

The Ascension of Hastoranq

by Mervyn Boyd - jack@ktana.freeseve.co.uk
178 Dickson Drive, Irvine, Ayrshire, Scotland, KA12 9HB

Foreword

This scenario is written to be a stand alone adventure with characters who have had no or some minor contact with the mythos in mind, however the keeper may wish to insert it, with some modification, into a larger campaign he/she is already running. It introduces the Institute of Higher Learning which could be adapted and set up as a base where investigators mix with other semi-influential people who can be contacted when help in certain matters are required. This adventure gives ample scope for more sub-plots and side-track adventures.

While no special skills are required for its conclusion, it is advised that, for investigators to be properly brought into this adventure it is necessary for them to be of a scholarly type with an interest in some kind of academic study. Characters like archaeologists, theologians, scientists, professors, etc. are excellent for a start. Non-scholarly characters like soldiers, policemen and private detectives should harbor an interest in some kind of specialist skill.

A time frame is used, though this can be changed, or ignored to allow new players of Call of Cthulhu time to adjust and settle in, though events should ultimately move along. The bad guys won't sit around waiting for the players to get their act together. They've got important things to do; spells to cast, sacrifices to make, gods to summon.

Because I am not a great creative writer there will probably be many entries that are vague in content and description - or even missing - thus causing the adventure to appear disjointed. Don't be put off by this. While provision have been made for all the places the investigators are likely to visit, it is up to the keeper to improvise, and flesh out all other areas - as well as NPC personalities and reaction. The scenario is intended to be set in Los Angeles, California of September 1962, though this can be changed as the keeper desires.

Keepers Information

| °C | °F | EFFECT |
|----|----|---|
| 27 | 80 | People comment on how nice the summer is. Tourism is up, swimming and sunbathing are popular. |
| 30 | 86 | Old people start to grumble. With the increased tourism petty crime rises. |
| 31 | 88 | People become more easily agitated. Thefts become robberies. Police become harassed. |

It's hot in the city. The bitumen from car exhausts and the tarmac cling to the warmth with an stifling acidity. Smog is sometimes a problem. As the heat-wave drags on the thermometer slowly climbs bringing with it more unease. For the past several months California has experienced a freak steady temperature increase. Still, the warmer climate is welcomed nonetheless as is the prolonged tourism. The rise in temperature is due to a particular planetary alignment that will come to its fulfillment on October 20. On this date Turkish cultists will attempt to call Cthugha forth from his home on Fomalhaut to re-establish his divine rule here on Earth. Already, events are in motion...

The scenario proper is split in two parts; part one being the introduction of the characters with an option to join an exclusive organization by the recommendation of a friend of theirs. **The Institute of Higher Learning** is a place where academic studies can be undertaken in privacy. So this should be of interest to those characters who want to advance their knowledge in their respected fields of study. During their time at the Institute the players have the chance to increase their character's skills and partake in several minor adventures, should the keeper

feel inclined to throw some their way. Delving deeper into the Institute's history, the players may discover a horrific secret that is literally buried deep within the institutes origin. Part two of the scenario pits the investigators against **The Brotherhood Of The Sacred Flame Of Enlightenment**.

| °C | °F | EFFECT |
|----|-----|--|
| 33 | 91 | People begin to faint with the heat. Robberies become assaults. Fires become more widespread. |
| 35 | 95 | Everyone is harassed. Assaults become murders. The Fire Department is harassed. Garbage collectors threaten with all-out strike. |
| 40 | 104 | Hospitals are overwhelmed with sun related injuries. Everyone is irritable and tense. Riots occur. Fire Department unable to cope. |
| 41 | 105 | ... and still climbing. The last time temperatures were this high was 1913 when Death Valley reached 58°C (140°F). |

The Brotherhood Of The Sacred Flame Of Enlightenment

The cult is believed to be a descendent from the original Zoroastrianism, which flourished in Persia around 630BC. However, the Brotherhood itself has its roots extending from 10th century Persia when at this time it's parent cult - the Nestarian Cult of Cthugha - was as a distinct minority within a Moslem population. Pressures and personal differences forced the fragmentation of Nestar's cult as members cast off their long standing vows of poverty to be drawn to materialism, wealth and power. Factional struggles for dominance also splintered the cult into several different sects - each with its own unique view of how things should be.

Those members who held fast to one set of beliefs formed the Brotherhood and moved to Turkey, where they remain today. Although its philosophy still held that The Great Old One - Cthugha would one day return to earth to enlighten all with his divine rule, Cthugha's significance was lost with the cults reversion back to basics. While all practitioners believe the tenets put forward by their faith, Cthugha was seldom mentioned specifically by name.

Today the cult is provided for by a supreme official, who wields virtual autocratic power. Mobed Abd al-Yilderim came to power six years ago after usurping power through bloody assassination and murder. Under his leadership, the Brotherhood has yet again changed direction. It's progressive militant outlook, and motivation is often quite chilling: public execution to terrorize and exert control, and to die courageously to convert even more.

It has become common practice for the more fanatical member to brand themselves in honor of their beliefs. The brand found on the right forearm of these cultist depicts a cauldron which has flames burning from it. Surrounding the cauldron are the words: **O Purifying Flame of the stars, Protect this man, your humble servant.** It is also seen that some of its more hard core of those fanatics practice a test of faith in which they set themselves alight. The majority of the cult (save for sect leaders) are unaware that Yilderim actually has designs on summoning Cthugha.



California After World War II

During World War II (1939-1945), California grew prosperous as aircraft plants and ship yards were built to meet the production demands of war. The resultant growth in industry saw capital wealth more than double, as well as workers, who caused the state's population to increase by almost 2 million. Fearing disloyalty 100,000 Japanese inhabitants were placed in relocation centres during the war. When peace came, many workers and returning veterans remained in the state, causing the population explosion to continue. By 1950 California had

become the second most populous state, and in 1962 it became the most populous. California, like the rest of the nation, had to deal with racial violence in its slums and student unrest on its campuses.

Time Frame

The time frame for this adventure should be set at three to five weeks (between September 24 and October 20, 1962) during which, events will move along according to the pace of the investigators. A week or two could simply be spent at the institute learning new skills before the adventure begins for real. To prevent game play from really slowing down it is left to the keeper to flesh this part out with things to do if he/she so desires. Also, for every 7 to 10 full days that passes the temperature rises 1 degree (keeper's discretion). Incidentally, this adventure spans a time that is a red letter date in some American diaries. On Oct. 16 the New York Yankees defeat the San Francisco Giants in the World Series Baseball championships winning by four games to three.

In the News...

Other than the weather, certain additional things are widely known to anyone who listens to, or reads the news; these being:

- There has been a mass build up of Turkish Nationals in and around Los Angeles over the last few weeks. It has been reported that the religious sec known as The Brotherhood Of The Sacred Flame Of Enlightenment are here are here for an important religious observance and have made camp around the base of Fire Mountain in the San Gabriel Mountains. Some kind of ceremony is planned for the 20th of October. News and media coverage vie for the exclusive story with the High Priest, Mobed Abd al-Yilderim (Blessed Servitor of Lightning), who has only made one remark: "The mountain has revealed itself as a holy site of great power, and as such we are here to pay our respects".
- Graffiti becomes a problem, well a greater problem than normal and it gets everywhere. The symbols and half letters of Turkish origin, when translated say: "Bathe in the Light; Rejoice; He comes; The purifying Flame will cleanse thy soul; Rejoice in the enlightening flame o infidel, lest you be consumed by his wrath...and other such axioms. As well as this, cultists dot the streets handing out pamphlets (in English) which say pretty much the same thing. The chances of a leaflet such as this being pushed into a character's hand is left to the individual keeper.

Of course, with mentioning these two items the players shouldn't automatically make the assumption that they are in any way related to the forthcoming scenario.... Yeah Right!

Player Introduction

Monday, September 24, 1962

The PCs awake one morning and as they file through their post they find an envelop containing a letter and map (*Handout 1*) in amongst the bills and junk mail. The letter is from the Institute of Higher Learning and introduces itself as such as well as inviting the reader to an introductory open night. Reading the letter and becoming intrigued by its content the investigators may naturally be wary and may well want to check up on a few things before actually turning up to the Institute. By way of general knowledge and reference material from the library, newspapers, hall of records and also from, electoral records, income tax records, social security records, birth records, police records, etc., (if the PCs have the ability) they can find all sorts of information pertaining to Mortimer Greyson and the Institute. days Each piece of relevant information requires a successful **LIBRARY USE** roll to find and an allotment of time chosen at random by the keeper depending on where the investigators do their research and what kind of red tape they have to cut through. The Keeper should determine the amount of information learnt.

Mortimer Greyson

Born in Syracuse, New York on July 16, 1904 to Barbara and Macintyre Greyson. Mortimer is a professor and tutor at University of California teaching American History. He gained his doctorates at Oxford and Cambridge,

England, before serving in the Navy. Served with distinction in the Pacific, which earned him the Navy Cross. He is well respected in his field, not to mention the rest of the scientific community in general. He has written several books. He has no police record. He currently lives in Redondo Beach, California with his wife Lydia. They have two daughters; Michelle (26), and Alyson. (31).

The Institute

An **IDEA** roll will be sufficient to know that the Institute is a privately owned and ran organization that professes to document mankind's true history - and deliver a fresh way of looking at what we think we know. A **KNOW** roll allows characters to understand that the Institute has come under fire from orthodox scientists and religious leaders for it's *radical* views. Radical being a loose word used to mean "troublesome, interfering with what we already know, tampering with irrefutable scientific fact; unfounded pseudoscientific mumbo jumbo", a designation happily accepted by the institute. Its members are drawn from all walks of society who share similar views and harbour an interest in these academic studies. It was founded just after the turn of the century and occasionally it funds archaeological expeditions across the globe. There has been no scandals, at least none that made the news or courts. More information will be learnt when the characters join the institute.

Occult Significance

Players of a suspicious disposition may want to check this avenue, however nothing at this time leads them to believe that the institute is in any way affiliated with the occult...or indeed with the Mythos.

Chasing Up Mortimer

University of California: Investigators may want to come here to see Mortimer in person. After explaining why they want to see him a **LUCK** roll is required to see him right now without an appointment, otherwise one will need to be made in 1d3 days time. If a character is fortunate enough to see him, Greyson grants him/her a few minutes before excusing himself to teach a class. He will not elaborate on anything further but will be happy that the player is interested and that he hopes to see him/her at the institute on the specified date.

His Home: Greyson has a beach house in Redondo Beach and between the hours of 0900 and 1800, there are only a maid present, along with Greyson's six over-friendly Golden Labradors. The maid is happy to take any messages and will pass them onto the Greyson's. Outside these hours players require a **LUCK** roll to catch Mortimer at home otherwise he'll be at the institute. Mortimer will again not elaborate on anything but will mention that he hopes to see the player there on the specified date before excusing himself as he is late for a dinner engagement

The Institute Of Higher Learning

The institute is to be found ten miles out of town on a secluded hill away from prying eyes. It is a majestic two story building built in a Romanesque fashion. Several cars are parked in the gravel car park. Its lawns are perfect in every way as is the flower gardens, ponds, and statues. For most of the day the double front doors are open allowing curious investigators easy access. Just inside the door there is a marble plinth with a thick signing book with names, dates and times scrawled in its pages. Unwelcome or unannounced visitors will be approached early on by a senior member and asked if they require any help at all. If the investigator says that he has been invited to join and shows the letter, the senior member allows the character to look around and talk to people to get a better feel for the place, however they won't be allowed to view the main library. Unwarranted persistence and aggravation will be met with dismay and forces the investigator's membership to be revoked. Turning up at the allotted time and date the investigator will be met with a smiling butler and will be shown into a waiting room where several other people wait (five NPCs plus other early investigators) who either chat, wait silently, or smoke. One or two of the NPCs can be from other ethnic backgrounds (Negro, Hispanic, Oriental, etc. - No discrimination here). Laid out on tables is a selection of sandwiches and refreshments, (tea, coffee, lemonade, etc., no alcohol). The introduction will not begin until it is apparent that no one else is coming. At 8.30 Greyson comes in, introduces himself, extends his welcome, and begins...

Greyson's Speech

Over the past two centuries, researchers have found bones and artefacts that shows people like ourselves existed on earth millions of years ago. But the scientific establishment has suppressed, ignored, or forgotten these remarkable facts. Why? Because they contradict dominant views of human origins and antiquity. Evolutionary prejudices, held deeply by powerful groups of scientists, have filtered this knowledge to such an extent that this knowledge, whether the filtering was intentional or not, has left us with a radically incomplete set of facts for building our ideas about human origins.

We at this institution have come to accept that this picture of history and prehistory is largely incorrect and our overall aim is to call for a change in today's arbitrarily rigid mindset; to challenge, to rethink our understanding of human origins, identity, and ultimately - our destiny. We do this by literary excavation of a vast store of hidden knowledge that adds a new dimension to our understanding of the history of our species. Take, for example Heinrich Schliemann, in 1870 he went on to discover the legendary city of Troy - a city many experts said didn't exist outside Homer's Iliad. This journey of exploration takes us across continents to key archaeological sites - some long forgotten, some the centre of ongoing research. Along the way, we encounter many famous and infamous pioneers of prehistoric research, all with secrets to share. This is where you come in; with your interest in your particular fields you can help to unlock our past. With that I would like now to take you on a tour of this establishment. (Ladies) Gentlemen, please follow me. As Mortimer takes them on the tour he continues: "The institution comprises three types of member. Full - those who are direct members and help to keep the institute going by donating money, time and resources. Consulting - paid people on the outside who do additional work for us, and; Associates - unpaid people who assist the institute from time to time from the outside. At the moment we have 30-odd members at this institute plus another 100 or so in and around California. We also have links to other organisations such as the National Geographic Society, the Smithsonian Institute, the US Library of Congress to name but a few."

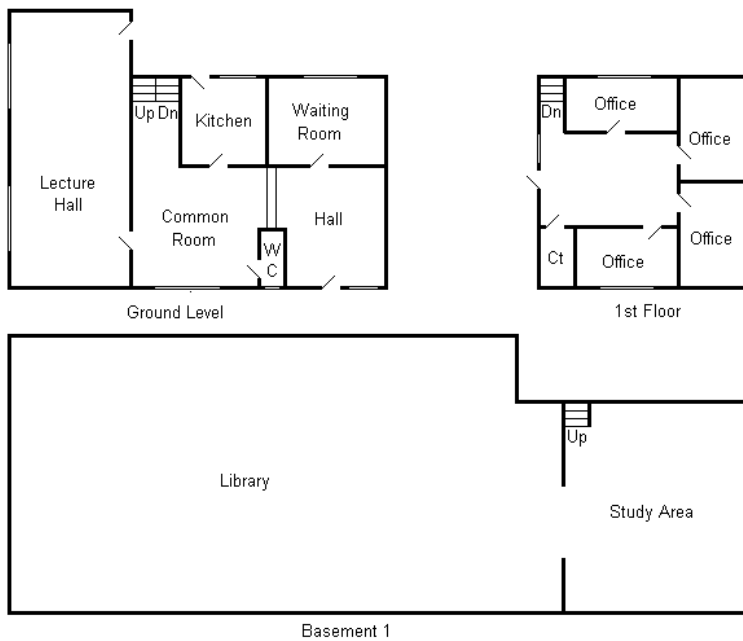
The Tour

See map for layout. During the tour the players are prompted to ask questions and look around, but they should not disturb fellow members. As they are taken from room to room they see Weatherspoon who waves over with a grin on his face - the friend who put their name forward for invitation. As the tour progresses Greyson shows them around the ground floor but doesn't take them to the second floor merely stating that accounting and administration goes on up there, and hence isn't all that interesting. Wherever they go the PCs see scholars reading, transcribing, cataloguing and performing other tasks. They are then taken into the main basement library.

Mortimer continues: "Our reference library is quite modest, comprising a comprehensive collection of over 5,000 maps and atlases, 1,350 reference books, and a further 13,000 assorted scrolls and manuscripts. Many of which deal with humanity and the natural sciences, religion, philosophy, history, travel and exploration, alchemy, anthropology and much, much more. A few of the documents are quite rare, authenticated to be almost 500 years old in some cases. These delicate specimens are restricted and kept safe in a special room. Many of the manuscripts are still untranscribed from their original ancient Greek, Latin, Hebrew and what have you".

All in all the introduction and tour lasts around 1 hour after which they are led back into the waiting room where refreshments have been replenished. Greyson then says that he hopes that they enjoyed the tour and that they will join, but they are free to leave if they don't want to join. He will then break the bad news to them saying that each member is required to donate \$1,000 per year to the institute to help contribute to its upkeep and to the acquisition of manuscripts and to the occasional funded expedition. He will then leave the room for 10-15 minutes allowing everyone time enough to make up their minds. Two of the NPCs decide that they cannot make any commitments at this time and bow out, leaving three others and the investigators to join. Acceptance requires them to fill out a general contract of terms and agreements; legal formalities that basically say that while they are a member they will not cause trouble, borrow books without prior consent, etc..

The Institute



Entrance Hall

The floor is made from speckled marble and the walls have oak paneling. There is space for members to hang their coats up. A sign in ledger is also present.

Waiting Room

Small room with standard type chairs where new members are introduced and other meetings takes place.

Kitchen

White walls, Red and white floor tiles. Plenty of snacks and beverages (no alcohol) available. Butlers are on call.

Common Room

Entering the common room requires investigators to walk down two steps. The large room serves as an informal meeting place where members can speak freely without upsetting other members. Again the walls are paneled. Upon the walls hang large portraits of the founding fathers, see below (Mortimer points this out). The floor is lacquered pine and furnished with throw rugs and over-stuffed easy chairs and small round coffee tables. A selection of daily newspapers and magazines can also be found. Contained within a couple of glass display cases are a few trinkets and other archaeological artifacts.

Lecture Hall

This large rectangular room is carpeted and has duo-toned painted walls - rather spartan to what the investigators have seen already. Facing the podium at the far end are several rows of basic chairs. A slide and film projector can also be seen.

Offices

Typical run of the mill offices that deal with day-to-day administration. There is nothing of consequence for the investigators to find here. However in the upstairs landing there is a door that leads out on to the roof of the lecture hall that serves as a balcony.

Library

The basement library is kept cool and resembles the London natural history museum to some extent. The area is lit with a subdued light source that prevents further damage to the ancient papers. Its collection of antiquities are divided into books, maps and drawings housed in bookcases along the walls, antiques and other artifacts which are kept in several more large glass-topped display cases. Several reading desks and chairs for researching are at hand.

The Mutual Friend

The friend is called Thomas Weatherspoon and each character has known him for a good number of years. Although each character knows Thomas the characters themselves have never met each other before. Thomas is a 43 year old Englishman who has a keen interest in Persian anthropology, archaeology and history, which he teaches part-time at one of the local colleges. He has been part of the institute for the last five years having been introduced when the institute approached him to undertake a work proposal. The keeper can use Thomas as much or as little as he/she feels.

Joining the Institute

Upon becoming a full member one can expect to enjoy a number of benefits:

- Direct access to a great number of research periodicals on site during open hours of 9am and 10pm.
- Direct access to out of state universities and libraries even after closing time, providing the proprietor is also an affiliate of the institute.
- Access to experience, knowledge, and guidance from other members. The institute can provide chemical analysis, archaeology, transcription of foreign languages etc...
- Help with the organization of expeditions.
- Opportunities to gain degrees, post graduate qualifications and doctorates
- Accelerated skill increase by obtaining one to one tuition and attending lectures.

Those wishing to take advantage of the last benefit should allocate how much time (outside normal working hours) he/she allocates to study. During this time they can either improve existing skills or learn new ones by studying alone or by attending one of the frequent lectures that are on offer.

Learning new skills

Learning new skills can only be done if the investigator does not already know that skill. I.e. it starts at base chance. Learning new skills can only be done with a tutor or attending a lecture. An **IDEA** roll should be made after the seminar. Success raises the skill by 1d10 points. From now on this skill can only be improved upon.

Improving skills

Improving old skills can be done by self tutelage, or by again attending lectures. Improving skills requires a successful INTx2 check after each week of study (or 40 hours). Success raises the skill by 1d3-1 points.

These are the skills that can be improved:

| | | | | |
|--------------|--------------------|--|-----------------|---------------|
| Anthropology | Archaeology | Art | Astronomy | Biology |
| Chemistry | Geology | History | Law | Library Use * |
| Medicine | Natural History | Occult | Other Languages | Pharmacy |
| Physics | Psychoanalysis | <i>Players <u>cannot</u> practice combat skills.</i> | | |

* - Automatic skill check.

Lectures & Discussions

During the course of this adventure there are a series of lectures that are on offer. Any PC may give a lecture as long as he/she has a relevant topic of at least 85%. A successful lecture given by a PC raises his/her Credit Rating by 1d6; 1d10 on an impale.

SUBJECT: Map of Piri Ri'es

Alleged 16th century map drawn by Turkish Admiral Piri Ri'es allegedly plotting Antarctica without its ice covering. How is this possible since its been covered with ice for the last 12,000 years or so.

ORATOR: Reverend Terrance Fanthorpe

START / DURATION: 28 sept. 7.30pm 45 mins.

OUTCOME: Fanthorpe professes that the map is mistaken for what it really is. He discounts the possibility that the map is a fake and also that it shows Antarctica without ice. His conclusions suggest that the land mass at the bottom is merely South America. The map maker simply ran out of paper on which to draw so he simply turned the entire map on its side and continued drawing.

SUBJECT: The Voynich Manuscript

Manuscript discovered in an Italian Castle by Wilfrid Voynich in 1912. It is written in an unknown script and is believed to date back to 14th century. What does it all mean?

ORATOR: Dr. Guy Williams

START / DURATION: 3 Oct. 7.30pm 45 mins.

OUTCOME: Williams, has recently returned from Yale University (where the manuscript is kept) after studying the manuscript. All in all his lecture is not very impressive, dwelling mainly on ifs and maybes. With a slide show.

SUBJECT: Pre-History of Man

They say modern mankind is no more than 100,000 years old, however certain pieces of evidence state that he is much, much older.

ORATOR: Dr. Susan Lawless

START / DURATION: 9 Oct. 8.15pm 115 mins.

OUTCOME: Overly long, overly tedious for those without a true calling for the subject, but well presented. Lawless presents photos, bones, flint tools as evidence stating modern man is more like several million years old. - *Additional Skill Check: Anthropology, Geology.*

SUBJECT: The Stone disks of Bayan Kara-Ula

In 1937, a Chinese archaeologist discovered several dozen graves in a remote mountainous area bordering China and Tibet. In these graves were small skeletons, all of them were no more than 4 feet tall and had long spindly limbs and over-sized heads. Along with them were 716 stone disks that resembled gramophone records. Radiating from the centre of each disk to the edge were tracks of an unknown writing style. They were dated as being 12,000 years old. Who wrote them? Who do the graves belong to?

ORATOR: Barney Templeton

START / DURATION: 15 Oct. 7.00pm 90 mins.

OUTCOME: Templeton relates the history and brings forward an update. He continues by saying that the following information has only recently been allowed to be published by the Beijing Academy of Sciences in which Professor Tsum Um Nui reports to have translated the stone disks. He says the disks relate a story of a group of beings - called the Dropa - who crashed their spaceship 12,000 years ago and were unable to fix it and so were stranded on earth. They were forced into hiding because the native horsemen constantly attacked them. This interpretation has discredited Tsum Um Nui and made him a laughing stock. This causes much amusement to those in the lecture also.

Researching the Institute's Origin

As players spend time at the institute they may wish to research the Institutes history to find out more about how and why it came into being and who the founding members were since this was never explained. Greyson, or any other member can fill in the details if the need arises.

The institute began its ascent in 1903 when a group of successful entrepreneurs, businessmen, theologians and scientists, who through normal day to day contact shared knowledge and experiences, discovered many similarities and anomalies in their respected fields. As they discussed matters it became clear that things did not sit quite right, supposedly once solid facts were seen to be flawed and distorted. Hidden truths and possible meanings began to emerge. They invited others like them to join their discussion group, and the institute gradually grew into what it is today.

During their investigation the players may also learn that two of the original founding members still alive. One lives in Oregon and the other in Los Angles. If players are interested as to how and when the other founding members died they find no relevant documentation at hand, however if the players have the ability to obtain official paperwork they can find that four of them died in a fatal car accident.

The Founding Members

Michael Perry III, Banker

Peter MacReady, Theologist / Ontologist

Gordon P. Wade, Anthropological Historian

Daniel Lyons, Anthropologist, - Still alive - living in Oregon

Denis Frazer, Businessman

David D. Davis, Priest, - Still alive - living in LA.

Through diligent and extensive research the players can find a number of secrets. Secrets that were not meant to be found. This requires a **LIBRARY USE** roll. If the roll is impaled a character stumbles across a box of old papers and manuscripts and while looking through it they find a few pages probably torn from a diary. The brown and yellowed pages look as though they have suffered from fire and water damage at some point. Approximately 65% of the text has been obliterated. Nothing of consequence can be discerned due to the extent of the damage, but there is just enough context to make the investigators a little more curious and inquisitive (*Player Handout 2*). Also contained in the box of papers are a set of crumpled and badly damaged blueprints - the original schematics of the institute. Looking them over requires an **ARCHITECTURAL** check of some kind - possibly even an **IDEA** check will suffice to spot that a certain portion of the basement has been structurally reinforced.

The Secret History Of The Institute

The institutes beginning is as it is explained in the official history, however as the founding members delved deeper they discovered more and soon they learnt of the mythos and its influence. They became involved in many strange investigations and as such, killed their fair share of cultists and reaped the rewards of successful adventures; spells, strange books - however, before the Institute was founded one of the founding members (Denis Frazer) went crazy with the desire for more power and brought forth a Formless Spawn - for what reason only he knows. The others realizing what he had done managed to successfully battle the Spawn and entrap it within a series of caves (by way of a spell), however the battle was not easily won. Only two members survived. The two survivors then built the Institute on top of the cave to seal the Spawn there, until such a time when it can be sent back to where it came from. To prevent the Spawn from breaking free and causing much destruction it must be placated by a spell (see below) every week.

The Institute was then founded to catalogue all that could be known about the mythos, but this true nature is kept secret from those who later join because if anybody were to learn of the mythos; they could also be easily corrupted and influenced. For that reason only a few members are well versed in the occult and the mythos, including certain magics. Mortimer Greyson is one of them. At the same time they are correspondingly aware of the danger that the knowledge represents. This knowledge is kept secret and only used with considerable moderation, caution and reserve.

Optional

If the players forgo any historical research into the Institute and who the founding fathers were, Weatherspoon could approach the players at some point and say that he's been doing exactly that and he needs their help in something. He for some reason wants to dig up the cellar of the institute at 10.30pm one night as he has reason to believe there is a secret room or series of caves below it - as borne out by a USGS survey map. If the players ask Weatherspoon to hold off digging up the cellar floor and go and ask Greyson about the tunnels he will act astounded at the idea of secret tunnels, as though he is learning of it the first time. (Greyson knows all about the tunnels and what is in them - after all he is the nephew of founding member David D. Davis.) He'll ask the players for time to dwell on the subject to see what he can turn up. After delaying the players for a day or three he'll finally deny them the opportunity to dig the floor up - his reason being that there were indeed tunnels below the institute but they were filled in during the late 40s, early 50s.

(Investigators may detect that he is lying with a specifically asked for a **PSYCHOLOGY** roll.) If he is shown the diary remnants he will ask if he may take them away for further study. They will be subsequently destroyed (quite by accident of course) and if asked to elaborate what they may mean he will shrug his shoulders saying: "Who knows".

Going To See David D. Davis

Davis is living with his son and family in Garden Grove, LA. Getting his home address is easily done. They will need to succeed a **PERSUADE** roll to gain access because he's old, frail and ...well, senile. If they mention that they are from the institute and wish merely to pay their respects they receive a bonus +20. The players are led into the back yard where Davis sits in his wheelchair under a sun shade. He wears an oxygen breath mask. Davis will not really acknowledge the presence of the investigators and as a result there is nothing to find here unless the players harass him on the fact they have discovered the secret history of the institute and that they are suspicious of some existing caverns. Any mention of this or indeed the Spawn excites Davis to such a point he becomes deeply troubled, inhaling deeply, pausing only to say, with pointed finger: "Stay away from there. Nothing but death awaits." He will then terminate the meeting and call his son by pushing a buzzer. Due to his failing health there is a 50% chance of him having a massive heart attack and die on the spot when given such a shock as that. Even if the players mention that they have successfully destroyed Formless Spawn the overwhelming elation will kill Davis. Sanity loss occurs for this with a loss of 1/1d4.

While at the Davis' household it will be natural for them to have a glance at the interior decor, any family pictures that are up, etc. As the players pass through the house they may receive a **SPOT HIDDEN** roll to see a photo portraying a family shoot. One of the seven faces is Mortimer Greyson who wears a Naval uniform. An **IDEA** roll is required to make the positive identification however.

Going To See Daniel Lyons

By the time the players arrive at Lyon's home they see an ambulance outside. A crowd of onlookers has gathered. Sadly Daniel has just suffered a massive stroke and will die in a few hours time. Nothing of any import can be learnt here. His family members will not allow the characters to rifle through his belongings in search of a clue. The death of Lyons will be mentioned by Greyson later, and in tribute asks all members to pay their respects. Lyon's death is natural, and there's no mystery to solve.

Digging The Cellar

It will be quite easy for the players to wait until no one is at the institute. The cellar floor, fortunately, is paved with flagstones so removing them and replacing them will not be too much of a problem. A display case will however need to be moved to get at the right spot as marked on the schematics. Before any chiseling or levering occurs, a **SPOT HIDDEN** check allows observant characters to see that these same stones are loose and can be lifted without too much noise or mess. A total of nine flagstones must be removed, and on the underside of each flagstone is part of an engraving, that, when in place completes a larger picture. The picture is a large five-pointed star with a flaming eye at its centre. A mythos roll determines it to be an Elder Sign of some kind (unless the character knows the relevant spell). Beneath the flag stones are several dozen sand bags and support boards that sit atop a trapdoor. Opening the trapdoor the investigators find a 25 foot ladder descending into the darkness. All this should immediately strike the characters as odd. Did someone remember to bring a light source? It appears that whatever is down there is still in use. Then an insidious odor begins to exude from the darkness. Vaguely reptilian, musky and nauseating. Those brave enough to delve deeper enter into the gloomy interior of a series of tunnels and caverns. They soon come across a large (size 33) pooled expanse of inky oily iridescent blackness. This is a Formless Spawn, which, for the moment, is under the influence of a placating spell. Disturbing the spawn in any way dispels the charm and it wakes proving itself to be neither liquid nor solid - but a frightful gelatinous mass. It's not in the best of moods. Anyone witnessing the spawn revealing its true self suffers 1/1d10 sanity loss. After a round or two regaining his senses it attempts to grab a character or two with pseudopods as it races for freedom. While recovering from the lingering effects of the tranquility spell all attack chances begin at 10%, and are raised in multiples of 10 each round to full chance as effect wears off.

Formless Spawn

| STR | CON | SIZ | INT | POW | DEX |
|-----|-----|-----|-----|-----|-----|
| 18 | 11 | 22 | 13 | 11 | 19 |

| |
|-------------------|
| MOVE 12 |
|-------------------|

| |
|-------------------|
| HITS 17 |
|-------------------|

| WEAPON | ATTK % | DAMAGE |
|--------------|--------|---------|
| Tentacle* | 60 | 1d6 |
| Whip** | 90 | 2d6 |
| Bludgeon*** | 20 | 2d6 |
| Bite/Envelop | 30 | special |

| |
|--|
| Armour: Immune to all physical weapons, even magical ones, and wounds made immediately snap shut. Spells may have some effect, as may fire, cold, chemicals, or other forces. |
| Spells: Roll less than 24% to know 1d2 spells |

- * May strike 1d3 targets in one round. May also seek to grapple than do damage. Range of up to 13 yards.
 ** May strike one target in the round. May seek to grapple rather than do damage. Range of up to 13 yards
 *** Directed attack against one target only.

Special: Directed attack against one target only per round, who is instantly swallowed. The Spawn can only swallow its SIZ in food. Target thereafter takes 1 damage from constriction, which progressively increases by 1 point each round (on the second round he takes 2 damage, three on the third, etc..) While swallowed the victim may take no action whatsoever, except holding his breath to avoid drowning. While digesting a victim, a Spawn cannot move location without disgorging its victim, although it can fight on.

Fortunately for the players tonight is the time when Mortimer has to renew the placating spell and he turns up to discover the players' predicament. He arrives with another six men - all of whom comprise the senior members. Mortimer carries a flute and his friends each wield an 18 inch (in diameter) silver Elder Sign. Mortimer shouts to the players to get behind him and then begins to frantically play. The other men move in closer, chanting, and holding their Elder Sign before them. The Spawn for the moment is held back. The players are free to run, stay or drool inanely. For effect, the keeper can have somebody lose his concentration so that the Spawn seizes its chance to kill him. It lifts him with two pseudopods and tears him in twain across his midriff. 1/1d8 sanity loss for seeing this. Mortimer shouts to any lingering player that they must hold the Elder Sign aloft: "**Use it as if it were a cross against a Vampire!**" He begins to play again - casting his spell (see later). Do it again if you want.

The Spawn will be held at bay as long as the player brandishes the Sign and expends **1 magic point per round**. If the player does not want to spend MP he may instead choose to roll his/her **POWx5** to hold the Spawn back with pure faith. Failure of the roll results in the player's faith and concentration being momentarily lost allowing the Spawn to act, most probably to attack the one with the Sign. Fortunately for everyone concerned Mortimer succeeds placating the Spawn in the first 10 minutes - however long that is in combat rounds.

SPELL

TRANQUIL SERENITY

They say music can soothe the savage beast. Any instrument with dulcet tones must be played (to a piece of music supposedly stolen from the court of Azathoth) as a version of the Vach-Viraj Incantation (a chant used to keep Nyogtha at bay and to a lesser extent Cyaegha, Cthonians and Formless Spawn) is intoned for a minimum of 10 minutes before the spell begins to take effect and any monster can be affected. The spell costs 10 magic points. The target of the spell is consumed by a wave of euphoria and attains a peaceful relaxed manner - almost a peaceful sleep of sorts. For every 10 minutes the flute is played the caster has his POWx1% cumulative chance of placating the creature in question. If the Vach-Viraj incantation is also recited the chance of success is doubled. A maximum chance of 99% is all that is possible. Success placates the monster for the casters POWx10 hours before the spell is required to be re-cast. The affected creature may not attack, move, cast spells or do anything. Failure of the spell results in the monster frenziedly attacking only the caster until he/she is dead before moving on to anyone else who is present. If the target is attacked while under the influence of the spell, the spell is broken and the creature can act as normal.

If the Spawn is once again placated, totally dispelled, banished or even killed, Mortimer and his friends will at first be severely angry at the players for what they did, however he does understand as it was only a matter of time before the secret was learnt. Fortunately he came before too much trouble was caused. Any deaths that occur will be cleared up and a cover up put into place. Mortimer will then discuss matters with the other senior members, before coming to the decision to swear the characters to absolute secrecy about what just happened. Later, should Mortimer also believe they are ready for the job, he'll invite them with the unenviable task in helping to placate the Spawn every week from now on - should it be still here. If they agree they'll be taught to play the flute, the music and the Vach-Viraj incantation of the Tranquility spell. They will also be taught how to create their own Elder Sign. They'll also be told of the secret history of the Institute and it's main purpose. The characters will then be given psychological treatment should it be required for as long as it takes for them to recover. Keepers should determine this for him/herself.

Point of note

As all this is going on, Greyson and the other senior members have taken an interest in Fire Mountain and what's going on there. For some reason or another they believe, like the players, that something's afoot. They've done assorted research and are aware of Fire Mountain's history (see later). They've learnt as much as they can about the Brotherhood. They've calculated planetary alignments, but none seem to be prominent - so, for the time being they are waiting and watching closely for some kind of sign. Perhaps they are mistaken and nothing is going to happen.

Either way, the players find themselves getting involved in the same "investigation", Investigation is a loose concept here and means "whatever the players get up to". Even though there's something or other to look into, there is no reason why they should - until, that is, the harassment of a player. For the most part they'll be reacting to stuff and asking questions and not learning much. Eventually, they'll come to the conclusion, as have Greyson and the senior members, that something's happening at Fire Mountain - but what?!?! Whatever they think will never be more than supposition, until it's too late. Can the Turks really be here to summon a god!? If that is the case - how do we stop them. Perhaps the players and Greyson can brainstorm and work some kind of plan out.

For that reason, the rest of the scenario is open ended. It comprises information on assorted stuff that the players may learn and what exactly happens on October 20. However the remainder of the time is played out is down to the players and the keeper.

Part Two Intervenes...

Whenever it is convenient, the keeper, when he/she wishes to begin the second part of the scenario should have Weatherspoon go to a museum and make a collection for the Institute. Getting there is no problem, and he soon emerges with a large box of (non relevant) books and stuff which he places in the back seat of his car. Time to head back to the Institute. During the return trip one of the many Turks tries to beat the rush of oncoming traffic, only to be hit headlong by Weatherspoon causing all sorts of chaos, and flared tempers, as other road users likewise swerve, and hit their breaks. Dazed and confused Weatherspoon bundles the unconscious man and his belongings in to his car and carts him off to hospital (from which he later disappears without trace).

From afar, other Turks watch and observe, outraged at what they see, because this particular Turk is a sect leader, and with him he carried a satchel containing seven scrolls. The holy scriptures known as The Letters of Nestar - see later. To that end the Turks make every attempt to retrieve them.

During the confusion Weatherspoon forgets to return the Turks belongings, then rediscovers them later along with an intricately inscribed religious dagger, the blade is engraved with a convoluted fire motif. He only reveals the existence of the scrolls when a player has had a run in or two with some very irate Turks - see later.

The Turkish cultist & Using them to effect

| STR | CON | SIZ | INT | POW | DEX |
|-----|-----|-----|-----|-----|-----|
| 12 | 12 | 12 | 12 | 13 | 10 |

| MOVE |
|------|
| 8 |

| HITS |
|------|
| 12 |

| WEAPON | ATTK % | DAMAGE |
|----------|--------|---------------|
| Knife | 65% | 1d6 |
| Garrote | 50% | Suffocation |
| Scimitar | 45% | 1d8 |
| Firearms | 45% | As per weapon |

| |
|---|
| <p>Skills: Mythos 15%, Occult 70%, Hide 60%, Sneak 60%, Spot Hidden 50%, Speak English 15%, Track 65%</p> <p>Equipment: Turkish Robes, Religious dagger, garrote, brand on forearm.</p> |
|---|

The Turks used to harass the player are drawn from those members who form the militant fundamentalists who defend the faith from rebellion and outside interference. Generally, they favor five main methods of attack. Bladed weapons such as knives and scimitars (if they have them), strangulation, fire, poison, and spell use (though spells are restricted to sect leaders). Although firearms are considered impersonal, recent years has seen more and more of the younger generation turn to automatic weapons as a matter of choice. For purposes of this scenario only a select few have access to guns.

Sadly, the cultists misidentify one of the players as Weatherspoon and single him out for some distressing pressure. Use the Turks in as many varied ways as you need to harass the player. They have the uncanny knack of getting where ever they want undetected; so a surprise attack in the home may occur as a cultist dives out from behind a door with dagger in hand, etc.. The keeper should have them pop up at inopportune moments with or without reason. Any fundamentalist successfully taken prisoner refuses to answer any question put to him - chances are they won't be able to speak much English anyway. If he does speak English he'll blast the Infidels with death threats of fiery damnation when the Enlightening one returns - which in a sense answers players questions. For more axioms see the section regarding "In the news" at the beginning of this scenario.

These are a few obvious things they can get up to:

- Stalk and follow the character. Spot Hidden rolls may be had to spot these tails at any time - day or night. Follow the character for a few days before the Turks take action. Stoke player paranoia with the feeling of being followed or watched.
- Break in to the home of the character and ransack it.
- Break in to the Institute and similarly ransack it. Then once finished, possibly even set fire to it.
- Lure the character to a false meeting where he is ambushed and abducted for an extensive interrogation scene. The precise arrangements of this ambush is left to the keeper to make up, but it should be underhanded and in the favor of the cultists - one possible way to do this is...

Giving him the finger

Have the chosen character see a group of Turks lurking furtively in some bushes at the Institute - or wherever possible. If he approaches alone to see what they want he is jumped from behind by a hidden cultist armed with a garrote and immense strength. As the player struggles and gasps for air, he is pulled from sight behind a big rhododendron bush. Items held may be dropped. The other Turks close in, but don't do anything except keep an eye out. The leader who's face is badly scarred, as though from fire steps forward and asks: "Wer ar de scrolls?" They are not real big on reasoning and persistently demand the scrolls - even if the player is totally oblivious. Try as the player might to reason with the Turks, they'll have none of it. "Do not take us for fools? We know you have them. Give them to us now!" Continuing to proclaim innocence, the lead Turk grabs the player's dominant hand and isolates the middle finger then pulls out his knife and presses it to the knuckle. "I will ask

you one last time. Wer ar de scrolls?" Any answer he the leader doesn't like results in the finger being removed. (1 damage. 1/1d4 sanity loss. CON x7 check or character faints.) Characters remaining to stand then risk another finger being cut off. (Same damage. Same Sanity loss. Con x5 check or character faints.) Losing one finger results in a permanent -50 modifier. Losing two renders it useless pretty much. Fortunately, this is as far as the Turks are willing to take this encounter. If the character faints, they leave to come up with another plan. Anyone still standing is told to get the scrolls, for next time he will not be so lucky, then is thrown to the ground before the Turks depart.

Burning Down The House

As a reminder to the character, this may occur, courtesy of our Turkish friends: Smoke. Flames. Heat. No way out. The player awakes in bed covered in sweat, breathing rapidly. The bedcovers are twisted and sodden wet. Phew, it was only a dream... but no, something IS burning, there is smoke in the air. The bedroom door is on fire and it is spreading to the walls close by. Opening the door reveals an angry orange hell. The fire rages fiercely. The walls and floors are blazing and impassable. The only other way out is through the bedroom window. Outside, the street is quiet, nobody has yet noticed that the house is burning, however a **SPOT HIDDEN** roll may allow the investigator to see, watching from the darkness, a Turk. Any attempt the investigator makes to open the window is unsuccessful, it is shut tightly and will not budge. To break the window the player is required to succeed a STR resistance roll versus the window STR of 14. Six attempts to break the window are given before the fire spreads far enough to press the investigator against the window. CON rolls should be made to avoid choking on the smoke, they start at x10 and are reduced by 1 every round (x9, x8...). Each failed roll reduced the investigators CON by 1d3 point temporarily due to smoke inhalation. It will only be a matter of time before the player's clothing start to ignite. If the investigator's con is reduced to zero he/she falls dead - only to snap awake at that instant. Anyone successfully breaking free from the room similarly awakes covered in sweat, breathing rapidly. The bedcovers are twisted and sodden wet. Phew, it WAS only a dream... In either case sanity loss for this horrific nightmare is 1d4/1d8.

Once you've had your fun intimidating and abusing the player, other players and Institute members will no doubt want to know more. As the player tells his story he sees Weatherspoon wince at the mention of scrolls, and look almost guilty. It'll be then that Weatherspoon comes clean about the accident and that he later discovered the man's things in his car - and among them were seven scrolls, and for the last couple of days he's been translating them. Talk Weatherspoon, and talk fast. I lost fingers because of you.

The Seven Scrolls

The manuscripts are seen to be penned by the self-proclaimed prophet and alleged Zoroastrian Nestar Mobedan Mobed. However, these particular scrolls themselves are not the true original Nestar works (those are held by the centrist Nestarian faction in Bombay), but are actually meticulous reproductions made by Abd al-Yilderim. The hand-written scrolls, each of which measure 18 inches wide by 3 meters long, are written in 6th century Pahlavi (Persian dialect) and comprise a collection of aphorisms, revelations, instructions, prayers, and prophecies of a time when the world shall burn, as well as diagrams, sidebars and random scribbles. They concern the worship of an ancient Persian fire god known as Asha, who is sometimes otherwise called by the different names of Cthugha or Fthaggua. As such the scrolls contains several rituals and other "spells" of praise asking for divine intervention and guidance. Asha is described as a huge fire ball of enlightenment who dwells at a place called Hastorang. (This is a reference to Cthugha on Fomalhaut). **Time to Read:** (once translated) 100/INT x3 hours. **San Loss:** 1d4/1d8. **Mythos Gain:** +6%. **Multiplier:** x3

Nestar also writes...(also Player handout 3)

The faithful shall feel an irresistible pull to the golden land of new; to a desert valley of great desolation, once the home to people, their skins died red, who gathered at the mountain of the lord to bathe in the light of his eternal holy flame. The time of gathering shall be performed at a time upon the great cosmological alignment when Hastorang is in the ascension. The holy flame shall then, on commandment, open the doorway marking the way for the faithful to call forth Asha - in all his divine splendour. Upon this great conjunction, that demon of fire shall return. He will rage over this earth on the four uppermost sides, and the uppermost one third. The

earth will cry out: "I cannot endure this demon, which is has been brought forth, I cannot endure its habitation of me, for its seizes me with such fervour". As such the sky will boil and fire shall rain like molten lead. The Hounds of Tindalos shall bay for three nights at the twin suns. And only then at the Bridge of Discrimination shall all souls be judged. Unbelievers shall be cast into the pit of oblivion and consumed in the hellfire's wrath as the disciples of truth and enlightenment pass over as though drinking warm milk. So go forth my faithful and seek thy destiny and thine redemption.

Spells Contained:

Invoke / Bind Child of Cthugha (Fire Vampire)

Causes a single Fire Vampire to swoop down from the sky like a skittering star. The spell can only be cast at night when Fomalhaut is above the horizon. Each magic point spent raises the chance of success by 10%, though a roll of 96 and above is always a fail. The spell also costs 1d3 sanity, and requires a flame source as a material component. A bonfire is perfect, though a simple lit match will suffice.

Contact the Lord of the Lightning (Fthaggua)

This spell is castable only at night when a comet is seen. The caster must also have a piece of meteorite as a focus. The spell costs 21 magic points and 1d3 sanity to cast. Fthaggua appears as a mass of hazy blue tinged lightning 1d100 hours later..

The Divine Retribution (Death Spell)

This nasty spell causes the victim to burst into flames. The spell costs 24 magic points and 3d10 sanity to cast. The target must be seen within ten yards from the caster, upon which the caster must defeat his victim in a magic point resistance check per round. After 1d6 rounds of concentration the victim begins to heat up from the inside causing 1d3 damage. In the next round the victim loses 1d6 more hit points as the flesh cooks, turning black and blisters. On the third, the victim bursts into a flaming inferno losing 1d10 hits per round thereafter.

Enchant Torch

To enchant the torch the caster prepares an iron replica of a torch of the size and heft required, but one always bearing the Sign of Cthugha (a stylised ball of flame). An incantation is intoned for six hours during which 6 magic points and 1d6 sanity is lost. The enchanted torch requires no fuel to burn. The iron head itself burns inextinguishably and without end. Only with an instruction in Cthugha's name can the flame be doused. The torch is also useful for bringing more than one fire vampire at a time. To summon extra Fire Vampires the caster loses an additional 1d3 sanity and 3 magic pints per Vampire summoned. It is also said that the torch can set gold, lead, iron, and other heavy metals alight, quickly reducing them to ashes.

Call Forth the Enlightening One (Call Cthugha)

To call Cthugha a moving flame, such as a flaming brand, must be used while Ph'nglui mglw'nafh Cthugha Hastorang n'gha-ghaa naf'l thagn! Ia! Cthugha is chanted at least three times in a lengthy ceremony. The spell can only be cast at night when Fomalhaut can be seen above the horizon. The caster acts as a focus for those wishing to call Cthugha. All those who know the spell can sacrifice as many magic points as they have, others may only expend one magic point. Total the expenditure for the percent chance of spell success. For each point spent, the group must chant for one minute. The caster also loses 1d10 sanity. This spell is useless without the doorway being opened first, and it also does not have the relevant dismiss part to it.

Fire's Dance

This spell causes a cabbage-sized ball of flame to leap from an existing fire to a designated motionless target. The spell costs 3 sanity and up to 6 magic points. For each magic point spent, the fireball leaps up to 15 yards. The spell takes one minute to cast per magic point spent.

Brew Draught of Phan

The brew requires fresh poppy seeds and bear spleen, as well as other several hard to obtain or illegal ingredients. Several **OCCULT** rolls are needed to ensure that mixing directions are carefully followed. Any

failed roll ruins the batch. When consumed, this thick ichor-like mix erodes the victim's will in POW days, leaving him/her subject to the demands of whoever administered the drug. The victim soon adopts the view points and beliefs of the manipulator. After 2-3 weeks of this the drug is no longer needed, and the mental alterations are complete. At no time does the victim lose his/her personality, nor are they any behavioral changes other than those sought by the manipulator.

Further Research

Coupling player suspicions with what they read from Nestar's Letters, players may want to conduct further research on several points, most of which are described below. A simple **OCCULT**, **MYTHOS** or **LIBRARY USE** roll will suffice for each point. Time spent while researching is left to the individual keeper.

The Brotherhood of the Sacred Flame of Enlightenment

This information can be found at the beginning of the scenario.

Zoroastrian

Zoroastrianism is a religion named after Zoroaster, a prophet who lived in Persia around 630-550BC, who believed enlightenment could be attained through knowledge and wisdom. The doctrines preached by him are preserved in his metrical Gathas (psalms) which part of the sacred scripture known as Avesta. The basic tenets of the Gathas consist of a monotheistic worship of Ahura Mazda (the "Lord Wisdom") and an ethical dualism opposing Truth (Asha) and Lie, which permeate the entire universe. All that is good derives from, and is supported by, Ahura Mazda's emanations: Spenta Mainyu (the "Holy Spirit" or "Incremental Spirit," a creative force) and his six assisting entities, Good Mind, Truth, Power, Devotion, Health, and Life. All evil is caused by the "twin" of Spenta Mainyu, who is Angra Mainyu (the "Fiendish Spirit"), and by his assistants. Angra Mainyu is evil by choice, having allied himself with Lie, whereas Spenta Mainyu has chosen Truth. So too, must humans make this choice. Upon death each person's soul will be judged at the Bridge of Discrimination; the follower of Truth will cross and be led to paradise, and the adherents of Lie will fall into hell. All evil will eventually be eliminated on earth in an ordeal of fire and molten metal. Fire is worshipped by many tribes around the world as a primal elemental force of nature. Zoroastrianists often conduct many rituals with fire, which they believe is a symbol of righteousness. Zoroastrians have a duty to pray before a fire altar five times a day. Zoroastrianism is still active in India and Iran.

Nestarian Cult of Cthugha

Nestar Mobedan Mobed was a self proclaimed Zoroastrian prophet of the 6th century Persia who revered fire as earthly manifestations of a true god known as Cthugha. He and his followers despised worldly materialism and despised the over-indulgence of the Orthodox priests, for which he and his disciples were banished into the wilderness. After twenty years they returned in greater numbers to the city of Qal'eh-l Yazdigerd, where they planned to destroy the corrupted temples and eradicate the city of its bloated rich, while Nestar would call down the purifying flame from the skies to burn the heretics. The attack went bad. Nestar and most of his followers were quickly caught and killed by the city guard, however some followers escaped back into the surrounding hills to their secret dwelling. There they discovered several scrolls written by Nestar bearing instructions. Following his commands the survivors of the cult emigrated to India.

Hastorang

Hastorang was one of the four Royal Stars of Persia. In 3000 BC, when, as watcher of the north, it marked the summer solstice. About 500 BC, it was the object of sunrise worship and, portended eminence, fortune, and power. It is a reddish star 22.8 light years from earth in the constellation of the Southern Fish. It is more popularly known today as Fomalhaut (From the Arabic "Finn al Hut" - the Fish's Mouth).

Local Indian Tribes

Time well spent consulting several books uncovers a reference to a small local Indian tribe - the F'tag'ua tribe - who dwelt in the San Gabriel Mountain Range - approximately 25 miles north of LA. They worshipped some kind of living flame god and conducted many human sacrifices at its mountain abode. For that reason they were

despised by other local tribes and there were constant squabbles between them. A successful linguistic check of some kind gleans the information that F'tag'ua, when loosely translated means: "That which is of fire made" If mythos rolls are successful, F'tag'ua reminds the characters of the mythos entity called Fthaggua - a being of blue tinged lightening who has dominion over fire vampires. Although there are distinct differences there are also some similarities to Cthugha whom the players may now be aware of by another name - Asha.

Another reference, written by Father Junipero Serra, a priest of the time describes their utter annihilation by the Spanish explorer, and General, Diego Cordoba who came across them in the early 16th century at their mountain of worship conducting many sacrifices and was appalled at what he saw. A short military offensive took place and the F'tag'ua tribe was utterly destroyed. Man. Woman. Child. No survivors. The mountain was then sealed forever with gunpowder. A **PSYCHOLOGY** check while reading the account enables attentive readers to believe selective editing has taken place at key places. Whatever these edits, rewrites, and changes were have been lost.

What mountain would that be, as if we didn't know...

The players already know the answer to this. There's a thousand Turks paying homage to it. However, just to be sure they can verify the fact through heavy consultation of old maps and various documentation.

Other

Planetary Alignments

There are no planetary alignments in the coming days, but the text does state cosmological. So maybe galaxies are coming into conjunction. Then again, maybe it refers to an arrangement or conjunction in which planets need not line up in a row.

What Now

Even if the players are certain that something's going on - what can they do? Where's the actual definitive proof that the Turks are here to summon Cthugha. Remember, the ordinary cult member isn't aware of Yilderim's plans; they are here because he says they should be here - just to pay homage. Just because there's a mass convergence of alleged "cultists" at a mountain doesn't mean a thing.

Sooner or later the players may decide to head out to Fire Mountain to take a closer look and see for themselves what the Turks are up to. Fire Mountain is located roughly three miles east of Mount Wilson in the San Gabriel Mountain Range, which is itself 25 miles north of LA. Getting there should not present too much of a problem providing someone can read a map or otherwise gain directions.

Fire Mountain

Even though it is associated with the San Gabriel mountain range, the actual mountain stands separate at a fair distance on a rocky prairie. The intensity of the desert sun causes a quivering of the air that blurs the edges of the landscape and confuses the eye. The mountain is 5732 feet high, and on its northern side there is a large tented city which accommodates several thousand Turks. Those who succeed an **OCCULT** roll realize the possible significance of this - it is said that when you are invoking fire in spells or witchcraft you should face south. The very air is thick with the pungent aroma of spice. The Turks, when not sleeping or praying amuse themselves with assorted activities like walking on hot coals, fire breathing, juggling, playing instruments, acrobatics, et cetera. Even though the camp is spectacular, there's really nothing remarkable about it. They have everything they need for a prolonged stay; stacks of grain and other food stuffs, a large goat enclosure, several beat up pickup trucks are parked close to pumping equipment and drums of gasoline. The players may take a moment to wonder where they are getting all their supplies from. Water is drawn from a magically created wellspring courtesy of the High Priest. At night everyone will bed down for the night and movement will be kept to a minimum. No one will be all that alert, so it may be easier for the players to move about providing they disguise themselves. If you wish you can have the cultists perform a trial / practice run of the full ceremony without the obvious effects whenever the players first arrive.

The players will be tolerated so long as they do not cause a disturbance, though they will be viewed with a great deal of suspicion. A couple of other curious onlookers drift about. Anyone who can understand Turkish learns nothing of import when listening in one of the many conversations. Striking up a rapport with some of the more friendly Turks, the players learn what they already know: "We are here to pray to the mountain god." They'll deny the fact that they are there to summon Cthugha, if pressed to concede the point - which for all intents and purposes is true to the average Turk. Even though they believe Asha/Cthugha will return one day, they don't think that it's their place to force his return - if that's possible. It's up to him when to come back.

Closer inspection of the city reveals it to be split in two: the sprawling metropolis of the faithful and the smaller encampment closer to the mountain base which belongs to the sect leaders and of course the High Priest, Mobed Abd al-Yilderim, and his personal guards. The players will be prevented access here by armed guards who wield AK47s. These fanatical guards are not afraid to use them. There is also a chance that the players are recognized, in which case moves to apprehend them will be made - especially if they still have the scrolls of Nestar. Their fate to be decided by the keeper. Access to the summit of Fire Mountain is also restricted, but not impossible for the determined player.

During their visit here (or whenever it is convenient) the ground begins to tremor and quake. Boulders and rocks tumble down the mountainside. The mini quake lasts 14 seconds and is felt all over California, causing minor structural damage. It's epicenter is here at Fire Mountain. An almighty audible and visible crack fractures the mountainside as a huge gout of flame momentarily belches out from the rupture. Those making a POWx1 check here briefly see that the flame, for a split second, take the shape of a demonic face. 0/1 sanity loss. The atmosphere around Fire Mountain then seems to be electrically charged somehow which is felt by the characters. All the Turks rise in cheer. The mountain god has spoken. Euphoria sweeps everyone present. 'tis truly a wondrous sign, and as such everyone kneels and begins to pray, or play instruments and dance with new vigour. If the characters can make a **SPOT HIDDEN** check, they see the High Priest and a two others disappear into the newly formed crack.



The characters require successful **SNEAK** rolls to follow undetected, otherwise a couple of armed guards intercede - firing if necessary. Making it in unobserved, the characters descend into the mountain's interior. For the most part, the jagged passages are wide enough and high enough to walk through, however, there are some passages (not shown) that are too small to squeeze through. Despite the gout of flame, the air is relatively cool, maybe a little warm, but not so much to cause discomfort. Scattered about are small burning fires that give ample light to see by.

Eventually, as the characters wend their way through the tunnels, they come to the cavern marked X. They detect a slight breeze blowing and up ahead they see the flickering yellow light of a large fire. They may even hear it burn fiercely, its light causing shadows to dance and weave.

Dwelling within this cavern is the sacred Fire Entity which was once worshipped by the F'tag'ua tribe and has now been uncovered by the Turks to use in their ceremonies. The High Priest believes it to be part of Cthugha himself, but this may only be a romantic notion on his part. In any case the entity is alive and is here, measuring roughly 40 cubic feet in size, and appears to emanate from a very large boulder. Any attempt to identify the creature by a Mythos roll will fail except to identify it as possibly belonging to the Greater Servitor Race. No sanity roll is made until it is quite clear the fire is alive. The entity can sense when it has visitors and can read their emotions. If the players approach with hostile intent in harming the entity, it will lash out, turning white in the process. Otherwise it will just burn away.

As the players took wrong turns and retraced their steps, the High Priest had no trouble in coming to this cavern directly, and so by the time the players arrive they see him and his entourage engaged in some kind of

ceremony. The High Priest stands before the fire with his arms raised and outstretched. He jabbars something in ancient Persian. Most likely he's paying homage to the Flame Entity, while appealing it to open the gateway when the time is right. His assistants stand either side of him, fully disrobed save for a cloth to cover their modesty. The Fire Entity reveals little to them, but does seem to revel in renewed worship. Just then two jets of flame peel from the fire, reach out and engulfs both aides and pulls them into the inferno's core (1/1d6 sanity loss), where they disappear from view, leaving two piles of neatly folded clothes. Sacrificed. All the time, the High Priest continues his adulation.

This, incidentally, is probably the best time for the players to resolve the scenario. The entity will not be overly concerned if the players move in to attack the High Priest and his aides, providing it is left alone. It will do nothing to prevent the Priest's death, even if he beseeches it to do so. What does it care about these puny insignificant humans. If Yilderim becomes aware of the players, he immediately casts Cloak of Fire upon himself, and attempts to escape.

High Priest, Mobed Abd al-Yilderim

| STR | CON | SIZ | INT | POW | DEX |
|-----|-----|-----|-----|-----|-----|
| 9 | 11 | 10 | 17 | 16 | 11 |

| MOVE |
|------|
| 8 |

| HITS |
|------|
| 11 |

| WEAPON | ATTK % | DAMAGE |
|--------|--------|--------|
| Fist | 30 | 1d3 |

Skills: Archaeology 65%, Astronomy 90%, Astrology 85%, Cthulhu Mythos 65%, Dodge 25%, Occult 70%, R/W English 80%, Recite Letters of Nestar by heart 97%

Spells Known: Summon / Bind Fire Vampire, Contact Fthaggua, Fire Dance, Death Spell, Enchant Torch, Brew potion of Phan, Call Cthugha, Cloak of Fire

The two attendants

| STR | CON | SIZ | INT | POW | DEX |
|-----|-----|-----|-----|-----|-----|
| 12 | 13 | 12 | 15 | 15 | 13 |

| MOVE |
|------|
| 8 |

| HITS |
|------|
| 13 |

| WEAPON | ATTK % | DAMAGE |
|--------|--------|--------|
| Fist | 50 | 1d3 |

Spells Known: Summon / Bind Fire Vampire, Contact Fthaggua, Fire Dance, Death Spell, Enchant Torch, Brew potion of Phan, Recite Letters of Nestar by heart 37%

Flame Entity

| STR | CON | SIZ | INT | POW | DEX |
|-----|-----|-----|-----|-----|-----|
| -- | 30 | 35 | 15 | 41 | 10 |

| MOVE |
|------|
| 0 |

| HITS |
|---------|
| Special |

| WEAPON | ATTK % | DAMAGE |
|------------|--------|---------|
| Heat Burst | -- | Special |

San Loss: 1d3/1d6
Spells Known: Summon / Bind Fire Vampire, Contact Fthaggua, Death Spell, Fire Dance, Open Gateway

Hit points

The Flame Entity has no armour and no hit points. It cannot be damaged or extinguished by any means other than by a command given in Cthugha's name - and then only on a successful POW resistance check.

Heat Burst

The Flame Entity affects an area roughly 40 cubic feet in size in its passive stance. However, once enflamed to attack the being can expand out to an area roughly 100 cubic yards providing it spends one magic point per ten yards. Anyone caught within this area must make a resistance roll matching his or her CON with the

entities POW. If the roll is failed, the target takes damage equal to the entities remaining magic points. If the roll is a success, half damage is taken. Armour does not protect.

Engraved on the wall, behind the fire is a thousand year old, but well preserved mural. Those who know astronomy see that it depicts constellations of the southern hemisphere. One of which is more prominent, and within that, one star stands out from the rest - Fomalhaut in The Southern Fish (**ASTRONOMY** roll). Beneath the engraving, a throng of people with arms raised high in prayer surround a mountain, on top of which three figures appear to offer gifts to a pillar of flame.

Etched below the mural is another engraving of the F'tag'uan tribe. It measures 20 inches by 16 inches (*Player Handout 4*). If there is one thing interesting about the F'tag'uan way of writing it is this - it bares a striking similarity to Assyrian Cuneiform. Why? Who knows. Maybe the ancient F'tag'uans were originally from Assyria...

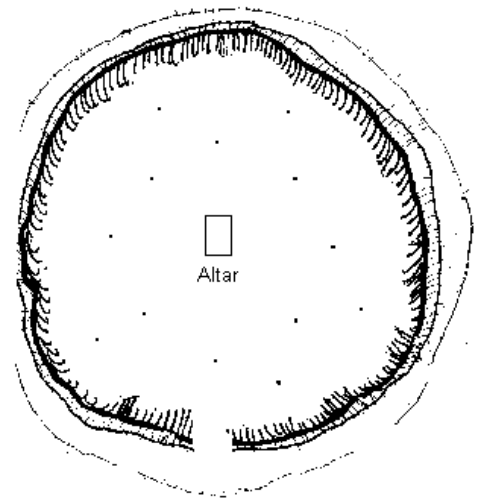
It reads, when translated: From a land across uncharted waters, shall come the faithful. When the stars are right the servitor of lightning will command the doorway to be opened, marking the way to enlightenment. Upon that holy time, the sky will boil as lord wisdom, that incubus of fire, returns to pass judgment over all. Those judged worthy shall join the master for all eternity as his side, knowing only truth and wisdom. Those judged unworthy shall be consumed, their flesh rent from their writhing bodies, only to know and endure an eternity of perpetual suffering.

The Summit

Climbing to the summit by way of the natural snaking rocky pathway takes up to an hour and a half for a fairly fit person (CON 14). Those wishing to reach the summit undetected must succeed at least **THREE SNEAK** rolls, otherwise they will be spotted and intercepted by armed guards as before. Only the high priest, his aides and a select few individuals are allowed up there before the ceremony proper. The site chosen atop Fire Mountain is approximately 1000 feet wide and is partially enclosed within a rocky collar making it resemble a volcanic crater. In the centre of the crater is an oblong stone slab measuring 20 inches in height, five foot wide and six foot long, its entire surface etched in a mix of Turkish, and Pahlavi. Probably scripture of some kind. It's quite obvious that the block was put there quite recently.

Erected in front of the altar, there is a microphone on a stand that is attached to a simple amplifier which in turn is wired to several speakers which radiate out so that the faithful can hear the ceremony. Banks of car batteries power the apparatus. Several dozen five foot tall iron spikes are driven into the ground around the crater. Each are embossed with the Sign of Cthugha, thus signifying them as Enchanted Torches to anyone who succeeds a **MYTHOS** roll. Their main purpose here is to illuminate the summit at night, in aid to summon Cthugha and his Fire Vampire minions. The summit is also active with six minor sect leaders who spend all day and all their magic points enchanting the brands. They will continue this mundane existence right up to 24 hours before the ceremony proper. A couple (keeper's choice) of armed guards also patrol - day and night.

Inscribing an Elder Sign upon the stone altar has no effect. Since the stone itself is non-magical and serves no real purpose other than a resting place for the Entity. The Entity itself is immune to the effects of the Elder Sign anyway. High Priest Yilderim will however be severely pissed to see the desecration of his work. Ah well. Never mind. Those infidels responsible will pay in due course. When inscribing the Elder Sign, the player should be told that the Sign should cover at least one third the alter for it to have any effect. Creating a small unobtrusive Sign just won't work.



October 20

From sunrise (06:02) to sunset (17:14) the entire Turkish congregation are led in prayer in homage to the mountain and the Flame Entity within. The High Priest and his immediate aides pay their respects directly to the Flame Entity, and there they will stay all day appealing it to open the gateway when the time is right. Armed guards will not let anyone near the mountain.

Up to 500-odd civilian onlookers are drawn to witness today's events. Out of respect they keep their distance. Since nothing much happens many of the bystanders leave through boredom, leaving only a handful of journalists, reporters and other interested parties; some of who include Mortimer Greyson and other Institute members. Greyson watches with anticipation, still unsure as to what to expect - if anything. Unless the players have clued them in, they will be woefully unprepared armed with a few useless spells and talismans.

The ceremony does not begin in earnest until just as the sun sets and Hastorang is in the ascendant. Upon which time the ceremony to create the gateway begins with 100 chosen disciples, who carry flaming torches (to light the way) aligning both sides of the path from the main cavern chamber, up the mountain side to the altar. Four sect leaders lift a ready prepared 2mx2m platform and approach the Flame Entity. The High Priest recites something in Pahlavi, inviting the Entity to participate in the ceremony. The Entity then condenses in size and leaps onto the framework. The sect leaders then carry it out and up to the summit, the High Priest following closely behind all the while in exhortation and adulation. As the Entity is carried up the mountainside the 100 chosen cultists kneel in respect before falling in behind. The procession halts atop the summit and arranges itself as the platform is set down on the stone altar. The Entity resumes its normal size and volume. Once established, the High Priest speaks into the microphone to lead the assembled congregation in an hour's prayer dedicating the assembly's collective will to the entity.

The Flame Entity begins to flash, pulsate and ripple - turning white; as it grows into a pillar of fire 300 feet high and 10 feet wide (Sanity loss 1d3/1d10). Snaky fiery tendrils uncoil from the body, and grab nearby cultists who are dragged to a fiery death. The sky above the mountain top begins to shimmer as the gateway begins to slowly form. Stars and galaxies shine more brightly with infused cosmic flux. Space and time begins to fold as the gate gradually expands to engulf the entire mountain top and surrounding area. Star fields shift until one is prominent - Hastorang. Tiny pinpricks of light fill the night sky. The gate has opened.

Everyone is captivated by the whole spectacle. They stare around in total amazement. Players included. If they want to break free of the visual feast and do stuff they are required to succeed a **POWx3** check. Roll per round, though once free no further rolls are required. Yilderim seems unaffected and continues his adulation as he launches into the spell to Call Cthugha. Ph'nglui mglw'nafh Cthugha Hastorang n'gha-... Best kill Yilderim now, while he's in mid sentence.

The sky begins to boil as lumps of molten rock rain down, bombarding the area. Crimson lightning here and there. People require **LUCK** rolls to avoid being hit for big damage. Frightened disciples begin to back away in uncertainty. So much for their faith. The pinpricks, all 1d100x10 of them are Fire Vampires. They surge through the gate heralding Cthugha's return, and immediately begin to lay waste to the area attacking all those who are on the summit or at the mountain's base. (Players receive a **LUCK** roll per round to avoid being attacked. Those with Elder Signs can pretty much ward off these attacks). 1d10 minutes after the onset of the attack Cthugha will start to come through. He is seen at first as a fiery comet streaking across the sky gaining in size and volume until it burns as bright as the sun. From somewhere unseen the terrifying howling and baying of dogs is heard.

Seeing time and space fold and warp is very sanity blasting as is witnessing the 10-1000 Fire Vampires. The combined effect is a loss of 1d10/3d10. The appearance of Cthugha causes another 1d3/1d20 sanity loss. Cthugha will mop up any survivors and then begin to drift towards Los Angeles.

Fortunately the gate is insubstantial and after 1d6x10 minutes or so it reverses and collapses in on itself creating a massive spiraling vortex that acts like a black hole. Anything within a 1d6 mile spherical radius will be sucked

into it (including Cthugha) and transported through time and space, eventually to be ultimately annihilated, deposited on or near Fomalhaut, any localized star system within a 100 parsec radius, alternate dimension, or any period of time - past, present, or future. Characters need not end up in the same place.

Resolving The Adventure

First and foremost, the gateway is the key to the scenario. Without it Cthugha cannot be summoned. Therefore the players must prevent its opening. Although there are many things the players can do to bring about the scenario's end, it basically boils down to two elements - Yilderim and the Flame Entity. Without the Entity the gateway cannot be opened and so Cthugha cannot be called. Killing Yilderim is another, since he must invoke the Entity to open the gateway. The removal of either one of these objects resolves the scenario. It's only a question of when and how. As such, there are no precise, nor preferred methods for it - whatever works will do. Several of which are outlined below, though they are not full summations. Use your judgment when filling in the blanks.

Doing Nothing

This should be mentioned straight away and for all intents and purposes it's probably the best thing to do - especially if they don't know what's going on. Even if players take a back seat and don't get involved, the scenario is self resolving. If Cthugha is summoned, his time here on Earth is limited before being sucked, along with the rest of his cult, into the vortex. Earth, for now, is safe. Phew!

Delay & Interruption

Remember, Cthugha can be summoned only when Fomalhaut is above the horizon - September to November (in north America). Unless the players can delay things for over a month then this tactic seems highly unlikely. The only tactic open here would be to abduct Yilderim (and for safety, the other sect leaders) and then kill him/them.

Once the gateway has been opened, interrupting Yilderim's summoning is academic. But since the players don't know this all they need to do is do whatever it takes to force Yilderim to lose concentration and force him to begin again from the start.

Removal of The Flame Entity

To prevent the backflow of the vortex, and the disappearance of a chunk of mountain range, it is imperative for the players to act before the Flame Entity opens the unstable gateway. Only in the name of Cthugha can the Entity be extinguished; no weapons or magic can harm it. Only an Insane Insight will allow characters to gain this knowledge. Remember a POW resistance roll is also required.

If players are successful in this and get away unnoticed, Yilderim will be aghast to find that the one thing he could count on simply vanishes. It breaks his heart and he takes it personally as though he has failed Cthugha and is being punished in some way. Distraught, he begs Cthugha's forgiveness, before resolving to return home to redouble his efforts.

Random Player Twitchiness

You're on your own with this.

Gunfire

A full on frontal attack is suicide when faced with 1000 outraged cultists. However, taking advantage of the opportunity to eliminate the High Priest and his aides inside the cavern is perhaps the simplest way to do things - providing the players can make a clean getaway. Without the High Priest there will be no one to conduct the ceremony. This ultimately causes a rift between the surviving sect leaders who begin to squabble, bicker, argue, and fight amongst themselves on how things should proceed - but more to the point who should now become the new High Priest. Battle lines will be drawn. Pick your man; choose a side. However this infighting goes is for the keeper to decide. In whatever case, the following consequence occurs:

The Turks, in reprisal for the death of their leader riot and set fire to LA. The fire spreads quickly and fire-fighters are unable to get it under control. After ten hours the fire finally burns itself out. An area of two miles by a half mile is razed to the ground, and a further 250 blocks scorched - many of which lies in the heart of business and residential sections of town. It leaves behind 125 million dollars worth of damage, 12 to 17,000 homeless, and a further 1,300 dead. Players must roll their **LUCK** to avoid losing their homes or other real estate property in the fire. Maybe the tragedy is further deepened by the death of a family member.

Spell Use

This is where things can get complex depending on how players go about things. If the players are totally clueless and have a brainstorming session (with or without Greyson) to discuss how to proceed, they may want to try and research spells that could help out. For example; players who are really stuck could hire a medium, or try to find their own spell that allows them to see the future; this way they could react and make a plan. Researching spells, or deliberating on what to do could take days, maybe even weeks. However this is resolved is left to the keeper - though it is suggested that any single researcher should be limited to 1/10th their EDU (round down) in spells learnt - providing the relevant **LIBRARY USE, R/W LANGUAGE** rolls are made with an accompanying **INTx2 or 3** check. Any spells picked up may not even be pertinent to their situation. Just imagine after three weeks of research all they learn is how to Brew Space Mead. Of course, if players define exactly what they want from their spells, then time to find and learn them will be correspondingly longer and harder. Should players suspect Cthugha is going to be summoned then maybe they can they go about finding a corresponding dismiss or banishment spell. All this research is likely to take the characters to other organizations and research facilities such as the US Library of Congress (restricted section), Miskatonik U., etc., but then are they willing to invest in a 12 hour round trip flight for something that might not pay off.

Other spells such as Shrivel, Summon Creature, Grasp of Cthulhu, and so forth can all be used to great effect, though how they are employed are for the players to decide and keeper to deal with. What if the players summon a Dimensional Shambler or Nightgaunt to spirit Yilderim away in the middle of the night... Hmmm, what if in deed.

Dismissing Cthugha

If the players are successful in learning how to dismiss Cthugha, it'll be a matter for them when to cast it. They can either wait until he's arrived on earth (and lost the sanity) or jump right in when Yilderim is in mid casting himself, or just when he's finished. Dismissing a deity is like calling one. Any number of people can join the casting, but a focal member of the group must be chosen. Anyone who knows the spell can expend as many magic points as they want. Those who do not know the spell can only expend one magic point. For a base 5% success chance the players are required to expend 9 magic points. For every other magic point expended thereafter adds another 5% chance. Thus a total of 28 magic points are required for a 100% chance. Any roll of 00 automatically fails; the magic points are lost and the spell is required to be cast again. In order for this casting to take effect it is required that the players be on the mountain summit in close proximity to the main summoning.

Simultaneously casting dismiss with Yilderim's summoning causes a great deal of contention and so a battle for dominance ensues. Roll a POW resistance roll between Yilderim (POW 16) and the focal leader of the players. Keep rolling until three clear wins are made. If the battle ends in the players' favour they get to roll their dismiss chance. If Yilderim emerges as the victor Cthugha is successfully called and the players, despite their valiant effort lose their allocated magic points. Any active member of Yilderim's personal guard will try to go after the players if any are able.

The End, Summing Up, and the Gain

The resultant vortex creates a humongous and completely spherical indentation up to 12 miles wide and six miles deep in the San Gabriel Mountain Range without so much as an earth tremor. The meteor crater in the Arizona desert is dwarfed into insignificance by it's sheer size. World news is in a frenzy with news reports. Eye witness accounts from up to 100 miles away and nearby near by towns are broadcast; these people

explaining to the best of their ability what they witnessed from their point of view. Some even have home movie footage. The military swiftly mobilize and lock-down the immediate area and begin to round up those people who say they saw something. Government scientists pour over the area taking all sorts of readings. No explanations are forthcoming. Will there ever be a satisfactory explanation?

Those characters who research well, devise a plan and participate in the end ceremony, and dismiss Cthugha, and survive are rewarded with 5d10 sanity. Bringing about the scenario's conclusion by pre-emptively killing Yilderim out of fear of what he might do, and living with the guilt that they are responsible for the LA fire should be rewarded with 1d10. Extinguishing the Fire Entity gains 2d10. Giving up and letting the Turks get on with it results in no gain.

S T A T I S T I C S

Fire Vampire

| STR | CON | SIZ | INT | POW | DEX |
|-----|-----|-----|-----|-----|-----|
| -- | 7 | 1 | 11 | 13 | 17 |

| MOVE |
|------|
| 11 |

| HITS |
|------|
| 7 |

| WEAPON | ATTK % | DAMAGE |
|--------|--------|----------------|
| Touch | 85 | <i>Special</i> |

Vampires have no armour. All weapons are useless, doing no damage. Water, however, does 1 point of damage per half gallon used.

Special: If an attack is successful, roll 2d6 and match this against the player's CON on a resistance roll. If the player wins he takes half the rolled damage, otherwise full damage is taken. In the same round, if the attack was successful the vampire may try to steal magic points with a magic point vs magic point resistance roll. If the vampire wins it drains 1d10 magic points from the victim, otherwise it loses one point itself.

Cthugha

| STR | CON | SIZ | INT | POW | DEX |
|-----|-----|-----|-----|-----|-----|
| 80 | 120 | 140 | 28 | 42 | 21 |

| MOVE |
|-----------|
| 0 / drift |

| HITS |
|------|
| 130 |

| WEAPON | ATTK % | DAMAGE |
|-------------|--------|----------|
| Pseudopod | 40 | 1d6+13d6 |
| Flame Burst | 60 | Special |

Armour: None, although all weapons take 14 points of damage on connecting with Cthugha. Thus if a bullet did 15 damage, 14 points would be deducted before Cthugha is harmed by 1 point of damage.
San Loss: 1d3/1d20

Cthugha affects an area roughly **2d20x20** yards in diameter. Within this area all living things must make a **CONx5** roll. Once the roll is failed they take 1 point of damage per round, automatically - no further rolls are made. The only way to survive this is to flee the area. Each round Cthugha can form 1d4 pseudopods with which he can attack, or he may belch forth a fiery inferno of flame. The flame burst has a range of 150 yards long and 20 yards wide. All caught within this area must make a resistance roll matching their CON with Cthugha's POW. If the player fails the roll he takes damage equal to Cthugha's POW. If the roll is a success, half damage is taken. Armour does not protect. Flambé.

News In Brief: Sept 24 - Oct. 20, 1962

Although not essential to the adventure the following news reports can be used by the keeper to pad things out as investigators read, watch or listen to the news. The news extracts have been broken down day by day. While some items are actual news reports of the day there are others that have been made up to become red herring leads (if the keeper wishes to expand upon them) that the investigators may want to follow up. These fictional reports can be shuffled around so that players can come across them at any time.

Actual News

Sept. 24.

War talks focus on Cuban situation.
University of Mississippi agrees to admit Negro James Meredith.

Sept 25.

Mississippi Governor Ross Barnett bars University of Mississippi from admitting James Meredith.

Sept. 26.

US announce its intentions in supplying Israel with Short Range missiles.

Sept. 27.

Yemen: Iman Amhad assassinated after one week on throne.

Sept 29.

President John F. Kennedy federalises Mississippi National Guard. He orders state to yield on integration.

Sept. 30.

Rioting erupts as University of Mississippi admits James Meredith.

Oct. 1.

James Meredith attends first classes. 200 arrested in riots.

Oct. 3.

Astronaut Walter Schirra orbits Earth six times in Sigma 7.

Oct. 4.

Huge crowds gather in Italy to watch the Pope travel by train for the first time in 100 years.

Oct. 6.

Three US troops are killed in helicopter crash in South Vietnam.

Oct. 7.

Cuba broadcasts "Radio Free Dixie" program praising Negro revolt in the South.

Oct. 10.

Mariner II data reveals presence of Solar Wind.
USA gearing up for World Series Baseball game on Oct. 16. New York Yankees versus San Francisco Giants.

Oct. 15.

Amnesty International created to monitor human rights.

Oct. 16.

San Francisco: New York Yankees beat the San Francisco Giants to win the World Series in final game, four games to three.

Fictional News

LA: A house fire, yesterday claimed the life of sixty-two year old Alice Sprigs.

LA: Archaeologists discover a new archaeological site beneath St. Joseph's Chapel. The remains of an old temple have been found during renovation. Workers excavating the site for a new extension found an old stone floor. Estimates believe it to be 100 years old.

LA: Fire claims another victim. Mr. Dan Woodcock, was discovered late last night by his wife Mary. Investigators conclude the Mr. Woodcocks death was attributed to smoking in bed and falling asleep.

MONTEREY CA: Sea Monster washed up on beach. The strange three ton, 20 legged monster is covered in a matted fur. The disgusting blob is baffling experts.

SAN FRANCISCO: Hospital Porter Juan Carlos Sanchez was yesterday jailed for ten years after he was found guilty of selling body parts to Professor of Biology, Lenard Zinnefki. Zinnefki will appear in court for sentencing in one weeks time.

GARDEN GROVE, CA: 39 members (21 women, 18 men) of a local church were found after fire-fighters managed to extinguish a blazing fire after several hours. It is believed that Reverend Nathaniel Lincoln was not amongst the dead. Police Investigators are not releasing any details at this time, although they are discounting the possibility that they are the victims of a death cult as is rumored. Rev. Lincoln was not available for comment. At that same time, in an unassociated incident, five more bodies, including that of an infant were found in a chalet in San Diego

Handout 2.

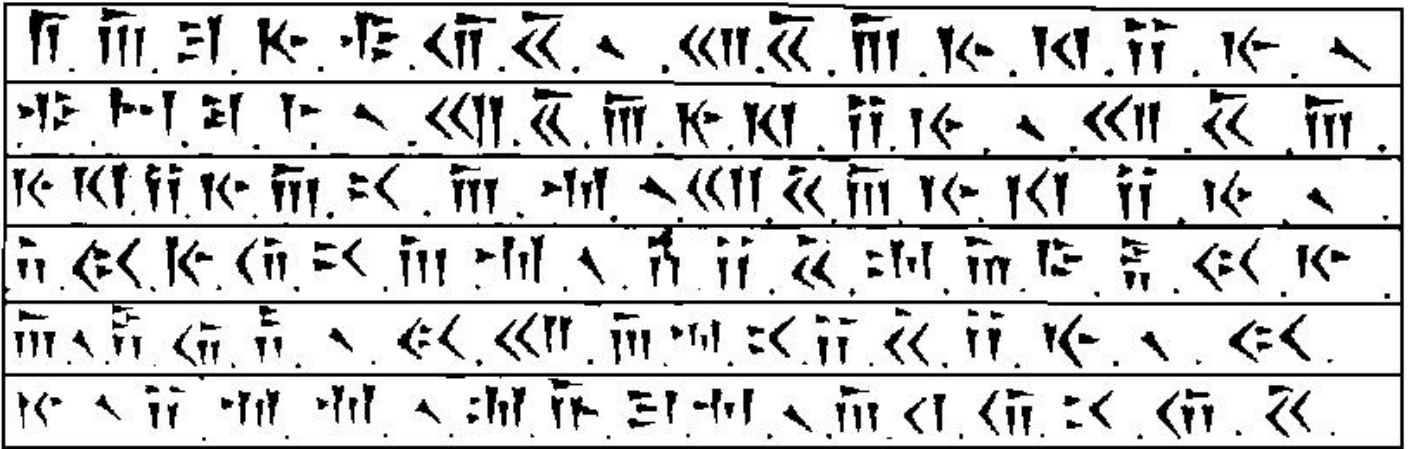
I gravelyich Denis set loo.....nnot be contained for ever. ...living darkness... .. fortunately some kind of insane insight enabled us to... ..tled it into a series of caves... Lives and souls were to impri...n it beneath... Only myself (Dav.....avis) and Daniel Lyons survi.....e days following we swo.....a pact to never... ..nor ...eal what happened, how...er, we must continue our searc.....arn of all that which is not known so that one day.... build an Institute of learning.... .in which we shall secretly learn more about the Only those who are.....y of the kno.....ge shall...

Handout 3.

Nestar also writes..

The faithful shall feel an irresistible pull to the golden land of new; to a desert valley of great desolation, once the home to people, their skins died red, who gathered at the mountain of the lord to bathe in the light of his eternal holy flame. The time of gathering shall be performed at a time upon the great cosmological alignment when Hastorang is in the ascension. The holy flame shall then, on commandment, open the doorway marking the way for the faithful to call forth Asha - in all his divine splendour. Upon this great conjunction, that demon of fire shall return. He will rage over this earth on the four uppermost sides, and the uppermost one third. The earth will cry out: "I cannot endure this demon, which is has been brought forth, I cannot endure its habitation of me, for its seizes me with such fervour". As such the sky will boil and fire shall rain like molten lead. The Hounds of Tindalos shall bay for three nights at the twin suns. And only then at the Bridge of Discrimination shall all souls be judged. Unbelievers shall be cast into the pit of oblivion and consumed in the hellfire's wrath as the disciples of truth and enlightenment pass over as though drinking warm milk. So go forth my faithful and seek thy destiny and thine redemption.

Player Handout 4



(Player Handout 4 translation)

From a land across uncharted waters, shall come the faithful. When the stars are right the servitor of lightning will command the doorway to be opened, marking the way to enlightenment. Upon that holy time, the sky will boil as lord wisdom, that incubus of fire, returns to pass judgment over all. Those judged worthy shall join the master for all eternity as his side, knowing only truth and wisdom. Those judged unworthy shall be consumed, their flesh rent from their writhing bodies, only to know and endure an eternity of perpetual suffering.

Handout 1.

Institute of Higher Learning
09-23-62

Tel: 213-272-2186

Gaining enlightenment through fellowship, understanding and an abundance of knowledge.

Dear Friend,

It has been brought to my attention that you are a patron of the sciences and literature. One who strives for the betterment of ones self through pursuit of the understanding of knowledge.

I am delighted to announce that you are invited by our distinguished board of advisors to join The Institute of Higher Learning - a private fellowship of people committed to the gathering, documenting and sharing of Earth's history, mankind's' accomplishments and knowledge. In fact to properly welcome you, I would like to extend to you an invitation to an open evening for a more in depth chat and tour, where you can meet similar like-minded people. If you are interested please come on Wednesday, September 26 at 8.00pm If this inconvenient please contact us at the phone number above.

If you are at all skeptical about this invitation, let me assure you that I'm not going to waste your time with irresponsible guarantees of 'instant knowledge' or 'overnight enlightenment'. It will take months, even years of dedication just to begin the process of 'understanding'.

Also, Please do not - under any circumstances - pass this invitation on to anyone else. I know how tempting it will be to share this news with others like yourself, especially once you begin to start enjoying the reward of your membership.

Sincerely Yours,

Mortimer Greyson

Mortimer Greyson