

INTRODUCTION

During the 1920's, a number of brave (or possibly foolhardy) scholars discovered that the creatures of the Cthulhu Mythos existed, and were a threat to mankind.

Since the most powerful Mythos creatures were virtually indestructible, the Investigators usually fought the Cults which worshipped them and supplied much of their power. The fight was successful, yet unknown to the general public.

The power of the Cults was broken and they began to disband, seeking sanctuary in separation and anonymity. Many records were destroyed, in a deliberate attempt to obliterate knowledge of the Mythos. Eventually no organised Cults could be found, and the groups of Investigators fragmented, with age and war taking a fearsome toll of the survivors. Knowledge of the Mythos diminished to a few diaries, fictionalised accounts, and discredited scholastic papers. The Cthulhu Mythos became a forgotten corner of archaeological research, on a par with Mu or Atlantis.

Nowadays, of course, no-one really believes in that sort of thing...

PLAYER'S INFORMATION

Everyone needs a holiday occasionally, and flight 1743 from Athens to London on August 11th bears witness to this fact. The plane is packed with returning holidaymakers and their screaming children, plus some businessmen, nuns, and other long-suffering passengers.

Despite the noise you settle back for a rest. Some time later you are awakened by a slight lurch, followed by a change of engine note. The seatbelt lights come on, and the Captain announces that the aircraft will soon land at Heathrow Airport.

Ten minutes later the plane is taxiing down the runway. As you look out of the windows you notice something which is slightly worrying. Several police cars and fire tenders are racing down the runway, keeping level with the aircraft.

REFEREE'S INFORMATION - SUMMARY OF SITUATION

Flight 1743 left Athens and disappeared. At first a communications failure was suspected, then it was assumed that the aircraft had crashed without warning. The plane was given up as lost. Now it has reappeared after three weeks, with the Captain apparently unaware of the passage of time. The Government have decided that the cause of this peculiar event must be determined, and have assigned police and scientists to study the problem.

The aircraft flew into an area of warped time created by English Cultists, who are attempting to cast the spell *call Cthugha* from incomplete books. Rather than summoning Cthugha, their spell would open a huge gate and link Earth and Cthugha's home, near Fomalhaut. Their experiments have trapped a Dimensional Shambler on Earth, and it is attacking anything it encounters. However, the warp has been noted by Ariadne Kyrios, a passenger on the aircraft who is secretly the last surviving Gorgon (a member of a race sometimes misnamed the Medusae).

Gorgons (Medusae)

| Characteristics | | Average | Ariadne |
|-----------------|--------|---------|---------|
| STR | 4d6 | 14 | 21 |
| CON | 3d6+10 | 20-21 | 25 |
| SIZ | 3d6 | 10-11 | 11 |
| INT | 3d6+50 | 60-61 | 65 |
| POW | d100 | 50 | 44 |
| DEX | 3d6+6 | 16-17 | 21 |
| APP | 3d6+10 | 20-21 | 21 |
| EDU | 3d6+10 | 20-21 | 24 |
| Hit points | - | 16 | 18 |

Powers. 1: Anyone seeing a Gorgon's unshielded face must roll under 2xINT to avoid looking at its eyes. Anyone looking at its eyes must roll POW or less, or turn into stone. Images, reflected or on film or video, will not cause this transformation.

2: *Telepathic hypnosis.* Gorgons can match POW to override a victim's will and force obedience. This power costs one magic point (expendable POW point) per usage, the effect lasts 3d6 minutes. If more points are expended the effect may become permanent, possibly associated with SAN loss. Maximum range is 20'.

3: Psychic abilities; *Clairvoyance*, *psychometry* (divination from maps) and *dowsing*. All cost one magic point per usage.

4: *Regeneration*, one hit point per magic point expended.

Spells: Variable. 25% chance of *gate*, *elder sign*, *vorish sign*. 10% chance of any 3 spells of summoning or binding. (Ariadne was the exploratory team's physician, and doesn't know any spells.)

SAN: Seeing a Gorgon's unshielded face causes the loss of 1-10 SAN, if it does not turn the viewer to stone. A SAN roll prevents such loss. Seeing someone turned to stone causes a loss of 1-6 SAN, unless a SAN roll is made. A reflected image can cause SAN loss.

Cult: None.

Skills: Gorgons might have any skills on their own world. Exploratory teams, such as Ariadne's, emphasise survival skills, linguistics, and other specialised areas.

Ariadne's Skills: Speak English 45%, Speak Italian 75%, Archaeology [Greek] 95%, Archaeology [General] 55%, Botany 75%, Cthulhu Mythos 23%, History 95% Linguist 55%, Medicine [Gorgon] 85%, Occult 65%, Drive Auto 65%, Sneak 85%, Spot Hidden 95%, Track 55%, Hide 85%, Zoology 75%, Sing 85%, Credit rating 95%, Ride 55%, Knife 75%, Rifle 55%.

Draw the Yesterday

'Draw the blinds on yesterday, and it's all so much scarier...'
David Bowie - Diamond Dogs

Equipment: Varies according to circumstances. (Ariadne carries 3 fighting knives, made of obsidian [will not affect metal detectors]. All are modern but made in a classic early Greek style. They are balanced for throwing. She will buy or steal other equipment as needed.)

These creatures belong to an alien race native to another world of our universe. Several thousand years ago one of their starships visited Earth. Their appearance and powers alarmed the natives, who attacked and killed several officers, including the sorcerer who controlled the magical energies which drove the ship. The survivors were stranded. Over the intervening centuries the other Gorgons were killed by 'brave' adventurers and natural accidents, leaving Ariadne as the only survivor. Her real name is unpronounceable.

All Gorgons appear to be attractive women with red glowing eyes and snakes instead of hair. They reproduce hermaphroditically, and are immortal, barring injury or disease.

Ariadne can pass for human if she wears an opaque scarf over the snakes (which are actually harmless symbiotic organisms resembling roundworms), and dark or mirrored sunglasses (or contact lenses) over her eyes. She lives in a secluded estate on a small Greek island, travelling abroad occasionally to attend art auctions or on business. Her passport bears an assumed name, and she uses her powers to deal with officials without attracting attention.

Having adapted to life on Earth, Ariadne resents Cultists who threaten humanity's ignorance of the Occult. She spent most of the 1920's hiding from Investigators who thought that someone with a reclusive lifestyle must have some dark secret, and Cultists who sensed her power and wanted to turn it to their own ends. She intends to investigate the gate she has sensed, and stop the Cultists before they can stir up the natives.

ACTION 1: WHATEVER HAPPENED TO FLIGHT 1743

When the plane lands all the passengers are taken to the terminal building and questioned by the police. During the interview all characters should make two Spot Hidden rolls. If the first is successful, they notice that the interview rooms are fitted with video cameras. If the second roll (at -15%) is successful, they notice the month (September) indicated on a calendar. If anyone asks about the date they will be told what has happened, and must make a SAN roll or lose a point of SAN. The police will otherwise say that they are looking for a suspected terrorist.

Most of the questions deal with the events of the flight, plus verification of passports and other papers. Anyone acting suspiciously (eg anyone who carries weapons, argues with the police, or tries to escape) will be held for further questioning. Everyone else will eventually be ushered to a waiting room.

There are several waiting rooms. All the Investigators are shown into the same room, with another 2d6 passengers including Ariadne. The police who questioned her think that they have interviewed her normally. However, the meeting has been recorded, and the police will later see the video and learn that they have somehow been fooled. It shows her ordering the officers to believe that they have heard satisfactory answers to their questions.

Eventually an official will arrive to explain what has happened and ask if anyone has any further information. By this time everyone knows that the aircraft has travelled through time. Investigators who didn't spot the watch will have learned the news gradually at second or third hand, from other Investigators or tourists, and don't risk SAN loss. Finally, customs officials will arrive to check passports and baggage, ushering passengers into a larger lounge as they are checked.

During this check the Investigators should make Spot Hidden rolls. If successful, they will see that a woman wearing a green scarf and dark glasses speaks to a customs officer, then is allowed to proceed without a baggage check. She immediately leaves the room, disappearing among the other passengers from flight 1743.

By the time the passengers are released, hundreds of their relatives have arrived, and the airport concourse will be jammed with reporters and TV camera crews. Eventually one Investigator (choose randomly) will see Ariadne again, just as she is approached by a TV reporter and camera man, and will overhear the following conversation on a successful Listen roll:

Reporter: 'Miss, would you like to say a few words about your experiences on the flight.'

Blinds on

A Modern-Day Call of Cthulhu Adventure for 2-5 British Characters. Investigators should be generated normally, but the keeper may wish to allow the use of modern skills.

by Marcus L Rowland

Ariadne : 'You don't want to talk to me.'
Reporter : 'We don't want to talk to her.'
Cameraman : 'What?'
Ariadne : 'You'd better erase that tape and interview someone else. Forget about me.'
Cameraman : 'I'd better erase the tape.'
Reporter : 'We'll interview this (gentleman/lady) next.'

The TV team then move towards the Investigator, effectively blocking the route towards Ariadne, and start to ask questions. The reporter and cameraman don't remember her, and believe that the last person interviewed was a man. If the Investigator insists that the last interviewee was a woman, the reporters will assume that he (or she) is a crank. Ariadne vanishes into the crowd.

Later, as the Investigators leave the airport in a car or cab, they will see her walk from the terminus to the head of a queue for taxis, say a few words to the people who are waiting, and board a cab. She has left her luggage in a locker, and is carrying a shoulder bag containing her knives, money, and a change of clothing.

ACT 2: THE GIRL WITH KALEIDOSCOPE EYES

If the team are in a car they can follow the taxi without difficulty. Otherwise, a Fast Talk roll is required to make one taxi driver follow another.

The cab takes the motorway to London, then follows a normal route to the West End. Ariadne leaves it at the British Library (formerly the British Museum Library), and walks inside.

Investigators who are already members of the British Library can follow without difficulty. Others must sign a visitors' book and give proof of identity. This takes a few minutes. Fast Investigators will see her leave through another door, marked 'Restricted Collection' and guarded by a porter. Access requires special clearance from legal, educational or clerical authorities. If questioned, the porter will say that no-one has entered the room for several hours.

The bulk of the restricted collection consists of pornography and other offensive works. However, it also contains material relating to the Occult. At one time the collection included copies of the Necronomicon, Pnakotic Manuscripts, Sussex Manuscript, and Book of Dyzan. However, they were destroyed (by order of the Prime Minister, the Curator, and the Archbishop of Canterbury) in 1934.

After several minutes Ariadne emerges, moves to the map section, and studies an atlas of Britain. Investigators will notice the following behaviour:

Ariadne opens the map she is studying, removes her sunglasses (revealing closed eyes), and passes her hands over the paper. Eventually she opens her eyes and studies the area of the map where her hands are resting [Spot Hidden: Observers will see the room reflected in her eyes, as a kaleidoscopic swirl of colour. An Idea roll is needed to realise that she wears silvered contact lenses]. Ariadne passes her hands over maps in the atlas three or four times, before getting an ordnance survey map. She repeats this performance then leaves the building. Anyone who attempts to interrupt her will be ordered away, as described above. Persistent interruptors may be given harsh commands, such as 'Go away and stop bothering me'. If their POW is overcome they will wander off, lose 1d6 SAN, and develop psychological problems if pursuit is proposed.

Ariadne saw the books on a visit to England in 1911. She intended to take them and use their specific spells to close the gate. She now intends to find the gate and kill the Cultists before they can operate it permanently. She used Psychometry to determine the approximate location of the cult headquarters.

Ariadne walks a few blocks, enters a car hire showroom, and rents a car under the name of Penelope Kristos. She will drive around London, shaking off any Investigators who follow her, then drive to Wiltshire.

Meanwhile the police have studied the videotapes, and seen an interview with a woman who apparently hypnotised all the officers questioning her.

ACT 3: THE GHOST OF WILTSHIRE

At this point the Investigators have no real lead, except (possibly) the knowledge that Ariadne was interested in the map of Wiltshire. They have been out of touch with events for three weeks, but are near one of the largest libraries in Europe.

If Investigators know that Ariadne was interested in Wiltshire, they will find the following story almost immediately. Otherwise research will take 1d6 hours and produce hundreds of odd stories, only one relevant to this scenario. Successful Library Use will pick out the story below, dated August 18th, partly because of its strangeness and partly because it refers to the day the aircraft 'disappeared':

Wiltshire 'Ghost' Slays Two

The Wiltshire Ghost is tonight suspected of the murder of two children, Denny Palmer (9) and Mark Potter (12), in a bizarre attack police spokesmen are describing as 'The most horrific crime we can remember'.

Denny and Mark, who lived in the small village of Lower Poolford, were last seen at 10am when they went out to play. An hour later their mutilated bodies were found by Mrs Agnes Parker (47), who is tonight being treated for shock in the County Hospital.

The Wiltshire Ghost was first reported on August 11th, when a local farmer, Peter Giles (39) reported seeing a 'huge ape' savaging his sheep. He fired his shotgun at the creature, which immediately disappeared, apparently vanishing into thin air. Several later sightings followed a similar pattern. Police pathologists have confirmed that the injuries of the children were identical to those of the attacked animals.

Tonight the police are treating the case as murder, but are also investigating the possibility of an escape from a zoo or wildlife park...

Later stories give no fresh leads, but there are additional reports of animal attacks and a police hunt in the area. Given this information, an intrepid team of Investigators will probably decide that a trip to Wiltshire is a good idea.

By the time the team leave London they will be under police observation, and may notice that they are being followed (though they will not know it is the police who are following them). Attempts to shake off pursuit will work, but the police will notify their headquarters. Other units will resume surveillance before the team reach Lower Poolford.

ACT 4: VILLAGE OF FEAR

Lower Poolford is a small Wiltshire village, approximately midway between Salisbury and Bristol. It is bordered to the east by a railway, to the south by the main road from Salisbury to Bristol. The village is surrounded by farms, and some of the villagers work on them. Others commute to local towns. The Keeper should remember that the residents of this area do not exist just to interact with Investigators. They have been upset by the murders, but should be presented as people who may be preoccupied with events having no relevance to this scenario.

The map is a general view of the area. It may be shown to players; however, a simplified sketch map is adequate for most purposes. Access is possible by the slip road from the main road, or by 25 miles of secondary road. Cars which enter the mapped area (from the north, or from the main road) pass police checkpoints. The police note vehicle registrations, and will stop cars with obscured license plates. License numbers are radioed to County Police headquarters for checking stolen vehicle and surveillance lists.

Principal features of the village are the church (1), with a hall which is used as the police murder room, the pub (2), two general shops (3,4), the library (5), the school (6), and the homes of the Palmers and Potters (7,8).

1: The church is a 1930's design, with no historical significance. The Vicar has only been in the village for six years, and can't say much about events prior to his arrival. Parish records prior to 1980 are stored in the library.

The police presence in Lower Poolford consists of eight Constables, two Sergeants, and a Superintendent. All should be generated with STR, SI, and CON of 10 or more. All have at least 100 points of professional skills including combat skills, but not firearms skills, and are equipped with truncheons (nightsticks), handcuffs, radios, whistles, and torches. There are three police cars, all carrying radios. Equipment in the church hall includes a teletype unit, a scrambled telephone line to the County Police headquarters, and a locked chest containing two bulletproof vests (absorb 10 points damage) and two military rifles with telescopic sights. At least one officer in the village at any given time will have the appropriate firearms skills of 75% or more, beyond normal professional skills.

2: The pub is modern and uncomfortable, but offers the only guest accommodation in the village. Three single rooms are vacant, the rest are occupied by reporters. The landlord is prepared to provide camp beds for additional Investigators, but demands £15 per person per night, on the basis that the Investigators must be reporters or sightseers who can afford to pay for their ghoulish interest. If the team includes a reporter it is possible to pretend that the entire team are in the village to cover the case, otherwise the reporters will investigate the team, and learn that they were passengers on flight 1743.

3,4: Both shops are centres of village gossip. However, any intrusion by Investigators or reporters will stop all conversation. The villagers are terrified, and suspect outsiders of involvement in the murders.

5: The school is under police observation. Strangers approaching the building will be stopped and questioned. Outsiders will be brought to the church hall for prolonged questioning after such encounters with the police.

UPPER POOLFORD

THOMPSONS FARM

COREYS FARM

LOWER POOLFORD

DREWS POOL

WAINWRIGHTS FARM

MAIN ROAD

BRISTOL

0 100 200 300 400 500
YARDS

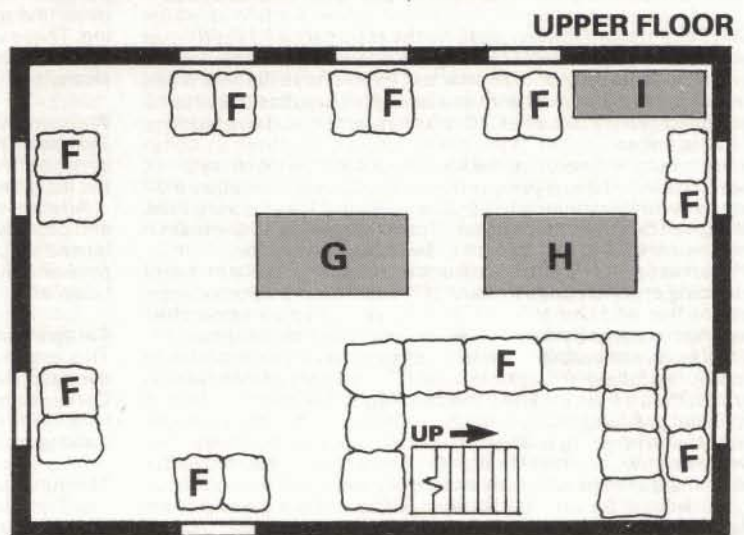
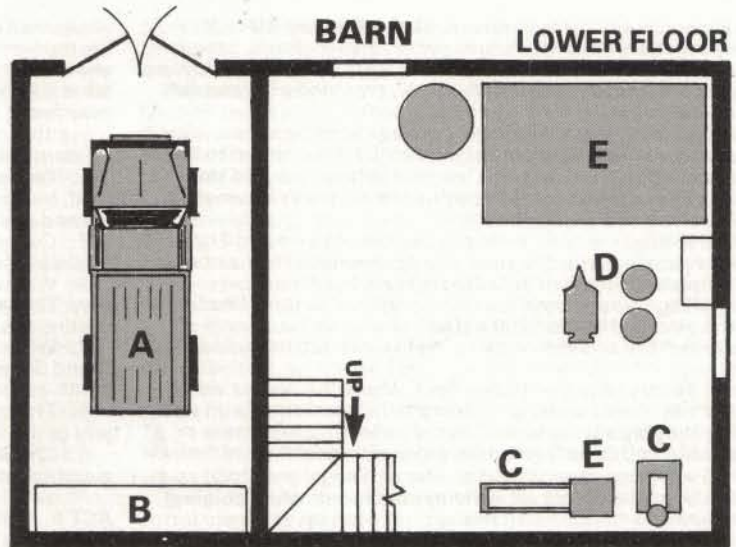
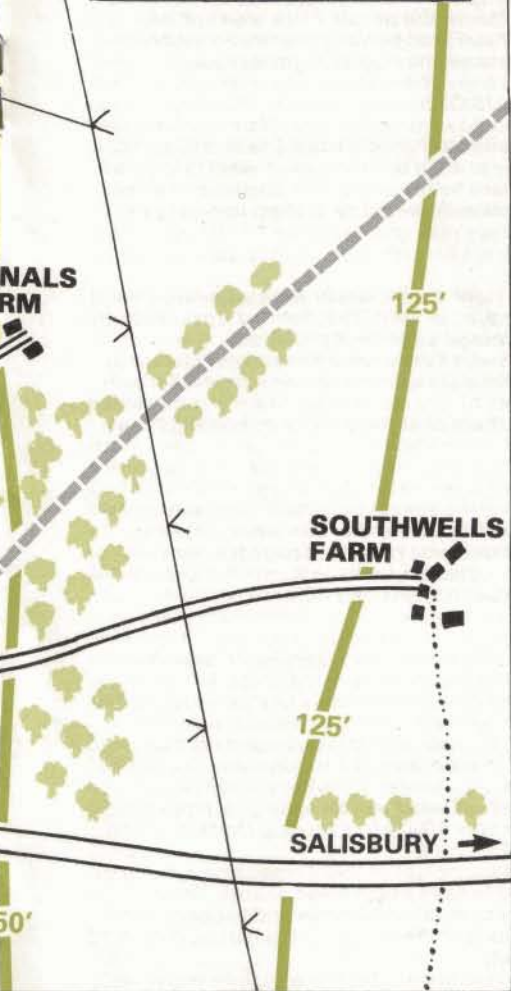
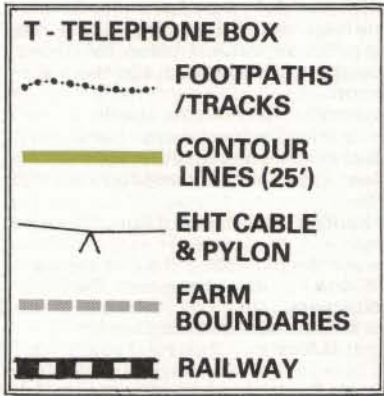
100' 125' 150'

A floor plan of a house. The layout includes a Kitchen on the left with a dining table and chairs. To its right is a large Living Room. Further right is an Office. Below the Living Room and Office are two Store Rooms. A W.C. is located near the Office. A staircase with an 'UP' arrow is situated next to the second Store Room. The plan shows various doors and windows, including a large front door on the left.

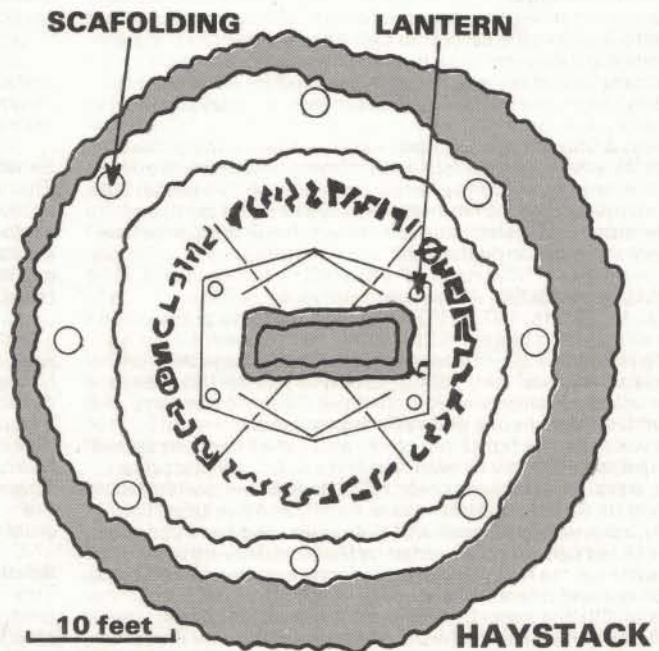
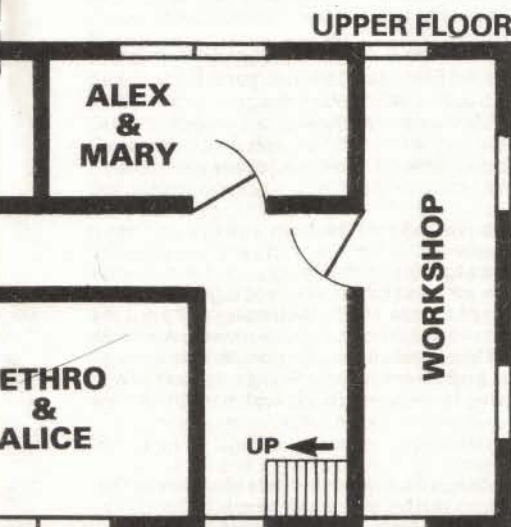
A floor plan of the second floor, labeled '2ND FLOOR' in the top right corner. The plan shows four rooms arranged in a 2x2 grid. The top-left room is labeled 'BATH ROOM'. The top-right room is labeled 'BRIAN & JANE'. The bottom-left room is labeled 'MARGARET & ETHEL'. The bottom-right room is labeled 'TOM & PETER'. Each room has a door opening into a central hallway. The walls are represented by thick black lines, and the doors are shown as arcs.

| | |
|------------------|--------------|
| BATH ROOM | BRIAN & JANE |
| MARGARET & ETHEL | TOM & PETER |

DRAW THE BLINDS ON YESTERDAY



KEY
A-PICKUP TRUCK
B-WORKBENCH
C-POWER TOOLS
D-ANVIL
E-FURNACE
F-BALES OF HAY
G-BED
H-BED
I-CHEST



6: The library (open 10am-6pm) is probably the best place for further investigation. Records include parish investigators, newspaper files, and local histories. The team can learn one of the following facts for each 1d6 hours spent in the library, provided a successful research roll is made:

1: In 1895 Jacob's Farm was burnt to the ground by a mob, after eye-witnesses saw Alex Jacob strangle his aunt. He claimed to have been possessed by a devil, but was lynched before he could stand trial. A map of the parish shows Jacob's Farm where Wainwright's now stands.

2: In 1975 a religious commune, the Temple of Light and Truth, bought Thompson's Farm. The local newspaper reported rumours that the Temple was involved in witchcraft and black magic.

3: Many villagers opposed the extension of the National Electricity Grid into the area in the mid-1960's. The Ennals family, owners of Ennals Farm, led the protesters, claiming that the cables would stunt their crops.

4: A local history says that Drews Pool, where the bodies were found, is the site of an ancient granite monolith, and stands on a Ley line running roughly east to west. The map showing this line is on a fairly small scale, and doesn't give a clear idea of the exact run of the line.

5: In 1896 workmen demolished an ancient megalith (which was supposed to be preserved as an ancient monument) while building the railway embankment. The stones were broken up and used for construction.

6: Most of the attacks on farm animals were within a mile of the village.

7,8: The Palmers and Potters despise the reporters and thrill-seekers who continually interrupt their grief. If Investigators arrive and start asking questions they will be attacked by the boys' fathers and 1d6 other local men, all armed with bricks or pick handles (treat as clubs). The police will arrive after 2-3 minutes, and arrest everyone involved in the fracas.

The Investigators will soon realise that the locals are genuinely frightened. Children are rarely seen on the streets, dogs and other animals seem to be under unusually tight control, and there is very little activity at night. The pub is empty, apart from reporters and the team. The police are active, but don't seem to be achieving much.

While the Investigators are in the village a policeman sees a strange woman standing on the slope to the east of Drews Pool. He approaches and questions her, and she orders him to leave. For some reason he feels compelled to obey. By the time he recovers she has disappeared amongst the trees, and nothing can be found. However, his report will be sent to County Police headquarters, and logged onto the police computer net. Police investigating the case flight 1743 will see this report, note that passengers from the flight are currently in the village, and suspect that a meeting is planned. Surveillance of the Investigators will intensify. Any Investigator making a Spot Hidden roll after the first day in the village will have an uneasy feeling of being watched, but will not be able to identify a watcher. Four plain-clothes police are shadowing the team, on foot or by car or bicycle.

The clues picked up by the Investigators should lead them to look at Drews Pool and several of the farms around the village.

ACT 5: POOL OF TEARS

Drews Pool is easily accessible by footpaths from the village or main road. The pool is overhung with willows and other trees, but is sunlit through most of the day. There is an old standing stone at the north end of the pool. Spot hidden: There are no animals or birds near the pool.

Anyone approaching the stone feels a slight chill. Those within 25' of the stone must save against POW every five minutes or lose a Magic point. The points drain into the stone, which feeds them into a Ley line running east to Southwell's Farm (the Cult headquarters). This draining effect occurs at other standing points in the surrounding countryside; only one other is in the area mapped for this scenario.

Spot Hidden: there are several deep fresh scratch marks in the stone.

A Dimensional Shambler was pulled into the area by the Cultists activities, and has remained because the magic point drain interferes with its dimensional travel ability. It can start to leave this plane, but will always reappear after 2d6 minutes. It stays near the pool, and scratched the stone while sharpening its claws. It will appear before the team leave the pool, and attack them:

DIMENSIONAL SHAMBLER (See main rule book)

STR:21; CON:16; SIZ:15; INT:5; POW:12; DEX:6; 15 hit points.

If the Investigators have spent several hours in the village they are under police surveillance. Two policemen will arrive 6+1d6 rounds after the start of the combat, and join the fight. They do not carry firearms, but have truncheons and radio transceivers.

Ariadne is watching the fight from cover, and if the Shambler seems to be winning she will throw an obsidian knife at it, then disappear amongst the trees. The Keeper should roll dice then announce that this is a critical hit (regardless of the actual roll), and has killed the Shambler. Ariadne will use Sneak and Hide skills, and her hypnotic power, to reach her car, which is hidden by the road, leaving the knife as an odd puzzle for the Investigators. If anyone sees her car she will dump it in Bristol and hire another.

If the team kill the Shambler they will earn the gratitude of the villagers, but the police may ask awkward questions about any illegal

weapons they use. The police will explain why they have been following the team, and may share some information (for example, they may show the Investigators the video of the airport interview). If Ariadne takes a hand some searching questions will be asked, and the team may find it hard to escape suspicion.

In either case there will be less tension in the village, and the Investigators can pick up rumours, summarised below (choose randomly):

1: Old man Ennals used to talk about blowing up the pylons on his land, but hasn't mentioned the idea lately. He's a demolition contractor and could do it if he wanted to.

2: Corey's Farm is doing very badly. The Ministry of Agriculture put down a lot of pigs there last year.

3: Wainwright's Farm has always been unlucky. No-one knows why. The last owner died in 1978, and it's never been sold. People visiting the farm always feel 'a bit creepy'.

4: When the new Salisbury to Bristol road was built workmen found dozens of human skeletons, at least two thousand years old, south-east of the village.

5: The commune on Thompson's Farm gave lots of home made jam to the last village fête. Maybe the people there aren't all bad.

6: The Southwell family have been burning their stubble when the weather is too dry, and nearly set the woods alight last year.

ACT 6: DRAWING CONCLUSIONS

By now the Investigators should suspect that a local farm is a base for Cultists. However, there are several possibilities. The Investigators must find good reasons to visit each farm and learn what is happening. These visits may take place before or after the Shambler is killed. If before, the team will be followed by police. If after, they may be alone.

Wainwright's Farm

This building incorporated stone blocks which were originally part of a megalith which was destroyed in 1896. They formed a new node in the local Ley lines, feeding magic points to the Cultists.

Ariadne visited this farm before the encounter with the Shambler, and destroyed the stones with a sledgehammer. Visitors will find collapsed buildings, surrounded by fine stone chips. She will return to the pool and destroy the stone there after the police and Investigators have left.

Corey's Farm

This estate has suffered several outbreaks of swine fever and other livestock diseases. This is mainly due to the meanness of Farmer Corey, a sixty year old drunkard who refuses to pay for veterinary treatment. Corey resents intruders, and will see them off his land with a shotgun. However, his weapon skill is only 15%.

Thompson's Farm

The Temple of Light and Truth, a movement devoted to enlightenment through meditation and the use of relaxing drugs, has run this farm as a commune since 1975. It is moderately prosperous, producing macrobiotic foods and medicines. The farm includes several greenhouses. Two hold small crops of marijuana, carefully surrounded by tomatoes. The 25 members of the commune live in caravans and the old farmhouse. The leader is the Reverend Tom Bombadil (a name assumed by Deed Poll), an ageing ex-hippy who was a minor pop star in the later 1960's (no unusual characteristics, skills, etc).

At first the villagers were suspicious of these newcomers, but time and participation in village life have eased these doubts. The commune regularly donates produce to village fêtes and bazaars, and several residents are members of the village sports teams, choir, and St John's Ambulance Society.

Investigators may notice that the residents are slightly secretive, and suspect that something is wrong. However, anyone making a Pharmaceutical skill roll will recognise a faint scent of cannabis. The members are devoted to peace, and will not harm Investigators.

Ennals' Farm

This establishment is run by Fred Ennals and his two sons. Ennals was a Royal Engineer during the Second World War, trained in the use of explosives. He owns a small demolition business, but all explosives are stored in an old quarry ten miles from the village. The farm is moderately prosperous, producing sugar beet and other vegetable crops. Livestock is limited to a small herd of cows, chickens and ducks, and a sty of pigs.

In the 1960's Ennals was convinced that the high-voltage cables passing over his land were bound to affect his crops and livestock. However, he had little evidence to support this theory, and eventually dropped his opposition. He is amused by the way ecological movements have taken up his old ideas. He thinks he originally got the idea in a conversation with an old neighbour, Eric Southwell, who was killed in a farming accident a few weeks later. The Southwell farm is now run by Eric's three sons and their families. Ennals doesn't like them much; they use intensive farming methods which he thinks are cruel to animals.

Southwell's Farm

This farm is further from the village than the other establishments the team will have visited, and is on the far side of a rise which tends to stop sounds travelling between the farm and the village.

Investigators will be met by one of the male adults of the Southwell family, or by 2-4 children, who will immediately get an adult. Visitors are not welcomed, but those with a good excuse (eg, pretending to be police, agricultural salemen, or government officials) will be allowed to see two battery buildings used for calves and chickens. They may also be allowed into the lower floor of the farmhouse.

The farm hides several objects of Cult significance. There are no outward signs of these secrets; however, Investigators making Spot Hidden rolls will notice that there aren't any birds around. If questioned, the person showing them around will angrily deny that the use of pesticides is responsible for their absence (even if pesticides aren't mentioned). The real reason is that the magical field associated with the area's Ley lines scares wildlife away.

As the Investigators leave two children run past, and a girl (Ethel) stumbles against an Investigator. Spot Hidden: She pushes a note into the Investigator's pocket. If this roll is made all the Investigators should Spot Hidden. If successful, they will notice that several residents of the farm (all those listed below, except Mary) are watching them, and that all the men carry shotguns. Mary is covering them from the barn window, and is invisible to the team.

If the players wish to confront the Southwell's immediately the Keeper should use the details in the next act. However, it is likely that they will decide to wait, read the note, and approach at night. If so, the events described below will occur.

ACT 7: THE NATURE OF THE CATASTROPHE

The note is hastily scrawled, in pencil, on a scrap of rough paper. It reads:

There is something wrong here and I know that my family are doing bad things I think that something will happen tonight but they always make me sleep at full moon. Please help me!
— Ethel

Southwell's Farm is at a focus of a network of Ley lines, criss-crossing southern England. Another focus is at Stonehenge, a few miles east. The network was discovered in the Neolithic era, and the strange Cultists of that time built their sacrificial sites to utilise the power it provided. This knowledge was almost lost in the intervening centuries.

In 1917 George Southwell, an American cousin of the family, visited Britain with the US Army, spending several days at the farm before travelling to France. He was a student of the Mythos, though not a Cultist, and realised that the farm was a site of power. He proved this by summoning a Fire Vampire, and his British relatives became obsessed with the idea of harnessing such forces. George promised to return after the war, and teach the Southwells more about the Mythos but he was killed in July 1918.

Over the next decades the family abandoned their ambitions, but they always remembered George, and his promises of control over man and nature. His explanation of the Ley line network wasn't remembered clearly, and the Southwells feared that it might be disrupted by the electricity grid. They started the local campaign against its introduction, but gave the credit to Fred Ennals.

In 1978 Jethro Southwell excavated foundations for additional buildings, and found a bundle, wrapped in oilskin, which had been

buried by George during his stay. It contained two rotting books. Under the bundle was a white stone slab, which pulsed with strange energy.

The family have cautiously studied the books, learning several Mythos spells and fragments of others. They have hidden the slab and are now committed Cultists, conducting human sacrifices each lunar month. The victims are hitch-hikers, picked up on roads within a hundred mile radius of the farm.

All the books describe Cthugha as the ultimate source of fire, and Jethro wishes to bring Cthugha to Earth to tap this power. He has already summoned Fire Vampires (one of which broke free and burned some fields) and opened a small gate. He intends to open a huge gate on the evening of the day the Investigators visit the farm. He visualises Cthugha as a humanoid god controlling fire.

The farm is a cluster of buildings surrounded by fields. Two tracks lead north-east and south from the farmyard. The south track leads to the main road, and is used by the family when they transport sacrificial victims.

The farmhouse is a two-storey building, as shown in the diagrams. There are six occupants with four children: Jethro is married to Alice, Margaret and Tom are their children. Brian is married to Jane, Ethel is their child. Alex is married to Mary, Peter is their child.

The girls know nothing about the Mythos, but Ethel suspects that something is wrong and has decided to do something about it. All four children have average characteristics and 8 hit points.

Jethro leads the family, but Alex and Mary are the most active students of the Mythos. In addition to the spells listed above, both know fragments of the spells *call Cthugha*, *elder sign*, and *enchant item*.

The farmhouse is a stone building. There are two .22 semi-automatic rifles in a locked cupboard in the office, with ten ammunition clips: fire 3 shots/round (one at start of round, one in order of DEX, one at end of round), 15 shots, damage 2d6, base 10%, range 75 yards, 10 points. A store room holds four large drums of paraffin. A loose flagstone in the kitchen floor covers a tunnel leading 50' East, emerging in a ditch by the farm road. A locked chest in Jethro's bedroom holds a badly damaged copy of *Nameless Cults* (Golden Goblin Press); +6%; Cthulhu Mythos, x1 Spell Multiplier, -2d6 SAN; Spells *voorish sign*, then *create gate*, then *shriving*, fragments of *elder sign* and *enchant item*. All the outer doors and windows of this house can be barred or shuttered to withstand 8 points of damage.

The stables hold three tractors, an old saloon car, and farm machinery. The cabs of the tractors are enclosed, with wired glass windshields and side windows. The cabs give 4 points of armour. Maximum speed 25 mph over any terrain. The car is restricted to 5 mph over farm terrain. The machinery in the stables includes a cattle feed mincer, which contains fragments of human flesh and bone.

The barn, on the opposite side of the farmyard, is a wooden building used for Cult activities. The entrance is a locked double door, leading into a garage holding a pickup truck (a) and workbench (b). There are two petrol-driven chainsaws in the back of the truck. Chainsaws are usable as weapons: basic skill 5%, damage 4d6, Impale, breakage 14 points, DEX reduction -4 in combat. There are faint traces of human blood between the teeth of these saws, detectable by analysis. The main room is equipped for metal working, holding power tools (c) and an anvil (d). A roaring furnace (e) in one corner of this room is fed by a methane cylinder. Spot Hidden: The gas supply is disconnected. If the furnace is opened Investigators will see an iron ring, a centimetre wide, lying on its floor. Intense flames gush from the ring. A modified permanently open gate has been cast on it, with its other side near Fomalhaut. The furnace heats a boiler which supplies hot water to the farmhouse and battery buildings. There is ash on the furnace floor, containing significant quantities of human charcoal.

The upper floor is apparently a hayloft, but the bales (f) only surround the staircase and cover the windows. Two beds (g,h) are bolted to the floor. Eric Boothroyd, a student from Cambridge, is tied to bed (g). He was attacked and kidnapped the previous night, and has a skull fracture. Bed (h) is vacant, but is marked with bloodstains.

A locked chest (i) holds ten dark red hooded woollen robes and a leather box containing a book and six butchers knives. The robes cover a normal figure completely, anyone wearing one gains +10% Hide ability at night. The book is an incomplete copy of 'On the Usage of Fire' (anon); 18th century American, contains descriptions of Cthugha and other fire creatures: +5% Knowledge, x2 spell multiplier, -1d8 SAN. Spells *summon fire vampire*, then *bind fire vampire*, fragments of *summon Cthugha*, and prayers (no magical powers) to Cthugha etc. The knives are bloodstained.

An old cabless tractor (unfuelled) is parked besides the barn. A locked shed behind the barn holds a combine harvester; Speed 15 mph, enclosed cab (as tractors), equipped with a 15' wide cutter, damage 8d6, impales, 45 points breakage. Use Operate Harvester skill -10% to hit. The harvester manoeuvres at DEX 2, regardless of the DEX of the driver.

Two small silos East of the farmhouse hold chicken meal and cattle feed. Analysis will detect traces of human blood and bone in the feed.

The haystack South of these silos is oddly anachronistic, and doesn't fit in with the mechanised methods used on the farm. It is hollow, supported, by scaffolding over a 4' deep pit. There is an ancient sacrificial stone in the pit, surrounded by chalked ritual signs and patterns. Four butane lanterns illuminate the hold, kept burning at all times. The stone glows oddly, and is charged with 73 magic points.

| The Southwells: | Jethro | Brian | Alex | Alice | Jane | Mary |
|-------------------|--------|-------|------|-------|------|------|
| Age | 45 | 41 | 36 | 46 | 35 | 33 |
| STR | 12 | 14 | 11 | 7 | 9 | 15 |
| CON | 11 | 9 | 13 | 16 | 7 | 11 |
| SIZ | 12 | 12 | 17 | 9 | 7 | 9 |
| INT | 14 | 17 | 9 | 14 | 8 | 16 |
| POW | 14 | 16 | 11 | 7 | 6 | 17 |
| DEX | 15 | 17 | 11 | 14 | 15 | 18 |
| APP | 9 | 14 | 10 | 14 | 9 | 15 |
| EDU | 6 | 13 | 7 | 5 | 4 | 11 |
| SAN | 33 | 48 | 24 | 23 | 15 | 67 |
| Hits | 11 | 10 | 15 | 12 | 7 | 10 |
| Cthulhu | 19 | 23 | 29 | 9 | 11 | 27 |
| Shotgun | 60 | 55 | 40 | — | — | 70 |
| Pistol | 45 | 15 | 45 | — | — | 20 |
| Rifle | 40 | 30 | 20 | — | — | 40 |
| Knife | 25 | 65 | 25 | 45 | 60 | 55 |
| Drive Tractor | 70 | 55 | 75 | — | — | 40 |
| Operate Chainsaw | 55 | 75 | 45 | — | 45 | 25 |
| Operate Harvester | 45 | 25 | 45 | — | — | 25 |
| Spot Hidden | 35 | 45 | 30 | 75 | 85 | 40 |
| Hide | 35 | 55 | 25 | 60 | 40 | 75 |
| Sneak | 35 | 50 | 40 | 70 | 65 | 75 |
| Weapon | 1 | 2,3 | 1 | 3 | 3 | 2 |
| Spells | A-C | B | A-E | — | C | A-E |

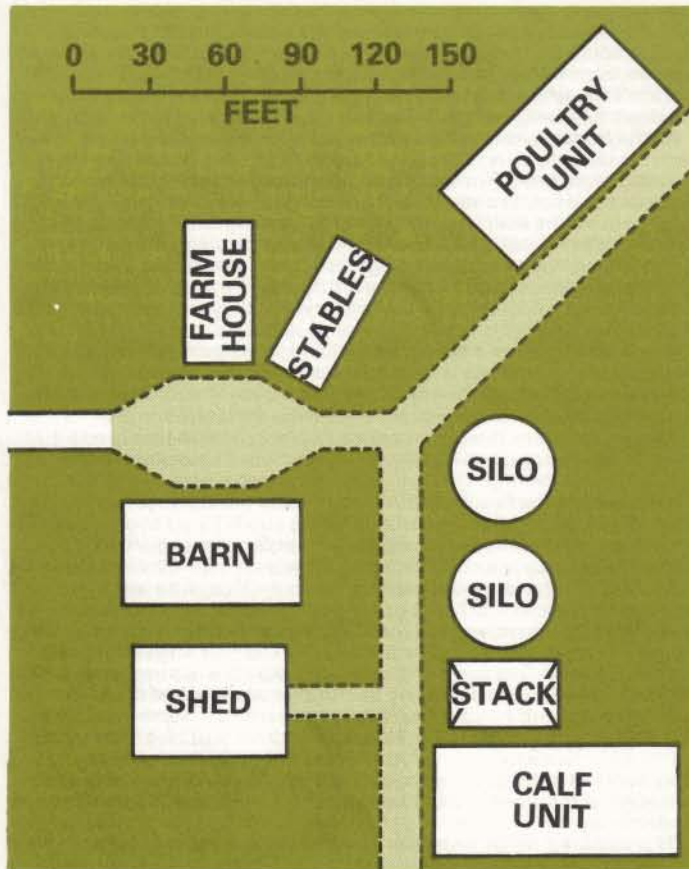
Weapon Explanations: 1 = 12-bore pump shotgun, 2 = 12 bore double-barrelled shotgun, 3 = Knife

Spell Explanations: A = create gate, B = summon fire vampire, C = bind fire vampire, D = shriving, E = voorish sign

In addition to the adults, four children live on the farm:

Margaret — age 10, retarded, no knowledge or skills
Ethel — age 11, no special knowledge or skills
Tom — age 11, 7% mythos knowledge, 15% shotgun
Peter — age 14, 9% mythos knowledge, 35% shogun.

SOUTHWELLS FARM



Other structures on this farm are irrelevant to the scenario, except as possible background to combat. However, the two factory sheds each hold several thousand animals in cramped captivity. If they are burned, and animals are trapped, Investigators must make a SAN roll or lose 1-3 SAN as they hear the animals scream. There are other sheds and barns, mostly in ruins, further from the house.

A typical ceremony is conducted in the following stages:

1: At 9 pm the girls are sent to bed, with a drink of hot milk containing crushed sleeping pills.

2: The family wait until dark, then move to the barn and don their ceremonial robes. All carry weapons. The sacrifice is clubbed unconscious and carried to the sacrificial stone. The two boys guard the stack from the calf unit and tractor shed.

3: Jethro and the rest of the family chant and pray until midnight, then all plunge their daggers into the victim as one of the brothers casts whatever spell is intended.

4: When the ceremony is complete, and the spell has been cast, the sacrifice is hacked apart. The heart and brain are thrown into the furnace in the barn, and the rest of the body is cut apart (with knives and chainsaws), ground, and mixed into the animal food.

Tonight Jethro intends to cast a *gate* spell, utilising all the POW stored in the stone, and open a huge portal to Fomalhaut. He hopes that Cthugha will use the gate to travel to Earth. If he can cast the spell Cthugha will arrive, accompanied by its retinue of Fire Vampires, and devastate the farm. Some of the Vampires will be attracted to the electricity grid cables, and follow them east towards Bristol, destroying Ennals farm, Coreys Farm, and Lower Poolford en route. Fire services will be slowed by the danger of electrocution and the fast movement of the Vampires. If this occurs 10d10 inhabitants of Lower Poolford and 10d100 inhabitants of Bristol will be killed.

Ariadne will arrive simultaneously with the team, carrying a sledgehammer and her knives, and follow them towards the farm. She moves quietly, but won't hide from the Investigators. She will only talk to them if they are about to do something stupid, such as attack her. Once combat starts she will attempt to destroy the stone, killing anyone who interferes (including Investigators). She regards the team as expendable, but won't kill them unnecessarily. She will try to avoid turning anyone to stone, since this is difficult to explain and might make people believe in Gorgons. Meanwhile the cultists will try to kill the Investigators and Ariadne, using firearms, tools, and vehicles to attack them.

For each round after combat starts there is a cumulative 10% chance that one of the Ennals will hear something and call the police. The units described above will arrive 2d4 minutes later. Fire brigade units will take another 5+1d6 minutes to arrive.

When the stone is destroyed Ariadne will leave, even if the Investigators are losing. She will kill any Cultists she encounters, but won't do anything else to help the team. If there is time she will go to the furnace and pull the ring out with tongs, then smash it with her hammer.

ACT 8: DRAW THE BLINDS ON YESTERDAY

Keepers who have used the British library will know that access is now under tight security control, and that readers rarely enter the areas where the books are kept. The scenes set in the library have been simplified to avoid adding unnecessary complication, and to give Investigators more room to manoeuvre.

Provided there is no major catastrophe, the police will be alerted within a minute of the start of combat. (The police will be disorganised if Cthugha appears, but the team probably won't survive to take advantage of their absence). Once alerted, the team in the village will drive out in two cars and a van, and investigate cautiously. Meanwhile backup units from local towns will set up road blocks to the east and west, searching all cars. This won't impede Ariadne, since she can use her powers to pass such blocks (and may even commandeer a police car). Investigators will not escape so easily. More police will arrive in 10+1d6 minutes, equipped with riot shields, sniper rifles, and tear gas.

The Investigators may have difficulty explaining their actions (and will probably be arrested until the situation is clarified), but discovery of the human remains and kidnap victim on the farm should lead to their release. The Investigators will not be allowed to keep anything they have removed from the farm, unless it is hidden well enough to survive a police search.

If any supernatural relics remain (such as the ring or a victim of Ariadne's gaze), the farm will be occupied by military personnel and scientists for the indefinite future. Secret orders (written in the 1920's) will lead to the impounding of these items, for storage in an old mine somewhere in the north of England. The team will be asked to sign the Official Secrets Act. Any surviving adults of the Southwell family will be tried for murder and conspiracy to murder, sentences ranging from ten to thirty years with compulsory psychiatric treatment. The trial will give the team some publicity, but press reports will be biased to suggest that the Southwell family were terrorists, not Cultists. The boys are too young for normal imprisonment, and might be released quickly, to give the Investigators more trouble in the future.

Some of the Investigator's possible actions, such as burning down the house without rescuing girls, or killing unarmed members of the family, might easily lead to criminal charges. The team have no special right to escape justice.

The only remaining loose end is Ariadne. If she survives the farm she will probably escape completely. Investigators may be confused by her actions, and suspect (wrongly) that she is a Mythos creature. Tracing her to Greece is easy, but actually locating her should be fiendishly difficult. She has had centuries to prepare her defences, and knows that some investigation is likely. Her home is guarded by corrupt police officers, local peasants, sophisticated alarm systems, ancient and modern booby traps, and subtle misdirection. Everything the Investigators do will be watched, and interference is inevitable. She will take these precautions even if the team only wish to talk to her, or return her knives. After all, she doesn't know what they really want.

The team should finish this scenario knowing more of the Cthulhu mythos, and with a better idea of the complexities of an adventuring career in the 1980's.

Other rewards are left to the Keeper's discretion.

APPENDIX 1: CHARACTER GENERATION FOR 1980's BRITAIN

The Keeper should use normal rules for character generation, but should allow the players to buy specialised skills with no 1920's counterpart. Some suggested skills:

Computer Programming, Electronics, Hang-Gliding, Nuclear Physics, Phone Phreaking, Pilot Helicopter, Pilot Jet Aircraft, Skydiving, Streetwise, etc.

Additionally, some skills, should be extended to incorporate modern innovations:

Library research – add the use of databases, microfiche, microfilm, and other unusual records.

Pharmacy – add recognition of controlled and illegal drugs, truth serums, etc.

Treat Poison – add treatment of drug abuse.

Wages should be adjusted to modern levels, as should the prices of equipment. There are more restrictions on the ownership of firearms and other weapons than in the 1920's, and the Keeper should ensure that players either obey such laws or face real legal problems.

Despite technological innovations, firearms should still malfunction on a roll 96-00.

Further information on 1980's adventuring can be found in two articles in *White Dwarf* (issues 42-43), both entitled *Cthulhu Now!*

APPENDIX 2: FOR YOUR INFORMATION

'*The Girl with Kaleidoscope Eyes*' is a quotation from *Lucy in the Sky with Diamonds*, by the Beatles.

'*Nature of the Catastrophe*' is a short story collection edited by Michael Moorcock and Langdon Jones.

Keepers may find the following sources useful in writing their own modern-day mythos adventures:

The Naked Matador – Roger Zelazny (Story); *Helter Skelter* – Vincent Bugliosi and Curt Gentry; *Cults of Unreason* – Dr Christopher Evans; *Can You Speak Venusian* – Patrick Moore; *The New Apocrypha* – John Sladek; *Black Aura* – John Sladek; *The Final Program* – Michael Moorcock.

Also the films 'The Texas Chainsaw Massacre', 'Prime Cuts', and 'Straw Dogs'. □