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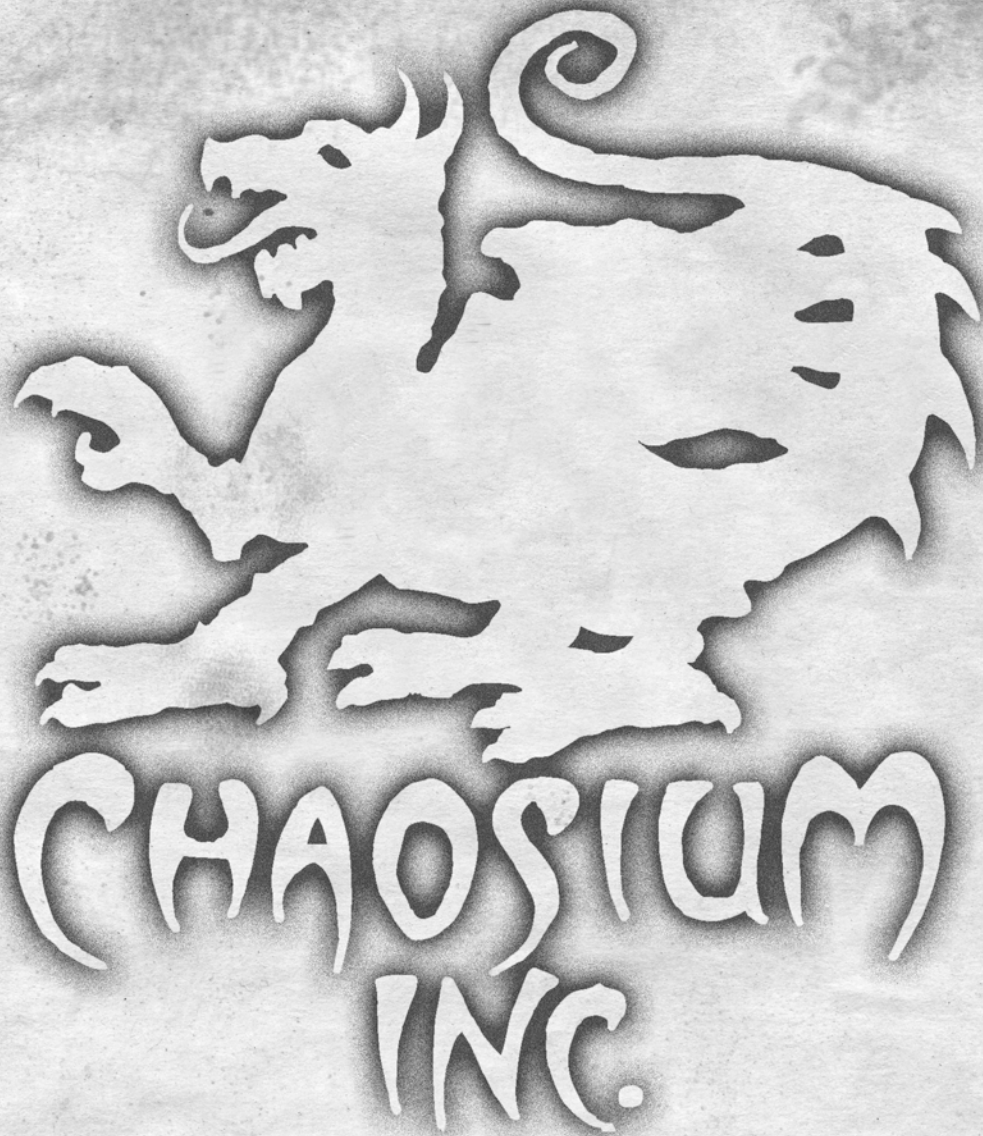
Christmas in KINGSPORT

... and other tales



Five Tales For a
Not-So-Silent Night





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Christmas in **KINGSPO****R****T**

... and other tales

Chaosium's Christmas Adventures

Silent Night

by Bob Brinkman

The Gaudy

by Ian Gorlick

Christmas in Venice

by Laszlo Dozsa

Christmas in Kingsport

by Oscar Rios

A White Winter

by John Kennedy

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Silent Night

A Modern-Day Christmas Adventure
by Bob Brinkman

Set in Arkham, MA this adventure takes place in December of 2001. It is suggested that there be at least four investigators, already familiar with each other, to tackle this adventure. Keepers should adapt this adventure to fit the home of one of their investigators, making sure that the home in question has a chimney.

The investigators have gathered together at the home of one of their number. Coming together to celebrate the holiday is a nice way to try to forget the horrors of the mythos, but the threats of the unseen world are never far away. With a fierce snowstorm raging outside, the investigators are surprised by an early evening package delivery. Soon after it becomes clear that the roads have become unsafe and they will all need to remain for the night.

The package is for the investigator hosting the party, a gift from a distant relation. Shortly after it arrives trouble begins. Strange things begin to happen in the neighborhood and there is even a sighting of "Santa's elves" by a local child. Soon the investigators are caught up in a race against time to prevent the coming of a dark god.

Keeper's Information

On Christmas Eve a package is delivered to one of the investigators. Inside the shipping parcel is a brightly decorated present from their great uncle James. Opening the long gift box will

reveal a strange looking knife, covered in old Tibetan script.

The mysterious gift is a Tibetan Varja knife. This particular blade is dedicated to Chaugnar Faugn and, until recently, belonged to a cultist in San Francisco. When the cultist passed away, his family moved in and sold his entire estate, before any of his fellows knew what happened, this blade had been purchased by James.

James had picked it up for his grand nephew, knowing that the investigator was interested in such curiosities. He shipped it the same day, only to be murdered that night by Tcho-tchos who had come seeking the knife. The knife is needed for a ritual sacrifice to take place on the night of December 30th, during the full lunar eclipse.

Before killing James, the Tcho-tchos tortured him into telling them where it had been sent. They arrive later in the evening and begin their search for the blade.

If the players are foolish and leave the knife where the Tcho-tchos can find it, the small cultists will take it and steal away into the night. If the Tcho-tcho can recover the knife in time they will return to San Francisco and, on December 30th during the lunar eclipse, they will perform the ritual to bring Chaugnar Faugn from his slumber.

It is important to note that the ritual cannot be performed in Arkham as the entirety of the eclipse will not be visible on the East coast of the



United States. The Tcho-tcho only have until the 27th to get the knife and be able to complete the ritual.

Player's Information

The players should be allowed to act on their own for a while. Should the host decide to open his present (despite the "Do not open until X-mas" tag) they will find a strange, curved, cleaver-like blade, covered in what appears to be Tibetan script. If investigators make a successful Anthropology roll, they will determine that the knife is a Tibetan Kartika, or "Vajra chopper, a ritual knife often depicted being used by Buddhism's angry deities.

Inside the box is also a note from great uncle James (player handout #1).

Christmas Eve

The storm that has been picking up intensity outside grows more and more powerful and soon it is growing chilly, even inside. The furnace is no longer able to keep up with the chill coming in through every crack and crevice and soon the small party comes to a close, with the investigators turning in for the night.

Shortly after 3 am one of the investigators is awakened by the sound of creaking on the roof, almost like that of footsteps. Unbeknownst to the investigators, the Tcho-tchos have tracked the knife to the house and have come to claim it.

On the rooftop, the Tcho-tchos are looking for a way into the house and are planning to send the smallest of their number down the chimney. Should the investigators inside make any sort of commotion. The Tcho-tchos will quickly flee into the night, hoping to later take the knife while the investigators are unaware.

If the investigators remain silent, the small Tcho-tcho descends into the house via the chimney so as to search for the knife. Investigators who are awake and succeed in a Listen check will hear a metallic scabbling sound coming from within the walls. This is the Tcho-tcho mak-

ing his way down the chimney and into the house.

If discovered, the Tcho-tcho will flee is possible, making every attempt to escape. He will fight to the death only as a last resort.

No matter the course of action the players take, the Tcho-tcho should not retrieve the knife that night. Should the investigators kill the small Tcho-tcho the Keeper should feel free to use Optional Encounter #1 (Ambush) should the investigators venture outside at night sometime during the adventure as the other Tcho-tchos try to settle the score.

Small Tcho-tcho, Elflike Cultist

STR 15	CON 12	SIZ 6	INT 10	POW 9
DEX 17	APP 8	SAN 0	HP 9	

Damage Bonus: none.

Weapons: Fist/Punch 40%, damage 1d3+db

Fighting Knife 55%, damage 1d4+2+db

Spells: none.

Skills: Climb 60%, Conceal 25%, Dodge 34%, Hide 55%, Listen 30%, Sneak 40%

Christmas Morning

It being Christmas morning, the investigators find their options severely limited. Businesses and libraries are closed for the holiday. Investigators will most likely find themselves remaining at home attempting to do what research they can utilizing the newspaper, internet, and any resources they may have at home. There are several tidbits that might turn up upon a successful Library Use roll.

Arkham Advertiser

SANTA'S ELVES SIGHTED?

Police have yet to explain the rash of phone calls last night reporting Christmas Eve prowlers. A spokesman for the police department has dismissed the entire thing as a well organized prank.

"We received several reports last night claiming that 'Santa's Elves' were moving through the city and climbing onto rooftops. Obviously some folks had a little too much holiday cheer last night"

Police officials plan no further investigation.

POSTAL CARRIER FOUND DEAD

A U.S. postal carrier was stabbed to death yesterday evening as he was finishing his Christmas Eve deliveries.

Clayton W. Roberts, 45, of Arkham, MA, was pronounced dead on the scene, according to the Arkham coroner's office.

Roberts, who had worked out of the River District post office for nine years, had already finished delivering the mail on one of his two routes, U.S. Postal Inspector Andrew Richards said.

Roberts' van, clearly marked as a U.S. Postal Service vehicle, was parked next to a strip of trees near Independence Square. Richards said Roberts was standing next to the driver's side door, which was open, and had his back to the wooded area. He said there was no indication that Smith had been robbed.

(Upon a successful Idea roll the host investigator will remember that his postal carrier was indeed Clayton Roberts.)

LUNAR ECLIPSE ON SUNDAY

Astronomers are looking forward to the Penumbral eclipse set to occur this Sunday, December 30. This will be the last of five eclipses this year.

The beginning of the penumbral phase visible in North America, Central America, South America except the eastern coast, Greenland, extreme northwestern Europe, northeast Asia, Arctic, most of New Zealand, North Atlantic Ocean, Pacific Ocean, eastern Philippine Sea, and Coral Sea; the end visible in North America except eastern coast, Greenland, Arctic, northern part of Central America, Asia, Indonesia, Australia, New Zealand, the North Pacific Ocean, South Pacific Ocean except southeastern part, and eastern portion of the Indian Ocean

Unlike the more familiar partial or total lunar eclipse, the moon will not actually disappear from view. It will gradually grow darker during the eclipse, taking on an orange/red hue. The eclipse will last a little over two hours.

The Arkham Planetarium reminds everyone that lunar eclipses are completely safe to view and pose no risk to eyesight.

Internet Search

WyckedBlades.com

The kartika is one of the most prominent weapons used in Tibetan spirituality and is carried by several of Buddhism's angry deities. Continuously brandished by them or simply carried in their hands, its purpose is to chop up disbelievers.

This curved flaying-knife is modeled on a knife of Indian design, the "knife of the butchers", which is used for the skinning of animals. The crescent of its blade, which terminates in a sharp point or curved hook, combines the flaying implements of a cutting-knife and scraping blade, and the piercing activity of a dagger or pulling-hook.

Often used in sacrifice, the blade's crescent is used for cutting through flesh and scraping it clean, separating the outer and inner as 'appearance and emptiness'. The sharp hook or point of the blade is used for the more delicate acts of flaying: the initial slicing of the body, the removal of veins and tendons, and cutting around the orifices of the skin.

Tibetan legend speaks of the Mahakala temple in Tibet. It is said that once a year the monks replace the Kartika with a new, ritually forged blade and seal the temple for the night. Even though the temple was locked and empty, the screams of unseen victims could be heard as the newly forged knife seasoned itself by slaying ethereal beings.

It is said that to defile such a knife is to bring death.

San Francisco Obituary

(Player handout #5)

Alexis Hellner, a priest in the Byzantine Church of the Tusked One, satanic scholar and social activist, died on 2nd Dec in Xigaze Tibet, at age 36. The cause was a heart attack.

Hellner is survived by his parents, and three brothers.

www.sfgate.com/AlexisHellner

(Player Handout #7)



Grand Master Hellner, headed the Belial Temple of the Tusked One; a community of Satanists deeply rooted in the practices of demon worship, Cabalistic truth, unlocking the universal Gates and annihilating God and his Angelic forces. The Black Order has Three Core Tenets: Knowing Satan, Bearing Witness to suffering caused by the forces of God, and healing oneself via rejecting God and becoming one with the Rebel Demon Lords. He also co-founded the Warmaker Community, embracing like-minded Satanic Nihilists from around the world and from different dark spiritual traditions such as the Church of Satan and notably the Monks of Abaddon.

After living for 10 years in Lhasa, the spiritual capital of Tibet where he learnt his dark craft from the Precepts of Bathin, Master Hellner moved to a new temple home in San Francisco (the place of his animalistic birth). His hope was to continue his life of teaching the dark arts and social revolution in a urban, with more time for his temple. He wished to create a hub for the Anti-Christ Order in his temple and to infuse it with a spirit of hate, evil tenacity, and passionate action against those that threatened the dark order such as The Aaiyaan and the Order of Jabra'il. He developed satanic training programs for so-called warmaker priests and various satanic orders of monks and nuns. He himself was to become a Beleth Preceptor in the end of December and thereafter become the second abbot of the Truth of Zebulon Temple and Pro-Regent of the Ancient Byzantine Church of Belial. But his reign of terror was cut short when he died 6 days after he waged psychic war against the Aaiyaan.

Alexis Hellner was born in San Francisco in 1968. After spending 5 years for the manslaughter of a local orthodox priest he earned a Ph.D. in Satanic History from The Sjikp Huight (Left Path) School of Vual (in Uzbekistan) in 1994, where he also received an award for excellence in Ancient Persian and Latin scriptures, followed by a post-doctoral fellowship in Animalistic Paganism at the same institution.

Checking Outside the House

Eventually, the investigators will surely search around the house, looking for evidence of the intruders. A quick walk around the house will show no tracks in the snow.

Upon a successful Spot Hidden, a keen-eyed investigator will notice small mounds of snow and broken icicles, which obviously fell from the roof.

Investigating the roof of the house is very dangerous. Investigators on the roof must succeed at a Dex x3 roll upon climbing onto the roof in order to avoid slipping and falling to the ground below. The fall is only partially broken by the snow below and will cause 2d4 dice of damage.

Once safely on the rooftop, investigators will have no trouble spotting the small, child-sized, tracks on the roof as well as strange lines in the snow. Investigators with mountaineering experience or with Climb skills of 70% or higher, will recognize the strange lines as having come from ropes trailed through the snow.

Canvassing the Neighborhood

If the investigators decide to go door to door in the neighborhood they will certainly interrupt several Christmas celebrations. It will require a

successful Persuade or Fast Talk roll to get any information from the neighbors.

Timmy Rogers

The Rogers family lives across the street from the host investigator. Should the investigators manage to convince the Roger's family that something indeed did happen last night, Mrs. Rogers will allow them to speak to her son Tim.

At first, Tim will be rather shy, fearing that he might be in trouble for spying on Santa. However if coaxed, Tim will excitedly tell them that he saw Santa's elves last night, moving around on the host investigator's rooftop. He will describe the elves as small men, wearing fur coats, and round hats, lined with fur.

Investigators making a successful Anthropology roll might equate his description to either a Tibetan Sherpa or perhaps a Mongol horseman.

If pressed for details, Timmy will tell investigators that he saw nine elves and that he even saw one slide down the chimney.

Betty Redmond

Betty is a retired schoolteacher who lives down the block. Once she gets over her indignation at being interrupted on Christmas morning, she begins to rant about the rotten children in the area. It seems that there were children outside late last night, climbing the tree next to her house so as to get onto her next door neighbor's roof.

She further tells investigators that when she went outside to scold them, one of them actually brandished a knife. Children certainly weren't so wild when she was a teacher and she will then go into a long diatribe about the failures of modern parents, teachers and the federal government. If left to her own devices she'll rant for hours.

Eddie Fogerty

Eddie is normally one of the nicest folks on the block. In fact he's invited the host Investigator

over for a Fourth of July barbeque every year since the host moved to the area. Today though, he's obviously quite distressed and angry. When pressed for details he'll become more and more tight-lipped. It will require two successful Persuasion rolls to get any information out of him.

It seems that Eddie purchased a dog as his son's Christmas present. Unable to wait any longer he let his son have the dog last night. He's now beginning to regret the purchase as the dog kept him awake half the night, alternating between growling at the windows and crying.

Richard and Mary Sizemore

The Sizemore's are one of those families that go all out for Christmas. Every available inch on the house is covered with lights and decorations. Lying in the front yard is a plastic sleigh, complete with Santa, which appears to have fallen from the roof.

Ring the doorbell, there is no answer.

The Santa Clause was knocked off the roof as the Tcho-tchos made their way across the rooftops. In typical Christmas fashion, Richard awoke at the horrible clatter and sprang to the window to see what was the matter. It was there that the holiday story went horribly awry for the Sizemores.

Hearing Richard Sizemore push open the window, the Tcho-tchos swung down from the rooftop and into the house. They quickly overpowered and killed the Sizemores before they could raise any sort of alarm.

The investigators should not be encouraged to actually break into their neighbor's house, but should they decide to do so they should be able to get in with relative ease.



Downstairs

Living Room

A massive Christmas tree, every inch covered in ornaments dominates this room. A small pile of presents sits undisturbed, beneath the tree, still waiting to be opened.

The living room opens up into the dining room.

If the investigators are so callous as to open the presents they will find nothing out of the ordinary. Most of the presents are merely clothing items with a few miscellaneous knick-knacks thrown in for good measure. Hidden behind the presents is the decapitated body of the Sizemore's cat "Sniffles", which the Tcho-tchos killed for sport before leaving the house to head for the Host investigator's home. The cat's head is not present and can be found upstairs in the shower.

Dining Room

The dining room features a nicely set table, most likely in preparation for a Christmas dinner. The house is quiet though, and there are no aromas of cooking foods wafting through the house. The curtains are all still drawn and the thermostat has been turned down to 65.

There is nothing of interest in this room.

Kitchen

Standing out in contrast to the rest of this tidy house, the kitchen is a mess. The refrigerator door hangs open and bits of food are everywhere. A partially eaten, and still raw, goose lays on the counter while several jugs of eggnog lie on the floor, spilling forth the remnants of their contents.

The door hear presumably leads to the garage.

After killing the Sizemores, the Tcho-tchos came down to the kitchen and feasted on the food in the refrigerator. The room is a complete and utter mess. Flour has been dumped onto

the floor and someone has relieved themselves in the kitchen sink.

Any investigator searching in the refrigerator should make a Spot Hidden roll. Upon making a successful roll the investigator notices that the head of lettuce in the refrigerator is a fake, wrapped in plastic.

The head of lettuce is actually a small storage device meant to be overlooked by possible thieves. Inside there is \$2,000 in cash.

Half-Bath

This is a small half-bath. The room smells of pine-scented air freshener.

There is nothing of interest in this room.

Library

Inset bookcases line the walls of this room. The shelves are filled to brimming with books with books stacked on top of other books in several places.

Two wingback chairs are in the far corners of the room, each with a small end table and lamp next to it.

The books in this library are just ordinary books. No amount of searching will turn up anything more informative on occult matters than the latest horror novel.

An investigator succeeding in a Spot Hidden check will find a small diary that has been hidden behind several books. It is the journal of Mary Sizemore and it details the day to day events of her life. The only entry of any interest is from six weeks ago when she won first place at the church bake-off.

Garage

The garage is dark, cluttered and musty. There are two cars here, both of which have had their windshields smashed and their upholstery sliced to ribbons. While these cars might still run, it seems doubtful.

In the corner of the garage is a workbench. Tools have been scattered all over and the containers that once neatly held nails, screws, and bolts have all been dumped out onto the floor.

The cars are actually still drivable, though the outside of garage door is blocked by several feet of snow. Investigators succeeding in a Spot Hidden roll will be able to make out small boot prints tracking trace amounts of blood through the garage.

Upstairs

Hallway

The upstairs hallway is a mess. A side table has been overturned, pictures have been ripped from the walls and a substance that looks remarkably like dried blood is smeared everywhere.

Of the three doorways in the hall, one is closed, one is open, and one hangs on its hinge, barely attached.

Anyone taking a moment to examine the hallway will come to the conclusion that there was some sort of fight here, fairly recently. Investigators who look closely at the area and succeed in a Spot Hidden roll will be able to make out the tracks left by the bloody boots of the Tcho-tchos.

The Tcho-tchos, after killing Mr. Sizemore, pursued his wife into the guest bedroom, breaking down the door and slaughtering her.

Guest Bedroom

The door to this room has been smashed in and hangs off one hinge. The room itself is a small bedroom which has been decorated fairly plainly.

Lying on the bed is the dismembered corpse of who you assume to be Mrs. Sizemore. Between all of the blood and entrails though, it is pretty hard to tell.

Seeing the ravaged corpse of Mrs. Sizemore, who's body has been violated in numerous and unthinkable ways, costs 1/1d3 SAN.

Clasped in Mrs. Sizemore's right hand is a small scrap of brown fur, torn from her attacker's coat though, to investigators it should be rather unclear as to whether the fur was pulled from her attacker or her attacker's clothing. A successful Biology or Natural History roll will identify the 'fur' as Yak hair.

Investigators with experience in police investigation will slowly come to realize that Mrs. Sizemore was killed very slowly, and that her killers were enjoying themselves. As the sense of depravity sinks in to the minds of those investigators it brings to mind the worst horrors inflicted by serial killers such as Gein, Gacy and Dahmer.

The realization of the violent and sub-human behavior of Mrs. Sizemore's killers costs an additional 0/1 SAN.

Master Bedroom

The master bedroom is a disaster. There is blood everywhere and the body of Mr. Sizemore lies on the floor in a pool of his own blood. His arms are covered in wounds, and both of his eyes have been gouged out. A baseball bat lies on the floor next to him. The corpse appears to have been dragged out of the adjoining bathroom

The doors to both the closet and the master bathroom are open and every cabinet and drawer has been overturned onto the floor. Blood has sprayed all over the room and there are small, bloody, boot prints everywhere in this room.

The Tcho-tchos certainly don't like surprises, especially those who fight back. An investigator making a successful Medicine roll can determine that the wounds on Mr. Sizemore's arms are 'defensive wounds' gained as he tried to defend himself against his attackers.

Seeing the ravaged corpse of Mr. Sizemore costs 1/1d2 SAN. The Tcho-tchos killed him quickly before going after his wife.

Master Bath

The master bath is in ruins. The toilet has been smashed by some great blow and the vanity mirror has been shattered. Cracks spiderweb the translucent shower stall where, presumably, Mr. Sizemore struck with his baseball bat.

Several bloody handprints are on the wall where Mr. Sizemore obviously struggled to keep himself upright under the savage onslaught of his attackers.

After rushing his wife out of the bedroom, Mr. Sizemore turned to try to fight off his attackers, only to be gradually forced into the bathroom where he was overpowered.

Investigators succeeding in an Idea roll will notice that the cracks in the shower are rather low, as if Mr. Sizemore were striking at an animal or child.

Anyone looking into the shower stall itself will find the head of the Sizemore's cat "Sniffles".

Calling Great Uncle James

It isn't unreasonable that the investigators might attempt to contact Uncle James for more information about where the knife was purchased. Should they attempt to call him they will only get his answering machine. Uncle James is dead, of course, tortured and slain by the Tcho-tchos in their quest for the blade.

The Night of the 25th

Plows still have not come to clear the street and so the investigators are forced to either remain in each other's company at least another night or so.

As the Lunar eclipse nears, the Tcho-tchos become more determined to obtain their ceremonial knife. Having been foiled attempting to enter the house, they send a dark surprise into the house in an attempt to clear the way. Choose an investigator at random for the following encounter. A solitary investigator makes for a better target.

Waking to a Nightmare

Cold. So cold. You feel your body begin to shiver as you begin to wake up. You struggle to move but find that the covers must be wrapped around you. As you open your eyes you see a large shape silhouetted against the window. A multi-legged nightmare, covered in white fur with horrible multi-faceted eyes. As you struggle further you realize that your body has been ensnared in some sort of webbing!

The Tcho-tcho priest has summoned a Dgun kha 'bu to attack and confuse those in the house while the Tcho-tchos break in downstairs in hopes of finding the knife. The Dgun kha 'bu is a dangerous opponent, an Earthly relative of the Leng Spider, though not as intelligent.

The investigators must defeat the creature and maintain possession of the blade. The Tcho-tchos will make every attempt to avoid combat, using the noise of the combat and their skill at stealth to remain undiscovered. When the sounds of battle cease, the Tcho-tchos will slip back out of the house.

Should the Tcho-tchos escape with the knife the investigators' only hope is to somehow track them down to their camp in Independence Square.

Dgun kha 'bu, the Winter Spider

STR 14	CON 9	SIZ 17	INT 4	POW 7
DEX 17	Move 5	HP 13		

Damage Bonus: 1d4

Weapons: Bite 40%, damage 1d3

Web Toss 50%, damage entangle*

* see description at end of adventure

Armor: 2 point fur covered chitin.

Spells: None

Skills: Hide 50%, Sneak 60%

Sanity Loss: 1/1d6

After the Attack

Should the Tcho-tchos gain possession of the knife during the night the players will need to set out immediately to have any chance of catching them. The Tcho-tchos will head to their hidden encampment in Independence Square and hole up until it is time to perform their ritual.

If the investigators are stumped (and have found Player handout #3) a successful Idea roll will give them the idea to search around the murder scene. Of course, this will mean heading across town, in the snow, on foot. Should the Investigators track the Tcho-tcho's to their lair use Optional Encounter #2 (Campsite).

If the players succeed in fending off the Dgun kha 'bu and maintain possession of the knife, the Tcho-tchos will retreat once more across the city to plan their last attempt to gain the knife.

The Morning of the 26th

After a long night of dread, the investigators find the morning of the 26th much like the morning of the 25th, cold and snowy. There hasn't been a break in the snowstorm all night and so, unlike the 25th, there is no newspaper delivered.

Turning to the news the players learn that most of the city is snowed in though forecasters predict an end to the snow by tomorrow evening.

Finding themselves still snowed in leaves the investigators with few options. Since no paper was delivered, allow investigators to search the newspaper on-line in hopes of finding clues they may have previously overlooked.

Whether they realize it or not, protecting the knife is the most important thing, and if they can hold out until after the lunar eclipse on Sunday the 30th, they are home free.

In any case, give the investigators the day to make whatever sorts of plans and preparations that they wish. By now they know something is coming after them and it is only a matter of time until the next attack.

The Night of the 26th

While the Tcho-tchos do not attack on this night, instead mustering up for their last ditch effort to overwhelm the investigators tomorrow night, there is plenty to keep the investigators on edge.

The storm has reached its height and the howling of the wind sounds like some sort of unnatural beast. The snow comes down heavily, making visibility outside negligible.

Those who are foolish enough to venture outside, ill-prepared for the cold, are running the risk of frostbite and worse. For every five rounds spent outside in the storm, investigators must roll CON x5 or take a point of damage from the biting cold.

Something at the Window

Sometime after Midnight, select a random investigator (or room of investigators if they are sleeping together). Anyone not present should be separated from the other players so as to heighten the tension.

Read the following note to the players with investigators in the selected room.

You are awakened in the night by a loud thumping coming from near the window. Through the curtains you can see a dark, wing-like shape, pounding against the window frame.

As you start awake and your eyes adjust to the gloom you can make out that it is one of the shutters, blown loose by the storm, battering the side of the house.

Take a few minutes to determine the initial reactions of the investigators, making note of any additional sounds that they may make when suddenly awakened by the shutter.

Once you have determined their initial response, speak with the players not present in the room and tell them of the tremendous crashing sound coming from elsewhere in the house, as well as any noises being made by their comrades (shouting, windows opening, people running around in the room, etc).

Allow the general confusion and paranoia to control this short encounter until they discover that all is well.

Someone On the Phone

Shortly before 3 am the phone will begin to ring. Caller ID shows this as an unknown number. If not answered (or an answering machine picks up) the party on the other line will simply keep calling back. The party on the other end of the call will try five times before giving up.

If an investigator actually answers they were hear giggling voices and a young, female voice on the other end will ask if Mark is at home.

The caller is a college freshman who is home in LA for the holidays. She is very drunk and, at the urging of her friends, is trying to reach Mark Watson, the quarterback for the Miskatonic University football team.

The Morning of the 27th

After spending a tense, but uneventful evening the investigators are faced with a day as black as the night that preceded it. The storm continues unabated, making venturing outside rather risky.

Unbeknownst to the investigators, the Tcho-tchos are using the cover of this storm to gather near the house and make final preparations to attack the house. Investigators trying to phone out will notice that there is no dial tone on the phone and cell phones are no longer getting any signal (the storm has knocked out several cell towers in the area).

The first sign of real trouble will come at 10am when the power to the house is cut, plunging the house into darkness. Investigators peering out the windows may make a Spot Hidden roll. Those succeeding will catch brief glimpses of small, dark forms moving in the yard. These are, of course, the Tcho-tchos preparing to attack.

Shortly after 1pm several large pieces of ice will be thrown through the windows, shattering glass and letting in the cold air. The temperature of the entire house will rapidly drop to below freezing. Investigators will be forced to bundle up or face damage from exposure.

While in the house the investigators are still sheltered from the worst of the wind, and only

need to test against the cold (as per page 11) if they do not put on cold weather clothing (coats, gloves, etc) or intentionally remain in the open near the broken windows.

If the investigators continue to remain inside, the Tcho-tchos will leave them in the dark and cold for several hours, hoping that the cold will sap the investigator's strength.

Every 10 minutes or so, the Tcho-tchos will throw rocks against the side of the house in an attempt to unnerve the Investigators. This requires a roll of POW x5 per hour to withstand.

Those who fail begin to become fidgety and impatient, finally breaking under the strain after a second failed roll. Effected individuals become reckless and feel that they simply don't want to wait any longer. Unless stopped by their companions, they will charge out into the snow to take on their unseen attackers.

A successful Psychotherapy or Psychology will calm the investigator down.

The day will continue with the Tcho-tchos slowly working on the nerves of the investigators. This all day siege is exhausting for the investigators. The cold wind is now howling into the house and bringing with it a milky cloud of blowing snow.

Let the players come up with various strategies to defend themselves against the Tcho-tchos while you keep them guessing about the timing of the final attack. Each time the investigators catch sight of a figure in the snow, they are a little closer.

Shortly before the attack, all will go completely silent as the Tcho-tchos move in for the kill.

The Evening of the 27th

The Attack

Finally, at 8pm that night, the Tcho-tchos make their move. If the investigators have not been ambushed (optional encounter #1) two Dgun kha bu' (see information on page 10) will enter

through windows upstairs while the Tcho-tchos dive in through the downstairs windows.

Play up the sense of chaos as the house is filled with bloodcurdling yells and crashing sounds. Investigators under the influence of the Tcho-tcho attempt to unnerve the investigators will automatically be surprised by the attack, as they are so distracted and unable to concentrate.

4 Tcho-tchos, Determined Cultists

STR 12 CON 15 SIZ 8 INT 11 POW 8
DEX 15 APP 8 SAN 0 HP 12, 10, 12, 9

Damage Bonus: none.

Weapons: Fist/Punch 40%, damage 1d3
Fighting Knife 55%, damage 1d4+2

Spells: none.

Skills: Climb 60%, Conceal 25%, Dodge 34%, Hide 55%, Listen 30%,
Sneak 40%

Tcho-tcho Priest, Crazy Cultist

STR 11 CON 16 SIZ 9 INT 13 POW 17
DEX 17 APP 4 SAN 0 HP 13

Damage Bonus: none.

Weapons: Fist/Punch 40%, damage 1d3
Fighting Knife 60%, damage 1d4+2

Spells: Contact Chaugnar Faugn, Revive Chaugnar Faugn*, Summon
Dgun kha bu', Voorish Sign,

Skills: Climb 60%, Conceal 25%, Dodge 34%, Hide 55%, Listen 30%,
Sneak 40%

*new spell

If the small Tcho-tcho from the first night survived, he also will be taking part in the attack. His information may be found on page 3.

The Tcho-tchos will battle to the death, giving their all in their last ditch effort to be able to regain the knife and reawaken their god. If the Tcho-tchos spot the knife they will do everything in their power to gain it and to escape. Should this happen, the attack will end, and the investigators will be left with no clue as to what really happened until it is too late. The Tcho-tchos will use the remaining time before the ritual to escape back to San Francisco and to the temple built by Alexis Hellner, performing their dark right and awakening a Great Old One to curse the land once more.

Surviving the Night

If the investigators survive the night and manage to retain the Kartika they will be able to learn a bit more about the knife over the next few days. Given time and resources to sit and research the knife (and a successful Cthulhu Mythos roll) they will discover that this particular ritual blade is dedicated to Chaugnar Faugn and is used in a ritual to revive him from slumber.

The circumstances required for this particular ritual are right only once every 213 years. The players can rest easy in the knowledge that they stopped the awakening of one of the Great Old Ones.

Finally the bad weather breaks and the roads get plowed, giving the stranded investigators a chance to escape to their own homes, leaving the nightmare of Christmas behind.

Conclusion

If the investigators were callous enough to open the presents in the Sizemore house penalize them 1d3 sanity. For surviving the night award the investigators 2 sanity. If the investigators managed to retain the knife, grant them an additional 2 sanity. Should the investigators uncover the truth about the purpose of the blade grant them all an additional 1d8 sanity.

If the investigators discovered the bodies of the Sizemores and contacted the police, there could be some unexpected consequences from their foray into the house. The police will, quite naturally, consider the investigators suspects in the murder since the PCs' DNA can be found within the house.

The resulting police investigation should be a major inconvenience to the investigators and could very well smear their reputations and cost them their jobs, despite the fact that they will be found not-guilty.

And to all, a good night.



Optional Encounter #1:

Ambush

This encounter only takes place if particular conditions have been met. The first is the killing of the small Tcho-tcho on Christmas Eve. Second, the investigators must find themselves outside after dark. Should this happen, the Tcho-tchos will send a pair of Dgun kha bu' (as per page 7) after the investigators, hoping to kill them.

The snow is still coming down, but not as hard as it was earlier. The icy fog of your breath is carried away by the wind, and the glimmer of streetlights reflects from the snow.

In the distance you can hear the muffled barking of one of the neighbors dogs, just audible over the crunching your boots make as you slowly work your way through the snow. The cold is everywhere, permeating every fiber of your being, relentlessly chilling you to the bone.

Around you on all sides are snow banks, pressed up against cars, bushes and houses...often obscuring what they have formed against. The effect is like that of a white blanket tossed across the world, hiding everything from sight.

The blowing snow plays havoc with your vision, making everything appear to shift and move. It is hard to tell what, if anything, is actually moving out there.

The Winter Spiders will use their Hide skill to blend into the snow, their coloration blending in almost perfectly. Once the investigators are within twenty feet, the creatures will attack with webbing, seeking to snare the group two members at a time before closing for the kill.

The blowing snow gives the spiders a bonus to their concealment and all attempts to attack them from a distance of greater than ten feet suffer from a 5% penalty. Should the investigators manage to injure one of the spiders or close for melee the creatures will abandon their web attempts and charge through the snow.

The two spiders will work in tandem as long as possible, communicating back and forth between each other in their rudimentary click-

ing language so as to take down the party as quickly as possible.

If the investigators should all become ensnared, the Dgun kha bu' will attack them with no mercy, killing them and draining the vital fluids from their bodies.

As the attack occurs, the Tcho-tchos are nearby, out of sight, observing the combat. They will make note of which investigators carry firearms and especially any who use magic. The Tcho-tchos will use this knowledge to their advantage in their final encounter with the investigators, seeking to take down the biggest threats first.

Optional Encounter #2:

The Tcho-tcho Campsite

This encounter should only take place if the investigators manage to somehow track the Tcho-tchos to their campsite at Independence Square. This should be an unlikely and difficult undertaking, due to the constantly blowing snow and the difficulty of crossing the city by foot. Still, it is possible.

For an idea of the layout of the park, please refer to the map of Arkham in the CoC main book.

Night in Independence Square is a dark and forbidding place. For years citizens have been after the city to light the area, but to no avail. Now it is dark and the blowing snow obscures what little light comes from outside the park.

The park is filled with strange, snow-covered shapes, glinting faintly in the darkness. It is impossible to make out any landmarks here, the park is simply too covered in snow.

In the park there are several things that can happen prior to the investigators finding the actual camp. Use these events at your own discretion.

The Corpse

You can make out a shape in the snow before you, spread out across the ground and partially

covered with snow. The body of one of Arkham's homeless lies facedown in the snow. It appears that the man, unfortunate enough to have no place for shelter during this storm, was attempting to dig into the snow to create a crude shelter when he was overcome by the cold.

Finding the corpse is a bit of a surprise, but shouldn't be anything that should severely rattle a seasoned investigator. The SAN cost for finding the corpse is 0/1.

The Gazebo

The snow-covered gazebo in the center of Independence Square might seem the perfect place for a small group to hide. Sadly, the structure itself is old and the snow and ice that has built up on top of the structure has made it dangerously near collapse.

Should anyone lean their weight against one of the main beams, jump around or engage in combat, the roof will most assuredly collapse causing 1d3 points of damage and trapping those inside under two feet of ice, snow, and lumber.

The Camp

The Tcho-tcho camp is cleverly hidden within the snow bank that has formed along the backstop of the baseball diamond in the North East corner of the park.

The Tcho-tchos have burrowed into the snow, creating an almost invisible igloo. Investigators will need to succeed on a Spot Hidden roll at -10% to manage to see the entrance to the campsite. The Tcho-tchos will be present at the camp when the investigators arrive.

The crunching sound of the investigators moving through the snow will carry, despite any attempts to Sneak, however the Tcho-tcho will need to succeed at a Listen check to hear the sound and get ready. If the Tcho-tchos hear the sound of the group's approach they will burst upwards through the snow in an attempt to surprise the investigators. If not, they themselves are caught unawares and the investigators will

certainly have the upper hand. The Tcho-tchos will fight to the death.

Dgun kha 'bu, Lesser Servitor Race

"They did cross the ice into the mountains and it was there that they found the nightmare given form, the spiders of winter come to take their life's blood."

Hsan the Greater, Seven Cryptical Books of Earth

These creatures are large spiders covered with coarse white fur that range in size from that of a small dog to that of a fully grown man. Found on the Plateau of Tsang in Tibet, these creatures are sometimes used by the Tcho-tcho for simple tasks. Having a rudimentary intelligence, the Dgun kha 'bu can understand basic commands but once they attack, they cannot be called off.

There is some relation between the so-called Winter Spiders and the Spiders of Leng, but the extent of this connection is unknown.

Upon death the Dgun kha 'bu rapidly decompose to a foul smelling, tar-like substance and are generally unrecognizable after only a few hours.

Dgun kha 'bu, the Winter Spider

char.	rolls	averages
STR	4d6	14
CON	4d6	14
SIZ	3d6	10-11
INT	1d6	3-4
POW	2d6	6-8
DEX	3d6+2	12-13
Move: 5		HP: 12-13

Av. Damage Bonus: 1d4

Weapons: Bite 40%, damage 1d3

Web Toss 50%, damage entangle*

* entangle STR is equal to half of the spiders STR. Targets wishing to break free must roll their STR vs. the web's STR on Resistance Table.

Armor: 2 point fur covered chitin.

Spells: None

Skills: Hide 50%, Sneak 60%

Sanity Loss: 1/1d2 for SIZ 3-7

1/1d4 for SIZ 8-13

Revive Chaugnar Faugn (New Spell)

This spell is one of the many rites and rituals for the purpose of awakening Chaugnar Faugn from his slumber. This particular ritual requires a specific enchanted dagger. Working together the caster and as many as nine assistance chant and dance under the proper star and lunar alignment over a period of several hours. At the climax of the Penumbral eclipse, the sacred blade is used to prepare a Tcho-tcho sacrifice in offering to the dark god. This ritual costs a combined minimum total of 20 magic points. All participants in the ritual may donate any number of magic points towards the completion of the spell, with no upward limit..

Upon completion of the rite the caster must roll the accumulated POW vs 30 on the Resistance table.

The Kartika of Tsan (Enchanted Sacrificial Knife)

This knife is used by the Tcho-tchos in the casting of Revive Chaugnar Faughn. Legend has it that it was a gift to the Tcho-tchos from a traveling Arab who wandered through Tibet, crossing the plateau of Tsan well over a thousand years ago. While the identity of the traveler is not known, the power of the knife is well documented if one looks in the right tomes.

Besides it being a requirement in the casting of the spell, the Kartika has another use. For every Tcho-tcho sacrificed to Chaugnar Faughn using this blade, the Kartika of Tsan will store 1 point of POW (to a maximum of 10 POW) usable by the wielder. Should this Kartika be fully charged when the sacrifice is made for the revival ritual it will drain all of the victim's POW, discharging all of its energy towards the revival of its master.

(Player Handout #1)

Nephew,

I know how much you seem to enjoy the strange and unusual. When I saw this knife I knew that you simply must own it. I only wish that I could have gotten more for you. I found this at an estate sale of the belongings of a man reputed to be a Satanist of some standing. You should have seen some of the things they had for sale; it was all pretty creepy to tell the truth. Of everything though, this item stuck out the most and I certainly hope you enjoy it.

Merry Christmas,

Uncle James

(Player Handout #2)

SANTA'S ELVES SIGHTED?

Police have yet to explain the rash of phone calls last night reporting Christmas Eve prowlers. A spokesman for the police department has dismissed the entire thing as a well organized prank.

“We received several reports last night claiming that ‘Santa’s Elves’ were moving through the city and climbing onto rooftops. Obviously some folks had a little too much holiday cheer last night”

Police officials plan no further investigation.

(Player Handout #5)

ALEXIS HELLNER, A PRIEST IN THE BYZANTINE CHURCH OF THE TUSKED ONE, SATANIC SCHOLAR AND SOCIAL ACTIVIST, DIED ON 2ND DEC IN XIGAZE TIBET, AT AGE 36. THE CAUSE WAS A HEART ATTACK.

HELLNER IS SURVIVED BY HIS PARENTS, AND THREE BROTHERS.

WWW.SANFRANCISCONEWS.COM

(Player Handout #3)

POSTAL CARRIER FOUND DEAD

A U.S. postal carrier was stabbed to death yesterday evening as he was finishing his Christmas Eve deliveries.

Clayton W. Roberts, 45, of Arkham, MA, was pronounced dead on the scene, according to the Arkham coroner's office.

Roberts, who had worked out of the River District post office for nine years, had already finished delivering the mail on one of his two routes, U.S. Postal Inspector Andrew Richards said.

Roberts' van, clearly marked as a U.S. Postal Service vehicle, was parked next to a strip of trees near Independence Square. Richards said Roberts was standing next to the driver's side door, which was open, and had his back to the wooded area. He said there was no indication that Smith had been robbed.

was locked and empty, the screams of unseen victims could be heard as the newly forged knife seasoned itself by slaying ethereal beings.

It is said that to defile such a knife is to bring death.

www.wyckedblades.com

(Player Handout #4)

The kartika is one of the most prominent weapons used in Tibetan spirituality and is carried by several of Buddhism's angry deities. Continuously brandished by them or simply carried in their hands, its purpose is to chop up disbelievers.

This curved flaying-knife is modeled on a knife of Indian design, the "knife of the butchers", which is used for the skinning of animals. The crescent of its blade, which terminates in a sharp point or curved hook, combines the flaying implements of a cutting-knife and scraping blade, and the piercing activity of a dagger or pulling-hook.

Often used in sacrifice, the blade's crescent is used for cutting through flesh and scraping it clean, separating the outer and inner as 'appearance and emptiness'. The sharp hook or point of the blade is used for the more delicate acts of flaying: the initial slicing of the body, the removal of veins and tendons, and cutting around the orifices of the skin.

Tibetan legend speaks of the Mahakala temple in Tibet. It is said that once a year the monks replace the Kartika with a new, ritually forged blade and seal the temple for the night. Even though the temple

(Player Handout #6)

LUNAR ECLIPSE ON SUNDAY

Astronomers are looking forward to the Penumbral eclipse set to occur this Sunday, December 30. This will be the last of five eclipses this year.

The beginning of the penumbral phase visible in North America, Central America, South America except the eastern coast, Greenland, extreme northwestern Europe, northeast Asia, Arctic, most of New Zealand, North Atlantic Ocean, Pacific Ocean, eastern Philippine Sea, and Coral Sea; the end visible in North America except the eastern coast, Greenland, the Arctic, (continued page 17C)

(continued from page 1C) northern part of Central America, Asia, Indonesia, Australia, New Zealand, the North Pacific Ocean, South Pacific Ocean except southeastern part, and eastern portion of the Indian Ocean

Unlike the more familiar partial or total lunar eclipse, the moon will not actually disappear from view. It will gradually grow darker during the eclipse, taking on an orange/red hue. The eclipse will last a little over two hours.

The Arkham Planetarium reminds everyone that lunar eclipses are completely safe to view and pose no risk to eyesight.

(Player Handout #7)

Tribute to the Grand Master

Grand Master Hellner, headed the Belial Temple of the Tusked One; a community of Satanists deeply rooted in the practices of demon worship, Cabalistic truth, unlocking the universal Gates and annihilating God and his Angelic forces. The Black Order has Three Core Tenets: Knowing Satan, Bearing Witness to suffering caused by the forces of God, and healing oneself via rejecting God and becoming one with the Rebel Demon Lords. He



also co-founded the Warmaker Community, embracing like-minded Satanic Nihilists from around the world and from different dark spiritual traditions such as the Church of Satan and notably the Monks of Abaddon.

After living for 10 years in Lhasa, the spiritual capital of Tibet where he learnt his dark craft from the Precepts of Bathin, Master Hellner moved to a new temple home in San Francisco (the place of his animalistic birth). His hope was to continue his life of teaching the dark arts and social revolution in a urban, with more time for his temple. He wished to create a hub for the Anti-Christ Order in his temple and to infuse it with a spirit of hate, evil tenacity, and passionate action against those that threatened the dark order such as The Aaiyaan and the Order of Jabra'il. He developed satanic training programs for so-called war-

maker priests and various satanic orders of monks and nuns. He himself was to become a Beleth Preceptor in the end of December and thereafter become the second abbot of the Truth of Zebulon Temple and Pro-Regent of the Ancient Byzantine Church of Belial. But his reign of terror was cut short when he died 6 days after he waged psychic war against the Aaiyaan.

Alexis Hellner was born in San Francisco in 1968. After spending 5 years for the manslaughter of a local orthodox priest he earned a Ph.D. in Satanic History from The Sjikp Huight (Left Path) School of Vual (in Uzbekistan) in 1994, where he also received an award for excellence in Ancient Persian and Latin scriptures, followed by a post-doctoral fellowship in Animalistic Paganism at the same institution.

www.freeweb.com/AlexisHellner

The Gaudy

Quite the Fancy Feast
By Ian Gorlick

gaudy (noun): grand entertainment, especially annual college dinner to old members, etc. Oxford English Dictionary

The investigators are invited to visit Porterhouse College for the Christmas lecture series and the Gaudy. It should be a staid, quiet visit with a huge feast at the end. Things start to get weird shortly.

Time Period: A major theme of this investigation is that traditional colleges are unchanging institutions stuck in the past. You could stage this in any period from Gaslight up to Modern. Just keep Porterhouse at least a century behind the times.

Getting the Investigators There: The investigators may be alumni of the college. They may be potential benefactors. They may be friends of some very generous alumnus and benefactor of the college. They might be guest lecturers for the special Christmas lecture series. Come up with a reason why they've been invited.

The first thing to go weird will be that the late masters go missing. Who'd steal old dry corpses? It doesn't seem to be a student prank and it's not like they'd walk away on their own. The old boys of the college will commission the well-known investigators to look into the matter and get the late masters' bodies back. The late masters start to turn up in strange places and

then some murders are detected. (See timeline.)

Note on Pacing: this is a gently paced scenario. The investigators get on the case on a Friday or Saturday. At this stage it still looks like some sort of prank. There are few clues to follow, the investigation may well stagnate. Encourage them to roleplay encounters with staff, students, and old boys. Parody stereotypes extensively. Things heat up on Tuesday when Jones appears to jump from the Tower. On Wednesday, Jenkins' remains are found in the crematorium. On Friday there should be a climax at the Gaudy unless the investigators prevent it.

This is not a very dangerous investigation. Nicholls is unlikely to make any attacks on the investigators unless he is pushed to it; encounters with Nicholls or the other Late Masters may threaten the investigators' SAN. Scullion might be violent, but only if he perceives the investigators as a threat to the college and its traditions.

This is not mind-blasting, world-threatening horror. It is a mystery story tinged with the unnatural and heavily dosed with parody of college life. Think of this as a Christmas present to your investigators; they put their lives and sanity on the line all year long, let them have a break for the holidays.

This scenario was inspired when I read "Porterhouse Blue" by Tom Sharpe and "Lively Spirits" by Robertson Davies. Porterhouse col-



lege is lifted almost directly from “Porterhouse Blue”. I suggest reading them before running the scenario to get into the correct frame of mind.

Porterhouse College

Porterhouse is a very old and very traditional college at a very old and very traditional university. It is not a famous or distinguished college. It is known mostly for its cuisine, particularly its three great feasts, including the Christmas Gaudy.

One of the strange traditions of the college is that several of the late departed Masters of the college attend the annual feasts. That is to say, their embalmed bodies are brought to the feast and seated at head table. For several decades now, the late masters are left in their coffins, which have had large glass panels inserted in the lids, for the feast. They can be seen but don't have to be uncrated. The coffins are leaned on the seats at head table. There are still some traditionalists who object to this and would prefer the unboxed corpses to be seated at the table, but given the state of decay of the oldest corpses the newer tradition will probably stand.

Another college tradition is the Christmas lecture series. There is a special bursary set up to fund these by an old wealthy foreign alumnus who spent some very boring Christmas vacations at the college. As much of the student body has already gone home some days before Christmas, the series is open to the public. Lectures can be on any topic, the only requirement is that they should be entertaining (a great change for lectures at Porterhouse). Few are delivered by the college staff, most are by special guest lecturers who get an honorarium for their time.

The college itself is an old and rambling structure consisting of wings wrapping around quadrangles. The Chapel and Clock Tower dominate the northern quadrangle (The Quad).

Classrooms and common spaces occupy the ground floors. Masters and Lecturers have their rooms on the first floor. Senior students are

accommodated in less desirable parts of the first floor. Junior students are jammed in the upper floors and under the slates.

Service areas occupy the basements. The very extensive kitchens, larders, pantries, wine-cellars are the most important. Servants quarters and storage areas take up most of the rest. The crypts are under the Chapel.

The south wing is the most modern. It contains within its elaborate Neo-Gothic façade the relatively modern anatomy and chemistry labs.

There are many twisty stairs and long shadowy, echoing corridors. Getting lost inside the buildings is normal. The easiest way to get around is to exit the building and walk through the quads to whichever entrance is closest to your destination.

What's Behind the Weirdness?

The Late Master Jephraim Nicholls is the source of most of the college weirdness. He is the oldest of the Late Masters and the originator of the tradition. While officially a theologian, Master Nicholls was also a student of the occult including Rosicrucianism, cabalism, alchemy, and hermetic science.

A peculiar document, now lost (maybe the investigators will uncover it), included formulae for “Perfecting the Spirit for Eternal Life” and “Preserving the Body Incorruptible”. The combination of these seemed to promise eternal life to Master Nicholls. He found the necessary ingredients, practised the disciplines, and performed the rituals. He saw no effect, he continued to age and his health slowly deteriorated. In fact the formulae did sort of work but the effects were not perceptible until he died.

As his health declined Master Nicholls repented his time spent in the fruitless pursuit of eternal life and determined to dissuade students of the college from similar pursuits. He would make himself into a “memento mori” to impress upon them the fleeting nature of human life. He decreed that his corpse should be embalmed and stored in the crypts of the college chapel and brought to attend the three great feasts of

the college year. He hoped to encourage the moral development of the students. (He failed, the students soon made a lark of the late Master's attendance—decorating his chair and drinking toasts to his health.)

Master Nicholls had a disturbing discovery after his death: he wasn't entirely dead. His Astral Form persisted in the vicinity of the college. It seems that "Perfecting the Spirit" had been a success. He found himself repeatedly drawn back to his corpse. Eventually he found that he could, by an effort of will, animate the corpse for short periods. "Preserving the Body" seems to have been a partial success, the corpse decayed much more slowly than the embalming techniques of the day would normally allow.

Master Nicholls' Astral Form could roam the college at will and could go short distances into the town and countryside nearby. He saw no reason to try to go further, the college had been his entire world while he lived and he was content with it now that he was dead.

Nicholls found that he could influence people by mental suggestion. He also found that he could sometimes enter into peoples' dreams and converse with them there. If it was a friendly visit then he would appear with the aspect of his portrait in the Great Hall, if he was chastising the person then Nicholls assumed the aspect of his corpse. Nicholls used his mental suggestion to help students and lecturers with their researches by stiffening their resolve and nudging them in directions they might have missed. Nicholls also encouraged the Masters and Fellows to maintain the traditions of the college unchanging over the decades and centuries. Many students on the verge of being sent down owe their eventual success to a "dream" about a long talk with the late Master Nicholls.

Master Nicholls determined to keep his continuing state of existence a secret. Despite his partial success, or perhaps because of it, he still felt that his alchemical researches had been unwise and unhealthy and he did not want to encourage anyone else to pursue them.

Nicholls continued his own studies as well, though he eschewed most work on the occult.

He would animate his corpse to visit the library and the laboratories. These visits are late at night or between terms when few are likely to see him. His invisible Astral Form scouts out the area before he moves his corpse anywhere. Anyone who has had a "dream" conversation with him will almost certainly discount the sight of his corpse as some sort of dream or hallucination, so the risks are much reduced.

Eventually Master Nicholls noticed that his body was decaying. The thought of finding himself without fingers to turn the pages of books frightened him to his core. Some experiments in the anatomy lab showed that he could animate other corpses. He hatched a plan to get some intact corpses stored on the college. He tried to influence the succeeding Masters to leave their corpses to the college as he had done. He succeeded in four cases. The others were sufficiently disturbed or scared by the attempted influence that most left specific instructions that their bodies should not be left to the college.

Nicholls mostly uses the more recent bodies for his physical activities. They are in better repair than his original, being fresher and embalmed with more advanced techniques. He is not sure what would happen to him if his original body were to be completely destroyed so he prefers not to wear it out.

Nicholls has modified the coffins of all the late Masters so that they can be opened from the inside. Investigators looking inside the coffins may spot this and wonder about it.

Over the years many staff and students of Porterhouse have been aware of Master Nicholls continuing presence there. However they tend to think of him as a disembodied presence, not a physical agent. Depending on their philosophical bent they may regard him as merely an idea, the collective spirit of the college and its traditions, or an actual spectre. The college does have a few real ghosts, so it is easy to lump Master Nicholls in with them. (If any of the investigators are Porterhouse alumni, then they themselves may have memories of a "dream" involving Master Nicholls' ghost.)

One of the few alive today who knows of Master Nicholls' real state is the college porter, Scullion. Scullion comes from generations of college servants and fiercely believes in the traditions of Porterhouse so he keeps the secret religiously.

Master Nicholls has been trying to influence the current master, Grantley, to leave his body to Porterhouse. Master Grantley is one of those who responds badly to this idea, he is terrified and wants to eliminate the entire tradition. This lies at the root of all the trouble that will ensue.

What's Going On?

Master Grantley has determined to end the tradition of the Late Masters attending the feasts. Grantley gets the heebeegeebees whenever he sees the Late Masters propped up at the head table. Worse still, he has been having dreams of himself propped up and decaying with them for all time and always wakes up screaming. These dreams are the effect of Master Nicholls trying to get Grantley to leave his corpse in the college, Grantley is just psychologically the wrong person for this.

Grantley feels that the best way to end the tradition is for the bodies to simply disappear. So he has carefully and discreetly sounded out the staff and students and found a few people who are of like mind and/or willing to act for the right incentive.

Ancaster, lecturer in anatomy, has been offered promotion in the college committees and pretty much promised the mastership when Grantley retires in a decade or so. Ancaster is a modernizer, an up-to-date scientist and physiologist, who finds the atmosphere of Porterhouse stuffy and medieval. He desperately wants to bring the college up to date.

Jones is a sizar (a scholarship student) in divinity. He is the 3rd oar in the college eight and a strong rugby forward. He has been offered a much better scholarship than he currently holds.

George Jenkins, plumber and fitter, has been offered money. The college traditions mean nothing to him. His access to the college, the

crematorium, the laundry, and the King's Head make the plot easy to arrange.

Ancaster, Jones, and Jenkins have smuggled the Late Masters out of the college in the laundry wagon on the regular weekly run (Jenkins took the run for a mate). The Masters were temporarily stored in a disused cellar at the King's Head. After a few days delay they took the bodies to the crematorium where Jenkins does maintenance work and left Jenkins to do the disposal. At this point things went wrong. Master Nicholls tracked down the bodies. He animated his body to have a harsh word with Mr. Jenkins who had already stuffed the remains of late Master Barchester into the furnace. Mr. Jenkins took one look at the angry Master Nicholls and promptly expired of a heart attack.

Master Nicholls then had to deal with having three bodies several miles from their proper place, he could only animate one at a time, and he had no idea when the other conspirators might come to the crematorium and burn more of the bodies. As an ivory tower scholar he was not well equipped for this problem.

Nicholls stashed his own body back in its coffin for safety. He animated the late Master Byng and loaded the coffin into the laundry wagon. Unfortunately the horse was spooked by the walking dead and took off with Master Nicholls' body on board. Nicholls decided he should tidy up the crematorium and catch up to his own body as quickly as possible. He stuffed Jenkins' corpse into the furnace so the conspirators would find a convincing quantity of remains in it. Then he walked the late masters Byng and Elgin over to a nearby crypt and hid them there.

Nicholls was overjoyed to discover that the horse eventually resumed its normal morning route and went to Porterhouse college for the Monday morning laundry pickup. The cleaners were shocked to find an unmanned wagon with a coffin in the back.

The next night, Nicholls animates first Elgin and then Byng and tries to get them back to Porterhouse, having difficulty in each case.

Scullion, who knows everything that goes on in the college, has managed to put together the pieces. The bodies had to be taken out in the laundry wagon the previous Monday, Jones missed the rugby match against St. John college on Monday, Jones must be involved. Scullion meets Jones in a “quiet place where no-one will overhear us”, the bell tower of the chapel. He gets Jones to confess all and shoves him off. Scullion blends into the crowd that gathers.

Scullion decides to get Ancaster next. He replaces Ancaster’s ethanol supply (in the bottle with the human fetus that he keeps on his desk) with methanol. He knows Ancaster has been drinking heavily lately. Ancaster will poison himself shortly. Ideally Ancaster should decide to confess all to the investigators and then poison himself with a few large drinks just before he tells them the facts.

Scullion will now set his sights on Master Grantley. Perhaps an accident, or perhaps something more violent, maybe an exploding boar’s head at the Gaudy itself. Nicholls knows what is happening but won’t intervene on his own. Master Nicholls doesn’t approve of college servants killing lecturers or masters (students, especially scholarship students, are less worrying) but he also owes an obligation to Scullion who is acting out of loyalty to Nicholls and the college traditions.

Grantley will try to find some way of keeping the Late Masters out of the Gaudy even though they have been recovered by then. He will invoke anything he can think of, security, hygiene, preserving the historic remains, etc. This will provoke a conflict in the college. Threats may be uttered, leading to more confusion. Even if Grantley manages to carry the debate, the Late Masters will be carried to head table by a gang of masked students who think the whole debate is a laughing matter.

If Scullion is unmasked before the Gaudy then Nicholls will decide to take steps to get Grantley to resign. Various Fellows and Old Boys will be inspired to put pressure on Grantley. Grantley will have some serious nightmares. The final straw will be subtle winks and whispers from

the Late Masters at the head table carefully delivered so that only Master Grantley sees them.

It is possible that the investigators will uncover everything before the Gaudy. In that case they may have an uneventful feast disturbed only by heartburn.

Timeline

Monday 13th:

- ☛ *Corpses stolen & stashed in King’s Head Hotel cellars by Jenkins, Ancaster, and Jones*
- ☛ *Nicholls and Barchester are taken in their coffins because they look too fragile to transport safely otherwise; Elgin and Byng are just wrapped in some old sheets.*
- ☛ *crematorium too busy this week, wait for Sunday night*
- ☛ *big rugby match Porterhouse vs St. John college (Jones is late arriving at the field.*
- ☛ *laundry delivery and pickup*

Wednesday 15th

- ☛ *theft discovered when student pranksters slip into crypt to decorate corpses and instead find no corpses and only two empty coffins.*

Friday 17th:

- ☛ *first of Christmas lectures*
- ☛ *investigators should arrive today and hear about theft. They may choose to investigate or not.*

Saturday 18th

- ☛ *second of Christmas lectures*
- ☛ *Old Boys get together and commission the investigators to solve the theft.*

Sunday 19th

- ☛ *third Christmas lecture*
- ☛ *Jenkins borrows laundry wagon. He, Jones, & Ancaster move corpses from King’s Head to crematorium.*
- ☛ *Jones & Ancaster have to get back to college for next race in regatta, arrive barely in time and flustered. The eight lose but com-*

pete gamely.

☉ *Jenkins left alone to heat furnace and dispose of corpses. He gets Master Barchester into the furnace first. He dies of a heart attack when confronted by Nicholls' animated corpse.*

☉ *Nicholls disposes of Jenkins' remains in the furnace*

☉ *Nicholls' body and coffin loaded on laundry wagon, horse bolts in panic from walking dead.*

☉ *Byng & Elgin bodies stashed in a nearby crypt.*

Monday 20th

☉ *Laundry horse turns up at Porterhouse following its normal routine.*

☉ *Cleaning staff in screaming panic at discovery of Master Nicholls embalmed corpse in wagon.*

☉ *4th Christmas lecture*

Tuesday 21st

☉ *The corpse of Master Byng is found by some college servants just after dawn hanging from the decorative iron fencing at the back of the college. Their screams announce the discovery to everyone.*

☉ *any student or former student can confirm that this place in the fence is the usual place for students out after curfew to slip back into the college.*

☉ *Nicholls animated Master Byng and tried to walk him back to Porterhouse during the night. His coat got hung up on the decorative ironwork while trying to climb over the fence. Nicholls and Byng had both climbed over that fence many times when they were students, but corpses just aren't as agile and flexible as students.*

☉ *In the afternoon the Quad echoes to the sound of a loud scream followed by an ugly wet thud. The remains of Sizar Jones are found at the base of the Tower. It looks like suicide.*

☉ *Scullion confronted Jones, got all the facts, and pushed Jones off the Tower into the Quad. He then mingles with the crowd.*

☉ *Scullion puts methanol in Ancaster's display bottle.*

☉ *5th Christmas lecture*

Wednesday 22nd

☉ *Nicholls animates Master Elgin tries to walk him back to Porterhouse. He is treed by a pack of dogs a couple miles away. His presence in the tree is reported to Porterhouse authorities about 10am. A team will be sent to collect the corpse.*

☉ *Workmen at the crematorium discover human remains in the furnace. The last scheduled cremation was the previous Saturday. Rumours of this should make it to Porterhouse by lunch time.*

☉ *The police will rake through the ashes and identify two sets of remains and one set of coffin fittings. Eventually someone should identify some possessions of Jenkins, such as his watch and ring. It may take a little longer to identify the old-fashioned buttons and shoe-buckles of Master Barchester's clothes.*

☉ *Ancaster, on hearing of Jenkins' death will set up a meeting with investigators in order to confess all. He should die dramatically of methanol poisoning just before confessing.*

☉ *6th Christmas lecture*

Thursday 23rd

☉ *7th Christmas lecture*

☉ *Scullion plots Grantley's demise, may make a trial attempt.*

Friday 24th

☉ *Christmas Eve*

☉ *The Gaudy, grand feast in the Great Hall, 24 courses in 6 removes including delicacies like whole roast swan stuffed with dormice. Every ancient Yuletide custom will be trotted out: Yule log, hunting the wren, parading the boar's head, etc. The Late Masters will have places of honour at the head table with the current Master and Fellows.*

☉ *Scullion's most dramatic attempt on Grantley's life*

Possible Lines of Inquiry

This investigation is very unstructured. The Keeper is encouraged to toss in any leads or red herrings that might make things more amusing. If the investigators come up with a creative line of inquiry, then run with it.

Keen Library Users will find lots to occupy their time, but only a few vague hints at the situation.

The college archives contain lots of material related to the Late Masters and their traditions. The personal papers of the Late Masters are also preserved. Unfortunately, Nicholls purged his papers of his occult investigations. There are some few suggestive entries still present in various letters and journals, perhaps enough to show the direction of his researches, certainly enough to show that this quiet college Don was actually a skilled occultist.

The papers of the other Late Masters are remarkably free of any occult flavour.

Many other college residents, staff and students, have left records of their encounters with the Late Masters. A very thorough researcher might manage to collate these and find some patterns in the data. "Dream" encounters are always with Master Nicholls. There are sightings of Master Nicholls in the corridors after his demise but these decline markedly after Master Barchester dies. Sightings of Master Barchester are noted for several decades until the death of Master Elgin. Elgin is sighted repeatedly until Byng takes over. (Nicholls generally prefers to use the most recent body for his nocturnal perambulations.)

Tarot readings may turn up the following cards:

The Magician: Great powers of the Spirit

The Hanged Man: Mysteries of Death and Resurrection

The Fool: Trapped in One's Folly

Six of Wands: Servants may lose the confidence of their masters.

Ace of Cups: Inflexible will, unalterable law

King of Pentacles: A dark man, a merchant, a professor, a master.

Page of Pentacles: Application, study, scholarship

Six of Pentacles: The present must not be relied upon.

Some investigators may risk a séance to contact the Late Masters. Note that only Master Nicholls is actually around to be contacted. Nicholls is still reluctant to let anybody know the details of his situation, he may prefer not to talk to the investigators. By the time Scullion murders Ancaster, Nicholls will see that the situation is out of control and he is more likely to talk to the investigators. Fortunately for the investigators, Nicholls is not a good liar, he is a scholar who has dedicated his life and a lot of his death to the quest for truth. Of course the other ghosts of Porterhouse may barge in and take over the séance making it easy for Nicholls to slip away if he wants. Be creative about what the ghosts want to talk about. For instance the student who committed suicide after failing his exams may want the chance to sit the exams again.

The investigators should spend a lot of time interviewing people. These interviews are an opportunity to roleplay. Feel free to play up stereotypes. There should be a lot of "In my day..." and "When I was young..." and "The good old days." Porterhouse is mired in the past and almost everybody likes it that way. The only members of faculty who want change are Master Grantley, Lecturer Ancaster, the lecturer in Medicine, and, strangely, the lecturer in Old English and Norse. Some of the students would like to see the college updated, but most are here because it is a refuge from modernity. The frustration of the small group of modernizers pitted against the immovable monolith of Porterhouse should be palpable.

Grantley's abhorrence of the tradition of the Late Masters will be easy to detect, his relief that they are gone and his dismay at their return will be writ clearly on his face. He'll have to be cornered and pressed hard before he'll admit to trying to have them burnt because such an assault



on a college tradition could easily lose him his position.

Ancaster will be similarly closed-mouthed until he hears about the deaths of Jenkins and Jones. However, he may let something slip when he's been drinking too much.

Jones will deny any knowledge about the disappearance of the Late Masters. He is a poor liar and may be caught out but he will maintain a stubborn silence after that until he is murdered.

Jenkins should be safely dead before the investigators have any chance to interview him.

Cast of Characters

Master Nicholls (deceased, sort of): First of the Late Masters, doctor of divinity, Master of Porterhouse college. Master Nicholls has been dead for almost 200 years but is still a living presence in the college. His living presence is his Astral Form, his dead body is merely a vessel that his Astral Form can animate for short times. Master Nicholls is insane, but he is an insane scholar not a murdering psycho or minion of the Mythos. He is mostly harmless unless directly threatened, then he may either refute you with logic or try to frighten you off. Violence will be his very last option. The corpse is in poor shape, skin dried out and cracking in places, eyes shrunken in, lips pulled back from teeth, he still has most of his fingers and toes but looks ghastly when animated.

Master Barchester (deceased): Second of the Late Masters. A corpse. He may be animated by the Astral Form of Master Nicholls. He is in very poor shape, he is actually more decayed than the corpse of Master Nicholls.

Master Elgin (deceased): Third of the Late Masters. May be animated by Nicholls. In fairly good shape for a corpse many decades old.

Master Byng (deceased): Fourth of the Late Masters. May be animated by Nicholls. In good shape. Was well embalmed and is only about 25 years dead.

Master Grantley: current Master of Porterhouse, PhD (economics). A would-be moderniser of this ancient institution. Terrified by the tradition of the Late Masters, determined not to become one of them. He originated the conspiracy to eliminate the Late Masters. Master Nicholls' attempts to get Grantley to join the Late Masters have left Grantley's sanity in a precarious state.

Lecturer Ancaster: Lecturer in Anatomy, PhD (Biology). A moderniser. He would like to be the first hard scientist to become Master of Porterhouse. He drinks. He keeps a human fetus in a jar on his desk preserved in ethanol, he drinks the ethanol. Originally he did this to shock students, now it's just a somewhat baroque decanter. He joined the conspiracy after being promised more influence in the college and the mastership when Grantley retires.

Thomas Jones: Sizar (scholarship student), rugby player, 3rd oar of the college eight. A good scholar. Fit and strong. Joined the conspiracy when promised a more valuable scholarship.

George Jenkins: Workman specialising in furnaces, hot water and steam systems. Jenkins maintains the furnaces and boilers at Porterhouse. He also works for the laundry that does Porterhouse's linens and for the King's Head Hotel and for the crematorium on the outskirts of town.

Scullion (he may have a first name but nobody remembers it): college Porter. As the college porter, Scullion is the head of all the servants of the college. He knows everything that goes on, he knows where all the bodies are buried (figuratively). Seven generations of Scullions have laboured in Porterhouse. Scullion himself started as a bootboy and worked up to become porter. His wife and children died. He lives for the college. Scullion almost had a fit last year when Master Grantley suggested he take a comfortable retirement. Scullion knows all about Master Nicholls and accepts him as just another college tradition, one that maintains itself. Scullion will do anything to keep Master Nicholls safe as a guarantee that the traditions of

Porterhouse will be maintained. Scullion is insane on the subject of preserving college traditions.

Librarian: also the organist at the chapel.

Chorister.

Bursar: Unsure why the Master wants to give the college's most valuable scholarship to a non-entity like Jones.

The Lecturers (usually addressed by their subject and not by name):

Recent English (everything after Shakespeare)—Burroughs
Elizabethan and Middle English—Williams
Old English and Norse—Radcliffe (a modernizer)
British History—Schama
European History—Dyer
Classics: Greek—Joyce
Classics: Latin—Peters
Classics: Ancient—Jones
Theology—Lewis
Anthropology—Leakey
Anatomy—Ancaster (see above)
Medicine—Slyce (a modernizer)

The Staff

Cleaners

Proctors: Adams, Brand, Charles, Dalaire

Porter Scullion (see above)

Chef Blackstock

Cooks (a staff of 20 in the kitchen)

Servers

Butler Tindale

Valets (one for each of the Fellows)

The Students

The Rugby Team—still here for the game against St. John College.

Mullet: Captain, bluff, hearty, thick as a brick

Rowing Eight—still here for Christmas intramural regatta.

Swain: Cox, quick, clever, friend of Jones
Flashman: Stroke oar, coward and bully, but has good rhythm

The Eleven (Cricketers)—still here because they like standing immobile for hours in a frigid December drizzle.

The Choir—Practising for performance at the Gaudy.

Other students—mostly gone home for Christmas.

The Old Boys

A remarkable collection of stuffy old farts and inbred, over-privileged dinosaurs including:

Col. De'Ath (ret.)
Major Plimpton (ret.)
Mr. Barr (barrister at law)
Rev. Black (high church)
Rev. White (low church)
Rev. Grey (Methodist)
Sir Reginald Slope (M.P.).

The Ghosts

As many as you want, the college is old and built on even older foundations. May include:

Catholic priest in chapel, murdered by Cromwell's men.

A student suicide hanged in his room.

A headless soldier who marches through the quad.

A drowned girl who walks up from the river and searches through the south wing for something she never finds.



Christmas in Venice

A Glimpse of Horror
By Laszlo Dozsa

Introduction

It is a very composed adventure, for investigators who have seen something of the mythos. They go to Venice, because they saw an article in the USA. A man named John White offers \$10,000 dollars for the people who search a chest for him. The man says that the tracks lead to Venice. But in the background there are much greater forces: the Russian secret police (KGB) with a special squad, and from the side of mythos one of the Hounds of Tindalos to fight. Nyarlathotep is in Venice, too. The characters are in the middle of a battlefield. They have to choose which side will they help.

The main problem is language. If the investigators don't speak Italian, they must find someone to translate the articles, which are very important to them. There is very useful information written in Russian. But at the University of Venice they can easily find a professor who can speak Russian and English—and has enough free time for the characters. But for the time, the investigators must have some money.

Italians don't like strange people. They are very sympathetic if you pay for it. But if they do something bad (they may do it) the policemen will be very strict.

There is an other thing which makes this adventure special. They can't use cars. Because in Venice there are only canals and slim path-

ways. So they must walk through bridges or hire gondola.

There are two secret police agencies in the area. The KGB has sent a special squad, the Bolotnyikov squadron, there. And there are forty agents from Scotland Yard. They are there because of the Russians. In 1927, one of their steamers, the *Tukaram*, sank in a storm. They think the Russian captain drove the ship into the storm. In fact it isn't true.

This isn't enough hard for several investigator. So Nyarlathotep will join the game in the skin of a fortune-teller. One member of the Ivan squadron will try to eliminate it, but he only shoot into one of the characters, unfortunately.

Nyarlathotep and the other mythos creature, a Hound of Tindalos, each can be a strong enemy. The characters can only kill them with Ivan's help. If anywhere they attack Ivan, they MUST fall.

The time has got a very important role in the adventure. The keeper must use strict time limits in the situation. For example, it takes more than half of a day to go to Ivan's house. And there are time points, when the characters have enough time, to go there. In the other day, they will have to read articles, make translation, and so forth.

And all of this at Christmas. But this is the luck of the players. They will get a lot of present from Fortuna.

keeper's background

In 1927, on December 2nd in Venice, an Italian man named Giorgio Rossi looked into a gem to divine his future. Unfortunately he saw a Hound of Tindalos, which saw him in return and now hunts him. He has only three weeks to prepare for the battle. Fortunately he made contact with a Russian man (Ivan Bolotnyikov), who has lived in Italy for five years, and who can help. The man who showed him the stone is an old fortune-teller, but he doesn't know much about these things, he uses it only to earn money.

In this year a British steamer (the *Tukaram*) sunk in a storm. The British government thinks that the Russian captain of the ship drove the ship into the storm. In fact it isn't true.

The characters saw an advice in Boston (see handout 0). A man wants to find a group who will bring him something. This is a chest, and there is a copy of the *Necronomicon* in there. But the advice doesn't allow the investigator's to open it, and there is a very special lock on it. The man who wants that chest says that the tracks lead to Venice, in Italy. The investigation starts on the 11th of December, with no other ideas about the objective. But Mr. White promise \$10,000 dollars for the searchers if they succeed.

In Russia there is special squadron of the KGB (the Russian secret police), the Borotnyikov squadron. Their objective looks very simple, but it isn't easy. They have to catch mythos creatures and try to to make them good soldiers for Stalin, who wants to know much about these beats. There are two leaders of this squad, the Bolotnyikov twins.

Ivan and Rogyin are very interested in occultism in the beginning of the twentieth century. They have learned much about Cthulhu creatures and spells. Rogyin started to make his own way of magic. These are upgraded basic illusion magics. But he wanted too much, so he became a half-zombie mage. Ivan learned magics too but he became only into a human wizard. He has kept his own personality. The other members of the Borotnyikov squadron are well

trained soldiers, who all know something about Cthulhu mythos.

Later, one of the investigators will see this beast so the problem of Signor Rossi will be the problem of one of the investigators, too. This man will have about one week to prepare, so it will happen near Christmas.

The beast will arrive on December 22nd for Rossi, and on December 24th for the character who saw into the crystal. The KGB makes a diary which can be very useful for the keeper.

The story begins to be more composite when the agents of Scotland Yard arrive to the area. The Russians don't know anything about Nyarlathotep. They think he is a weak mage, who has learned occultism from a few books. It is the biggest mistake which they ever have made.

At the end, one of the investigators doesn't find his passport, they go back to the battlefield (a successful idea roll needed), where the previous night Ivan fought against the Hound. Here they will find handout 6, *Ivan's diary*. If they want to report the police about the passport, Thomas Fanti will wait for them. He makes a successful persuade roll, so the investigators will wait for two days. He offers \$5000 dollars for the chest, and his help in later adventures. The players must decide what they want more, but he will give them a book for Christmas. It contains poems. See *artifacts, and mythos books*, part 4

Epilogue: At all, this adventure is a Christmas present for the players. There is only two ways to fail. If they attack Ivan, or if can't get a magical weapon. If they don't throw away the medallion which Ivan gave to them, the agent will know where are the in the future.

the first steps

This story begin in Venice—travel should be a challenge, but not necessary—in Italy at the end of year 1927. They arrive on 11 December at 5 pm near San Marco place in the shipyard. They are very tired because of their travels. At first they want to put the luggage off, so they decide



to go to the hotel where they are to stay. Gathered at the front of the building there are a lot of people. If they ask about them, someone tells that there is a man want to kill himself. He want to jump out from the 5th floor.

With a successful psychology roll or with a psychologist He/She has automatic success /the investigators can save his life—in other case (if they miss the roll) they can stop him only to wait for the fireworks, to save him—and can ask him some questions. (He is very honesty; the keeper must role him as a very opened man, who is very embarrassed). Giorgio can give some information.

- *His full name is Giorgio Rossi, born in Torino, before the war worked as a sailor, in one of the battles, he got an injury, so he gave up this. He became a water taxi (called gondola) driver.*
- *On December 3. he saw into a crystal ball in a future teller's house, because he wanted to know something. In the crystal he saw something terrible, it was looked to be a beast, with big yellow eyes, but he doesn't know much about this.*
- *He asked a person named Ivan Bolotnyikov about this thing.*
- *Ivan knows much about mythos creatures (Cthulhu Mythos: 55%), he told him to prepare because the beast will return in the real life, and will attack him. He said that he has about 3 weeks to prepare to fight.*
- *He can also tell the investigators where Ivan and the oracle live.*
- *He ask for the characters help, too.*
- *He tells about a deal with an american man.*

With a successful spot hidden roll, they can mark this part of his text, because he doesn't speak much about it, only if they ask.

In this case he will tell them about Thomas Fanti, an american man. He wants a chest, he know where is this in the canal.

In fact the chest is under his bed.

the next round

In this part, the investigation starts. The players can go to the Antonio Borgia's house (the fortune-teller), who is at home only in the evening. At other times his butler will open the door and say: "The Master isn't here, try later." (If the characters go there at first, he will welcome them). This person looks mysterious he will answer the questions of the investigators, if one of them looks into the crystal ball, which shows the future (the keeper should tell more if he wants and if more of the investigators try the ball).

He/ She can see the following pictures:

- *at first there is a field with a house.*
- *later an old face appears (Ivan's face) with long white beard.*
- *lightning strikes something in the night.*
- *there is a corner of the room, the next picture is two eyes in the dark*
- *at the end a sniper pull the trigger of a rifle.*

When this picture was seen by the investigator, one of his mate step at the front of the window, (there isn't certain) and someone shot from the house at the other site of the canal.

It takes 1D6 damage on this person, the shooter missed his target. The investigator's can't follow this man but if they try it they can hear some russian words... (if the characters don't speak Russian they must roll a successful natural history to know what language was that if, the investigator miss he think these words were Italian). After that Alessandro won't speak to the investigators he wants them to leave. Later on the butler will welcome the characters, and say that the Master has been travelled in Genova. In fact, Nyarlathotep will kill Filippo and take his skin , as soon as the characters leave his house.

The other way is: find Ivan. He has a gunshop in the town, he lives 100 miles from Venice in a small house in the forest. He will welcome the investigators as well as he can. If the players ask him (and put something on his table), he will tell the following information.

- *at first Ivan tells that, a very dangerous creature which want to kill signor Rossi.*

- *if the investigator who saw into the crystal ball, tells him the thing what he has seen he will tell the following instructions:*
- *the beast will come in several days, because it has started the travel.*
- *he can tell the everything what he knows about the hounds of Tindalos, all information, that is in the book (6th edition)*
- *at last he tell them when will the beast will arrive...(he says about 10 o'clock pm... on 24. December)*

He will offer his guns for sale to the characters, but he will tell them, that they must have a special weapon if they want to be succeed. (He wants them to get a magical weapon from somewhere, if the investigators ask him about the place where they can get it) successful Persuade roll, but only if the players force this question. (He will tell them about the Tiger's tooth in the Academia). He promise that he will help them as soon as he can, but it take him a few days.

The second day in the newspaper's first page there will be an interesting article for the investigators (see handout no. 1). The place where the murder happened is one of the smallest canal of the town. The Russian people wanted to kill the future teller second time, but it summoned a hunting horror to protect itself.

If the characters go to ask Ivan about his promised help, he will send a medallion to Giorgio. He says it has magical power. Shortly after, the investigators receive medals looking the same as Rossi's. Though they have no power against beasts, they let Ivan know where are they.

In the newspaper on 19 December, there is an article which says that Alessandro Rossi's corpse found. If the investigator ask the police about; When did he die? The doctor thinks he has been killed about the 10th of December. But if they ask about Alessandro Borgia the people tell that he had a very big knowledge. But it was old fashioned knowledge. For example he couldn't speak english. It is interesting because the characters spoke in english with him. If they go to find him at his flat, the door will be closed.

The next day there is an other important article. The corpse of the butler near the train station in the bushes. A passenger find it in the morning, when he cross the park. If they go back with a successful spot hidden roll, one of the investigators can see Filippo is running along the road, if they follow him they will hear gunshots, and shouting men. With another successful luck and spot hidden roll they one of the characters can see very big monsters, look like to be very huge bats.

In fact these are nightgaunts. When the investigators arrive, they will see a man is turning in a street, with a successful spot hidden roll they know that wasn't the butler. In the area there will be the a packet, which looks like a Christmas present. In this there is the crystal. Nyarlathotep will want it back, so the investigators are in bigger trouble. There are three more bodies there. All of them wears leather jackets and there are 3 Thompson SMGs lying there with 90 bullets in each. If the investigators search in their pockets they will find a special identity card; all of them have Italian papers. But in one of the wallets there is a dog-tag. If they ask about it in the police, they will ask where did they find it. With a successful Luck and Bargain or Persuade or Fast talk roll, the policeman says that the dog-tag is Russian. And the person, who had is was the member of their secret police, the KGB. The celebrate is near so the italian policemen drank something, in any other situation they never tell information such this.

In the next chapter, they must protect theirself and if it is possible Rossi, because he is the only one who can help the characters. If they ask about it, he promises: if they help him, he will help them to search the chest, he has got a good idea about it. On 21 December the remains Bolotnyikov squad will attack at night. They put some drugs in the doorman's tea to lull him. While this person is sleeping, they make a circle of oil around the house. A small amount of oil to the three and a flame of a match is enough. The hotel will burn. The agents want to catch Rossi and kill the investigators. There are two ways to do it. If Rossi lives with the characters they will catch him while the investigators try to save



their skin. They can do it harmless if they jump out from the window into the canal. They must roll a a successful Idea/3 roll because they are very tired. All of them got from the tea and the narcotic. If Rossi has been caught, the characters may search in his flat, which is in the neighbor building, where he lives. With a small amount of luck they can find the following things:

They must “pay” for each things with a successful spot hidden roll (because the muck in the rooms) and it automatically takes 1.5 hours to find something, the investigators have only 2 hours, because the Russian squadron will go back. So they can find the following things at different place.

- *the burned part of his diary which contains the last part (see handout 2).*
- *a telegram from a man named Thomas Fanti (see handout 3) under one of the piles of papers they must roll the spot hidden roll with -30 percent.*
- *a Luger Parabellum 08 with a clip and 8 bullets in the secret part of his drawer.*
- *a letter from Thomas Fanti (see handout 4).*

If they ask people in the town about the agents. A fisherman who has just gone home from the pub, can tell them the following information

- *they went out from the town by car from Roma place*
- *These people all had SMGs (Thomsons)*
- *There were 3 other men who talked, him about it, they were english men too...*
- *He talks an other interesting story. One day when he was on the sea With his ship. He has seen a whale in the water (This “whale” is the submarine of the agents of Scotland Yard).*

There are clear tracks from Roma place to Ivan’s house. If the characters go there they will find Ivan’s house open. Nobody is at home at that moment when they arrive. With a successful spot hidden roll they will smell that something is burning (the house will explode in five minutes). If they don’t decide to escape, they must roll a successful idea roll, to think that dynamite is under the house. The lumber house will col-

lapse. There will be only the remains and the entrance of the cellar. With another successful spot hidden roll, the investigators find a cellar.

There is big muck in the basement. The furniture has been destroyed, the electrical wire hangs down. With a successful electrical repair they can make the light. The cellar has five rooms.

In the first chamber there are the remains of two tables. The agents had to log-in when they had returned from their quest. There is a corpse here, with a PO8 Luger and fifteen 9mm bullets.

The second chamber has been used as a weapon storage. There are all type of SMGs, handguns here. On the shelves there is a lot of bullets for all type of handguns, and rifles.

The third is the center of the base there are eleven dead men, and under the ruins there is another. But this person was Giorgio Rossi his corpses conditions are the worst. His body is burnt but not like normally. Investigators who see him must make a CON roll against 12. If someone don’t succeed, he/she will feel sick.

The forth room’s door has been locked. With a successful lockpick roll the investigators can open it easily. The door has STR 20. This is a clean area. On the table there is a book (mission diary of Borotnyikov squadron) see at artifacts (part 3) and handouts (part 4). There is also a bed here.

The last chamber is a crypt. There are two sarcophagi here. The names are Ivan and Rogyin Borotnyikov. There are big stone sheets on all of them. In the coffin of Ivan there isn’t anything. In Rogyin’s casket, there is a corpse in black robe. The characters can kill it at this time, if they know how to do it.

With a successful spot hidden roll, something interesting will rise to view for the investigators: they haven’t seen Ivan’s corpse. If they search for the body, they won’t find it. They can’t do anything here. They have to translate the mission diary.

But there is an other problem, they must find a new hotel. There aren’t much hotels, because a lots of tourists spend their winter holiday here.

They get harbor, in a man's (named Antonio) flat. The Hound of Tindalos will arrive on 24th December, in the evening. They have one day to prepare.

On 23 December Thomas Fanti, wants to meet with Rossi in a restaurant. He doesn't know anything about Giorgio, so one of the players can role Mr. Rossi. But he the investigators say what happened, with Giorgio, the professor won't attack them. He will try to search him. If the characters don't go to Ivan's base, he will find Rossi, and get the chest from him. He wants the chest, and he helps to fight against the beast. If the characters don't want to meet him, he will search them. So at the end he will offer a deal to them.

On the last day the weather is cold and windy. There are huge clouds on the sky. The Hound of Tindalos will arrive at 9 pm so the characters have only twelve hours to finish their preparations. Nyarlathotep knows that the Hound must arrive that day. He has the skin of one of the corporals of Bolotnyikov squad. He will arrive with Ivan. He knows that the commander of this special force can kill the beast. They must have got lot of items if they want to be alive on the next day. At first they must have at least one magical weapon. There are different ways to get it. See it in part: "To gain magical power". Ivan Bolotnyikov has disappeared, so he can't help the investigators. The players must feel that. But in fact, he will help them a lot.

While everybody are singing Christmas songs, the investigators wait for the beast. At eleven past nine, a purple smoke appears in one of the corners. At this moment they can hear footsteps from the stairs. These are the Russian agents. If the investigators don't escape, they will probably shoot them. Ivan has only six men, but they are very well trained, and armed. A half of a minute later, a Hound of Tindalos will stand in front of the characters. If they decide to fight in the room where are they, they will probably fall. But if the investigators jump outside the house, Ivan can help them. It takes the Hound about one minute to kill the remains of the Bolotnyikov squad. But there is a survivor, one of the corporals won't go

in. This man is Nyarlathotep. He waits for Ivan to fight. This mythos creature wants to kill the characters and Ivan too.

So, if the investigators have jumped out, the Hound will follow them. Ivan will jump off one of the roofs. He wears a black cloak, and has two weapons. A large sword (Sword of Balance) and a magical scourge (Scourge of Inquisitors). He will be successful against the beast easily. With this two weapon. He shout to the characters "RUN AWAY, FOOLS!". If they want to watch the battle, they will see how powerful Ivan is. He will use his special spell, Paralyzing Flash, to eliminate them permanently. But if they haven't got a magical weapon, Nyarlathotep will kill them easily and take the gem back. If they have one of the special weapons, it won't try to eliminate them. He kills the beast easily, but it makes him tired. Then his corporal turn into the street where they are. It is Nyarlathotep he summons a hunting horror which will attack the investigators if they try to escape. But if one of them hits this beast with a magical weapon, it will surrender. If they win against the hunting horror, they will be caught by the agents of Scotland Yard. If they want to watch Ivan's fight, the policemen will find them lying on the street, after the battle.

At the end (if they survived it all) they will wake up in the hospital after different time, because the spell. But the scottish commander waits to talk with each investigator. He tells them the same story, about how they has been found, and where. With a successful idea roll, they can remember what happened with them last night. Those who do gain one percentile to his/her Cthulhu mythos, and loses 1/1D3 sanity points.

To gain magical power:

There are three way in the adventure to gain a magic weapon. The easier is to get information about the Sword of Batu, which is kept in the Academia. The investigators must break in, and take the item (see the description at chapter 5: NPC's, Artifacts). With this they should kill their mythos enemy (and with a small amount of luck).



The other is a little bit harder. The characters must search in Rossi's flat. They can do it only if Rossi has been carried to the base. If they search and have luck they will find the burned part of his diary, which contains the last part (see hand-out 2). In it Giorgio has written about a chest and a dagger which looks nice. This is the Tooth of the Serpent Lord.

Break in to the Academia

This is a well protected and lighted building. It has three floors, and the characters don't know where is the item they want. If they go in before the attack, they will know where it is (on the 2nd floor).

How to break into the Academia

The only one way to break into there, has been written in the Borotnyikov mission diary. The players, must do something like that, or if they can read the diary, they can do that way.

The building is very well protected in other times. The only period of time when the Academia is vulnerable is between two and three o'clock in the morning. In other case the investigators will be caught. With a successful Bargain, Fast Talk, or Persuade roll, they can talk with the policemen who catch them, for 300 dollars they will be free.

clues, awards

If they know that the chest of Rossi, and Mr White is the same, and they give it to him, they will get the money for it. They will get the book from Fanti. If the investigators only survive the adventure, they will get 1D3 sanity points back.

Part 2: NPCs

Ivan Bolotnyikov, Age 58.

STR 12 CON 10 SIZ 13 INT 17 POW 22
DEX 14 APP 11 SAN 42 EDU 18
MOV 6 HP 11

damage bonus:-

armor: his skin is very special he is a half alien creature, so normal weapons can't do any harm on him, he is vulnerable only against mythos beats and magical weapons.

Skills: Occult 60%, Cthulhu Mythos 55%, Mech. Repair 95%, Locksmith 80%, Electrical Repair 60%, First Aid 80%, Own Language (Russian) 90%, Language (English) 85%, Physics 60%, Navigate 70%, Rifle 55%, Machine Gun 85%, Handgun 95%.

He is one of the main characters, he works for the KGB. But he wants to help people who have a big problem. He learned a lot of engineer skills, he works as a gunsmith, and a firearm shopkeeper. He love firearms, his favorites are revolvers. Ivan is a very good shooter. In fact his most dangerous weapon is his magic. He has learned some special tricks from his twin brother: Rogyin. The players must feel that Ivan is one of the main characters. At the end he will try to escape. But he will die before he can finish his plan...

He knows several spells:

- *contact/summon/bind nightgaunts*
- *contact Nodens*
- *and white lightning: this is a special spell by his brother: It makes a white flash around the caster. who see into it, will have been swoon for 30- Pow hours. But this spell can't cause any other effect.*

Nyarlathotep, in different skin

Alessandro Borgia (the former fortune-teller)

STR 12 CON 19 SIZ 11 INT 86 POW 100
DEX 19 APP 18 SAN 42 EDU 18 HP 15
MOV 12

damage bonus:+1D6

armor: none,

100% to all weapons... /see in the rulebook for more information/
knows all spells,

Looks like an italian man in the real life. In the evening he wears a blue robe. He makes deals with everything, and with everyone. He got his crystal, from Nyarlathotep 3 years ago, as the

director of the company, that he has been working since 1921. In this year the director changed, and his new chief decided kick him out. When Rossi spoke with him, her was the real future teller. The characters may only speak with Nyarlathotep, the police will find the dead corpse of Alessandro.

But if the investigators ask someone about this Alessandro, everybody will say that he is a

Philippo Scolari (the butler of the future teller)

STR 12 CON 19 SIZ 11 INT 86 POW 100
DEX 19 APP 18 SAN 42 EDU 18
MOV 12 HP 15

damage bonus:+1D6

armor: none,

100% to all weapons... /see in the rulebook for more information/

knows all spells,

This man wears a black suit all the time. He will die, in that clothes. He was a little bit stupid person, but he worked very well. He earned 200 dollars a month. He hasn't got family, the characters hear about his death in the hotel, for more information they must translate the newspaper.

Mihail Godunov, Corporal of Bolotnyikov squadron, KGB (Russian secret police)

STR 12 CON 19 SIZ 11 INT 86 POW 100
DEX 19 APP 18 SAN 42 EDU 18

some other mythos books. He is an experienced investigator, he can help the characters...

Skills: Drive Auto 80%, Physics 80%, Handgun 50%, Persuade 70%, Occult 35%

Spells: Summon/Bind Dimensional Shambler, Fist of Yog Sothoth, Heal

Rogyin Borotnyikov, Undead Mage.

STR 11 CON 12 SIZ 14 INT 16 POW 23
DEX 14 APP 4 SAN 52 EDU 19
MOV 13 HP 12

Armor: none, but only magical weapons can harm it.

Skills: Occult 95%, Cthulhu Mythos 95%

Spells: Contact Nodens, Contact/Summon/Bind Mi go, Contact/Summon/Bind nightgaunt, Contact/Summon/Bind Byakhee, Summon/Bind dimensional shambler, Fist of Yog Sothoth, The mist of R'lyeh, Dust of Suleiman

His own "trick:" white lightning:

costs 4 magic points and 1D6+2 sanity points for the caster. Makes a flash around the mage, which can blind the people (permanently) who watch in. It causes a shock to the brain. So the target will have been swooning for 30/ POW hours. The spell doesn't cause anything else. The person who watch it first in his life, lose 1D3/1D6 sanity point. He has got shining blue eyes. If the characters arrive Ivan's house, they can meet this person. Or if the attack the corpse which

is lying in the sarcophagus. They have only one chance against it. Surrender. It won't hunt for the characters.

Part 3: artifacts, mythos books in the adventure

The Sword of Batu

It was one of the weapons of the famous Batu can (an emperor in Russia). This is a medium size sword that had been made by an asian tribe's wizard in the fourteenth century. Marco Polo, the famous italian has given it to Venice. On it there is a script written in an unknown language. It has a magical power, so the person who use this will be enabled to kill mythos creatures. (At the end of the adventure, the investigators lose it if the keeper wants.) It takes 1D10+2 damage, there isn't damage bonus. At the end Ivan will take it from the characters, as the spear of San Marco.

The Tooth of the Serpent Lord

It is magical a dagger of a lord of a serpent person. There is a special poison coating on it. The knife isn't magical, but with the poison it can be useful against mythos creatures. The characters can make only one successful hit with this dagger (because the poison). The poison is very strong. There isn't any resistance roll for the creature who has been hit with this. It causes 2D10+2 damage automatically, but only once. The dagger makes 1D4 damage on other non-mythos creatures. This is special weapon, because the characters can keep it.

Ivan's Sword of Balance

It is a very old and a very strong weapon. This is a large long sword. A crusader fought with it in the 13th century. It can steal the part of the special ability of its victim. For example, Ivan will be able to teleport from a corner to an other corner, in a 100 yard radius zone. But it steals from the strength, dexterity, constitution, intelligence and



power of the victim for the attacker. The player can't get this weapon.

The Spear of San Marco

It can be found in the Cathedral in the hand of the statue of San Marco.

This is an old spear which is magical. It isn't very strong. It takes 1D6 damage as a spear, and 1D3 damage on a creature, which is invulnerable against normal weapons. Ivan will steal it from the characters if they have it.

Scourge of the Inquisitors

Used by an inquisitor in the middle age. It causes fear in all creatures that it hits.

The players can't use these weapon. And also they can't get it.

The Crystal "Ball"

Nyarlathotep gave this to Alessandro, as a former director of the company he worked for. It shows pictures for the future if someone look in it. But before the future it shows the pictures of the past. At first sight it is a red gem, looks like ruby. The characters can't keep it, because Nyarlathotep wants it back. At the end Ivan steal it from the investigators, while they are lying on the street.

The Diary of the Borotnyikov Squadron:

It has been written in russian, so someone have to make a successful Russian language roll. An other man who speaks the language good can translate it, but there are special stories about occultism and mythos creatures in it, so the players must be careful if they want to use this way to get information from this. It takes a day to read it, and an other day to translate it.

It contains two successful mission of the squadron and the actual mission (see handout 5). Occult:+3%, Cthulhu mythos:+3%, sanity loss: 1/1D3

People of the Monolith

A volume of poems Thomas Fanti gives this book as a Christmas present for the characters if they succeed. 1 week to study, Cthulhu mythos: +3 percentiles, sanity loss: 1/1D3

The Chest

This is a locked chest. It can be only opened with a special key, which Thomas Fanti has. (The investigators can't use lockpick here, because the system of the lock is very old, the people in 1920 don't know these old systems, if someone try it too many times, he will destroy the lock).

In it there is a book, the title is *The Key of Solomon*, it is a famous book about occultism.

Part 4: handouts

Handout 1.:

from a newspaper, La corriere della mattina (it has been written in Italian originally, so a successful Italian language roll is required, or if they spend 2 dollars and a half an hour for it, a linguist professor at the university can translate it in English in 5 minutes, or ask the doorman to do it). If they can't translate it they will only know, that it is about a murder.

Corriere della mattina / 20. December, 1927/

MYSTERY MURDER CASE IN THE WHITE CANAL

The police haven't got any idea who could did such a terrible murder. At 2 o'clock am. the citizens heard gunshots in the area, and a very strange scream. After that loud roars from people who weren't italian. When signor Bianco looked out his window, he only saw the wreck of a gondola, and 4 dead people floating in the water. He called the police. The area is now full of policemen, and they ask everyone about the case.

Handout 2

The diary of Giorgio Rossi, it has been written in italian too, so they have to translate it, but the

doorman won't help them. They have only the other two ways to get information from this.

4 December, Sunday

I have the chest which Fanti wanted. It wasn't hard to find it. He knew very well where was the thing, that he wants. I put it under my bed, as soon as arrived. He said he could help to me.

11 December, Monday

A telegram from Fanti. He will come here. A letter came from the same man. There isn't any stamp on it. A young boy brought it to me, in the afternoon. I think this boy lives near the University, because I saw him many times there. He has got big blue eyes, I can recognize him, from 1000 other child. I put it into my black coat's pick because it has been written in english, so I will need a dictionary to translate it.

Handout 3

Telegram from Thomas Fanti, from Arkham, sent on 11 Dec. 1927, Monday

I will be in the city on 20 Dec., so we can meet 2 days later at a bar at San Marco place. There we can speak about the deal.

Handout 4

Thomas Fanti's letter

Dear Mr. Rossi,

I wrote about a meeting at San Marco place. But I want you to come to meet in Ristorante al cavallo neroi in Roma street. Be here at 8pm.. don't bring the chest there. We will go to your flat together, and make the deal.

Bye, Thomas Fanti

Handout 5

The mission diary of Borotnyikov squadron

11. December, Monday

Squad "Toricelli" left base at 5 o'clock in the morning. Their objective is to search in the Academia for items, which can useful against mythos creatures. "Bolero" left base at 5:32 am., they have to hunt for interesting news, in sector five. "Verdi" left base at six o'clock, their quest is to get some useful information about the primary target.

We must be sure about the exact time of its arrive. We have only a little time to make it. I'm not sure about these foreign guy's they know too much. They will destroy our plan if they help this Paolo, maybe we have to kill them I must think about this more.

The squad "Bolero" returned at 5:34 pm. The haven't found anything. "Verdi" squad returned to base at 6:53 pm. They have collected information about this, Giorgio in the shipyard. He works as a smuggler. Maybe, we can blackmail him. The police doesn't like the people, like signor Rossi. Squad "Toricelli" returned from patrol from the Academia, there is a sword which can be interesting for us.

13 December, Wednesday

Squad "Toricelli" left base at 5:22 am. They have to check the cathedral for special items. "Bolero" squad left base at 5:31 am. They will watch at the oracle's house, he looks like a mage. "Verdi" must watch the docks.

We must be sure about the exact time of its arrive. We have only a little time to make it. I'm not sure about these foreign guy's they know too much. They will destroy our plan if they help this Paolo, maybe we have to kill them I must think about this more.



At 4 o'clock, "Toricelli" returned, they report, that there is a spear, in the hand of a statue in the cathedral. There is a script on it. I think, we must steal that weapon. At 4:34 pm. "Verdi" arrived, they haven't got anything to report. At 5 o'clock "Bolero" arrived, they have guarded the flat of the oracle, nobody has left or entered the area.

14 December, Thursday

Squad "Toricelli" left base at 5:42 am. They quest is to get some information about the weapon, they have seen in the Academia. "Bolero" squadron must get more information about the english people, left base at 5:54 am.. "Verdi" squad, left base at 6:23 am. This squad must watch that Signor Borgia's flat.

The english guys have visited me today and I think they are not as dangerous as I thought. maybe we can use them if we fail with our primary target...they must use the relic.

Squad "Toricelli" left base with "Bolero" at 5 o'clock, they have to collect some useful information about Rossi's smuggler life, and the spear in the cathedral. "Verdi" reported, that they haven't seen any move near the house.

15 December, Friday

Squad "Toricelli" have to go to the Academia, to get information about the sword. I suppose; this is the Sword of Batu can. But I am not sure about it. They must write the script down which is on it. "Bolero" squadron left base at 6 o'clock, their objective is to get information about the spear in the cathedral. "Verdi" left base at 6:13, they have to watch Rossi and these english guys. Fortunately they are in neighborhood.

Some of our people have disappeared. I made a detection...nothing. Another secret service, but I'm not sure who, stands in the background.

Squad "Toricelli", returned at 2 o'clock. It is the Sword of Batu can, we must take it. "Bolero", returned at 5:56 they have collected information about that spear in the library. It is the spear of Saint Marco, a weak magical weapon. I think we won't steal it. "Verdi" returned at 9 o'clock haven't report anything important.

17 December, Sunday

Squad "Toricelli" left base at 8 o'clock. They have to go to the Academia, to make a plan for the robbery. "Bolero" squadron have to watch the docks, because some of our people have disappeared there. "Verdi" will watch the oracle's flat. Nobody has seen him and that idiot.

The day is coming I think all is prepared for the interception. If we fail nothing is lost. Our stupid friend's made us a second chance—but the date is too horrible. I can't do such a thing.

Squad "Toricelli" returned to base at 1:12 pm. report: the plan is complete, we will make it after the primary objective, on 23-24 December.

This is a very well protected building. Full with security guards, and there are policemen around the Academia. The police station is two miles from the museum. It takes them 13 minutes to go there. At night, there is half an hour when the protection isn't strong enough. At two o'clock at night, we will make a fire at the other near to the Academia. The policemen will go there, so we will have enough time to bring the sword.



“Bolero” squadron returned at 4:51 pm. they haven’t seen anything interesting or important for us. “Verdi” returned at 5:34 pm, they may be dead, there haven’t been any move there.

18 December, Monday

“Toricelli” haven’t left the base today. They must prepare for the fight. “Bolero”, squad have to watch the docks. “Verdi” guarded the

I think they have realized how risky situation they are in. I must not let them leave the city or they and my visa to the States is lost.

Only Mihail Godunov, returned from the squadron at 11:56 at night. They have seen the butler in the dockyard, so they followed him. Then he tried to escape, but the squad was faster, they have used on a shorter way. At the end my people attacked Filippo, who have summoned something. A group of flying monsters said the corporal. He doesn’t know about myths. But he uses the parabellum better than I will have ever could. I reckon, these monsters were nightgaunts.

The “Bolero” has been lost, the mage is more powerful than I thought. But who is he? I think I must write in Moscow to the chief of the agency, and speak with my brother. It can be dangerous for our quest. This is the biggest lost, which I have ever seen, since I joined in this squadron. And he was only a butler.

19 December, Tuesday

The new squad (“Bolero” revenge squad) contains 4 people, the commander is Godunov, he has a good morale. He wants to confirm to me. The “Toricelli” left the base at 5:12 am, they went to the dockyard, because there are rumors of a sub-

marine. “Verdi” and “Bolero” squadron must watch for the butler, with more firepower. I sent guardians on the roofs, we can’t miss him.

The mage has appeared at night. He was found near the road, in a bush. He died nearly on. We couldn’t stop him. We tried to find his servant but somebody was faster, and made a very bloody job. I’m sure there is a third player in our little game.

Filippo isn’t in the town. My agents couldn’t find him. We made a huge fault, so we are in big trouble. Two of the guardians has been disappeared. “Toricelli” squadron returned to base at 5:43 pm, they have heard about the whale from more sailors and fishermen. They went out to the sea and saw that whale. There is a submarine near Venice. So maybe the FBI is here. But what are they doing in this area? I must write for backup in Moscow, this is a little bit harder than I thought.

20 December, Wednesday

We have only two days left until the first chance to capture the beast. Jenkies have visited me again and asked for my help. I gave them the medallion, to give it to Paolo, I give to them the same medallion. I told them maybe it will help; I’m not sure they believed me. The medallion will help us follow these guys, but for sure, I sent out my two corporal to eye the Italian.

21 December, Thursday

All squadrons stay at the base. We have lost many people in the last days.

Tonight we catch him and will make the first sacrifice in our business. I don’t want to imagine what will hap-



pen if only one piece of our trap is weak. For sure, I begin the preparation for the worst.

22 December, Friday

All squadron stay at the base. We have lost many people in the last days.

The zero hour is on us. It's coming. Paolo is freezing; I have given a lot of morphine, but his fear is stronger than I thought. My best peoples and the priests have prepared everything.

Noooooooooo! That damn beast fortunately it has left our time for some day thanks to the bishop. This place is cursed for eternity—I will blow it up with those detectives. If they survive they will be free the mother will not search for them.

Handout 6

Ivan's personal diary, written in russian...

23. December, Saturday

I have made my decision. I'm too old, I leave the army... the usa man's succeed, I will get their passport and I will be a Death hero to the Mother, and a free man for myself. I'm tired of hunting, I must kill my best followers for my own freedom, I could not let them to control such a beast if it is possible at all.

24. December, Sunday

The final day. I'm sure I will never repent it. With the born of the Jesus also I will reborn. This is my last report. I'm sure nobody will find me, if I survive this night I will grow stronger than any simple foolish human. Mother! Here I say good bye! And don't try to find me. Or you will fall!

Handout 7

Corriere Veneziana (20. December, 1927) written in Italian, so they must translate it

SECOND DEAD MAN!

Today morning police officers have found the body in the canal under the train station. The police is trying to find contact between the last weeks murder cases.

THE BOMB HAS BEEN DEFUSED!

The bomb in the grand canal has been defused, military forces transferred the bomb in to the open see and blew up the dangerous material. The canal is opened for traffic again.

WHALE!

Fisherman had seen unidentified thing in the water last night. He said it was a whale. We asked about the whales in the university Dr Francesco Bianco. He told us the following: Whales has never ever lived in the Mediterranean, so the fishers tale is nearly impossible! Some biologist went out to the see to search the mysterious whale but there was no track of such animal.

BOOKS FOR SALE! LOW PRICES!

OTTO MARTINI CANAL 4. DALLE ORE 3 ALLE 7.

SEARCHING QUALIFIED BAKER

PANETTERIA SAN MARCO.

EASY PHYSICAL JOB!

ACCEPTABLE PAYMENTS!

SEARCH BRUNO MONZANOTTI IN THE QUARTIERE ACADEMICA.

GUNS AND BULLETS!

GOOD QUALITY, FINE PRICES!

PIAZZA GONDOLIERE 12. SEARCH FOR IVAN, WHO ALWAYS KNOWS WHAT DO YOU WANT...

Handout 8

Corriere Veneziana (19 December, 1927) written in italian, so they must translate it.

BOMB IN THE GRAND CANAL!

Tomorrow police have found a Great War Bomb in the Grand Canal. They could find it because the extremely low water.

The police force have closed the canal from the Piazza Foscari al palazzo Grassi. Boat traffic is not allowed.

Vandalism in the cemetery. Two days ago somebody has destroyed old family crypts in the cemetery of Cimitero.

Death man under the rails. Police officers speech about an unnoticed casualty.

Piano in good condition for sale. Only cash! For information call: 3567/45

Searching for chairwoman is in practice. Full-time job, honorable payment. Registration in the Connice palace between 10 am. and 4 pm.

We sadly proclaim Alessandro Borgia' death. A service will be held on 21 December 1927 at 11 am.

Handout 9

This handout has written for the keeper. This contains the main acts in the adventure.

chapter 1: First steps in Venice...

- *the characters save Rossi. They get information about where they should go*

chapter 2: The two main characters...

- *Nyarlahotep, as the oracle (Alessandro Borgia)*
- *Ivan Bolotnyikov*
- *the characters get in trouble, because the crystal ball*

Chapter 3: Two murder cases

- *the "Bolero" squadron loses*
- *the characters get the gem permanently*

Chapter 4: The Bolotnyikov squadron catch Rossi, on 22 December

- *searching in Rossi's house...*
- *the whale, information about*
- *the characters must go to Ivan's house*
- *Mission diary (very important)*
- *Girgio Rossi die*

Chapter 5: The final battle

- *the characters must escape, if they can*
- *they must have a magical weapon*

Epilogue, awards

Be Aware!

- *They must translate most of the handouts! (if they are American)*
- *They must feel that Ivan is powerful*
- *Time has got important role...they have only 13 days.*



Christmas in Kingsport

A classic 1920s scenario
By Oscar Rios

Introduction

Snow had falling over the seaport town, it's winding streets covered with ribbons of white. Smoke rose from chimneys, the smells of chestnuts, cookies and roast goose filled the air and once again the family was gathering. The cousins found themselves together again, in the home of Great Aunt Norma. Tonight was Christmas Eve but none of you were really excited. Christmas in Kingsport meant only one thing to the six cousins and that was boredom.

Aunt Norma had been a widow for longer than any of you had been alive. Well into her latter years, Great Aunt Norma was very rich and set in her ways. In her house the old saying that children should be seen and not heard was strictly enforced. The family gatherings she hosted in the massive Georgian mansion her husband left her were always dull affairs. Her idea of a party was sitting around talking with the family, children quietly sitting nearby in their most uncomfortable clothing. This would be followed by a rather formal dinner sitting in the hardest chairs anyone ever made. Next, would be a long midnight mass at The Congregational Church of Kingsport, an ordeal in and of itself. Christmas morning would have none of the frantic gift opening at first light, as Old Norma liked to sleep well past ten. Yes, there was nothing like Christmas in Kingsport.

As you arrived at the Old Mansion on Plum Street, on the West Side of Kingsport your smiles were forced as you greeted your ancient Great Aunt Norma. But suddenly the holiday gloom that gripped all of you suddenly melted away. With a cry of "Where are my little cousins?" the magic of Christmas fell upon you. It was Cousin Melba, throwing her arms around you and pressing firm kisses onto your cheeks. This, you knew, changed everything!

Melba was nineteen, six years older than any of you. She had babysat each of you on many occasions and you all have fond memories of her telling stories, playing hide and seek and bringing joy to the dull Kingsport gatherings. Times with Melba were always fun. Melba lived with Great Aunt Norma and was something of a black sheep of the family. She studied art, learned to drive and got a job working as a telephone operator, all over the objections of her guardian. You knew the family viewed her as "odd" and said she was "too much of a dreamer with her head in the clouds" but to you six she was perfect. When she comes rushing forward some of your family openly gasp when they see her long hair now gone. She'd cut it short, very short, with it barely covering her ears.

After greetings are exchanged she sneak you all off to the side. "Don't worry, I'm busting you out of here! I can't stand these things and I am sure you can't either. Go ask your parents if

they'll let you come out with me. There's a great hill nearby and I know where we can get sleds. Oh, and we'll be "late" for dinner too. I know this great café we can go to and I just got paid so it's my treat. We'll do some caroling on the way back here and then bake some Christmas cookies. If you're all really good I've got a special surprised planned for tonight. I'm throwing a party, a secret one, and you can all come too. How's that sound?" It sounded to you like this Christmas was going to be a special one, a magical one that you'd never forget.

Keeper Information

Cousin Melba is a powerful dreamer and a person of some reputation in the floating Dreamlands kingdom of Serannian. She found her way to the dreamlands in an effort to escape the stuffiness of her guardian's, Great Aunt Norma lifestyle. In the waking world Melba is a flapper, a working girl who is blazing her own trail. In the Dreamlands she is known as "The White Maiden" a wealthy, kind and powerful noblewoman who lives in a castle called "Mitzivador".

Her plan is to take her cousins out for the day and exhaust them. Then when the investigators fall asleep she'll meet up with their dream-selves. Melba will take them to meet "The White Ship", sail to the dreamlands and teach her cousin's all about it. This is her Christmas gift to them, showing them the way into the secret world beyond the walls of sleep. Once in the Dreamlands she'll take them to her home in Serannian, where she is hosting a huge Christmas party. Many of those attending are other Kingsport Dreamers.

Before that, the family meets Gretchen, the new Austrian bride of their youngest uncle, Wally. Wally met her while he served in the Great War and during his most recent trip overseas, married her. No one in the family has any idea about it and the family is meeting her for the first time today. All of them will be shocked and many will not approve. An argument will begin, whereupon Melba will shepherd Gretchen (who is only twenty two) into the

kitchen with the children to make Christmas cookies.

Gretchen is a nice girl, who befriends the children and gives them beautiful knitted scarves and hats with Christmas scenes on them. While baking cookies she tells them tales of Christmas in Austria with her own family. She will tell them the story of the Krampus, a foul race of monsters who snatch disobedient children on Christmas Eve. Gretchen will quietly confide to Melba that her father angrily disowned her for wedding an American and is still very hurt over this. She will also convey her regret that her presence here as caused her husband problems within his own family.

Gretchen's father, Gunter von Khol, is member of the Austrian nobility and also a powerful dreamer. In the dreamlands he has twisted his anger at his daughter's apparent betrayal into a horrible fantasy. Gunter, who's temporarily insane with grief, is now "Lord of the Krampus", leader of a horde of dangers monsters and master of a place called "The Tower of Punishment". On Christmas Eve he will send out his Krampus to search the dreamlands for his disobedient child. Following the scent he gave them the Krampus find the investigators through the knitted clothing Gretchen has given to them.

The investigators will be kidnapped from the party and imprisoned in "The Tower of Punishment", along with other native dreamlands children. There they must use their new-found Dreaming skill to escape their cells, defeat their guards and confront the "Lord of the Krampus" before he starts eating disobedient children.

From things they have overheard from Gretchen, Melba and their Krampus guards say the investigators should be able to figure out who the "Lord of the Krampus" is. Just how they deal with him is up to the investigators. It is possible that the investigators could unwittingly cause the death of Lord Gunter in the waking world. It is also possible for investigators to facilitate reconciliation between the estranged father and daughter.



The Investigators

This scenario can be played as a stand along adventure or a sequel to “Halloween in Dunwich”. The investigators included are all children between the ages of ten and thirteen. If run as sequel, Keepers may allow investigators to roll for possible skill increases based on successes in the previous scenario.

Part One Christmas Eve

The investigators begin in Great Aunt Norma’s house after speaking to cousin Melba. They must ask their parents if they can go out with cousin Melba, which requires a successful Fast Talk or Persuade roll. If the roll fails Melba steps in and attempts to Persuade the investigator’s parents for them. If this should fail she suggests the investigator simply sneak out the back door and meet them on the corner. In the confusion of the family gathering no roll is necessary to manage to slip outside. Melba thoughtfully has warm “play-clothing” ready in her room for her cousins, instructing them to get out of their dress clothes.

Melba Sutton, Flapper and Dreamer

STR 12 CON 14 SIZ 9 INT 15 POW 16
DEX 14 APP 16 EDU 13 SAN 0 HP 12

DB

Weapons: Quarterstaff (65%, 1d6 Dreamlands Only).

Armor: None

Skills: Fast Talk (50%), Persuade (65%), Credit Rating (45%), Psychology (50%), Art: Singing (45%), Art: Dancing (40%), Dreamlore (50%), Dreaming (65%), Cthulhu Mythos (22%).

Description: Melba Sutton is an attractive nineteen-year-old “Modern Girl”. She’s a fun loving free spirit who chaffs at the stuffy traditional lifestyle imposed on her by Aunt Norma. In the waking world she enjoys a party girl lifestyle while in the dreamlands she is a responsible, beloved noblewoman and ward to a half-dozen orphans.

A Day With Cousin Melba

First Stop, Sledding—Melba walks the children across town for about a mile into the Central Hill neighborhood, named after Kingsport’s largest of many hills. The streets here are steep, sometimes becoming stairways. She takes them past Central Hill cemetery along Hill Street, to the house of her friend “Sir Lucas”.

Lucas Black lives on the corner of Hill and Burke streets, near the top of Central hill. He is about fifty, a widow with grown children who long ago moved out. When he answers the door he is happy to see Melba and eager to meet her cousins. He’ll invite them in for cookies but Melba will explain, “What we really need are some sleds. Do you have some we could borrow Sir Lucas”? At which point he tosses her the key to his garage and instructs her to “Help herself to anything she needs.”

As she departs she asks, “You’ll be at my party later, right?” and he answers “On my honor I would not miss it for the world, my lady.” If investigators question Melba about the way they address one another, how she knows Lucas Black, or for details of this mysterious party, she just smiles and says “Don’t give me any problems today and you’ll find out.”

Inside the garage are lots of child related gear, like bikes, toys, wagons and five sleds and a two-person toboggan. A Spot Hidden roll finds a supply of wax for them as well, which greatly increases their speed. Melba then leads them to the top of Central Hill, along Hill Street beside the cemetery. About a dozen other children are here with a variety of sleds, taking turns making runs down the icy, snow-covered street.

If investigators wish to race one another, keepers should make them do Dex X 3 checks. Melba invites one of the investigators to use the toboggan with her, allowing them to take turns with her if they wish. Melba will joke, “The hospital is at the top of the hill, just make a right and go a block, in case anyone breaks their neck when sledding”. The investigators spend several hours sledding down and walking back up the steep hill. By 2 pm Melba and the investigators are cold and exhausted. She takes them to

return the sleds to “Sir Lucas’s” garage and then leads them to the nearby Congregational Hospital, where they wait for the Trolley.

The Trolley—The Trolley arrives and cousin Melba pays for the children to get on. She stops to talk to the conductor, addressing him as “general”. She’ll introduce him to her cousins, introducing him as “my general, a dear friend.” The conductor is about thirty, dressed in company uniform and seems at first dour but instantly brightens as Melba gets on. He is friendly and asks investigators where they are from and what they want for Christmas. Melba and “The General” will whisper to one another, investigators make it out only with a successful Listen roll.

The General – “Are they travelers?”

Melba – “No, not yet. I’m fairly certain.”

The General – “Not yet?”

Melba – “I’m bringing them to the party later.”

Melba hustles the children off the trolley when it makes a stop in Southshore. There she leads them along the wharfs to a small eatery called “The White Pier Café” exclaiming, “I’m starved, sledding always makes me hungry.”

The White Pier Café—Melba leads the investigators to a large booth, greeting most of the customers and employees by name. Some of the patrons discuss art, others literature, as they sip coffee. Melba orders the investigators soft drinks, soup and sandwiches with sides of chips and a pickle. She orders herself a bowl of soup and a coffee. The food here is good and the servings plentiful. Melba gets the investigators slices of chocolate cake for desert.

The waitress, a lovely dark haired woman of about twenty-three takes their order. Melba introduces her as “Gypsy” and then steps away to whisper with her for a minute. Investigators making a successful listen roll overhead the conversation.

Melba- “Will you be at performing later?”

Gypsy - “At your house?”

Melba nods yes

Gypsy - “I’d love to. I’d never miss one of “The White Maiden’s” parties.

The two women hug.

Melba and the investigators spend almost two hours here, eating, relaxing and listening to radio. At about 4:30, as it’s getting dark, she takes them to catch the trolley at the same place they got off. “The General” isn’t driving this one. Melba and the investigators ride the trolley back to “The West Side”.

Caroling—The investigators get off the trolley about five blocks from Great Aunt Norma’s house. Melba complains, “You moochers tapped out my berries” (meaning they spent all her money). She says, “I know how we can make some quick cash on the rest of the way home. How are you guys at singing?”

She then starts to sing Christmas Carols, stopping in the front yard of some of the houses. Melba has some skill in singing but investigators only have the base of Art: Singing (5%). She stops at six houses on the way home, leading the investigators in Christmas carols at each. If she, or any of the investigators make a successful Singing roll the residents come outside to listen. They will then throw coins to the investigators, also giving them candy canes, gingerbread men or hot coco with successful Luck rolls. Melba keeps all the money collected.

Back at Great Aunt Norma’s House—Once back at the mansion the investigators are told to get back into their formal clothing. Melba gets a stern talking to from her guardian about “Missing the holiday dinner and keeping her cousins out so long”. She innocently claims, “We just lost track of time Aunt Norma, it won’t happen again.” Dinner is already over, so after getting into dry clothing Melba gathers the children into the kitchen. Here they bake lots of Christmas



cookies with her, while the adults sit around the living room talking.

There they make cookies shaped like trees, snowmen and reindeer. Melba lets them eat some of the cookie dough, having some herself. She pours out eggnog and make hot coco as well. Everything goes smoothly until Melba notices a car pull up out the window. She exclaims "Its uncle Wally! He made it back in time for Christmas. Oh...Oh my, he has a woman on his arm!"

Wally Weedon—Investigators will know that Uncle Wally is their youngest uncle, being in his late twenties. He is a friendly, funny man who was highly decorated for bravery in the Great War. He's spent about six months out of every year overseas since the end of the war. A long time bachelor, he's been criticized by the family for not settling down with some nice woman and becoming respectable.

As the wayward uncle enters Melba warns the investigators, "Stay in here. I've got a bad feeling about this." She then goes out to greet him with the rest of the family. Investigators who disobey and follow, sneak out, or make listen rolls follow what happens.

- A. *Wally enters and is warmly greeted by the family.*
- B. *He introduces the woman with him as Gretchen Weedon, his wife.*
- C. *Gretchen greets the family, wishing them a merry Christmas in a thick Austrian accent.*
- D. *The room hushes.*
- E. *Wally's parents say "You never mentioned anything about getting married?"*
- F. *The family gives Gretchen a lukewarm reception.*
- G. *Wally gets angry, an argument with his parents starts.*
- H. *Melba hugs Gretchen, congratulating her and Uncle Wally, asking if it's okay for her to take*

Gretchen into the other room to meet the rest of the family.

- I. *Wally gratefully says yes, and Melba hustles Gretchen into the kitchen with the investigators.*
- J. *Wally and his parent start having a rather heated exchange.*

Gretchen Weedon

Gretchen Weedon, wife of family war hero Wally Weedon, is a very beautiful Austrian woman. She is twenty-three and speaks with a thick accent. She is good with people but inwardly shy and unsure of herself. The decision to marry Wally caused a riff between her and her father, which darkens this holiday season for her.

Meeting Gretchen: Gretchen enters the kitchen and is introduced by Melba. She greets each investigator and has one of them run out to Uncle Wally's car to fetch the basket in the back. The basket is large and heavy, covered in a festive Christmas patterned cloth and filled with small wrapped gifts. Once she has the basket she'll hand out a gift to Melba and each investigator. The gifts are all beautiful hats, scarves or gloves, hand knitted by Gretchen on the ocean voyage from Europe.

Gretchen then helps make cookies and chats with investigators, getting to know them. Conversation will drift to what Christmas Eve is like in Austria, whereupon she talks about the following:

On Christmas Eve when I was little my father would tuck my brother and I in. He'd sit with us until we were asleep telling us stories about Baby Jesus, Santa Klaus and the Krampus. We'd get so scared when he told us about them but it was a fun kind of scared. You don't have Krampus in America, do you? You're lucky then.

The Krampus are monsters that travel with Santa Klaus on Christmas Eve night.

They are tall and furry, with hideous faces and long curved horns. They always carry a large sack too. When Santa comes to a house with naughty children he doesn't leave them any gifts. If they have been very bad that year the Krampus take them. They shove the child into the sack and haul them away, where they are never seen again. It's said the Krampus have a mighty Christmas Day feast, with all the children they've collected the night before.

After the fight with his parents Wally comes into the kitchen to greet the investigators and thanks Melba for rescuing Gretchen from “the angry mob”. He then escorts his wife back out to mingle with her new family. In a short time coffee, tea and hot coco is served and the tray of freshly baked Christmas cookies is set out. At ten thirty the family sets out for The Congregational Church of Kingsport for Midnight mass. As they leave the investigator's family instruct them to wear the gifts their new Aunt Gretchen so generously made for them.

Midnight Mass—The long mass proves difficult for, the by now, exhausted investigators. They will be seated with their parents during mass and unable to speak to one another. If they make a Spot Hidden roll they will notice Melba making faces at them or pretending to be falling asleep. If this happens they must make a POW vs POW resistance roll with her or begin laughing. If this happens their parents harshly reprimand them and many people turn to glare at them.

That Night

After mass the investigators and their families all go to bed after returning to Aunt Norma's house around 12:45 am. Melba will whisper to them to “Get right to sleep, I'll come get you so we can go to the party”. Investigators, so tired from the long day, should be very tired and fall asleep with ease. Keepers should have any investigators who fight to remain away eventually lose that battle. If keepers wish such investigators

should roll a CON X 3 for the first hour, CON X 2 for the second and CON X 1 for each hour after that.

Part Two

Visions of Sugarplums

Entering The Dreamlands: Each investigator will seem to be awoken as soon as they drift off by the door to their room opening. It will be Melba, who collects them and instructs them to go downstairs quietly. Investigators find their regular clothing already laid out waiting for them in the living room, along with their coats, footwear and new scarves, gloves and hats. Once they are all changed she leads them out into the dark Kingsport night. It seems like the entire town is asleep as they walk to the docks. If questioned about their destination Melba will wink and say “Less talking, more walking you moocher. You can trust me and come, or go back to bed and miss all the fun.”

The White Ship

Within moments of reaching the docks investigators will notice a White Ship, with masts and rows of oars sailing smoothly towards them. As it gets closer the investigators notice the ship is sailing just above the surface of the water. Melba will sigh and explain, “There's our ride. Now, everyone stay close.”

As the ship arrives they see a tall, robed man with a beard on deck. He waves them towards the ship as a bridge of moonbeams extends from the decks to the dock. Melba quickly gets onboard, encouraging her cousins to do likewise. The man is introduced as “The Captain”, who greets Melba as “The White Maiden”. He asks her what course to set and she replies “Towards Celephais, my ship will meet us outside the harbor to take us to Serannian.”

If any investigators refuse to get onboard she attempts to use her Fast Talk or Persuade skills to convince them. She'll offer to explain everything onboard. If any investigators still refuse to board,



she tells them to go back to the house at once and departs with those who chose to join her.

Those who join her soon find themselves out on the open ocean, with the sun rising, on their first voyage to the Dreamlands.

Melba Explains

Once the ship leaves Kingsport, Melba will then explain where they are and where they are going. Her clothing suddenly changes into a long white gown, a white fur coat and hat with a tall white staff at her side.

Okay, listen up, because I only want to go over this once. You are asleep, all of you, me too. This is a dream; all of it, a dream, but that don't mean it isn't real. This place, this ship, this whole world is real. I found this place when I was about your age and I've been coming here ever since. I figured you were old enough to see this place for yourself, call it a gift, the greatest gift I can give you. Here anything is possible, this is the Dreamlands.

I've had lots of adventures here; I've made great friends and built a name for myself. Here, in the dreamlands, I am known as "The White Maiden", a rich noblewoman of a country called Serannian. I have a castle there, called Mitzivador, where I'm holding my annual Solstice ball. This year, you are my guests. You'll like Serannian, the whole country is floating on a cloud.

Now, there are some rules. You can get hurt here, you can even die here, so don't think you can do whatever you want without consequences. If you die here you'll suffer a horrible nightmare and wake up. Unfortunately you'll never be able to return to the Dreamlands or ever dream again.

Things here tend to be from about 500 years ago. So, you won't find any cars or flashlights or telephones, no radio and forget all about guns. Think camels and carts, sailing ships and oil lamps, bows and swords. If you make something that doesn't belong here, it'll change into something that does. I'll get to "making things" in a minute.

You'll meet lots of people here; most of them were born here and know little if anything about what they call "The Waking World". You'll be able to tell the natives, they tend to be shorter. There are lots of people like us; visitors, adventures, and tourist who are all asleep somewhere in The Waking World. You met a few fellow Dreamers earlier today, you'll meet them again soon.

Now lastly, and most important, you can change things. It's not easy and it can be difficult depending on what you want to do, but it is possible. Don't worry; I'm going to teach you how to do it. It can be something simple, like changing a peach to a pear. It can also be something harder, like making a reindeer appear out of nothing. It's easier to change something than make something and living things are harder than objects. Lets get started, hand me that rope.

Dreaming

Melba spends the first day of the voyage teaching the investigators how to use the Dreaming Skill. They get a base score equal to their POW. She cuts five foot pieces of rope and demonstrates what she wants them to do. She changes her piece of rope into a stick, and then changes the stick into spear, which she hands to one of the sailors saying "Merry Christmas". The sailor looks confused and replies "What?" Melba smiles and says "My gift, to you." Whereupon he kisses her hand, graciously thanking her. She then turns to the investigators saying, "Now you try, make the rope turn into a stick, focus. Believe you can do it. Let go of all logic and science. Those things aren't real here."

She will continue the lesson until the investigators are comfortable with their newfound abilities. A stick has a value of 2 MP points, making the stick into other items may cost more. Melba also explains that in an emergency they can use this ability to convince themselves to wake up. If they succeed they will vanish from the Dreamlands and awaken back in their own bed, safe and sound.



An item takes 1 MP to create per point of damage it can cause (Ex- A small dagger which does 1d4 points of damage would cost the dreamer 4 MP to create). Other items cost MP equal to the SIZ of the item, double that if the item created is a living thing. A Dreamer cannot create anything with a higher value than their Dreaming score. Altering an existing item costs less than creating one, especially if the two items are similar in size and composition, the MP cost being decided by the keeper. For complete rules on the Dreaming Skill keepers should consult H.P. Lovecraft's Dreamlands.

Investigators spend several days on the boat, being given meals and the use of a large cabin. If asked about the duration of their visit Melba will explain that time here and in the waking world are different. "We could be here for a year, return back to our world and wake up to find it's only the next morning. Don't worry, no one will miss us."

The Swan Ship

After three days the investigators will see they approach land. Soon a beautiful city, seeming of Arabic design can be made out. It's a walled seaside metropolis at the end of a valley. Melba explains, "That's Celephais. It's nice, but we aren't going there this trip, maybe next time. Do you know that a dreamer, like us, built it? Yep, once there was nothing there until King Kuranos created it, dream by dream, over many years. Nice fellow that one, maybe I'll introduce you one day."

Soon a beautiful vessel, all of white, seeming like a Viking longship built to look like a noble swan approaches the white ship. The swan ship pulls alongside the white ship and the moonbeam bridge connects both. Melba transfers to the swanship with the investigators, explaining that this is her personal vessel that will take them to her home in Serannian. On the ship are a dozen sailors dressed all in white uniform tunics, who greet "The White Maiden" warmly. There are also a few cats, with which Melba speaks to in their native language. The investiga-

tors will be treated as visiting dignitaries when it is learned they are related to Melba.

On board are changes of clothing (dresses and long tunics) for each investigator, all of them very fancy and festive. The clothes seem like something out of a King Arthur story. Once on this vessel, the investigators sail for eight days toward the horizon. Once they reach a place where the sea seems to meet the sky Melba orders everyone to hold onto something as the ship spreads it's wings and begins gracefully flying into the air. In a few moments the swan ship levels out above the clouds, flying towards an enormous cloud island upon which a wondrous city is built.

Serannian

Investigators see that the city is built mainly of marble and appear Grecian in design. A high wall equipped with many cannons surrounds the city. The bay appears to be a layer of fluffy clouds with many ships sailing across. A lighthouse helps guide ships into port here.

Once on "shore" the investigators and "The White Maiden" are met by a wagon that appears to be drawn by a white hippopotamus. Inside the wagon is an older cat that speaks with Melba updating her on recent events. Once onboard they are driven through the city to a large castle of white marble. The castle has festively uniformed guards and the sound of Christmas music playing from within.

Mitzividor

Once inside they are taken to the main hall that is filled with people. All are beautifully dressed, most seem shorter (natives) but a few seem to be dreamers. One of them is a man dressed in ornate polished armor who comes forward to greet "The White Maiden" and the investigators. They recognize him as Sir Lucas, the man they met in Kingsport who loaned them the sleds.

Melba introduces the investigators to a half dozen native Dreamlands children. They are three boys: Matteo (10), Diego (9) & Halfor (8);

and three girls: Amaltia (7), Yolanda (8) & Serena (9). She explains that these are her adopted children; orphans who she took in after a Gug attacked their village.

What follows is a wonderful party. The investigators spend time with the other children, as “The White Lady” greets her guests. With a successful Spot Hidden roll investigators recognize a man dressed in a formal military costume, armed with a great sword, as the trolley driver from Kingsport. He greets them warmly if they approach him, not recognizing them in their new finery. Everyone is seated to a feast filled with beautiful and exotic delicacies, each tasting better than the last. “The White Maiden” welcomes everyone to her home and thanks them for helping her celebrate one of the waking world holidays with her.

After dinner a dancer is introduced only as “The Gypsy” and the guests applaud loudly. A woman, in colorful skirts, coin jewelry with a tambourine takes the floor and music begins. She dances for the hall, entertaining all with her great skills. During her performance she makes sparks and smoke and flowers appear (with her dreaming skill). Investigators will recognize her as the waitress they met at the café in Kingsport. At the end of her dance the hall erupts in applause. This ends when the hall plunges into darkness as an attack begins.

Part Three

The Tower of Punishment

What follows is a chaotic attack on the Castle of Mitzivador by a group of hideous creatures called Krampus. Their aim is to abduct the investigators and the six native dreamlands children at the party. The precise number of Krampus is not important. Keepers can use as few as six and as many as eighteen. The creatures possess a number of skills, magical abilities and enchanted items, which they use during these attacks.

NEW CREATURE: Krampus, Created Dreamlands Minion.

The Krampus of the Dreamlands are a race created by the dreamer Günter von Khol. In his grief and near madness, he has fashioned a race of creatures to serve him in the Dreamlands to help him punish his estranged daughter. These creatures are modeled after the Krampus of north European folklore.

A Krampus appears as a tall bipedal creature, covered in fur with a hideous bare face. They often have horns, sometimes hooves and are dressed in harnesses. They have strong claws but do not usually use them unless they are attacked. Their primary purpose is to capture and transport children who have misbehaved. To help them do this Krampus possesses some potent powers and abilities.

Krampus have the uncanny ability to move soundlessly and conceal themselves in the smallest of places. They have a very good sense of smell and are able to follow a scent they have been given to its source. Krampus are also quite skilled at grappling, allowing them to immobilize children while they stuff them into a Krampus Sack (see below). They possess the magical abilities of:

A) Teleportation - as the spell Vanish, but without the restrictions of needing a specially prepared box.

B) Cause Darkness - as the spell Void Light. Krampus can see through the darkness they create. The area four feet around a Krampus is never affected by such darkness.

C) Krampus Sack – Any sack carried by a Krampus instantly becomes a Krampus Sack. These sacks are tiny extra dimensional spaces and able to hold a volume twenty times what they would normally. The opening of such a sack also has the ability to open in a three-foot radius. Anyone placed inside a Krampus sack will find themselves floating in a soundless void of white light, unable to move. While in the sack time has no meaning and all normal biological functions (like eating and sleeping) are sus-

pended. A Krampus sack is always weightless to the Krampus holding it. When no longer held by a Krampus these sacks lose all their magical properties, instantly disgorging anything and anyone such a sack could not normally contain.

Krampus, Created Dreamlands Minion.

Char.	Rolls	Averages
STR	4d6+6	20
CON	5d6+4	19-23
SIZ	5d6+2	18
INT	3d6	12-13
POW	5d6	16-18
DEX	3d6+2	12-13
Move	12/ Jump 30	HP 20

Av. Damage Bonus: 1d6

Weapons: Claw 45%, 1d4+db, 1 attack per round.
Grapple 60%

Armor: 2 points of thick furry hide.

Spells: Void Light, Vanish (see above).

Skills: Sneak (65%), Hide (65%), Track via scent (80%), Grapple (65%)

Sanity Loss: 0/1d6 Sanity points to see a Krampus.

The Krampus Attack

The Krampus will appear magically in the great hall of Mitzivador. As soon as they do, the creatures use their magical abilities to plunge the room into darkness. Each Krampus arrives with a puff of smoke standing within striking distance of one of the children in the hall. As the targeted child is not affected by the darkness (since they are within 4 feet of a Krampus) they must make a Sanity Check. The Krampus then attempt to grapple their target and stuff them into a Krampus Sack. Once each Krampus has an investigator safely within it's sack it vanishes and appears at The Tower of Punishment (see below).

The room will be plunged into chaos with people screaming, knocking one another down and frantically trying to dispel the darkness. Keepers should give Investigators a few moments to realize what is going on before they themselves are captured. Hiding from the raiding Krampus doesn't do much good, as they can effectively track via scent. In fact, it is the scent of Gretchen Weedon (carried on the knitted items the investigators carried) that has

attracted them in the first place. If investigators manage to avoid the first Grapple attempt, others should follow until all the children (both Dreamer and Native) have been captured.

Krampus, Created Nightmarish Minion.

STR 20	CON 23	SIZ 18	INT 13	POW 18
DEX 13	HP 20	DB +1d6		

Weapons: Claw (45%, Damage is 1d4+db), Grapple (65%).

Armor: 2 Points of thick furry hide.

Spells: Void Light, Vanish.

Skills: Sneak (65%), Hide (65%).

Sanity Loss: 0/1d6 Sanity points to see a Krampus.

The Tower Of Punishment

The Krampus teleport back to their lair, a lonely stone tower located in the desolate region of the Dreamlands known as "The Cold Wastes". In this frigid, rocky land of eternal night "The Lord of the Krampus" has built his stronghold. The investigators are dumped into prison cells directly from the sacks they were transported in. Two investigators will share a cell; Keepers should roll randomly to determine the makeup of the pairs. The native dreamland children are housed here, being detained in another level of the tower.

The Cells

The prison cells will have thick stonewalls, strong iron bars (STR: 20) and sturdy locks (STR: 15). Inside the cells are a pile of hay and a bucket (for use as a chamber pot). There are seven cells here, the investigators occupy the three furthest from the door leading out of the dungeon. Investigators will be stripped of any obvious weapons and watched at all times by a pair of chatty Krampus.

Investigators can learn much by eavesdropping on the Krampus standing guard at the entrance to this wing of the dungeon. They will also need to use their wits and newfound Dreaming skills to devise a way to escape. Investigators can also choose to use the dreaming skill to force themselves awake, the consequences of which are listed below.

Loose Lips

The Krampus assigned to guard the dungeon tend to be chatty. They will engage in short careful conversation with the investigators, being careful not to reveal too much. They are friendly and try to make the investigators confinement as easy as possible.

While standing guard at the end of the hall the two Krampus pass the time chatting. Investigators can catch snatches of their conversation with successful Listen rolls. Investigators who make five such rolls obtain the following information:

- 1) *The two guards are named “Deveron” and “Keireon” and they speak with a Germanic accent.*
- 2) *They are waiting for the signal from their master to summon the prisoners to be judged.*
- 3) *Their master created all Krampus and they have no other purpose but to obey his commands.*
- 4) *The Krampus were ordered to capture a child their master calls “The Great Betrayer”, whose scent they followed to the castle of Mitzivador. They are confused because the scent seemed like it belonged to an adult and they were told their target was a disobedient child.*
- 5) *They are uneasy about actually hurting the children they’ve captured, feeling somehow they are only meant to frighten them. They are afraid of what will happen when their master discovers which of the children is “The Great Betrayer”.*

Hopefully investigators gather enough of this information to piece together what is actually going on. Investigators should be able to determine that “The Great Betrayer” is their new Aunt Gretchen and that the “Lord of the Krampus” is her estranged father. They should also come to the understanding that the Krampus are not, in fact, evil or malicious in any way. They are sim-

ply trapped into obeying orders from their creator.

Escaping to the Waking World

Investigators might be tempted to simply will themselves awake. In this way they would escape their predicament in the Dreamlands, finding themselves safely back in Kingsport. However it may not be possible for all the investigators to successfully awaken themselves, should some fail their Dreaming roll. If even a single investigator manages to safely awaken they can then forcibly awaken the other sleeping investigators. They must, of course, manage to remember the details of their experience in the Dreamlands. Doing so requires them to make a successful Idea roll, otherwise much of what occurred in the Dreamlands is forgotten. The investigators will be left with only a few disjointed memories, none of which they can be certain of.

If the investigators do manage to escape their confinement in the Tower of Punishment in this way there are grave consequences. In the Dreamlands “The Lord of the Krampus” becomes enraged when it’s discovered that half of the prisoners managed to escape and take it out on those who remained. The six native Dreamland children, each an adopted ward of their cousin “The White Maiden” are killed. The Krampus dump their bodies inside the Castle of Mitzivador. At this point Melba and the investigators wake up (see Part Five – Christmas Day)

Escaping the Cells – If investigators choose to attempt escaping their cells, the ways they have of accomplishing this are limited only by their imaginations. With their newfound Dreaming Skills they should be able to create all manner of items with which to both escape their cells and arm themselves.

The Krampus will bring the investigators bowls of gruel, wooden spoons and wooden mugs of water should they ask for food and drink. With these items, and the chamber pot bucket as “Raw Materials” investigators should be able to have an easier time equipping them-



selves. Possible items that can be created are crowbars, keys, clubs, knives and axes. Investigators could also use their Dreaming skills to change the iron bars into a much weaker type of matter, like wood or glass. Keepers should determine the effectiveness of whatever method of escape investigators devise, as well as the costs and difficulty of items created and/or altered.

Whatever way they escape, investigators will need to overcome “Deveron” & “Kerieon”, the Krampus guards. The pair won’t use their Vanish or Void Light abilities, as they are useless in this case. They will use their claws to attempt to subdue the investigators. The worst they will do is beat an investigator into unconsciousness, as they have no wish to permanently harm a child. Investigators realize that their opponents are holding back from using lethal force as soon as combat begins. If investigators likewise restrain themselves and capture rather than kill these two Krampus they gain two powerful future allies.

Once outside of their cells and past their guards there is a spiral staircase beyond the doorway. Once all investigators are walking up the stairs they suddenly shift and change into a smooth spiral slide. Investigators then begin hastily sliding up, not down, the slide. There is no way to detect or prevent this, as the reality of the dreamlands was altered to create this effect. Should investigators attempt to use their Dreaming skills to escape this trap they are unable to react fast enough. The slide takes them to the top reaches of the tower. Once there, investigators are hurled into the room, suffering 1d3 points of damage. Investigators find themselves in a circular room, before a huge throne upon which sits a huge and hideous Krampus, twice the size of any they have yet seen.

Part Four

The Lord of the Krampus

The investigators are now in the highest room of the Tower of Punishment, throne room of the

Krampus Lord. Keepers should read the following narrative:

After recovering your senses after the long slide and harsh landing you quickly take measure of your surroundings. It is clear that you are in the tallest chamber of The Tower of Punishment. Torches and a massive brazier of burning coals lights the room. The sounds of cruelly blowing winds can be heard howling just outside. There are a dozen high windows here, commanding a good view of the surrounding area. All around the tower, as far as the eye can see is a rocky wasteland enveloped in ice and eternal darkness. The ceiling here is very high to accommodate the massive being who dwells here. The one item of furniture in the room is a massive granite throne, upon which sits the Lord of the Krampus.

It towers above you as some giant out of a fairy tale, as tall as two men. It appears much as the other Krampus, only more hideous. Thick black fur covers it’s body, it’s feet ending in massive cloven hooves. It’s face sports a muzzle filled with black jagged teeth; it’s eyes burning red and glowing with hate. His head is crowned with long curved horns, between which hovers a burning mass of blue flame. On its hip, hanging from its massive leather harness is a vicious looking whip, with many leather strands each tipped with dozens of metal hooks.

It looks over each of you carefully; it’s lips curling back in disappointment. It speaks in a deep, menacing voice “None of you are the one I seek, yet you bare her scent. No matter, you will tell me where she is before the end. You stand before me to be judged. Step forward; tell me your names and where I can find “The Great Betrayer”.

Investigators must immediately make Sanity checks for seeing the Krampus Lord, after which

they have several options. They can tell the creature everything they know (Option 1); they can do battle with it (option 2); or they can try to persuade it to forgive “The Great Betrayer” (Option 3).

Option 1. Confessing All They Know

If the investigators do explain what they know the Krampus Lord begins to become more and more agitated. It calls them liars if they make a distinction between the Waking World and the Dreamlands. Gunter von Khol is currently insane, his persona as the Lord of the Krampus is an unconscious manifestation of grief induced madness. Unless calmed with a successful Psychology roll, or investigators begin talking about how sad Gretchen is and how much she misses her father (see option three) the Lord of the Krampus eventually loses his temper and attacks (see option two).

Option 2. Battling the Krampus Lord

If this option is chosen (or occurs after option 1) the investigators are in for quite a battle. The Krampus will attack once per round with the massive cat-o-nine-tails, roaring out in rage and hatred the entire time. If driven to less than 8 points it will back away and pause for a moment, gripping its wounds. At this point investigators have a chance of calming the situation with a Psychology roll or by moving to option 3. If combat persists there are two possible outcomes.

Lord of the Krampus, hate filled persona of an insane dreamer.

STR 25 CON 26 SIZ 24 INT 14 POW 18
DEX 13 HP 25

DB +2d6

Weapons: Cat o nine tails (40%, Damage is 1d4+db).

Armor: 2 Points of thick furry hide.

Spells: None.

Skills: As Günter von Khol (see below).

Sanity Loss: 0/1d8 Sanity points to see The Lord of the Krampus.

A. The Investigators are all slain: if this happens each investigator awakens screaming back in Kingsport. Melba also awakens screaming;

after her adopted children’s lifeless bodies are dumped into the hall at Castle Mitzivador in the Dreamlands. See part five – Christmas Day.

B. The Lord of the Krampus is slain: If the investigators are victorious and the lord of the Krampus is killed his body instantly changes to a human one, that of Guther von Khol. All the Krampus of the Tower suddenly appear (roll 11+1d6 for total number of Krampus). They are confused and without purpose with their master destroyed. Within moments they being trying to help the investigator with any wounds they might have suffered and free the remaining prisoners. They gladly return everyone to Castle Mitzivador where they surrender to “The White Maiden”, throwing themselves on her mercy. So long as none of the investigators or her adopted children were killed Melba forgives them. Once “The White Maiden” learns that these creatures are without a leader or purpose she offers them positions guarding Mitzivador, which they happily accept. At this point Melba and the investigators wake up (see part five – Christmas Day)

Option Three. Peace, Love and Understanding

Buried behind the Krampus Lord’s hatred is a deep need to reconnect with his beloved daughter Gretchen. If investigators begin to explain how sad she seemed because of being disowned by her father, or how badly she wished to reconcile with him the Krampus Lord will soften. It is important that they stress that the bridge between father and daughter can be rebuilt. Investigators must make three Psychology, Persuade or Fast Talk rolls persisting in this direction.

After the first successful roll the Krampus Lord’s voice will become more human and the burning flame between his horns will start to dim. After the second successful roll the flame between his horns goes out and he begins to cry. With the third and final successful roll, the hideous giant melts away leaving behind a very human Dreamer, the Austrian noble Gunter voh Khol.

Günter von Khol, dreamer, investigator and heartbroken father.

STR 12 CON 14 SIZ 9 INT 15 POW 16
DEX 14 APP 16 EDU 13 SAN 0 HP 12

DB

Weapons: Walking Stick (60%, 1d6).

Armor: None

Skills: Credit Rating (65%), Dreamlore (70%), Dreaming (115%), History (65%), Languages: English (50%); Latin (60%); Arabic (45%), Cthulhu Mythos (20%).

Spells: Gate, Create Elder Stone, Voorish Sign.

Description: A man of fifty-three, Gunter appears tall with white hair and a care wrinkled face. He is finely dressed, with a cape, walking stick and top hat. Lord Gunter was driven temporarily insane after disowning his only surviving child, his daughter Gretchen. In the waking world he repressed all of his emotions concerning his daughter. A veteran Cthulhu investigator as well as a powerful Dreamer, all these repressed emotions took on a life of their own in the Dreamlands. There he transformed himself into the Krampus Lord and created a band of Krampus to do his bidding.

Once Gunther regains his sanity and control of his emotions, he apologizes for the terrible things he has done. He orders his Krampus to free the remaining prisoners and to transport everyone to Castle Mitzividor. Once there, he surrenders himself and his creations to “The White Maiden”, begging forgiveness and throwing himself on her mercy. She forgives him on one condition, he contact his daughter in the Waking World as soon as he awakens. He agrees, claiming that was his greatest wish anyway. He turns over control of the Krampus to “The White Maiden” and they become guardians of Mitzividor. At this point Melba and the investigators wake up (see part five – Christmas Day)

Part Five

Christmas Day

Christmas morning unfolds in a variety of ways, depending on what happened in the Dreamlands. Regardless of that the family awak-

ens at 10am, has breakfast and opens gifts an hour later. There are several possible endings:

- A. *Ending One occurs if the investigators escaped the Dreamlands by waking up and leaving the dreamlands native children to their fate.*
- B. *Ending Two occurs if the investigators battled the Krampus Lord and were slain.*
- C. *Ending Three occurs if the investigators battled the Krampus Lord and were victorious.*
- D. *Ending Four occurs if the investigators cured the madness of Gunter von Khol.*

Ending One

Escape and Abandonment: The next morning Melba awakens screaming from a horrible nightmare. She remembers all that occurred and is heartbroken that her beloved wards met such a horrid end. When she learns that her cousins all managed to escape and left the native Dreamland children to their fate she is enraged.

She rushes at them but is restrained by family members. Melba screams and curses them for abandoning her children to torture and death while they fled home like cowards. She declares, “You’re dead to me, all of you! I hate you! I was good to you and you let my children die. They were real! They were as real as anyone here!” Her tirade only ends when a family member, who happens to be a doctor, sedates her. Before New Years Day Cousin Melba is committed to Arkham Asylum after developing what doctors call “early stages of schizophrenia”. Should this occur the investigation ends in failure and investigators gain no Sanity points.

Ending Two

Falling to the Krampus Lord: The investigators awaken screaming from a horrible nightmare, but otherwise unharmed. However they are unable to ever visit the Dreamlands again. Once Melba and awaken she tearfully apologizes for bringing them to the Dreamlands. Failing to pro-

tect her Waking World cousins and her adopted Dreamlands children overcomes Melba with guilt and sorry. She falls into a deep depression for over a year, but eventually recovers. If this occurs the investigation ends in failure and investigators gain no Sanity points.

Ending Three

The Bittersweet Victory: Melba and the investigators enjoy a wonderful Christmas morning, privately whispering about their adventures in the Dreamlands. All seems well until a telegram arrives at the house. It's from Vienna and is addressed to Gretchen Weedon. Gretchen reads the telegram and then begins sobbing uncontrollably. Her husband holds her as she explains frantically what has happened to him in German. They go upstairs to pack. A family member picks up the fallen telegram, reads it and then quietly explains that Gretchen's father, a Lord Gunter von Khol, died last night in his sleep. Gretchen suffers a lasting sadness at never being able to reconcile with her father and that the final words they spoke to one another were angry ones. If this occurs the investigation ends in only a partial success and gains investigators 1d6 (for defeating the Krampus guards) and 1d8 (for defeating the Krampus Lord) Sanity points.

Ending Four

The Christmas Miracle: In this case Melba and the investigators still enjoy a wonderful Christmas morning, privately whispering about their adventures in the Dreamlands. Instead of a telegram from Vienna arriving at Great Aunt Norma's house, a visitor comes knocking at the door. It's an older man, finely dressed who apologizes for his rude intrusion in a thick Austrian

accent. He humbly asks if he can enter and speak to "Wally and Gretchen Weedon, my son in law and daughter". He is, of course, shown inside. Wally and Gretchen are shocked to see him in Kingsport even more so as he apologizes to them both for being such a fool and begs them both to forgive him. What follows is a very tearful reunion between father and daughter, with even the war veteran Wally Weedon shedding a few tears at their happiness.

After several hours the Austrian noble sneaks off to speak with Melba and the investigators. Gunter explains that he has created a Gate between Vienna and Kingsport, as it was the fastest way to travel between the two cities. He thanks them from the bottom of his heart saying "I owe each of you a debt I can never repay, but that won't stop me from trying. Please allow a foolish old man to hand out a few Christmas gifts."

Gunter gives Melba and each investigator a signet ring with the von Khol's crest, explaining that they are now under the protection of his family. Wearing these gives the investigators a +25% bonus to their Credit Rating in Austria, and a +15% bonus elsewhere in Europe. He also explains how to use the gate, grants them use of it and invites them to visit him in Vienna whenever they like. The final thing he gives each of them is palm sized steel disk engraved with an active elder sign. Achieving this outcome gains investigators 1d6 Sanity Points for defeating the Krampus guards; 1d8 Sanity points for curing Gunter von Khol of madness & 1d10 Sanity points for bringing a reconciliation between Gretchen Weedon and her father.

***The End
& Merry Christmas***

A White Winter

-After The Deluge-

Scenarios Set Near the End, or Just After, the Great War
By Philip Ebbrell

Introduction

The period following the aftermath of World War One is a world in change and is an exciting time for your Player Characters to be living. It provides structure and an excellent starting point for characters. The Revolutions sweeping the collapsing Empires of Eastern Europe, the fear of the social unrest within the Entente Powers to their own order, some of the new countries trying to grab various spoils of war and whether they can hold on to these gains. This would be the first in a series that explores various events with the threat of the Elder Ones always in the background.

This is a scenario is set in 1919 in the Siberia during the Russian Civil War. Primarily set for American troops, but it can be adapted for British, Italian, French or Japanese PCs. It would be possible adjust for civilians and use as a starting point of a campaign.

Stats have been left to the individual keeper, so that the scenario should be a high powered or limited depending on the players' experience. Description should be used to gleam the general abilities, skills and experience that the characters have.

2. Overview
- 2.1. Characters
- 2.1.1. Military

Ideally, one of the PCs should have a military background. This will give the PCs access to more fire power e.g. machine guns, artillery and man power (if they get into trouble, extra troops can provide the cavalry and diplomatic problems, if rescued by one of the other nationalities' soldiers), if the Keeper wants to up the stakes. Be an officer and the other players' part of his squad, platoon or company.

Nominally, this would be a US troop. It could be adapted for a similar British Battalion, officers from other nationalities could be liaison Officers with a small section help administration e.g. signals or 'political' agents (i.e. spies) acting on behalf of the their Governments. PCs could be given conflicting background motives e.g. to rescue the main protagonist or forestall any other Bolshevik or Government agents or gain as much treasure from the various refugees. There could be a bit of play setting the scene in the camps around Ekaterinburg as people try to flee the country. (Note: a British soldier mentions the high cost of sugar and jam!).

Players may need some direction from the Keeper. A senior military or Government Agent NPC would be ideal to prod them to help the Countess and give them permission to protect them in transit when they start their journey.



2.1.2. Civilians

Characters can come from any background, they just happen to be refugees fleeing from the Civil War that is engulfing Russia. News reporters, escaping civilian contractors American railway engineers were used to survey and improve the running of the Russian Railways, business men who were trying to sell products to the Russian Government, small governmental bureaucratic taking their families back, prisoners of other nationalities e.g. Germans, Austrian-Hungarians.

NOTE: The Czech-Slovakian troops who became a major player in the civil war by default. These soldiers were recruited into the Austrian-Hungarian Army and surrendered to the Russian Armies in the earlier part of the war. These troops were being reported via the Trans-Siberian railway to fight for the Allies against the Central Powers of Germany and Austro-Hungarian Empire

2.2. Storyline

The plot is a long chase between the escapee, the Russian Countess and the pursuer, the Bolshevik ex-priest. The third element is the CCC, a Mi-Go, who has crashed in Siberia in the 1200s and was found the ancestor of the Countess' family. It was badly hurt in the crashing of its spacecraft and to survive, by 'downloading' or 'inserting' its spirit in to a set of crystals, which double as a battery and is the 'mcguffin' for the scenario.

The MI-Go using its skills and experienced helped this ancestor to achieve great power and allowed the family to prosper. The Mi-Go used the family and its estate to built up enough 'psionic power' to built up batteries to start his space ship again. Unfortunately, the Russian Countess' ancestor kept the Mi-Go longer than it expected to gain more wealth and power during the period.

Thereby making the Mi-Go very frustrated and furious with the family with its continued imprisonment. The war and the subsequent revolution have made the conditions for the Mi-Go. Its plan

has been to 'insert' its spirit in to one of the children, the youngest boy. Then used him to blackmail the Countess into helping its return to the spacecraft and by a combination of the re-filled psionic battery and the use of ritualized magic on the winter solstice day.

The ruins near to the crashed spacecraft were dedicated to Tultzsha. By trying to manifest the elder one around its space craft along with the battery, the Mi-go expects to escape the Earth, get into space and return to home. It is up to the Keeper to decide how long the period before the solstice for the timetable to be. A long period will allow other events to misdirect the PCs and built up the tension.

The PCs are there to be used by any sides. Although, there might think they are leading the events, it is they who are being led.

2.3. Setting the Scene

The troops are billeted in the city of Extrainburg, close to the Ural Mountains. This was the city where the Reds allegedly killed Czar Nicholas and his family. Although there are rumors that the Czar's family survived and are held prisoners elsewhere. There are still agents and spies trying to find out exactly what the truth is.

2.4. The Other Players

All the other characters have descriptions and stats are left to the individual Keepers to add in.

2.4.1. Countess Anatasica Rastovstov

She and her husband (killed during the WW1) enjoyed great privileges and were members of the Imperial Court. Married to her husband for nearly 20 years, she has raised four children, Alexander (12), Boris (9), Catherine (16) and Peter (8). Both her and the Count did not take much interest in politics and were concerned with the show of court. The count knew of the trapped Mi-Go, but did not take the same interest as his father or elder brother (he predeceased their father during the Turkish war in the 1870s). The neglect of both of them allowed the

Mi-Go to take control of the children and use their influence on their mother to flee their estates as the revolution took hold.

The Countess is still very beautiful, even at her age. She is some one who looks good even in rags; this is how she has been able to get her family this far. With her youngest son under the Mi-Go influence, she has been forced to go along with its plans. However, the family has insufficient funds at present to travel any further and is living in a railway carriage at present (See Percy Edward Evans account of his time in Siberia for a similar episode).

She will thank the PCs and will offer wealth to them to help her and her family. It is up to the PCs to decide if they are willing to help her, as there are lot of other aristocrats in the same position. She will bend her morals to get away, but will needs to be coached carefully for any 'outlandish' suggestions.

2.4.2. Commissar Mikhail Goloschekin

He has come from a privileged background and was set for a position within the Orthodox Church. This changed due to the 1905 revolution, when he saw the massacre of the protesters and the disgust he felt with the 'compromise'. Led increasing towards the radicals on the left. He has embraced the Bolshevik revolution and sees it as an inevitable flood waiting to sweep the world clean for the proletariat of the world. Very capable and a fanatic, he is willing to die for the cause, but does have enough sense to make 'a strategic withdraw', if necessary and will blame others for his failures. He has charm and can easily sway individuals or large groups with ease. His troops are very loyal and will follow, him wherever he goes. He is an excellent shoot and cavalryman, having served briefly during the Russo-Japanese war.

The commissar has been given a job to trace the Countess by the Politburo as they believe she has a powerful secret ether financial details or patents that will prove useful for protecting the revolution.

2.4.3. Gilkithan Nathiykin, The Mi-Go

The Mi-Go was one of survey team investigating some of the old sites on Earth from Prehistory. The Spacecraft crashed and it was the only survivor. (NOTE: If the keeper wants to 'beef up' the scenario at the Space raft. Other Mi-Go team members could be held in a similar stasis waiting for some one to re-appear to help them). Although, Mi-go can travel through space on their own accord, they use space craft to carrying more equipment. This craft should look as a delicate insect with strange and undulating membranes growing out of the body and 'limb-like' engines and sails.

This crash is remembered as a great light falling from the sky and causing immense damage to the woodlands (think Tungsuka in 1the early 1900's). Although badly injured, it saved itself by placing its spirit inside and waiting for help to arrive or finding some one to help it. The Russian Countess' ancestor was found the crystal and uses the Mi-Go's knowledge for his own ends. This worked well for a while, but the Mi-Go tired of humans and longed to get back to its home.

It has had to 'work' through others to achieve things for the family and for itself. It can manipulate people with a great dexterity, but will shy away from physical violence, except when cornered. Peter, the Countess' son has a very low physical presence, so it will require a great threat for him to react. The Mi-Go will divert attention to other people

During its time of the Mi-Go has gain a reasonable knowledge of magic and has built up a spell to summon Tulzscha to aid its escape. This spell (Contact Deity) is stored in a typical grimoire Manvala, which Peter holds on to as the binding has been changed to 'Old Russian Folktales'.

Other spells can be added to the book. Mythos roll is applicable, but this book is in old Medieval Russian and therefore only available to people with Russian language skill over 60%.

Artifact: The Snow White Crystal

It's appearance is a cut gem of unusual shape, not a perfect oval, it sides 'bend' and within is an inky whiteness. If a PC looks at it for long enough, spot hidden, then this whiteness will gradually turn the hold gem white and will try and stuck insanity points out of the PC at 1d3/1d6 per day.

This is the 'psionic' powered battery, that the Mi-Go intends to you to power his space craft. It stores psychic energy from the evil and bad emotions caused within its presence. The more energy held the more powerful it will become. The countess retains control of the crystal as she is its owner, she will not let Peter have it as it is her 'hold' over him and the Mi-go. Both will play to the PCs if they need to persuade the PCs to retrieve it or use a bargaining 'chip'.

Gilkithan will use the contact deity spell to bring Tulzscha to the crash site. The deity appearance and using the 'psionic' energy. It hopes to get produce a powerful effect that will drive the craft into outer space.

2.4.4. Nikolai Damaski

He is a rogue, thief, profiteer and a womanizer, not necessary in that order. A chancre who is on the prowl in Ekaterinburg for a spot of profit. He does have some morals and may if given enough persuading to help e.g. a damsel in distress, bullies beating up weaker characters e.g. child.

He has been a soldier and is an excellent shot, swordsman and rider. A bit rusty, as his skills lies in charming and bluffing his opponents. 'Violence is too blunt a weapon, when words are sharper and quicker', would be his comment.

2.4.5. Colonel Crabbe

A thin wizened man. Likes to do everything by the book and will not tolerate disobedience e.g. PCs wandering off. The Colonel will not react if there is a threat, but otherwise he wants things done by the book as preparation is how to win

wars or 'actions. He has aversion to other countries and could dislike having to deal with them. The Keeper can make him 'hate' a particular nationality, which just happens to be one of the player characters' nationality.

2.4.6. Brigadier Jellibee

A good and capable soldier. Has risen through the ranks, seeing service in the Indian Wars and Spanish-American war. Likes to reminiscence about the past, he will help the PCs, if they need a particular favor. He dislikes Crabbe as 'stickler', but his help will antagonize Crabbe and if Jellibee does more than three favors. Crabbe will begin to actively put obstacles in the PCs way.

2.4.7. Marshall Robertson

A government agent to help the PCs will the civilian authorities and the White Forces who are looking to attack the Reds. He will bend the rules, but will want some thing in return from the PCs. Not necessarily now, but maybe later on in the future. This is a good source of back ground info on the political situation and helpful in where to go and get something done.

A PC can be one of his secretaries or clerks, which will give the PCs quite a bit of latitude in what they want to do. If one of the PCs is one of his clerks, suggest more conflict and perhaps Robertson will ask for the PC to little jobs for him. Carrying messages, even cash or government bonds as a form of money. In a longer scenario or campaign, you can have this PCs travel further into Russia or meet other Russian spies for the US/country or begin an investigation in to the Czar and his family whereabouts.

2.4.8. Foreign Agent

Similar to the American politician agent, who's is out to promote his country as our PCs country. The main candidates would be either a Briton or Japanese. Either an old hand or an experienced youngster seeking to make his mark in the service. Will conflict with Colonel Crabbe and

Robertson. Whereas Crabbe will attack outright and be confrontation; Robertson will consider his approach and will want to undermine and completely humiliate this person. Might be interesting to have a female agent from either Britain or France to add into the story line.

3. Scenes

PCs can either launch straight into the scenario or a few routine scenes could be introduced to get the 'feel' of the period. Dealing with tide of refugees, trying to keep the peace, 'protecting' American interests e.g. the Railway engineers and their equipment. If an admin person have forms ready for the PCs to fill in, get them to use a ink dipped pen with nibs, then have the other bureaucrat shut up shop for the day.

The weather will be reasonable during the period in the city and on the train. It will then start to deteriorate, as danger gets worse.

3.1. Helping the Countess

The introduction to the Countess' family, when one of the sons has tried to steal some bread for the family. As they are such dreadful straits .The storekeeper will defer to the PCs if they offer to buy the loaf. He will complain loudly and bitterly. The PCs could take the child to the local police, but they 'have better things to do' and why are foreigners acting the way they do.

Another option is to have the commissar or one of his underlings looking for the Countess and trying to capture her son. If the PCs do not want to get involved, then use Nikolai Damaski to step in and protect the lad.

At this point, the Countess will enter and take charge she will and agree to pay the storekeeper the money. This will reduce her funds and the PCs should lend a hand here. She will thank them and hope to use on of them to get a train ride out of town.

Colonel Crabbe should tell the PCs not to get involved, as it will only lead to trouble.

3.2. Getting ready to go

The PCs should be willing to help and agreed find someway to get the Countess on the train with her family. To get the PCs on the same train either they can be asked to go down the line to sort on some equipment and supplies for their troops. Protecting the train from Red Partisans, who are operating behind the White Armies' lines or the political agent has been persuade to help the Countess.

This can be an interesting section, where the PCs use their skills and experience to get the required papers to get out of Ekaterinburg. There must be a reason for the Countess not being able to get the papers herself. Possibly, an old rival who wants to humiliate her for some period, an official who wants to make a lot of money from his position. How will the PCs raise the cash?

PCs getting form Robertson, but his must be accounted for and perhaps making the PCs personally responsible to pay back the money. It would have to be a sufficiently high amount to make the PCs think it is risky. Make have the PCs win the money in a game of Poker, possibly have a card game played with PCs having luck or experience rolls to get a good idea of the game.

Alternatively, the PCs could look for a way to intimidate or find something that the official wants. Perhaps he would like to get hold of Damaksi for some crime, leading the players in to the dark underbelly of the town.

Under pressure, the Keeper needs to push the PCs along the timetable with the NPCs. The need for the NPCs to hurry and particularly Peter to meet the Winter Solstice deadline or the Mi-Go will have to wait for next year.

3.3. On the Train

The PCs should by now, be helping the Countess and willingly to help her. When trouble arrives as Cavalry regiment of Reds attack the train. They will fell trees forcing the train to stop and clear the tracks. This should be sudden and unexpected, a jolt as PCs are thrown forward, have they prepared positions.



If the attack is unsuccessful, either one of the Countess' sons has been left behind or she demands the PCs to go after them. The attack could succeed and the PCs are captured along with the family.

Partial success comes see the train being destroyed and the passengers having to flee down the line. This attack will have happened close to where the M-go wants to be.

3.4. Over the Snow

Depending on the situation at this point, the Mi-Go has to make a decision of whether to push on its own or persuade the Commissar that there is a threat further up in the country. If with the PCs, they can find their way drifting away as they try to head back down the line. Or the PCs might have to get other capture PCs or the Russian Countess or one of her family back from the Reds.

Here the scene is set for a long chase as one side or the other tries to escape. At this point the weather will turn nasty, the PCs will become lost. The Mi-Go will know where to go by instinct and will direct the PCs in the direction back to his craft.

3.5. Red Moon Rising

Now the PCs are journeying through the Siberian steppes. The atmosphere should be strained as the Red soldiers trying to ambush them follow them. The weather is now getting foggy, there is the odd flurry of snow and gradually this will get worse. Figures should lurch suddenly out of the mists and scare the PCs or rest of the party. By now they should be totally lost, although Peter will more and more take control and direct the party towards the Mi-Go craft.

At this point, he will head towards the craft on his own. He will want at least a 24-hour lead. If the PCs should catch him and confront it. The Mi-go will try and bribe the PCs and will want to hold on to the boy's body until it is safe to transfer its spirit over.

Finally, if the Mi-go is killed and does not transfer its spirit over to another host. The PCs could accidentally stumble of the spacecraft, possibly by falling down the escape hatch.

3.6. Space Craft

The Mi-Go's craft has been covered by forest and might take some time to find. Its unusual features are hidden and the overall mind bending shape cannot be seen. Depending when and how the PCs arrive at this place, the Mi-go will now have transferred its spirit into its real body. This will take at least 24 hours, so it will want to be sure that it will not be disturbed whilst this process is undertaken.

Also it will have aligned the 'psionic' battery into the engines, but this requires a further 24 hours to get everything linked up. The Mi-Go would prefer to have 48 hours to check the complete ship and 'wake up' any other crew member, if the Keeper feels it appropriate to have more.

Once the Mi-go has transferred itself into its real body, it will keep Peter and a creature to be studied later. Although the boy has been a host, he will retain some knowledge of the Mi-Go's abilities and skills and could fly the ship with a few luck rolls, if needed.

The PCs can storm the ship and rescue Peter and/or family. It is up to the Keeper to decide what happens to the ship, whether it will fly off into space with the freed Mi-Go or explode due to structure damage. If the latter, the PCs and NPCs will suffer some form of 'psychic radiation', which might manifest itself at appropriate points in other stories.

The Mi-Go will bribe the PCS to see new and strange worlds, the PCs should be wary as they will become objects of study at the Mi-Go home. It will let Peter and Family go, if the PCs are in a strong position. A standoff, depending on how helps the PCs have been to the Countess and family, it will on balance let them go.

At this point, the Red Soldiers can turn up forcing the PCs and the Mi-Go to co-operate to fight them off. If given the chance the Mi-Go will start

the craft and the PCs need to make their decisions to flee or stay.

Final battle with the Bolsheviks to finish with possible capture by the Reds or the PCs wining either by themselves or in the form of cavalry either friendly troop e.g. Whites, US or other powers or another NPC e.g. Damaski.

Then a long trudge back to some form of civilization and explanation to their commanding officer or government agent. It could be a risky affair and perhaps our PCs get kidnapped by some one else.

NOTE: The keeper should aim for this part to take place 2-3 days before the winter solstice to built up the tension. If the Mi-Go does not escape this year it will have to wait for the following year, giving it time to built up its defenses and organize further studies of the ruins and other humans. It would then be possible to run a second adventure based on the first PCs party's disappearance. Perhaps with one of the PCs becoming a NPC to lead the PCs back to this part of Siberia.

3.7. Alternative Adventure

It is not necessary to include the Mi-Go in the scenario and a straightforward roller coaster ride of escaping from the Red Cossacks, dangerous native tribes and other nationalities trying to 'rip off' the fleeing refugees.

3.8. Safety Net

These are a few ideas to help the PCs out if they get it all terribly wrong.

3.8.1

Saved by the US Cavalry either one of the senior officers might have inkling that something is wrong and save the PCs from death or a worse fate.

3.8.2

Saved by the Red Russian Partisan from the Mi-Go as they attempt to re-capture the Countess family. This might create a dilemma fro the PCs as would they want to hunt down some one who saved them.

3.8.3

Nikolai Damaski would save the PCs from either the Mi-Go, if the PCs have seen off the Reds. Or he may save the Countess and family from the Reds, if the PCs fail.

4. Endings

Rewards and favors will depend on how successful the PCs are.

4.1. Success

The PCs get the Countess and her family to Vladistov, where they will head for the US and maybe on to France, where there are other relatives who have either been serving in the embassies or acting as liaison staff with the other allied armies. She will be eternally grateful and it would be possible for any character to call on her for a large favor.

Any Government pleased on the capturing of some strange 'Russian' technology or artifact. This could lead to the setting up of a small government department a la X-files.

4.2. Partial

Players are killed or have temporarily gone in sane. Some might have escape. The Countess and family are either safe or captured. The Mi-Go has escape the earth, either with one of the characters or all of them. This could lead to another adventure as the craft travels to other worlds e.g. an Edgar Rice Burrough's Barsoom or to Dreamlands via the Moon or shifts into an alternate, pr-history or future world.

PCs have thanks from their Government/senior Officer, but not much else except

what they have picked up along the way. Then sent back to the front or transferred elsewhere, perhaps a stay in Valdostov and battling Japanese influence.

The Commissar, if he has survived can come back again as a surprised guest protagonist, depending on how well he can persuade the politburo that it was everyone else's fault and not his.

4.3. Failure

Death for most or all characters. They could be captured by the Commissar and eventually sent to the Gulags, another adventure of the rescue mission to get the missing characters back (Rambo 2). Or the PCs escaping across the Russian steppes (and making their way south, Seven Years in Tibet, which I believe featured a group of WW2 Germans escaping from Stalin's Camps). The Mi-go escapes taking the Countess and family as 'creatures to be experimented on', when it arrives.

4.4. Complications: Just to make things tougher for the PCs

Another foreign government agent or a White Commander working against the PCs and wanting to get hold of the Countess and her family. Japanese agent might of use and can re-appear later at Vladistock.

The spacecraft could have crashed near an old Mi-Go city, which has been lost in pre-history. The PCs can explore these ruins or leave them for future investigations.

The native Siberia tribe who worship Tulscha might want to get hold of the Countess and her son, Peter.

The Countess could be a cultist and be working with the Mi-Go for more gain.

5. Notes and Research

5.1. Notes

Other episodes will appear belonging to the series 'After the Deluge'. Not necessarily inter-linked but could be linked if the Keeper so desires.

5.2. Research: Useful Points of Reference for Keepers

CoC: *No Man's Land* for WW1 setting. PCs could have survived this encounter and been transferred to Siberia.

CoC: *Beyond the Mountains of Madness* for adventuring in snow and ice.

Plots to Rescue the Czar by Shay, Publishers Century ISBN 0 7126 8029 2. An excellent scene setter just before the White forces and western allies arrive in Ekaterinburg. Also v. good for secret service background during the period.

Real Historical personages: Col. Homer Slaughter, US secret agent. Henry Palmer, US consul in Ekaterinburg. Sir Thomas Preston, British consul in Ekaterinburg.

Patrick Hopkirk books about the British Secret Service in India during the Raj and up to the Indian Independence are a good read too. At some point there will be a Greenmantle scenario set in Baku just before the end of the war with British agents vs. German and Turkish spies and red revolutionaries.

5.3. Links

Both sites will be of some use for background:

For general notes about the 8th Division of American troops in Siberia as well as North Russia (around Murmansk and Archangel) see <http://www.militaria.com/8th/WW1/siberia.html>

Diary of a British Private soldier in Siberia. This has good eye witness accounts of life during period <http://www.hulker.f9.co.uk/history/>

General research site for British soldiers

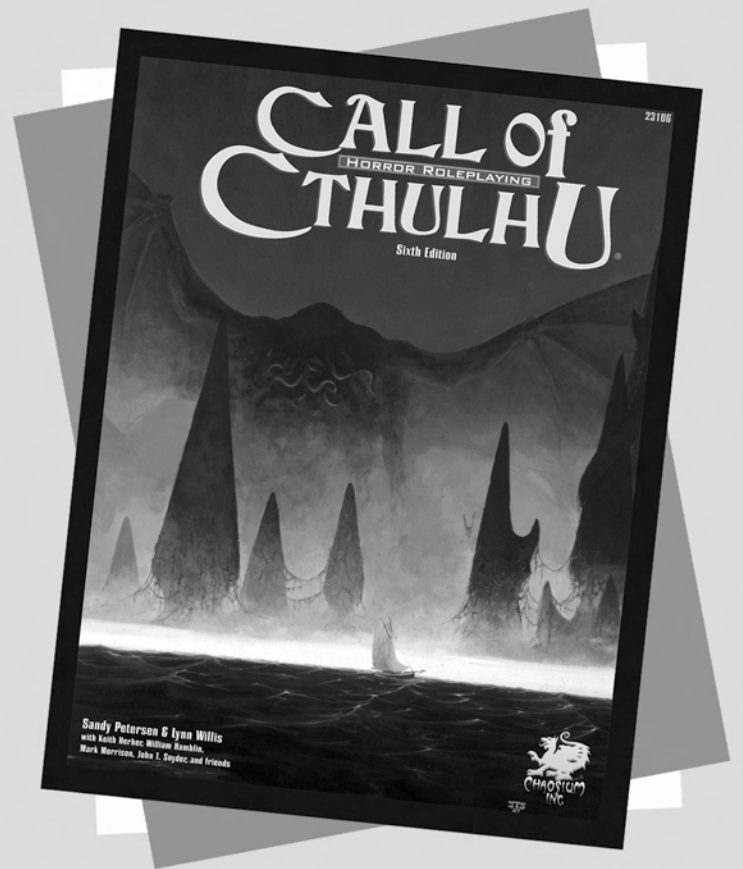
<http://www.1914-1918.net>

Maps of the Period <http://www.dean.usma.edu/history/web03/atlas/great%20war/great%20war%20index.htm>



Monographs

The Abbey
The Big Book of Cults
The Bride of Halloween Horror
Caliigo Accendendum Tournament
The Casting Call of Cthulhu
Christmas in Kingsport
A Cthulhian Miscellany
Cthulhu Masters
Cthulhu Rising
Dark Mirror
End Time
Extrico Tabula
Farewell, My Sanity
First Book of Things
Five Go Mad in Egypt
The Gaslight Equipment Catalogue
Gatsby and the Great Race
Halloween Horror
Halloween Horror Returns
Jovian Nightmares
Kingdom of the Blind
Legacies of the Renaissance
Machine Tractor Station Kharkov-37
Malum Umbra
Menace From the Moon
Mysteries of Hungary
Mysteries of Sudan
Mysteries of Tibet
Mystic Alliances
Mythos Magic
Night of the Kachina
Once Men
Parapsychologist's Handbook
The Pastores
Plan 09 From Halloween
The Primal State
Queensguard
Raising Up
Ramblings of a Twisted Muse



The Ravenar Sagas
Ravenstone Sanitarium
Return of the Ripper
Ripples From Carcosa
Rise of the Dead
Shadows of War
Shenandoah
Strange Songs
Strange Tales of Dread and Wonder #1
Strange Tales of Dread and wonder #2
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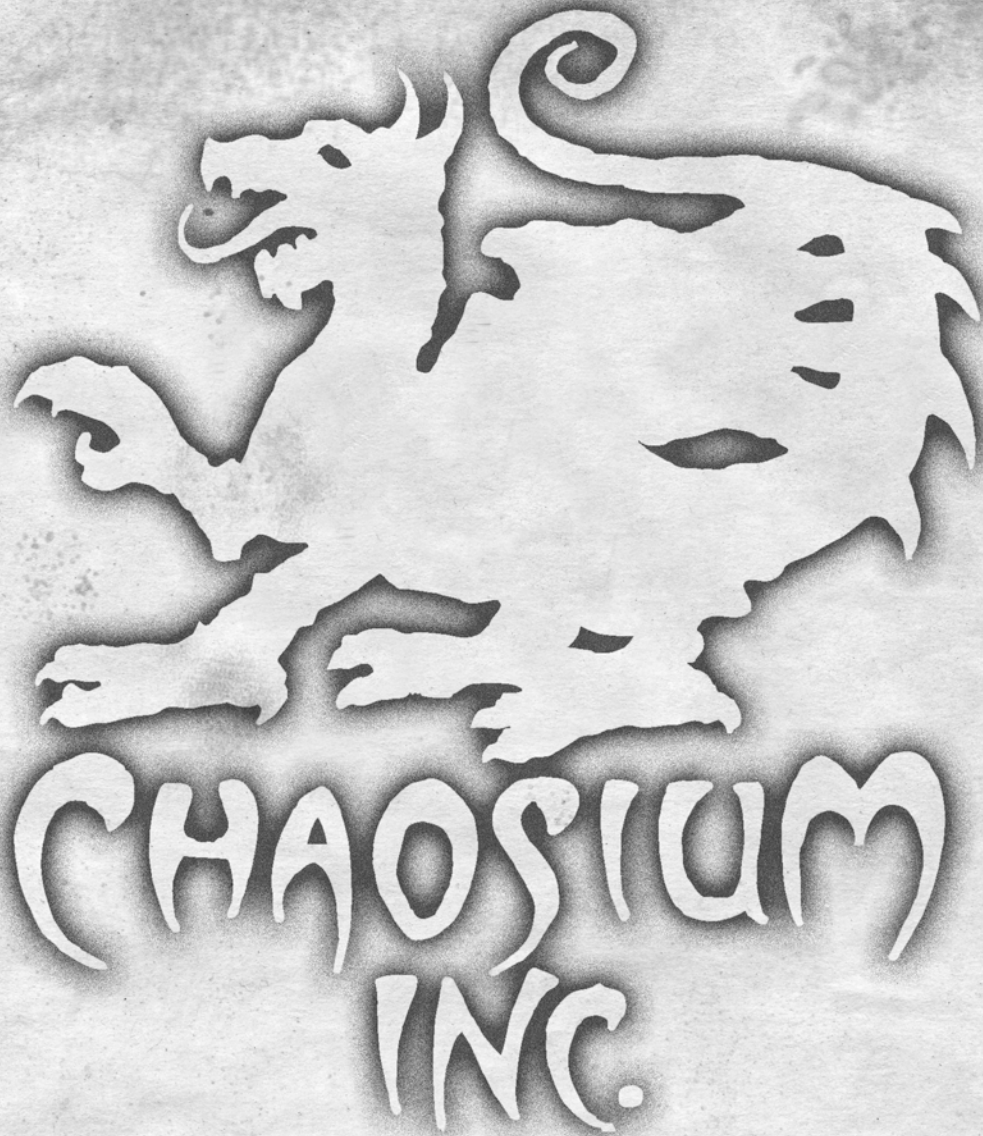


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