

ANOTHER ADVENTURE

CHILL

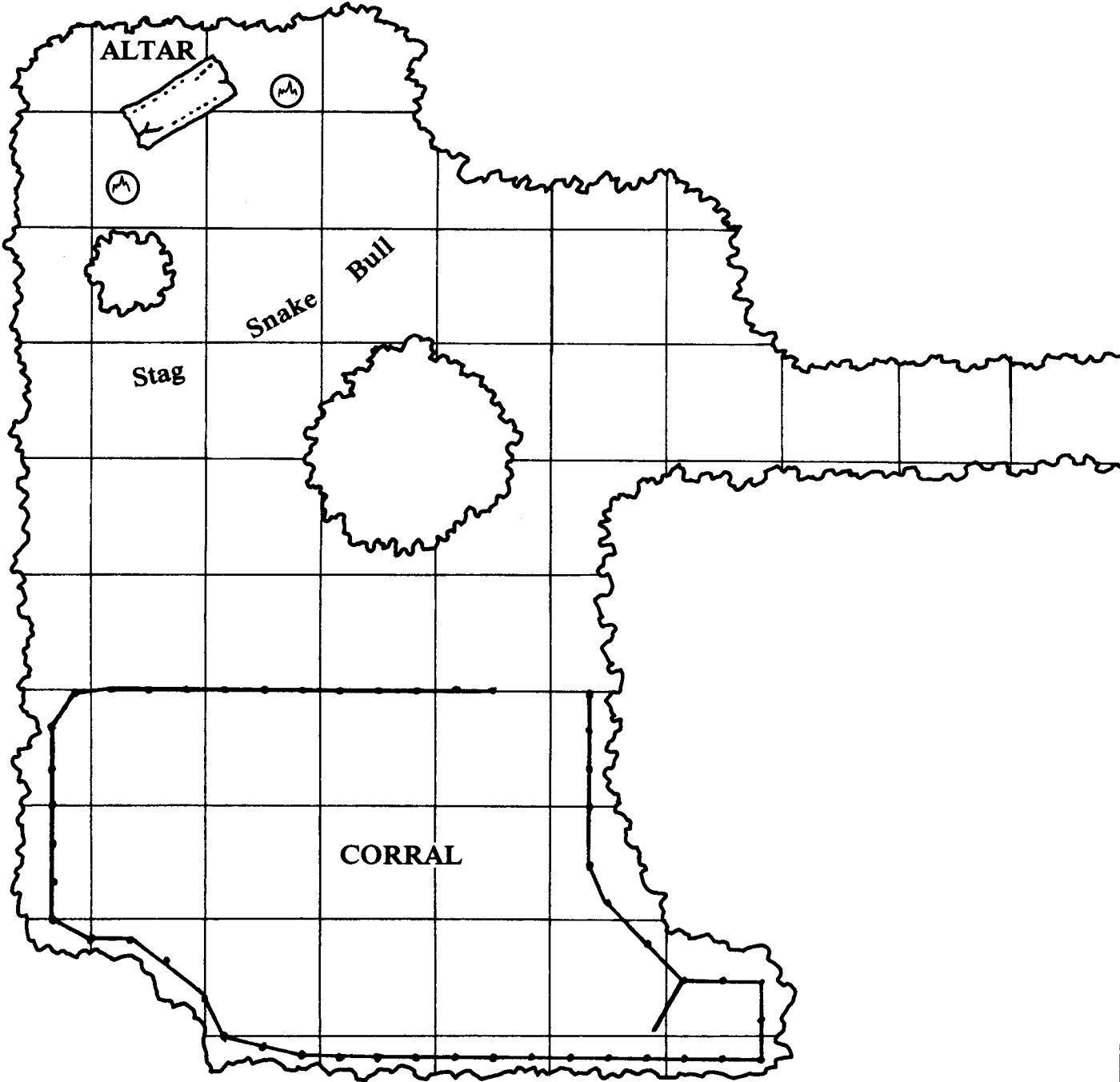
HIGHLAND TERROR



By Garry Spiegler

Pacesetter

The Forest Clearing: Cullough Estate



1 sq. = 15'

CHILL™

HIGHLAND TERROR



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PART 1: INTRODUCTION

Through the years, the legend of Loch Ness has faded into a child's tale: now tourists buy postcards near the banks of a lake which once held an ancient civilization in terror.

But beneath the chatter of picnics, beneath the laughter of bathers, the ancient horror begins again. Far out on the dark surface of the loch, the water begins to churn in silent, unnatural fury.

But the time has not come. Not yet. This hour—perhaps this day—the swimmers are safe. But soon the power will be unleashed, as the shores of the loch, the land of Scotland itself, fall victim to the Highland Terror.

Welcome to “Highland Terror,” the second terrifying CHILL™ adventure scenario. If you wish to play in this scenario, read no further; if you plan to be the CHILL Master and guide your players into horror, you may continue. If you dare.

USING THIS SCENARIO

This introduction provides you with all the background you need to begin the adventure and assure from the start that your players will have a frightfully good time.

1. The Story. This section gives you a general outline of the adventure plot, so that you can run the scenario with skill and confidence.

2. Skills. This section explains how PC skills can come into play in the adventure, and also introduces two new combat skills that may be used by player characters—or by their enemies!

3. Dreams. This section gives an account of dreams that may come to a character who uses the Clairvoyant/Prescient Dream discipline of the Art. Do not give the information in these dreams to anyone who does not use this discipline.

4. New Disciplines. This section presents two new disciplines of the Evil Way, their cost, range, and effects.

5. Supporting Cast. This section lists and describes animals and creatures the characters may meet in the adventure.

6. Running “Highland Terror.” This section gives you advice on how to run each part of the scenario, and how to get your players off to a smooth, convincing start.

1. THE STORY

Centuries ago, several beings living within the Unknown desired to enter our normal world. For some mysterious reason, these creatures had (and have) great difficulty in breaking through into the Known World. Only by using strange and horrible rites could they be unleashed.

Using their powers, the creatures established contact with a number of humans living in northeast Scotland, in the Highland area of Loch Ness. This contact took place in the 4th century A.D., when the area was inhabited by a people called Celts.

The Celts worshipped several strange gods, and their priests were called Dru-vid (druids). Several of the local druid priests thought the contact came from Lug, one of the most powerful of the Celtic gods, and his fellow deities. Following what they thought were the orders of Lug, the druids began to obey the commands of the creatures, believing them to be divine.

Over the centuries, many attempts to bring “Lug” and his minions into the normal world have taken place. Recent efforts have been hampered by the decline of Celtic civilization and the virtual disappearance of the druids' religion.

On some occasions, however, the druids were slightly successful. A few of the creatures have been able to come into the normal world for longer and longer periods of time, especially the agent of the Unknown called “Cernunnos” (see statistics and description in “The Supporting Cast”) by the druid priests. Even the great master of these creatures, calling itself “Lug” (see “The Supporting Cast”) has broken through occasionally at the temple under the banks of Loch Ness, thus giving substance to the legends of the Loch Ness monster.

Recently, the descendants of those druids first serving the false “Lug” have again achieved some success in bringing several of the minions of “Lug” through into the normal world. These minions have taken over the task of bringing through their horrible master.

The local druids operate from a manor on the banks of the Loch Ness, from a grove of “sacred” oaks where abominable horse sacrifices take place, and from the secret cave called the Drunemeton of Lug, 1000' feet below the bank of the lake.

Four of “Lug's” most powerful minions are now in the normal world and actively assisting in bringing “Lug” himself through, permanently. Using their great Evil Way powers, plus the aid of several lesser minions called Thaggis, they protect the druids and their efforts for “Lug.”

Professor Angus Gough and his two assistants, Larry MacDonald and Charles Charrg, are S.A.V.E. envoys living and working in Glasgow, Scotland. Professor Gough is an expert on Celtic history, culture and language. He recently spent many months on digs in several parts of the world, accumulating evidence for connecting the Celts with the great cultures of India.

During his research, Professor Gough found evidence that indicated the Unknown was attempting something in the vicinity of the great Loch Ness, home of the fabled tourist attraction, the Loch Ness monster. The professor located facts, proving more to the legend than anyone ever suspected. Obtaining the help of two other S.A.V.E. members in the area, Charrg and Macdonald, he began hunting for information.

Recently Gough sent a wire to S.A.V.E. headquarters in Dublin, Ireland, requesting a meeting of the S.A.V.E. Central Committee. He indicated that he had firm evidence of a new invasion from the Unknown. His message did not indicate or request urgency. Senior S.A.V.E. officials decided to send to America for assistance, as most European S.A.V.E. members and envoys were completely engaged in other work.

The PCs receive the order from Dublin to board a small freighter in New York, bound for Glasgow, Scotland. The journey takes twelve days. Once in Glasgow, they are to join Professor Gough and his associates for the trip to Dublin. PCs are instructed to protect the professor and his friends, as well as study the evidence and decide on a possible plan of action to present to the S.A.V.E. Central Committee.

During the trip to Glasgow on the freighter "Susan Gael," the PCs are subjected to a voyage of terror. Cernunnos and a "family" of Thaggis (see "The Supporting Cast") are aboard. They attempt to prevent the PCs from reaching Glasgow. The PCs may abandon ship at the final portion of the first scenario, or successfully enter Glasgow with the vessel. Either way they face questioning from the authorities about the deaths aboard ship during the trip.

Once in Glasgow, the PCs find the professor and his two assistants murdered horribly in his apartment. As they investigate the gruesome occurrence, the police arrive, tipped off by some unknown caller. Although not accused of any crime, the PCs are to be detained in the city for further investigations.

Clues and information provided in the professor's apartment, plus data obtained from the use of CHILL™ skills, direct the PCs to the small island of Iona, just off the coast of western Scotland. The transportation is in a small fishing boat. At the moment they leave Glasgow, of course, the PCs become fugitives from the law.

When they arrive on the small island of Iona, the PCs may use skills to locate the small hermitage where lives a monk who found one of the major clues to the entire mystery of the strange happenings. The location where the clue was found is a monolith, set into a cliffside, and inscribed with Celtic carvings which give additional clues. The information they gather leads the characters to leave Iona for Fort Augustus on Loch Ness.

Once at Fort Augustus, the PCs must investigate carefully: remember

that they are fugitives. After they suffer a brief scrape with a detective, PCs may use clues and skills to lead them to a small manor on the banks of the loch. The "lord of the manor" is a breeder for prime Arabian stallions, which are actually used in the horrible sacrifices in the "sacred" grove of oaks located on the grounds. The owner is a secret member of the druids, as are his house staff.

From the activities in the manor, the PCs can move to the oak forest on the manor grounds. Here they must break up a sacrificial ceremony. The ceremony is designed to prolong the presence in the Known World of three of the evil minions of "Lug": Kravecht, Kralecht and Zmija (see "The Supporting Cast"). The three evil beings are represented by three animals: a bull, a stag, and a snake. The animals, and the druids, attack the characters. If any one of the attacking animals is slain, the evil minion it represents will be limited in the time it is able to fight the PCs later in the adventure.

Once the PCs have disrupted the ceremonies, they locate the entrance to the subterranean caverns that lie 1000 feet below. By entering the tunnel concealed beneath the oaken altar, the PCs will arrive in the first of the caverns of the Drunemeton, the sacred place of "Lug".

Five guardians stand between the characters and their final goal—to disrupt the attempts to bring "Lug" into the Known World through the entrance from the Unknown. This entrance is in the final cave located at the bottom of Loch Ness. The guardian minion, Cernunnos, is attempting to sacrifice horses in the last chamber to unleash "Lug".

The Celts

During a period of time from the 5th century B.C. to perhaps the 6th century A.D. the Celts maintained a great civilization. This civilization extended from the islands of Britain to Eastern Europe, from Spain to the far north. There are indications from many ceremonies and other similar

ities that the Celts may have an origin in the great peoples of India.

In general, the Celts worshipped numerous gods. Descriptions and accounts of these deities have been lost in most circumstances. The accounts of the gods that remain seem to indicate a nature-oriented worship. The "gods" of the Celts were served by a priesthood called Dru-vid or druids.

Chief among the Celtic gods was Lug of the Long Arm. Three other deities have some evidence of worship: Teutates, god of war, to whom victims were sacrificed by drowning; Esus, whose symbol was a bull with three cranes on its back and whose sacrifices were hanged; Taranis, god of sky, fire and thunder, whose sacrifices were often slain by burning. Another Celtic god was Cernunnos, possibly lord of the animals, whom the Celts represented as a large snake with the head of a ram.

Celtic ceremonies involving horses have been identified as similar to those in northwestern India. The Hindu deity Vedic Savitr, god of the sun, has also been called god of the long hand ("prthu-pani") and identified with Lug. Siva Pasupati (lord of the animals) is similar to Cernunnos.

Druid ceremonies took place among the oak tree, considered sacred to the Celts. The symbols identified with the druids have been the horse, sickle, and plants such as mistletoe. There is no evidence of any modern worship of the ancient Celtic gods.

The Loch Ness Monster

Ancient legend has placed a monster or beast in many of the lochs (lakes) of Scotland. The most famous of these stories centers around Loch Ness in the Inverness district of the Scottish Highlands. There has been little factual support for this legend: individual stories have been discounted and modern technology has yielded nothing positive. Occasional poor photos add to the controversy and glamor, but little to the knowledge of such great legends as the Loch Ness Monster.

2. SKILLS

Entangling Weapons Skills

Various types of weapons tie and enwrap the target, either to inflict damage themselves or to make the defender more vulnerable to following attacks. Three such weapons are the bola, the lasso, and the whip.

Bola: *Base* = *DEX*. *Specific Check* Bolas are used extensively in the pampas grasslands of Argentina, and sometimes in Australia. The weapon consists of three pieces of rope, varying from 2-4' in length, tied at a common point. Three weights, made of either lead or stone, are fastened to the ends of these lines. The caster grasps the bola at the connecting point, whirls the weighted lines around and around in a circle above him, releasing it toward the target. The twirling of the weights causes the three lines to spread out and entangle the target when they reach it.

The weights on the bola may cause normal armed combat damage. Characters armed with this skill can throw the bola to a distance of 100 feet. A "C" result means that the victim is tangled in the weapon and suffers damage; other results simply indicate normal armed combat damage. Entangled defenders fall down, and are bound and helpless for at least 2 rounds. The defender can free himself in that time, provided he takes no other action. If a friend of the victim has a knife or similar tool, he can cut through the bola in 1 round, and free the tangled character.

Lasso: *Base* = $(STR + AGL) \div 2$. *Specific check.* A lasso is a rope of varying lengths. Used to tie or enwrap things, the lasso also has been developed as a weapon. The lasso has a loop on the thrown end. This loop settles about the object and is tightened by a pull. The result is entanglement.

The lasso has no effect unless the attacker gets a "C" result. The "C" result means that the attacker has successfully entangled his or her target in the lasso. The entangled

defender is knocked down, bound, and helpless. See the Bola skill description for a character's ability to free himself (or be freed): the same rules apply.

Characters who have Lasso skill can throw a lasso no farther than 15 feet. No range modifiers apply.

Whip: *Base* = $(STR + DEX + AGL) \div 3$. *Specific Check.* Whips come in many different styles and types. They can be used either as entangling weapons or as armed combat weapons.

The base for the Whip skill differs from most other melee weapons, so be sure to use the formula given here. An attacker can use the whip in two ways. First, he can use it to strike an opponent, although the maximum damage it can cause is "M" on the Armed Combat Results Key. Second, the attacker can use the whip to entangle his opponent: the attacker strikes, and makes tangling his called shot. Any "C" result inflicts no damage, but indicates that the whip is wrapped around the defender, pulling him immediately to the ground. Entangled defenders are helpless. They can free themselves in 2 rounds, as long as they take no other action during that time.

In addition to these new entangling weapons skills, the following skills will be especially useful to the characters in "Highland Terror":

All combat skills
Anthropology/Archaeology
History
Language, Ancient
Legend/Lore
Medicine
Swimming
Tracking

The "Skill Use" material that precedes each section of the adventure should give the CM an idea when specific research skills will be useful to the PCs.

3. DREAMS

Player characters who have the Clairvoyant/Prescient Dream discipline of the Art may try to use it during the

adventure. For each successful use of the discipline, you should read one dream to the player.

Dream #1

A fog has settled on the deck of the ship, hovering thickly over the railings, muffling your footsteps as you walk topside.

Away to starboard, at the far reaches of sight, a dark shape rises in a swirl of fog. As if drawn to or magnetized by the shape, your ship veers straight toward the black form looming in the fog.

The dark fog becomes solid, glistens like a mountain of black ice. It is going to ram the ship. As you look above you, trying to stop the breakneck path of your vessel, you see a child standing at the helm, clutching the wheel of the ship with hooks where his hands should be. As the bow of the ship shatters against the ice, the child laughs unnaturally.

Dream #2

The darkness around you is complete—entirely without relief. You cannot see where you are stepping, and it occurs to you that each footfall could send you hurtling down into a bottomless, deadly stillness.

Now ahead of you glows the faintest of lights. Slowly, inevitably, you are drawn toward the pale shining, and a low, sinister hissing fills your ears.

Now, at your feet, glowing in the darkness around you, sits a coil of thick rope. As you watch in horror, the rope unwinds, rising slowly into the air, bursting into a cold green flame.

From nowhere, a bucket of water appears in your hands. You splash it over the rope: the fire fades; the rope screams as the water runs in red, thick currents down its unraveling strands.

Dream #3

Where you are is impossible to tell: the air is cool and moist, the silence nearly deafening. Something flutters by your head on hot, papery wings.

Suddenly, the cavern is lit in an eerie light, rising from a crystal dome in its rock floor. Around the dome crouch a series of large stone statues—statues of weird and horrible beings.

Quickly and silently, the dome fills with water, which cracks its crystal surface and begins to rush out onto the cavern floor. Now the statues begin to move, setting their stone hands on the cracks in the dome, trying to force the glowing water back to its source somewhere deep beneath the earth.

4. NEW EVIL WAY DISCIPLINES

Dreamsend

Type: SUB **Column:** Will
Cost: 5 **Range:** 1000'
wpr/dream
EWS: 85 **Area:** 1 person

This discipline allows the user to “send” a dream to any particular sleeping character. The dream is of whatever nature the sender desires.

Although the dreams that arise from this discipline have no actual reality, the user may cause the dreams to “come true” by using other disciplines. For example, a *Dreamsend* of a fog may seem to come true when the user follows it with the Evil Way discipline *Wave of Fog*.

A victim of *Dreamsend* remembers the dream (and any accompanying emotions such as terror or fear) vividly. Any character subjected to *Dreamsend* does not regenerate or heal that sleeping period. In addition a victim of *Dreamsend* suffers the following effects, depending upon the success of the discipline:

S = Character loses 1d10 Willpower.

L = Character loses 1d10x2 Willpower.

M = Character loses 2d10x2 Willpower.

H = Character loses 3d10x2 Willpower.

C = Character loses 3d10x2 Willpower. He or she awakens screaming (or deeply upset, as appropriate). He or she cannot distinguish the dream from reality for 1d10 rounds after

waking (that is, the character is still dreaming and believes the dream is the reality after awakening).

Minion

Type: SUB **Column:** Will
Cost: 80 wpr/use **Range:** Sight
EWS: 150 **Area:** 1 person

Minion is a very powerful discipline of the Evil Way: by its use, a creature may, in effect, transform a character into a form of creature.

At its most powerful, the discipline allows the creature to dominate the character completely:

L = Character in coma for 1d10 days.

M = Character suffers unpredictable, erratic behavior. He or she tends to mimic the creature.

H = Character is insane for 1d10 days, displaying a sort of “Jekyll and Hyde” personality: half of the time, he or she is perfectly normal, half of the time, criminally insane.

C = Character is dominated completely by the creature. The life force leaves the character permanently, and he or she becomes a lesser creature, capable of using Evil Way disciplines.

The discipline works only on characters whose Willpower has been reduced to 20 or below. Sphere of Protection and Mental Shield are effective against it. The discipline can also be used only twice a year, on the days of the summer and winter equinoxes.

The use of this discipline may explain why the ancient Celts built the stone observatories such as Stonehenge in England. With such a danger unleashed in the Known World, it was highly important to know when equinoxes would take place!

5. THE SUPPORTING CAST

NEW ANIMALS

Bull
STR 5 (75) **PCN** 4 (60)
DEX na **STA** 6 (90)
AGL 2 (30) **EWS** na
WPR 2 (30) **FEAR** 3
PER na **ATT** 1/53%

Movement: L 200' A na W 20'
IPS: 0 or 50

Bulls are male cattle. Their description varies according to the type of cattle and where they are found. Most bulls attack by charging their victim and attempting to gore them—to impale them on their horns.

A successful strike by a bull on any target smaller than a standard car results in an automatic knockdown result (a tipover if the target is a vehicle). If the strike roll has a “K” result, the distance the target is tossed triples, and any characters take falling damage (20').

Bulls can make a maximum of four attack charges during combat before resting, but can continue attacking if they themselves are attacked during their rest. After 1d10 rounds of rest, they may again make up to four more attacks. Bulls charging have a movement rate of 350' during the charge, although they do not travel that far if they miss the target within that range. Of course, the attacking bull receives a charging modifier (see *CHILL™ Campaign Book*, p.38).

Cobra

STR 1 (15) **PCN** 5 (75)
DEX na **STA** 2 (30)
AGL 5 (75) **EWS** na
WPR 1 (15) **FEAR** 8
PER na **ATT** 1/45%

Movement: L 90' A na W na

IPS: 50

Cobras are large, sometimes colorful snakes. They usually range in length from a foot to six or seven feet, although some legendary cobras have achieved monstrous sizes—up to ten or twelve feet long. Cobras have a membrane framing the head, which spreads out in anger or fear, forming the familiar hood for the animal. Cobras are very fast and carry a deadly poison in their fangs. They may cause only an “S” wound no matter what the wound result is, but the poison is strength 7. (For poisoning results, see *Campaign Book*, pp. 41-42.)

Stag

STR	6 (90)	PCN	7 (105)
DEX	na	STA	6 (90)
AGL	7 (105)	EWS	na
WPR	2 (30)	FEAR	1
PER	na	ATT	1/98%

Movement: L 350' A na W 40'

IPS: 0 or 50

The stag is the male deer. Stags reach a good size—often 3' tall at the shoulder—and are quite dangerous when aroused to anger. They possess racks or spreads of horns called antlers, containing many sharp points. Stags charge with antlers extended, receiving the charging modifier (see *CHILL™ Campaign Book*, p. 38). Targets struck are impaled for the next round, incapable of attacking or moving. After impaling a target, the stag must take the next round to disengage its antlers, or continue to drive into the defender, getting another strike automatically. If the stag continues to gore, the victim is allowed to strike at the stag, but not to move. A stag that withdraws after a successful strike tosses his victim 10' in a random direction that round.

NEW CORPOREAL CREATURES

Of the creatures listed below, all are unique except for the Hook Thaggis. Use the unique creatures in this adventure (and any adventures relating to it, if the unique creatures survive this particular adventure).

Cernunnos

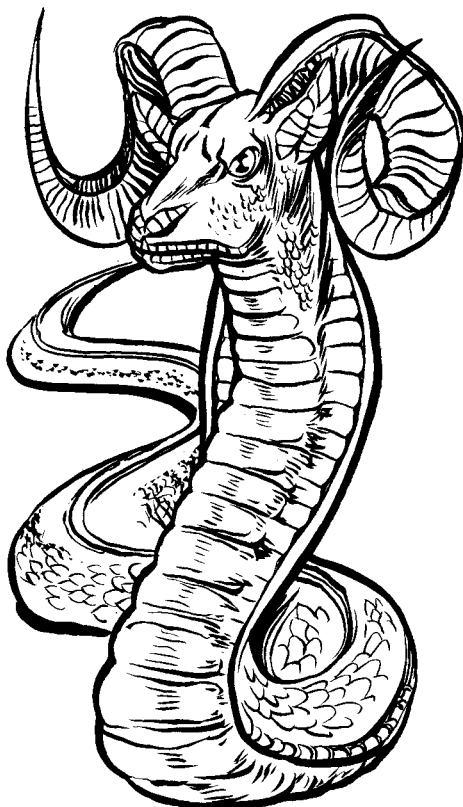
STR	75	PCN	75
DEX	na	STA	105
AGL	75	EWS	135
WPR	90	FEAR	9*
PER	na	ATT	1/75%

* Fear checks are made only if Cernunnos is in his natural form, that of the Ram-headed snake.

Movement: Variable (see below)
Disciplines: *Animate Dead, Blur Vision, Chill, Darken, Dreamsend, Enormity, Haywire, Invisibility, Purified Shell, Swarm, Transform, Wave of Fog.*

IPS: 3240

Cernunnos' *Wave of Fog* discipline is an innate ability and automatic in use, requiring no roll. The *Transform* discipline is both automatic and unique; therefore, the basic IPS have been doubled.



Cernunnos is a prime example of the horrors that sometimes rise from the Unknown. For reasons beyond the understanding of normal man, Cernunnos serves the creature known as Lug. Cernunnos is believed to be unique, as no other member of its species has been met by any surviving man, nor have any records from

S.A.V.E. shown evidence of this type of creature before.

Cernunnos, as it is called by the druid priests who worship it, has numerous Evil Way disciplines, including one, *Dreamsend*, which until this adventure has been unknown to the Society.

In physical form, Cernunnos' body looks like that of a ten foot long serpent nearly two feet in diameter. Its head is the head of a ram with massive curling horns. It may attack once per round, and any successful strike roll is also an automatic "K" result with double the distance factor.

Cernunnos has the unique discipline *Transform*, which is not only innate and automatic, but may account for the stories in Celtic myth and literature about "shape-shifting." Cernunnos may *Transform* its shape into one of the several forms listed below:

Snake/Ram: Cernunnos' "natural" and preferred form.

Bull: The form the creature will assume on the voyage of the Susan Gael in Part 2 of the adventure.

Worm: In this shape of a small earthworm (ideal for burrowing), Cernunnos has the additional advantage of being able to swim at its normal speed.

Cranes (3): When Cernunnos wishes to escape it may change in one round to a crane. If killed while in the crane form, it instantly returns as another crane. If killed while in the second crane form, it must return in a third crane form. If slain while in the third crane form, Cernunnos is dead.

Cernunnos takes only one round to transform from one form to another. Its Current Stamina is the same, no matter the form it is in. The creature can use all of its disciplines while in any form.

Cernunnos is highly vulnerable to a strange, ceremonial dagger used by the ancient Celtic hero Cuchulainn (see Part 3: Glasgow). For some unexplainable reason, when this dagger strikes Cernunnos, it causes the creature to change into another of its forms.

Cernunnos is intelligent and knows a great deal about the Known World. Be sure to play this creature intelli-

gently: it will use its powers carefully and attempt to frighten the characters away; if its scare tactics fail and the characters continue on their mission, Cernunnos will try to kill them. It does not attempt to confront the characters unless they reach the final cavern in the Drunemeton.



Hook Thaggis

STR	3 (45)	PCN	4 (60)
DEX	3 (45)	STA	4 (60)
AGL	5 (75)	EWS	110
WPR	8 (120)	FEAR	4
PER	4 (60)	ATT	1-3/60%

Movement: L 225' A na W 30'

Disciplines: *Change Self*

IPS: 110

The Hook Thaggis are creatures from the Unknown who have allied themselves with Lug and his minions. They are relatively easy to bring into the normal world.

Hook Thaggis possess one Evil Way discipline, that of *Change Self*.

Using this discipline, they can change themselves into complete facsimiles of a normal human. Besides their natural forms, the human form is the only form available to the Hook Thaggis.

In their natural form, Hook Thaggis look like short, man-like creatures who have wrinkled skin, bristly hair and giant, staring red eyes. There are three sizes of Thaggis: Small (4½' tall), Medium (5' tall) and Grown (5½' tall). Each arm ends in a sharp-edged horn hook, much like a claw or talon. The Hook Thaggis use this hook as a weapon, but prefer to use the hands they possess in human form as this allows them to manipulate things. If not in human form, the Hook Thaggis has a Dexterity score of only 5.

Hook Thaggis receive up to three attacks per round using their hook-hands. They are unable to use human weapons in human form and therefore revert to normal form to fight. If the first attack is successful, then the creature has "hooked" the character and holds onto him like a leech, flailing with its other hook. The Hook Thaggis receives a +20 bonus to hit any defender it has hooked and held by a successful attack. While it holds the character, the creature may attack only once per round. The "hook hold" is broken when the creature is hit in combat.

If the Hook Thaggis misses the first attack in a single round, it receives a second attack strike. If successful, it follows the same procedure outlined for a successful attack, once per round. If the creature fails in its second strike it is allowed a third strike in the round. Success follows the procedure above.

Hook Thaggis receiving a result on the Armed Combat Results Key have certain maximum damage levels they can inflict, depending on their size. Small Thaggis inflict only "S" wounds regardless of combat result. Medium Thaggis inflict only a maximum of "L" and the Grown may inflict a maximum of "H" results.



Kralecht

STR	90	PCN	105
DEX	45	STA	90
AGL	75	EWS	125
WPR	45	FEAR	6
PER	na	ATT	1/83%

Movement: L 350' A na W 30'

Disciplines: *Change Temperature, Halt, Wave of Fog.*

IPS: 375

Kralecht is a debased word for this creature from the Unknown—the meaning of the creature's name has been lost over the centuries. A powerful minion of Lug, Kralecht is shaped like an 8' tall, stick-thin man who has the head of a stag. Its hands are cloven like pincers, as are his feet. Kralecht carries a massive rack of horn antlers, pointed like sharp, deadly bone needles.

Kralecht is virtually indestructible in the normal world. Any damage to it reduces stamina, but does not cause any wounds. Kralecht regenerates

stamina as normal. If brought to zero stamina or below, during combat, it remains unconscious for 1d10 rounds, then awakens with 1d10x10 points of stamina (max=90).

Kralecht has a weakness, as suggested by the Celtic poem about Cuchulain (found in Dr. Gough's study in Part 3: Glasgow). He is vulnerable to water. Any quantity of water of 1 pint or more thrown on Kralecht acts as a weapon, and he takes damage from the Armed Combat Results Key, including wound damage. Using water as a weapon, the characters can kill Kralecht.

When Kralecht attacks, he attempts to impale a character on his powerful antlers. Use the Armed Combat Results Key and the procedures for the stag's attack to determine damage. "K" results from the CHILL™ Action Table cause the character to be thrown twice the normal distance as though he had fallen 20', except the damage from the throw is Unarmed Combat damage (see *Campaign Book*, p.41 for falling damage).

Kravecht

STR	105	PCN	90
DEX	30	STA	120
AGL	60	EWS	85
WPR	45	FEAR	7
PER	na	ATT	1 or 2/83%

Movement: L 250' A na W 30'

Disciplines: *Animate Dead, Blur Vision*

IPS: 170

Kravecht is another minion of the false Lug. It has a human body and stands 8' tall. Kravecht has no skin: all of its red, banded muscle structure is exposed, as though the creature has been skinned alive. Kravecht is built like a bull: powerful, massive and dangerous. It has the head of a bull, horns, and cloven hands and feet.

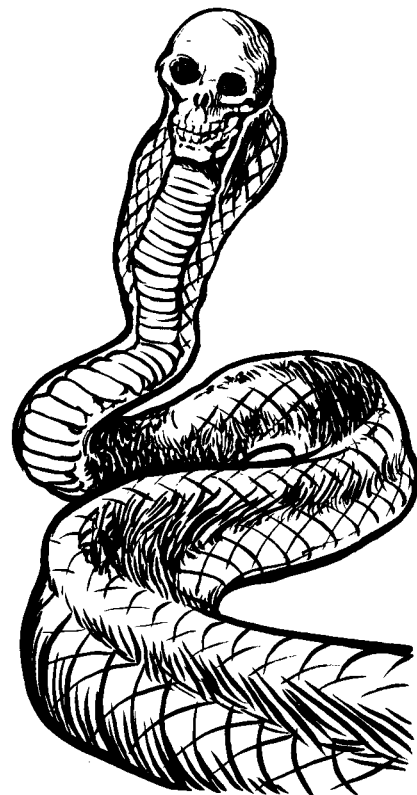
When attacking, Kravecht charges if there is 10' or more room. Otherwise The creature uses its two hand/hooves or gores its enemy with its

horns. If Kravecht successfully strikes a character with its horns, that character takes damage plus an automatic "K" result (see the description of the Bull above for an explanation of the kind of goring damage Kravecht inflicts). If attacking with its hands, the creature receives two attacks per round instead of one.



Kravecht is nearly invulnerable in the normal world. It takes only Stamina damage from any weapons but no wounds. If Kravecht's Stamina is reduced to zero during combat, it falls unconscious for 1d10 rounds. After this period, the creature awakens with 1d10x10 Stamina points.

Kravecht has a weakness. While bound or even in contact with rope, any damage it takes is counted against both Stamina and wounds. If they bind or entangle Kravecht (or even keep it in contact with rope), characters can kill the creature. This information is suggested by the ancient Celtic poem about Cuchulain characters can find in Dr. Gough's apartment (see Part 3: Glasgow).



Zmija

STR	60	PCN	105
DEX	na	STA	75
AGL	90	EWS	135
WPR	90	FEAR	8
PER	na	ATT	1/75%

Movement: L 150' A 50' W 30'

Disciplines: *Fly, Gnarl, Haywire*

IPS: 405

Zmija is the third of the servant-minions of the false Lug. In form it is a cobra, 9' long and a foot thick. In the front of a massive cobra head is a human skull face. Zmija has no arms or legs.

Zmija is slow-moving, but strikes with the quickness of a cobra in combat. The creature often uses its *Fly* discipline instead of moving on the ground. Zmija has fangs and bites for full damage using the Armed Combat Results Key. The bite is not poisonous. Zmija always adds 2 to its initiative roll because of its unearthly striking speed.

Zmija cannot be killed by normal weapons. It takes Stamina damage only during combat. If Zmija's Stamina is reduced to zero in combat, it remains unconscious for 1d10 rounds, then returns to life with 1d10x10 (max 70) stamina points.

Just as Lug's other servants, Zmija has a weakness. If struck by fire such as a torch or lantern, it takes damage normally, including wound damage. If characters use fire as a weapon against Zmija, they can kill the creature. This information is suggested by the ancient Celtic poem about Cuchulain found in Dr. Gough's apartment (see Part 3: Glasgow).



Lug

STR	120	PCN	60
DEX	45	STA	120
AGL	60	EWS	150
WPR	90	FEAR	9
PER	na	ATT	3/90%

Movement: L 150' A na W 250'

Disciplines: *Blur Vision, Chill, Contact Living, Darken, Evil Eye, Haywire*

Minion, Quiet, Raise Wind, Shake the Earth, Steal Memory, Terrorize, Time Stop, Total Illusion, Wave of Fog, Write.

IPS: 2400

For over a thousand years, Lug has hungered to enter the Known World for purposes unknown to mankind. For some reason it has extreme difficulty in crossing the barriers that separate the worlds. When it has, on a few occasions, entered the Known World, it has used its Evil Way disciplines to prevent its discovery by humans. The general disbelief in the Unknown by the people of the world in these times has made Lug bolder and more determined to break out of the Unknown. Legends about the creature's past visits remain in the form of the Loch Ness stories; most of these accounts are true—at least in part.

Lug has sixteen Evil Way disciplines and can use all of them well. It can use the discipline *Haywire* automatically.

Lug attacks only if attacked or disturbed. If successful in entering the normal world, the creature ignores or avoids the characters and heads for the Loch, unless the characters harm him. The creature attacks only in passing. A battle between characters and the Loch Ness Monster is not recommended, but to have Lug really loose in the Loch might be an interesting idea for future adventures.

Lug has the form of a giant otter, 20' long; a 6' long, highly flexible neck extends from the body. The creature's paws are webbed, and its skin is a mass of tiny, overlapping green and black scales that glisten like slime. The head is like that of an otter.

Lug may attack up to three times per round, but suffers a -1 to initiative in all cases because of its tendency to ignore those beings of the Known World. The creature's bite has a strength 7 poison, and it strikes with two paws, the claws doing armed combat damage. Each wound from the claws has a 5% chance to cause a loathsome disease.

In darkness, Lug takes only Stamina damage from weapon attacks. However, the creature has a weakness to light: exposure to any type of light allows weapons to cause "S" wounds; if combat takes place in full sunlight, up to "H" wounds can be inflicted. Lug will use his disciplines to escape, even back into the Unknown, rather than be killed or fall unconscious.

6. RUNNING "HIGHLAND TERROR"

Now that you have all the information in the CM's Introduction, you'll need to keep a few things in mind that will make the adventure even more fun for your players. Being a good CM is not only knowing about the characters and creatures that make up an adventure; it's also knowing what to do with all this information—how to make the adventure come to life for the players, how to keep them interested, and how to frighten them as they play.

First of all, it's good to be prepared. You should be familiar with most of the material in the Introduction; remember, however, that you've been given a basic outline only. To get a good idea of the richness of the adventure in "Highland Terror"—the suspense, the various personalities and situations the characters will encounter—it's best to read through the entire adventure before you sit down with your players to play the scenario. That way, you'll be able to create some suspense of your own, add a little atmosphere to frighten the players even more, and bring NPCs "to life" just as a good actor brings his role to life—by being enthusiastic, and by being prepared.

As you progress through the adventure, you'll find that each part is designed to help you guide your players quickly and smoothly through their characters' actions and encounters. Each part begins with material for your eyes only—material that helps to provide an overview of just what's supposed to happen in each section of the adventure:

CM Background gives you information about the setting, conditions, and environment in this particular part of the adventure, as well as any NPC actions needed to “set the scene.”

Event Sequence sets out the desired sequence for events in this part of the story. The PCS may stray from this sequence for numerous reasons, but you can determine how far from the storyline the characters are playing, and set up clues or suggestions to steer them close to the right track. Don't worry if they don't follow the sequence to the letter: not every group of players will play the same way, or the adventure would cease to be fun quite rapidly!

Skill Use Data allows you to provide most of the necessary information when characters successfully use their skills. How much information to release is determined by how successfully the skills are used: if the skill use achieves only an “L” result, give only the first fact listed beneath the skill; if the result is “M,” give the first two facts; if “H,” give the first three, and if “C,” give all four.

NPCs describes in a basic format all the NPCs used in a particular part of the adventure. The information includes Ability scores, attitudes, equipment, and descriptions, if needed by the CM for play.

Once you have reviewed the background material for each part of the adventure, you can go straight into play. *Information to be read to the players during a scenario is enclosed within a boxed outline.* Always read the boxed player information first to yourself, before reading it to the players. It is entirely possible that because of characters' actions or decisions, information provided within boxed lines is no longer useful; if this is the case, change or eliminate that material. Feel free to change small things about the adventure if your module play requires it. Add more data, clues etc. from your own knowledge—whatever you like, and whatever makes things more fun for the players.

If players are having difficulty finding clues or information needed

to play the main storyline, insert whatever help you feel necessary, such as additional clues, or meetings with NPCs who “just happen to know” what the PCs need to find out.

Above all, make sure the players have FUN. Whether or not the characters succeed in their adventure, if you and the players have a good time, nobody loses.

Setting Up

First of all, ask your players whether they want to use the player characters provided in the adventure scenario or their own characters. Remove the pages of player character cards in the center of this booklet, and allow each player to choose which (if any) character he or she wants to play.

If your players want to play one of their own characters, you should read them the list of skills useful in the scenario, so if they want to use remaining IPs from previous adventures to acquire a new skill or increase their ability in a skill they already have, they'll know which skills might be most helpful.

When the players have chosen their characters, you are ready to begin the adventure. Start with the following briefing. Notice that the passage that follows is boxed: remember, that means you read it to the players.

You have been called together at S.A.V.E. headquarters in New York City, where you are handed a letter postmarked “Dublin, Ireland” and dated a week ago.

Inside the envelope is a copy of a telegraph message from Dr. Angus Gough, Professor of History at a small college in Glasgow, Scotland. The note is brief and mysterious:

Gentlemen:

The old legends are true. At least in part. Have more information regarding Loch Ness Monster, but must hand over in private.

Send party of envoys to my address to meet with me and my

assistants, Drs. MacDonald and Charrg in Glasgow, A.S.A.P.

Angus Gough, Ph.D.

In addition to the telegram, you find a boat ticket on the freighter “Susan Gael,” sailing immediately from New York to Glasgow.

Complete the players' initial briefing by telling them a bit more about Professor Gough, using the background material found under “1. The Story” in this introduction.

S.A.V.E. will provide the characters with the standard equipment pack, and with any weapons in which they are skilled.

In addition to the standard equipment, the player characters may take along other items of their choosing: allow them anything they want which is reasonably priced and of reasonable size (if the players want some especially large and/or bulky item, remind them that there is limited storage space on the ship, and that furthermore, large weapons or machines would attract undue attention). Since the adventure takes place in a variety of areas and in a variety of terrains, there are no hard and fast rules as to what additional equipment the characters should take.

After the players have decided what materials they want their characters to take on the voyage to Scotland, the characters are whisked into a taxi (a coach if your campaign takes place in the 19th century) and taken through the bustling street of New York City to the harbor where the Susan Gael, and the beginning of their adventure, lie waiting for them. Begin “Part 1: The ‘Susan Gael’” on the following page.

PART 2: THE SUSAN GAEL

BACKGROUND

As CM you have already read the adventure background. PCs are to be provided with tickets and information about the ship "Susan Gael," such as when and where departure is scheduled.

The journey by sea takes the ship 12 days from New York to Glasgow. The Susan Gael is a small tramp steamer, slow and sure, with a long record of dependable and admirable service. The captain and crew are reliable and experienced.

The Susan Gael has already loaded livestock, among which is the evil Cernunnos (see New Corporeal Creatures) in the form of a breeding bull. He remains in the hold, seemingly confined in a strong metal pen with the other bulls. A group of 5 Hook Thaggis (see New Corporeal Creatures), posing as a normal tourist family, is also aboard to do the bidding of Cernunnos.

Cernunnos uses the Evil Way discipline *Haywire* to destroy the communications of the ship whenever an attempt is made to use the radio. This effect begins at the first attempt to establish radio contact, and continues as long as Cernunnos is near the ship. If driven from the ship, he remains nearby the vessel in his crane form.

The Hook Thaggis and Cernunnos will murder three hapless crewmen as "sacrifices" before they attempt anything specific against the PCs. Cernunnos uses the discipline *Dream-send* on the character with the weakest Willpower. Each night after the three murders (starting on day 4 of the voyage) Cernunnos sends a dream, then uses his other Evil Way disciplines to cause it to come true (see Event Sequence). The final dream cannot come true but is designed to cause the PCs to abandon ship and take to the lifeboat, with the disguised Hook Thaggis "family" as fellow passengers. If the PCs do not leave the ship, they are attacked by the Hook Thaggis on board the ship before they arrive in Glasgow. Cernunnos does not directly attack the PCs, and if discovered and/or attacked, he fights

only to escape in one of his many forms, usually one of the cranes.

If the PCs decide to abandon ship, they will not be able to persuade the remaining crew to join them under any circumstances. The crew members will, for the most part, be paralyzed with fear and only able to get the ship to its destination. The crew will resist violently any PC attempt to take control of the ship.

If the PCs remain on board the ship, they make port safely in Glasgow. If they abandon the ship, use the lifeboat, and survive the subsequent attacks by the Thaggis family, they are rescued and taken to Glasgow. Either way, the surviving PCs reach the Scottish city.

Once in Glasgow, the PCs find that the police are extremely curious about the PCs and their presence on board the Susan Gael during a series of unexplained deaths. Crewmen, a family and any others killed during the trip, make for awkward questions for the PCs about just what they did aboard the Susan Gael and why they are in Glasgow. The police do not arrest the characters but inform them they must remain in the city until the investigation into the deaths aboard the Susan Gael is completed.

EVENT SEQUENCE

1. PCs are informed of their mission.
2. PCs board ship.
3. Ship sails.
4. Day 2: Crewman in engine room burned to death. Radio contact lost.
5. Day 3: Crewman in shower is drowned.
6. Day 4: Crewman is found hanged in his cabin. PC dreams of cockroaches this night.
7. Day 5: Cernunnos sends cockroaches from a food bowl in mess cabin using discipline *Swarm*. This night a PC dreams of giant rats in cabins.
8. Day 6: Cernunnos enlarges rats in PC cabins by using the discipline *Enormity*. This night a PC dreams of someone being poisoned, but not necessarily dying.
9. Day 7: Cernunnos uses the discipline *Purified Shell* to disguise a

rotted haunch of meat on the table. When someone touches the carcass, the true state of the meat becomes obvious, causing general checks against Stamina Ability. This night a PC dreams of a mist surrounding the haunted ship.

10. Day 8: Cernunnos uses *Wave of Fog* to surround the ship with a dense fog, restricting vision on deck to 5'.

That night a PC dreams of the ship colliding with an iceberg in the fog, sinking with all hands aboard.

11. Day 9/12: PCs may abandon ship at any time in the next three days. On day 12 the fog lifts, and the ship arrives in the harbor at Glasgow. If the PCs abandon ship, the Hook Thaggis attempt to join them in the boat, attacking them after they have departed from the ship and are unable to see or find their way back to the vessel. Survivors are rescued after a day or so of drifting (CM's choice). PCs may stay with the ship, of course, and Cernunnos cannot cause it to ram an iceberg. During this time the PCs are attacked by the Hook Thaggis whenever the CM chooses.

12. Characters arrive in Glasgow. The police question them, warn them not to leave the city for a while, then release them.

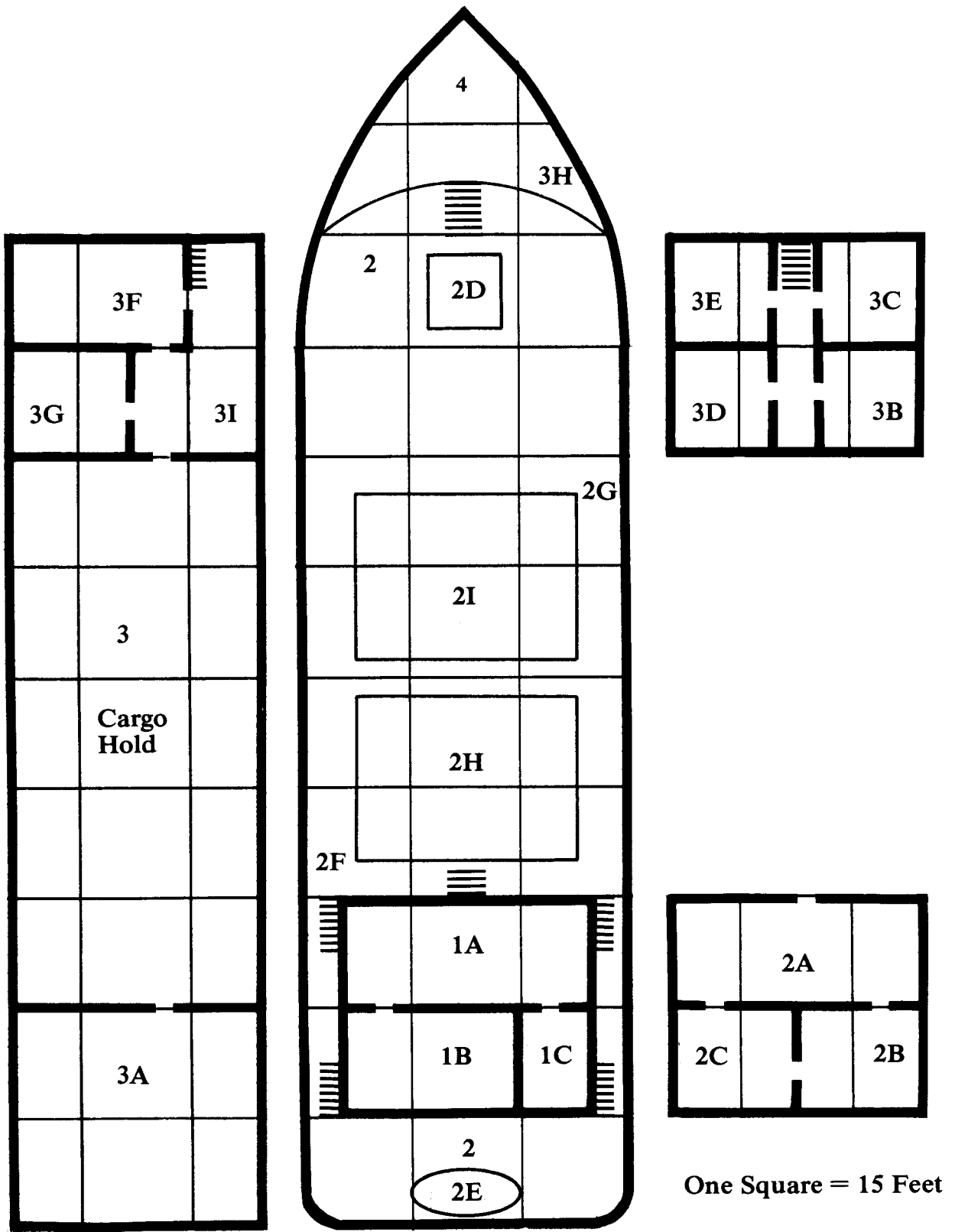
SKILL USE DATA

Characters may use their skills to obtain whatever information they can on subjects arising from the trip.

Investigation skill can uncover the following:

1. Records of the ship, its company, owners, and crew are clean. None of them have dealings with the Unknown. On board the ship is Dr. Ramit Singhar, a retired physician returning to India. The MacCowan family (Rufus, Arleen, Danny, Lilah and Theo) are also aboard. The MacCowan's are mother, father, a teenaged boy about 16, and a little boy and girl who seem to be about 6 years old.

2. The cargo listed for the small steamer is simple and not extensive: four antique automobiles, six breeding bulls, six cows, ten sheep, three Arabian horses, and crates of machine tools such as lathes and grinders.



THE SUSAN GAEL

3. One of the automobiles and all of the animals are listed for delivery to a Mr. Davirr Cullough, Fort Augustus, Loch Ness, Scotland.

4. The MacCowan family has no background, history, or even identification—only tickets to Glasgow.

If the players determine some connection between Celts and druids, provide successful History, Archaeology, and Legend/Lore rolls with bits of information from the information about the Celts below:

1. The Celts were nature-worshippers.
2. They worshipped animals as forms of their gods.
3. The druids made human sacrifices to the animal deities.
4. The types of deaths of the first three crewman resemble those in the “sacrifices” to the Celtic gods.

NPCS

Crewmen, the MacCowan, and a single innocent passenger sail on the ship during the crossing. Only the MacCowan has any connection with the Unknown. All ability scores for innocent NPCs are 40 unless stated otherwise.

Crewmen

Captain Dace
STR 35; DEX 50; AGL 30
Unskilled Melee Score: 33

Captain Dace is a bluff old man of 50. He is short and stocky. Although the captain is friendly to all, he is a stern shipmaster. Discipline aboard ship is excellent and the Susan Gael is clean for an old tramp steamer. The captain spends most of his time on the bridge, in the mess (dining room), or in his cabin. He does not visit, but has dinner each evening with the PCs and the other passenger, Dr. Singhar. He dismisses anything about the Unknown. He could care less about the loss of the radio.

Captain Dace has 15 other men aboard ship:

Lt. Lucius Maxwell - First Mate. Ladies' man. (Cabin 3b)

Lt Riley Machs - Radioman/Cargo Officer. Young, inexperienced, a braggart but a coward. (Cabin 3b)

Mark Maple - Chief Engineer. Old New England bachelor who loves ancient machines, ancient music and young ladies. (Engineroom 3a)

Dr. Phillipe Fanshaw - Physician. Old, wornout but still dedicated and loves the Susan Gael. Seems to remember when the old ship was built. (Cabin 3b or Sickbay 3j)

Other crewmen (Cook, assistant cook, steward, three assistant engineers, 5 sailors). (Cabin dorm 3f)

Passengers

Dr. Ramit Singhar. A man of 65, he is tall, thin, frail and in poor health. Born in India, Dr. Singhar has practiced medicine in the United States for twenty-five years, and is now retired. He is traveling to his home in India to be with his family in his last years. Dr. Singhar is alone and merely an innocent passenger. He has a medical bag and can perform even limited surgery if necessary. (Cabin 3f).

If Dr. Singhar is ever forced to make a Fear Check, the “S” result (Scared) has a 75% chance of causing the poor man a fatal heart attack, rolled immediately.

MacCowan family. These are Hook Thaggis (See New Corporeals) disguised as passengers by their Evil Way discipline *Change Self*. The MacCowan rarely stay in sight of others on the ship for more than 30-60 minutes at a time, because of the steady drain on their Willpower from use of the discipline.

The MacCowan obey explicitly and intelligently any orders from Cernunnos. Rufus and Arleen are Grown Thaggis; Danny is a Medium Thaggis; Lilah and Theo are Little Thaggis. None of the creatures have any papers. Their luggage and clothing are real, but all their bags are packed without rhyme or reason. The MacCowan speak both English and Gaelic fluently, but are aloof and

secretive. The “children” do not play or smile. They seem kindly and harmless enough, but claim seasickness regularly.

The MacCowan claim they are going to visit relatives in Scotland at Fort Augustus on Loch Ness. They are willing to talk, but only for short periods of time.

SUSAN GAEL MAP KEY: DESCRIPTION

Each level of the ship is given a number. Generally speaking, locations with the same number are on the same level.

1. Superstructure

1a. Bridge/Wheelhouse. A glass front and sides with waist-high metal walls. This area contains the ship's navigation and steering equipment. Equipment consoles line the forward sections, and the center is the station for the big brass wheel and the helmsman.

1b. Captain Dace's cabin. The cabin contains a comfortable bed, a closet, a small shower, and several upright cabinets. Two seachests containing old U.S. Naval uniforms and mementoes of several European countries lie against the walls. Two rifles (single shot, 8 bullet clips), two 45 colt revolvers (6 shot), and one navy 45 automatic (8 shot clip) are stored in a small locked arms cabinet. Only Captain Dace possesses the key.

Six bottles of 35-year-old Scotch whiskey sit in a padded, locked rack on one wall over the bed.

1c. Chart Room/Communications. A small but efficient radio transceiver sits against one wall. A four-legged seat sits at a desk in front of the radio. Cabinets line the wall and a small pull-down chart table covered with maps sits against the opposite wall. The door cannot be locked. Emergency lifevests and a flare pistol lie in a small locker. There are six cartridges for the pistol; each must be loaded and fired separately.

1d. Walkway. Covered walkways line the sides. They overlook all of the main deck, and several ladders lead to the lower deck.

2. Main Deck

2a. Messdeck. This room is the crew mess (eating room) and serves the passengers as well. One table sits aside for Captain Dace and his guests. There is room for 8 at the table.

2b. Storeroom. This room contains the meatlocker and storage for some fresh vegetables, as well as for canned goods. The doors cannot be locked.

2c. Galley. Here are the ovens, stoves and coolers where the cook and his assistant prepare meals for the crew.

2d. Main Deck Crane. This is the largest and most powerful of the shipboard cranes. Its long arm can lift cargo from either of the two main holds (2h/2i).

2e. Lifeboat. Suitable for up to thirty people. Contains several small barrels of water, dried food and emergency gear such as extra lifevests, flare pistol (single shot, six flares), and medical supplies (antibiotics, pain-killers, antiseptics, gauze and tape).

2f/2g. Secondary Cranes. These cranes are smaller and are used in the loading of cargo if needed. Each can reach only the hold nearer it.

2h/2i. Main Cargo Holds. The holds contain several automobiles, some machine tools in large crates, and livestock (six bulls, six cows, ten sheep, three Arabian horses). The animals are all to be delivered to Mr. Davirr Cullough, Loch Ness, Scotland. This is the secret druid who lives on a small estate near the loch. One of the bulls is actually Cernunnos.

3. Engine Deck

3a. Main Engine Room. A small but sturdy oil-burning steam engine powers the tramp vessel. In addition

there is another steam engine, tiny beside the one driving the ship. This engine burns coal. A small coal bunker (containing about two tons), shovels, and an ancient generator lie nearby. The ship can get electric power from the generator, although someone must stoke and feed the fire of the relic. This is the personal love of the engineer, Mr. Maple. He frequently fires up the old machine with the assistance of one of the engine-men, both caring for the old device like mothers over their child.

Mr. Maple and one assistant bunk in the engine room on beds in a corner. Lockers and a small make-shift shower complete the room.

3b. Quarters. Bunks for Lt. Maxwell, Lt. Machs and Dr. Fanshaw are located here. A table, desk with lamp, several chairs, lockers and pictures occupy the room.

3c. Quarters. Bunks for passengers, lockers, sink, small shower, table, chairs. Rufus and Arleen MacCowan stay here.

3d. Quarters. Bunks, lockers, sink, table and chairs. Danny, Lilah and Theo stay here.

3e. Quarters. Bunks for 4, lockers, sink, shower, table (pull-down) and chairs. Empty.

3f. Dormitory Quarters. Bunks (12), lockers, tables (pull down), chairs, showers. Remainder of the crew spends its time here.

3g. Quarters. Bunks for 4, lockers, sink, shower, table (pull down) and chairs. Dr. Ramit Singhar occupies one bunk and locker.

3h. Chain Locker. The massive anchor chain is stored here, raised and lowered by a strong mechanical winch.

3i. Sick Bay. A small table and lockers containing medical stores and supplies. Additional ship stores are also kept in this crowded room.

4. Keel/Bilges

VOYAGE OF THE SUSAN GAEL

Day 1: Player characters are read the following boxed data. They may board the vessel any time during the day or afternoon. Ship hauls its anchor and sails at 8 P.M.

Having received the copy of the telegram, the tickets, and your briefing, you have reached the harbor where the Susan Gael lies at anchor.

The telegram from Professor Gough was mysterious indeed: the agency briefed you further by telling you that the man is notably sane and calm, not at all given to panic or unreasonable suspicion.

It seems that Gough lives in a small apartment in Glasgow, where he carries on research with his assistants, Professors Larry MacDonald and Charles Chagg.

The boat rocks gently at the dock. A stream of crewmen and several passengers are boarding the ship: it is time for the adventure to begin.

Allow the characters any reasonable amount of luggage. Most items of any size will fit easily into the hold, but the passenger quarters are bunk-rooms, so personal luggage in the rooms must be minimal.

The port authorities of New York carry out a reasonably thorough search of any luggage for contraband—weapons, explosives, controlled substances, etc. Ability to hide such contraband is a basic 5% unless extra effort is made. Risk of having contraband discovered, even well hidden, is 40%. If discovered, PCs may turn over their weapons or other items, attempt bribery, or do whatever they wish.

The time of departure is 8 pm. Date is optional except that it must be before mid-July. The voyage takes 12 days and there is a special Celtic Festival on August 1. Each CHILL™ campaign is different, and within these guidelines, when to have the



Elizabeth Tanaka

BASIC ABILITIES

Strength 48 Perception 56
Dexterity 52 Willpower 54
Agility 62 Luck 76
Personality 70 Stamina 44

Unskilled Sense
Melee 55 Unknown 11%

SKILLS
Name Rank Score

History Teacher 85
Journalism Student 82
Martial Arts Teacher 84

BASIC ABILITIES

Strength 64 Perception 40
Dexterity 50 Willpower 50
Agility 56 Luck 56
Personality 40 Stamina 60

Unskilled Sense
Melee 60 Unknown 8%

SKILLS
Name Rank Score

Boxing Teacher 90
Blackjack Student 75
Revolver Teacher 80
Gambling Teacher 78



Bolliver Morris



Maureen Flynn

BASIC ABILITIES

Strength 40 Perception 60
Dexterity 68 Willpower 50
Agility 54 Luck 50
Personality 60 Stamina 50

Unskilled Sense
Melee 48 Unknown 12%

SKILLS
Name Rank Score

Modeling Teacher 84
Investigation Student 69
Rifle/Shotgun Student 83

DISCIPLINES

Name Base Chance

Prescient Dream 60

BASIC ABILITIES

Strength 50 Perception 52
Dexterity 60 Willpower 48
Agility 56 Luck 60
Personality 46 Stamina 56

Unskilled Sense
Melee 53 Unknown 10%

SKILLS
Name Rank Score

Geography/ Cartography Student 65
Investigation Teacher 84
Disguise Student 68
Revolver Student 75

Jason Widmark Breedlove

BASIC ABILITIES

Strength 46 Perception 50
 Dexterity 50 Willpower 46
 Agility 50 Luck 66
 Personality 50 Stamina 60

Unskilled Sense
 Melee 48 Unknown 10%

SKILLS

Name	Rank	Score
Rifle/Shotgun	Teacher	80
Investigation	Student	69
Explosives	Student	65
Longbow	Teacher	80

**Kenneth Emery Masterson****BASIC ABILITIES**

Strength 50 Perception 65
 Dexterity 40 Willpower 55
 Agility 60 Luck 60
 Personality 45 Stamina 60

Unskilled Sense
 Melee 55 Unknown 13%

SKILLS

Name	Rank	Score
Anthropology/ Archaeology	Teacher	90
Revolver	Student	55

DISCIPLINES

Name *Base Chance*
 Feat of Strength 58

**Moses Effingham, Sr.****BASIC ABILITIES**

Strength 44 Perception 60
 Dexterity 58 Willpower 64
 Agility 62 Luck 46
 Personality 50 Stamina 50

Unskilled Sense
 Melee 53 Unknown 12%

SKILLS

Name	Rank	Score
Rapier	Teacher	83
Biology	Student	77

DISCIPLINES

Name *Base Chance*
 Sphere of Protection 53

**Ludmilla Ribbicoff****BASIC ABILITIES**

Strength 56 Perception 60
 Dexterity 46 Willpower 60
 Agility 54 Luck 50
 Personality 54 Stamina 52

Unskilled Sense
 Melee 55 Unknown 12%

SKILLS

Name	Rank	Score
Medicine	Teacher	86
Anthropology/ Archaeology	Student	75
Revolver	Student	61

DISCIPLINES

Name *Base Chance*
 Restore Willpower 58

**Maria Ruiz Vicente**

Moses Effingham, Sr. *Weapon: revolver*

Nationality: Jamaican

WOUNDS **PERSONAL DATA**

Scratch	()	()	Age:	44
Light	()	()	Ht:	6'3"
Medium	()	()	Wt:	230
Heavy	()	()	Hair:	None
Critical	()	()	Eyes:	Brown

Moses Effingham, Sr. is a well educated man from Jamaica. While studying some of his country's history, his son angered a local voodoo practitioner. Effingham later found his son dead, trace-able finally to a strike from the Unknown through the "voodoo" artist. Moses has since devoted his life to S.A.V.E. He lives in Jamaica or his apartment in Baltimore.

Maria Ruiz Vicente *Weapon: revolver*

Nationality: Spanish

WOUNDS **PERSONAL DATA**

Scratch	()	()	Age:	32
Light	()	()	Ht:	5'3"
Medium	()	()	Wt:	110
Heavy	()	()	Hair:	Brown
Critical	()	()	Eyes:	Brown

Doctor Vicente is an aristocratic Spaniard who is proud to be a descendant of the great Dr. Alfredo Fernandez Ruiz, discoverer of the Art. Dr. Vicente lives in New York where she has a private practice.

Kenneth Emery Masterson *Weapons: rifle, longbow*

Nationality: American

WOUNDS **PERSONAL DATA**

Scratch	()	()	Age:	28
Light	()	()	Ht:	5'10"
Medium	()	()	Wt:	180
Heavy	()	()	Hair:	Brown
Critical	()	()	Eyes:	Brown

Kenneth is a true and proper Bostonian, raised in a home on Beacon Hill. He is something of a wastrel, having attended six colleges but never graduating. He knows weapons from his stint (drafted) in the service and has a mild interest in Medieval Groups who practice with ancient weapons.

Ludmilla Ribbicoff *Weapon: rapier*

Nationality: Russian

WOUNDS **PERSONAL DATA**

Scratch	()	()	Age:	29
Light	()	()	Ht:	5'7"
Medium	()	()	Wt:	125
Heavy	()	()	Hair:	Black
Critical	()	()	Eyes:	Gray

Ludmilla is an emigrant from the Soviet Union (or Czarist Russia), a victim of persecution of Jews. She fenced in the Olympics and studied in Moscow, trying for her degree in Biology (her degree was denied). She finally came to the U.S.A. as a refugee from the Russians. Now she lives in New York.

ship depart is up to you. The characters should arrive in Glasgow (either on the ship or rescued from the lifeboat at sea) by July 30 at latest.

The events in Part 5 should take place on August 1, the date of the Celtic Festival, although this is not absolutely necessary.

Day 2: During the day the characters hear a commotion. There has been a terrible accident in the engine room. One of the assistant engineers has been found head first in the furnace of the small steam engine, burned to death. This was done by members of the MacCowan "family" during the night.

Attempts to radio the information to shore fail, as the radio fails to work. Cernunnos uses the Evil Way discipline *Haywire* whenever someone tries the radio. If the characters raise a Sphere of Protection around the radio, it can work, but only to a 15' limit; the radio waves are distorted beyond the radius of the Sphere.

Investigation of the death reveals that the opening to the small furnace is too small to fall into by accident.

Day 3: Characters learn of a second death. A crewman has been found in the crew's quarters, head down in a pool of water. The drainpipe of the shower has been plugged, the lower section of the small shower is full (6" deep), and the man found face down, drowned in 1/2 foot of water!

There are simply no clues or reasons for the accident. This is the second of three deaths planned by Cernunnos and carried out by the Hook Thaggis in their disguise.

Captain Dace intends to continue his voyage. He is nearly ready to confine the PCs and Dr. Singhar to their cabin, but does not suspect the MacCowan family at all. Dace now wears a pistol, as does his first mate.

Day 4: Terror now stalks the ship. A third crewman has been found dead, hanging from a light fixture. Beneath his feet sits a solid box he could easily have stood upon if strangling. The horror of the situation causes the Captain to order the confinement of all passengers. He issues weapons to his men from his cabin and instructs

them to mount guard. The MacCowans seem duly frightened, and are given every consideration by the Captain. Dace may relax the confinement orders if PCs can find some way to obtain his trust. He will never believe any superstitious nonsense, except if the PCs succeed in persuading him by using the process described in the *Campaign Book* ("NPCs and the Unknown," page 49).

It is possible that some PC may make the connection between the circumstances surrounding the three deaths and the sacrificial methods of the ancient Celts. Additional clues exist in the presence of a shipment of animals, including horses, to a man on the shores of the Loch Ness, a lake famous for its "monster." Also, bulls are closely related to the history and legends of the Celts.

Although the PCs may discover the presence of Cernunnos in the hold, that does not prevent the creature from taking a different form and continuing the module event sequence. Nor would the discovery and destruction of the Hook Thaggis disrupt the sequence: Dace and his crew would be horrified at the PCs' killing the MacCowans under almost any circumstances. All cabins, and the Chain Locker (3h) can be locked and used as a jail cell.

At night Cernunnos uses his Evil Way discipline *Dreamsend* to cause the PC who has the lowest Willpower to dream of masses of cockroaches.

If for some reason the PCs do not sleep during the night, then the dream comes to one of the crewmen.

Day 5: At any time during the day Cernunnos uses the Evil Way discipline *Swarm* to cause a mass of cockroaches to gather around some item, preferably a food dish on the table at dinner.

That night Cernunnos again uses *Dreamsend* to cause the PC with the lowest Willpower (or an NPC, if all PCs are awake) to dream. This time, the dream is of giant rats.

Day 6: Sometime during the next day (when and where is the CM's decision), Cernunnos uses *Enormity* to enlarge several rats. The animals attack the PCs (since *Enormity* does

nothing to Basic Ability scores, use the statistics for the Rat in the *Horrors from the Unknown* booklet). The number of giant rats depends upon the number of PCs present. At least one rat per PC and NPC is suggested.

During the night, a PC (or NPC, if all the PCs stay awake) is again caused to dream, this time of someone being poisoned, although not necessarily dying.

Day 7: Sometime during the day a PC or NPC touches a dish of food. Cernunnos has used his *Purified Shell* discipline to cause a putrid haunch of meat to seem fresh. Whoever touches the meat reveals its true, corrupt, maggoty state. All PCs and NPCs present must roll a Stamina Ability check. Those failing the check are forced to throw up. The illness continues into the night, causing the affected characters to lose sleep and be unable to regenerate or heal if necessary.

Also during the day, PCs hear, at different times (CM's choice), several screams and groans, as if someone is in great pain or fear.

Depending on location, weapons and characters present, use the following procedure. All characters hearing the screams or groans must make a Fear check on column 3 of the Action Table. Any character carrying a firearm and failing the check fires the gun wildly at the sounds instead of fleeing. Any other character present when this happens has a 10% chance to be hit by the shot. Thus, if there are six characters in the area, there is a 60% chance of hitting someone. If someone is hit, use the Armed Combat Results Key as if in normal combat. A Fear check takes place each time the screams/groans are heard. Have this occur at least twice during the day at different locations on the ship. The Hook Thaggis cause the sounds. If for some reason the Thaggis are not present, the day passes uneventfully unless you wish to have shipboard noises cause the fear checks.

At night Cernunnos again uses the *Dreamsend*, and one character dreams of fog around the ship.

Day 8: During the day, Cernunnos uses the discipline *Wave of Fog* to



cause a heavy, thick fog around the ship. The fog is so heavy that vision on deck is only 5', whether day or night. The fog lasts during the remainder of the voyage because of the innate power of Cernunnos.

At night, another *Dreamsend* causes some character to dream a final, terrifying dream. The character dreams that a dark shape looms from the night and fog in front of the ship. The distance is too short to turn aside, and the ship rams into an iceberg. After the crash, the ship sinks, and all aboard are sucked down into the icy waters of the North Atlantic.

Day 9: The fog continues, but there will be no iceberg. PCs may decide to abandon ship at any time from now until the Susan Gael docks in Glasgow by taking to the lifeboat. If they do, the MacCowan family, if still around, will beg to accompany the PCs. The

Captain will allow the PCs to leave at this point.

If the PCs refuse the MacCowan, the Hook Thaggis immediately attack before the PCs can leave.

If the creatures accompany the PCs on the lifeboat, they attack the PCs as soon as the lifeboat is out of sight and earshot from the ship. Use normal combat procedures.

Any surviving characters in the lifeboat are picked up by authorities and delivered to Glasgow. This rescue need not be role played.

If the PCs remain with the ship the Hook Thaggis, if still alive and aboard, attack any PC left alone whenever possible. Before the ship reaches Glasgow, they attack no matter what the circumstances.

The crew of the Susan Gael will never abandon the ship. Nothing the PCs can do or say will change this.

Once in port the PCs, whether rescued or still aboard ship, are questioned by the police. Under the influence of a S.A.V.E. member in the police force, they are released but warned not to leave until the investigation is over. PCs may proceed to the apartment of Professor Gough at this point.

Any PC who attempts to persuade the authorities that forces of the Unknown are responsible for the incident aboard the Susan Gael is placed in jail and under psychiatric care. This is not role-played and effectively removes the PC for a time. Revealing information about the Unknown is useless; furthermore, S.A.V.E. demands that its envoys preserve secrecy. The amount of time the PC is kept from the game is up to the CM. They should be allowed to rejoin the others at least at the beginning of Part 4.

PART 3: GLASGOW

BACKGROUND

Player characters and any NPCs with them should now be in Glasgow, Scotland. They have been interrogated by the police about the deaths aboard the "Susan Gael" and warned not to leave the city.

In their initial briefing, the PCs received the address of Professor Angus Gough. They also know that the professor worked with two assistants, Dr. Charles Chagg and Professor Larry Macdonald. The PCs should travel immediately to Gough's apartment.

This part of the adventure takes place in the Professor's apartment. Once inside, the PCs find four bodies: those of the three S.A.V.E. members (all of whom are dead), and that of a young messenger boy (who is only unconscious). The boy carries a note from the captain of a small fishing vessel, indicating that he has received payment from the professor and is waiting for his party to board ship for Iona. This message should be enough to direct the PCs to Part 4: Iona.

Sometime during the scenario (whenever the CM chooses), two police constables and a detective arrive at the apartment after receiving an anonymous "tip" by phone. The PCs must either talk their way out of being arrested or use force.

EVENT SEQUENCE

1. PCs find and enter the apartment of Professor Angus Gough.
2. PCs investigate the apartment and deaths.
3. PCs question the messenger and obtain the note.
4. Police arrive and suspect the PCs of murder.
5. PCs must board the fishing boat and travel to the island of Iona.

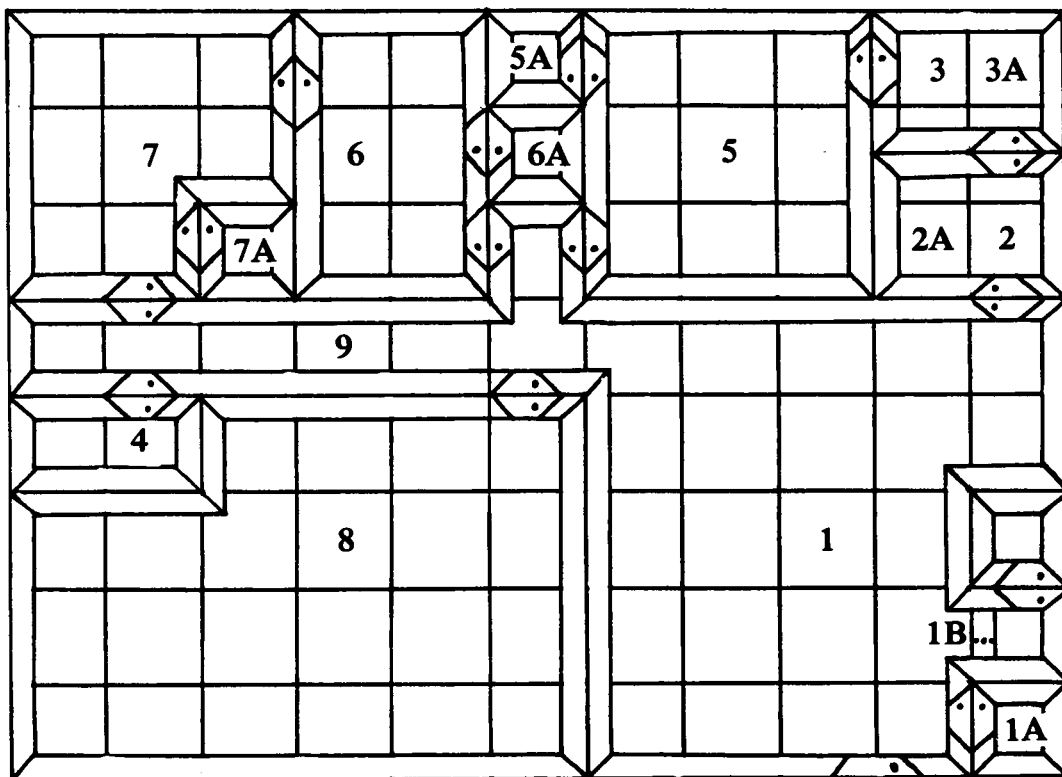
SKILL USE DATA

When PCs use Investigation or other professional skills in the apartment, they may determine a number of facts, depending on success of skills used. Nowhere else in the city will their skills uncover any information that is useful to the adventure.

First of all, many things about the apartment and what has happened there will be obvious even to the untrained eye. Any PC who states that he or she is inspecting Gough's quarters and the bodies found there can discover the following:

1. The three men found dead in the apartment died from the same three causes as the men aboard the ship: burning, drowning and hanging.
2. The library has numerous books and references, maps and charts of the ancient Celts spread out over the room.
3. In one corner of the room is a silver dagger with the hilt shaped in the form of a ram-headed snake.

Although successful Sense Unknown will reveal the presence of the Art upon the dagger, PCs must discover its special powers: when used against Cernunnos it forces him to change into one of his other forms. It causes no damage, but Cernunnos cannot attack during the round he undergoes a change. He may change into another form at will on the following round.



**GOUGH'S
APARTMENT**

1 sq. = 5'

4. On the desk under some papers about a monastery on the island of Iona is a letter from a monk there. Beneath the letter is a wooden box.

In the box is a precious item. Two sheets of amber, obviously cut in some way from a larger piece, enclose a fragment of parchment containing nearly obliterated Sanskrit writing. Any PC who has Ancient Languages skill and can translate the Sanskrit discovers it is an account of a horrible sacrifice of horses to a "god of the long hand" (see "The Celts" in Part I: Introduction). Any character who has Archaeology skill knows the value of this find: a clear connection between the Celts and the ancient peoples of India.

If no character can translate the message, the letter from the monk gives an explanation.

The letter indicates that the precious document and its amber case came from a monolith located on the cliffs of Iona. A map of the British Isles on one wall shows the island of Iona, west of Scotland, circled in red. Further checks of books reveal that a monastery was established on the island about 563 A.D.

6. A glass, iron and wood case is in a locked steel safe in one corner of the room. This safe has burn marks, scratches, and wet spots on it, and its door is slightly twisted, as if almost ripped from its hinges.

The box contains an ancient poem written in Irish Gaelic. A character who has Ancient Language skills may try to translate the poem. If none can translate, let them find a sheet of paper with the translation on it. (Read or show the players the poem on page 32).

The poem describes the results of a battle between Cuchulain, a famous epic hero, and several demons posing as gods. The methods used to defeat those demons (rope, fire, water and blade) are the keys to defeating the three other minions of Lug. Do not explain the poem to the PCs: let them discover its meaning by their own wits and reasoning.

7. An open book lies on a table beside a chair and a reading lamp. The book is a reference work titled

Possible Origins of the Celts and Cultural Similarities In Rituals and Ceremonies to Northwest Hindu Pantheon, by Sir Giles Lanthrope.

The name of a Hindu god called Asvamedha is marked in pencil on the open page. The page deals with the ancient use of horse sacrifice to bringing some aspect of the god into the temple for contact. The term "horse sacrifice" is marked in red and underlined.

8. On one wall is a calendar, August 1 circled in red, and the name "Lugnasad" written beneath the date.

In addition to the uses of Ancient Languages skills mentioned above, PCs who have either History or Archaeology/Anthropology skills may uncover the following facts about Lugnasad and the druids:

1. Lugnasad was an ancient Celtic festival.

2. It is thought to have been a harvest festival.

3. The festival was especially important to the druids.

4. The druid priests used sickles as their "holy weapons."

NPCS

Only five NPCs are required for this scenario: the messenger boy, two police officers, a detective and the boat captain. All Ability scores are 40 unless otherwise noted.

Messenger: A boy, about 15, dressed in rough clothing and smelling slightly of fish and the sea. He is unconscious when the characters see him lying on the living room floor of Professor Gough's apartment.

The boy carries a note from a Captain Donald at the docks. He is the captain's son and was delivering the note to the professor. He knocked at the apartment door and was asked to enter by a strange, low voice. As he entered, something hit him on the head and he remained unconscious until awakened by the PCs. The boy has a probable concussion and should be taken or sent to a doctor.

Detective. STR 45; DEX 35; AGL 50; Unskilled Melee Score 48. Skills: Revolver, Teacher 65; Martial Arts, Teacher 73. Carries a 6 shot revolver, pocket knife, \$20 (pounds, shillings, pence).

Detective Ian MacGregor is a rough but decent man. He is investigating a disturbance telephoned in by a tip, source unknown. When he arrives with two officers, he finds the PCs and three murdered men. He does not assume that the PCs are murderers, especially if they have a good story about being guests or friends. However, if he sees the PCs searching or investigating, or acting in any way suspicious, he places them under arrest.

If MacGregor becomes suspicious of the PCs, he may phone their identifications in and be told that they are being questioned about the bizarre murders on the Susan Gael. In most cases the Detective arrests the players and attempts to take them to the station, by force if necessary.

Officer Donald. Skill: Revolver, Teacher 70. Carries a revolver, whistle and nightstick.

Officer Roberts. Skill: Revolver, Student 55. Carries a revolver, whistle and nightstick.

Captain Campbell. Owns a small fishing boat. He has been paid well to carry the PCs to Iona. He is waiting in his boat at the local harbor. He knows nothing of the professor or his mission in Iona.

Professor Gough's Apartment Map Key

1. A beautiful room, obviously a living room: huge comfortable furniture, thick carpets, walls covered with pictures. An open archway stands to the left rear of the room (9-hallway), and a door on the far right wall (2-bathroom). Both the front door and far wall door are closed but not locked. A faint burning smell is in the air, but no smoke.

A young man in rough sailor's clothes lies a few feet from the front



door on the carpet. He is breathing but unconscious (see Messenger).

1a. Coat Closet

1b. Bar with a removable section top. Racks of liquor bottles line the wall behind the bar.

1c. Storage cooler containing ice, frosted beer glasses, and other items requiring cold.

2. Bathroom. Toilet, mirror, towels, washrags, and soap. Door opposite the door from the living room. This door leads to 3 and is locked from the other side.

2a. Shower.

3. Bathroom. Same as 2 above. Has door leading to 5, unlocked. There is a shuttered window opposite the door from 2. The body of a man, fully dressed, lies on the floor. His head is pushed into the toilet. He has been drowned. Identification names him as Dr. Charles Chagg.

3a. Shower.

4. Bathroom. Same as 2 above without a shower. Single door leads into the hall. No windows.

5. Master bedroom. Large bed, dresser, chest of drawers, nightstand, mirror and lamp. Doors lead to 3, 5a, and 9. None of the doors are locked. There is one window.

The room is littered with personal items belonging to Professor Angus Gough. A large suitcase lies on the bed containing changes of clothes, extra toiletries and a brief note: "Iona, Southwest cliffs, careful, Brother Pace. AG"

5a. Closet.

6. Kitchen. Stove, refrigerator, cabinets, dishes, eating utensils, cooking pots. Doors lead to 6a, 9, and 7. There is a single window. Smoke and the terrible stench of something burning rise from the oven. Inside is the body of dead man. Careful check of the body shows it to be Professor Larry Macdonald.

6a. Pantry. Contains shelves of nonperishable foods and canned goods.

7. Guest bedroom. Contains a large twin bed, rumped. Clothes,

personal items and luggage of two men, dresser, and lamp are the only other items in the room. Doors lead to 6, 7a, and 9. All doors are closed, none locked. There is one window.

7a. Clothes closet.

8. Library/Study. Bookshelves line the wall. A large desk, swivel chair, and lamp sit in the corner of the room opposite the door. A large recliner, table, and lamp occupy the corner opposite and diagonal to the door. There is only one exit, into 9.

Books, papers and maps are scattered about the room. A large calendar and a map of the British Isles are located on the wall behind the desk. A steel safe sits in the corner opposite and diagonal to the desk. The room has no windows.

A beautiful chandelier of cut crystal hangs from the ceiling. Hanging from the chandelier is a man. His identification shows him to have been Professor Angus Gough. He is quite dead.

PART 4: IONA

BACKGROUND

The players arrive at the island of Iona—at an old quay owned by the Monastery of St. Colombo. On the quay is Brother Pace, a monk who has received a note indicating that Professor Gough and his party would like to see the monolith.

The island is rocky and bare; the PCs should be wary of being seen here. If the time is night, the monk cannot lead them over the rough terrain to the cliff containing the monolith.

If asked about the monolith, Brother Pace tells the PCs it is a stone pillar, 5' tall and 2' thick, thinning to 1' at the top. The stone has many engravings, greatly marred by the weather. The monolith sits on a ledge that opens a small way into the top of a cliff. The ledge is only 15' below the cliff edge, but the cliff drops 70' to the waves and rocks below: it would be death to fall.

Brother Pace was inspecting some of the engravings a few weeks ago when he touched one section of carving. To his surprise, the carving moved and the section fell out, revealing a cavity in the stone. In this cavity lay the box, containing its amber and parchment treasure.

The carving on the movable section was of a horse being sacrificed to some weathered and blurred figure.

Other carvings on the monolith are a bull with 3 cranes on its back, horses, stags, a long-armed, human-like figure, and ram-headed snakes.

When PCs are led to the monolith, they may examine it. At some time while they inspect the stone, 3 bulls (see *New Animals*) attack anyone on the edge of the cliff. The bulls are mad with fear, and try to knock a character over the edge.

Any PC who makes a successful general Perception check notices a crane flying not far away from the scene. It is Cernunnos who has caused the release of the animals. The crane is within 100' of the ground.

EVENT SEQUENCE

1. PCs landed by Captain Campbell. He will wait for them and take them to a location in Scotland where the

PCs can travel to Fort Augustus.

2. PCs meet Brother Pace. He offers to guide them to the monolith.

3. PCs travel to the monolith and study it for clues.

4. PCs attacked by maddened bulls under the influence of Cernunnos, in the form of a crane.

5. PCs travel to mainland and Fort Augustus on the famous Loch Ness.

SKILL USE DATA

Those characters who have History skills may research the following in the monastery records:

1. The records show the monastery was attacked by terrible creatures in the 7th century. Many monks died, as well as soldiers and local fishermen. Old documents mention burnings, hangings, and drownings as attempts to restore the old Celtic "gods."

2. Some records say that a "lord of evil" and its druid priests led the attack. It seems the "beast" and his minions were driven back to an unnamed "northern lake." The "beast" may have been the Celtic god Lug.

3. Legend speaks of a tunnel through the earth to the "Lake of the Beast."

4. A huge and ancient map of Scotland on the wall of the Abbot's office shows the "Lake of the Beast": present-day Loch Ness.

PCs who have Archaeology skill may interpret the following from the carvings on the monolith:

1. Engravings show the large head of a strange beast rising from water where the blood of a sacrificed horse spreads over the waves. It seems to indicate some ceremony or ritual.

2. One engraving shows what seems to be a ram-headed snake in some type of room. Dead horses lie about the strange creature, known to the Celts as Cernunnos, lord of animals.

3. One engraving shows another room filled with bones. Two creatures stand amidst the bones, but their forms are weathered and unclear.

4. The best of the engravings shows several druid priests, with the body of a horse killed on an altar. Lines lead from the base of the altar downward to a square. Within the square is a

circle containing the rayed head of a bull. Other marks and symbols show this to be a holy or sacred place to the druids.

NPCs

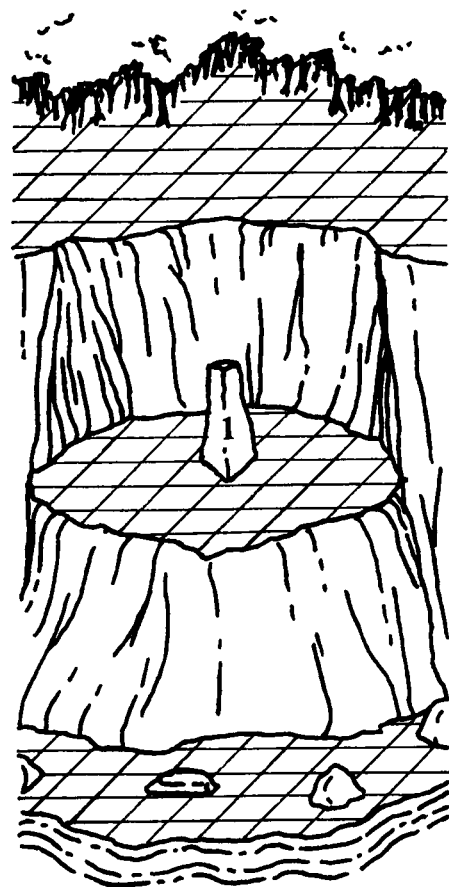
One NPC is needed in this section. His Ability scores are all 40.

Brother Pace. Skill: Ancient Languages, Master 95. Carries no equipment except robe or sandals.

IONA CLIFF MAP KEY

1. The monolith sits in a crevice set into the top of a cliff 70 feet above the seashore. The crevice is about 15' deep, 30' wide and opens 10' into the cliff. The monolith sits about 5' from the rear of the crevice.

The small plateau around the crevice swells gently from west to east. Scrub brush and trees dot the plateau.



THE MONOLITH

PART 5: LOCH NESS

BACKGROUND

This scenario takes place in three separate areas at the southern end of Loch Ness. The PCs must carefully investigate and use skills in Fort Augustus, raid or be invited to the small manor house of Davirr Cullough, and, finally, disrupt the ceremony of the Druids in the oak forest.

PCs should begin in the small city of Fort Augustus on the southern end of the famous Loch Ness. There is a monastery there, as well as a town. The tourist trade is extensive and lodging is fairly easy to find, although it might be expensive.

Remember that the PCs are fugitives from the law; the police have spread descriptions of them to the various cities and towns of Scotland. Their "outlaw" situation does not cause the PCs any problem until specified in the adventure, but it must restrict their activities in using some skills.

Roads lead north from Fort Augustus along both the east and west shores of the lake.

A man name Davirr Cullough lives several miles north of the city on the eastern shore of the lake. He has a small manor house and extensive lands. He is a druid, as are his assistants and servants, who have been with him for years and are very secretive. Cullough raises Arabian horses for the druids to sacrifice. It is he to whom the animals on board the *Susan Gael* were to be sent.

Cullough, however, is not only a druid, but something far darker: Lug has used the Evil Way discipline *Minion* (see "New Evil Way Disciplines" in the Introduction) to destroy the human life force of Davirr Cullough and, in effect, transform him into a creature.

On the grounds of Cullough's estate are a number of large oak forests. Davirr and his followers know the location of a clearing near the edge of the lake, which contains a wooden altar and a small corral (see map on inside front cover). The altar is where the druids sacrifice horses; hidden beneath it is the entrance to a steep cave. PCs must discover on

their own that this cave leads to the "Drunemeton" or "sacred place" of the druids, and to the caverns where Lug and his minions are trying to enter the normal world. Furthermore, Cullough and all his staff know that on August 1, a solemn druid ceremony will take place at this very altar.

EVENT SEQUENCE

1. PCs arrive in Fort Augustus and begin investigation.
2. PCs locate Davirr Cullough estate and pick up clues about nearby druid activities.
3. PCs are accosted by a constable who tries to arrest them for the murders in Glasgow.
4. PCs travel, either secretly or openly (taking some kind of "cover" or false identity), to Cullough's manor. If secretly, they may investigate however they please. If openly, they may be invited to stay the night. Davirr is not fooled and knows that the PCs are S.A.V.E. envoys.
5. Davirr and his staff attempt to slay any characters staying at the manor during the night.
6. PCs discover where and when the next horse sacrifice takes place.
7. PCs must travel to the clearing in the oak forest and disrupt the druid ceremony.

SKILL USE DATA

In this part of the adventure, the PCs can gather valuable information about Cullough and his manor by using their skills.

Investigation skill can uncover the following:

1. A man was found dead out near the Cullough place last night. He looked as if he had been gored to death by a stag. He was known to have been a poacher on private lands.
2. Newspaper and police records indicate that incidents of drowning, burning to death and strangling have increased in this area threefold in the last five years.
3. The number of deaths by the three methods, drowning, burning and strangling, are almost exactly

equal over the same period of time.

4. Davirr Cullough is a breeder of fine Arabian horses but no one has ever heard of him selling one.

The police are looking for a group of foreigners who are suspects in several murders in Glasgow. The police have been warned that this group may be some sort of weird cult and are to be considered extremely dangerous.

Any successful Archaeology check uncovers the following information: there is a place on the edge of the lake where the Druids once worshipped and made sacrifices. The site is the same as the estate of Davirr Cullough.

NPCS

The NPCs for each section of this part of the adventure are listed in the descriptive text for that section.

SECTION 1: FORT AUGUSTUS

Allow the PCs to investigate anything they wish. Occasionally remind them of their fugitive status. When they successfully investigate, or use other skills that might provide clues, check the Skill Use Data above for some suggestions about facts to give them.

If the players use stealth they may travel to the estate as they wish and investigate the manor house in any way they like.

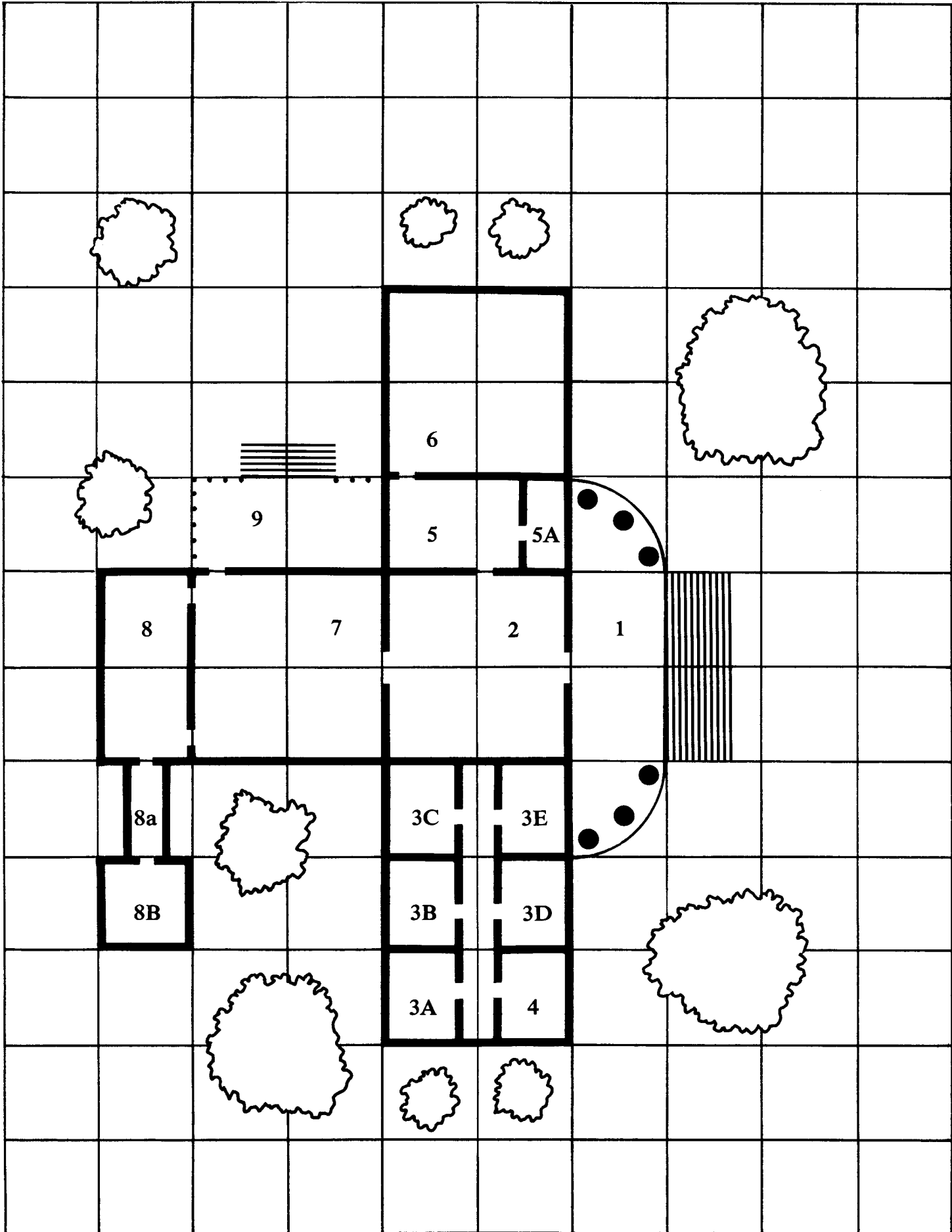
Whatever the PCs decide to do, a single, dedicated detective tracks them down and confronts them at a time and place of the CM's choosing. He has a pistol and attempts to arrest all of the PCs.

NPC

Detective McArdle. STR 45; AGL 45; DEX 50. All other ability scores 40. **Skill:** Revolver, Teacher 80. Carries a badge, \$10 (in English pounds), revolver, six extra bullets, handcuffs, and whistle. Has a small sedan (carriage if adventure takes place in the time between 1875-1920).

MANOR HOUSE

One Square = 15 Feet



SECTION 2: CULLOUGH ESTATE

Twenty miles from Fort Augustus, on a road along the eastern shore of Loch Ness, lies the estate of Davirr Cullough.

When the PCs have determined that they should investigate the Cullough estate, they may use whatever method they wish. If they call, or send a message, he will invite them to join him for the night; the PCs may pretend to be involved with horses, or use practically any other flimsy excuse. Davirr is a druid priest and knows the characters are members of S.A.V.E. He attempts to seem friendly to the characters, using his *Create A Feast* discipline to entertain them. If all goes as he wishes, the characters stay at the manor, and Davirr attempts to murder them one by one that night.

Davirr and all of his staff know of the ceremony planned for the Druids in the forest, as well as the location. They know the path to the Drunemeton is under the altar, but none of them have ever entered the subterranean temple itself.

Read the following as the players approach the manor:

A long, winding, country road leads to the small manor house. The house sits on a rise, overlooking the lake about a mile away. Oak trees are common in the area; they line the road coming to the house. A tall metal fence surrounds the manor and several acres of grounds.

The manor house is built low and small, not at all in the Scottish style. It is constructed from brick, stone and wood beams. The front of the building has a curved porch, pillars holding up a small roof. Several narrow steps lead up onto the porch. The doors in front are double and elegantly carved. Several large oak trees surround the house.

Stables and corrals are nearby, as well as several small cottages for servants and grooms.

The house sits on a rise and faces Loch Ness, which is about a mile away.

PCS

These NPCs are always in the house during this scenario. For minor NPCs, all Ability scores are 40 unless otherwise stated.

Davirr Cullough

STR	60	PCN	75
DEX	45	STA	45
AGL	45	EWS	85
PER	45	WPR	45

Disciplines: *Create a Feast, Wound*

Unskilled Melee Score: 53

Skills:

Name	Rank	Score
Whip	Master	105
Boxing	Teacher	88

Movement: as normal man
IPS: 175

Corso (Bodyguard)

STR	75	PCN	30
DEX	45	STA	45
AGL	60	WPR	30
PER	30		

Unskilled Melee Score: 67

Skills:

Name	Rank	Score
Revolver	Master	90
Martial Arts	Teacher	83

Movement: as normal man

IPS: 50

Pullit (Butler): Pullit is in reality a Grown Hook Thaggis (see Introduction for statistics).

Household Staff: These NPCs are in the house only under the following circumstances:

a. During the hours from dawn to 8 pm, after the evening meal.

b. If the PCs are staying at the manor of Mr. Cullough openly, they remain either in the house or just outside, within call of their druid master.

Housekeeper, Maid, Gardener, 6 Grooms, Cook and Assistant Cook.

All are Druids and normal humans. They have no weapons other than knives from the kitchen, oak clubs, or fists. None have combat skills.

Manor House Map Key

1. *Wide veranda/porch.* A circular porch, its roof supported by pillars. Several narrow steps lead up to porch. Porch is only two feet above the ground.

2. *Foyer.* This room has inlaid wood flooring, paintings on the wall, a large mirror and an expensive Persian rug. Double doors lead to 7, a single door leads to 5, and an opening to the left is the hallway to the north wing.

3a-3e. *Bedrooms.* Double bed, dresser, wardrobe, mirror. The windows are closed but cannot be locked. One door leads to the hallway.

4. *Bathroom.* Bathtub, commode, washbasin/sink, mirror, towels, toiletries, razors, etc. One door leads to the hallway. The windows are closed and locked.

5. *Sitting Room.* A stone fireplace stands in the south wall. Small couches, tables, sidetables and lamps are scattered about the room. Large candles sit on the mantle over the fireplace. A cabinet in one corner contains a bar. There is a door in the north wall to the foyer (2), a door to the south to the library (6), and a door in the west wall to the bathroom (5a).

Two sets of windows in the east wall look out onto a patio.

5a. *Bathroom.* Washbasin and sink, towels, commodes and toiletries. The bathroom has two windows.

6. *Library.* This room contains shelf after shelf of books, many on Celtic history and legends. Weapons such as spears, daggers, swords, and similar blades line the walls above and between the shelves. A large desk and a swivel chair sit against the east wall, in front of some windows that overlook the patio.

A short-handled sickle, apparently made from gold, hangs on the wall above the desk. In the desk drawers are many papers on the breeding and sale of Cullough's horses, as well as two golden goblets and a carved wooden box. The box contains dried

weeds and berries (mistletoe).

Large double windows are on the west wall, and a stone/brick fireplace against the north wall. Only one door enters this room.

7. Dining Room. This room has a long table that seats twelve. A massive sideboard sits along the north wall under the windows. Triple windows line the north and south walls and there are several paintings.

Double doors lead to the foyer (2) and two single doors lead to the kitchen (8). Another single door in the south wall leads to the patio.

8. Kitchen. Stoves, ovens, cooler, cabinets, sinks, kitchen utensils and cutlery, dishes, and crystal are located in this room. Two doors lead to the dining room (7), and one leads to the walkway (8a). There are two small windows in the east wall.

8a. Walkway. A small wooden hall leads to the storeroom (8b). There is a door at each end; both can be locked. No windows.

8b. Storeroom. Food and extra serving utensils are stored here. The room has no windows.

9. Patio. Small tables, chairs, a swing, and a settee sit in this area, which looks out across the grounds.

SECTION 3: HORSE SACRIFICE

BACKGROUND

Once the PCs learn of the upcoming horse sacrifice in the forest—an attempt to bring Lug further into the normal world—they make take any steps they wish. Ultimately they should arrive at the druids' clearing near the edge of the lake (see map on inside front cover).

The date should be the last day of July, and the time should be just before midnight. The sacrifice is scheduled for the first moment of August 1, the Lughnasad harvest festival. The harvest in this horror filled clearing will be the blood of innocent animals.

Within the clearing lies a small corral. Four magnificent Arabian stallions thrash about the corral, crazed with fear. At the other end of the clearing stands a large wooden altar.

The altar has been here a long time, and is stained much darker than the oak from which it is made.

Two men in strange horseskin robes stand near the altar, chanting. Both carry shiny golden sickles. Branches of some green plant with white berries (mistletoe) lie about the altar.

Strangest of all are the low wooden platforms in front of the altar. On one stands a stag, his rack of antlers shining like ivory needles in the moonlight. On the second circle of wood stands a powerful bull, deadly horns rising above his black, evil eyes. The final platform holds a dreaded cobra, his scales glistening in the moonlight. All watch the druid priest and listen to the chanting.

The scenario begins as the smaller druid strides swiftly toward the corral. He brings out the first sacrifice 5 rounds after the first PC sees the clearing. Each sacrifice takes 10 minutes.

Beneath the wooden altar is a hole, 5' in diameter, leading into the earth and sloping toward the lake. PCs may enter and follow this tunnel with ease: numerous steps and rests are cut into the earth and stone. The tunnel is completely dark.

The tunnel goes over 1000' into the earth, obviously beneath the level of the lake.

NPCS

Tamecht (Druid high priest)

STR	45	PCN	60
DEX	45	STA	60
AGL	30	EWS	85
PER	75	WPR	60

Disciplines: *Animate the Dead, Ghostly Lights, Wave of Fog.*

Unskilled Melee Score: 38

Skills:

Name	Rank	Score
Sword	Teacher	68

Movement: same as normal man
IPS: 255

Tamecht is short and very pale. He has thin brown hair, blue eyes, and wears badly tanned horse hides. Horse-hair tufts hang from his belt.

He carries a gold-plated steel sickle, and uses it well. Lug has made Tamecht its *Minion*: he can use his disciplines whenever he likes, but only one at a time; he does nothing else while he uses the Evil Way. He is most likely to use *Animate the Dead* to bring a zombie from the grave behind the altar to assist him. Then, if the other druid, the animals, and the zombie keep the PCs busy, Tamecht uses *Wave of Fog* to cover the battle, help the others kill the intruders, and hide his escape.

Tamecht can fight normally; he takes damage as a normal human. He has the same movement and visibility restrictions as the PCs. Any attack by the PCs on this ceremony disrupts only ceremonies, not the attempt to bring Lug into the world. That task lies in the power of Cernunnos in the final chamber below the ground.

Tollam (Druid priest)

STR	30	PCN	60
DEX	45	STA	75
AGL	45	EWS	85
PER	30	WPR	60

Disciplines: *Flight, Wound*

Unskilled Melee Score: 38

Movement: normal man
IPS: 170

Tollam is a tall, cadaverous man with hollow cheeks and bony fingers. He is also a *Minion*, able to use the disciplines of the Evil Way.

Tollam is an ideal follower, obeying blindly those who taught him his power. He is a fierce fighter, although relatively weak and untrained in combat.

Bull, Stag and Cobra (see Introduction)

Zombie (See *Horrors from the Unknown*)

PART 6: DRUNEMETON OF LUG

BACKGROUND

Once the PCs have finished Part 5, they should have discovered the entrance to the tunnel beneath the wooden altar. If they have not, arrange for them to discover it.

The opening beneath the altar descends at a steep angle toward the lake. Steps, handholds and rest places are inset in the dirt and stone incline.

The tunnel travels over 1000', then ends in another horizontal tunnel, obviously beneath the bottom of the lake. This next tunnel is short—only 50' long—and ends in a stout wooden door. The walls are crudely worked stone, heavy with moss and dripping water. Small pools of water lie on the floor, the air is dank, and there is no light. Several small clay bowls line the walls, containing a crude oil that provides a smoky light if lit.

The door at the end of the short tunnel is thick, solid wood. It can be forced open inward by a STR of 100+. More than one character at a time may push the door. Forcing the door causes horrendous screeches and groans unless characters use some form of oil on the hinges. As the door opens, a mass of cockroaches rush out. They are only normal insects.

Once the PCs open the door, use the Map of the Drunemeton on the inside back cover of this booklet for further adventuring. The PCs must enter the caverns, defeat the minions of Lug, halt the ceremonies to unleash Lug, and destroy the gate to the Unknown. If they fail, Lug enters the Known World, and the Loch Ness "monster" is a reality in Scotland.

EVENT SEQUENCE

1. Locate the entrance to the Drunemeton.
2. Travel through the tunnel to the first door to the cave.
3. Enter the first, second and third rooms of the temple.
4. Defeat the minions of Lug.
5. Prevent the sacrifice of horses, thus preventing Lug from entering the Known World.

SKILL USE DATA

Characters who have Archaeology skill can learn the following from the carvings that line the tunnel to the Drunemeton:

1. Occasional carvings show various minions of Lug.

2. A few carvings show a room of statues, beams shooting from their eyes. They seem to be some sort of guardians.

3. Another stone set in the wall shows a room filled with bones, two creatures standing in its midst. They seem to be servants of Lug.

4. A carved section of the wall shows a strange curved dome near a vertical line. Small lines radiate from the vertical line. A symbol of Lug lies on the vertical line.

NPCS

Inside the statues of the Chamber of Statues are 4 embodied changelings, their bodies weakened, but their Evil Way discipline still strong.

Embodied changelings are the physical form of a changeling who has achieved a physical body in its normal manner.

Embodied Changelings (4)

STR	13,15,17,20	PCN	60 (all)
DEX	20,22,30,18	STA	35,25,40,34
AGL	10,15,20,25	EWS	85 (all)
PER	30,33,34,35	FEAR	na
WPR	30,35,40,45	ATT	1/12,15,19,28

Movement: 1/3 normal man

Discipline: *White Heat*

Manipulation: As normal character
IPS: 85

The embodied changelings serve the false Lug.

Each creature sits inside a hollow stone statue, peering through its eye-holes. If any characters enter the first cavern through the door, the embodied changelings wait until the best possible time, then use *White Heat* discipline to melt or distort the PCs' weapons or metal possessions. They will use the discipline while they remain alive or conscious.

These embodied changelings are corporeal and can be slain by any weapons. Only their eyes are visible through the open eyeholes of the statues: the CM may allow the characters a general Perception check to notice the changelings. The statues are stone and break only at a damage result of "H" or higher. If the statues are broken, the embodied changelings fight, but they are unarmed and weak.

DRUNEMETON MAP KEY

1. The Entrance Tunnel

This dank stretch of tunnel ends in a massive wooden door. Moss and water stains mark the bare surface of the door.

The entrance tunnel is 20' wide at the outset, but narrows swiftly to 10' at the door. The walls are rough stone, scarred by ancient tool marks. Clay cups of oil sit at eye level every 5'. Water puddles lie on the floor. The air is damp and heavy. Moss and slime streak the walls of the tunnel.

The door is not locked, but very heavy, requiring a combined STR of 100+ to open. When it opens, a mass of cockroaches stream out into the tunnel. The door opens away from the characters and into the cavern. The door emits loud squeals and groans when moved. Characters may use oil to prevent the noise from the door.

2. Chamber of Stone

A chamber, hewn from solid rock, opens out before you. It curves out of sight to the right and left. In front of you, 30' away, is the far wall of the cave. Four statues stand against the wall: one of a bull in the form of a man, one a stag in the form of a man, one a giant cobra, and one a snake body with the head of a ram. Each statue is roughly 6-8' high.

Flanking the statues are two heavy curtains between wooden pillars, each decorated with scenes of the

statue figures killing horses by burning, drowning, or strangling.

Before each arras, a large stone bowl sits on a wooden stand. A low and smoky fire rises from each bowl. There is no one in the cave room.

Each statue represents a minion of Lug. There are hidden entrances to each statue from the rear. The embodied changelings within can see into the chamber. They cannot see directly to the side within 10' or behind them.

Behind the arras to the north is only stone wall. Behind the arras to the south, on the west wall, are huge double wooden doors, much like the entrance door. Only a STR of 125+ can open them. PCs may use oil on the hinges to open the doors silently.

3. Chamber of Bones

Past the open doors stands a room filled with horror. Piles of bones litter the floor, some with the flesh and hair of the murdered animals still clinging to them. For this is the resting place of the victims of this terrible cult. Hundreds of horses must have died and been dragged here to this foul mass of glistening terror.

Light from more of the clay lamps flickers feebly across this room of death, occasionally and mercifully hiding the skeletons of the poor creatures. Only bones and leaping shadows inhabit this place, but to the north might be some sort of opening.

This room contains the skeletons of animals sacrificed to bring Lug into the Known World. The stench of the room requires that each character make a general check against Current Stamina or be nauseated (-20 in melee) for the next 5 rounds.

Hidden beneath piles of bones are two of Lug's minions:

Kralecht

STR	90	PCN	105
DEX	45	STA	90
AGL	75	EWS	125
WPR	45	FEAR	6
PER	na	ATT	1/83%

Movement: L 350' A na W 30'

Disciplines: *Change Temperature, Halt, Wave of Fog.*

IPS: 375

Kravecht

STR	105	PCN	90
DEX	30	STA	120
AGL	60	EWS	85
WPR	45	FEAR	7
PER	na	ATT	1 or 2/83%

Movement: L 250' A na W 30'

Disciplines: *Animate Dead, Blur Vision*

IPS: 170

The creatures leap from the bone piles in a wild attack. Tremendous bellows from Kralecht and trumpeting from Kravecht accompany their attacks. Bones fly in every direction.

Both minions attack until unconscious or dead. If characters use the methods suggested in the poem, they may kill the creatures. If not, the creatures return to the attack, but only in this chamber. They never go into the next chamber (4), not even to chase PCs, but can leave through the tunnel and Chamber of Statues.

If PCs bypass the creatures into the Hall of Death (4), Kralecht and Kravecht await their return if still alive and/or present. If the gate to the Unknown (5a) is destroyed, the creatures return to the Unknown immediately.

Remember that if the characters destroyed the bull and/or stag in the forest battle, the creature whose symbol was destroyed instantly returns to the Unknown after 1d10 rounds of melee. The creatures cannot return in this adventure.

4. Hall of Death

At the far end of this 15' wide hall lies another set of double wooden doors, exactly like the first set. The walls are carefully worked and relatively smooth. There is no water on the floor, no moss, and no light.

The Hall of Death leads straight to the heart of the Drunemeton. Only the double doors and Lug's minion, Zmija, stand in the way. Zmija attacks the first character who enters. If the character is carrying a light, he can see Zmija moving toward him.

Zmija

STR	60	PCN	105
DEX	na	STA	75
AGL	90	EWS	135
WPR	90	FEAR	8
PER	na	ATT	1/75%

Movement: L 150' A 50' W 30'

Disciplines: *Fly, Gnarl, Haywire*

IPS: 405

Zmija attacks only those in the Hall of Death. He acts the same as the minions in the Chamber of Bones (3). PCs may use fire for normal armed combat damage, as suggested by the poem.

Remember that if the snake was killed in the forest battle, Zmija may fight the PCs for only 1d10 rounds. After this, he returns to the Unknown immediately.

The double doors are exactly like the other double doors in the cavern; a STR of 150+ can open them.

5. Temple of Lug

A large chamber hewn from the rock opens before you, bathed in a steady, evil greenish glow.

To the left stand two large pillars, 1' thick and apparently silver. They are carved with symbols and runes. Stretched between them is a great curtain, its surface a mass of intricate embroidery whose threads



sparkle with greenish fire. The hanging moves and ripples as if in a wind from hell, but the air in the room is still.

To the right is a strange wooden dome, tight against the floor. The strongest glow comes from this dome. It is 30' high and 30' in diameter.

To the rear of the cave stands a wood fence. Within the fence are three Arabian horses. The animals scream and paw the air in terror, for attacking them is the fantastic figure of an incredible creature—a gigantic ram-headed snake!

Cernunnos

STR	75	PCN	75
DEX	na	STA	105
AGL	75	EWS	135
WPR	90	FEAR	9
PER	na	ATT	1/75%

Movement: Variable

Disciplines: *Animate Dead, Blur Vision, Chill, Darken, Dreamsend, Enormity, Haywire, Invisibility, Purified Shell, Swarm, Transform, Wave of Fog.*

IPS: 3240

Opening the door silently gives the characters a chance to surprise Cernunnos: roll a surprise check as you would for a character.

5a. The pillars and hanging are the gate to the Unknown used by Lug and his minions. The hanging can be destroyed by unraveling, burning the threads and dumping the ashes into water. Lug cannot pass through if the hanging is torn down, but it takes a STR of 125+ to do so. If Lug enters the Known World, he leaves the hanging behind, dull and lifeless.

5b. The dome is a wooden pressure dome created by *Gnarl*. It holds the entrance to the lake, keeping water from entering and flooding the cavern. If breeched in any way, it can flood the entire cave complex.

Only a "C" result can pierce the tough oak wood. The first "C" causes flooding in one hour. Each additional "C" result reduces the time for flooding by one-half. Explosives flood the cave immediately and require PCs within rooms 2-5 to make a Luck check or drown. NPCs drown. Any character in the Entrance Tunnel(1) can survive by making an Agility check. If Lug enters the Known World, he smashes into the dome and uses it to enter the lake. The cave complex floods immediately as above.

5c. The three horses are trapped within the fence. Cernunnos intends slaying them to bring Lug through. He attacks them each round until they (or he) are dead. The fence is 6' high and made of heavy wood posts. Each post is bound with heavy rope. A sharp weapon may slice the rope in one round; two characters may remove a single post in one round. There are 3 posts in each section. If Cernunnos kills the horses, Lug comes through the hanging, dives into the wooden dome, and enters Loch Ness, flooding the cavern.

Cernunnos attacks only the nearest horse each round unless he is hit in combat. Each successful strike on Cernunnos requires a dice roll by the CM. On a 40 or less, Cernunnos attacks a character instead of a horse, if a character is in range. Otherwise, he

tries to slay the horses and bring his master through.

Lug

STR	120	PCN	60
DEX	45	STA	120
AGL	60	EWS	150
WPR	90	FEAR	9
PER	na	ATT	3/90%

Movement: L 150' A na W 250'

Disciplines: *Blur Vision, Chill, Contact Living, Darken, Evil Eye, Haywire, Minion, Quiet, Raise Wind, Shake the Earth, Steal Memory, Terrorize, Time Stop, Total Illusion, Wave of Fog, Write.*

IPS: 2400

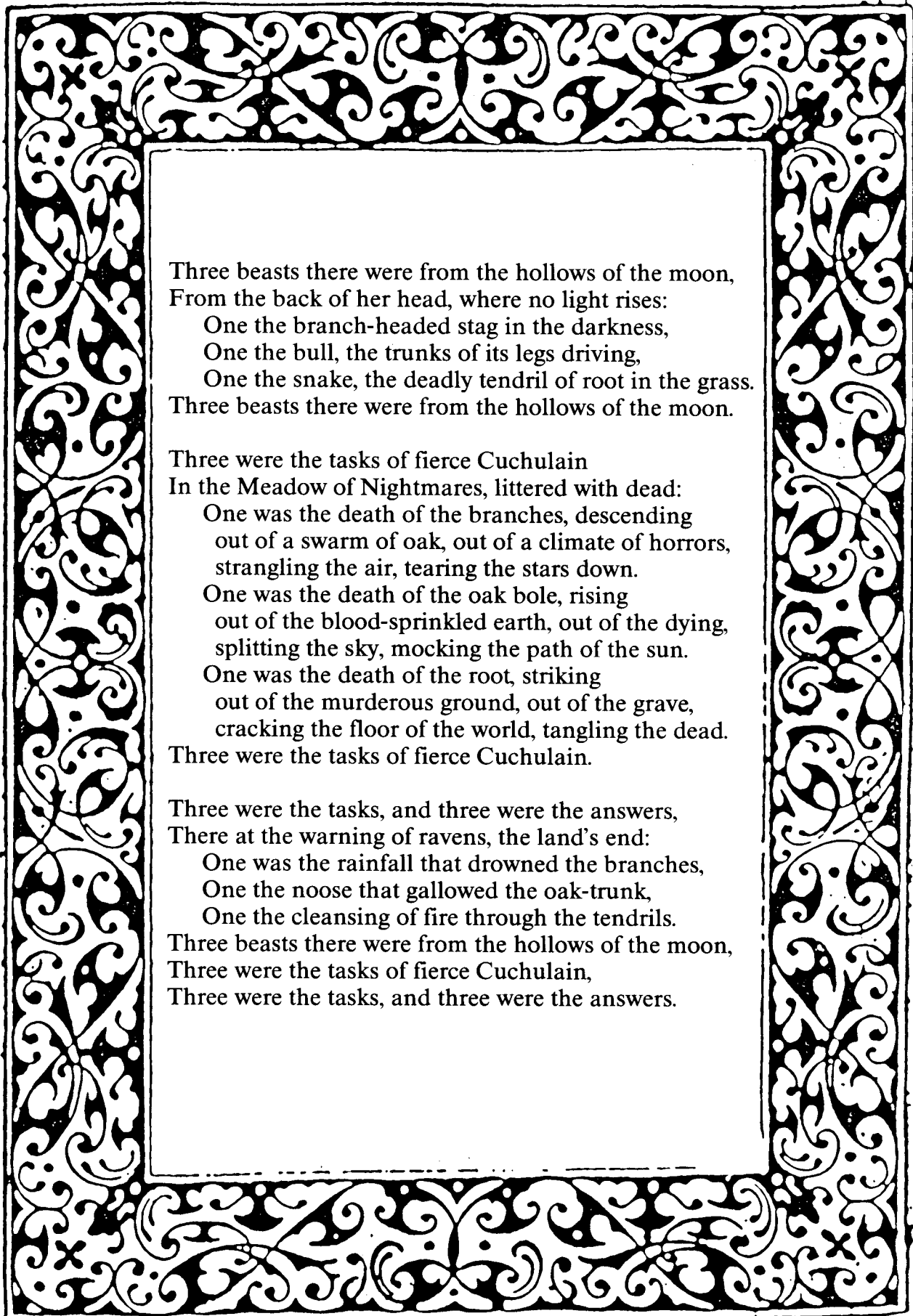
The characters may use any method they wish to keep Cernunnos from killing the animals. The fence has a gate with a large silver latch, but it has no lock and takes only one round to release and one round to open.

THE FRUITS OF SUCCESS

If the characters keep Lug from entering the Known World, obviously they receive no rewards or thanks from anyone outside the S.A.V.E. organization. None in the Known World will know of their heroism, although S.A.V.E. officials are extremely grateful.

One little problem has been cleared up: the PCs are no longer suspects in the Glasgow murders. It seems that a S.A.V.E. official, highly placed in the Scottish Police Force, has found "evidence" linking the murders to a Mr. Davirr Cullough, a dishonest horse dealer in Fort Augustus! The Susan Gael murders remain unexplained: for that reason, it is best that the PCs leave Scotland as soon as possible.

Finally, the characters are awarded the proper number of IPs for any hostile animals or creatures they may have destroyed or driven away in the adventure. If they manage to keep Lug from entering the Known World, consider this to mean they have "driven away" the creature, and give them 1200 IPs—half the IP value of Lug.



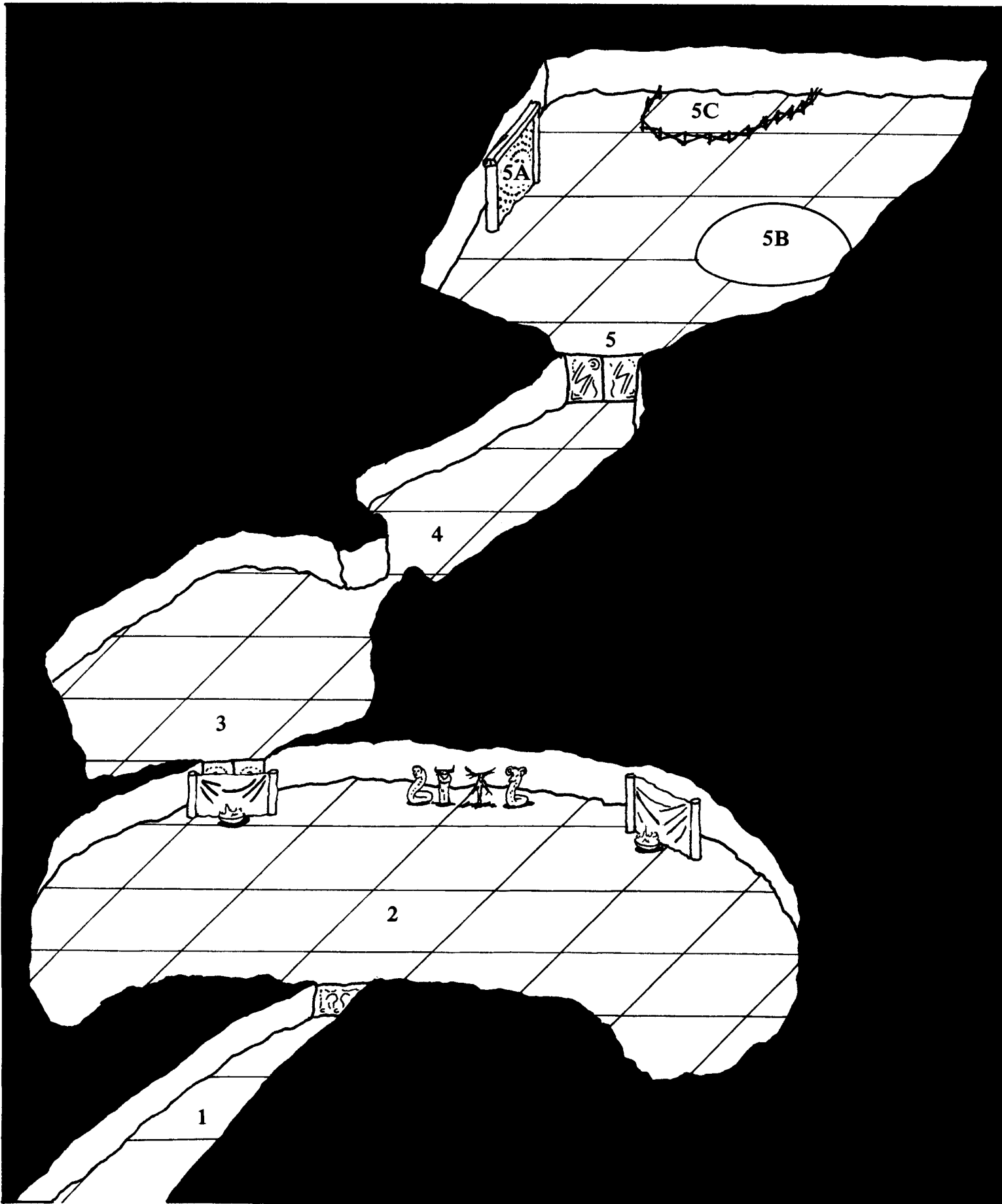
Three beasts there were from the hollows of the moon,
From the back of her head, where no light rises:
One the branch-headed stag in the darkness,
One the bull, the trunks of its legs driving,
One the snake, the deadly tendril of root in the grass.
Three beasts there were from the hollows of the moon.

Three were the tasks of fierce Cuchulain
In the Meadow of Nightmares, littered with dead:
One was the death of the branches, descending
out of a swarm of oak, out of a climate of horrors,
strangling the air, tearing the stars down.
One was the death of the oak bole, rising
out of the blood-sprinkled earth, out of the dying,
splitting the sky, mocking the path of the sun.
One was the death of the root, striking
out of the murderous ground, out of the grave,
cracking the floor of the world, tangling the dead.
Three were the tasks of fierce Cuchulain.

Three were the tasks, and three were the answers,
There at the warning of ravens, the land's end:
One was the rainfall that drowned the branches,
One the noose that gallowed the oak-trunk,
One the cleansing of fire through the tendrils.
Three beasts there were from the hollows of the moon,
Three were the tasks of fierce Cuchulain,
Three were the tasks, and three were the answers.

The Drunemeton

1 sq. = 15'



HIGHLAND TERROR

By Garry Spiegler

Disaster erupts all around, leaving no time for reaction. Your small boat smashes into a million splinters, dashing equipment and crew alike into the cold, dark water. Choking for air, you claw back to the surface. Nearby, friends cry out in fear and pain, but the brackish water clings to your face like ink, making it impossible to see. In the distance the water churns and bubbles, boiling with the monster's unseen presence. Then, with supernatural quickness, all is quiet again. Something cold brushes past, a wisp of feeling, almost undetectable. You gasp, kicking hard into the unseen depths, but finding no sign of the dreaded thing.

To think that only this morning you had all been safe. Research and caution had made many of the strange perils of this expedition almost easy to handle. The bizarre deaths, the mysterious assailants, the unearthly disappearances... all seem commonplace in the face of this new horror. A scream to the left shatters the silence. Panic-stricken, you thrash about helplessly in the murky darkness. In this last moment of lucidity you realize how foolish it was to match wits with the Highland Terror.

"Highland Terror" is a 32-page adventure for use with the CHILL™ game system. Inside you'll find character cards, maps, background information and hours of thrilling role-playing fun. Be sure to look for other fine products from Pacesetter, Ltd.



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