

# A WEE DRAM OF DANGER

by Kevin Till & Christopher Reeves

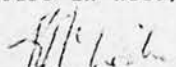
## FOR CALL OF CTHULHU INVESTIGATORS.....

The Surgery,  
High Street,  
Whaness,  
Hoy,  
Orkney.  
17/9/23

My Dear boy,

Sorry about the lack of correspondence, but a matter of great urgency now presses me to write you this hurried letter. I cannot risk telling you more except that two recent fatalities have had a worrying link. Please speed to my assistance; be prepared for anything.

Yours in need,

  
Your uncle, Robert

A letter received by one of the investigators on 21st Sept 1923.

### INVESTIGATORS' INFORMATION:

The investigator receiving the above letter is a nephew of Dr. Robert McLeish. The relevant character has been close to his uncle since his college days when he stayed with him at his English residence. It was during this time that the investigator was first enlightened to the perils of the occult, whilst spending many hours in his uncle's library, containing many books on the subject. When Doctor McLeish left for Hoy, to start a new practice in the reclusive Orkney islands, he left his large library behind, along with his perilous days as a psychic investigator.

The GM should choose a party member who most readily fills this role. The player should then be (secretly) informed of the relevant above information, and a photocopy of the letter.

### KEEPER'S INFORMATION:

The island of Hoy is the second largest island in the Orkneys, situated 12 miles off the Northeast coast of Scotland. The island is mountainous and has sheer cliff faces on its coast. The population of roughly 3,000 mainly lives in and around the villages shown on the map. Most people make their living from either fishing or crofting.

Until recently, this has been a fairly quiet reclusive for the good doctor. However, two corpses have recently been found and brought to the attention of the police. The mainland police pathologist attributed these deaths to freak accidents, but Dr. McLeish, present at the *post mortems*, came to his own, private conclusions. Convinced of the

presence of some bizarre occult activity involving the draining of blood through the jugular vein, he instructed Ben, the gravedigger, to take special precautions in the burial of the bodies, and to watch out for intruders. Unbeknownst to the good Doctor, this 'occult activity' he suspected is the work of a vampire (see later).

When a week later, the vicar and a local girl disappeared, village tongues were set a-wagging with rumours of their elopement; the doctor fears a fate more sinister may have beset them, and has contacted the party.

### ASSOCIATED CLUES:

During the course of the investigation, if any of the villagers of Rackwick are questioned, they may pass on one or more of the following rumours, at the Keeper's discretion:

1. Gordon McFarlan's body which was found in a barley hopper at the Kilbride Distillery, had been drained of blood by the distillery's resident rats after he had died in a fall.
2. Robbie Barrett's body was dragged up in the nets of an inshore fishing boat which anchors in Whaness. The body was hard to identify as the water had accelerated the decomposition process.
3. In the culmination of a suspected affair, the Rackwick vicar (Reverend Norris) eloped with a local girl (Betsy Calaway) to an unknown destination.

Gordon and Robbie were the first two victims of the vampire, and the Reverend Norris and Betsy are his latest. The Reverend and Betsy were about to elope, and there will be evident clues to suggest this, such as a ladder found nearby the young girl's home, and the absence of clothes and travelling essentials in their rooms. However, their secret meeting was interrupted by Zator the vampire.

### HISTORY OF ZATOR:

Since the early 19th. century, the residents of the east coast of Greenland had been terrorised by a powerful vampire who they named Zator, 'Taker of Life'. The Eskimos had resigned themselves to the fact that the vampire would continue to prey on them and their descendants for all time to come.

Zator had grown up a fairly normal boy, Eric Nordenskiöld, in a small fishing Greenland village. One day, whilst on a seal hunt, the boy stumbled into a hidden cave, once a mighty shrine to the great Tsathoggua, constructed many generations previously by a now extinct cult. The boy spent many hours entranced in the cave with its ice statue of the god and its rune-inscribed walls.

The youngster became obsessed with his secret find and was soon recruited as one of Tsathoggua's minions. The young

eskimo spent much of his teenage life in the cave, and began to understand more about his surroundings. It was not long before he felt the duty to perform the first of many sacrifices.

It was during this time that Zator discovered his own blood lust. This he harboured and it grew to a craving that was reflected (or was the cause of) his growing unnatural strength. He began to take on vampiric characteristics as his sacrifices grew in number. After years of devoted worship and sacrifice, Tsathoggua rewarded Zator with strange and powerful spells (see statistics), which gave him an increased capacity for sacrifice. The increased frequency of deaths eventually forced the local population to respond.

A search of the country began, in the faint hope of finding the Angekok (Eskimo Shaman) who was fabled to live alone in the icy wastes of the north. After many months of searching, he was found on a remote glacier, and immediately set to work on constructing a symbol of power sufficient to repel the monster; a spiritually enchanted and consecrated whale's tooth was his eventual solution.

The two great powers met when Zator was traced to his glacial refuge by the Angekok. A prolonged spiritual battle ensued and, with the aid of the whale's tooth, the Angekok managed to overpower the vampire and was about to deal the killing blow when Zator used one of his powerful spells to summon Tsathoggua. The sight of the elder god's apparition sent the Angekok temporarily insane, managing to escape with his life, but at the loss of the enchanted tooth. He retired to his glacial retreat to recover and begin anew to make a magical artefact with which to combat the vampire.

Frustrating the Angekok, the vampire fled to Western Scotland with his faithful manservant Yaso, a mongol who served Zator in ignorance of the enormity of the vampire's evil. Zator kept the tooth in a lead casket to negate its weakening effect on him, and took it with him to keep it out of the hands of his adversaries.

Zator's final destination was the island of Hoy, where his distant relative had taken abode some years earlier. Here he would set about building a shrine and establishing a cult on the island, which he hoped would eventually spread to Scotland, England and Europe beyond. On arrival, Zator found an ideal site for his new shrine to Tsathoggua; an ancient burial chamber, the Dwarfie Stane, built around 2000 BC. This underground chamber was convenient in both its construction and its location close to his relative's home.

To help Zator quickly establish the cult, Tsathoggua blessed him with a powerful spell to allow the vampire's spirit to gain control of another person's body; the victim's spirit becomes dormant, suppressed by that of the invader.



On 11th August, 1923, Zator approached his relative **Jamie Kilbride**, a wealthy and influential distillery owner, and began to gain his confidence. Zator realised he would need a front for his operations on the island, and two days later cast the spell to allow possession to take place. Three days later, the process was complete, and Zator's spirit was transported into Kilbride's body. His own body was laid to rest until such time that the cult was firmly established and Zator would have no further use for Kilbride's body.

#### THE FERRY JOURNEY:

After receiving the letter, the investigators will have no trouble making their way to **Scrabster**, a port in NE Scotland where they will catch the ferry to Hoy. The small ferry boat leaves the port in early evening and the journey is blessed by a calm sea. The investigators are the only people aboard the boat except the ferryman, who if approached will avoid talking to the party on the subject of the deaths. If he is approached, a successful *Spot Hidden* roll will reveal an aroma of whisky on his body. This is due to his work at the distillery, and he is completely sober.

On arrival at Scrabster, the ferryman will take the luggage below and show the party to their sleeping quarters; a communal room with four double bunks separated by curtains. There are no facilities for passengers on deck and sleep will be encouraged by the ferryman.

If he is pestered by questioning and suspects that the party are investigators of some kind, he will follow the instructions given to him by Zator as follows; The journey is uneventful until a random member of the party is wakened by the sound of the ferryman pushing off in the rowboat. A small fire has been lit in the rear hold of the ferryboat. The party will have little difficulty in extinguishing this poorly laid trap; their main obstacle now being the navigation of the vessel.

Charts will be found in the wheelroom and with these and the ship's compass, a character with the necessary ship-handling skills will be able to navigate successfully to Whaness. If an unskilled character attempts to navigate, he may do so with a successful *'drive'* roll and a *'read English'* roll at -30%. Otherwise, the ferry will run aground on the southern shore of the island, the party will be wet and shaken. From here they will have to trek across the moors to reach the doctor's surgery in Whaness.

If unable to scuttle the boat, or if he remains unaware of the party's mission, he will remain aloof, and the journey will be uneventful. Once the party arrives at Whaness, by whatever method, they will easily locate the doctor's surgery, a short walk from the harbour.

#### THE SURGERY:

The party should arrive some time at night. They will see a large stone building, two storeys high, with a thatched roof. All appears well until they knock at the front entrance. The door will creak half-open; investigation reveals a

forced lock.

The doors to the left of the hallway lead to the lounge and kitchen/dining room. They contain standard furniture and are inconsequential. The first door on the right leads to the waiting room, a bare room with benches on the North and South walls and another door, leading to the **Doctor's office and consulting room**.

A gruesome sight awaits the party here; on entering, they see the obviously dead Doctor McLeish slumped backwards in a red leather armchair behind his desk. The room is in disarray; furniture is overturned and patient files are scattered around. The Doctor has been murdered with his own implements; he has a scalpel embedded in his chest and his stethoscope tied tightly around his neck. A failed *SAN* roll will result in the loss of d4 points of *San*.

Investigating the doctor's body will reveal that his pockets have been out-turned; the contents are scattered on the desk in front- tobacco pouch, pen knife, handkerchief etc. A closed jotting pad on the desk has a scribbled message: *"Bodies- must contact Ben!"*

This was a reminder for the Doctor to contact Ben, the gravedigger, to take the same precautions with the bodies of the vicar and the girl, if discovered, as with the previous corpses.

If a more thorough search of the Doctor is made (a successful *Spot Hidden* is required), or if an investigator specifically states he is looking up the left sleeve of his jacket, a patient's file will be found. This is the record of James Kilbride, frantically hidden by the Doctor when he heard the front door being forced open.

K

Ref. 3/21 to

Name: James Kilbride  
Address: Kilbride House, Fox's Bank Road  
Date: Notes:

4/5/21 Chicken-Pox. Calamity Prescribed  
13/3/23 High Temperature Vomiting  
14/9/23 Delirious Inflamed + bleeding gums  
15/8/23 Deepening of Voice Skin blistering  
16/8/23 Further appointments Cancelled.

The above notes are McLeish's observations on the effects of the possession of Kilbride's body by Zator, although at this point he was baffled by the symptoms.

The remaining ground floor room contains a small theatre which has also been ransacked and contains nothing of great relevance.

There are five rooms upstairs; the doctor's bedroom, two guest bedrooms, a toilet and the housekeeper's room. They have all been searched and contain no relevant clues for the investigators. Inside the housekeeper's room, however,

the old woman has been gagged and bound in her bed. She is visibly relieved to see the Doctor's nephew, whom she recognises from photographs.

Once untied and settled down with a mild sedative, Agnes will tell her tale;

*"Earlier this evening, just after I retired, and after bidding goodnight to the Doctor, I was woken by a large man who held me down and tied me up. I was so frightened, I didn't know what to think. He was rooting through my dresser, looking for things to steal, but I don't think he took my purse-- no, no he didn't. There it is, thank goodness."*

*Anyway, while he was in the room I heard more noises downstairs- banging and shouting, and then a horrible scream. Oh, it made me feel very frightened and I cried a wee bit."*

The screaming was that of the Doctor. When she hears of his fate, Agnes will become hysterical; a successful *oratory* roll or mild sedative will calm her and she will become quite faint, capable of answering further questions. Agnes knows nothing of the Doctor's suspicions, only that he seemed troubled lately, and that she was to prepare the house for the investigators' visit. She will be able to answer any other questions about the locals, where Ben and Kilbride can be found, plus a lot of the local gossip about the vicar's elopement, etc.

#### THE VILLAGE BOBBY:

The local constabulary goes by the name of **McKinnon**, and lives in Whaness. Until 8th. September, when he was seduced into Zator's flock, he carried out his duties conscientiously, and with ease; The recent spate of deaths have been his only contact with the mainland in the last five years. It was following his reports and the subsequent mainland investigation that Zator realised the constable's potential value as a cult member. The bobby now continues his duties as normal (apparently), yet fails to report any irregularities of the cult's doings. If questioned on this matter, he will simply state that the matter is in the hands of the mainland authorities, evidently still studying his reports.

If McKinnon is suspicious of the investigators, he will use his position to hinder them, and will keep Zator informed of their activities. A successful *Psychology* roll will indicate that something is amiss with McKinnon, as though he is entranced.

The policeman will not physically attack any investigator unless absolutely necessary.

#### THE RACKWICK CHURCH:

The investigators may arrive at Rackwick church after hearing the rumour of the vicar's disappearance, or in search of Ben, or for any other reason. They will be met by a stout, elderly man standing on a ladder, placing what appears to be onions above the front entrance to the church (it is, in fact garlic). Ben is the only person aside from the Doctor who suspects that there

Ben will try to stop any exhumation--due to a combination of his superstitious fears and fear of losing his job, he will feel threatened by such blasphemy.

The doors open into a spacious hallway, lavishly decorated with paintings and potted plants. Three doors and a corridor lead off this hallway. The first door on the left leads to the dining room.

In the centre of the room is a large mahogany table with 10 chairs seated around it. On the west wall are large glass-fronted cabinets containing expensive china and silverware. On the south wall hangs a large picture-frame containing a detailed, hand painted family

If the painting is moved to one side, the investigators will discover the traditional family iron wallsafe. It is locked with a key which Zator carries. Without the key, a successful *lock-picking* roll must be made at -10%. Inside the safe is a lead box and a file of papers pushed to one side by the box. The box must be lifted out of the safe before it can be unlatched and opened. Inside the lead casket is a 12 inch long whale's tooth inscribed with strange





runes. A successful archeology roll will bring to mind a similar item was found on Iceland about 20 years previously, supposedly with magical powers. A further successful *Library* skills roll will uncover that the local rumours at the time (1902) suggests the tooth to have the power to ward off vampires. The papers in the file are Kilbride's property and a simple *Accountancy/Law* skills roll will reveal they are the deeds to the house and distillery.

**The Whale's Tooth:** This artefact, magically endowed by the Angekok, has a similar effect on Zator as a holy cross has on a Carpathian vampire. If held directly in front of Zator, he will be forced to back away, and is helpless if concerned.

#### Library:

Full bookshelves cover the north and west walls of this room. The books vary in subject matter and in age. The only one of note is a medical book which lies open on the room's large desk, on a page dealing with schizophrenia. The early effects of Zator's possession spell worried Kilbride sufficiently to investigate a possible medical explanation. The drawers of the desk contain many ledgers detailing the distillery's accounts. A successful *accountancy* roll will reveal no further entries since 13th. August 1923.

#### Kitchen:

This large room has all the usual features and a larder in the north west corner, next to which are the stairs leading to the cellar. The kitchen is in great disarray. An investigator looking under the table will notice the maid's hat, the only real clue that the maid has vanished. She was victim to Zator in her own kitchen, her body lies buried in the barn outside.

#### Barn:

This is a separate building constructed in the same style as the house. It has two large barn doors at the front and a small back door, all of which are securely locked. Parked in the centre of the barn is a 1917 Daimler saloon, with a half-full tank of petrol and in present working order. There is a small patch of straw scattered across the earth floor of the barn. Hanging on the north wall is a large variety of tools for gardening and general repairs. If a Spot Hidden roll is made while searching the barn, the straw and the earth in the SW corner will suggest signs of recent disturbance... Removing the surface earth will uncover a corpse in a shallow grave. The body is badly mutilated but the clothes remain intact, identifying the corpse as that of the kitchen maid.

This is one of Zator's earliest victims after possessing Kilbride's body, and she has not been reported missing as yet.

#### FIRST FLOOR:

The stairs from the hallway lead to a small landing, leading off are six rooms. These stairs share a stair well with the narrower stairs leading to the attic rooms.

#### Guest Room 1:

This, like the other two guest rooms would normally be tidy and vacant. These rooms are large and well-furnished, each with a four-poster bed, wardrobe and desk. This room has been used by Yaso since he and Zator first arrived on the 11th. August as guests of Kilbride. Upon entering the room, the curtains of the 4-poster bed will be closed and a large trunk rests against the west wall. The trunk is unlocked and contains bulky fur clothes to fit a large man. There is also a pair of snow shoes in the trunk. Two metal brackets have recently been fitted on the east wall. This is where Yaso hangs his whaling harpoon.

If the desk is searched, the investigators will find travel tickets in one of the drawers. There are two tickets for a boat journey from Scoresby, Greenland to the Kyle of Lochalsh, Scotland dated 16/7/23. Another two tickets are for a train journey from Lochalsh to Scrabster, dated 7/8/23.

#### Master Bedroom:

This is Kilbride's bedroom, but his possessed body (Zator) has not returned to the room since the possession became complete. This room contains a four-poster bed, large wardrobes, bureau and a comfortable chair. A successful Spot Hidden roll will indicate an unusual presence of dust on items normally in everyday use.

The bureau is locked and a successful Lock Picking roll is needed to prevent damaging the furniture. It contains many papers and notes. The only item of relevance is Kilbride's diary. An entry on 10/8/23 tells how Kilbride was expecting a visit that day from a distant relative, Eric Nordenskiöld. The investigators should remember this name from the family tree in the dining room, if they have been there. After this, the only other entry is on 14/8/23-- this is written in erratic handwriting;

*"It is taking over me"*

#### Bathroom:

This contains a large bath, toilet and hand basin.

#### Guest Room 2:

The furnishings of this room are the same as Guest Room 1. This was Zator's room when he first arrived. There is a chest containing his eskimo clothing and several empty cases (The contents are now in the attic study).

#### Guest Room 3:

Furnished as the other two Guest Rooms, and vacant.

#### Attic Rooms:

The small landing has five doors leading off it. The first door at the top of the stairs, on the left, opens into a W.C. The door opposite this is the maid's room.

#### Maid's Room:

Contains a low bed and a small wardrobe that holds inexpensive ladies' clothing.

#### Butler's Room:

Basically furnished with a bed, desk, wardrobe and chair, which has been overturned. The bed and walls are spattered with blood. A successful Spot Hidden will show several blood spots near the door. This trail leads to the junk room.

#### Junk Room:

The locked door is the entrance to a room cluttered with old furniture, rugs and antique oddments. The body of the butler is covered with a large grey dust-sheet. If uncovered, the body lunges at the nearest player in an attempt to grapple and strangle him. The butler is in the early stages of becoming a vampire, though the process is not yet complete, and he attacks as a zombie (see sourcebook). If destroyed, the players should have noticed his rather large, pointed canine teeth and surmise that these are fangs. It would be wise if they decapitate the body, to avoid the butler's re-animation later on (a shrewd referee would have him follow the party into the tunnel, later on...).

#### Store Room:

The final door on this floor is locked and leads into an old store room. It is here that Zator has placed his valuable manuscripts. The west wall is rather cluttered with household belongings, leaving a cleared space occupied by a wooden table, draped with a fine red cloth; at each corner of the table is a silver candlestick which hold unlit red wax candles. Lying open on the table is a large book:

**Zator's Tome:** This contains several clearly different parchments bound in a black leather cover. One section, of similar parchment, is written in Greenlandish. It tells of how *Tsathoggua* left his refuge in *Saturn* and travelled to earth. Reference is made to a glacial cave in Greenland where the original cult of *Tsathoggua* built a shrine to their master. The spell, *Contact Tsathoggua* (see CoC rule-book), is found on the last few pages of this section. These writings were copied by Zator from the walls of the ice cave. With the first change in parchment comes a change in written language; another spell is found on these pages, written in English and describing a powerful ceremony that results in the spell-caster's soul possessing another person's body, and the spell for reversing the process.

#### Possession Spell:

This spell allowed Zator to take control of Kilbride's body. It effectively allows the caster's soul to enter the body of another. His original body becomes dormant immediately, and remains so until the reverse of the spell is cast, whereupon the user returns to his own body. To succeed, the user must expend 9 magic points, and must subdue the victim's POW (use the resistance table, POW vs. POW). If unsuccessful, the caster's soul will still enter the victim's body, but will not take complete control. Instead, the victim suffers a strange split-personality ailment. The two minds operate in the one

body alternately. This is a permanent state, and the reverse of the spell can not be performed. The 'split-personality' state will also be evident in the first few days of a successful possession, as with Kilbride, as the parasite struggles for control of the new body.

Exorcism can be performed by a third party by casting the reverse of the spell whilst maintaining physical contact with the possessed body. This is done at a cost of 11 magic points. If the parasite's body has been destroyed or damaged, this exorcism will prove excruciatingly painful, leading to death if the body is destroyed.

Casting the spell either way will be at a cost of d10 SAN. Any possessed victim suffers the same loss of SAN.

The final pages of the manuscript detail a third spell that Zator has used many times to acquire new cult members and get them to perform foul deeds:

#### Gaze Of Command Spell:

Casting this spell requires the caster to gaze into his victim's eyes. A successful POW vs. POW roll will effectively 'hypnotise' the victim, rendering him slave to the caster's suggestions for 10 +d6 hours. This spell costs d4 Magic Points to cast, and there is no penalty for a failure.

Reading the entire tome will give +4% to Mythos Knowledge and a loss of -d6 SAN. It would take 2d6 weeks to read following translation from Greenlandish. The spells alone could be read in a matter of hours, with no effect on Mythos Knowledge.

#### The Cellar:

Wooden stairs lead from the kitchen to the cellar. The electric light no longer works; the room is in darkness day and night. Illumination will reveal a wine rack on the south wall, containing many bottles of wine and whiskeys with Kilbride's label. A spot hidden roll will reveal a message scratched on the side of the wooden staircase. Written by Kilbride when still barely in control, it reads "Help Me!". A broken bottle (used by Kilbride to write the message) lies on the floor below.

A second Spot Hidden reveals a false section in the wine rack, hiding a secret door.

This door leads to a second room, roughly excavated from stone. This is an original feature of the house, and Kilbride proudly showed it off to his relative when he first arrived. Zator has used the tunnel and secret room to full advantage.

On the floor in the centre of the room is a large ebony coffin. The lid is shut and unsecured. It contains an eskimo body (Zator!), apparently dead with closed eyes. The mouth is slightly open. If opened further (by a very brave investigator), two large fangs will be revealed. If decapitated, Zator's soul will be banished when exorcised from Kilbride's body.

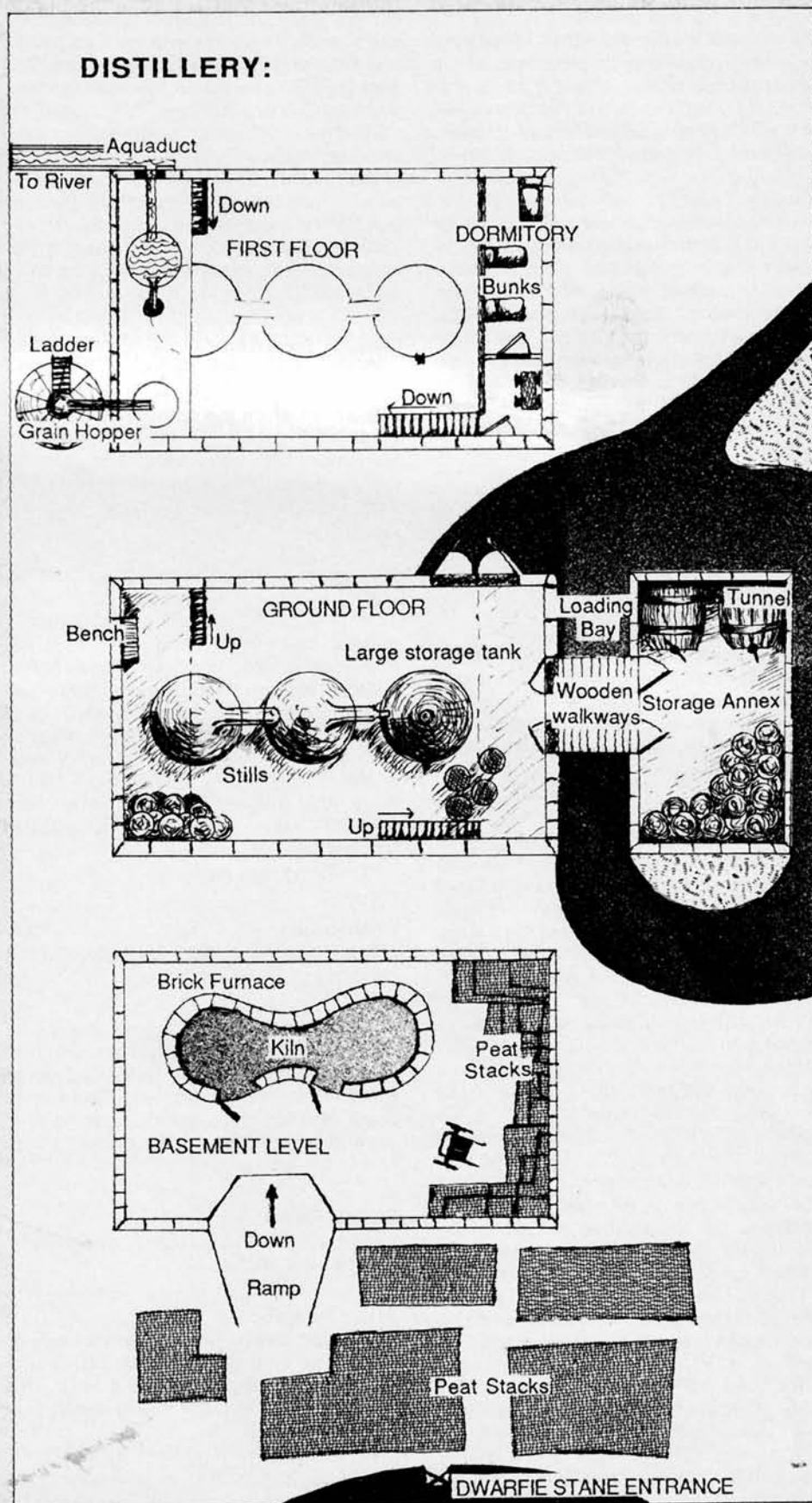
A Spot Hidden roll will show furrows in the soil where the coffin has been moved to one side. It will take 3 men to move it, uncovering a stone stairway descending into the tunnel, leading to the distillery.

#### Entering The House:

Knocking at the front door will prove fruitless, but watching the house will make it obvious that someone is inside (Yaso). To get in, they're going to have to break in through one of the windows or doors. Yaso's main job is guarding the house, which he does with vigilance, aided by his harpoon when he is suspicious.

#### THE DISTILLERY:

This can be reached from either Fox's Bank Road or from the secret tunnel leading from Kilbride's cellar. Constructed of sandstone and reaching 50' in height with a slate roof, the entrances are via large double doors at the front. There is a sunken loading bay trade access. A river runs close by, from which water is taken to assist the whiskey making process. The wooden walkways





above the trade entrance connect the main building to a single storey barrel storage building. At the other end of the main building is a large grain hopper where Gordon McFarlan's body was found. At the rear end of the building are stacks of drying peat used to fire the furnaces. A ramp leads down to the furnace room through a stone archway.

On entering the large double doors, the mechanics of a simple distillery process can be seen. There is a large storage tank at the south end, fed by two equally large copper stills. The first still receives the ingredients which are prepared on a first floor preparation level. On this level there is a watertank that receives its water from the river via an aqueduct. A grain screw lifts the contents of the hopper into a measuring barrel on the same landing. Wooden steps connect this level with the ground floor. A second set of steps leads up to an enclosed room on another landing at the south end of the building. This room was originally the brewery's office, but has been converted to a dormitory, containing 3 double bunks and a table to house Zator's cult members. Directly below this landing are two doors, each leading onto a wooden walkway that go over the road, which is here channeled below ground level.

The walkways lead to a barrel storage annex which has many full barrels at the west end and two enormous barrels at the east end. The tunnel from Kilbride's house emerges into the back of one of the enormous barrels, via a set of stone steps.

The other barrel contains a finely constructed ebony coffin, where Zator rests during sunlight hours (7am to 11pm). Both barrels appear to be sealed, but a successful Spot Hidden will reveal a simple hidden catch on the rim of the barrel. The barrel bottom hinges open.

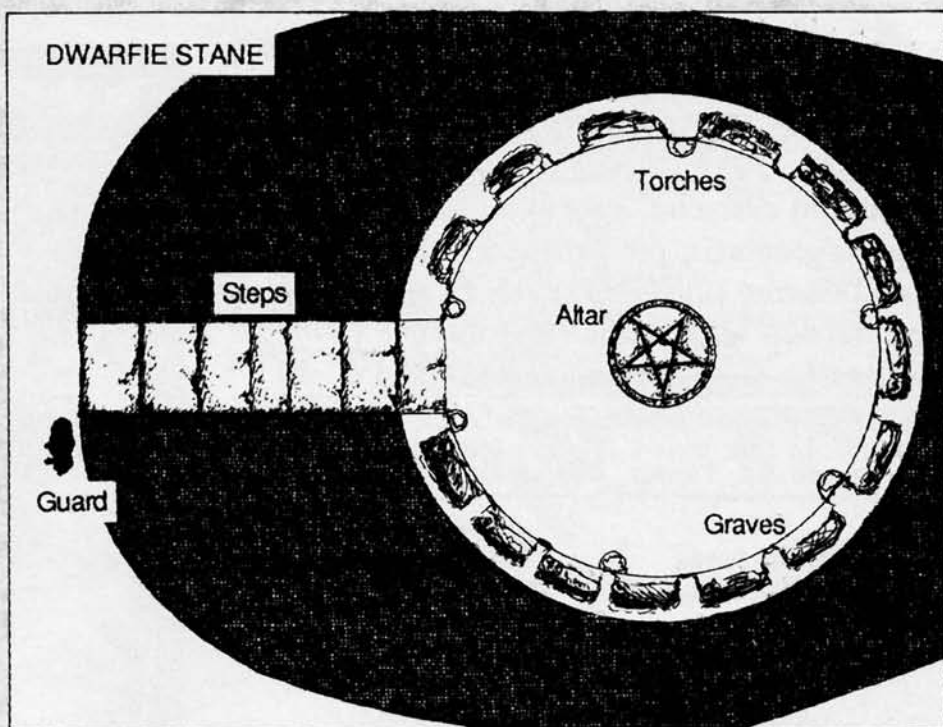
The furnace room can only be accessed from the ramp leading from the peat stacks. The room is below ground and contains a brick furnace, used to heat the stills, and a store of peat. The furnace remains unlit as Zator has not been producing whiskey. He has used it to dispose of recent victims including the vicar. Examining the contents of the furnace will produce a charred human skull and a small, burnt and tarnished platinum cross.

#### THE CULT MEMBERS:

If the investigators arrive during the daytime, Kilbride (Zator) will be in his coffin. A guard is posted in the annex, sitting on a barrel. Five other guards will be on duty, two of whom sit on the peat stacks guarding the Dwarfie Stane while the other two remain in the distillery building to fend off any enquiries.

At night time, when not searching for victims, Zator will be found worshipping Tsathoggua inside the Dwarfie Stane. The guards sleep in shifts, leaving two awake to guard the Dwarfie Stane and the distillery.

These henchmen are all devoted servants of Zator, many of whom are ex-employees of the distillery.



#### THE DWARFIE STANE:

This is an ancient burial chamber dating back to 2000 B.C. and is now used by Zator as his Temple to Tsathoggua. The huge sandstone block is partially hidden by the peat mounds, but the entrance tunnel, guarded 24 hours a day, is clearly visible once past the peat mounds. Steps carved into the sandstone lead down into a large circular chamber, always lit by bracket-mounted torches. The chamber floor is earth, and the surrounding walls are honey-combed with graves dug into the sandstone. Each grave holds the ancient remnants of long-dead people. In the centre of the room stands a large circular stone altar with a pentagram carved into the surface. A blood-drained corpse of a young woman lies draped across the altar (Betsy). Investigators failing a SAN roll will lose d4 pts of SAN.

If Zator is still around, he will be in the chamber when the investigators enter, looking pretty much like Kilbride. He will be found standing over his victim with blood dripping from his fangs. Loudly cursing the party for interrupting his 'ritual', he threatens the wrath of Tsathoggua and advances on them. *Showdown!!*

#### CONCLUSION:

For the party to succeed completely, they must destroy Zator and his cult, but must not harm the innocent Kilbride. To do this, Kilbride's body must not be harmed physically, whilst Zator's must be decapitated. Then, aided by the whale's tooth, the reverse of the possession spell must be cast. Kilbride will be free of the parasite. He will be confused and exhausted, and will need institution-alisation for several weeks before completely recovered.

Killing cult members may be necessary, but if any survive, and Zator is destroyed, the effects of the Gaze of Command spell will wear off, and they will repent. The

penal system will decide their fate, including that of PC McKinnon.

#### STATISTICS:

##### YASO:

STR:15 CON:12 SIZ: 16  
INT:4 POW:8 DEX: 8  
APP:5 EDU:3 HP: 14

##### Dam. Bonus: d4

Skills: Fist/Punch 90%, Head Butt 70%, Harpoon 75%

Harpoon- dam. d8+4, base chance 10% HP 12 Cost \$15.00

##### Six Cult Members:

STR: 12 CON: 10 SIZ: 12  
INT: 7 POW: 8 DEX: 8  
APP: 7 EDU: 6 HP: 11

Skills: Fist/Punch 70%, Head butt: 50%, Shotgun 40%, Small Club 50%

Between them, the cult members have two shot-guns, one a 12-gauge the other a 20-gauge. They also have a small club each.

##### ZATOR:

STR: 15 CON: 16 SIZ: 14  
INT: 17 POW: 18 DEX: 14  
APP: 15 SAN: 0 EDU:9  
HP: 15

Skills: Read/Write Greenlandish 80%, Read/Write English 40%, Bargain 60%, Climb 80%, Cthulhu mythos 60%, Dodge 28%, Fast Talk 60%, Hide 70%, Jump 50%, Listen 50%, Occult 50%, Oratory 60%, Sneak 65%

Spells Known: Contact Tsathoggua, Possession (and reverse) and Gaze Of Command.

N.B. Zator takes with him all the above statistics into Kilbride's body. Because both men have a similar physique, SIZ CON and STR remain the same.