

DIFFERENT WORLDS SPECIAL MODULE

THE LIGHTS OF MADNESS

When strange lights glow in the night sky above Baker's Mountain, madness and death are unleashed upon the residents of Bloomfield, Pennsylvania.

Written and illustrated by Richard Launius



INVESTIGATORS' INFORMATION

The investigators' attention will be drawn to a small obscure article in the *Bloomfield Herald*. If any of the investigators are Reporters or Photographers for a newspaper, this article will be shown to them by their editor as an assignment.

The article reports of strange lights radiating from the top of Baker's Mountain around midnight, Saturday, May 22, 1920.

This is the second weekend that such lights have been reported.

As with the first report, there were additional reports of the lights being produced by flying saucers from Mars.

KEEPER'S INFORMATION

In 1917, a new organization was founded in Bloomfield PA. This new organization was known as the Order of Merlin and was interested in magic and the occult. Basil Gilbert, a professor from the local college, was the founder of the organization. Many of the local townsfolk are members of the club which caters to both male and females that are interested in the study of magic or occult history. They are not aware that Basil is a wizard and a worshiper of Yog-Sothoth. Basil has been utilizing the Power of the group in worship to Yog-Sothoth to learn new spells and to obtain enchanted items.

The lodge of the order is located on the west side of Baker's Mountain. Near the top of the mountain is a fifteen-yard-high tower used for the order's rituals that take place weekly from March through September.

During the winter months, the rituals take place monthly.

Many of the rituals are nothing more than simple magic tricks, but at least six times each year, Basil calls Yog-Sothoth to appear. Upon these rituals the city has produced some strange murder or disappearance. However, it has had little effect on the order since Yog-Sothoth has appeared to the group in the form of Tawil at'Umr, covered with the Mystic Cloth. That has changed with the last two meetings in which Yog-Sothoth has appeared in the iridescent-spears form which has produced the lights seen by the city and caused insanity in some of the members of the order.

RESEARCH & RUMORS

THE LIBRARY

All of the following articles are from the *Bloomfield Herald*, and may be found with successful Library Use rolls.

Oct. 15, 1917—Baker's Mountain, which is located to the west of the city, has recently been purchased by the organization known as the Order of Merlin. Professor Basil Gilbert of Bloomfield County College is the president and founder of the new organization which will enlighten the members to the historical study of magic, myths, and the occult. The group has already expanded its membership to 55 men and women. Dr. Gilbert unveiled plans to build a lodge on the base of the west side of the mountain and an astronomy tower at the top of the mountain. Construction should be completed by March of 1918.

March 18, 1918—John Mullen of the Smithsonian Institute will be the speaker at the consecration of the Order of Merlin Lodge this Saturday night.

John Mullen will be talking on his newly released book *Kings And Magic*. The order, now numbering over 150 members, is eagerly awaiting the event.

Oct. 21, 1918—Dr. Basil Gilbert announced the completion of the astronomy tower atop Baker's Mountain. The towers primary use will be for the members of the Order of Merlin, but any organization or individual in the city may reserve the tower. The doctor went on to state that the lodge would continue to provide services to the community of Bloomfield in hopes of making the city a better place to live.

April 5, 1919—Police are baffled by a bizarre murder of Andre Dugan at the rail yard west of town. The body was found near the tracks and the remains were distorted as if scorched by lightning.

Cause of death: Unknown.

May 4, 1920—The seventh of the strange murders that have plagued the city over the past year was discovered early this morning by the caretaker of the Quiet Garden Cemetery. The body was burned beyond recognition with the limbs withered to a dry crust.

The coroner still has no explanation.

May 16, 1920—Strange lights appeared in the sky late last night. Several reports of flying saucers were received at the police station from panicked residents.

Clifton Ward, an accountant for Matthews & Son, was placed in the Bloomfield County Asylum by the police in a related incident. It seems that Ward had been hunting and became insane at the sight of the lights. He was apprehended by the police while firing an empty shotgun at passers-by.

Mr. Ward was unable to give any statement.

BLOOMFIELD

Bloomfield is a decent-sized city of around 15,000 people. Almost any need that the investigators may have should be able to be filled there. Bloomfield is located in the northwest corner of Pennsylvania.

The city's main source of income is coal, but almost any profession may be found within the city.

Bloomfield has always been a quiet city, the type in which parents would choose to raise their children.

COMMENTS FROM LOCALS

A successful Oratory roll will produce the following response from many of the townsfolk:

—If asked about the lights: "They appeared around midnight. First, they seemed to be up on the top of Baker's Mountain. They were there for a short time and then streaked across the city at an enormous speed and disappeared into space."

—If asked about the Order of Merlin, the townsfolk will only say positive things about this organization.

—If asked about Basil Gilbert, most see him as a real asset to the community through his work at the college and the order of Merlin.

A successful Luck roll will produce the following statement on Basil Gilbert: "Nothing strange ever happened in this town before he started that damned magic stuff."

A successful Psychology roll will reveal that the people are somewhat afraid of Basil and his order.

If asked about the strange murders, no one will have any ideas as to who or what is doing the killings.

POLICE STATION

A successful Fast Talk or Law roll will produce the following information:

Over the past year and a half, there have been seven hideous murders and several Missing Persons Reports. The connections between the murders are very strong with all of the corpses showing signs of being struck by lightning. The skin was dry as dust and crumbled when touched. Certain parts of each body was withered as if touched by evil.

All of the bodies were found on Sunday mornings.

As for the strange lights seen in the sky the last two weekends, the officers credit it to some type of college prank.

BLOOMFIELD COUNTY ASYLUM

If the investigators want to visit Clifton Ward, they must first get past the head nurse at the front desk. To do so they will need to make a successful Law or Diagnose Disease roll.

The investigators will then be led down a long hall full of sounds of the insane. If any of the investigators have spent any time in an asylum, they must make a CONx3%

roll or become disturbed by the screams, sobs, laughter, and insane babbling and run out of the asylum before they can calm down.

Once in Clifton Ward's cell, they will find a man in a straightjacket huddled in the corner mumbling.

If the investigators make a successful Psychoanalysis roll, they will receive the following statement from Ward:

"Lights, strange lights . . . they move so quickly . . . why do they stop? . . . the tower, the tower . . . the man on the tower is one . . . the Martians have taken over the order, must destroy them. . . ."

Clifton is insane from viewing Yog-Sothoth and should the investigators fail their Psychoanalysis roll, he will grow violent and attack them by biting and kicking while screaming "Martian! Martian!" over and over.

CLIFTON WARD

Clifton is an accountant for Matthews & Son. He is also a bit of a backwoodsman. He was on the eastern side of Baker's Mountain hunting when Yog-Sothoth was summoned and revealed himself as iridescent spears which drove him insane and put him in the asylum.

STR 15 CON 14 SIZ 15 INT 17 DEX 14
APP 10 EDU 17 SAN 0 POW 16 HP 14

SKILLS: Accounting 80%, Library Use 65%, Read/Write English 80%.

WEAPONS: Headbutt (1D6) 45%, Kick (1D6) 60%, Bite (1D8) 30%.

The Doctors will have no real information concerning Clifton or the lights.

They will be able to tell the investigators that quite a few reports of insane actions by people were reported to them over the past two weeks. If the investigators look into these reports, they will find that all of the people are either members of the Order of Merlin or lived near Baker's Mountain.

BLOOMFIELD COUNTY COLLEGE

When the investigators visit this small college, they will be directed to the History wing to see Dr. Basil Gilbert. There they will be told by the secretary that Dr. Gilbert is off today and will be in tomorrow.

If the investigators sneak down the hall, they will see a door with the name Dr. Gilbert painted on the window. The door is locked and is STR 13.

A failure of the Sneak roll will result in the investigators being seen by the secretary. A successful Fast Talk roll will be needed to avoid her calling the police.

The door may be picked with a successful Mechanical Repair roll.

Inside Dr. Gilbert's office, the investigators will find a desk covered with papers and books. There is a small closet on the back wall and two bookcases.

The closet is full of more books and boxes. All of the books in the closet are basic history books. A successful Spot Hidden roll while looking through the boxes will reveal an old book with no name on the cover.

This book is written in Latin and contains the actual spells of Merlin. If read, the investigators will find two spells worth using if they roll INT x4%:

ENCHANT ITEM: For this spell the caster must expend 1 permanent POW point but no human sacrifice is needed. Costs 1D4 SAN points and increases the blades damage by 1D6.

CONTACT NODENS: See "Magic and Spells" chapter in the *Call Of Cthulhu* rulebook.

A successful Idea roll will let the investigators know that

the cave on the north side of Baker's Mountain will be a good location to Contact Nodens.

Cthulhu Mythos: +1D4.

SAN Loss: 1D3.

The condition of the book makes the rest of the spells unreadable.

A successful Spot Hidden while looking through the papers on his desk will reveal the following:

—The Order of Merlin Schedule: If looked at, this will identify that the group meets every Saturday night.

—A roster to the Order of Merlin: This will guide the investigators to the question the members if they wish.

Nothing of any use to the investigators can be found on the bookcases in his office.

The Keeper may wish to have the investigator with the highest Luck rating make a roll for each ten minutes in Gilbert's office to avoid being caught by the Campus Security Guard.

MEMBERS OF THE ORDER OF MERLIN

If the investigators wish to use the roster from Dr. Gilbert's office, they can question any number of the order they wish. They will receive the following information:

—The group has a ceremony every Saturday night.

—They all respect their leader very much.

A successful Oratory roll will reveal the following:

1D100

01-20: Member suffers from fear or insanity from last meeting.

21-70: Member has suffered from headaches and aging due to POW losses from meetings. The person notices a change after certain order ceremonies.

71-85: Member tells the investigators that they hold their ceremonies on the top of Baker's Mountain at the tower.

86-00: Member has committed suicide in some violent way due to insanity. (SAN loss is up to the Keeper.)

THE HOME OF DR. GILBERT

If the investigators visit the home of Dr. Gilbert, they will find that no one is home. The doctor lives in a small one-story, two-bedroom house. The house will be cluttered with books and covered with dust. There is nothing of interest within his house.

BAKER'S MOUNTAIN

Baker's Mountain lies to the eastern side of the city. It is more of a big hill than a mountain. It is very wooded with two clearings.

At the base of the mountain is the lodge for the Order of Merlin. There is a path that leads from the lodge up to the tower at the top of the mountain.

THE LODGE OF THE ORDER OF MERLIN

The lodge is located at the base of Baker's Mountain. It is closed during weekdays and opens every evening from 6 till 11. The lodge is open at 9 on Saturday mornings and remains open thru Sunday night until 11.

If the investigators visit the lodge while it is closed, they will have to figure out a way to get in since both doors are locked. Both doors have STR 18 and the locks are unpickable.

If the investigators visit the lodge while it is open, they will be allowed to browse around as guests. There will be

1D20 members in the lodge during the times it is open.

There is also a 60% chance that Dr. Gilbert is there during that time.

While guests of the order, the investigators are free to see everything except the Wizard's Loft. Also they will be told that no guests are allowed on the night of the ritual.

Talking to the cult members will only reveal the same information given in the "Members of the Order of Merlin" section.

Alcove: The alcove is just inside the double front doors. From it there are three doors. All have carved dragons with bright globes orbiting around them. There is nothing of interest in the alcove.

Closet: There are several crates in the closet. If opened, the investigators will find them full of yellow robes. These are the robes used during their weekly rituals.

Office: The investigators will only find the usual papers of an organization in the office: member list, schedule, financial records, etc.

The records are locked in a filing cabinet.

Meeting Hall: This is a large room with several rows of chairs. At the front of the room is a large stone with an old sword stuck into it. Behind the stone is a door to the outside that leads to the path up the mountain to the tower.

The members will tell the investigators that Dr. Gilbert had the sword in the stone built for mood purposes during meetings. This is not true, however, because this is the actual sword of Arthur. It is a gift from Yog-Sothoth and is enchanted. The sword will do 1D20 damage and ignores armor. A successful Occult roll will identify the sword.

To pull the sword from the stone, an investigator will have to match his POW against that of the sword's POW 20 on the Resistance Table. The sword increases the Magic Points of the person that pulls it from the stone by 1D20.

Sitting Room: The sitting room has two large bookshelves, a table, several plush chairs, and a large couch.

The books are occult related. If the investigators read the books they will increase their Occult skill by 1D10. The amount of books required to be read to obtain this increase is up to the Keeper. There is a small statue on the table of a dragon.

If the investigators study this statue, it will appear to come alive and move. This will produce a SAN loss of 1D4 points if the investigators fail their SAN rolls.

Library: At the top of the stairs is a large library. Each wall is covered with shelves full of books on a variety of topics.

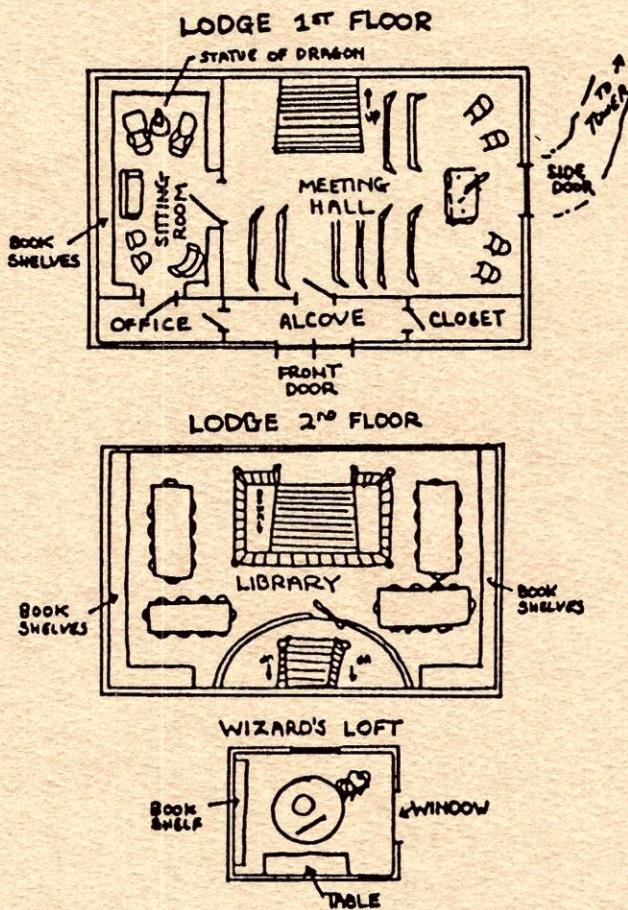
If the investigators wish to spend time studying some of the topics with the books in the library, they will advance 1D6 in that skill for each 3-hour period spent studying the books.

The following topics are found in the library's collection: Anthropology, Astronomy, Chemistry, History, Occult, Psychology.

Against the south wall, there is a circular rail fence that encloses a stairway up to what the members will say is the Wizard's Loft. Only those that obtain the rank of Wizard may enter this room. Dr. Gilbert is currently the only member that has obtained such a rank.

At the top of the stairs is a locked wooden door with STR 25. Carved into the door is a strange dragon. A successful Cthulhu roll will reveal this creature to be a Byakhee.

THE ORDER OF MERLIN LODGE



If the investigators attempt to pick the lock to this room, the sculpture will suddenly come alive and grow to full size.

The Byakhee will fight to the death to protect this room but will not pursue those that flee the lodge.

BYAKHEE

STR 19 CON 11 SIZ 19 INT 11 POW 10 DEX 14
HP 17 Move 5/20 flying

WEAPONS: Claw (1D6+1D6) 40%, Bite (1D6+1D6+blood drain) 35%. A Byakhee may attack twice with claws each turn or may attempt one bite attack per turn. Each turn that the bite attack is maintained, including the first, 1D6 STR is drained from the victim. When the STR reaches zero, the victim is dead.

Wizard's Loft: The Wizard's Loft is a small room with strange lighting from a colorful stained-glass window.

In the center of the room is a table with a crystal ball on top of it. Beside the ball is a wand. There is a chair by the table that has a red robe and white turban on top of the seat.

There is a bookshelf on the western wall and a table against the southern wall.

A successful Spot Hidden roll while looking at the bookshelf will reveal a copy of *True Magick* in English.

The investigators will also find a scroll on the bottom shelf of the bookshelf. The scroll is written in Latin and contains the spell Contact Yog-Sothoth.

The investigators may learn the spell by rolling their INT x 2% but will suffer a SAN loss of 1D8.

TRUE MAGICK

CTHULHU MYTHOS KNOWLEDGE: +6%.

SPELL MULTIPLIER: x2.

SAN LOSS: 1D8.

SPELLS: Brew Space-Mead, Create Gate, Steal Life. (See rulebook for spell descriptions.)

THE ROBE AND TURBAN

The robe is red silk and a successful History roll will identify it to be thousands of years old.

The turban is white with a star sapphire in the center of it worth \$200.

They have no magical significance.

THE CRYSTAL BALL

This crystal ball is a gift from Yog-Sothoth. If any investigator studies the crystal ball for a few minutes, the Keeper should make a POW vs. the crystal ball's POW of 10 on the Resistance Table. If the investigator's POW roll is successful, he will view a vision from the past. The vision is left to the Keeper's discretion, but a suggestion would be to have the investigator view the Hounds of Tindalos. The reason for this is because whatever the investigators see will also see them. The Hounds will also now hunt the investigators through time according the rulebook.

MAGIC WAND

The wand sitting on the table is also a magical gift from Yog-Sothoth. Each day the wand will grant the wielder 1D20 POW points to expend as they wish.

THE TABLE

The table is covered with bottles full of various herbs and chemicals. A successful Occult roll will reveal this to be an alchemical library.

A successful Spot Hidden roll will reveal two bottles of Space-Mead.

THE STAINED-GLASS WINDOW

The stained-glass window causes bizarre light to filter into the room. The symbols and designs on the window represent a form of Yog-Sothoth.

Viewing the stained-glass window will cause a SAN loss of 1D4 if the investigators fail their SAN rolls.

A successful Cthulhu Mythos roll will identify the form in the stained glass as an appearance of Yog-Sothoth.

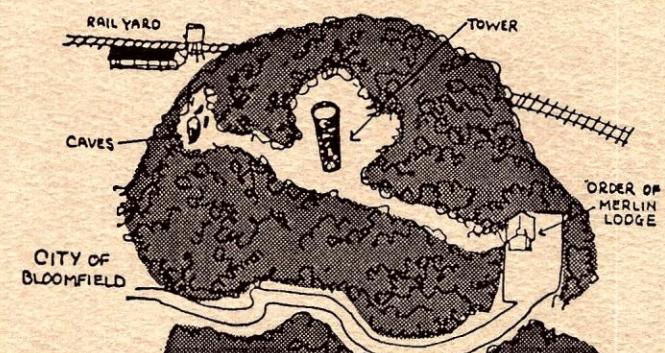
BAKER'S MOUNTAIN

Baker's Mountain is heavily wooded except for the path that leads from the lodge to the tower at the top of the hill.

If the investigators attempt to get to the top of the mountain any other way than by following the path, a successful Climb roll must be made or the investigator slips and takes 1D3 damage.

There is a 60% chance that the investigators will encounter a madman in the woods that has gone insane at the sight of Yog-Sothoth. Herman Wilson was hunting in the woods last Saturday night when Yog-Sothoth appeared. The sight was too much for Herman and he has gone totally and violently insane.

BAKER'S MOUNTAIN



HERMAN WILSON

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

SKILLS: Knife 60%, Shotgun 40%, Zoology 40%, Throw 40%, History 75%.

Since the woods are so heavily overgrown the Keeper may request DEX x 3% rolls to keep from tripping and suffering 1D3 damage.

THE CAVES

The caves are on the north side of the mountain and a successful Idea roll will reveal this to be a good location to Contact Nodens.

The caves have no other interest in this adventure, but the Keeper is encouraged to create and expand the adventure into the depths of the caves if he wishes.

CONTACTING NODENS

See the rulebook for the method of Contacting Nodens. If Nodens comes to the investigators the night of the ritual, the investigators must make a successful Oratory roll or the Nodens will take some type of action against the investigators.

Even if the Oratory roll is successful, the investigators must then roll 1D100 and consult the following:

ID100

01-60: Nodens will grant a request to the investigators.

61-70: Nodens summons Nightgaunts to attack the investigators.

71-00: Nodens attacks 1D3 investigators with his staff.

If the investigators ask Nodens to Dismiss Yog-Sothoth, match his POW against Yog-Sothoth's POW on the Resistance Table. If Nodens is successful, he will leave immediately.

If Nodens is unsuccessful, he will choose an investigator as a favored human to take with him back to the Abyss.

THE TOWER

At the top of the mountain in a small clearing is a tall tower. If any of the investigators follow the path from the lodge, it will exit into this clearing. The tower stands about fifteen-yards high and is a rather foreboding figure.

At a closer investigation, the stone of the tower will be very smooth with swirling shades of black in the texture. A successful Geology roll will reveal the substance to be of unknown origin to earth. The roll will also show the stone to have tremendous strength (STR 150).

At the base of the tower is a wooden door identical to the one that leads into the Wizard's Loft. Should the investigators try to pick the lock or break down the door, the Byakhee carved into the door will come to life just the same as in the lodge. This door has a STR 25, and is locked.

If the investigators enter the tower, they see a spiral stairway that curls its way to the top. At the top the investigators will find themselves on a platform about twenty feet in diameter. There is a telescope mounted to the three-foot stone wall that encircles the investigators.

A successful Spot Hidden roll while on the platform of the tower along with a successful Luck roll will produce a small solid black stone that almost radiates when touched.

A successful Cthulhu Mythos roll will identify this stone as a dragon's eye. (For details, see "The Ritual.")

There is nothing else of interest on the tower.

THE RITUAL

The Order of Merlin meets every Saturday night at nine. Many of the meetings are nothing more than historical reports or exercises of simple magic or illusion. However there are those nights when Dr. Gilbert truly casts spells utilizing the POW of the group. The members are unaware of what is taking place but can recall having headaches and feeling ill after certain rituals of the order. This is, of course, due to the loss of their POW.

No matter what the ritual is to be (real or mere tricks), they always start in the lodge's meeting hall.

The rituals start promptly at ten and no outside visitors are allowed to observe. All of the members will be wearing yellow robes with hoods except for Dr. Gilbert who will be wearing his red robe and turban.

Dr. Gilbert will preside over the ceremony standing in front of the sword in the stone. If the investigators have taken the sword or caused other problems for Gilbert or the lodge, he will immediately lead the group out the door and up the path to the tower.

If there have been few or no problems, the ritual will start out with a few of the members reciting spells and casting minor magic in hopes of advancing in rank.

The ranks in the Order of Merlin are as follows:

1. Apprentice Magician
2. Magician
3. Sorcerer
4. Apprentice Wizard
5. Wizard
6. Grand Wizard

Dr. Gilbert is the only member that has rank above Magician. The members advance by studying different texts and tomes that are provided by Dr. Gilbert through the lodge's library. The members must then perform what they have learned during a ritual meeting to advance in rank. At the rank of Sorcerer, the member will begin to learn some basic Cthulhu spells.

After some preliminary readings and spells, the Grand Wizard will recite a spell and a gust of wind will streak through the room and the door will fly open. Anyone viewing this must make a successful SAN roll or they will lose 1D3 SAN points.

The group will then exit through the door and go up the path to the tower.

If the investigators have disguised themselves as members of the order, there is a 25% chance that they will be spotted as intruders as they travel up the path.

Once they have been spotted, the reaction of the order and Dr. Gilbert is left up to the Keeper.

At the top of the mountain, Dr. Gilbert will unlock the tower door and climb to the top of the tower as the rest of the members continue to chant. Anyone that makes a successful Cthulhu Mythos roll will be able to identify a contact spell for Yog-Sothoth.

Once Dr. Gilbert has reached the top of the tower, he leads the chant and looks to the sky. He will also place a small black stone on the wall. This stone is known to Wizards as a Dragon's Eye.

DRAGON'S EYES

These stones got their names years ago because they were rumored by knights to be the eyes of the dragons that they had slain. These rumors just happen to be true.

Dragons just did not exist in the times of wizards but were summoned through Yog-Sothoth by the wizards. Because of this, the Dragon's Eyes have certain powers, especially when relating to Yog-Sothoth.

The holder of a Dragon's Eye will immediately receive a POW increase of 1D4 and will maintain this increase as long as he has the stone in his possession.

The stone, if smashed in a Contact Yog-Sothoth Spell, will produce a 100% chance of success, and Yog-Sothoth will always appear in 1D3 minutes from the time of destruction.

A side effect of owning the stone is the dreams that will begin to come to the possessor. There is an 80% chance that the owner will have at least one nightmare a week. If the nightmares occur, they are always related to dragons and wizards. Roll 1D3 for number of nightmares. A SAN roll is required for each nightmare. If the roll is successful, there is no SAN loss. If the roll is a failure, the investigator will lose 1D4 SAN points per dream.

After motioning a few various symbols with his hands, Gilbert will strike the stone with either the wand or sword, provided that the investigators have not taken them. If they have, he will use a staff he has brought from his home. At the moment the stone is struck, there will be a crash of thunder and strange lights will appear in the sky. These lights are Yog-Sothoth materializing in iridescent spheres. Anyone failing their SAN roll will lose 1D10 SAN points. If the roll is successful, they will still lose 1 SAN point.

Dr. Gilbert will converse with Yog-Sothoth in which he offers the city of Bloomfield as a feast of madness in return for a precious gift . . . the Staff of Merlin.

Dr. Gilbert must make a successful Oratory roll to strike a deal with this god. If the roll is successful, Yog-Sothoth will produce the staff and change shape to one of his other more hideous forms, and then he will swoop down on the unsuspecting city and reap total madness and destruction.

As he takes this new form (Keeper's choice), any investigator viewing this must make a SAN roll. Anyone that fails their SAN roll will lose 1D100 SAN points. Those that succeed will still lose 1D10 SAN points.

If his Oratory roll fails, the Keeper may decide the result that will take place from this. A suggestion would be to have Yog-Sothoth attack Dr. Gilbert and the order. No matter what decision the Keeper makes, on a failed Oratory, Yog-Sothoth will not grant Gilbert the Staff of Merlin.

DR. BASIL GILBERT

Dr. Basil Gilbert is a very powerful wizard that has been in league with Yog-Sothoth. Basil is about 400 years old but looks young because of his Steal Life spell which allows him to steal the life force of another to keep him young.

Dr. Gilbert has one piece of sorcery that he has sought through the ages but never obtained, the Staff of Merlin. He feels that this staff would make him the most powerful wizard in the world and is willing to offer the city of Bloomfield as a sacrifice to obtain it. Gilbert is, of course, insane. He is also very deadly through his spells and through the use of Arthur's sword.

The Keeper should play him as a cool, deadly master of sorcery. He would not think twice about using a spell to stop the investigators if they appear as a threat.

**STR 12 CON 15 SIZ 11 DEX 16 CHA 12
INT 18 POW 32 EDU 28 SAN 0 HP 15**

SKILLS: Anthropology 60%, Astronomy 80%, Chemistry 90%, Climb 80%, Dodge 32%, Geology 72%, Jump 60%, Listen 60%, Occult 95%, Oratory 80%, Psychology 60%, History 98%, Read/Write English 99%, Read/Write Latin 80%, Read/Write Arabic 80%, Fast Talk 80%, Debate 90%, Spot Hidden 65%, Track 50%, Library Use 99%.

SPELLS: All summoning and binding spells in the rulebook. All contact Race spells in the rulebook. Call Yog-Sothoth, Steal Life, Brew Space-Mead, Enchant Item spells, Shriving Spell, Create Gate.

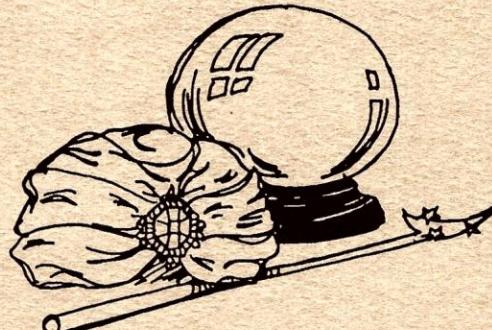
AVERAGE MEMBER OF THE ORDER OF MERLIN

**STR 14 CON 12 SIZ 12 DEX 13 CHA 11
INT 11 POW 14 EDU 12 SAN 44 HP 13**

SKILLS: History 65%, Astronomy 60%, Chemistry 35%, Climb

60%, Spot Hidden 50%, Library Use 70%, Fist 50%, Knife 50%, Sword 35%, Shotgun 50%.

If the Keeper wishes, ceremonial swords may be part of the ritual at the tower and all members would be provided with one in the lodge. The sword would do 1D6 damage.



THE STAFF OF MERLIN

The holder of this staff has great power. The staff can expend 1D100 POW points each day. This will almost guarantee success on any spell that the holder casts.

The staff also allows the holder to read any languages with an 80% chance of understanding and a 70% chance of learning all spells.

The staff may strike any object or creature as a magic weapon doing D100 damage. This may only be done once per day and requires all the POW in the staff which leaves it useless until the next day.

The staff may act as a gate to any place. The holder must make a POWx3 roll for the gate to activate. The staff will only transport the holder.

The staff supposedly disappeared with Merlin centuries ago, but was actually taken back by Yog-Sothoth.

REWARDS

If the investigators were successful in stopping the plan of Dr. Gilbert and saving the town from destruction, they deserve 2D10 SAN points.

If they did so without the help of Nodens, they deserve 2D20 SAN points and 1D10 increase to their Cthulhu Mythos skill.



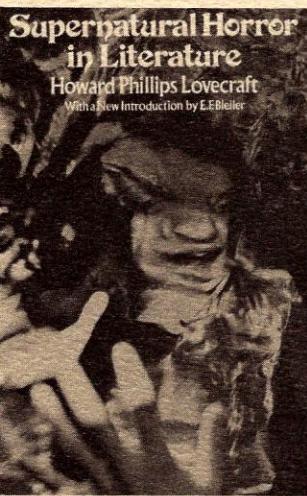
If they saved the town but allowed Gilbert to escape, they will still receive 1D10 SAN points and 1D6 increase in Cthulhu Mythos Knowledge.

If the investigators failed, they probably did not live. If somehow they did manage to live and remain sane, the Keeper should have each member make a successful Luck roll with a -20% modifier to get out of the city without being attacked and killed by the insane mob of the city. If they are still fortunate enough to escape, they should suffer severe SAN loss when they hear the news or read the paper about the bizarre madness that destroyed the city of Bloomfield and how the people of the city simply massacred each other.

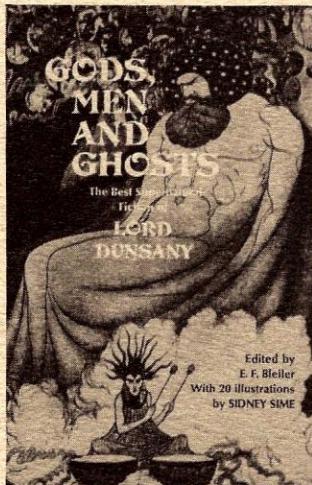
This is a very difficult adventure so expect lots of SAN loss and investigator deaths.

—The End—

HORROR & THE SUPERNATURAL

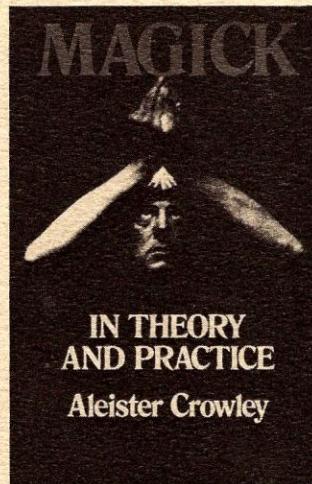


Supernatural Horror in Literature by H.P. Lovecraft. The greatest American supernaturalist of this century brilliantly surveys the genre into the 1920's with discussions and evaluations of scores of books and such authors as Poe, M.R. James, Bierce, Lord Dunsany, and Arthur Machen. By charting so completely the background of his own concepts of horror and literary techniques, Lovecraft throws light on his own fiction as well as on the horror-literature which has followed in his influential wake. For this reason this book will be especially intriguing to those who have read and enjoyed Lovecraft's fiction as an isolated phenomenon. Those and other readers, searching for a guide through the inadequately marked regions of literary horror, need search no longer. (DO-20105-8 softcover 111pp \$2.95)

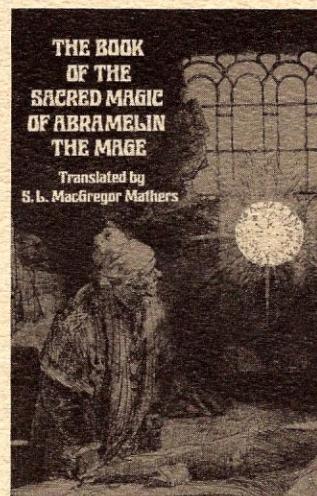


Gods, Men and Ghosts by Lord Dunsany. Among the great masters of supernatural and science fiction of the 20th century is the Irish writer Edward J.M.D. Plunkett, 18th Baron

Dunsany. An outstanding dramatist whose supernatural plays anticipated the theatre of the absurd, a virtuoso writer of short stories and essays, he was one of the most original talents in English literature. In addition to being one of the great formative influences in the development of the supernatural genre, he was also the author of many of the best fantastic tales in the language. Here are the finest of Lord Dunsany's works gathered from sources long out of print—"Three Sailors' Gambit," the remarkable trilogy about Nuth and the Gnoles, "The Gods Of Pagana," and other masterpieces. (DO-22808-8 softcover 260pp illustrated \$4.95)



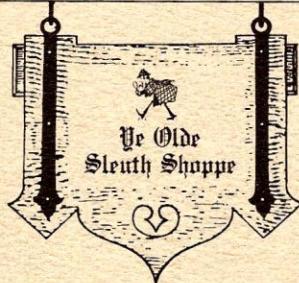
MAGICK: IN THEORY AND PRACTICE by Aleister Crowley. This is the foremost book on ceremonial magic written in the 20th century, the summation of the thought and life practice of the century's most famous necromancer and one of its most infamous figures. It was prepared by Aleister Crowley (1875-1947) specially for neophytes. Written at the height of his involvement, it is probably Crowley's best book. The magical theory of the universe, ritual, elemental weapons, the Holy Grail, Abrahadabra, the gestures, Our Lady Babalon and The Beast, bloody sacrifice, purifications, the oath, charge to the spirit, clairvoyance, divination, dramatic rituals, black magic, and alchemy are among the many topics covered. An extensive system of appendices provides many rituals, consecrations, correspondences, readings, and other accessory material. Crowley's graphs and charts illustrate the text. (DO-23295-6 softcover 436pp \$6.50)



THE BOOK OF THE SACRED MAGIC OF ABRAMELIN THE MAGE translated by S.L. MacGregor Mathers. Around the turn of the century, when Aleister Crowley was working out his system of Magick, the source that he turned to for basics was the system of Abramelin of Egypt. Abramelin, whose system is based mostly on Hellenistic theurgy of the lamblichian sort, but with Jewish increments from the Cabala, explains the qualifications needed to become a magician, purifications and asceticisms to be practiced month by month, studies and activities permitted during this period, selection of place and time for working magic, equipment needed, prayers and formulas, evocation of good and evil spirits, commanding spirits to do one's will, overcoming rebellious spirits, and similar material. Specific instructions are offered to develop such powers as clairvoyance, divining metals and treasures, warding off evil magic, healing illness, levitation, transportation, rendering oneself invisible, creating illusions and glamour, reading minds, placing compulsions, working black magic, and a host of other abilities. (DO-23211-5 softcover 268pp \$5.00)

La-Bas (Down There) by J.K. Huysmans. At the novel's center is Durtal, a writer obsessed with the life of one of the blackest figures in history, Gilles de Rais—child murderer, sadist, necrophile, and practitioner of all the black arts. The book's authentic, extraordinarily detailed descriptions of the Black Mass have never been surpassed. (DO-22837-1 softcover 287pp \$4.95)

Against The Grain (A Rebours) by J.K. Huysmans. Because of his extreme sensitivity to the absurd and grotesque in human affairs,



Use order form on page 39.

the protagonist of this masterpiece of decadence has estranged himself from society and savors the most bizarre aspects of human existence in his quest for novelty. This landmark novel is filled with weird images and biting wit. (DO-22190-3 softcover 206pp \$3.95)

Tales of Terror and the Supernatural by Wilkie Collins. Collins's ventures into the realm of the half-dead, explorations of strange psyches and uncanny turn of chance have been compared with the works of LeFanu and Poe. These 12 eerie tales will not easily be forgotten. (DO-20307-7 softcover 294pp \$4.95)

Little Novels by Wilkie Collins. Fourteen stories from Collins's later period include ghost, mystery, and problem stories characterized by deftly drawn characters and ingeniously complicated plots. Collins admirers and lovers of short fiction will welcome these hard-to-find tales. (DO-23506-8 softcover 244pp \$5.95)

The First Book of Ghost Stories: Widdershins by Oliver Onions. Oliver Onions (1873-1961) was one of the few truly great ghost writers. Here are eight superb tales of terror and the supernatural, including "The Beckoning Fair One," considered the best single ghost story in English. (DO-23608-0 softcover 206pp \$4.50)

Five Victorian Ghost Novels edited by E.F. Bleiler. Reprinted here are five great classics of the supernatural genre: *The Uninhabited House*, Mrs. Riddell; *The Amber Witch*, J. Meinholt; *Monsieur Maurice*, Amelia Edwards; *A Phantom Lover*, Vernon Lee; and *The Ghost of Guir House*, Charles W. Beale. (DO-22558-5 softcover 421pp illustrated \$6.50)

Ghost and Horror Stories of Ambrose Bierce. Reminiscent of Poe, the Gothic novel, and the Romantic short story, but having an unmistakable individuality all their own, these 23 tales are vividly imagined, strangely prophetic, and decades ahead of their time in technical skill. (DO-20767-6 softcover 199pp \$3.95)

The Best Supernatural Tales of Arthur Conan Doyle. Fifteen masterfully-plotted stories. (DO-23725-7 softcover 256pp \$4.95)



THE CTHULHU MYTHOS OF H.P. LOVECRAFT

"Now that time has given us some perspective on his work, I think it is beyond doubt that H.P. Lovecraft has yet to be surpassed as the 20th century's greatest practitioner of the classic horror tale."

—Stephen King

The ARKHAM LOVECRAFT

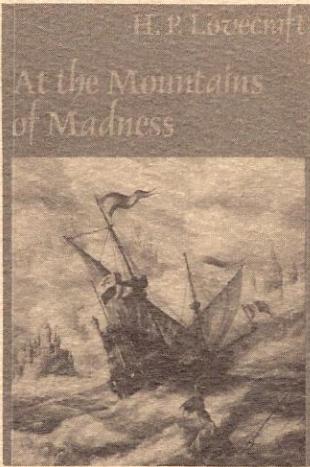
Here at last is the definitive Lovecraft—a three-volume critical edition of the collected macabre fiction that embodies the author's own final thoughts and stylistic preferences. Since Lovecraft's stories initially appeared in the popular magazines of his day and were copyedited in accordance with various prevailing editorial styles, the standard texts are often appallingly corrupt when compared with the original manuscripts and holographs. Over 1500 textual errors occur in the magazine version of "At the Mountains of Madness," while "The Case of Charles Dexter Ward" and "The Dream-Quest of Unknown Kadath" perpetuate "only" 600 and 500 errors respectively!

In preparing an authoritative edition of the Lovecraft fiction Arkham House has consulted the greatest living authority on these texts, Brown University scholar S.T. Joshi, who has devoted over five years to an extensive and painstaking collation of extant manuscript material. The new Arkham Lovecraft is thus the first to be based upon a systematic study of the transmission of the texts and, as such, supersedes all previous editions.

The Dunwich Horror and Others (AR-037-8 hardback 433pp \$15.95)

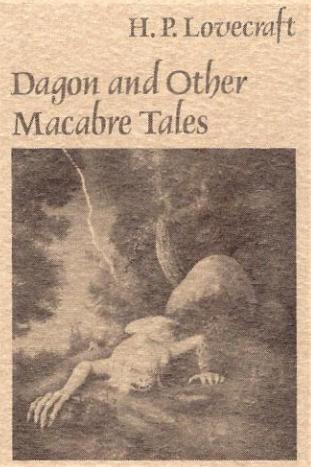
At the Mountains of Madness and Other Novels (AR-038-6 hardback 458pp \$16.95)

Dagon and Other Macabre Tales (AR-039-4 hardback 448pp \$18.95)



The Horror in the Museum and Other Revisions by H.P. Lovecraft. It was not the creative work under his own by-line that was H.P. Lovecraft's major source of income, but the revising of manuscripts submitted by hopeful authors, young and old, that supplied enough income to enable him to eke out a living. Some of these manuscripts were in Lovecraft's own favorite field, that of the macabre, and with these he went to especial pains to produce salable work—even to the extent of completely rewriting many of them, and in the course of so doing, subsuming some of them into the Cthulhu Mythos. This omnibus collection brings together all these "revisions" and in the main belongs solidly in the Lovecraft canon. Jacket by Gahan Wilson. (AR-319 hardback 383pp \$14.95)

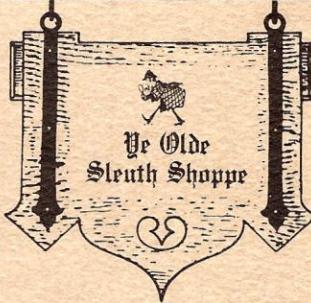
The Watchers Out of Time and Others by H.P. Lovecraft and August Derleth. At the time of his death in July 1971, August Derleth was writing *The Watchers Out of Time* and had just completed Chapter IV, approximately the halfway point in the novel. After long deliberation, and since this was the final writing of August Derleth, the trustees of Arkham House decided to publish the unfinished novel exactly as Derleth left it, for historical and



literary record, at the end of this omnibus collection of all the posthumous Lovecraft-Derleth collaborations. (AR-033-5 hardback 405pp \$14.95)

Dwellers In Darkness by August Derleth. The final collection of fantastic stories and macabre tales by August Derleth affords unerring evidence of this author's mastery in the realm of the uncanny. Whether on a theme of science fiction, a classic ghost story, or a rare contribution to the Cthulhu Mythos, no other writer in recent memory has displayed such complete command over the entire genre of fantasy. (AR-302 hardback \$8.95)

Lovecraft's Book by Richard A. Lupoff. In December 1926, the German-American propagandist George Sylvester Viereck sent a letter to Howard Phillips Lovecraft. Viereck's proposal was a simple one: if Lovecraft would write a political tract, a sort of American *Mein Kampf*, Viereck would assure the publication of a volume of Lovecraft's stories as well. Through Viereck's maneuvering, Lovecraft was drawn into a web of intrigue involving Benito Mussolini's overseas agents, the Friends of New Germany, and such nativist radical groups as the Ku Klux Klan and Father Charles



Available thru Sleuth. Use order form on page 39 or send check or money order to Sleuth Publications, Ltd., 2814-19th St., San Francisco CA 94110. Add \$2 postage & handling for first item, 50¢ for each additional item. Foreign orders add an extra \$1. Calif. residents add appropriate 6% or 6 1/4% sales tax.

Coughlin's nascent Social Justice movement. "The finest example of this special genre I've seen yet—a thoroughly delightful and nostalgia-heavy yet by no means altogether unserious romp through the years 1926 and 1927."—Fritz Leiber in *Locus*. (AR-151-X hardback 260pp illustrated \$15.95)

Howard Phillips Lovecraft: Dreamer on the Nightside by Frank Belknap Long. The first full-length study of Lovecraft written by one of his oldest and best friends. The author describes his reminiscence as follows: "The Lovecraft book will be an HPL-as-I-remember-him volume and not a biography in the strict sense. It will contain, of course, a chapter or two of straight biographical material and perhaps three chapters of critical appraisal, and a few important quotations from various sources. There also will be some hitherto unpublished material. . . . My primary purpose is to demolish many of the grotesque distortions that have been circulating about Howard and present a portrait of the man that does full justice to his shining gift as both a writer of genius and an extraordinary human being." (AR-068-8 hardback 237pp illustrated \$8.50)

