Gods, Bind Shantak, Contact Fungi from Yuggoth, Contact Old One, Create Zombie, Summon Hunting Horror.

SAN loss: 1D3/1D20

Dark Young 2

STR 40	CON 16	SIZ 40	DEX 17	INT 13
POW 17	HP 28	move 8		

WEAPONS: tentacle 50%, 4D6+STR drain.

SPELLS: Call Yog Sothoth, Contact Deep Ones, Contact Formless Spawn, Contact Fungi from Yuggoth, Elder Sign, Summon and Bind Hunting Horror.

SAN loss 1D3/1D20

Dark Young 3

See the nether vault section.

Dark Carnival

Unexplained murders and disappearances at a seemingly innocent amusement area just north of Providence, Rhode Island, lure the Investigators into a deadly confrontation with worshipers of the dread Burrowers Beneath.

by
David A. Hargrave

It is the Roaring Twenties. The decade will be marked forever in the annals of bloody death and catastrophe, by such events as the clash of rival gangs in the St. Valentine's Massacre. The decade ended in disaster befalling millions of Americans as a great Stock Market Crash wiped out just about everyone who had money in stocks, bonds, or banks.

But still, in the hot lazy days of May, there were those who cared little for the rest of the world. It is summer ... a time for dreams.

Just outside the city of Providence, Rhode Island, hard by the Swamp Point Cemetery, and not many miles from the Butler Insane Asylum, sprawls the gaudy neon-lit pavilions of the North Star Amusement Arcade and Pleasure Pier, fronting the Seekonk River.

Here young swains take their ladies on hot summer nights and children of all ages frolic the humid summer days away.

Though a bit run down around the edges, and its gay facade cracked and peeling, the carnival is still enjoyed by the people of Providence.

People disappear from time to time, but it is always (sometimes correctly) attributed to the river's tricks. Butler Insane Asylum is packed with gibbering and ranting people to which no one listens.

During this sun-bedazzled month of May several startling things will happen. These incidents are the "trigger" to get the group of player-characters to become involved. One of these occurrences is so bizarre that it will briefly make the papers in such large cities as New York and San Francisco.

PRELUDES

The following incidents are arranged in chronological order, for the investigators to piece together. The third incident is published in the national papers, and will probably be the key which will first interest the investigators. Information on the other incidents can be found either through looking through back editions of various newspapers, especially *The Providence Journal-Bulletin*, or by interviewing the reporters that wrote up the events as they happened.

This information is best derived before most of the actual play begins. It should tantalize the investigators to the point where they are eager to get into the heart of the matter and find grim truths. The manner in which the investigators gain this initial information matters little—the only important thing is that they do gain it.

It may be effective for the keeper to read the incidents aloud to the players, to set a mood and give information simultaneously.

The First Incident—May 12th, 192— It was a balmy clear night, the moon a brilliant ornament in the starry sky, and Kent Howard was in love. The object of his affections, Lucy Pringle, was in a playful mood that eventide. Leaving the brightly-lit carnival grounds, the couple decided to stroll along the swiftly-flowing river. Hand in hand they moved ever further from the lights and noise till, impatient and giddy, Kent attempted to sweep his lady love into his arms and kiss her.

Laughing madly, Lucy broke free from her would-be lover's embrace and raced off, skirts held high, calling over her shoulder, "If you can catch me, you can kiss me!" After a brief, frustrated hesitation, Kent sprang after the rapidly vanishing pink-and-white figure. Pushing through a gap in the vine-covered but tumble-down stone wall before her, Lucy never noticed she had entered the cemetery grounds.

Shortly thereafter, carnival-goers screamed and fainted when a bloody and raving apparition stumbled into the multi-colored lights. One arm torn off, hair a dirty white (previously dark brown), covered by hundreds of gashes and gouges, streaming blood, Kent Howard returned to civilization.

Kent survived his ghastly wounds, but was completely mad, babbling about horrors from the grave. He now resides in a small padded cell in the Butler asylum.

Of Lucy there has been no sign nor trace, save for a single bloody shoe found near an overturned gravestone.

Old timers muttered about wolves or bears coming from the piney woods, but local law enforcement agencies scoffed at this and marked it down as "probable murder by person or persons unknown."

The Second Incident—May 14th, 192—. Little Freddie Pendergast, 12 years old, was expected at 6:00 pm for supper, but didn't show up. By 7:00 pm his irate mother was on her way down to "that damned hurdy-gurdy park" to fetch her son.

Yet when she arrived, she simply could not find him. She looked high and low, with no Freddie visible. She enlisted the help of the park security officer, but success eluded them. Still no Freddie. Alarmed now, and belatedly thinking of the messy incident near the cemetery two days before, Mrs. Pendergast went to the police.

The police put her in touch with the sheriff's office, as the park was outside their jurisdiction, and the agitated woman demanded that something be done. After several hours of investigation on the part of both police and sheriff's office, it was ascertained that Freddie and his two best friends, the twins Alvin and Edgar Coombs, the same age as Freddie, had all gone to the carnival around 4:00 pm. Freddie left the twins for one last ride, and the last they saw of him was when he rode the little mechanical car into the "Tunnel of Terrors," his favorite ride at the amusement park. They never saw him come out. The law enforcement people wrote it off as a runaway, or perhaps an accidental drowning.

The Third Incident—May 23rd, 192—. Eight days after little Freddie disappeared an officer, Andy Reynolds, of the Providence Police Force, was investigating a report of vandals in the public burning grounds (the city dump) out near the railroad tracks just west of Swan Point Cemetery.

The investigators can get the following report from his tale as told to local journalists. His report follows.

Officer Reynolds' Report

"I was about a hunnert yards into the dump when I got this feeling about being watched. I mean it was like ice water pouring down my back. Anyways I was lookin' around when I saw this person just standing there in the middle of a pile of smouldering garbage. All sooty and wild-eyed he was. So I says to 'im to hold it right where they was as I was a peace officer and him was trespassing. But all the feller did was whimper and mumble so's I couldn't make it out. Then I sees that this guy was real short and slender, like he was a midget or a kid or something. Anyways, I starts up thinking that this was probably that lost kid, Freddie whatusizname. Anyways, as I is coming up, he mumbles again, but this time I could unnerstand him. He was saying, 'Take me home, please!' I get to ten or fifteen feet away when I sees that the piles of smoking garbage is moving and shifting all around the kid. So's I stopped, thinking there might be rats or something like that. I figger the kid's scared out of his wits, so I starts up telling him to be calm and like that when it just up and swallered him! I swear to Christ that garbage heap just rose up, covered him, and then he was gone! I like to died, but I draws my gat and rushed up, cautious like, to see what happened. Then I sees that the garbage is moving and shifting all around me, sort of closing in. Now don't look at me like that! I seed what I seed! Anyway, I starts to backpedal kind of slow like, when that muck pile just rear up, ten, twelve feet alongside of me like some damn wave. I gets off two shots with my pistol—Lord knows what I thought I was aiming at—and runs like hell! I didn't look behind till I gets to the road house a half mile down the lane where I calls my report in from. Like an idiot I tells the Chief what I sees. And no, I didn't have any likker that night, or any night. I ain't no bootlegging scofflaw!"

The newspapers report, without comment, that Officer Reynolds has been dismissed for drinking, and that the police department gives little credence to his report of seeing the missing Pendergast child.

The Fourth Incident—This incident will occur the night prior to the investigators' arrival (regardless as to when this is). The whole town will be abuzz with one version or another of what happened. The incident would not normally have evinced such interest, but coming closely on the heels of the other weird happenings, it has set folk to talking. The investigators will be able to get one or another garbled version of the following story from anyone in town. After listening to enough versions, they should be able to piece together the actual occurrence.

It seems that Abner Weems, a well-known and generally tolerated lush, was drinking down by the river that night, propped up against the stone wall surrounding the cemetery. He was halfway through his mason jar of bootleg applejack and having a high old time watching the pretty lights of the amusement park. Then he heard voices from inside the cemetery. Abner thought they went on in "German or Roosian, or some such." Intrigued, and his fuddled brain awash with theories of foreign spies, he crawled to the break in the wall, where he could dimly see the interior of the cemetery.

At first he could see very little, but directly he discerned what looked like two people, one standing in a hole or open grave and one above him. The one in the hole passed bundles to his friend, who piled them into a heap. Abner watched for five or ten minutes before he lost interest and went back to his original spot to finish drinking. Shortly thereafter, sitting hidden in the deeper shadows of the vine-coated wall, Abner saw the two come through the gap carrying their bundles. They went right down to the river and tossed what they had been toting into the water. Abner, intrigued once again, tried to rise and see what in the heck was going on. Alas, the applejack had worked its famous magic, and his legs were inoperable. In fact, his whole head seemed full of warm sand. With that last thought, he slipped into slumber and remained in a drunken stupor till the early morning sun on his face awoke him.

Groaning and staggering up, Abner wobbled down to the river's edge to splash cool water onto his face. Whilst doing so, he saw something trampled into the mud. When he picked it up, he recognized it as a pink sweater, badly torn and heavily stained with what could have been blood. Abner may have been an alcoholic, but he was not a country fool, and could put two and two together. He took the sweater and his tale down to the police.

The local lawmen knew Abner well and only arrested him for vagrancy on cold nights; allowing him a warm night's sleep in a cozy jail cell. Still, they never put faith in anything he, or any other boozehound, said. However, they could not ignore the piece of bloody evidence he had brought. A quick call and a short trip later, the sweater was tearfully identified by Mrs. Pringle as having belonged to her missing daughter, Lucy.

With that, and with the tale of the mysterious pair, the official line became "two murderers and probable kidnappers at large near Providence. Everyone should keep alert, remain calm, and never travel alone after dark."

The Fifth Incident—This incident should happen the first night after the arrival of the adventurers; before they have a chance to do anything except piece together the earlier four incidents.

At 1:00 am one Jordan McIntyre, an attendant at Butler Insane Asylum, was on his way home down Swan Point Lane, which parallels the cemetery. Jordan was no small man, over six feet tall and weighing 200 pounds. He was an ex-Marine who had fought in the Great War. Exactly what happened that night will probably never be known with certainty, but a general picture can be put together.

Someone attacked him near the south gate of the cemetery, and he apparently put up a fight using his yard-long brass-topped oaken walking stick. This shattered stick, coated with dried mucus, was discovered on the road alongside his size twelve brogans, by the milk wagon driver about 5:00 am the next morning. McIntyre's feet were still within his shoes.

The wrought iron cemetery gates were all covered with layers of dried, grey-green mucus, as well as with copious amounts of dried blood and shredded masses of Jordan's clothing and flesh. This circumstantial evidence suggests that something had pulled the hapless man *through* the iron bars (spaced about four inches apart), but his feet had gotten stuck. The power of whatever had done this simply kept pulling, tearing the feet right off.

Further investigations will continue.

The keeper could allow the adventurers to be the initial discoverers of Jordan's pitiful remains, if a much more fearsome game is desired.

LOCAL INDIVIDUALS

County Sheriff: John J. Josephson

This bluff and hearty 55-year-old always has a smile and a handshake for all. His twinkling blue eyes, white hair, and rotund physique conveniently hide the fact that he is a hard-bitten law officer of nearly 40 years experience, including a couple of years as a town deputy in a rough-and-tumble Alaskan gold mining camp in the late 1890's. He always packs a Colt .45 revolver under his suitcoat and a two-shot, .32 derringer in a hidden ankle holster, hidden by his pant leg. He also carries a lead-filled leather blackjack in his rear pants pocket (also under his coat). He disbelieves in everything supernatural, but knows that men can and do commit the most heinous and incredible of crimes. He knows that the recent problems are caused by a "couple of out-of-towners, probably gypsies or other such trash."

John J. Josephson

STR 13	CON 16	SIZ 15	INT 15	POW 10
DEX 14	APP 13	SAN 66	EDU 12	Hit Pts 16

SKILLS: Drive Auto 40%, First Aid 80%, Forensics 50%, Hide 40%, Law 65%, Listen 75%, Mechanical Repair 60%, Psychology 54%, Spot Hidden 76%, Sneak 66%, Throw 81%, Track 70%

WEAPONS: .45 revolver 80%, 1D10+2 damage

.32 derringer 80%, 1D8 damage

Blackjack 78%, 1D6+1D6 damage (match damage done vs. victim's hit points — if victim is overcome, he is knocked out for 2D6 minutes)

Fist 90%, 1D3+1D6 damage

Police Chief: Elmer "Bulldog" Walker

A 25-year veteran of the Providence Police Force, middle-aged Chief Walker is a methodical and slow individual. His tenacity has earned him his nickname—few criminals have managed to keep out of the law's clutches once "Bulldog" is personally on their trail. His gold wire-rimmed glasses, rumpled dress, and bemused expression hide the fact that he has one of the ten-best forensic minds on the East Coast. He has taken four leaves of absence in his career to attend the latest criminology courses at various universities. He has failed to catch criminals before, but never through one of his own mistakes.

He is not sure what is exactly happening, but he has a personal stake in the investigation. Over the last 22 years there has been a cycle of summer murders and missing persons, all of which have gone unsolved as far as he is concerned. Many a bum and crazy has been tried and convicted of these crimes, but Chief Walker *knows* that those cases were circumstantial at best, and pure "witch-hunts" at worst.

He has kept voluminous files, all marked "Unsolved" and each year he comes a bit closer to the truth. If pressed, he will reveal that the only connections in all these crimes have been the locations. In those crimes where a locale was known at all, it has always been in or around the cemetery, burning ground, asylum, or amusement park. All but the dump are out of his jurisdiction.

If further pressed, he will note that he has had suspicions about the amusement park from time to time, but nothing concrete has ever turned up. Still, it was set up just a year or so before the disappearances began.

He always carries a short-barrelled .38 revolver in a shoulder holster and is proficient in its use. He thinks the County Sheriff is a blind fool, and that his techniques went out with Wyatt Earp.

Elmer "Bulldog" Walker

STR 12	CON 13	SIZ 13	INT 18	POW 17
DEX 11	APP 10	SAN 80	EDU 19	Hit Pts 13

SKILLS: Accounting 78%, Debate 77%, Fast Talk 45%, Forensics 90%, Law 95%, Psychology 71%, Spot Hidden 92%

WEAPON: snub-nose .38 72%, 1D8+2 damage

Ex-police officer Andy Reynolds

He is an athletic man some 32 years old. He is a veteran of the Army Artillery Corps (serving in France in the Great War) and has been on the Providence Police Force ever since 1919, when the Army released him. He was awarded the Providence Badge of Valour two years ago for his heroic actions in saving two young children from a blazing home. The City Council fired him, not Chief Walker, and he is bitter about it.

He can be located at Mother Matheson's Boarding House (he is unmarried), and is, at first, reluctant to talk about his firing or the incident that caused it. However, due to his disgust at his poor treatment, if investigators are properly sympathetic (though not morose), he will tell his questioners everything he knows, as he understands it.

Unbelievable as his story was, there were parts he left out of the official tale—he's not sure, even now, if they really happened. First, he heard faint but unmistakable

sounds of music in the dump that night. To him it sounded rather like "the calliope sort of noise you get at the amusement pier." Second, when the boy disappeared under all the horribly mobile mounds of garbage, he heard maniacal laughter that he swears "was comin' from that scruffy kid."

If the investigators press him and promise to use their influence to get him back on the force (and are the type of folk that would be able to have a chance of doing it), they may be able to get this ex-cop to assist them in their investigations. He will not suggest this course of action himself. If he does assist them, he will carry his .38 service revolver. He was really spooked in that dump.

Andy Reynolds

STR 12	CON 11	SIZ 14	INT 12	POW 9
DEX 10	APP 10	SAN 40	EDU 10	Hit Pts 13

SKILLS: Drive Auto 40%, Law 50%, Spot Hidden 80%

WEAPONS: .38 revolver 47%, 1D8+2 damage

Mother Matheson

This obese and hearty woman has been running a clapboard, two-story boarding house for most of her 66 years. She has nine boarders, and knows all about them and their actions, though she has little time for "outside" gossiping with other women.

She has quite definite feelings about what is going on, and if queried will state them in no uncertain terms. She believes the whole sorry mess is on account of a band of Protestant black magic worshipers. She will relate tales (embellished past recognition) of nasty murders and disappearances over the last 20 years, most unsolved or, in her own words, "solved by a 'hangin' the blame on the first poor bum they got their hands on."

She is a devout Catholic. If the investigators stay at her house and if one or more of them is also an avowed Catholic, she will give them a vial of supposed "holy water blessed by the Pope hisself!" Amazingly, it is just that.

Arthur Peabody

He lives at Mother Matheson's. He is only home after 6:00 pm. He is one of the proprietors of the undertaking firm of Jackson, Jackson, Goldberg, and Peabody, which has facilities near the Butler Asylum.

This thin, fiftyish man with graying hair and a sardonic expression can be of great assistance if questioned. A taciturn individual, he has had the job of making presentable several of the victims of past unsolved murders. As the junior member of the firm, he always gets the messy jobs.

He can relate the condition of several bodies he has worked on over the years. Listening to his gruesome experiences will cost each listener 1D3 SAN (no loss if a SAN roll is made). Some examples of his "clients" have included a corpse with every single bone not just broken, but literally pulverized and shattered, and of a body completely drained of blood. Every "peculiar" corpse he has received over the years—and there have been eleven in the past 20 years—has had weird burns and all have had their brains missing! None of these weird corpses came in winter, fall, or spring, just summer. Oh, there were times when such a messy death would come into the mortuary in the winter or fall, but in such cases it was always grue-

somely evident that the "client" had met his death in the summer—the body had just not been found till winter or fall. If one of the investigators is familiar with acid burns and carefully describes same to Mr. Peabody, he will concur that the burns on the bodies he dressed were similar in nature. The missing brains puzzle him—he wonders if perhaps someone on the police force has been carrying out unofficial autopsies without permission. Naturally, no one on the force will admit to such a deed.

Abner Weems — Lovable Drunk

This wizened 70-year-old is still spry. He is a retired school teacher gone wrong, and is viewed with tolerance and affection by the local community. He can normally be located either in the hobo jungle near the railroad depot at India Point or at the municipal library. If he is tracked down, he will genially relate the events as he remembers them, and will add the fact that he thought he smelled sulphur and brimstone that night.

He can remember several instances in the past when folk vanished, including several of his drunken friends, but he knows nothing that cannot be gained with greater ease and accuracy from back newspaper reports. He is lively and talkative and will drop the name of Janice Parker, the head librarian, as a friend and fellow pedant.

Janice Parker — Head Librarian

Janice looks exactly like a schoolboy's nightmare of a librarian—complete with gray hair tied into a tight bun, spinsterish glasses, and long-clawed fingernails. She can put an icy stare right through someone making excess noise or returning criminally-late books. However, she is a romantic at heart, who reads poetry and spends many hours composing Shakespearean love sonnets. She knows Abner Weems and permits him in the library to browse on the condition that he brings no liquor with him and that he comes only when sober.

She has compiled quite a large scrapbook of information on the disappearances over the last two decades. Old newspaper clippings, handwritten notes of conversations with people involved, all are here. If she is interviewed, she will note that in nearly every instance young people had been involved. The ages, she asserts dogmatically, have usually been 17 years or less, with only rare exceptions. "For example, that poor girl Lucy Pringle was only sixteen, and her boyfriend eighteen." If pressed for an answer, she will assert her belief that "Someone, possibly prominent in the community, is secretly mad. So insane that he must kill each year. He's obviously grown quite cunning and skilled in concealing his madness over the years, and I think it quite unlikely that he will be exposed through his own follies. Why, he could be anyone!" She has several theories as to his nature, and will give the investigators several false leads if they ask. The keeper should make up such leads. She may suspect the Police Chief, or other notables, but she does not suspect Abner.

Alvin and Edgar Coombs

These two young brothers, aged twelve, were Freddy's best friends, and were with him the night he vanished. However, to interview them, you must first win over or circumvent their fiercely protective mother, Lobelia, who is extremely wary of strangers. If she is properly cozened,

perhaps with the story that her name will get into an important national newspaper or some similar ego-boosting reward, she may help. Otherwise, the twins will have to be tracked down at school or at play. Both of the twins remember the night distinctly. To get the story from them, the investigators will have to bribe them in a suitable twelve-year-old manner. They are likelier to value, for example, a real human finger bone than a dollar bill.

"Freddy, he went inta that Tunnel o' Terror and hain't never comin' back! We don't go inta that Tunnel no more, not we—we wuz scared real bad two days before Freddy went in there, and we wouldn't go with him. He wuz mad, but he went anyway. But it weren't our fault—we warned him! Sometimes there's a sort of real bad smell from the opening to the Tunnel, sort of like bad eggs. Two days before Freddy went in there, me and my twin went in and were awful scared—just awful scared. There was a new exhibit; an awful lumpy thing with eyes all over it and a hunnert mouths all full o' black teeth. There wuz a sort of yaller smoke around it that sort of hid the machinery moving it, and that smoke made our eyes burn and near choked us. But that didn't scare us then. We thought it wuz a great exhibit, except for the yaller smoke. But after we came out, we went through again, *and the big black thing wasn't there no more!* Mister, there's no way they could have put in an exhibit that big and moved it in only a few minutes, is there? Is there? We never told anyone that story before, except Freddy, cross our hearts and hope to die. Freddy thought we were fraidycats, and he kept hoping to see that big black thing hisself. The day he vanished, he went in there to look fer it, but no way would we be caught in there."

Rufus T. Washington

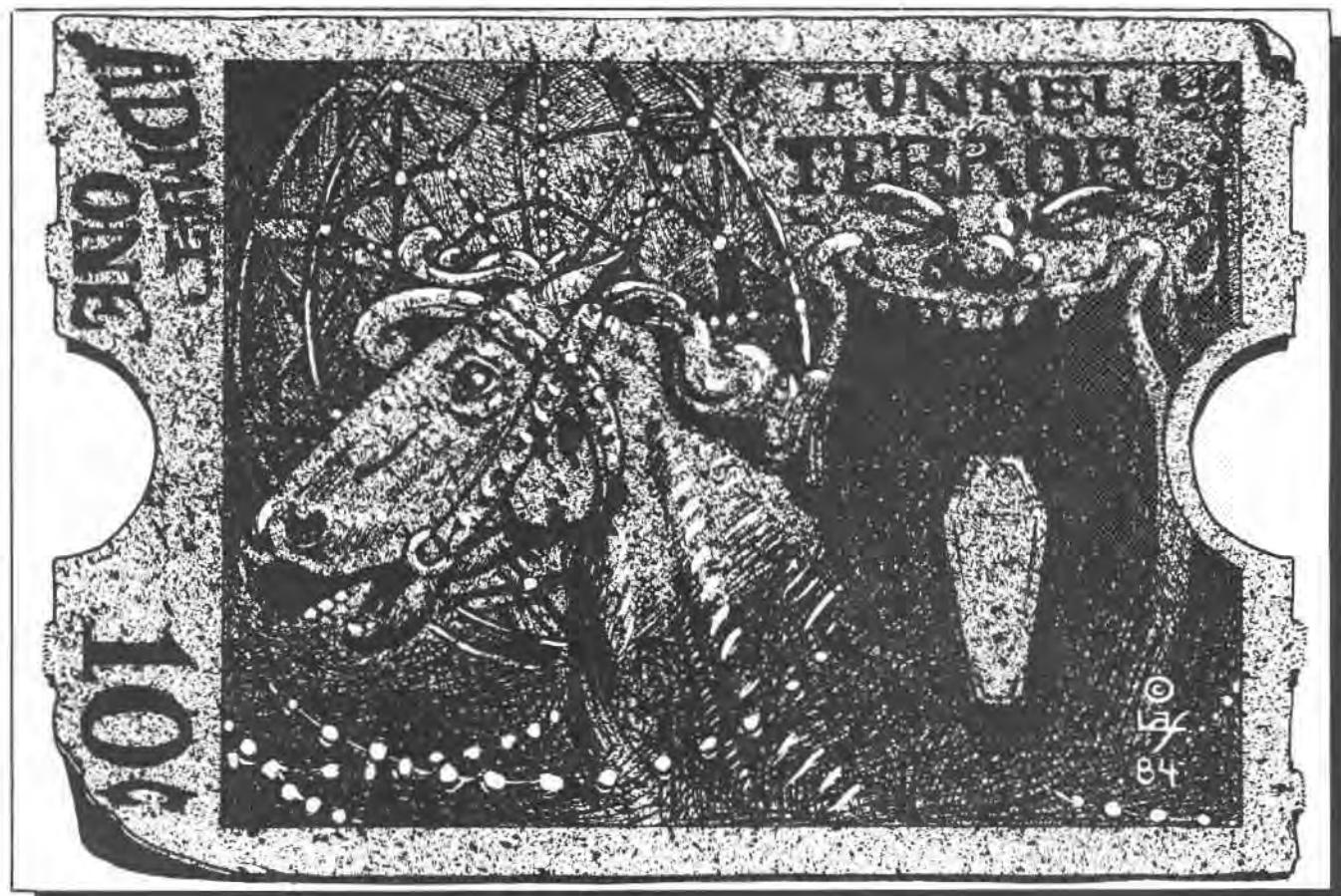
The monolog below represents the way that white men supposed black men should talk in this era. If there is a black investigator present, Mr. Washington will be more straight-forward and understandable.

This gentle old black porter works at the main railroad station and owns a tumbledown shack near by the city burning grounds. He can be brought into play simply through having the investigators notice his humble domicile through the trees while they are investigating the dump.

This septuagenarian is unwilling to talk. However, a couple of dollars will change his mind. Even then, it is obvious that he is reluctant, perhaps even frightened. Kindly, persistent questioning elicits the following statement from him.

"Yassuh, I seen dem thangs dey called be Zumbies, yassuh I knows what dey is cause I be fom dat island place Haiti and dat be bad place fo dis kind Juju, yassuh I knows all bout dat. Dey be callin to me at night, but I doan go down dere, nossuh. I be one old po' nigger, but I ain't no stupid! Nossuh. Dey be a tootlin on dey flutes, and a singin like it be a reglar churchroom service, but I knows bettah dan dat!"

"Sometimes it be bad, bad smells in de dump dere, mistahs. Bad smells, debbil-lights, and fires dat I knows wasn't set by de city of Providence. Nossuh. I knows what fires been set by de city an' what fires been set by dose other ones. Dem othuh fires doan nevuh leave nothun but sticky black ash. Yassuh. You ast me, and I tells you—dat dump ain' nothing but bad, bad news."



Kent Howard

The mad survivor of the first incident is recovering from his horrendous injuries at the Butler Insane Asylum. Unless he is hypnotized or heavily sedated he is totally incoherent, mumbling only such useless stuff as "The stink!" If calmed down, hypnotized (chance for a successful hypnosis is equal to the character's Psychoanalysis, for purposes of calming and working with this madman) and questioned patiently and gently, he will say:

"Dead ... dead ... things ... In the graveyard—I wanted my kiss ... Oh poor Lucy! The grave is just a trick—it's opening up like a trapdoor! ... No, Lucy! Don't go over there! Don't you see it? You've got to see it? No, don't run? ... Oh my Savior! What's that ... out of the ground—I can't get away ... Lucy! ... Why is it hot? It's so hot here. It should be cool. And it smells so bad. ... Those things! They've got Lucy! ... There's too many of them! I can't get through. Too many ... Dead things ... The smell ... Maggots dripping and getting all over my new suit ... help me grace ... can't anyone hear us? ... Oh hail Mary, full of grace, blessed art though above all women that thing coming out of the ground is taking Lucy ... No! There's a rope! It's got me! Help! ... It Hurts! Mother, it hurts! Aagh! Aagh! .. I'm free! But something's wrong. Oh Christ Redeemer! My arm! ... Why can I still hear the carnival music from here? We should be too far away? My arm! ..."

At this point, he will peter out and fall back. About two minutes after that, he will suddenly sit up, look alertly around, and say, "The biggest corpse in the whole wide world must be sitting there under that graveyard." If he is immediately asked what he means, and this questioning is combined with a successful Psychology roll, he will say, "Because of the maggots—such big maggots must come from a big man's body, mustn't they?" Then his eyes roll back in his head and he collapses for the day.

Malcolm Harris

A hexagenarian retired cobbler who spends his evenings fishing for catfish on the Seekonk. Both Abner Weems and Mother Matheson know him, and know of his propensity for spending long nights staring over the water, fishing near the amusement pier. If the investigators ask about anyone that may help them, Weems or Mother Matheson may mention Malcolm Harris.

He knows where the sewer outlet for the carnival is, and he says "Sometimes I can hear the carny music hooning through it. Course, the sewer tube changes and screws up the music so it's sort of spooky like." He says that he "has seen a damn sight too many things that were unseemly-like." If pressed for more details, he will give none, merely reiterating his statement that they were "unseemly-like".

He will casually mention that he remembers several conversations with Alex, the old caretaker for the graveyard, who passed away over ten years ago. These conversations, Malcolm admits, were fueled by a little wine or whiskey now and then ("Remember, this was all long afore Prohibition come along."), but he thinks there was much truth in them. Old Alex sometimes complained of finding glop in the leaves, resembling the track of a giant snail or slug, or of hearing throbbing or rhythmic, almost musical sounds from deep under his feet.

If specifically asked as to how Alex died, Malcolm will turn grim and say "he was found all burnt up one morning right in the middle of the cemetery. There's them as says 'twas spontaneous combustion, and there's them as says there ain't no such thing as spontaneous combustion. Me, I'm jest a retired shoemaker—how the hell should I know what happened?"

CARNIVAL GROUNDS

The Tunnel of Terror

A large wooden building two stories high in front, and three stories to the rear. The facade is painted to resemble an old castle, and the little cars that each carry two passengers through the dark interior are made to resemble coffins. The ride lasts seven minutes and twists and turns up and down and all through the entire three stories of the building's interior. It even doubles back on itself several times. It operates mechanically—the cars are pulled along via a constantly-moving cable.

At one point, there is a trap door that can be opened in front of the moving car, shunting it into the hidden caverns below. Simultaneously an identical—but empty—car is switched onto the tracks to take its place. Over the years, many people have gone to horrible fates in this sneaky manner. This trap door is difficult to spot even in good lighting, and cannot be opened without entering the hidden switching room nearby and engaging special motors.

If desired, the keeper can ad-lib such things as slime trails, nauseating "sewer stenches," and similar evidence of chthonians. These dread horrors occasionally enter the Tunnel of Terrors from below, coming through the trap door. The Coombs twins saw a chthonian on the night they were so frightened—it had not had time to escape below before the first ride went through that night.

The Tunnel of Terrors is managed and usually operated by Angus McWhirter. Frequently Joshua Peterson takes over the ticketing and running of this booth, especially at night and on Sundays.

The Fun House

A large three-story wooden building painted in garish and loud colors. Clowns and similar adornments prevail. It has the usual tilting floors, grotesquely-distorting mirrors, spinning disks, hidden air jets, and wooden slides meant to be ridden on provided burlap sacks. It also has a secret entrance leading into the caverns beneath, but its triple-locked steel door is cleverly hidden behind a pivoting wall.

The House of Mirrors

A single-story wooden structure cunningly painted to resemble brick. Inside its mirrored maze is one mirrored wall that can be pivoted open to lead unwary people down (still in a mirrored maze) into the caverns below. This trick, too, has snared many victims over the years.

The Grand Menagerie

A brick two-story building that contains a large aviary and serpentarium upstairs and a dozen or so iron-barred animal cages downstairs. Filmore Wagabaugh is the main individual concerned with caring for the menagerie, and the more dangerous specimens will be fully described

under his name, Old Billy Jumpner does the harder labor here. The biggest specimens include a bear, a panther, a wolf, a cassowary, a rather large crocodile, and a king cobra. There are also a number of less lethal inhabitants, including some toucans, weasels, and the menagerie's pride, a stuffed giraffe.

The basement of the menagerie is the main powerhouse for the entire arcade. It holds eight coal-fired boilers that generate steam and power for all the buildings. "Flyboy" Pehr runs and operates these engines.

The Wax Museum

A wooden building with a single-story central area and a pair of two-story-tall wings. There is a basement used solely for working paraphernalia. There are sections on historical figures, current film stars of note, a chamber of horrors and famous murderers, and so on. Despite the usual connotations possessed by wax museums, this particular one is not especially sinister.

The North Star Restaurant

A nice place, open year-round. The favorite dishes are fresh river-caught fish and "Our Famous New Orleans Fried Chicken." The manager and chef is Anthony Bowen. His factotum is Frank "Punkie" Garber, and the chief waitress is Ermaline "Big Erma" Grodt.

The Open Air Dance Pavilion

Despite the name, it has a wooden roof. It is raised up on wooden columns some ten feet higher than the surrounding area. A painted wooden facade covers the area underneath, which is used mainly for storage, but also contains dressing rooms, all reached via a trap door and stairway from the bandstand.

At night, Norris Long runs the dance pavilion, announces musical numbers, and acts as general emcee. During the day, the dance floor is open for anyone who wishes to wander across it—the band shows up at night.

The Parisien Theater

A small (60-seat) theater that shows silent motion picture films and is open year round (though only on weekends during winter, spring, and fall). It is a two-story wooden building painted with street scenes of Paris and is also used for the Star Studded Show every weekend during the summer. Carl Denim is the announcer for this show, as well as some of the acts. Sonny "Crazy Legs" Poacher is the main act in the Star Studded Show, and other carnival personnel, such as Reuben Ramirez and Wong Fu Ji also show up here frequently to put on a little show. Traveling revues and other vaudeville acts are often on the docket here, for a change of pace.

The Gift Shop

A small brick building where all sorts of mementos are sold. Nothing here is worth much or is of any real interest, except for a few oddly-carved figurines on a back shelf. These little wooden figures depict nothing less than chthonians! But, it will take a thorough looking-over and a successful Spot Hidden to notice them. If the counter man (who varies with the day) is asked about the carvings, he will invariably mutter something about "Injun carvings—24 cents each." He will, in no case, show any signs that he knows what they represent.

The Ferris Wheel

Some 60 feet high, and just the place from which to peruse the cemetery. The keeper could have the investigators meet someone who has seen odd sights while on this gaudily-painted ride.

The Public Rest Rooms

This has a basement area reached by a rather obvious trap door and ladder. In it is a small pumping plant that handles all the effluvia of the entire carnival. It simply pumps it into the caverns below where it forms a noxious little creek eventually flowing out of the sewer outlet into the river. The caverns below can be reached simply by unbolting the main pump housing, lifting it off (it is brass and weighs some 400 lbs) and climbing down the four-foot-diameter sluice pipe the 30 or so feet to the cavern floor. There is no ladder, so it won't be easy! And it is really slimy in there—not to mention the stink.

The Silver Spoon Diner

The classic small and narrow diner with about a dozen stools facing a long counter. The food isn't bad and the house specialty is "Texas Chili"—which produces a four-alarm fire of the mouth. The summer help here (the waitress) is more than willing to talk voluminously, though vaguely, of the strange place that the carnival is. She is not able or willing to put her finger on anything specific beyond her feelings that something's definitely not right with that Tunnel of Terror and Angus McWhirter. She is adamant about not coming back here the next year to work. Not at all.

Madam Zarah's

This is a small one-room cottage divided into several areas by hanging curtains. It is heavy with incense and the odor of fried onions, and everything from wallpaper to curtains are of the most garish and gaudy designs imaginable. Madame Zarah, the supposed gypsy, is actually from the Bronx, and is definitely a phony. She does not even know anything about the carnival's true nature. Any investigations here will lead to a dead end.

The Security Shack

Jonathon Boom's palace. A one-room affair of clapboard with a pot-belly stove dominating the interior. Its battered desk and two chairs of good oak are the only furniture save for a wall rack of wrought iron holding a sawed-off 12-gauge double-barrelled shotgun, a .30-30 Winchester lever action rifle, and an army issue .30-06 Springfield. The desk drawers yield a couple boxes of ammunition for the guns, as well as a box of rounds for Boom's pistol. On a nail hangs a ring of keys to open all the gates, doors, and so on in the entire amusement complex. It is a duplicate of the one on Boom's belt.

The House of Freaks

A single-story wooden frame building with a single central hallway and 12 tiny cubicles (six per side) housing the freaks (which are viewed through glass partitions). It is often very fetid and rank inside with an odor as persistent as it is undefinable. No one who has ever smelled it can forget it.

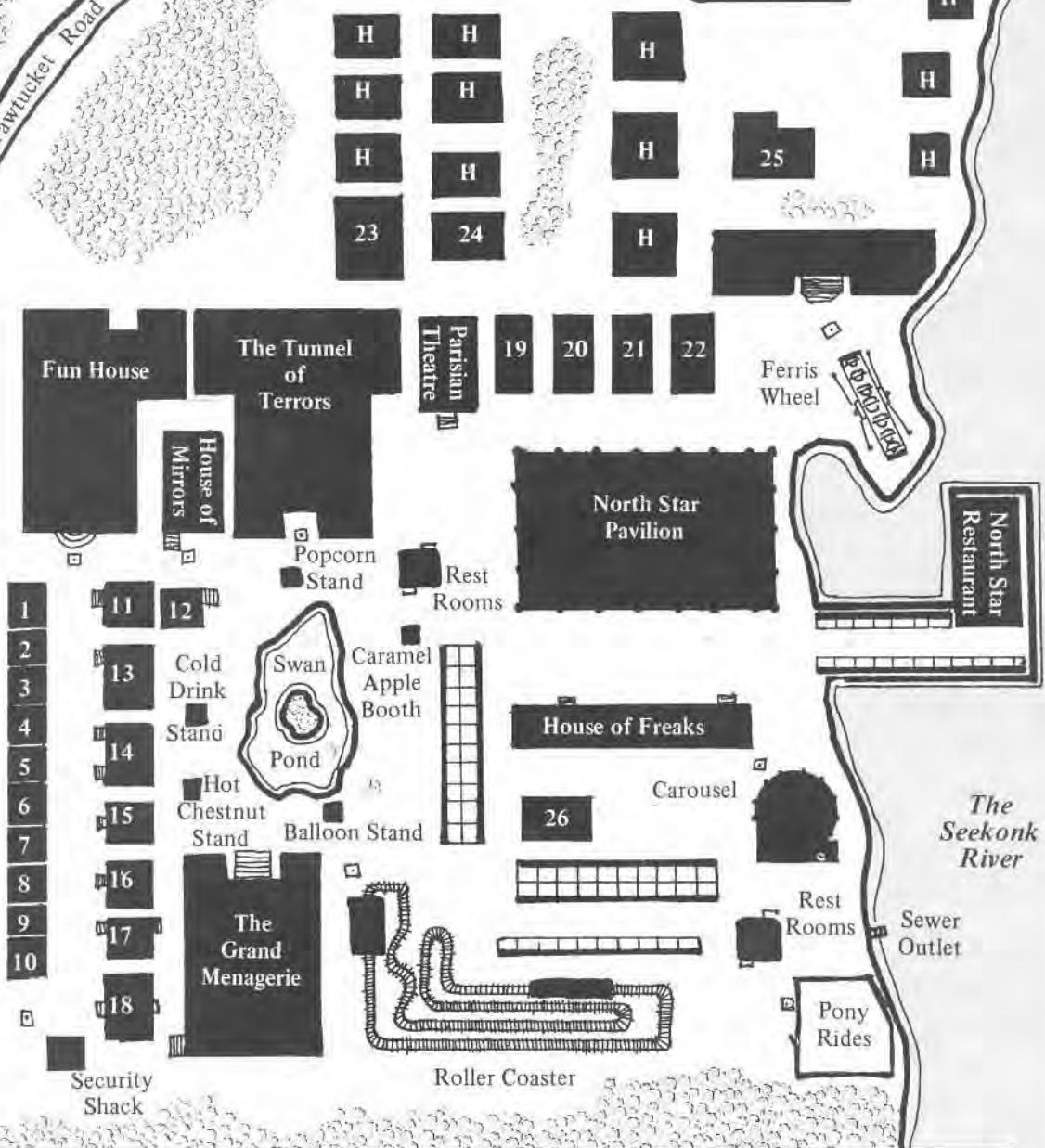
North



10 Feet

Pawtucket Road

The Carnival



- 1 Wheel of Fortune Booth
- 2 Dunk a Clown Booth
- 3 Break a Plate Booth
- 4 Net a Goldfish Booth
- 5 Baseball Toss Booth
- 6 Roll-a-Ball Booth
- 7 Spin-o-Win Booth
- 8 Balloon-Bust-Em Booth
- 9 Ring Toss Booth
- 10 Penny Pitch Booth
- 11 Fortune Telling Booth
- 12 The Ice House

- 13 Ice Cream Parlor
- 14 Silver Spoon Diner
- 15 Manager's Office
- 16 East Asian Import Store
- 17 Salt Water Taffy Shop
- 18 Northern Lights Gift Shop
- 19 Iced Tea, Lemonade Stand
- 20 Shooting Gallery
- 21 Bavarian Root Beer Hall
- 22 Indian Handcrafts
- 23 Roustabout's Bunkhouse
- 24 The Cookhouse

25 Wyatt's House
 26 Prof. Pfieffer's Photography
 All Buildings marked with an H
 are cottages used by the permanent residents.

— These are rental booths, used on a daily basis by the local populace. The booths cost \$1.00 per day, or \$1.50 on the Pier.

— Ticket Booth

The freaks here include Rondo Moresby; Wong Fu Ji; "Fatima" Flores; Co-Co the Dog Boy; Kilmer "Whitey" Letterman; a pair of pinheads; a (fake) two-headed dog; a "Horror from the Deeps" preserved in alcohol that is actually a very large octopus with (human) hands sewn onto the tips of its tentacles, giving it a rather strange appearance; a (real) stuffed five-legged calf; a "What Is It?" which consists of an enormous thick tentacle sitting in a pool of dark liquid—the tentacle is at least eight feet long and a foot thick, but is definitely dead—it is, of course, from a chthonian; and, finally, a last freak act which changes from year to year—this year it is a (fake) "Cross Between Pig And Man—Proof of Ungodly Cross-Breeding and Bestiality" pickled in a bottle.

Winston Craig's Import Shop

A small brick building tastefully decorated within, well-lit and full of a really startling array of Asian and Pacific Island merchandise. Everything from cheap gew-gaws (like those in the Gift Shop) to fine jewelry is represented here. A motto is carved over the door in ivory: "If I don't have it, I can most certainly get it!"

Depending on how the keeper wishes to handle the game, this could be a prime area to find weird occult artifacts and strange little books, or not. The shop's owner is undescribed, as he is usually not here, being off gathering things to sell from Asian areas of the world. This shop is just one of four such shops he owns. He is not an active participant in the Society of the Great Dark, just someone who leases a place, though he has his suspicions. The normal clerk here is just a local guy who knows nothing, but who could possibly put the investigators in touch with the owner. It is entirely up to the keeper.

The Manager's Office/Aid Station

Another cottage-like brick building with curtained windows and nicely decorated interior. A hired nurse is on duty here at all times (she knows nothing), and the carnival manager, Wilberforce Wyatt, is often here as well. If he's not here, he is certain to drop in within an hour or so, and anyone looking for him is welcome to wait. In a medicine cabinet are all the usual items: a roll of bandages, iodine, carbolic acid, tape, and so forth. There is also a snake-bite kit (a concession to the existence of Slither the King Cobra in the menagerie).

The Ice House

A small concrete building with the apparatus necessary for production and storage of block ice. It is normally locked and accessible only to appropriate carny people. There is a hidden trapdoor (beneath several hundred pounds of block ice) that opens to stairs to the caverns below.

The Main Barn

This bright red wooden structure is 40 feet high, but has only a rudimentary hayloft to break up its inner expanse. There are normally eight horses, six ponies (for the ride of the same name), and a pair of old, flea-bitten mules stabled within. None of them (except for two of the horses which are used in Emanuele Vasconcello's act) are in anything better than fair shape. Filth and odor are stiflingly abundant.

Professor Pfeiffer's Photography Palace

A small blue-painted cottage with a minuscule darkroom and several expensive photo-plate cameras. The "Professor" is another of the summer residents who is not written up in the personality profiles. He is an absent-minded old geezer who is not aware of the terrible goings-on at the carnival—at least partly because he has made a conscious effort to block out such knowledge, and has successfully rationalized away such evidence as he has seen. Several bottles of highly toxic and even potentially explosive chemicals are stored in the darkroom. There may even be photographic evidence of gruesome goings-on hidden away in a dark corner of this cottage. It's up to the keeper.

Mr. Lucky's Magic Shoppe

A yellow-painted wooden building that sells everything from dribble cups to exploding cigars. Of course, there is no real magic here, just cheap gimmicks. The proprietor can be whomever the keeper wishes, so long as it is a dead end for investigations.

Wyatt's House

A lovely brick two-story house all in white with yellow trim. It has fine furniture, a real marble-mantel fireplace, and a library with several hundred volumes (mostly history, conventional religious texts, and classics like Shakespeare). There is no hint whatsoever within the house as to the true nature of the owner.

The basement contains the laundry and a well-stocked wine cellar. However, some of the dusty wine bottles are painted wooden fakes. If these are moved in a certain sequence, the central wine shelf will slide to one side, revealing a recessed pull ring for a trap door. If opened, a long stairway is revealed, leading down into the secret caverns below. Unfortunately for any opener, a second instar chthonian guards the stairs down, and will immediately begin flowing up into the wine cellar if intruders are here. In any case, the stench wafting from this stairwell is reminiscent of old black swamp mud and feces.

The guardian chthonian

STR 22 CON 25 SIZ 20 INT 17 POW 9
DEX 4 Hit Points 23 Armor—2 points

WEAPON: Tentacle 40%, 1D6 damage

NOTES: Each round, this larval horror can attack with 1D8 tentacles. If a tentacle hits, it will hang on and begin to drain blood at the rate of 1 point of STR per round.

Also, this creature can regenerate from damage done to it at the rate of 2 points per round. If it is reduced to 0 or fewer hit points, it will die and not regenerate.

Seeing this larval chthonian costs 1D10 SAN, unless a SAN roll succeeds, in which case only 1 point is lost.

The Roustabouts' Bunkhouse

A gray two-story wooden slat building with nothing inside but rows of bunk beds sufficient for some 50 individuals. Year-round residents here include Nuncio Pirelli (the head roustabout), Old Billy Jumpner, Eugene "Hedge" Ptompkin, Terrance Valdosky, Fred Smith, Paul "Red" Fritz, Farouk Shabazz, Thomas "Black Tom" MacGinty, and Christopher "Shakey" Lodge. During the summer season a couple of dozen other workers are hired.

The Cook House

A combination kitchen and dining room for the permanent workers of the amusement park. It is wooden, painted yellow, and has someone working in it 24 hours a day, seven days a week. Different people do the cooking at different times.

The Shooting Gallery

A concrete building with a heavily-baffled ceiling and sound-proofed walls. The counter front can be lowered and locked down, giving the cult a completely sound-proofed building within which they can do as they please. Across the rear of the structure is the water-filled "duck pond" where both stationary and endless-belt moving metal targets are. The guns, and several thousand rounds of .22 ammo are stored in here. Esteban Garcia runs the joint and is nearly always here.

The Bavarian Root Beer Hall

A two-story building open to the rafters, giving good air circulation. Wooden tables and slat benches are everywhere and a small stage is at the rear of the building. The cellar, where the root beer, ginger ale, and more potent drinks (available only to friends of friends) is reached by a wooden stairway to stage left, and during regular business hours the waitresses are continually hustling up and down.

One of the huge kegs in the basement is always empty, and is, in fact, hinged to open like a door when the secret catch is moved. Inside the keg is a doorway with two key-holes, both of which must be unlocked or picked before it will open onto the stairs leading down. At the foot of these stairs is a pair of ghouls behind an ambush wall at the last downward turn of the spiral stairs. For the stats of these ghouls, see Area A of the underground caverns.

Miscellaneous Notes

Obviously, a description has not been given of all the structures in the amusement area. This is because many of them have no bearing on the flow of the game and can easily be ad-libbed by the keeper as needed. In addition, some elbow room has been left for the keeper, allowing him to create extra sinister characters, evil buildings, and dread secrets.

The exact interior layout has been left for each keeper to allow for his own particular ideas and quirks.

THE AMUSEMENT PARK

There are around 40 full-time employees of the North Star Amusement Arcade and Pleasure Pier. Each and every one of them is deeply involved in an evil society dedicated to the dark rites and horrific learning of the Burrowers Beneath—the worm-things that tunnel through the interstices of mother Earth like maggots in gangrenous meat. Most of the seasonal workers know nothing about this evil organization.

Wilberforce Wyatt

This dark handsome man in his late 40's is the owner and manager of the carnival. He is also a Ninth Degree Master and High Priest of the Great Dark, as the organization

styles their leaders. Burned into his breast, over his heart, is an ancient sigil, symbolizing the power of Shudde M'ell. He has learned much arcane knowledge through his servitude to the Elder Beings Below, and owns three holy artifacts of the cult. These artifacts are: the Orb of Hraaki, the Kagwamon K'thaat, and the Ring of Carneithos.

Wilberforce Wyatt will never talk to any investigators under any circumstances whatsoever. Naturally, his ring makes it somewhat difficult to coerce him physically. If he is rudely pressed by investigators, he will call several carnival workers to politely and gently evict the intruders. No harm will be done to them—at that time. If he is questioned by officials, such as the police, after carefully checking all credentials (including making calls to alleged superiors), he will give as brief and uninformative answers as legally possible.

Wilberforce will not hesitate to act to destroy or kill anyone who seems to be closing in on his act or discovering the true nature of the carnival. In an attempt to eliminate outsiders, he generally tries to use arcane means rather than mundane ones. He believes that a corpse found with bullet holes or a slashed throat leads to a police investigation, whereas a corpse found smashed to pieces or corroded as if by acid leads to bewilderment and official attempts to explain the body away.

Wilberforce Wyatt

STR 10	CON 11	SIZ 12	INT 17	POW 28
DEX 14	APP 16	SAN 0	EDU 20	Hit Pts 12

SKILLS: Read W'hywi 80%, Accounting 98%, Cthulhu Mythos 79%, Listen 57%, Spot Hidden 64%, Hide 30%, Debate 87%, Oratory 65%, Swim 27%

WEAPONS: carries none; Fist 70%, 1D3 damage

SPELLS: Summon/Bind Chthonian, Contact Ghoul, Summon/Bind Servitor of the Outer Gods, Contact Shudde M'ell, Create Gate, Resurrection, Shrivelling, Voorish Sign, The Red Sign of Shudde M'ell, and The Black Binding

The Orb of Hraaki is a softball-sized moonstone with a pale blue coloration. Those gazing into its depths for several minutes have a chance equal to their POWx5 or less on 1D100 of seeing past events. These events will always be of a nature connected with the thoughts the viewer has been concentrating on while gazing into the sphere. Gazing into the Orb of Hraaki costs a MP per minute of vision, and the result is always a vision of evil or horror, such as sacrifices, ancient monolithic cities, etc.

The Kagwamon K'thaat is a huge brass-bound tome compiled 700 years ago by a mad monk, Adolphus Clesteros, who wrote it in his own "secret language." This tongue he calls W'hywi and many of the spells known by Wilberforce Wyatt are found herein.

The Ring of Carneithos is an unbelievably-ancient band of a white alloy resembling titanium. It originates from the misty times of the serpent people, and it renders its wearer impervious to all forms of kinetic force (bullets, knives, crashing cars, etc., simply will not penetrate his skin). The ring also renders the wearer soulless and without conscience, as the tainted psyches of the ancient

Serpent Kings who wore the ring seep into the owner's mind. Any wielder of the ring will lose 1D10 SAN (no SAN roll necessary) each time he puts on the ring, and for each full day he wears it.

The Red Sign Of Shudde M'ell

This spell causes one or several victims to die horribly. This spell takes 1 full round, 3 magic points, and 1D8 SAN to cast. When formed correctly, a dull red symbol glows in the air as the caster's finger describes it. The sign's maleficent effects manifest the round after its creation. Once formed, the sign must be maintained by concentration, and the expenditure of 3 more points each additional round. All those within 10 yards of the sign's presence take 1D3 damage each round as their bodies quake and spasm, and their internal organs and blood vessels convulse. Those exposed to the sign and further than 10 yards but nearer than 30 yards lose one hit point each round. Those further than 30 yards away take no damage. It is possible to escape the sign's effect by crawling behind a wall or other opaque barrier. The caster himself must remain standing and concentrating, next to the sign. Each round the caster takes 1 hit point of damage himself.

The Black Binding

This spell offers one way to create a zombie. A ritual liquid must be poured over a corpse, or into the grave in which the corpse lies. The ingredients of the liquid are determined by the Keeper, but at least one part should be difficult to legally obtain. The corpse is left to mature. At the end of a week, the caster comes to the grave and intones the Black Binding, which costs 16 magic points and 1D6 SAN. At the end of the half-hour ritual, the corpse is mindless, with no will of its own. When given a command, the corpse follows it until the order is carried out, then stops and awaits the next order. The zombie continues to rot after its creation, and becomes useless eventually, whereupon a new zombie must be made. Zombie statistics and capabilities are found in the *Call of Cthulhu* rulebook.

Jonathon Boom

This fellow is the carnival's uniformed security officer and is of a size and demeanor sufficient for most deterrent purposes. He also has a .38 Webley revolver in a holster on his right hip, a pair of handcuffs, and a two-foot black night stick. He started out as a street fighter in New York City's Hell's Kitchen, and is now a fanatical slave of the Great Dark. His love of the Great Dark is at least partly associated with his personal sexual perversions—in the past, he has lured young boys into his clutches with promises of free rides. The cult has pandered to his tastes, and he is even encouraged to capture boys, some of whom are delivered to the Ones Below after Jonathon has expended his vile lusts upon them.

If the keeper desires, Police Chief Walker may have unproven allegations about Boom's morals in his portfolio.

Jonathon Boom

STR 14	CON 12	SIZ 17	INT 12	POW 12
DEX 8	APP 7	SAN 0	EDU 9	Hit Pts 15

SKILLS: Cthulhu Mythos 29%, Law 19%, Listen 67%, Spot Hidden 65%, Climb 65%, Jump 55%, Throw 55%

WEAPONS: .38 revolver 48%, 1D8+2 damage

Fist 90%, 1D3+1D6 damage

Nightstick 74%, 1D6+1D6 damage

Abigail Forman

This 41-year-old blonde (who looks much younger, at least when she is wearing her usual heavy makeup and standing in the hot stage lights) is not only the hootchy-cootchy dancer in the Red Hot Harem Dance Show, but is also a Third Degree Mistress of the Great Dark. She is Wyatt's paramour and an accomplished tumbler and acrobat. She has an aging, yet haunting, beauty that is both earthy and ethereal. She never goes anywhere without a pair of hollow-bladed daggers of sharp glass. The hollow blades are filled with a mixture of aqua fortis and an under-earth venom of drastic potency. When she stabs a victim, she always twists the blade to snap it—the stabee invariably dies horribly, howling in mindless agony and writhing helplessly.

Abigail Forman

STR 14	CON 15	SIZ 9	INT 16	POW 20
DEX 19	APP 17	SAN 0	EDU 12	Hit Pts 12

SKILLS: Chemistry 44%, Cthulhu Mythos 42%, Listen 85%, Psychology 68%, Spot Hidden 69%, Hide 49%, Sneak 94%, Oratory 63%, Sing 73%, Climb 83%, Dodge 99%, Jump 95%, Swim 100%, Throw 78%

WEAPONS: Dagger 67%, 1D6+ automatic death in 1D6 melee rounds

Kick 50%, 1D6 damage

Fist 75%, 1D3 damage

SPELL: Shrivelling

Michael Ransom

The Head Barker who oversees all of the game booths in the amusement park. He also runs his own booth, the Balloon Bust-'Em. He always has a pocketful (5-10) of the darts from his booth, and is damn accurate with them out to about 35 feet.

While he is not a deep initiate of the Order, he is a close associate of both Wyatt and Abigail. He is fanatical and very agile. He will fight until dead or unconscious. He believes that if slain while defending his faith and the Dark Ones that he will live again in endless glory.

Michael Ransom

STR 17	CON 14	SIZ 12	INT 14	POW 10
DEX 16	APP 15	SAN 0	EDU 14	Hit Pts 13

SKILLS: Accounting 38%, Psychology 88%, Spot Hidden 49%, Bargain 96%, Debate 83%, Fast Talk 100%, Oratory 100%, Jump 75%

WEAPON: Fist 74%, 1D3+1D6 damage

Thrown Dart 98%, 1D3+1D3 damage (can impale)

Nuncio Pirelli

This hulking brute (6' 4" and 270 lbs) is the strong man act for the carnival as well as the head roustabout. He is capable of bending horseshoes and twisting inch-thick iron bars out of whack, but is dense. Despite his slow-wittedness, he is a fervent follower of his twisted religion, and has taken part in the inner rituals, wherein human blood is drunk and human flesh consumed. He has been raised to the rank of First Level Master of the Great Dark and his pride in this is second only to his pride in his working name—The Mighty Hercules.

Nunzio Pirelli

STR 23	CON 17	SIZ 18	INT 8	POW 6	
DEX 10	APP 9	SAN 0	EDU 7	Hit Pts 18	
SKILLS: Cthulhu Mythos 39%, Listen 56%, Mechanical Repair 84%					
WEAPONS: Fist 71%, 1D3+2D6 damage Two by four 36%, 1D8+2D6					

Filmore Wagabaugh

This rheumy-eyed oldster is the carnival's resident clown. He is also overseer of the menagerie and its tenders. He wields a weird hypnotic power over his animal wards, and some observers say his thoughts are the animals' thoughts.

He is dangerous because of this control—it is so great that it seems at times as if he sees through the eyes of the beasts. There is some sort of link between Wagabaugh's black beliefs and this power, as it has grown greatly since his conversion, but this link is a mystery even to Wyatt. Statistics for those animals effective in combat are given below. These creatures have no fear of humans (having been around them for years), and all have killed before.

Filmore Wagabaugh

STR 7	CON 9	SIZ 12	INT 13	POW 16	
DEX 14	APP 5	SAN 0	EDU 11	Hit Pts 10	
SKILLS: Cthulhu Mythos 19%, Psychology 55%, Pick Pocket 82%, Dodge 65%, Jump 87%, Throw 67%					
WEAPONS: Fist 67%, 1D3 damage					

Sultana, the black panther

STR 18	CON 12	SIZ 14	POW 9	DEX 19	
Hit Points 13		Armor—1 point fur			
SKILLS: Hide 85%, Sneak 97%, Track 46%					
WEAPONS: Bite 30%, 1D8+1D6 damage Claw 45%, 1D6+1D6 damage Rip 80%, 2D6+1D6 damage					

NOTE: Sultana can attack three times in each round; once with bite and twice with claws. If both claws hit in a round, Sultana will hang on and rip with his hind legs on the next round.

Silvertip, the wolf

STR 12	CON 12	SIZ 10	POW 14	DEX 14	
Hit Points 11		Armor—1 point fur			
SKILLS: Sneak 45%, Track 100%					
WEAPON: Bite 55%, 1D8 damage					

Slither, the king cobra

STR 3	CON 8	SIZ 2	POW 12	DEX 17	
Hit Points 5		Armor—none			
SKILLS: Hide 99%, Sneak 99%, Track 60%					
WEAPON: Bite 80%, 1D2 damage + POT 20 venom that acts vs. CON, beginning 1D6 minutes after being bitten.					

NOTES: Any attempt to hit Slither is done at half normal chances, due to his size and shape.

Bungo, the chimp

STR 19	CON 10	SIZ 12	INT 6	POW 10	
DEX 16		Hit Points 11	Armor—none		
SKILLS: Climb 100%					
WEAPONS: Bite 40%, 1D6 damage Paw 60%, 1D3+1D6 damage					

NOTES: Each round, Bungo can attack three times, using his bite and both paws.

Concho, the black bear (wrestled in Nuncio Pirelli's act)

STR 20	CON 16	SIZ 24	POW 7	DEX 9	
Hit Points 20		Armor—3 point fur			
SKILLS: Climb 60%, Track 40%					
WEAPONS: Bite 30%, 1D8+2D6 damage Claw 40%, 1D6+2D6 damage					

NOTES: can attack twice in a round, using either bite and claw or two claws.

Shoes, the alligator (billed as 16 feet long)

STR 25	CON 20	SIZ 28	POW 10	DEX 10	
Hit Points 24		Armor—5 point skin			
SKILLS: Swim 90%					
WEAPON: Bite 45%, 1D10+2D6 damage					

Red Eye, the cassowary (billed as "the killer bird")

STR 14	CON 10	SIZ 14	POW 5	DEX 16	
Hit Points 12		Armor—2 point feathers			
SKILLS: Spot Hidden 80%					
WEAPON: Kick 70%, 1D10+1D6 damage					

Rondo Moresby

This extremely grotesque individual is the head of the House of Freaks, and is himself billed as The Most Horrible Man in America. He is secretly a cannibal and a practicing ghoul who loves to dine on the fragments left after a sacrifice to his dread deities. He is of unknown age and origin and almost always has his double-bitted logger's axe near at hand. Only Wyatt knows for certain that Moresby used such an axe to slaughter his entire family many years ago (whom he ate).

Rondo Moresby

STR 20	CON 18	SIZ 16	INT 9	POW 9	
DEX 8	APP 1	SAN 0	EDU 5	Hit Pts 17	
SKILLS: Cthulhu Mythos 25%, Listen 57%					
WEAPONS: Axe 50%, 1D8+2+1D6 damage Fist 73%, 1D3+1D6 damage					

Esteban Garcia

This 50-ish individual runs the Shooting Gallery, dresses like a cowboy, and is a crack shot, capable of shooting the buttons off a man's coat on a good day. The Shooting Gallery has some 30 .22 rifles and, hidden behind the counter, a Winchester lever-action .32-30 caliber.

Many years ago, Garcia rode in a well-known band of Mexican raiders and was himself noted for the rape and murder of five nuns in Ocho Rios, Mexico. The Mexican government still has a \$1,200 reward poster out on him.

under the name of Badwater Mike, which is why he is now here in Providence, under another name. He left Mexico in 1916. He always has a large and sharp Bowie knife sheathed at the small of his back, under his Levi jacket.

Esteban Garcia

STR 13	CON 15	SIZ 13	INT 13	POW 10
DEX 15	APP 10	SAN 0	EDU 6	Hit Pts 14

SKILLS: Cthulhu Mythos 14%, Listen 62%, Spot Hidden 77%, Track 66%, Camouflage 80%, Climb 87%, Ride 90%

WEAPONS: .22 rifle 95%, 1D6+2 damage

.32 rifle 95%, 2D6 damage

Bowie Knife 60%, 1D4+2+1D6

The Lesser Carnival Characters

All of the following people are true believers in the Great Dark, and are totally lost to their noisome religion. They will not usually be encountered by the investigators unless the investigators are so rash as to make a direct raid upon the amusement area itself. The keeper may use them as local color and cannon fodder as he desires. Complete statistics have not been provided for these characters. However, their hit points and normal weapon skills are listed. Other skills can be created by the keeper at need, or extrapolated from the character descriptions (for example, it is likely that Emmanuelle Vasconcellos has an extremely good Ride skill and probably is good at Jump and Dodge as well).

Emmanuelle Vasconcellos: Darkly beautiful and promiscuous, this 30-year-old horse trainer and trick rider is a general all-around performer at the arcade. She is also Anthony Bowen's lover.

Hit Points 10 DEX 16

Claw 60%, 1D3

Bite 20%, 1D4

Anthony Bowen: Runs the Slop Chute (restaurant) out on the long pier, and is head cook. He is handy with a meat cleaver and butcher knife. He is the lover of Emmanuelle Vasconcellos and is insanely jealous—and she gives him lots of opportunities to be jealous. His dark religion has harshened his lust for vengeance to the point of true madness.

Hit Points 13 DEX 12

Cleaver 75%, 1D4+4

Butcher Knife 80%, 1D6

Frank "Punkie" Garber: Chief dishwasher and gofer at Bowen's restaurant. He likes to fistfight and keeps a prized pair of brass knuckles in his filthy pants pockets.

Hit Points 9 DEX 11

Punch 57%, 1D3+2 (with brass knuckles)

Royce "Sourpuss" Brunner: A boyish and engaging individual who doesn't look half of his 30 years of age. He runs the carousel and can cheerfully cut the heart out of anyone he's ordered to with the 6" blade folding knife he carries. But whatever he is doing, he never stops smiling.

Hit Points 10

Folding Knife 50%, 1D6

Norris Long: Runs the bingo parlor during the day and the dance pavilion during the night. He fancies himself a ladies man and is always dressed "to the nines." He carries a five-shot .22 caliber pistol. This pistol is so small and sleek that he can carry it on his skin-tight clothes with no sign of it showing.

Hit Points 13 DEX 15

.22 Pistol 40%, 1D6

Old Billy Jumpner: The "swamper" that cleans the animal cages, feeds them, and so forth. When not doing that, he wanders about the carnival grounds with a burlap bag and his seven-foot spike-tipped staff, picking up assorted debris and trash. The spike is 8" long and needle sharp, and Billy (he's 50) does a lot of fantasizing about sticking it into people in various painful places. His religion, to which he is attached with dog-like devotion, has given him several chances to do just that without fear of retribution.

Hit Points 11 DEX 6

"Spear" 47%, 1D6+1

Ermaline "Big Erma" Grodt: Head waitress at the pier's restaurant. She is in her late 50s, grossly overweight, and infamous for her raspy, off-key, continual singing. She lives with 30-odd cats in her room.

Hit Points 15 DEX 4

Claw 70%, 1D3+1D6

Kick 34%, 1D6+1D6

George Suggs: Runs the Polar Bear Cold Drink stand (lemonade, etc.—for an extra fee and a tip from a friend, a fellow can get real black-market beer here, too). He is middle-aged, heavily tattooed, and a former sailor, who is also a practitioner of yoga. He always carries a pearl-handled straight razor taped to his left forearm under his shirt and knows how to use it.

Hit Points 16 DEX 14

Straight Razor 71%, 1D6+1D6

Benjamin "Old Ben" Parmeter: The ticket taker at the main gate, and the only alcoholic of the whole crew running the arcade. He is garrulous, and may say too much, or drop the wrong word to the investigators. If his co-religionists find out this, of course, he will shortly join the missing persons roster via any one of several painful methods. Nevertheless, he believes himself loyal and faithful and would gladly die for the Great Dark (though even he cringes at the thought of dying in the manner decreed for society traitors).

Hit Points 9 DEX 7

Fist 70%, 1D3

Porticia "Moon Buns" Montebello: One of the three hootchy-cootchy dancers in the Red Hot Harem Dance Show. She runs the Penny Toss booth during the day. She is in her late thirties, buxom, and not unattractive. Her long red hair and wide violet eyes are her best features. She is Royce Brunner's (the man who runs the carousel) erstwhile girlfriend. Her weapon is a nine-inch-long steel needle with a large mock-pearl on one end which she wears in her tightly-done-up hair.

Hit Points 9 DEX 13

Needle 38%, 1D4 (can impale)

Angus McWhirter: The 60-year-old accountant for the entire arcade, he also runs the Tunnel of Terror. He is a tall (6' 5") cadaverous man with thick white hair, pince-nez, and a constantly severe, somewhat disciplinary air. He was formerly a deacon in a Scottish Calvinist church and always keeps his Bible under his arm or close at hand. He believes that the dark and horrific faith he now follows is all set forth in the Bible and that it is the one true way to God's salvation. He disapproves of Emmanuelle Vasconcello's and Jonathon Boom's immoral goings-on, and believes that upon the second coming of the Great Ones they will be swept aside with the unbeliever as dross. The other carnival members disagree, of course, but Wyatt humors and encourages him. Angus is completely nuts, of course.

Hit Points 12 DEX 9

Fist 70%, 1D3

Note: If Angus McWhirter is fighting someone that he can see is likely to disrupt the Greater Dark society, he will go into a berserk frenzy. While in this state, his hit points increase to 36 and the damage done when he strikes someone with his fist increases to 2D6. When the frenzy ends, any damage he has taken remains, and if this reduces his normal 12 hit points to 0 or less, he will die.

Reuben Ramirez: Goes under the stage name of "The Great Navarro" and is a knife thrower, juggler, and slack wire artist. He professes to be a Spanish count and affects a monocle, silver wolf's-headed cane, and clothing appropriate to his "station." He always keeps between three and eight throwing knives hidden about his person. He has a deadly aim with them and is also quite adept with the slim rapier hidden in his cane. This gentleman is one of the three most dangerous men in the carnival.

Hit Points 14 DEX 18

Throwing Knife 95%, 1D4+1D3 (can impale)

Rapier attack/parry 86%/90%, 1D6+1+1D6

Carl Denim: An ex-vaudevillian, and the announcer for the weekend Star Studded Show at the Parisien Theater. He is also four of the dance and comedy acts for the theater. This middle-aged specimen carries a single-shot .36 caliber cap and ball derringer.

Hit Points 15 DEX 10

Derringer 30%, 1D8+2

Fist 61%, 1D3

Sonny "Crazy Legs" Poacher: A 35-year-old Cajun Negro from New Orleans and the main act for Carl Denim's Star Studded Show. He tap dances, plays banjo and fiddle, sings, and does just about anything required. He is highly intelligent and multi-talented, but nonetheless one of the most ardent members of the Great Dark. He is proficient at the martial arts, using the French Savate techniques. Due to his martial arts proficiency, his kick does 2D6 damage plus his damage bonus instead of the usual 1D6 base.

Hit Points 16 DEX 17

Kick 80%, 2D6+1D6

Eugene "Hedge" Ptomplkin: A Russian immigrant in his twenties and a recent convert to the society of the Great Dark. Only two years ago, while working as a roun-

bout and handyman, was he converted. Since that time he has become a true believer and refers to his deity as the Earth Mother of Us All. He is a general laborer and carries his 12-lb sledge hammer most of the time. He is often anxious to "use it in blood" as he says.

Hit Points 17 DEX 11

Sledge 40%, 3D6+1D6 damage

Velma "Amazon" Pryiewski: With Porticia Montebello and Abigail Forman, she completes the trio of Red Hot Harem Dance Show dancers. She runs the Ring Toss concession during the day. She is very pretty, in her mid-twenties, a natural blonde, and a very recent convert to the Great Dark, accepted six months ago in typically gruesome initiation rites. She is the sometime lover of both Abigail Forman and Norris Long. She also frequently has liaisons with both male and female visitors to the carnival (two of which became sacrifices to her god). She is lithe, very strong (especially her legs), and a blood-thirsty fanatic. All of which is hidden behind her facade of sultry sexiness and promiscuous abandon.

Hit Points 8 DEX 16

Kick 35%, 1D6+1D6

Terrance Valdosky: Another roustabout, he also runs the Penny Toss concession at night. This middle-aged fellow always seems distracted and lost in his thoughts, and usually must be asked something at least twice before he seems to hear. He openly carries a wicked-looking Filipino bolo knife at his waist.

Hit Points 15 DEX 12

Bolo knife 60%, 1D8+1D6

Wong Fu Ji: Also known as the amazing India rubber man, he is a short extremely thin man with a body which can be contorted into all sorts of amazing positions. When heavily made up, dressed in thick showy robes, and wearing 5" inch risers in his shoes, he also performs as the Inscrutable Fu Man Jou (a magic act). He is excellent at sleight of hand (with a Pick Pocket of 98%) and if pressed can use a pair of Chinese shortswords with all the skill of a martial artist (which he is). He is proficient in some esoteric forms of Chinese boxing and is cruel and vicious. Another one of the three most dangerous carnival people. His martial art skill permits him to do double normal damage with Fist and Kick.

Hit Points 13 DEX 19

Short Sword attack/parry 85%/85%, 1D6+1 (can impale)

Fist 100%, 2D3

Kick 75%, 2D6

Note: Whatever weapons he uses, he can strike twice a round—the first blow comes at DEX 19 and the second at DEX 9)

Farouk Shabazz: A fez-wearing, burly roustabout who hails from the Ottoman Empire (recently renamed Turkey). He openly carries a long curved dagger in a bejeweled scabbard at his side and can frequently be found running the Harem Show pitch in full Turkish costume. When doing the pitch, his accent mysteriously thickens.

Hit Points 16 DEX 11

Dagger 51%, 1D4+2+1D6

Fred Smith: Another general roustabout who works the carousel and bingo parlor as a relief man. He is non-descript with brown hair and eyes. He normally has a lead-weighted leather-covered "sap" in his back pocket. He is unusual because he has been groomed by Wilberforce Wyatt to serve as the fall guy in case any of the carnival's numerous killings are traced to the carnival itself. In such a case, Wyatt will lay a trail of clues leading to Smith, and Smith will begin to act suspiciously. Smith will then write a suicide note and go out in a burst of frenzy in Providence, killing as many people as he can before gunned down by the police. Fred looks forward to his destiny.

Hit Points 13 DEX 9

Sap 60%, 1D4+1D6 (Match twice the damage done by the sap vs. the victim's CON. If the victim's CON is overcome, he is knocked unconscious.)

Paul "Red" Fritz: Another roustabout who runs any of the simpler arcade concessions as needed. He is well-put-together, 35, fairly good-looking, and slightly mentally retarded. He always wears a red shirt and bandana and usually also carries a yard-long crowbar with him.

Hit Points 11 DEX 8

Crowbar 37%, 1D8+1D6

"Flyboy" Pehr: An ex-flyer from the Great War who runs the park's steam powerplant. Usually in greasy coveralls and with a huge (8 lb) monkey wrench. He is quite intelligent and very observant. He would be the first to suspect something amiss or to notice strangers hanging around and acting strangely (such as the investigators).

Hit Points 14 DEX 13

Monkey Wrench 25%, 2D6+1D6

Peter Sanderson: A little old octogenarian who runs the carnival's print shop where advertising flyers and posters are done up. He also helps to keep the power plant operational and has a double-barreled shotgun propped up against his office wall.

Hit Points 10 DEX 10

.12 gauge shotgun 45%, 4D6

"Fatima" Flores: The Fat Lady for the House of Freaks. She is 48 years old, weighs over 500 lbs, and is ugly as sin. She is also an avid cannibal, and attributes her grotesque weight to the soups and stews of dubious nature always kept simmering in her quarters.

Hit Points 21 DEX 4

WEAPONS: Fist 50%, 1D3+2D6

Kick 30%, 1D6+2D6

Stomp (vs. knocked down foes only) 75%, 4D6

Co-Co the Dog Boy: A hirsute and deformed congenital idiot about 30 years old. His hands and feet are deformed and his jaw elongated. Severe spinal curvature makes him more comfortable on all fours than standing erect. He has a lung condition and continually snuffles and whines. He is the pet and lover of Fatima the Fat Lady. For her, Co-Co would kill. Some of the members of the carnival believe him to be a living example of the Old One's might.

Hit Points 9 DEX 8

WEAPONS: Bite 47%, 1D6

Thomas "Black Tom" MacGinty: A middle-aged roustabout and refugee from the troubles in Ireland. He was a member of the Easter Uprising a few years back, and is now a wanted man under British law. He owns a .401 caliber Winchester semi-automatic rifle (which jams on any roll of 96-00), a .45 Smith and Wesson revolver, and a crate of dynamite. He is also an accomplished street brawler and bully boy who has found purpose and meaning in the carnival's security force and sinister religion.

Hit Points 12 DEX 12

Rifle 50%, 2D6+3

.45 revolver 40%, 1D10+2

Thrown Dynamite 60%, varies with sticks thrown

Christopher "Shakey" Lodge: The second son of a rich and powerful Boston family who ran away from home at 16 to escape his responsibilities and join the circus. He was initiated into the Great Dark two years later while working as a roustabout. He has a slight limp and a pronounced palsy of his hands, from a nervous disease which will kill him within a few years (unbeknownst to him). On most evenings he can be found taking tickets for the magic show. He carries an ice pick in his coat pocket.

Hit Points 9 DEX 12

Ice Pick 40%, 1D4 (can impale)

Rudolph Ryor: The lighting manager for the amusement park, who sees to thousands of different lighting problems and keeps track of the number and variety of lights all over the park. He always wears denim coveralls, with an electrician's toolbox and a cigar stub jutting from his mouth.

Hit Points 11 DEX 14

Wrench 50%, 1D6

Joshua Peterson: A tow-headed man in his mid-twenties who wears wire-rimmed spectacles and always has a pencil attached behind his left ear and a clip board and paper in his right hand. His job title is Assistant Manager, but he fills in wherever necessary (his favorite job is taking over the Tunnel of Terror). He is certifiably and homicidally insane. At 17 he murdered his parents with a claw hammer and chopped his little sister into pieces with a hatchet. He still has that same hatchet under his pillow.

Hit Points 10 DEX 13

Hatchet 30%, 1D6+1

Hammer 48%, 1D8

Anthony "Sparrow" Gubatosi: The pitchman for most of the rides and shows in the amusement area. He moves from one area to another all day long (and for much of the night) pitching various attractions for a few minutes. He goes from booth to booth and ride to ride with a non-stop stream of patter and come-ons that is highly effective. Still, he has a sort of sinister air about him—most women don't like having him stand too close. Perhaps it is the aura of crime about him—he is an ex-boxer with a record of 16-2-1 who retired after killing one man in the ring and maiming another to the point that he had to give up the sport.

Hit Points 15 DEX 14

WEAPONS: Fist 80%, 2D3+1D6

Note: Gubatosi's boxing training permits him to do twice normal base damage with his fists as well as hit twice a round; once at DEX 14 and the second time at DEX 7.

Kilmer "Whitey" Letterman: A former botany student at New York University. His former interests have degenerated into a maniacal fascination with fungi of all types. He is never seen during daylight hours, as he remains in the caverns beneath the amusement area. At night he works in the House of Freaks where he is billed as the Astounding Mushroom Man. He has an extremely pallid complexion (he never gets any sun), sparse blonde hair (which he bleaches to a dead white), and small bloodshot blue eyes. In the show he is seemingly covered with hundreds of mushrooms and toadstools seemingly growing from his body. Actually, it is a body suit of flesh-colored mesh which has the fungi growing from it, donned for the show. He has a secret desire to become a fungus himself and is gratified that his worship of the Great Dark promises to make that desire come true.

Hit Points 12 DEX 10

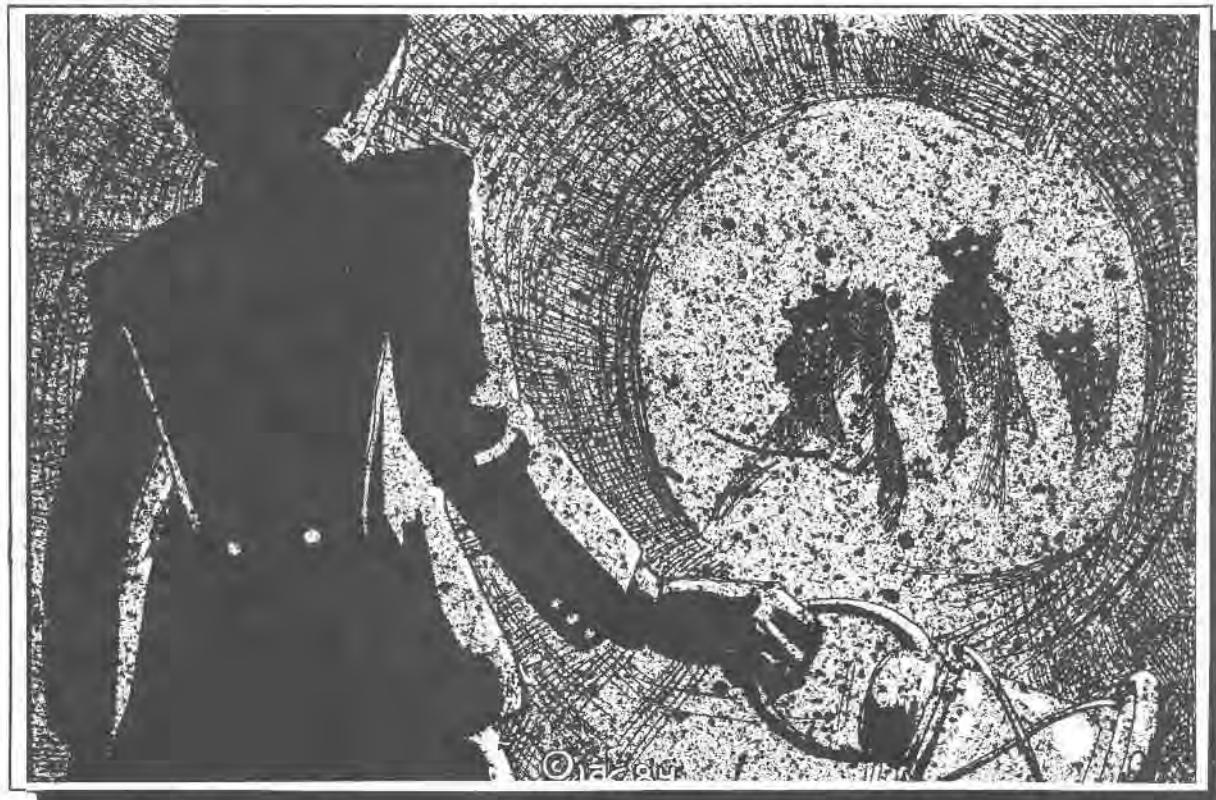
WEAPONS: Fist 56%, 1D3

Notes on the Carnival People

The previously-described 39 individuals include the heart of the society of the Great Dark in New England, and include all the North Star Amusement Arcade and Pleasure Pier's permanent employees. During the summer months and on special holiday weekends locals and drifters are hired according to need, usually numbering about another 100 or so people. These part-timers man most of the booths and rides, do scut work, and so forth. Most of them never tumble to the fact that anything is wrong with the permanent workers at all, and those that do either vanish or are seduced into the service of the Great Dark.

The keeper has been given many characters to play with but may add others as he desires. Of course, every single member of the carnival that the adventurers talk with needn't be baddies. But then again, they might! The carnival folk always strive to maintain a facade of normalcy. Only occasionally does this false front slip to show the charnel truths behind.

During summer evenings, especially during the weekend, there are many townsfolk at the amusement pier having a good time. The carnival could not have lasted as long as it has and been able to perform all the evil it has without being darn good entertainment and fun. Remember this when describing happenings there.



THE CAVERNS OF THE BURROWERS

The dank and fungus-infested cavities beneath the North Star Amusement Arcade and Pleasure Pier are merely the tip of the eastern reach of a vast network of passages. This particular batch of tunnels, vaulted chambers, and rocky passageways extend 12 miles north to Buck Hill, 25 miles south to Tower Hill on the Atlantic coast, and over 50 miles south to the Natchaug River in Connecticut.

There may be connections to other, even more distant, areas.

At points, these reach as deep as a mile and a half beneath the surface. Typically, the passages are wide and high enough to accommodate a man walking upright. However, in many places the passages are too restricted for even a child to wriggle through; while other spots could bury an entire city.

Most of these underground areas are as dark as the pits of outer darkness, but a few spots are infested with luminescent fungi, glowing eerie-red. These fungi are not needed by the Burrowers, who have no eyes, but are cultivated and nurtured by their human and semi-human worshippers. The Burrowers are most often found near by the underground tarns and streams that seem to be just about everywhere in this stygian labyrinth.

Area A: Stone stairs lead up to a two-inch-thick iron door with two key holes/locks and a hidden switch, all of which must be simultaneously operated to open up the way into the Bavarian Root Beer Hall's hidden keg entry.

At the foot of these stairs is an "ambush wall" behind which sit two ghouls, ready to slaughter unauthorized people coming down the steps.

Ghoul One

STR 18 CON 15 SIZ 13 INT 10 POW 13
DEX 12 Hit Points 14

WEAPONS: Bite 30%, 1D6+1D6
Claws 40%, 1D6+1D6

NOTES: A ghoul can attack with two claws and one bite each round. After a successful bite attack, the ghoul will hang on with its teeth, and continue to automatically hit its victim with bite. Guns do only half normal damage to ghouls. Seeing a ghoul costs 1D6 SAN unless a SAN roll succeeds, in which case no SAN is lost.

Ghoul Two

STR 15 CON 12 SIZ 12 INT 4 POW 13
DEX 12 Hit Points 12

WEAPONS: Bite 30%, 1D6+1D6
Claws 40%, 1D6+1D6

NOTES: A ghoul can attack with two claws and one bite each round. After a successful bite attack, the ghoul will hang on with its teeth, and continue to automatically hit its victim with bite. Guns do only half normal damage to ghouls. Seeing a ghoul costs 1D6 SAN unless a SAN roll succeeds, in which case no SAN is lost.

Area B: Tightly-twisting iron stairs spiral upward to the secret entrance to Wyatt's House.

Area C: Stone stairs curve up and around, leading to the trap door in the Ice House's floor.

Area D: A long, smoothly-rounded shaft rises into the main sewer conduit/outlet under the public rest rooms (Building 50). The constant outgushing of waste matter has coated the shaft and surrounding cavern areas in a thick, slimy coat of fungus, mold, and maggots. The whole mess stinks of ammonia and sewage, and glows a pale blood-red hue.

Area E: Behind an inch-thick iron door (which cannot be opened from the cavern side) is a series of switch-back ramps with mirrored walls that lead upwards into the House of Mirrors via a trick pivoting wall, operated by a secret electrical switch from inside the House.

Area F: This is where selected tunnel cars from the Tunnel of Terror are shunted to and end up, with their hapless occupants. A long switch-back series of tracked ramps

leads back upward into the Tunnel—provided you can get back through the wide double iron-backed doors, an inch thick, that close the way immediately after the victim's small car stops.

Area G: A winding stone stairway leads upward to the hidden wall panel/doorway into the Fun House.

Area H: A rotted and wormy wooden ladder leads straight upwards into a fake grave in the burying ground. A large brass lever here is used to manually pump open the grave's covering hatch. It takes about a minute and a half to either open or close the grave's trick hatch.

Area I: Stone stairs lead upwards into an above-ground crypt of black basalt in the Swan Point Cemetery. The floor of the crypt can be pushed upward on hinges to open the way into the crypt. The iron doors to the crypt leading outside are locked, with a keyhole on both sides.

Area J: This large and deep (150 feet!) pool of black scum-topped luke-warm slime is called the Moon Pool, because it is here that rites of the Society of the Great Dark are carried out. From this pool the great avatar of the cult, the terrible Shudde M'ell, appears on rare occasions. There is a low altar of malachite (kept wiped clean of blood) at the south end of the pool at the spot marked "X". At that location are also low basalt benches and a five-foot tripodal bronze brazier. There is always a small fire in the brazier. Three zombies are always left in attendance here.

Zombie One

Hit Points 14 DEX 3
Grapple 15%, holds tightly
Bite 100%, 1D4 damage

NOTE: The zombie can only bite a victim it has grappled.

Zombie Two

Hit Points 16 DEX 5
Grapple 25%, holds tightly
Bite 100%, 1D4 damage

NOTE: The zombie can only bite a victim it has grappled.

Zombie Three (armed with meat-cleaver)

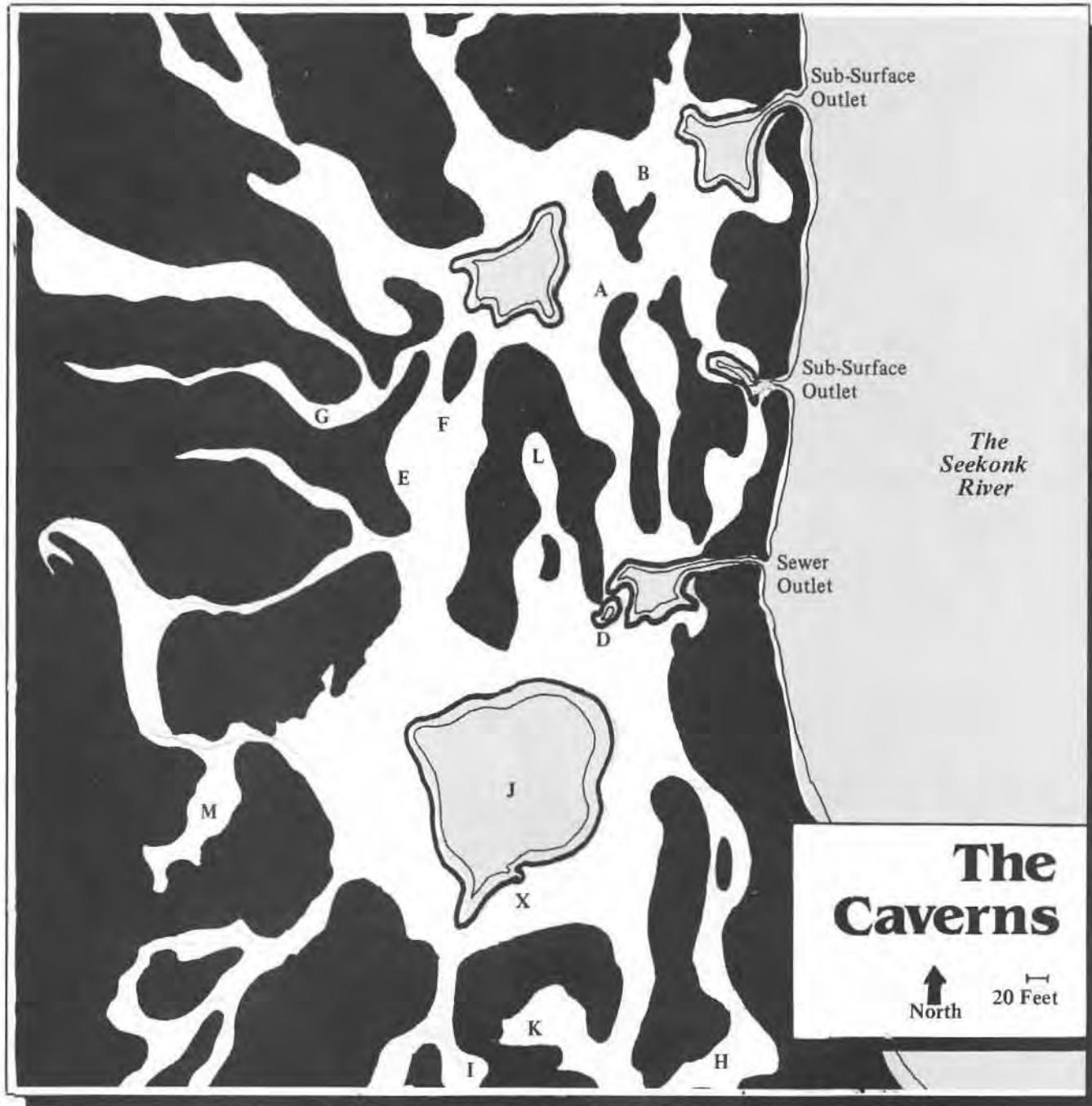
Hit Points 12 DEX 9
Meat Cleaver 45%, 1D4+4+1D6 damage
Meat Cleaver Parry 25%

Area K: This lair is where the foul servants of the cult dwell. Five to ten ghouls are always here. Any zombies wandering in here are promptly eaten.

NOTES: For all ghouls each round, the ghoul gets two claw attacks and one bite attack, unless stated otherwise. If the bite attack strikes home, the ghoul will hang on and continue to bite his target, automatically hitting on subsequent rounds. Guns do half damage to ghouls. Anyone seeing a ghoul loses 1D6 SAN unless a SAN roll succeeds.

Ghoul One

Hit Points 13 DEX 15
Bite 50%, 1D6+1D6
Claw 30%, 1D6+1D6

**Ghoul Two (armed with axe)**

Hit Points 12 DEX 13

Bite 40%, 1D6

Wood Axe 60%, 1D8+2

Wood Axe Parry 50%

NOTE: This ghoul swings once with the axe and bites once each round.

Ghoul Three

Hit Points 15 DEX 16

Bite 30%, 1D6+1D6

Claw 30%, 1D6+1D6

Ghoul Four (old and experienced)

Hit Points 10 DEX 14

Bite 90%, 1D6+1D6

Claw 80%, 1D6+1D6

Ghoul Five (gigantic)

Hit Points 22 DEX 8

Bite 25%, 1D6+2D6

Claw 30%, 1D6+2D6

NOTE: SAN loss for this ghoul is 1D8 instead of 1D6.

Ghoul Six (carries pistol)

Hit Points 13 DEX 13

Bite 20%, 1D6+1D6

Claw 20%, 1D6+1D6

.38 Pistol 56%, 1D8+2

Ghoul Seven

Hit Points 14 DEX 17

Bite 50%, 1D6

Claw 50%, 1D6

Ghoul Eight (also gigantic)

Hit Points 19 DEX 15

Bite 40%, 1D6+2D6

Claw 30%, 1D6+2D6

NOTE: SAN loss for this ghoul is 1D8 instead of 1D6.

Ghoul Nine (armed with old cavalry sabre)

Hit Points 16 DEX 18

Bite 50%, 1D6+1D6

Sabre 60%, 1D8+1+1D6

NOTE: Attacks twice per round, once with bite and once with the sabre.

Ghoul Ten (dwarf)

Hit Points 8 DEX 9

Bite 30%, 1D6-1D6

Claw 30%, 1D6-1D6

Area L: This chthonian lair is the entry to a whole lower level of passages inhabited solely by the Burrowers—also known as chthonians. A full-grown Burrower waits just below the edge of the hole leading down, as the primary guardian to the caverns.

Chthonian Guard

Hit Points 50 Armor 5 points DEX 5

Tentacle 80%, 2D6

Crush 80%, 5D6

NOTE: Each round the chthonian can attack with 1D8 tentacles. If a tentacle hits, it will remain attached and begin to drain a point of STR each round. If the chthonian wishes, it may attempt to crush instead of attacking with its tentacles.

The chthonian will regenerate from damage at the rate of 5 points per round.

If those fighting this monster decide to turn and flee, the chthonian will use its telepathic might to keep them from running. If the chthonian overcomes the POW of the humans (it has a POW of 18, itself), then they cannot move further away from the chthonian and are forced, willy-nilly, to fight. The chthonian makes a single die roll. If the 1D100 roll is sufficient to have overcome a character, that character cannot flee. If it is not, that character can run off.

Area M: This is the holding area for the sacrifices and prisoners of the dark cult. A 10-foot-cubical cage of slimy iron bars is here. Freddie Pendergast and Lucy Pringle are both imprisoned here. They are insane, and will start to scream if they are taken from the cage (so far, every time they have been taken from the cage, it has been to gratify some sadistic lust or another on the part of their captors). Physically, they are more-or-less unharmed, though Lucy Pringle has some scars on her torso that will last to her dying day, and Freddie no longer has any fingers on his left hand.

Notes on the Caverns and Their Inhabitants

All of the horrors from the caverns are fully described in the Call of Cthulhu rulesbook with the exception of Zombies, which are covered in the sourcebook. A fiendish keeper might introduce the grotesque and awesome Flying Polyps into the deeper subterranean areas.

The cavern system is vast and deliberately not mapped save for the minute section beneath the carnival and the burying-ground. The keeper can fill in whatever he wishes beyond the boundaries of the provided map. What may lurk in those benighted tunnels? No one can be sure, but it is certain that monstrous Things besides even the terrible chthonians and flying polyps dig secret tubes through the earth's vitals.

THE ZOMBIES: These rotting and gruesome slaves of the dark cult are not free-willed, and can only act under the commands of human cult members. However, they will defend themselves if attacked, and will shamblingly follow whatever human they encounter, all the while giving forth with horrid grunts and mumblings (they are simply asking for instructions!). Seeing one of these horrible things costs 1D8 SAN, with a 1 point loss even if a SAN roll succeeds.

It is possible, even probable, that one of the zombies might be someone that they have recently met and who is now lost to the Society of the Great Dark's power—it could even be a former investigator. This will, of course, add to any SAN loss that such a zombie would cost.

THE GHOULS: These dread denizens of the underworld were here before the Society of the Great Dark came, and will probably still be here after the Society has left. They stick to the upper reaches of the caverns, and sometimes participate in the Society's rituals. The Society has managed to tame them to the point that they no longer wantonly devour the Society's zombies or lone cult members. Thus, they may not attack outsiders they see in the tunnels, unless they see evidence that such outsiders are not members of the Society. If said outsiders were to attack any of the caverns' inhabitants, or go insane, or wander aimlessly for long periods of time, this would constitute sufficient evidence for the watching ghouls to attack.

THE BURROWERS: These creatures, the chthonians of Shudde M'ell, occasionally enter the upper reaches of the caverns, and frequent the lower reaches. They will ignore most humans met here. However, it is possible that a chthonian may emit a telepathic message to a human it is near to. If this happens, the chthonian will immediately become aware of the fact that this particular human is not a member of the Society for the Great Dark, and is likely to attack or summon aid.

The Secret of Castronegro

Weird disappearances, bestial cattle mutilations, and depraved demoniacal rites are baffling New Mexican Authoritites. Will the Investigators solve the puzzle?

Introduction

Castronegro is a quiet little New Mexican town, about 40 miles north of Silver City, near Black Mountain. To the naked eye, it appears to be a sleepy little place, filled with toughened ranchers and sheepherders, a place which hasn't changed much in decades. However, beneath the veneer, Castronegro is a pool of foul evil. It is a place of strange happenings, and the nearest townships complain of constant disappearances and odd summer ceremonies upon certain foothills. Perhaps someday a brave and intrepid investigator will learn the secret of Castronegro and rid it of its horror. Until then, the sleepy little town will sit and putrefy in the desert sun.

Castronegro is an adventure designed for 3 to 5 moderately experienced *Call of Cthulhu* adventurers. It should be allowed to unfold slowly, each clue leading to another, until finally Castronegro is either saved or damned forever. As with all scenarios, the keeper is strongly advised to read the adventure carefully before attempting to run it.

Keeper's Information

Castronegro is the home of a 300-year-old wizard of foul sorcery, named Bernardo de Diaz. In 1680, he left Spain with his family and another corrupt family, the Vilheila-Pereiras, and came to the Spanish colonies in the New World. As a wealthy Spanish Don he began the community of Agua Blanca, which came to be known later as Castronegro.

The de Diaz' and Vilheila-Pereiras suffered from a strange hereditary devolution — the result of inbreeding, cannibal nutrition, and blackest sorcery. The family has developed a large number of inhuman features, the most noticeable being: long teeth (especially the canines); lank, elongate limbs; hunched posture; vividly green eyes; high cheekbones; and raven-black hair. These characteristics were present before their voyage to the New World, but became far more prominent later. However, most of them can still pass easily for normal humans.

In 1728, when the Inquisition was still active, some suspected witches fled to Castronegro to escape persecution. The most notable of these were Gabriella de Herrera and Alonso Garcia, two wizards of some renown. Other

families came to Castronegro later, most of them with no connection to the supernatural. The Indians were pacified and came to live in the town, tended by the Spanish padres who had finally arrived. The de Diaz' and Vilheila-Pereiras were gradually forced to conceal their practices. The most deformed victims of the family "curse" came to dwell in the labyrinth beneath the Casa de Diaz, Bernardo de Diaz' private mansion. The normal townsfolk and simple Indians learned, too, that it was disastrous to take too close notice of an odd-looking de Diaz, or strange lights on the mountains at night. Even the padres were soon bullied into submission and warned to concern themselves solely with spiritual matters. An equilibrium was reached.

With the United States' conquest of New Mexico, the de Diaz family became simply Diaz. At present, Castronegro is a town of about 600 inhabitants, counting the nearby ranches and small Apache homesteads. Approximately 30% of the town's residents are Diaz' or Vilheila-Pereiras. The rest are just ordinary New Mexico townspeople, though many are of Spanish or Indian descent.

WEIRD DISAPPEARANCES BAFFLE SHERIFF

The police of southwest New Mexico have been mystified by a string of evidently unrelated missing person cases.

On September 28, Joaquin Vilheila-Pereira, a native of the small town Castronegro, was discovered to have left his room at the Armitage Hotel in Silver City, leaving all his possessions behind. The authorities suspect foul play, but have no suspects or clues.

This would not be so surprising were it not for two previous disappearances. On September 16th, Dr. William Godfrey, a noted Professor of Psychology at the University of New Mexico at Albuquerque, was reported missing while traveling from Silver City to Las Cruces. On the 18th, a traveler from Boston, a Mr. David Lane, was found missing from his rented room in downtown Silver City. Both of these disappearances are also unaccounted for, though the police suspect that there is some connection between them.

When investigators come to Castronegro, things may become a little deadly. However, they may succeed in unearthing the various lesser secrets of Castronegro and finally discover Bernardo de Diaz' hidden past. Their ultimate goal in this adventure is to destroy Bernardo Diaz and escape from the town.

The Disappearances Near Silver City

The adventure begins October 1, (the year is up to the keeper). One of the investigators will notice two odd Associated Press articles in the local paper.

To interest the investigators further in this little conundrum, the keeper may have one of them (preferably a professor) acquainted with Dr. Godfrey. There is enough interesting mystery here to attract almost any red-blooded investigator. If necessary, the keeper may have one of the investigators hired by David Lane's family to find him.

At this point, the investigators have their work cut out for them, and they should be allowed to do research and look for clues for a time. Pertinent clues are listed below under one of five separate headings: Dr. William Godfrey, David Lane, Joaquin Vilheila-Pereira, the town of Castro negro, and the cattle butcherings. The investigators will need to go to New Mexico to perform the investigation. Each investigator may investigate no more than one clue per day — possibly much less if he must make a long trip cross-country or on the road.

Dr. William Godfrey

At Dr. Godfrey's home in Albuquerque, investigators will learn that he failed to return for two days before his landlady called the police. The landlady, a Mrs. Baines, describes Dr. Godfrey as an energetic man in his early fifties. He was balding, had a slight pot belly, and wore gold-rimmed spectacles.

DEAD CATTLE PUZZLE CONTINUES

In the most recent chapter of the continuing mystery of the New Mexican cattle killings, rancher Charles Dexter lost 92 cattle between the 8th and 19th of September here on his ranch by the isolated town of Flourine. This has been the largest single loss ever attributed to the unseen "Cattle Butchers."

The cattle were found scattered across Mr. Dexter's ranch, all with the tongues bodily torn out and frequently other signs of violence.

Mr. Dexter has been so affected by this grim occurrence that he has sold his ranch and moved to Europe. Before leaving, he stated, "I have a mighty good notion as to who's been slaughtering my herd. I am not a cowardly man, but I have no desire at all to mess with them. I am leaving this place for good." Mr. Dexter went on to say that his move had been planned for some months, but the recent catastrophe spurred him to move immediately.

For the last two years, occasional mysterious cattle mutilations have been occurring on the local ranches, but generally no more than one or two cows have been killed in a month. This newest occurrence seems to signal a possible upsurge in this strange chapter in the American Southwest.

If one of the investigators makes a successful appropriate Communication skill roll (the exact one needed is up to the keeper), the landlady will permit the party to explore the investigator's house. There are several items of interest in his study, possibly requiring a successful Spot Hidden to find: a coat with a train ticket for Silver City, New Mexico in the pocket; a loaded .38 revolver in the desk drawer; a copy of the book *Nameless Cults* (Golden Goblin Press edition), found hidden behind several other books on the small bookshelf beside the desk. Any character finding this item who takes the time to examine it will notice a price tag on the book's back which reads "The Tomb/\$100." There are no further items of interest at Dr. Godfrey's house.

Talking to Dr. Godfrey's colleagues at the University will reveal the fact that Dr. Godfrey was generally considered somewhat of an occult investigator, as well as a psychology teacher, and several references will be made to his study of superstitious beliefs among the Apaches and old Spanish inhabitants.

The police station is happy to let the investigators know anything they want to know about Dr. Godfrey's disappearance. They would much rather work on more important cases, such as burglaries, shootings, and car theft. All the following information is at the police station, and will check out as correct if the investigators bother to look it up. Dr. Godfrey traveled to Silver City three times during the two months before his disappearance, each time with a fortnight layover. The last time he stopped over at a friend's house the night before he left, and his friends saw him to the station in the morning, confirming his departure. However, he did not arrive in Albuquerque that night. His landlady called the police two days later.

Investigators who snoop around a bit more may be able to find the conductor who was on duty for the Silver City route (this should not be easy, and should require at least one Luck roll on the part of the investigators, as well as any other activities or die rolls desired by the keeper). If properly persuaded (this should involve at least \$10 worth of encouragement), he will recall the professor. He describes Dr. Godfrey as a fat old man with spectacles. He remembers that the professor asked him about the bus route from Silver City to the tiny burg of Castronegro. The last time he saw the professor, that he can remember, was on September 14th. He was in the company of two strange fellows, evidently cowhands or country folk of some sort. He guesses that the strangers were brothers or at least relatives, since they had a definite family resemblance. He would have thought that they might have had Indian blood, with their black hair and high cheekbones, if it wasn't for their strikingly green eyes. He seems to recall that Dr. Godfrey appeared dazed or possibly drunk on that occasion.

David Lane

At David Lane's room on Hyde Street, investigators will learn that Lane was evidently kidnaped on September 18th. All his traveling possessions were left behind. The landlady describes Lane as a rather vague young man with blond hair and blue eyes.

If one of the investigators can charm the landlady with an appropriate Communication skill (the keeper should

decide), she will allow the party to see Lane's room. Most items of interest have been confiscated by the police as part of their investigation, but they missed a piece of evidence. The investigators can find this with a successful Idea roll combined with a successful Spot Hidden (both rolls must be made by the same investigator). It is an opened envelope, hidden as a bookmark in a popular novel on Lane's night-table. It is addressed to David Lane at his Hyde Street address. The return address is to Father Alonso Vilheila-Pereira, Castronegro Chapel, Castronegro. The letter itself is nowhere to be found.

At the Silver City sheriff's office, investigators can learn that the police believe foul play was involved. With a successful Debate roll, the investigator can discover that the police found tracks in the dust outside Lane's window after his disappearance. One pair of prints were shoes of the same size as Lane's; another pair were thick boots with a cross imprint on the heels; a third and final pair of prints were large bare footprints. Neighbors of Lane reported seeing two strange characters loitering on Hyde street all day on September 17th. Both had dark hair, bad teeth, sallow complexions, and were dressed in ill-fitting coarse clothing. One wore a pair of heavy leather boots. The police station can also give the investigators Lane's Boston address.

At Lane's Boston residence (or via mail) Lane's parents can be interviewed. A successful Debate or Oratory roll is needed to get them to open up or even let the investigators inside (or answer letters sent to them).

The Lanes are well-off, and live in a modest townhouse near Beacon Hill. Their son had been staying in Albuquerque for some time, and planned to visit a small town called Castronegro to investigate some strange rumors he had gotten from local Apaches. In his letters, he was excited about something to do with "reverse evolution" and the occult. On the way, he planned to stay for a couple of weeks in Silver City, to see a friend of his named Adam Little. David had quite an interest in the scientific occult.

In Silver City, the investigators can visit with Adam Little if a member of the party makes a successful Debate or Oratory roll. Adam Little is a hunched old scholar and is wary of the investigators. He seems nervous. He will tell the investigators only that Lane's interest in the occult took him too far; his knowledge came to the attention of the wrong people.

Joaquin Vilheila-Pereira

At Joaquin Vilheila-Pereira's hotel room at the Armitage Hotel in Silver City, the investigators will find little of interest. All Vilheila-Pereira's belongings were taken by the police, to be searched and then delivered to his family in Castronegro. If the hotel owner is interviewed, he remembers Joaquin Vilheila-Pereira as a furtive young man with a pale complexion, bright green eyes, and black hair.

At the Silver City sheriff's office, the investigators can get more information with a successful Oratory or Law roll. They will be told that the deputies found nothing of any use among Joaquin's belongings, and that they had been picked up two days after his disappearance by his uncle, Philip Vilheila-Pereira, a tall man in his thirties, with green eyes and black hair.

Castronegro

At the newspaper archives of any important Silver City or Albuquerque press, any investigator making a successful Library Use roll will find several articles on the town of Castronegro, dating back over thirty years. All articles report the mysterious disappearance of infants from the Castronegro area. At first, these disappearances were attributed to the still-unpacified Apaches nearby, but gradually the vanishings were just left as a mystery. One other article tells the story of the disappearance of a Castronegro man visiting Albuquerque in 1892; a case similar to that of Joaquin Vilheila-Pereira. The other articles are dated 1890, 1898, 1902, and 1918. In the 1898 article a Castronegro man named Bernardo Diaz is named as a prime suspect, but there is no information as to whether he was ever arrested or not.

At the University of New Mexico library at Albuquerque, any investigator making a successful Library Use roll can find the following information on the history of Castronegro:

Castronegro History

Castronegro is a small New Mexican town, located about 40 miles north of Silver City, just five miles east of the northern Gila River. The nearest railroad station is in Silver City.

Castronegro was founded in 1680 by a wealthy Spanish nobleman named Bernardo de Diaz. He led his family and another family, the Vilheila-Pereiras, there from Spain. The town's original name was Agua Blanca, changed later to Castronegro early in the 18th century, for an unknown reason.

In 1728, during the Inquisition's suppression of Madrid Freemasonry, many Spanish refugees fled to Castronegro.

Castronegro is much as it was when first founded over 200 years ago. It has a population of about 600, and the town's only tie with the outside world is the weekly bus from Silver City, as phone lines have not yet been installed. It is a scenic example of Spanish America.

At the Silver City train station, investigators can learn that bus tickets to Castronegro cost 25 cents each. The bus leaves every Tuesday morning and takes two hours to reach Castronegro. The bus returns the next morning.

Cattle Mutilations

If the investigators try to look into the cattle mutilations, they will get little help. The Albuquerque police station has almost no information on the butcherings at all, and the police there will suggest that the investigators try the local sheriffs. The investigators can try the sheriffs for any county in southwestern New Mexico — they will get the same story everywhere. The sheriffs will not be happy at talking to the investigators, and will not let them see their files. If pressed severely (make a successful Law or Debate roll), they will give them the names of a few ranchers who have lost cattle.

Charles Dexter is now in Europe, and will not be coming back for at least a year. His ranch hands have all

been paid off, and have unanimously left New Mexico, leaving no forwarding addresses.

If the investigators take the trouble to interview any cattle ranchers of the area, almost all of them will admit to losing "a heifer or two." If the investigators attempt to probe deeper into the losses, the ranchers (and their hired help) will dry up. They have been quite spooked by the cow-killings, and have no idea what could have caused it. If they are directly asked about the town of Castronegro, the ranchers will appear bewildered — "It's not the greatest place in the world, but I don't think the cattle butchers are from there."

Arriving in Castronegro

When the bus arrives in Castronegro, the bus driver will give the investigators (his only passengers) a brief description of town. He will point out the Herrera Hotel (the only rent house in town); "The Changeling" private club (if an investigator looks to be an official, he will say no more, but if all appear to be men of the world, he will hint strongly that it is a speakeasy — which it is); and the Castronegro Chapel, the only church in town. If the investigators evince any sort of interest in the occult or the mystical, he will point out "The Tomb," a local book store; and the Castronegro Library, which is said to have a great deal of unChristian reading material stored within. Then he will point out Casa de Diaz, a large building built upon a foothill about $\frac{1}{2}$ mile northwest of town. It was built in the 18th century by the town's founder, and is still dwelt in by his direct descendant, Bernardo Diaz VI. The driver will say, with a nervous attempt at jocularity, that Bernardo is one of the main reasons travelers don't stay long in Castronegro — Bernardo runs the town, and doesn't care for strangers.

If the investigators come to Castronegro by automobile or some other means, the keeper should ensure that they somehow get the above description of the town. One possible way to accomplish this would be an overheard conversation in Silver City.

Investigators Draw Attention

Once the investigators begin to question various townspeople and pry into the affairs of the Diaz family they will draw attention from two sources. They will be visited by constable Fred Garcia who will warn them against causing trouble, and they will be the targets of periodic potshots from unknown assailants.

Constable Fred Garcia (a distant relative of fugitive Alonzo Garcia) detests having to deal with problems. The moment things begin to stir he will blame the trouble on the investigators. When the potshots begin he will ask them to clear out of town. If they insist on staying, he will search them for guns and under no circumstances will he let them keep any during their stay. He will want to search them and their rooms after every shooting. If any of the investigators are hit he will stop harrassing them and start an investigation.

Fred Garcia

**STR 16 CON 11 SIZ 13 INT 9 POW 11
DEX 15 APP 12 EDU 8 SAN 45 Hit Pts 12**

Skills: Law 65%, First Aid 45%, Listening 50%, Spot Hidden 30%, Fast Talk 45%, .45 Revolver 60%

If any of the locals is attacked or the Shephard barn is blown up he will try to arrest the investigators for the crime. If he needs additional help, he will send someone to fetch the Silver City sheriff.

There will be an average of one potshot per day at the investigators if they venture outside the hotel. It will always come from long range and will have 10% chance to hit. A hit will do 2D6+3 points of damage. There will be no trace of the assailant when the investigators search.

The services of doctor Carlos Vilheila-Pereira are available to anyone who needs medical attention.

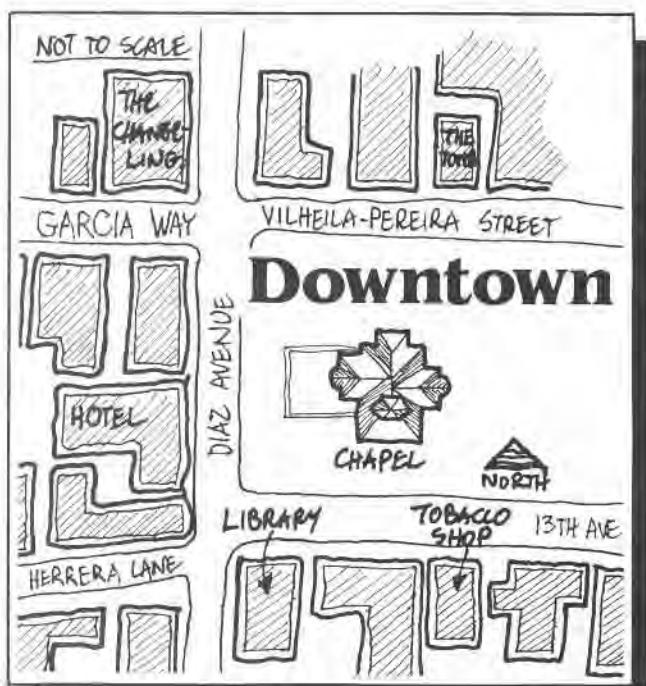
The Investigation

For the keeper's convenience, Castronegro has been split into ten main sections, listed in the general order in which most parties will investigate them. Each location brings the investigators a little closer to the final secret, and should build suspense a little more.

The Herrera Hotel

The Herrera Hotel is the only place to stay in Castronegro. It costs \$2.00 per night for a single room, meals included. It is an old adobe building, at least a hundred years old, with two stories. The first story contains a crude lounge, a dining room, the desk area, a kitchen, and the proprietor's rooms. The second story is taken up by a dozen rooms: 2 for the employees (a maid and a cook); 2 taken by Apache farmers in town to sell their produce; 1 taken by James Whitlock, the handyman and town drunk; and 7 empty guest rooms. Each room contains a bed, a small sitting area (with a table and two chairs), a bathroom (with a tub); and a window with a view.

The owner is named Juan Herrera (a descendant of Gabriella de Herrera, the witch who fled to Castronegro in 1728). He is a tall, blond man in his early thirties. Herrera is honest, but knows enough about what's going on to stay quiet. He will give investigators directions around, giving the locations of the Vilheila-Pereira Tobac-





co Shop; "The Changeling," a not-so-private club that can be joined for the membership fee of \$5.00, that (if the investigators look like suitable persons) serves liquor occasionally; the Castronegro Library; and the Castronegro Chapel. If the investigators express an interest in the occult, he will mention the excellent local shop, "The Tomb," and remark about what a gem it is, especially located in this little town.

Juan Herrera knows nothing about Dr. Godfrey or David Lane, and if asked about Joaquin Vilheila-Pereira, he can only direct the investigators to Joaquin's uncle's shop, the tobacco store (location 3). Juan Herrera speaks poor Spanish and excellent English, and is abrupt and nervous in manner. His statistics follow:

Juan Herrera

STR 13	CON 14	SIZ 14	INT 14	POW 12
DEX 12	APP 10	EDU 11	SAN 50	Hit Pts 14

Skills: Accounting 30%, History 20%, Listen 60%, Spot Hidden 35%, Bargain 40%, Club 35%

Once the investigators get deeper into the scenario, they may have strange experiences at the hotel. Once they have investigated several other locations, they will be noticed by Bernardo Diaz, who will create sendings against them. Each night, a chosen investigator will lose 1 SAN from his awful dreams the night before. He will not be able to remember these nightmares until and unless he makes an INTx1 roll on 1D100. If he does, he will remember seeing strange hairy, half-human things with glowing green eyes

dancing obscenely around a strange stone obelisk (identical to the obelisk at location 7). If the investigators persist, each night they will hear strange scratchings and tearings at their doors, and pallid, hideous faces will suddenly appear at their windows at night. These faces will only be visible out of the corner of the eye, and when investigated further, will vanish. If the investigators try to spot whatever is causing the scratching noises, they will likewise fail. On the night after the scratchings have first been heard, an investigator will be kidnaped from his room. No noise will be heard, and he will simply have vanished into thin air, all his belongings being left behind. If all the investigators have locked their doors, then this will not occur, but the scratchings will continue. If the investigators did not lock their door, permitting the kidnaping, then the scratchings will stop for a few days after the crime. If the remaining investigators continue their prying, the scratching will start again. If inquiries are made, no one else in the hotel will admit to noticing anything abnormal.

The Tomb

"The Tomb" is a bizarre little occult shop cluttered with strange artifacts. In the window alongside a statue of a Balinese temple guardian-demon is a sign which states, in Gothic hand-lettering: "The Tomb: Proprietor Filipo Diaz." No one is to be seen when the investigators enter. Filipo Diaz will creep in while they are busy looking at something and startle them. In the shop are many things of interest. It should probably surprise the investigators that an occult shop, traditionally to be found only in the

largest cities, can survive at all in such a small town. It is also rather peculiar that there is little Native American art or cult figurines here, considering the New Mexican location of the store. Amidst the numerous items, mainly books, there are six objects or sets of objects of particular interest – a Spot Hidden roll should be made for each separate object.

1) A collection of six weird little pagan statuettes. Each is around 6 inches tall and made of a smooth greenish stone. Any investigator making a successful Archaeology or Occult roll will recognize them as probably of ancient Oriental origin. Any character making a Cthulhu Mythos roll will recognize the format and stone as that sometimes associated with the legendary Plateau of Leng, a prehistoric spot where the creatures of legend were supposed to mingle freely with mankind. The statuettes are priced at \$50 each.

2) A wax cell recording. This is a small metal cylinder covered with a thin wax layer, of the sort used in the late 19th and early 20th century to record sound. It can only be played back on a cylinder phonograph (which have gone out of vogue by the 1920s, though some examples could doubtless be found with some diligent search). There are no such phonographs in this shop. If the investigators purchase the recording and play it back, they will find that the cylinder is a recording of a strange chanting produced by some thrumming voice, manifestly not human. All listening lose 1D3 SAN the first time this is heard. The recording is priced at \$100. A suitable playback device could be found in Albuquerque for \$20.

3) An odd statuette of a rat-like being standing on its hind legs. It is around a foot tall and made of a baked red clay. The statuette is extremely detailed and well-made. The rat-thing's face is eerily human and looking at it for the first time costs 1 SAN unless a SAN roll succeeds. Any character making a successful Cthulhu Mythos roll will seem to recall references to such a being as some minor race. The rat statuette is priced at \$25.

4) A little silver chalice. It is around six inches tall and hammered into strange, convoluted designs. It is priced at \$100.

5) An ancient untitled Latin volume. It is a guide to cannibalism, complete with horrendously graphic illustrations. Anyone reading through it will automatically lose 1D6 SAN. Just browsing through the pictures will cost 1D3 SAN. The untitled book is priced at \$80.

6) A book of poetry entitled *The Dark Angel's Kiss*. It is filled with hints and allusions to the Cthulhu mythos, but is not too specific. Reading it costs 1D3 SAN and gives the character +1% Cthulhu Mythos. The book of poetry is priced at \$20.

The Tomb's proprietor, Filipo Diaz is a tall, gaunt, old man with green eyes and gray hair. He has an annoyingly amused and mocking smile. He will sell any item in the shop to the investigators, but makes it clear that it is at their own risk. If asked about his business or clientele, he will state only that he does much mail-order business.

Filipo Diaz

STR 7	CON 6	SIZ 16	INT 16	POW 14
DEX 12	APP 10	EDU 14	SAN 0	Hit Pts 10

Skills: Read Latin 70%, Read Arabic 60%, Cthulhu

Mythos 20%, History 70%, Library Use 60%, Occult 60%, Oratory 60%

Spell: Dread Curse of Azathoth

Although Filipo Diaz sells minor items to various occultists to keep himself in business, his true purpose is to supply Bernardo Diaz with the items and artifacts he requires. Filipo receives these things from contacts (both Diaz' and Vilheila-Pereiras) all over the world.

Vilheila-Pereira Tobacco Shop

Vilheila-Pereira Tobacco Shop is a small store run by Philip Vilheila-Pereira, the uncle of Joaquin Vilheila-Pereira. Upon seeing it, the first thing the investigators will probably notice is a cluster of five small pagan statuettes from Leng, identical to those in The Tomb occult store. Inside is nothing else out of the ordinary.

Philip Vilheila-Pereira is a tall man in his thirties with black hair and green eyes. If asked about his nephew Joaquin he will say that the youngster was a disgrace to his family, and deserved whatever he got for running away. He will then turn away, muttering something under his breath. If an investigator can make a successful Listen roll, he can hear that what Philip is muttering is something to the effect that his nephew wasn't even good enough to be interred in the family vault – implying that he believes Joaquin to be dead. Philip was Joaquin's ward, as his parents died when he was young. If the investigators continue to press him for details, he will suggest that they either purchase some of his goods and leave or else just leave.

Philip Vilheila-Pereira

STR 12	CON 11	SIZ 15	INT 14	POW 13
DEX 12	APP 12	EDU 13	SAN 15	Hit Pts 13

Skills: Accounting 50%, Cthulhu Mythos 10%, Bargain 30%

The Changeling

The Changeling is the local tavern. It is constructed of old adobe and looks nearly 150 years old. It has one story, containing the bar, 12 tables, a back room, and a cellar used to keep drinks cold in the New Mexican heat. It is officially a "private club," but anyone can get in by tendering \$5 at the door. Regulars can get in for free. It is a local meeting place and is often filled with normal townsfolk, as well as with the occasional Vilheila-Pereira or Diaz. Though it is still the prohibition era, The Changeling purveys its wares quite openly. The government inspectors have all been bought off or scared away.

The Changeling's owner is Gilberto Diaz, a tall man with black hair, a rather Indian cast to his face, and bright green eyes. He is hospitable, but will be rather distant towards the investigators. He will not speak to them about anything pertaining to any disappearances or cattle killings. If rudely pressed, he will simply turn his back and begin polishing some glasses.

Gilberto Diaz

STR 14	CON 12	SIZ 16	INT 13	POW 12
DEX 12	APP 8	EDU 8	SAN 20	Hit Pts 13

Skills: Chemistry 10%, Cthulhu Mythos 10%, Listen 70%, Debate 30%, Brew Beer 90%

Also in the tavern is a character by the name of James Whitlock, the town drunk. He is short and lumpy with unkempt brown hair and a wild unshaven face. He is 40 years old, but looks like he is in his late 50's. He drinks heavily because of what he has seen and begun participating in before his natural horror rose and forced him to stop. With a few drinks and a successful Debate or Oratory roll, he will drone on for a few minutes, giving useful information to the investigators.

He claims to know that the disappearances in Silver City and thereabouts were "sackerfices by th' old guys ferm Castronegro. Tharz still lights and dancin' in th' hills. If yuh go up tharz way on th' wrung nights, yuh can hear awful yellin' and screamin'. And th' screamin' ain't jest kids havin' fun. I seen 'em. And I seen whut comz with 'em — *and whut comz with 'em out to Shephard's Barn*. I knew yuh don't b'lieve me. Yuh don't care. Yuh don't know nuthin'. You climb up them foothills 'n th' Shephard Barn and see what yuh think then! Take a gander at the old Diaz vault. Then yuh'll know it ain't jest the drink talkin' in me!"

James Whitlock

STR 8	CON 6	SIZ 13	INT 12	POW 12
DEX 8	APP 8	EDU 10	SAN 20	Hit Pts 10

Skills: Cthulhu Mythos 5%, Spot Hidden 40%, Track 50%, Hide 60%

The Castronegro Library

The Castronegro library is one of the few wooden buildings in town. It is fairly modern, and was built no more than 20 years ago as a result of funds from a grant from Andrew Carnegie. It is looked after by a strange old librarian named Efraim Diaz. On the ground floor is the desk, an index, six reading rooms, and some bookshelves. The second floor is devoted entirely to books.

Within the library, the following pieces of information may be found. Each tidbit requires a separate successful Library Use attempt.

1) A history of Castronegro identical to that in the University library in Albuquerque.

2) A history of the Castronegro area from before the town was settled. Much is conjecture, and there are few real facts, but the chapter talks about a tribe of Indians, evidently unrelated to the nearby Apaches, Comanches, Zuni, and Navajo, which dwelt in the area until a few decades before the Spanish arrival. These Indians raised at least one stone monolith and the names of their gods were retained for hundreds of years by the neighboring tribes as a curse. These gods were called Niurab and Yohoso. Evidently the tribe was wiped out by the Navajo around 1650. The tribe left behind few relics, but a few of their stones can still be found in the rough hills around Castronegro.

3) A family lineage history of Castronegro. The most interesting parts here are the family trees of the de Diaz and Vilheila-Pereira families, which can be traced back to the original settlement in 1680. Although other families have arrived since, it is evident that the Diaz and Vilheila-Pereira population makes up about 30% of the town's inhabitants. With a successful Idea roll, an investigator will realize that there is something quite interest-

ing in Bernardo Diaz' line: approximately every 40 years, from 1730 on, a new Bernardo Diaz is listed as being born (e.g. Bernardo Diaz II was born in 1731, Bernardo III was born in 1769, Bernardo IV in 1812, Bernardo V in 1850, and the current Bernardo VI in 1891). About twenty years after each new Bernardo was born, his predecessor died. The current Bernardo Diaz would be a little over thirty years old. The former Bernardo died in 1910.

4) A listing of missing infants reported over the last 100 years in Castronegro and nearby towns. This rather gruesome list, complied from various sources, including much hearsay, states that at least 200 infants are reported as disappearing. This does not take into account any unreported children, as from Indian families.

5) A report on cattle deaths. Cattle killings started within the last six years and have continued at the rate of one or two cows per month for every large spread in southwest New Mexico — except for the unfortunate Charles Dexter.

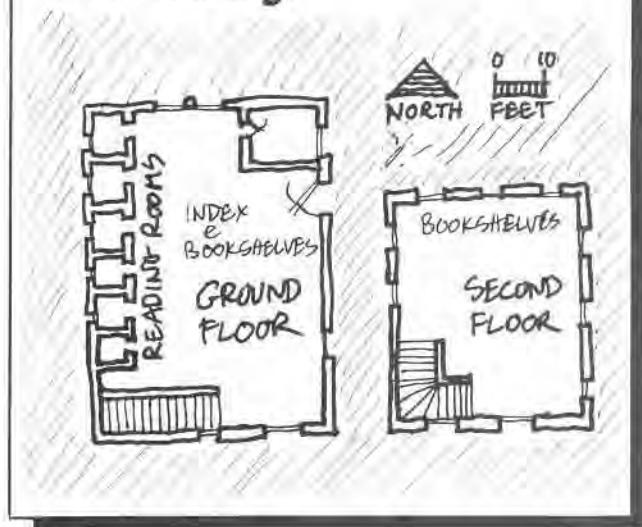
The librarian, Efraim Diaz, is a hunched old man with gray hair and green eyes. He is polite and helpful, but is plagued with an unpleasant musty body odor. If he is asked about disappearances in Silver City or any occult books in the library, he says he knows nothing about such matters. Any investigator making a successful Spot Hidden will notice that reading room 2 on the ground floor is stacked with old books. A successful Occult skill roll will identify many of these books, even from a distance, as well-known occult tomes. A sign on the door of that room says "Private," and Efraim will lock it up hastily if the investigators show undue interest, mumbling that those books are new arrivals, uncatalogued as yet.

Efraim Diaz

STR 8	CON 6	SIZ 13	INT 18	POW 16
DEX 12	APP 7	EDU 16	SAN 0	Hit Pts 10

Skills: Read Latin 90%, Read Arabic 80%, Read German

Castronegro Library



70%, Cthulhu Mythos 30%, Library Use 100%, Occult 80%, Debate 60%

Spell: Shrivelling

Should the investigators attempt to break into the library at night, the lock will be fairly easy to pick. It requires a successful Mechanical Repair roll to open. If Efraim locked the inside door to the private room, it will need to be picked as well or broken (it has a STR of 20).

In the mysterious private room are piles of old occult books, including the *Liber Iyonis*, *Prodigies in the New England Canaan*, and an untitled Latin guide to cannibalism (see The Tomb occult shop for details on this volume).

Castronegro Chapel

Castronegro Chapel is a large adobe building with a tall bell tower and stained glass windows. It looks for all the world like an old Spanish Roman Catholic church, but there is a certain unwholesome breath about it which causes most good Catholics in town to attend Mass 20 miles to the east, in Mogollon. It should strike the investigators as quite peculiar that in a town of 600 people there is only a single meeting house.

Inside, the chapel is eerie and silent. It seems that the locals do not frequent it much. In the entrance hall are open staircases leading to the bell tower. Just below the bells is a hexagonal room with strange slit-like windows. The atmosphere in this tower chamber seems thin, and any investigator making a Listen roll will fancy that he hears haunting whispers chanting strange litanies — though he cannot quite make out what they are saying, nor even if he is actually hearing anything at all. In the center of this tower chamber is a rather horrible statue carved from basalt. It depicts a distorted human figure wrapped partly in a shroud with a sickle in the left hand. The right hand points directly southwest (towards the Obelisk, location 7). Anyone seeing this statue for the first time must make a SAN roll or lose 1 SAN.

In the main section of the chapel, reading in the back, the investigators can find the priest, Father Alonso Vilheila-Pereira. He is a bent old man with white hair and green eyes. He is polite and soft-spoken, but seems always to be a little bit mocking, as if he does not take anything earthly, and especially not the investigators, seriously.

If he is asked about David Lane, he will reply that Mr. Lane asked for certain information about the Castronegro area, which he was glad to collect from the library and mail to him in Silver City. Father Alonso claims to know nothing of the Silver City disappearances nor the cattle killings.

If asked about the grisly statue in the steeple, he will admit that it is rather controversial, which is why it is in the steeple rather than in the main church. It is a work of art brought to Castronegro in the 17th century by Bernardo de Diaz himself, the town's founder.

If asked why there are no Diaz' nor Vilheila-Pereiras in the cemetery, he will laugh and tell the investigators about the Diaz family vault (location 9) north of town.

If any character thinks to look and see what book the minister was reading when the party came in, he will see that it is not in Latin, Greek, or any other familiar language.

age. A successful Occult roll will identify it as a medieval occult cipher. Father Alonso will confess his interest in the occult — "purely intellectual, I assure you."

Alonso Vilheila-Pereira

STR 6	CON 8	SIZ 11	INT 18	POW 16
DEX 12	APP 10	EDU 16	SAN 0	Hit Pts 10

Skills: Read Latin 90%, Read German 90%, Cthulhu Mythos 30%, Library Use 60%, Occult 60%, Oratory 80%

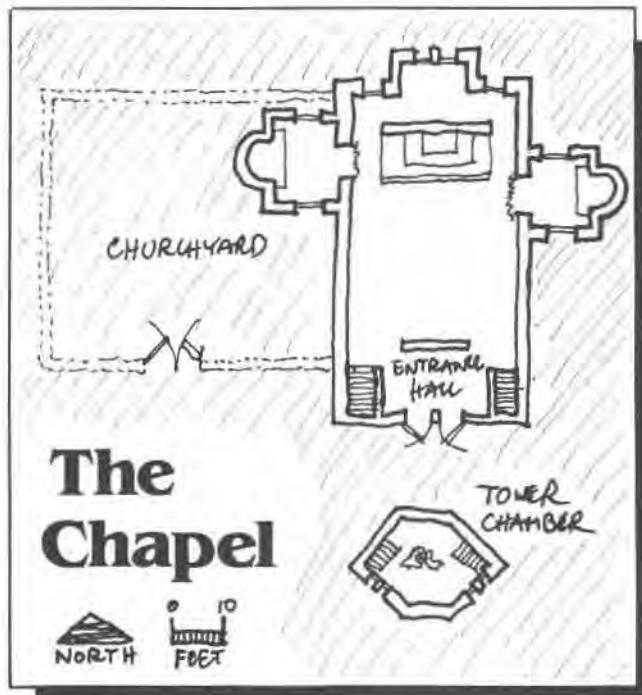
Spells: Call Yog-Sothoth, Shrivelling

The Obelisk

In the hills outside of town, on a path almost exactly southwest of Castronegro Chapel, is a prehistoric stone obelisk, used by Bernardo Diaz and his degenerate family as a spot for foul worship and bloody sacrifice.

The ancient monolith is in a clearing, well hidden in the woods. Investigators following the bell tower statue's direction (described in location 6 — Castronegro Chapel) may have little difficulty in finding it. Otherwise, the party will have to scour the woods. A successful Track roll will find the obelisk. An attempt may be made once each hour. Bernardo Diaz and his cronies have set traps through the woods to discourage intruders. Each hour, all party members must attempt a Luck roll. If a character fails it, he steps into a bear trap, which does 1D8 damage to him, and renders him incapable of walking further. If more than one character fails his Luck roll in a given hour, only one investigator will be trapped anyway — choose the victim randomly from among those that have failed the roll.

At the clearing, the obelisk stands about 10 feet high, and is crudely carved all over. Anyone making a successful Botany or $\frac{1}{2}$ a Know roll will notice that all the foliage within 20 feet of the stone seems slightly diseased. Any investigator making both a successful Listen and Idea roll will note that there seems to be no sign of wildlife



near the monolith – no birds can be heard singing, and no insects are buzzing.

The soil near the obelisk is quite sandy and loose. Any investigator pottering around may find one or more of the items listed below (each item requires a separate Spot Hidden success):

1) In a circle around the monolith are some strange tracks. Most are bare feet, some with quite long toenails, but one pair are boots with a cross imprint on the heels.

2) Hidden under the top layer of earth are three small pagan statuettes identical to those in The Tomb occult shop (see location 1).

3) Partially buried by the obelisk is a broken pocket watch with the initials "DL" engraved on the back.

4) Also buried near the obelisk is a pair of broken spectacles with gold rims.

5) On a branch of a nearby tree are some shreds of black velvet evidently torn from someone's clothing.

6) A rough trail leads from the clearing to the east. Anyone making a successful Track roll or a successful Spot Hidden combined with $\frac{1}{2}$ a successful Idea roll will be able to follow this trail to Shepard's Barn (location 8).

Shepard's Barn

Shepard's Barn is all that remains of a deserted farm a half mile south of Castronegro. The old gray half-ruined barn is used by Bernardo and his family and friends as a place to store their ceremonial garb, the bones of the infants they have sacrificed, and a small altar to their despicable deities.

Outside the barn are a few phenomena of interest. Again, any investigator making a successful Botany or $\frac{1}{2}$ Know roll will notice that the tall weeds in the field surrounding the barn are diseased, twisted, and unhealthy in a 20 foot radius all round the barn. Any investigator making a Spot Hidden roll successfully will notice prints of large bare feet with long toenail scratches and booted

feet with a cross imprint on the heel. Any character making a Listen roll will seem to hear distant flute music.

The barn doors are locked with a large padlock (STR 25). This lock is quite complex, and picking it requires half of a successful Mechanical Repair roll (or Lock Pick roll). If the investigators decide simply to force the lock, no more than two can exert their strength at once. A crowbar or other iron rod will be necessary for success.

Inside, the barn is empty except for a pile of crates in the east corner. The ground is covered with rotted straw and all the animal stalls have been removed. The crates themselves are empty, but hidden behind the pile are a number of interesting items. Anyone investigating behind the crates will find six neatly folded black velvet robes, two silver sickles, and three small pagan oriental statuettes, similar to those that have been cropping up all along.

These robes are, of course, those worn by the local devil-worshipers. The sickles are charmed, and act as enchanted weapons. Each does 1D6 damage, and has 6 hit points. The base chance to use a sickle is 15%. Any investigator making a successful Listen roll while in the barn will, again, notice distant flute music.

If the pile of crates is completely shoved aside, a trapdoor will be revealed. If it is lifted, a long dirt runway leading almost straight down is revealed. Investigators will then be able to distinctly hear the music from below.

If the investigators wish to climb down the runway, it will not be difficult. They will have to scoot down on elbows and seat, and may well get their suits irreparably ground in with dirt. As they slide to the bottom, they will enter a chamber containing a horrendous Thing. This Thing vaguely resembles a frog or snake with dozens of twisting tendrils. (Anyone making their Cthulhu Mythos roll will recognize it as a Servitor of the Outer Gods.)

The Thing at the foot of the runway

STR 14 CON 14 SIZ 14 INT 18 POW 18
DEX 16 Hit Points 14

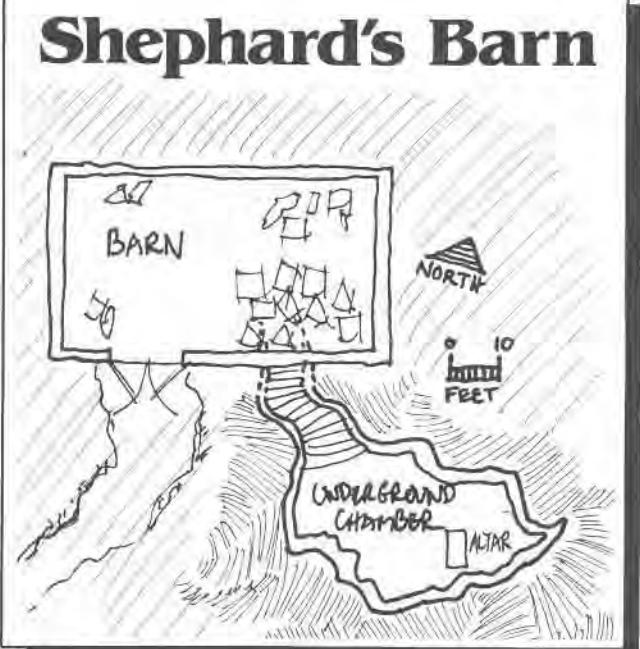
Tentacle: 35%, 2D6 damage

The Thing can only be struck by enchanted weapons. It regenerates 2 points of damage per round. Its complete statistics are included in the *Call of Cthulhu* rulesbook.

The investigators will get two free rounds to attack, panic, or cast magic while the Thing continues to play its strange flute-like pipes. At the end of the two rounds, the Thing's spell will take effect. This spell drains light around the Thing, effectively blinding the investigators. While blinded thusly, an investigator must make a successful Idea roll to be able to strike at all. If the Idea roll is successful, the investigator has half his normal chance to hit. If he misses with a fired bullet, the keeper is well within his rights to demand Luck rolls on the part of other investigators to keep from being struck by the wayward bullet.

If the investigators kill the Thing, they will gain 1D6 SAN each. If the investigators choose to flee, it will not follow far, taking only one round of free attacks at the investigators' backs.

The Thing will evaporate within 3 rounds after it has been slain, not showing up on normal photographs taken of the room. Its pipes will remain. Anyone who learns to play them (5% base chance) can try to cast the light-



draining spell cast by the Thing. Casting this spell requires a successful Play Pipes roll combined with the expenditure of one or more magic points. Each magic point spent will create a 1-yard-radius area of darkness around the flute-player. The flutes must be continually played during the spell. The Thing could thus maintain the spell and attack successfully, because of its multiple limbs, but even the Thing could not cast the spell and attack simultaneously. Humans using the pipes will, of course, be unable to perform any action except play the pipes while the spell is in effect. These pipes are enchanted in a different way as well — they add +20% to the chances of success in casting the spell Summon Servitor of the Outer Gods.

After the Thing has been dealt with, the investigators will notice a large crack in the east wall, filled with tiny human bones — this sight costs 1D3 SAN unless a SAN roll succeeds. Anyone going through the pile will find three moderately fresh adult skulls (those of Dr. Godfrey, David Lane, and Joaquin Vilheila-Pereira). Dental records in Albuquerque will confirm Dr. Godfrey's identity, and identical records in Boston will confirm Lane's.

There is also a low basalt altar by the east wall. Atop it is a small silver chalice molded in strange designs (this chalice is identical to that in The Tomb (location 2)).

Any investigator closely inspecting the chalice will see a thin film of dried blood at the bottom.

On the south wall are strange symbols carved into the rock and filled in with black dye. They are all Indian pictographs of prehistoric origin except for the word "YOG-SOTHOTH."

The night after the investigators have explored the barn, it will be destroyed. The Diaz family will cave in the basement room with a charge of dynamite and burn down the upper barn. The sound of the explosion will be quite audible anywhere in Castronegro, and the fire will be visible from the investigators' hotel windows.

The Diaz Family Vault

The Diaz family vault is the private burial place of the Diaz and Vilheila-Pereira families. It is about $\frac{1}{2}$ mile north of town, near the Casa de Diaz, and is clearly visible from a large hill just north of town.

The vault is manifest externally by a large marble door set into the side of a steep hill. A successful Botany or half a Know roll (or simply looking for the signs, if they have been seen before) will notice that the nearby foliage is discolored and fungus-ridden — definitely diseased. Any character making a successful Spot Hidden will see bootprints with a cross imprint on the heels, leading in the general direction of the Casa de Diaz.

The marble door to the vault is locked with a large padlock (STR 25 — no more than two investigators may try to burst it simultaneously, and they must have a crowbar or other metal lever to attempt it). A successful roll of $\frac{1}{2}$ a character's Mechanical Repair will open the lock.

Within the vault is a large chamber carved out of the hill. It contains 20 open sarcophagi, bearing the following inscriptions:

Fernando de Diaz 1594-1683
 Francisco de Diaz 1604-1696
 Reynardo de Diaz 1624-1710
 Filipo Vilheila-Pereira 1632-1724

Isabella de Diaz	1636-1725
Joma de Diaz	1645-1728
Enrico Vilheila-Pereira	1657-1744
Rosetta de Diaz	1671-1782
Carlos de Diaz	1685-1790
Tomas Vilheila-Pereira	1688-1791
Magdalena de Diaz	1700-1794
Frederico de Diaz	1724-1814
Eduardo Vilheila-Pereira	1737-1824
Randolfo de Diaz	1742-1837
Pablo Vilheila-Pereira	1748-1845
Mirabella Vilheila-Pereira	1756-1847
Fernando Vilheila-Pereira	1764-1860
Carlos Diaz	1777-1892
Kristofer Vilheila-Pereira	1789-1893
Bernardo de Diaz	1580-

The contents of the first 19 sarcophagi are nearly identical — each holds a ghastly mummified corpse, dried in the New Mexico aridity to the point of leathery hardness. Each mummy clutches a small pagan statuette to its breast. These statuettes are identical to those sold in The Tomb (location 2). Close inspection will reveal that all the mummies once had black hair. Seeing these mummies costs 1D3 SAN unless a successful SAN roll is made.

The sarcophagus evidently intended for Bernardo de Diaz is completely empty.

The Casa de Diaz

The Casa de Diaz is a black stone horror looming high on the tallest hill nearby, about a half mile north of Castronegro. When approached closely, it can be seen to be in quite bad disrepair, as if it had been abandoned for some years or even decades.

The grounds are guarded by four large black Doberman Pinschers:

Dog One

STR 14	CON 10	SIZ 8	POW 6	DEX 13
Hit Points 9	Move 11			
Bite 55%, 1D8 damage				

Dog Two

STR 15	CON 12	SIZ 8	POW 7	DEX 16
Hit Points 10	Move 11			
Bite 60%, 1D8 damage				

Dog Three

STR 14	CON 13	SIZ 8	POW 5	DEX 14
Hit Points 11	Move 11			
Bite 40%, 1D8 damage				

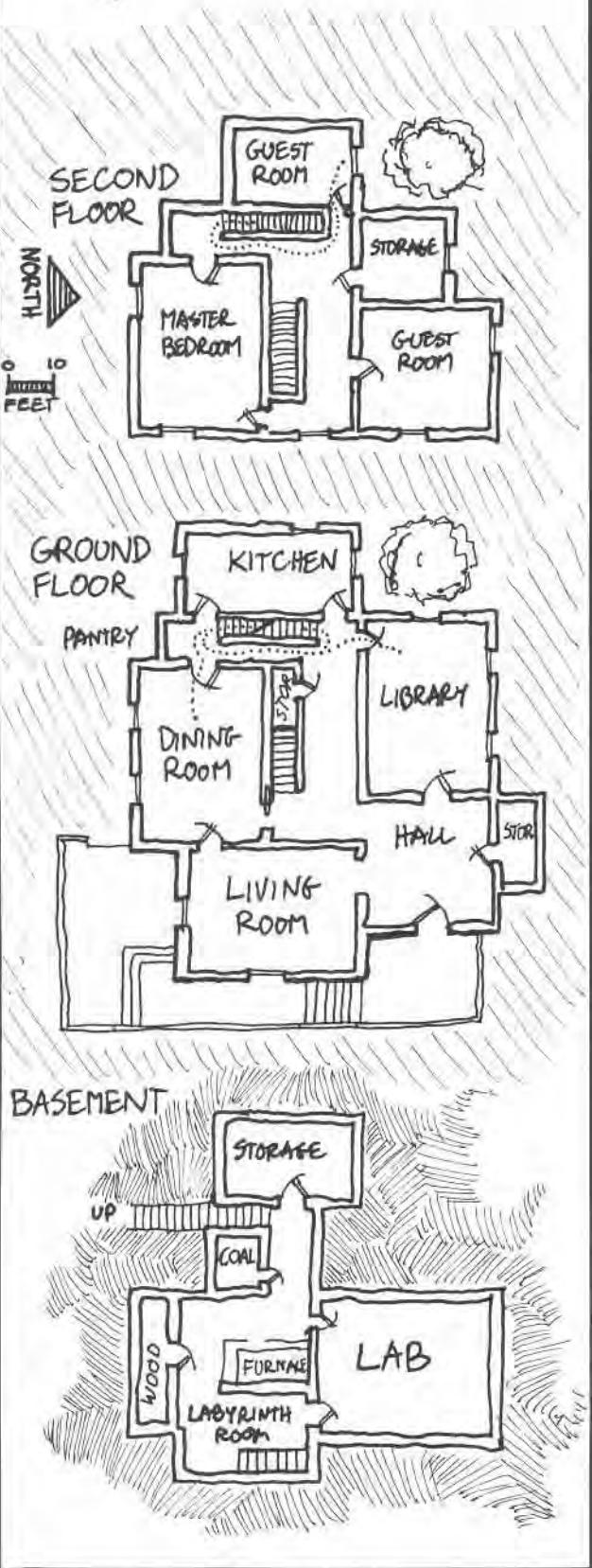
Dog Four

STR 13	CON 13	SIZ 8	POW 8	DEX 13
Hit Points 11	Move 11			
Bite 50%, 1D8 damage				

These dogs will attack together, and are not frightened by gunfire. They will bark savagely at anyone nearing the grounds, and if the intruders do not immediately leave, they will race to the attack. These Dobermans are evidently mixed breeds (to say the least), for they have particu-

Casa de Diaz

TRAIL TO BASEMENT



larly ugly muzzles, with a loathsome human look about their jowls and green eyes. If the investigators run away after initiating battle, the dogs will not follow, but will get one free attack each at the investigators' backs.

If the dogs are dealt with somehow, the investigators could work at getting inside. The main door is locked and is surprisingly sturdy (40 STR). All the ground floor windows are barred and locked shut (30 STR). Any investigator walking all the way around the house will see that an old pine tree near the back of the house stands quite near to one of the second-floor windows (which are not barred). By means of two successful Climb rolls, an investigator will be able to reach the window and either force it open (it has a STR of 10 – failure to force the window open means that the character must immediately succeed in a Climb roll or lose his balance and fall). Falling from the tree causes 1D6 damage. A single investigator could climb the tree, squeeze in the window, and then go down to the ground floor and open the front door for the rest.

Inside, the house looks nearly as abandoned as the outside. Most of the furniture is covered by sheets and everything is coated with dust. The house has two stories and a basement, all described in greater detail below.

The Ground Floor

The *Entrance Hall* is a long central passage connecting most of the ground floor rooms. It is carpeted with a ratty old rug, evidently of oriental origin. The walls are decorated with portraits of various prominent Diaz and Vilheila-Pereira family members. Any investigator who poked around in the family vault will recognize some of the names. Any investigator making a successful Track roll will notice distinct trails in the dust. One leads from the library to the pantry.

The *Storage Rooms* are filled with unused furniture and cobwebs. There is nothing interesting here.

The *Library* is a spacious room with wood panelled walls and an old rotting carpet. It is filled with bookshelves which are covered with ancient books. All these books are various black magic tomes and grimoires. There are over twenty Mythos-connected books here. Anyone reading one will gain 1% Cthulhu Mythos knowledge and lose 1D4 SAN. These books have a spell multiplier of x1, and each contains 1D3 spells. None are in English, and their precise language is up to the keeper. Many are Spanish or Latin, with several in Greek, but the majority are in mysterious occult tongues, including two or three different oriental tongues.

Anyone making a successful Spot Hidden will notice a rubbed trail in the carpet leading from the kitchen-side doorway to the pantry.

The *Living Room* is a large high-ceilinged room which was once well-furnished, but has gone to pot. On the north wall is a large portrait of Bernardo Diaz. On his shoulder in the portrait is a deformed rat or marmoset evidently whispering into his ear. Bernardo Diaz wears a large ruby ring on his left hand which, even when the lights are turned away from the portrait, seems to gleam or flash with a dim light of its own.

The *Kitchen* is completely deserted. The utensils and wood-burning stove are very primitive, dating from some time in the 18th century. The plates and mugs are manufactured of pewter.



The Dining Room is one of the few rooms that appears to have been recently used. The room is almost completely filled with a huge stone dining table, covered with an expensive silk tablecloth. Any investigator making a successful Track or Spot Hidden roll will notice a trail in the carpet leading from here to the pantry.

The Pantry is where the trails from the dining room, library, and stairway all come together and descend a small staircase to the basement. Several hundred smoked beef tongues give the room a pleasant aroma.

The Second Floor

The Upper Hall is similar to the entrance hall. It is carpeted with a deteriorating Persian rug and is decorated with more Diaz and Vilheila-Pereira portraits.

The Guest Rooms are furnished only with sheeted furniture and have probably not been used for decades. The only sign of life is a trail in the dust leading from the window of the first guest room to the rear stairwell.

The Storage Room on this floor is much like those on the ground floor, filled with unused furniture and spiders.

The Master Bedroom is evidently the sleeping place for Bernardo Diaz (though he does not sleep often). It contains a canopied bed, a dresser, and several sets of clothes. The clothes include threadbare and worn garments from the 17th and 18th centuries. Among them is a black velvet robe of the same style found at Shephard's Barn, at location 8.

The Basement

The basement is different from the rest of the house in that it is regularly used by Bernardo Diaz and his family.

The Storage Room is a fairly barren chamber at the base of the stairs. It contains some empty crates and more unused furniture. If there have been loud noises from upstairs, there will be a half-dozen degenerate Diaz and Vilheila-Pereira family members lurking here to ambush the investigators when they come down.

Diaz One

STR 14	CON 12	SIZ 12	INT 4	POW 12
DEX 12	Hit Points 12			
Claw 45%, 1D4+1D6 damage				

Diaz Two

STR 13	CON 12	SIZ 11	INT 5	POW 11
DEX 12	Hit Points 13			
Claw 45%, 1D4 damage				

Diaz Three

STR 12	CON 15	SIZ 12	INT 3	POW 10
DEX 13	Hit Points 14			
Claw 55%, 1D4 damage				

Diaz Four

STR 9	CON 12	SIZ 14	INT 3	POW 11
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DEX 8	Hit Points 13			
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Claw 40%, 1D4 damage.

Vilheila-Pereira One

STR 11	CON 16	SIZ 10	INT 9	POW 7
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DEX 9	Hit Points 13			
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Claw 70%, 1D4 damage, Shotgun 40%, 4D6 damage

Vilheila-Pereira Two

STR 10	CON 11	SIZ 16	INT 5	POW 14
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DEX 10	Hit Points 14			
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Claw 35%, 1D4+1D6 damage

The Coal and Wood Rooms are just what their names imply. They are filled with heaps of coal and stacks of pine-wood, respectively. The furnace itself is an antique left over from the mid-19th century. It can burn both coal and wood. By the furnace is an enormous heap of ashes.

The Lab is Bernardo Diaz' workroom. It is filled with occult paraphernalia. Also in this room will be Bernardo Diaz and Greedygut, his rat-like familiar. Seeing Greedygut in the flesh costs 1D4 SAN unless a successful SAN roll is made. Greedygut will not initially be visible, but will hide in the cluster of bottles on the table.

Bernardo Diaz

STR 14	CON 18	SIZ 16	INT 19	POW 24
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DEX 14	APP 18	EDU 52	SAN 0	Hit Pts 17
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Skills: Read English 100%, Read Latin 100%, Read Greek 100%, Read French 100%, Read German 60%, Read Spanish 100%, Chemistry 80%, Cthulhu Mythos 80%, History 100%, Occult 100%, Listen 75%, Spot Hidden 100%, Fast Talk 90%, Oratory 90%, Portrait Painting 90%

Spells: Summon/Bind Byakhee; Summon/Bind Fire-Vampire; Summon/Bind Hunting Horror; Summon/Bind Servitor of the Outer Gods; Contact Cthonian; Contact Flying Polyp; Contact Formless Spawn of Tsathoggua; Call Yog-Sothoth; Call Cthugha; Call Nyogtha; Contact Nyarlathotep; Contact Y'golonac; Contact Yig; Dread Curse of Azathoth; Powder of Ibn-Ghazi; Voorish Sign; Elder Sign; Enthrall Victim (see below)

Greedygut

STR 4	CON 10	SIZ 2	INT 18	POW 18
-------	--------	-------	--------	--------

DEX 18	Hit Points 6			
--------	--------------	--	--	--

Skills: Cthulhu Mythos 142%, Listen 70%, Spot Hidden 90%, Hide 80%, Move Quietly 100%, Climb 80%, Dodge 90%, Jump 90%

Spells: All known by Bernardo Diaz.

Bernardo Diaz is tall, with dark hair and green eyes. He is quite handsome, and looks to be around 30 years old. On his left hand is a large ruby ring — which has allowed him to live for over 300 years. If the ring is removed, Bernardo Diaz will instantly die and shrivel into a withered lich. If a character specifically attempts to cut off Bernardo's hand, he must use a cutting hand weapon to do so. He must state what he is trying, and roll half or less

of his normal chance to hit. If he hits, then the hand has been struck. It takes a total of 12 points of damage to cut off the hand with the ring. This may be added up over several combat rounds.

When the investigators first sight Bernardo Diaz, he will begin to calmly speak to them. Each round he speaks with them, he will attempt to cast his Enthrall Victim spell, which is a form of mesmerism. It costs him 2 magic points to cast this spell, and he must match his magic point total against the target's magic point total on the resistance table. Success will cause that investigator to stand, struck dumb and numbed, until brought out of his trance by direct physical damage or drastic action. Bernardo will continue to speak calmly and cast his Enthrall spell each combat round, until he is attacked by the investigators. If he is attacked, then Greedygut will climb out of hiding and begin to attack using the Enthrall spell as well. Greedygut will Dodge any attacks aimed vs. it, and Diaz will ignore wounds. Diaz is nearly immune to damage — any wound that does less than 17 points of damage to him will simply leave a gaping hole that will quickly seal up and stop bleeding — a process taking only a few seconds and costing those watching 1D6 SAN unless they can succeed in a SAN roll. If a wound does 17 or more points to him, then he will fall to the floor, briefly stunned, and will not be able to rise or cast spells for the next full combat round. However, after that time, he will be back to normal again. Bernardo's ring glows brightly when a wound seals up, then dims down again after the healing process is finished. A clever investigator may notice this and conclude that the ring has something to do with Bernardo's invulnerability. Basically, the only way to destroy Diaz is to cut off his hand. If Diaz and Greedygut manage to Enthrall all the investigators, then they will keep them prisoner for a few days, then sacrifice them.

If Bernardo is actually defeated, his ruby ring will remain behind. If an investigator is so hardy as to put on this ring, it will suddenly begin to glow while the investigator feels fire and ice running over his nerves and brain. At once, he will fall into a swoon, from which he will not wake up for several weeks. Once the ring is put on, it may not be taken off without severing the finger. Soon after the investigator wakes up (probably in a hospital bed), he will be visited by a foot-long grotesque toad-like figure which will introduce itself as Puddock, the investigator's new friend, companion, and familiar spirit, in a strangled voice. The investigator will immediately have to make a SAN roll or lose 1D8 SAN. 1 point is lost in any case. It has a Cthulhu Mythos knowledge of 50%, and may increase this knowledge normally. It has no SAN nor EDU. It has all the other skills of Greedygut at the same percentile levels. It knows no magic spells, but may learn those that the investigator knows at a diabolically quick rate — taking only a day to learn. Its internal knowledge of the occult and Mythos enables it to help the investigator learn spells quickly — whenever he is trying to learn a magic spell from a book with the help of Puddock, add +1 to the spell multiplier of that book. The investigator will quickly find that he cannot kill Puddock himself. Puddock knows his every thought and action almost before he does himself, and can easily dodge and avoid any clumsy attempts to kill it. Puddock will explain to the investigator that as long as he wears the ring, he will not age. The keeper will have to carefully play Puddock and attempt to have Pud-

dock become an important part in the investigator's life. It will attempt to eventually get the investigator to swear himself to the Other Side, and become a SAN-less slave of the Outer Gods and Great Old Ones, but there is no hurry. With all eternity to work in, it is certain that soon enough the investigator will lose all his SAN and be amenable to Paddock's urgings.

An inspection of Bernardo Diaz' boots will reveal the cross-shaped imprints in the heels.

The Labyrinth is entered through a massive door leading into a large chamber. A rough stairwell descends to the dark burrows and warrens beneath, inhabited by the degenerate imbecile members of the Diaz and Vilheila-Pereira families. An awful stench, reminiscent of the lion house at the zoo, is emitted up through the stairwell. The labyrinths beneath are dangerous, dark, and horrendous, and the best choice that could be made would be to fill in the stairway so that those below could not come up.

If investigators insist on going below, they will be met by 2D6 degenerate Diaz or Vilheila-Pereira family members each hour. At the keeper's discretion, the exploring party may even become lost. There are thousands of passages and tunnels and around 300 cannibal imbeciles living in this hell-hole.

The degenerate Diaz and Vilheila-Pereiras have normal human statistics, except that their INT is only 1D6. Each has a claw attack doing a base damage of 1D4, and their percent skill in attacking is generally 2D6 x 5%.

Finishing the Scenario

Killing Bernardo Diaz will leave the monsters in the underground labyrinth without effective leadership, and they will gradually deteriorate and wither away until all are dead or another strong magician comes to take command.

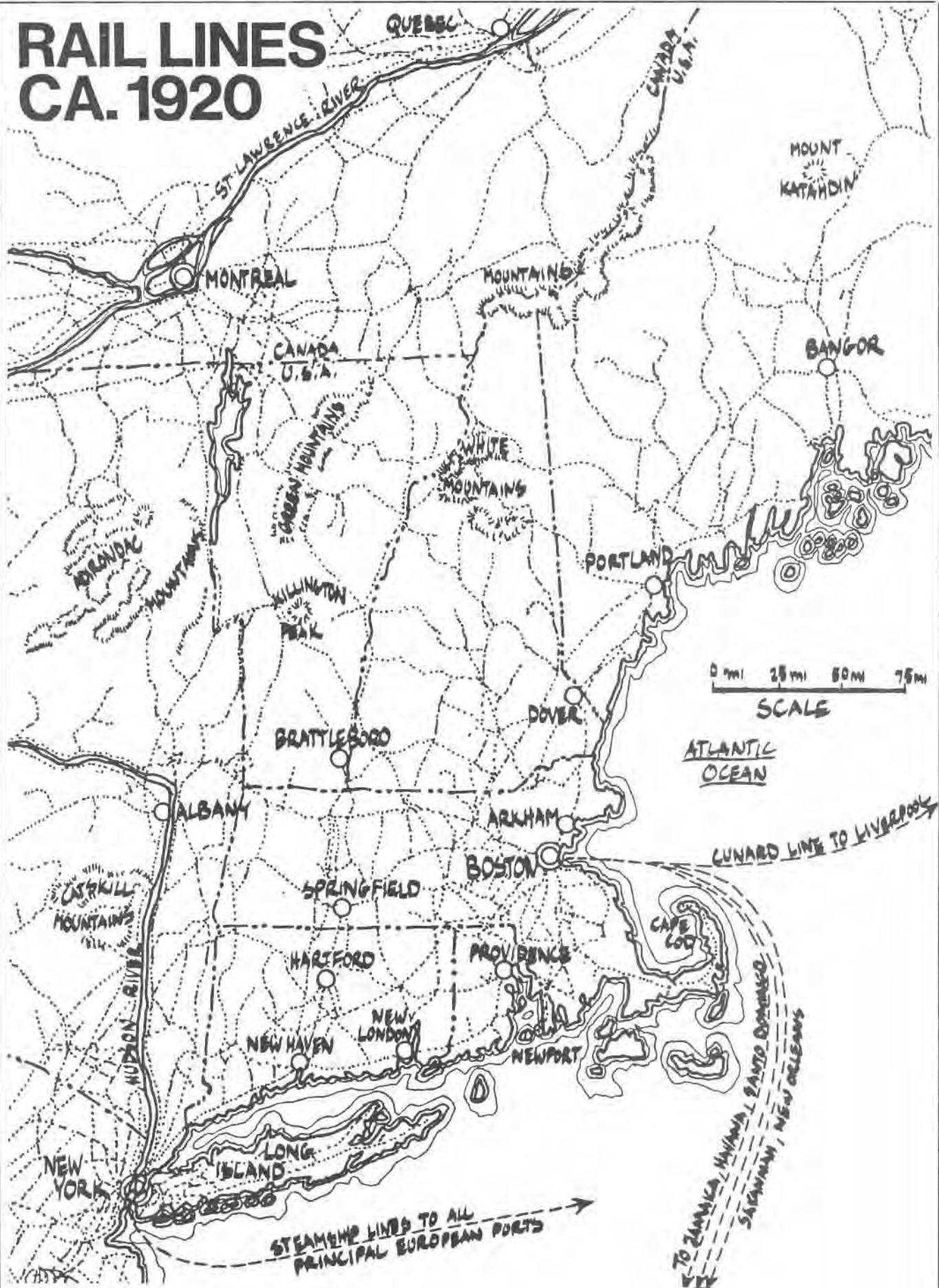
Killing Bernardo Diaz and dispersing the cult of Castro negro regains 1D10 SAN for each investigator. If any degenerate Diaz or Vilheila-Pereira is slain, 1D3 SAN is gained for each victory, no matter how many members were involved in the combat.

If any of the investigators were captured by Fred Garcia or his assistants, appropriate charges will be put forth against them by the remaining Diaz and Vilheila-Pereira family members.

Characters who go publicly insane will be sent by local authorities in Castronegro to the Albuquerque Sanitarium, a fairly good asylum with a cure rate of 35%.



RAIL LINES CA. 1920





USING THE HANDOUT SECTION

The following pages (pp. 145-152) contain player handouts for "Shadows of Yog-Sothoth," "The Warren," "The Pits of Bendar-Dolum," and "The Temple of the Moon."

Handouts are labeled with a letter and number. Each appears twice, once in the adventure and once in the following section.

The handouts are grouped into eight pages. Each page has a letter, except group D, which includes two facing pages of handouts. The letter groupings have no special significance, and are used simply to avoid giving the keeper two different numbers for each handout.

Within letter groups, each handout is identified by the page number of the adventure in which the handout first appears. So to find a handout, look on the page with the appropriate letter, then find the number.

Example: on page 6 of this book, you will find a boxed item labeled 6-A. This item is repeated as a handout on the page below that is marked with an "A" (page 145). The label (6-A) is the same.

In some cases, there are two items on one page of an adventure, and both have the same number and letter. The difference between the items should be obvious.

In other cases, the item contains secret information that the investigators must discover during play, and the handout version shows only that information initially known to the investigators.

"Devil's Canyon," in "Shadows of Yog-Sothoth," has no handouts.

Preparing the Handouts for Use

The inner edges of the handout section have been perforated for easy removal.

Photocopy each of the eight pages of the section, and use scissors to separate the individual items from each other. Then pass out the items as



they are encountered during the course of each adventure.

If you do not have access to a photocopier, it is suggested that you fold the page so that only the item to be read is fully visible. Or simply instruct the players to read only the appropriate handout.

Handout Section Contents

Shadows of Yog-Sothoth: The Hermetic Order of the Silver Twilight

Speech Heard by Clyde Whipple	6-A
Text of a Letter from Duncan MacBain	10-A
Excerpts from the Ritual Book of the Order	12-A

Shadows of Yog-Sothoth: Look to the Future

Letter from David Lee to an Investigator	14-B
Computer Response to "Silver Twilight" Entry	17-B
Excerpt from the book <i>Old California</i>	17-B

Shadows of Yog-Sothoth: The Coven of Cannich

Initial Letter from Henry Hancock	18-D
Second Letter from Henry Hancock	19-D
Final Letter from Henry Hancock	19-D
Copy of a page from the book <i>Nameless Cults</i>	22-D
List of Coven Members	23-D
Letter from Carl Stanford	23-D
Map of the Scottish Highlands	25-D
The Expedition to Loch Mullardoch	32-D, 33-D

Shadows of Yog-Sothoth: The Worm That Walks

Letter from Christopher Edwin to the Investigators ..	40-A
Letter from Carl Stanford to Christopher Edwin ..	46-A

Shadows of Yog-Sothoth: The Watchers of Easter Island

Map of Easter Island	48-C
Excerpt from Lovecraft's "The Festival"	56-B

Shadows of Yog-Sothoth: The Rise of R'lyeh

Map of Dread R'lyeh	59-C
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The Warren

Note found near a skeleton	66-B
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The Pits of Bendar-Dolum

Notebook Entries	74-E1
Map on a crumpled piece of paper	74-E2
Journal Entry	76-E

The Temple of the Moon

Letter from Charles Danvers to an Investigator ..	86-F
Danvers' Notebook Entries	89-F
News Item from the N.Y. Times	91-F
Telegrams in Murphy's Cabin	92-G1
Telegrams in Filipe's Cabin	92-G2
Day Books of Prof. Dermott	96-G

**EXCERPTS FROM THE RITUAL
BOOKS OF THE ORDER**

... the wailings of the mad are but the birth-cries of the new man - the old man gone like dust in the desert wind. Cleansed of the ties of mankind, the new man - the man of darkness - is free to absorb the beauty of nothingness, to glory in the stark might of utter void. As your useless reason dissolves, rejoice in the knowledge that others in as diverse places as Scotland and Louisiana and the South Pacific have walked the same path, have drunk the same blood, have reveled in the same prospect of everlasting night, as you . . .

- *Keeper of the Silver Gate*

... you do not yet know of the true gods. Everything you know is a lie. The Great Old Ones - these are the rulers of the Universe; these and other you have not yet heard of will be the objects of your adulation, your emulation, your love. You are yet fortunate ones - the time may come, if you give your selfless devotion, that you will worship in the flesh in the Temples of R'lyeh, whose glory is beyond your comprehension.

- *Catechism of the Knights
of the Outer Void*

[12-A]

...do you dare imagine things as they can be? As, indeed they will be when the earth is transformed and the illusion of reality is erased from the minds of men by the annihilation of those minds? Do you live in hope to see Great Cthulhu stride the earth? Do you dream of the Throne of Azathoth, of joining the flutists who dance there forever? O, purify yourselves, then, for these and greater things await you who are members of our terrible order . . .

*Speech heard by Clyde Whipple,
recorded in his diary [also includes
location of Scott's farm and some
monster descriptions].*

[6-A]

How to use these pages:

Each article presented on these pages is reproduced from information given in the interior of this book. Each article is identified by a NUMBER-LETTER code. The number is the page of the book on which the article can be found and the letter indicates on which Player Information page the article is reproduced. Keepers should feel free to make copies of these pages to cut up and hand to the players.

TEXT OF A LETTER FROM DUNCAN MacBAIN TO CARL STANFORD
(may be found by the investigators in chapter I)

Duncan MacBain
MacBain House
Cannich, Scotland
12 January 1924

Dear Mr. Stanford,

Greetings and felicitations. Miss Chantraine has advised me of your recent successes and informed me of the item you require. I fear that it will be some time before I find It as there are two Americans digging at what I believe to be the site of the Temple. Two of my people are working for the Americans and it may be that they will accomplish all for me. I realize that you are most anxious to obtain It, but I feel caution and discretion to be the better course of action.

My studies with the serpent people progress most satisfactorily. Another year should see my studies completed. They recommend that I journey to the Nameless City for further instruction, but I will remain here until we have It. When it is possible, I want much to obtain the further instruction offered at the Nameless City. I will, however, be ready to carry out any further tasks our Order may have for me.

You mentioned in your last letter that Miss Chantraine might join me here when she has converted the leaders of the Thule Bruderschaft. I fear that the Germans are overmuch upset with the French at this time for them to listen to her. Might I suggest that you ask Helmut Grosmann to take over for her? I realize that he has not been to Germany for over two hundred years, but unless you can think of someone else I feel he would be best for the task.

I agree with you that the Order of the Templars of the Orient does not contain the type of individuals we seek. They are not ready for greater truths. You might suggest to our German colleagues that individual members of the Order be carefully approached as potential followers of the true Gods.

I am not familiar with the Hermetic Order of the Golden Dawn or the Astrum Argentinum and can give no recommendation. I will pass the word on to our London group and have them send you word. I spoke with a Mr. William Seabrook who said that a Mr. Aleister Crowley, who is associated with both groups or had been at one time, may have occult powers. We should perhaps attempt to contact this man.

I understand that Mr. Scott is in charge of the project in your area. Please extend my greetings to him. I have not seen him since before the Great War. Perhaps we can meet next year.

Most sincerely,
Duncan MacBain

[10-A]

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The address on the outside of the unopened envelope reads: Christopher Edwin, General Delivery, Salk Harbor, Maine.

Y'tthkapg-Nyarlathotep:

Your words are true. We must seek the destruction of these meddlers who kept the R'lyeh Diske from us, and who may have discovered the Arc of Vlactos. Their deaths are foreordained by the Old Ones of space and time. Praise Shub-Niggurath! Yet, we, Their instruments, must act for Them. Your plan, to befriend and then slay, is good. You are the strongest one of our group remaining in America, now that we must all go to Easter Island and with the Watchers await the great day of Our Lord's rising. It cannot be long off now. Even without the magical Diske and the Arc, we have amassed enough power and wizards to aid the release of Great Cthulhu. Cthulhu fhtagn! Only keep the fools who seek to keep us from our destiny away from the South Pacific: it is doubtful that they will be able to stop our grand design, yet we can take no chances. On the island the Chilean soldiery are more likely to aid them than us, and many of us in the Silver Twilight are yet vulnerable to bullets and steel. Do as we have designed afore.

Cthulhu fhtagn!
Carl Stanford

[46-A]

Dear Sirs:

I have read of your exploits and wish intently to see you. I have some slight occult knowledge myself, and am aware of the danger that you and your comrades may be in from the Silver Twilight. Please accept the enclosed train tickets to come and meet me immediately in Salk Harbour, Maine. I am a rather wealthy man, and I would only be too glad to help others perform feats to help defend the world against the monstrous evil of the Elder Ones. I expect you shortly.

Sincerely,
Christopher Edwin

[40-A]

Dear -----:

I feel rather silly writing for help, but I simply must have aid in this matter. It would be useless for me to go to the police, as I have no proof of any criminal activity. I heard of your exploits in Boston with the Silver Twilight, and am hoping that you could advise me. I would be most grateful.

A year or so ago, the organization 'Look to the Future' came to New York City. It billed itself as a cooperative businessman's organization, and promised to inspire and aid materially those who joined. I joined the organization eight months ago, and quit last month.

The apparent head of the organization is a Mr. Lostalus Black. Mr. Black claims to be a gifted psychologist, and says that by subjecting the minds of intelligent and sophisticated men to certain peculiar psychological conditions, their creativity would be released, and they would be able to perform all sorts of wonders. If the businessmen met together, paid a nominal fee to support the order, and regularly attended meetings, they would be able to share in grand discoveries.

The 'psychological aura' created by Mr. Black is certainly most queer. He begins by standing at a podium, while all of us (the attendees) are asked to meditate upon certain specific geometric shapes and designs. A sheet containing diagrams of the aforementioned designs is handed out at the start of the meeting to each member. While we meditate, Mr. Black begins by reciting some sort of invocation in nonsense syllables. Mr. Black says that these syllables have been carefully chosen to elicit the proper subconscious response from us. As he chants, he begins to gesticulate wildly, and then we are all signaled to begin to chant a simple litany of our own, "Ong D'acta Linka, Neblob Zin, Neblob Zin, Ong D'acta Linka, Yog-Sothoth, Yog-Sothoth, Ong D'acta Linka, Yarl M'ten, Yarl M'ten" and we repeat this nonsense chant for forty-five minutes to an hour. Mr. Black continues to energetically gesticulate and emit various strange noises until he seems to reach some sort of finale, when he gestures for us to stop. We then break up for tea and punch. Mr. Black is assisted in his work by several thuggish-looking Arabs, and a Mr. Stanford.

In addition to the monthly special meetings (which proceed as I have outlined above), we have regular inspiration seminars and guest speakers. One thing that brought you to mind is that some of the speakers would urge us to join a lodge to enlarge our circle of friends and to make trustworthy business acquaintances. He specifically recommended the Silver Twilight Lodge as an excellent choice.

I must confess that Lostalus Black's methods seem to work. Two months after I started to attend, he came in one day with a perfectly astounding item which he allowed me to purchase for \$100. It is well worth it, let me tell you! I will show it to you if you come.

Now for my reasons for distrusting Mr. Black. After each meeting in which we do the chanting, I feel headachey and sick, and this continues for some time. I have noticed that since I joined the group, I have lost some of my former vitality and force, and feel as if my health may be deteriorating. I really could not say as to whether this has any connection to 'Look to the Future' or not, but it seems suspicious to me, especially since I have noticed acquaintances in the group suffer from the same syndrome. Another reason for my distrust of Lostalus Black is the extremely tight security and secretiveness that he keeps about himself and the organization. His Arab soldiers speak no English, and certainly do not inspire confidence.

I would like you and your friends to come and to expose this organization for a fraud, or to prove it to be open and aboveboard. If it is indeed for real, I would like to know so that I can rejoin and continue to receive those fabulous artifacts that it produces.

Hopefully yours,
David Lee

[14-B]



December 21, 1899

Today I heard a strange chanting noise from the other side of the house. I could not understand a single word of the language, but it contained too many consonants for my liking. As the noise grew louder, so did the storm outside. When at last the chant reached its frenzied conclusion, a thunderous bolt of lightning struck the house. I rushed to the door and found it stuck. I am sitting now waiting for rescue. It has been eight hours.

[66-B]

Philius A. Eckard

A missionary named Whateley visited and remained with a small tribe of Indians known as the Hotethk from 1837 to 1843, when he disappeared. Shortly thereafter, the Hotethk tribe itself disbanded, its elders evidently having vanished or died. This tribe was most interesting for its especially savage pagan rites, which the renegade Whateley seems to have encouraged. He either brought to or found with the Indians a peculiar structure which he called the Arc of Vlactos, and which he believed had connections to non-Christian sky demons. The only other known facts about the Hotethk are that they practiced the construction of Kachina dolls to house demon's souls, and that they worshipped gods not found elsewhere in California, such as the serpent-god Yigg, and the horned god Shoo Niggeratt. They dwelt in Devil's Canyon, in the Mojave desert.

— from Old California

BELPHEGOR REPORTS NO SUCCESS IN FINDING THE DISK IN SCOTLAND. HE AND THE KNIGHTS OF THE OUTER VOID MAY BE FORCED TO SLAY MORE INTRUDERS.

INFORMATION RECEIVED INDICATES THAT ARC OF VLACTOS MAY BE FOUND IN CALIFORNIA.

STILL NO FULL RESULTS FROM CHILEAN ISLAND FINISH

[17-B]

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"The nethermost caverns are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town whose wizards are all ashes. For it is of old rumor that the soul of the devil-bought hastes not from his charnal clay, but fats in instructs the very worm that gnaws till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and sewn monstrous to plague it. Great holes secretly are digged where earth's pores ought suffice, and things have learnt to walk that ought to crawl."

— From The Festival

By H.P. Lovecraft

[56-B]

Map of Dread R'lyeh

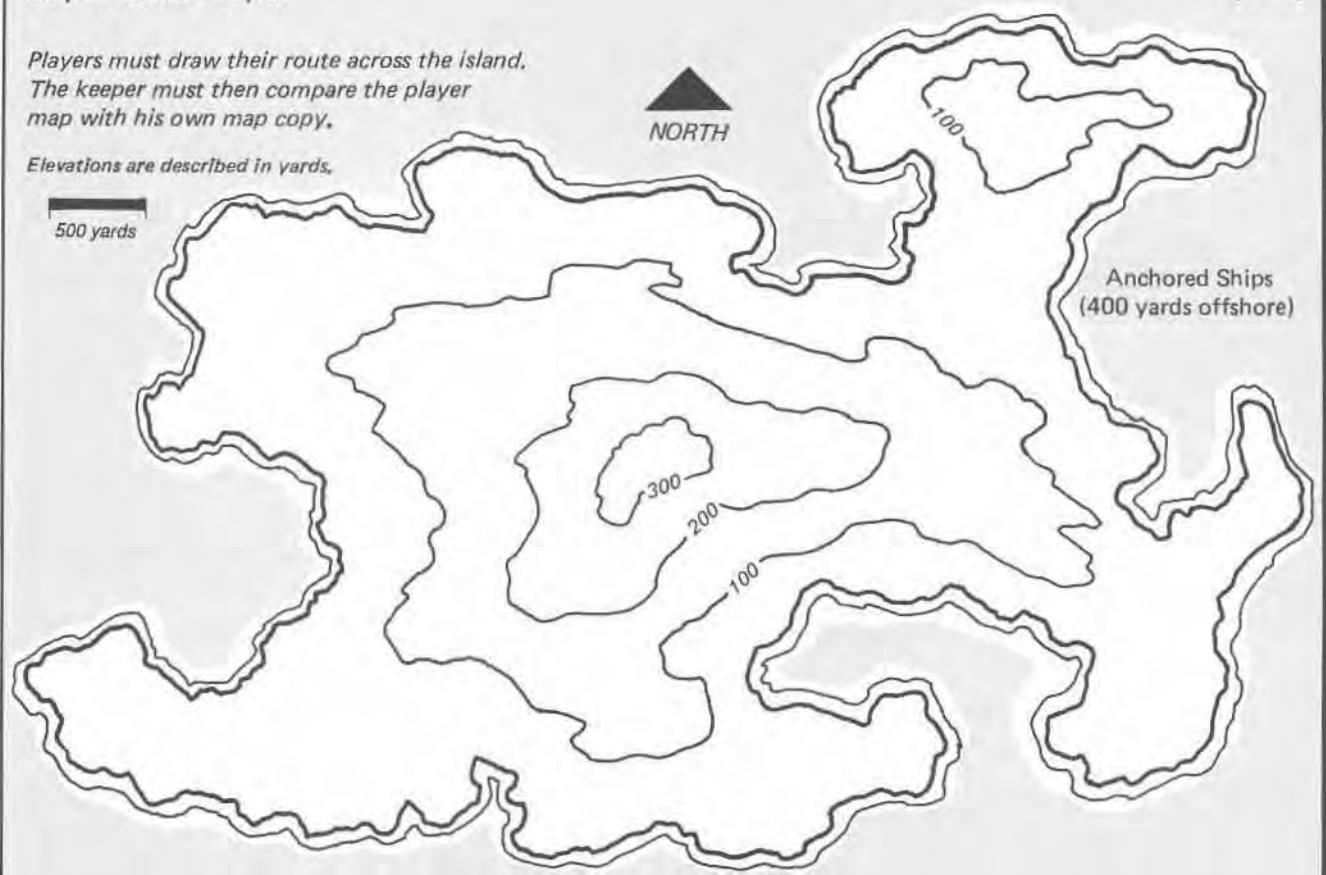
[59-C]

Players must draw their route across the island.
The keeper must then compare the player
map with his own map copy.

Elevations are described in yards.

500 yards

NORTH



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Easter Island

109° 15'

109° 25' W.

109° 20'

miles

0 1 2 3 4 5

27° 10' S.

Cape O'Higgins



[48-C]

[18-D]

H. M. Hancock
Hancock House
Cannich, Scotland
May 12, 1924

Dear Jacob,

My greetings to you Jacob and fondest regards to your father. I hope to join you this fall if They do not find me before I am able to leave Scotland.

I realize that neither you nor your father have ever believed any of the strange legends which I have related to you, but I can turn to no one else. If my life is of any value to you, please look into this matter for me.

I am in desperate need of an artifact which I believe may be found in a museum at Miskatonic University, Arkham, Massachusetts. The object is a small greyish green stone shaped like a five-pointed star. I had hoped to find one at the dig, but I fear that work there is not going fast enough and that They will get their supernatural aid before I find the star-stone.

Please make every effort to obtain the star-stone, but if word should reach you that something has happened to me, obtain the star-stone for yourself, for They will be on your trail soon.

Your Uncle,
Henry Hancock

[Note: Jacob's father died ten years ago. The reference to him is a code between Henry and Jacob indicating authenticity of the message and urgency.]

[19-D]

H. M Hancock
Hancock House
Cannich, Scotland
May 14, 1924

Dear Jacob,

I fear that this message will be the last you get from me for some time. Unless I flee this area the Sons of Yog Sothoth will be upon me. Lorne discovered that Belphegor is a leader of the group and he fears that They are aware of our discoveries.

Margaret brought me a star-stone, but try to find more, for I need all I can get.

The first piece was stolen from the dig site last night, but They did not get the second piece. I have it well-hidden now and They will not get it from me. We do not know what they want the pieces for, but we think there are three altogether.

Adam disappeared today. He stopped-by yesterday evening, but this morning Fergus says Adam checked out and left late last night. Adam being afraid of the dark since the African episode last year, would not have left at night and I fear that he has run afoul of Belphegor's people. Lorne does not know about Adam's disappearance yet and I fear that telling him would be too much for the old man.

All of these problems started with the arrival of the French woman. I will confront her in the morning.

Make sure that you obtain a star-stone for yourself as soon as possible and keep it with you always.

Give my greetings to your father.

Your Uncle,
Henry Hancock

[19-D]

Henry Hancock
Hancock House
Cannich, Scotland
16 May 1924

My Dearest Jacob,

All of my fears have proved to be unfounded. If my letters of late have seemed to indicate trouble I hope that you will forgive me. I realize that my imagination had run wild. There never was any danger.

Adam and I are going to head back to Africa in the morning and we will be out of touch for some time, but there is no cause for alarm. We can take care of ourselves. We stumbled across an amazing find, but must re-check our previous work.

Give my greetings to the rest of the family.

With fondest regards,
Henry M. Hancock

SUMMARY OF THE EXPEDITION TO LOCH MULLARDOCH [32-D]

Marcus Arturus, an engineer for four years on the great wall named for Emperor Hadrian, was looking forward to returning to his family's villa in Rome when Platorius Nepos, Governor of Britain, arrived at the camp.

Two weeks later, Marcus and a full century of legionnaires headed north into Pictish territory. The troops were led by a centurian named Namatian, a veteran of many campaigns, who was nominally under Marcus' orders in all save battle.

Platorius Nepos had asked, not ordered, Marcus to pursue a man called Belphegor and return him for trial, Marcus also was to try to find a golden disk with intricate carving and strange runes and destroy it. The governor's presence alone suggested the urgency of the quest, but sending an entire century into the Pictish lands north of the wall at a time when soldiers were all too few astounded all who heard of the mission.

They almost caught Belphegor on the banks of a small stream, whose waters were dark with peat (possibly the area now known as Blackburn, which means black stream). The soldiers had separated to surround Belphegor's camp when they in turn were attacked by a large band of painted Picts. Half the soldiers were slain before Namatian could get them regrouped. Marcus saved the centurion when he went down under a swarm of dagger-wielding savages. Once the soldiers were regrouped, the savages retreated, but Belphegor was safely away.

COVEN MEMBERS

D. MacBain (SOYS)
A. MacGillivray (KOTOV)
F. MacInnes (KOTSG)
I. MacLennan (KOTOV)
W. MacMurdo (KOTSG)
Margaret MacNair (KOTSG)
T. Hayes (KOTSG)
A. MacQuarrie (KOTOV)
J. MacQuarrie (KOTSG)
Willie Wassle (KOTSG)

[23-D]

An excellent example of [evil Pictish groups] is that from near Loch Mellar doch, in Scotland. These Picts worshipped the being known elsewhere as the Daemon Sultan, but, as in some other locations, the Picts did not perform this worship unbidden by beings of an older, and more malign, species. Indeed, I know for a fact that these remnants from the days of pre-human reptiles even now walk the Earth....

...Another place where such beings may lurk is in North America, where the Great Old Ones were worshipped long before the times of Columbus. I am here thinking specifically of those locations now held by the Spanish [Editor's note: this was originally written before the U.S. took over western North America] in California.

[22-D]

- from Nameless Cults

They pushed north on Belphegor's trail.

Marcus went alone into the camp of the Picts and, after giving the chief gifts, explained the nature of the expedition. The Picts captured him and tied him in one of their huts. They would have killed him except for the fortuitous arrival of a holy man, John, whom the Picts respected and feared. John asked the Picts to release Marcus and return his belongings, which they reluctantly did.

John and Marcus spoke together at length for several hours and, when they parted, John left a sword with Marcus.

The Picts gave the expedition no further trouble. They even sent guides and trackers with them and sent runners ahead to warn the other villages that these Romans were the friends of the Deathless One and not to be harmed. Yet Belphegor eluded them, for he had the aid of the serpent people who were at the time strong enough to defy the Picts.

Many months of searching and questioning Picts led the expedition deep into the highlands, where they finally confronted Belphegor on the shores of a lake. The serpent people had a temple to their Aesathog the Great, built of stone from the nearby mountain on the shore. Around the temple were other buildings of stone for the use of Belphegor and for the local tribe of Picts who worshipped Aesathog also.

① Namatian led his troops in an attack from the east while Marcus slipped in from the west. They met inside the tem-

ple where the last guards were slain, but Belphegor had fled through a door to another world.

Marcus cut down the serpent priests with his sword and Namatian tried to break the golden disk. All of his efforts failed until Marcus lent him his sword. The sword cut through the disk and with a few strokes the disk was cut into three sections. Namatian was building a fire to melt it down when a great beast came from the mountain and attacked the remaining soldiers. Its wounds healed themselves as fast as they were inflicted. Marcus discovered a serpent priest who had escaped the slaughter of his companions and, when he killed him, the beast went mad. The ground began to shake and the temple collapsed killing all but Marcus who was pushed through the doorway into the other world. The rest of the expedition died in the rubble.

②

When Marcus found himself in a deep forest rather than the temple his first thoughts were to return and aid his companions, but the collapse of the temple had destroyed the doorway and he was unable to return.

In time Marcus discovered the inhabitants of the forest and made friends with

them. He became a member of the clan and wed the daughter of one of the clan members. They had two sons and a daughter. Marcus taught his family to speak his language and tried to use his engineering skills to aid the clan, but the clan lived for the freedom of the forest and had no use for roads and bridges. They only build small cottages to sleep in during wet or cold weather. Several years passed before trouble marred the harmony of the clan.

One night the serpent people came with silver and fire and killed most of the clan. With them they brought monstrous black serpent-like beings with bat-like wings that constantly writhed and seemed to change form. Marcus slew one creature with his sword but one of the serpent people drove a dagger into his back.

As soon as Marcus fell the attackers fled. That Marcus's wife and sons died, but he lived for several weeks and taught his daughter to use his sword that she might defend the clan should another attack come.

Here ends the account of Marcus Arturus. How it was passed down is known by none.

An interesting tale is it not, your Eminence? I have verified several parts of the tale. Platorius Nepos was the governor of Briton during the period. Hadrian's Wall was built between 122 and 126 A.D. Beyond these facts little can be discovered. I hope that you have enjoyed the account, though I fear that I am not much of a storyteller.

My prayers are ever for the continued success of our efforts to bring salvation to our fellow men.

Signed,
Father MacBride [33-D]

The Scottish Highlands



Text of a letter from Carl Stanford to Duncan MacBain. There is no return address or date.

Dear Mr. MacBain,
This letter will introduce you to Belphegor, a valued member of our order. He is being sent to you to aid you in your search for the Ryeh disk.

Maintain your surveillance of the Americans. They may stumble on the disk at any time. If they find it, they will have to be taken care of.

I expect that you will have found the disk soon. Your passage and that of Belphegor have been arranged by our people in London. You must both be on that ship when it sails.

Obey Belphegor as you would obey me. Glory to the Gods. Ygg Sorthoth Neblod Zin.

With confidence in your abilities,
Carl Stanford

[25-D]

E

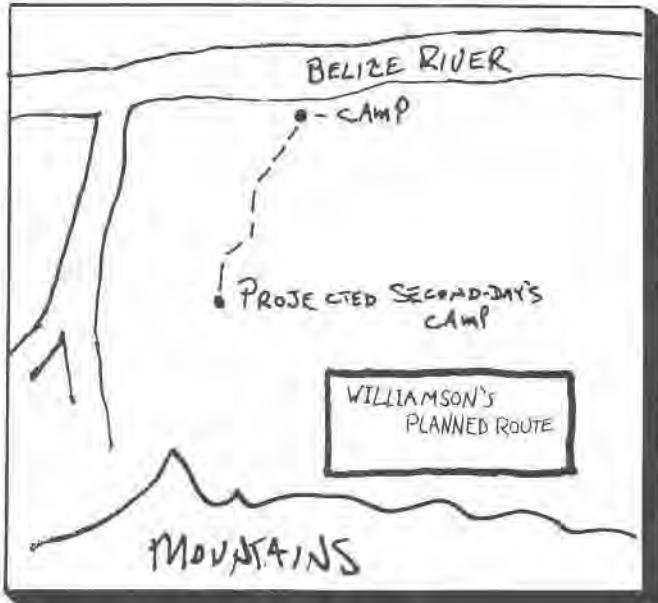
Notebook Entries

May 21 — with Williamson and the rest heading east, there is little for Peter and myself to do but wait and keep watch over the base site. This journal should help pass the time.

May 22 — I fear that the others will not return in time. Since Peter wrecked that awful carving I have. . .

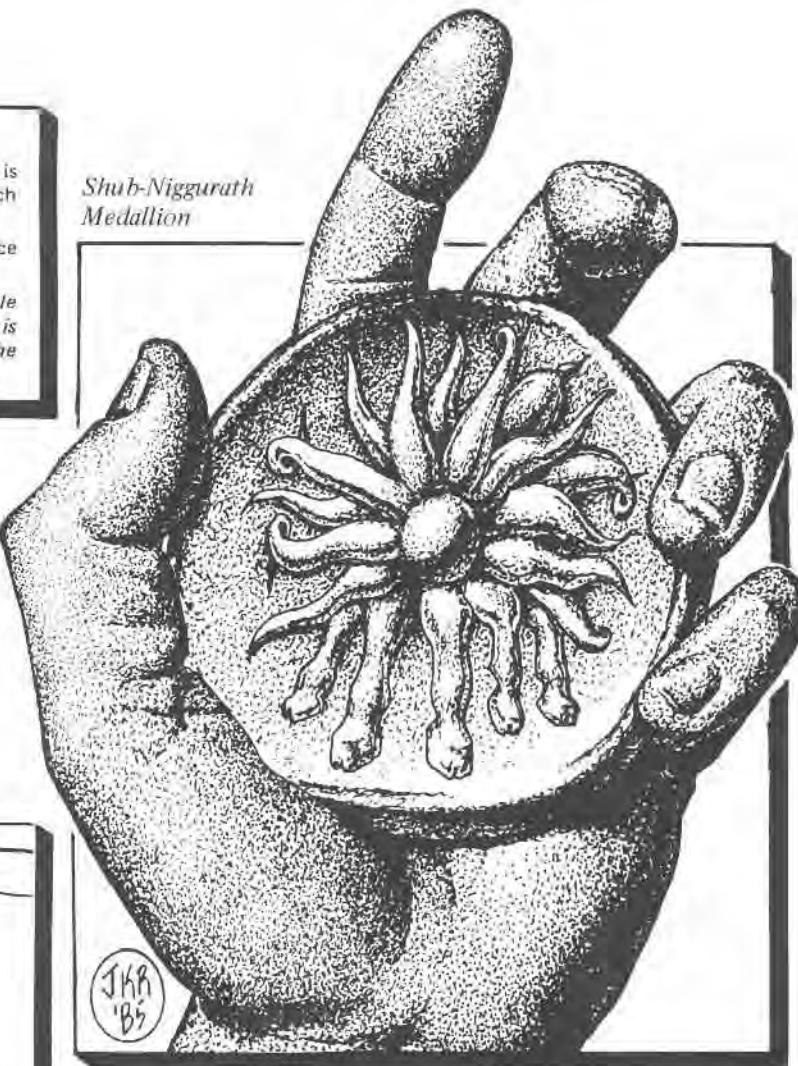
The remainder of the entry trails off into indecipherable scrawls. Hastily scribbled across the bottom of the paper is the brief warning: "God help them." Nothing more is in the notebook.

[74-E1]



[74-E2]

*Shub-Niggurath
Medallion*



Journal Entry

I am now convinced that at last I shall be able to prove my theories on the origins of Mayan religion. Judging from the carvings in Kalkamal, I must nearly be upon ancient Bendal-Dolum — the lost temple to the Forbidden Gods. The inscription on this pyramid verifies this fact. The site cannot be more than 20 miles southwest of us, if von Junzt is correct. Anthony, Gordon, and I depart at sunrise.

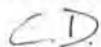
[76-E]

Dear (investigator's Name),

I regret burdening you with this item, but you are my last hope. Please guard it with all your available resources. It is priceless, but too dangerous for me to keep.

Meet me in front of the New York Public Library at 2:00 P.M. on the 24th of September. I'll retrieve the artifact and explain to you in detail what is happening. See you then.

Your friend



Charles Danvers

[86-F]

F



Danvers' Notebook Entries

Aug. 9: Trailed LeCloche to Lima.

Aug. 12: was right; L. Definitely involved in black marketeering.

Aug. 13: made contact; obtained gold tablet as proof. Probably stolen from New York institute dig.

Aug. 19: contact murdered; suspect I am being followed.

Aug. 20: am certain I am being followed. Soon leaving for New York. The tablet is safely away.

Sept. 13: Stalked through the ship by a Latin; am sure of it. Must have followed me aboard.

Sept. 22: Home at last, yet still feel unsafe. No unwelcome shadows seen yet, but I am sure they still lurk close at hand.

Sept. 23: have been up all night. I finally understand why they are after me. I now know.

[89-F]



BREAK-IN AND MURDER AT SCIENTIFIC INSTITUTE

Yesterday morning, apparently at 2:00 A.M., thieves broke into the New York Institute of Archaeology and Ancient History and murdered Gerard Kingsby, the nightwatchman. The corpse of Mr. Kingsby, who had been strangled, was discovered on the fourth floor of the Institute, where considerable vandalism had taken place. Offices on the third and fourth floors were ransacked, but apparently nothing was stolen.

Police feel that the criminals apparently broke in hoping to find money in the office desks. The criminals were too uneducated to realize the value of the Institute's collection of ancient artifacts.

Alistair McLaughlin, the Institute's director, expressed his shock, "Mr. Kingsby was a cheerful and hard-working man. All of us are stunned by this pointless tragedy." Mr. McLaughlin later indicated that the institute plans to increase the nightwatch to two guards, and arm both guards with guns instead of the nightstick Mr. Kingsby carried.

[91-F]

[92-G2]

OCTOBER 2: MESSAGE REC'D STOP IMPORTANT
YOU LOCATE MERCHANDISE SOONEST STOP
MUST BEAT COMPETITION — LECLOCHE

OCTOBER 4: HAVE SPOKEN WITH D STOP SHE DOES
NOT HAVE MERCHANDISE STOP WE STILL HAVE A
CHANCE — LECLOCHE

OCTOBER 6: DO YOUR JOB STOP YOU ARE BEING
WELL PAID STOP REMAIN IN LIMA WILL JOIN YOU
ON THE 11TH — LECLOCHE

OCTOBER 1: YOU HAVE DONE WELL STOP WATCH
FOR THE CANADIANS THEY ARE UNDER JEAN
MURPHY — CANDITTA

OCTOBER 3: MURPHY IS DANGEROUS AS ARE HIS
MEN STOP WATCH AND USE EXTREME CAUTION
STOP DO NO FAIL ME — CANDITTA

OCTOBER 5: THE CANADIANS DO NOT HAVE IT
STOP DOUBLE YOUR EFFORTS I NEED IT
— CANDITTA

OCTOBER 7: RETURNING TO CAMP STOP JOIN ME
AND BRING THE ITEM OR DO NOT COME AT ALL
— CANDITTA

[92-G1]

The Day Books of Professor Dermott

JULY 15: Must learn if this area is subject to inordinate seismic activity. The ruins are in a very delicate state and I fear the minor tremors presage an earthquake of dangerous proportions. Yet why tremors only at night? Perhaps it is merely a side effect of the stone cliff's cooling after the hot day.

AUGUST 9: The Tablets of the Moon disappeared last night. By now they have probably been smuggled out of the dig to be sold on the black-market. These cursed thieves must be stopped.

AUGUST 12: Another worker has vanished in the ruins. Did the poor devil blunder through another hidden door, or worse, is the ruin salted with hidden traps?

AUGUST 18: The Indian overseer Ticocha has informed me of another collapse at site 14. This is a great disappointment, for I am certain some great revelation awaits there. I also find it strange that that particular area should be unsafe, for the hall is constructed of solid stone blocks of respectable size and weight. Ticocha suggests the tremors are to blame.

AUGUST 30: First Vasquez, then Peron and Gabrierra vanish. The Latin diggers are afraid of the ruins and only a substantial pay raise plus Enrique's help keeps them at work. The Indians, stoic as ever, continue to work at their usual frustratingly slow pace. At this rate, our money may well run out before we solve the mystery of the temple. Farnsworth agrees, and works like a fiend sixteen hours a day.

SEPTEMBER 5: Someone is watching us. While taking measurements atop the temple, I caught the glint of sunlight off glass or polished metal from atop the cliff overlooking the site. Could this be the accomplice of the thieves who are making off with our artifacts?

SEPTEMBER 9: Our digging must have released a large pocket of trapped gas, or possibly some ignorant Indian put semi-poisonous mushrooms in our food, for everyone in the temple experienced strange visions last night. We were awakened after midnight by eerie sounds seemingly emanating from the temple area; curious fluting mixed with a noise like a bee-swarm chanting.

We rushed from our tents to discover the site bathed in bright illumination which hurt our eyes. Through the painful blur I saw a seemingly solid blob of color leap from the temple roof into the heavens, followed by several more in quick succession. Then the light began to fade. Shortly after, we experienced another ground tremor. Most unusual.

SEPTEMBER 14: Found Vasquez today. The man has become a raving idiot screaming of black caverns and subterranean forests through which he was pursued by some sort of pink thing. Several Indians quit on the spot. When Enrique takes Vasquez back to Lima, he will try to recruit replacements. The great majority of my team is now made up of the Indians, who work at a snail's pace which nothing I say or do hastens. I am almost certain they are wilfully stalling the work at site 14 out of spite.

The Vasquez incident only serves to stress the peculiar dangers we face here. I shall recommend that the institute provide some recompense for the poor man's family.

SEPTEMBER 17: I have spotted our watchers. Catching a reflection from the top of the cliff, I went to my tent and fetched my field glasses. I saw an unsavory-looking laborer — not one of mine, thank goodness — standing beside a well-groomed Latin woman in riding attire, observing the camp through their own field glasses. She must have seen me, for she suddenly lowered her glasses and the unlikely pair retreated from the cliff-edge.

I suspect these people are responsible for the theft of our artifacts, but there is little I can do about it now.

SEPTEMBER 18: The glowing light phenomena repeated itself last night. I believe now that the phenomena are not hallucinations. The tremors, chanting, and unnatural light are all as before, save that the blobs of light descended from the sky to the temple roof. Farnsworth is determined to solve this mystery and intends to spend the night in the lower temple to surprise the thieves.

SEPTEMBER 21: Farnsworth is gone. He entered the temple at dusk, and that was the last we saw of him. I can no longer fool myself with notions of poison gas, traps, and clever thieves. The things we see in the night are horribly real and responsible for all these disappearances. I have sent a man to Lima to telegraph the institute. He left after nightfall to avoid meeting the watchers on the clifftop.

When the shuddersome phenomena were done I rushed to the lower temple but could find no trace of Farnsworth. I did find a layer of strange phosphorescent spores which covered the entire chamber — even the water of the map pool. I took several samples and am certain that they hold a clue to this mystery.

OCTOBER 9: Someone has taken the spore samples; I must replace them and soon, before another of us vanishes. Tonight I go to the lower temple, right after the nocturnal phenomena have played themselves out.

[96-G]



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