

# Undying Leaders



WIZARDS & THEIR ILK, DRAWN FROM  
THE WORKS OF LOVECRAFT



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# UNDYING LEADERS

A monograph for Chaosium's Call of Cthulhu  
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## INTRODUCTION – UNDYING LEADERS

The works of Howard Phillips Lovecraft contain several stories about old Wizards who deal in forbidden knowledge and whom seek to either extend their lifespan, to regain their youth or obtain knowledge and skills to cheat death. Some also seek to increase their knowledge by bringing back others from the dead and forcing them to answer questions. Traditionally this form of magic is referred to as Necromancy and the Call of Cthulhu rules book and Dark Ages both contain spells that deal directly with this subject.

Following are examples of these Wizards in the works of Lovecraft:

In ‘The Call of Cthulhu’ – when Inspector Legrasse is talking about the cultists arrested in Louisiana, he mentions that one of them named Castro “claimed to have sailed to strange ports and talked with undying leaders of the cult in the mountains of China”.

In ‘The Alchemist’ – towards the end of the story one of the characters exclaims: “I tell you, it is I! I! I! that have lived for six hundred years to maintain my revenge, for I am Charles Le Sorcier!”

‘The Case of Charles Dexter Ward’ contains a passage that refers to a recent 1928 letter from Prague that is signed by and in the handwriting of a Simon O who appears to be the same Simon Orne of Salem Massachusetts who vanished in 1771. This story is also the source within the Mythos of reducing a body to its essential saltes and then raising it body and soul from the dead. In the letter mentioned from Simon O, he has requested that the dust of BF (insinuation that this refers to Benjamin Franklin) be sent to him. Another letter is mentioned that indicates that it is being sent from Castle Ferenczy in Roumain and is signed by Edw. H. Within the letter the writer clearly states “...for you knowe O. and I have hadd these 150 yeares more than you to consult these Matters in”. There had been mention in the story of an Edward Hutchinson who was a 17<sup>th</sup> Century acquaintance of Joseph Curwen of Salem (the ancestor of Charles Dexter Ward).

With the example of ‘The Alchemist’ we are permitted a glimpse of how long a Wizard can extend their life. In terms of Call of Cthulhu, this would give the Non-Player Character (NPC) an immense amount of time to develop their skills, learn spells and increase their POW statistic. So an ancient Wizard who had extended their lifespan through Cthulhu Mythos spells and knowledge would be a formidable opponent.

The samples of the correspondence by letter between several Wizards who were comparing notes and

trading essential saltes provide insight into their world. It is plain that since they share similar interests and secrets that their work is shared between them much like international researchers who publish their theories and experiments for criticism or validation.

These Wizards would become secretive as a second nature having been witness to the consequences of the church and state discovering others of their profession. It would not be uncommon for an entire village or town to turn out if a Witch or practitioner of Black Magic (even midwives and herbalists) were discovered living amongst them. The consequences in some cases were fatal for even being accused by a neighbor who might either be earning a reward, or settling a grudge. One of the most famous works on dealing with Witches in the middle ages is the *Malleus Maleficarum* (Hammer of the Witches) by Jakob Sprenger and Heinrich Kramer from 1486 AD. It is detailed in the Examples of Occult Books section in the Call of Cthulhu rule book (page 92 in the Call of Cthulhu sixth edition).

Throughout the ages these Wizards might have crossed paths and in time they would become aware of one another. Unless they were directly in competition for scarce resources of knowledge, either one-of-a-kind tomes or the dust of a specific mummy, there would be no reason for them to not be civil to one another. In ‘The Case of Charles Dexter Ward’ there is clear indication of long term contacts with one another and co-operation including trading the dust of noted deceased persons. Another reason for them to be civil is that they could never be sure of the others level of knowledge. Conceivably their co-operation would be extensive enough that they could have made pacts with one another in the event that if something happened to one of them the other(s) would make an effort to see that they were resurrected.

It is also conceivable, within game terms, that since these Wizards would all be operating with a SAN of 0 that each one would be a potential walking time bomb ready to be set off at the slightest provocation. Any sane and intelligent person who interacted regularly with the Wizards would soon develop an uneasy feeling about them.

## SPELLS THAT WIZARDS WOULD KNOW

There are a number of spells within the core Call of Cthulhu rules that deal with either becoming younger or resurrecting the dead. Depending on the age of the Wizard they should know one or more of those spells. If they are very ancient it is conceivable that they could know all of the following listed spells. The keeper should keep in mind that a non player character who has reached zero sanity would be able



to continue reading books and summoning creatures to gain further knowledge and spells.

Keepers should be creative about developing variations on the standard spells or creating new ones to reflect the experimentation that these Wizards are conducting. For example, an ancient Wizard with a country home in the back woods of New England may have a barn on his grounds with his 'failed experiments' safely locked up in individual stable stalls. Investigators could stumble across them by nosing around or one could escape and be terrorizing the countryside.

- Create Self-Ward – Slows down the aging process and protects the caster of the spell from physical damage.
- Create Zombie – This spell requires a fresh corpse and the caster expending 1 point of POW. The zombie will obey the Wizard.
- Extend – The caster of this spell makes a pact with a malevolent being to extend his life. The being will be repaid at some point in the future.
- Food of Life – Whoever casts this foul spell eats the body of their victim over a period of several days and regains their youth based on the SIZ of the corpse (1 SIZ point equals 1 month of regained youth).
- Gray Binding – Wizard creates a liquid to pour over a corpse which creates an uncontrolled zombie.
- Resurrection – This is the process used in "The Case of Charles Dexter Ward" where a body is reduced to its essential saltes and then raised into a living state. In the story Wizards sent packages of the essential saltes to each other so that they can learn from resurrected people who have been dead for many years.
- Steal Life – Drains the life from a victim and makes the caster of the spell younger. The spell targets the characteristics of the victim (STR, CON, etc.) For each point drained, the casters age is reduced by one week. An average victim will reduced the age of a Wizard by approximately one year.

All of these spells are detailed in the Call of Cthulhu sixth edition rule book. Keepers should feel free to use some of the spells to populate remote towns and farmhouses with zombies. The zombie has been used extensively in popular culture, but it can still add variety to a Call of Cthulhu setting where investigators have their car break down in the middle of nowhere and then have to fight an onslaught of the walking dead.

## PERMANENT INSANITIES THAT WOULD ALLOW A WIZARD TO STILL FUNCTION

(Detailed descriptions can be found in the Call of Cthulhu rule book)

- Substance Abuse – this could be alcohol, drugs, space mead, etc.
- Anxiety Disorders – generalized anxiety disorders, panic disorder, agoraphobia, simple phobia or mania
- Psychosexual Disorders – keeper should choose this carefully as many of the general classifications might not be appropriate for some role-playing groups
- Impulsive Control Disorders – this includes pathological behaviors including gambling, lying, and kleptomania.
- Personality Disorders – including narcissistic, and paranoid behavior
- Other Disorders – such as criminal psychosis, megalomania and any other disorders that may have been mentioned in earlier versions of the Call of Cthulhu rules

## WIZARD SURVIVAL IN SOCIETY

Throughout the history of the western world, society has been suspicious and afraid of the evils that a Wizard could inflict on their community. As a result there are periods of hysteria where people even suspected of being involved in witchcraft were persecuted and in many cases executed.

Part of the motivation to destroy people accused of practicing witchcraft was inspired by a quote from the Christian bible book of Exodus chapter 22 verse 18 "Thou shalt not suffer a witch to live". The balance of the motivation was quite complex and involved a series of political and religious agendas that sought to convert or absorb anything outside of the mainstream and destroy those that would not conform. Added to this was the ability of religious orders and secular authorities to seize the properties of individuals and families once they had been declared as heretics.

Call of Cthulhu Wizards would have been able to survive only by keeping a low profile or living in remote areas. Some would have spent many years traveling and using many disguises to blend into whichever country they traveled to. Depending on the age of the Wizard they might know many languages from having traveled and lived in many countries.

Cunning and planning especially for defense and escape would have been paramount at all times. Barring some crippling insanity from their reading of forbidden tomes and workings of the darkest of spells, a Wizard would always prefer to preserve their

skin than to stand and fight. If the Wizard has the ability to create undead servants then they will have them in their abode. These creatures can be used to fend off or slow down pursuers long enough for the Wizard to make an escape or summon something powerful enough to destroy the attackers.

When a Wizard settles down for some time in one area, they will undoubtedly hire locals to do some work for them (building and labor). Their next step will be to obtain as much influence as possible with local leaders to have them ignore any strange events by either donating to or bribing those officials or placing them under some sort of magical control. If necessary, they would slowly build a network of spies and thugs to carry out their dirty work and exert influence through threats of violence. At all times they would be as alert as possible of plots against them and through assassination and blackmail attempt to maintain control of the situation. Given enough time and opportunity a Wizard could control the majority of a village or even an entire region. Strangers traveling into an area would be brought to the attention of the Wizard immediately. This could place the investigators at a disadvantage and make it extremely dangerous for them.

An ancient Wizard with knowledge of the spells available within the Call of Cthulhu rulebook would be able to create a small and very loyal army of cultists. In many real world news stories cult leaders have even influenced followers to cut off their own testicles and eventually kill themselves. This possibility makes these formerly reclusive Wizards and their devoted followers even more dangerous when being dealt with by the Player Characters (PCs).

In a Call of Cthulhu campaign set in Victorian, Classic or Modern periods, these Wizards would have an easier time existing. With modern day interests in exotic religions, séances, fortune telling, magic, Theosophy, Satanism and other occult matters, somebody claiming to hold the secrets to extending the human lifespan would easily attract a loyal following.

### **REAL WORLD ORGANIZATIONS THAT WIZARDS CAN USE AS CAMOUFLAGE**

The latter part of the nineteenth century and the early part of the twentieth was an era in which rapid developments in science was seen as threatening to traditional religion. Many secularists turned to Eastern mysticism and philosophies and popular parlor pastimes like séances. Many of the churches denounced the growing number of esoteric and occult groups but thrill seekers and restless knowledge seekers seemed to be drawn to them.

This environment made for rather strange claims and rumors which many of the Cthulhu Mythos Wizards would more than welcome. Rumors surrounding them would be tame compared to those of the various Orders and Lodges throughout Europe and North America. The founders and leaders of these organizations would sometimes seek as much press coverage as they could get to attract more members and contributors.

### **THE HERMETIC ORDER OF THE GOLDEN DAWN**

This organization was founded in the late 1880's by three individuals named Dr. William Woodman, William Westcott and MacGregor Mathers. All three of these men were Freemasons and members of the Societas Rosicruciana in Anglia (SRIA).

According to the tales of the beginning of their organization they discovered a coded document that it took them over a year to translate. It led them into a correspondence with an individual in Germany by the name of Anna Sprengel. The three founders never actually met with her but after extensive correspondence they received word that they had each been granted the honorary grade of Exempt Adept. In 1891 the letters stopped arriving from Germany and there was some debate as to whether Sprengel had died or if the 'Secret Chiefs' of her order did not approve of the dissemination of the secrets of their organization.

The Golden Dawn attracted members with many interests and as a result had a wide list of occult topics which they explored:

- Christian Mysticism – attempts by the individual to have a direct experience with God through fasting, prayer, meditation and abstinence.
- Kabbalah – mystical teachings based on an interpretation of the Hebrew Scriptures.
- Hermeticism – study of the ideas presented within the body of occult writings.
- Paganism of Egypt – study of the Egyptian Gods who had just been recently discovered by historians and archaeological scholars.
- Theurgy – the practice of ritual magic to invoke divine or supernatural powers.
- Freemasonry – study of the origins of the organization and its rituals.
- Alchemy – investigation of nature through a philosophical and spiritual perspective. There are many subdivisions within this category but one of the most common in legend is the quest to turn base metals into gold.
- Enochian Magic – the study of the writings of Dr. John Dee from the late sixteenth century who claimed that the Enochian language was revealed to him and his assistant Edward Kelly by angels. He claimed that the document dictated to him by

this angel were part of a book of God lost during the great flood.

- Study of medieval grimoires – books written throughout the middle ages which described various magical beliefs and practices.

Some of the most noted figures of the occult world were associated with the Golden Dawn including the notorious Aleister Crowley who had a falling out with the leaders shortly after 1900. The complexities of this organization, the interactions and notoriety of the membership and the various claims and lawsuits they were involved in is best left unexplored for game purposes.

### **ORDO TEMPLI ORIENTIS (OTO)**

It is believed that the organization was started by a German iron industrialist by the name of Carl Kellner. In 1902 Kellner and three associates Theodor Reuss, Franz Hartmann, and Henry Klein purchased the rights from the Freemasons to perform rituals that were considered irregular by most Masonic Grand Lodges. Two years later in 1904 the OTO began publicly recruiting new members.

The OTO is considered to be a religious organization with a fraternal structure that grants degrees with thirteen numbered and twelve unnumbered. They have separation between their public observances which they call the Gnostic Mass and their private rituals.

In 1910 Aleister Crowley joined the order and adopted some of his beliefs into their organization such as his 'Book of the Law' which he wrote in 1904 while in Cairo, Egypt.

Within a few years of the founding of the OTO they had already spread throughout Europe and North America.

### **THE THEOSOPHICAL SOCIETY**

This organization was founded by Helena Blavatsky in 1875 in New York City. It was originally devoted to the investigation and study of mediums who claimed they could contact the spirit world.

Some of the founders moved to India and the Theosophical Society then gained an interest in studying the Eastern religions and philosophies.

They believed that there were hidden psychic and spiritual powers within the human race that could be trained and used through the study of science and the scriptures of various religions. Their stated goal was to promote a Universal Brotherhood of Humanity.

Over time factions evolved within the organization that led to a split into two distinct organizations.

This organizations connection with the Cthulhu Mythos is through the Eastern occult text called the Book of Dzyan which she wrote about in her first book titled 'Secret Doctrine' which was published in 1888. Madam Blavatsky claimed that the original source material that she used was from a number of Sanskrit volumes in the possession of the Tibetan Gelugpa (Yellow Hat Sect) Lamas in several monasteries.

The above examples are just a small cross section of the numerous and competing occult orders that flourished from Victorian times and through the twentieth century. There was also a cross-pollination of ideas and practices as some of the leading occult figures joined more than one order and sometimes founded their own. Their exploits and public disputes with charges of charlatanism and fraud were covered in the press much like tabloid news is covered in modern day. Some of the occult figures reveled in accusations by church organizations of blasphemy and devil worship.

Many of the Cthulhu Wizards would cheerfully look at this period in history as a Golden Age when they could freely move through society. Any outrageous claims or rumors about them would be a source of titillation rather than a denunciation that would drive them underground. Rumors of the summoning of monsters or raising the dead would soon fade from the headlines as the jaded press moved on in quest of their next headline.

I would recommend that keepers who wish to capture the flavor of the interaction between various occult organizations read 'Foucolt's Pendulum' by Umberto Eco published by Ballantine Books ISBN #0345368754. There is a smattering of almost every piece of popular occult information from the early part of the twentieth century.

### **HOW A WIZARD BEGINS THEIR CAREER**

The dabblers in forbidden lore within the stories of H. P. Lovecraft are typically solitary individuals who have a love of knowledge and once they have had their curiosity whetted with dark lore, seek out more.

To become a successful Mythos Wizard one would have to be somewhat secretive and circumspect when dealing with others. The difficulty in this, is the more that one reads, the less mentally stable one becomes so the every perpetuating cycle would begin of creating places of refuge, sharing their knowledge rarely (if at all) but having to deal with others to obtain those rare items that would bring them closer to their ultimate goals of power and immortality.



Moving down through the ages they would have to conceal their real identity and operate under assumed names, or steal the identity of others. Gradually they would discover which cover stories would be the most useful for their purposes and may even have several at once, presenting many faces to many people.

Gradually the Wizard would detect the currents of others with similar interests to their own. This could manifest in both of them attempting to obtain the same items (books, scrolls, mummies, etc.). Eventually they would recognize the fact that they would have to deal with their colleague. There would also be the curiosity that the other might possess a tidbit of information that would further their researches. In this way alliances could be formed that might last for centuries. As mentioned in the Introduction section of this monograph, there is precedence for this assumption in 'The Case of Charles Dexter Ward' when letters are discovered between individuals from Prague and Castle Ferenczy in Roumain. Through these alliances others could become aware of each other including the Servants of the Old Ones and members of agents of the Independent Races. There may be reasons at some point for either attempted recruitment or conflict, particularly if cult members become involved.

The Wizard would quickly perceive that one of the elements of obtaining power in society is wealth. They would use the long years and decades available to them to accumulate wealth with a forward looking objective of building protected research facilities for their dark experiments and purchasing rare books. Magically summoned creatures might also be compelled to bring the Wizard items of desire.

Like careful card players, each Wizard would not be willing to divulge all of the resources at their disposal in the event that a competitor might have an advantage over them.

After carefully crafting their identity, obtaining a place of refuge and building a network of servants and colleagues they would next turn to developing their knowledge even further. In some cases this would mean traveling to other cities in the world to study those rare items in libraries and museums and to negotiate with private citizens to view their collections. Rumors might be enough to have them hiking to an ancient monastery in the Alps or to seek out a lost city or stronghold in the sands of the Saharan desert.

## SKILLS THAT WIZARDS CULTIVATE

To pursue their desire for dark and forbidden knowledge, no skill would be more important than those of the ancient languages that most of the tomes would be written in. These skills might be even further reason for individual Wizards to seek out one another to pool their skills by either teaching one another or providing translation in exchange for items or spells. Of course with the natural suspicion of someone who had been around for several centuries they would always seek independent confirmation of a translation and not just take the word of one individual, no matter how trusted. When dealing with Mythos matters a Wizard would realize that in some cases one incorrect word might turn into a disaster when attempting to dismiss something that they had called up.

The primary languages that would be of use to a researcher of the dark lore would be:

- Greek
- Latin
- Arabic
- French
- German
- Italian
- Spanish

Some of the above languages would come in handy when dealing with foreigners to try to purchase antiquities or when traveling in countries where they were spoken and use their libraries and museum collections.

Others would be useful such as Egyptian Hieroglyphics, Aramaic, Sanskrit, Mandarin, Cantonese and those of the Mythos races such as the Elder Things and Ghouls.

Other skills that could prove of use in the dealings of a Wizard with others:

- Bargain
- Credit Rating
- Cryptography\*
- Disguise
- Fast Talk
- Hide
- Law
- Listen
- Occult
- Persuade
- Psychology
- Spot Hidden

\* Cryptography is a skill based on the study of codes that are hidden in writing. From Kryptos meaning concealed and Grafo meaning to write. A successful skill roll would identify the fact that a message is



hidden within a document. The keeper would decide how long it would take to decipher the entire text.

Some Wizards would cultivate an interest in combat skills, recognizing that in some cultures it might be more useful than trying to cast a spell. In some parts of the world, a rich foreigner with knowledge of the local language would be able to bribe his way out of many difficult situations.

Many of the older Wizards would have vivid memories of the years of the witch hunts. The recollection of the denouncements, the trials and the hangings and burnings would no doubt have an influence on how likely they would be to use any of their spell abilities in front of others. In most cases they would be loath to even talk about magic and matters of the Mythos unless the person they were talking to revealed or hinted at some knowledge.

Players who might show an interest in the Wizard or suddenly show up in their area or operation might be gently questioned by him or his agents to learn more about them. Nothing can be taken for granted and as the Wizard would have learned over the years, there is no such thing as too much knowledge of a situation. If it becomes apparent that the players have an unhealthy interest in what the Wizard is doing, then he will first seek to scare them off, failing that attempt he will seek to negotiate with them. It is possible to reach an agreement but there will always be an element of distrust since a Wizard always suspects the possibility of betrayal.

If at this point he has failed to dissuade them or reach an agreement, he will use his abilities to drive them away or destroy them. He will work with his best percentage and call in assistance by summoning or contacting Mythos creatures to do his bidding. This action will serve two purposes:

1. Mythos creatures coming after a group of investigators has a chance of killing some and driving others insane.
2. The investigators are not liable to go to the authorities with a story about winged horrors attacking them in the night. They would not be believed and if some of them had been killed, might even be charged with murder.

Wizards will always be prepared with an escape plan, so that those who know the spell would never be far from a Gate. Others would be prepared to cast their most destructive spells and would have agents available to run interference for them. In their stronghold they might have a small army of undead that they could set loose to cover their escape. To them, moving to another country and assuming another identity would be merely a setback and not a defeat. In a campaign set in the 1920's or modern

times, the availability of fast transportation could put them quickly out of reach of a group of investigators with the added danger being that they had created a powerful enemy and from that point forward would have to be constantly on the lookout for a revenge motivated attack.

## LOCATIONS OF INTEREST TO WIZARDS

Through the last two millennia knowledge was preserved in the great centers of learning throughout the Mediterranean area. The two great institutions of knowledge were the monasteries and the universities. Of the two, the monasteries are the oldest with some dating back to the end of the 3rd century.

The main interest that a Wizard would have with these institutions would be any old manuscripts that might lay on shelves or be stored and forgotten in trunks. The Wizard would seek to either purchase them or gain access to them to make copies or take extensive notes from them. Some wizards would try to steal the books that they desire if the owner is not willing to sell and might even try to hire others to do the stealing for them. Wizards would be prepared to use their best negotiating skills or even bribery and magic against either a University librarian or the Abbot of an abbey. Usually they would exhaust all non-magical methods to avoid raising suspicion.

## MONASTARIES & YEAR FOUNDED (if known)

- EGYPT
  - Alexandria
  - Nitria
  - Scetis
  - Antony's Inner Mountain (c 300)
  - Antony's Outer Mountain (c 271)
  - Thebaid
  - Tabennisi (315)
- ISRAEL
  - Bethlehem (385)
- TURKEY
  - Annesi (358)
- TUNISIA
  - Tagaste (388)
- ITALY
  - Vivarium (c 539)
  - Monte Cassino (c 529)
  - Rome
  - Milan
- FRANCE
  - Lerins (c 410)
  - Arles
  - Marseille (c 410)
  - Liguge (363)
  - Marmoutier (c 371)

- Tours
- Trier

### **CENTERS OF DOCUMENT TRANSLATION IN MEDIEVAL EUROPE IN THE 12<sup>th</sup> CENTURY**

- Barcelona (Spain)
- Beziers (France)
- Leon (Spain)
- Marseille (France)
- Narbonne (France)
- Palermo (Italy)
- Pamplona (Spain)
- Pisa (Italy)
- Salerno (Italy)
- Segovia (Spain)
- Tarazona (Spain)
- Toledo (Spain)
- Toulouse (Toulouse)
- Venice (Italy)

It is unlikely that any of the great Mythos tomes would be found in an Abby, the church has been suppressing books of this nature for a thousand years and anything with explicit diagrams or unknown glyphs and characters would have been seen as evil and burned or transferred to the “Z Collection” at the Vatican.

Keepers desiring to create adventures centered in a monastic setting could gain inspiration from the 1986 movie “The Name of the Rose” which was based on the book of the same name by Umberto Eco or the excellent Brother Cadfael medieval mystery series by Ellis Peters. By inserting a slight mythos twist into the plotlines and endings, a keeper could easily create an entire series of adventures. Both of these examples would provide either a believable back-story for a Wizard, or a setting in which to base a Cthulhu Dark Ages campaign.

There is a slight chance that exploration of ruins in the neighborhood of an Abby would reveal catacombs containing tomes from others who had dabbled in the dark and forbidden knowledge of the Cthulhu Mythos.

Keepers who have an interest in throwing surprises at their players would be advised to examine the spells available in Cthulhu Dark Ages by Chaosium, product # CHA2398 ISBN# 1-56882-171-9. There are many new spells that older Wizards could have picked up throughout their studies and travel.

I would urge a word of caution to any keeper introducing new magic to their players. If you make it too easy for them to learn the more powerful spells, you will have to deal with an imbalance in future adventures. If you have allowed a spell that is too powerful into your campaign at some point, feel free

to make sure that any SAN loss for casting certain spells is always the maximum amount. Even explain to the player that you are doing so to return balance to the game, and the maximum SAN loss is not a punishment, it is just to ensure that the spell is only used when absolutely necessary. As a keeper I would never arbitrarily take away a spell from a player once they have gone through the process of learning it. As a final resort you can always double the number of monsters in a scenario and make sure that the “too powerful” character is the first to get shredded. After all, even the powerful Abdul Alhazred was rumored to “have been seized by an invisible monster in broad daylight and devoured horribly before a large number of fright-frozen witnesses”. (History of the Necronomicon by H.P. Lovecraft – 1927)

### **SERVANTS OF INDEPENDENT RACES**

The deadliest combination of all for a group of players to deal with would be that of a Wizard who has either made contact with or been contacted directly by members of the Independent Races, the Servitors or their cultist servants. Within the Cthulhu Mythos the list of likely races is:

- Dark Young of Shub-Niggurath
- Deep Ones
- Ghouls
- Great Race of Yith
- Mi-Go, the Fungi from Yuggoth

### **DARK YOUNG – THE SERVANTS OF SHUB-NIGGURATH**

Humans who become involved with the Dark Young are quite often looking for whatever spells that they can learn from their master Shub-Niggurath. Dark Young will accept sacrifices and worship on behalf of their master and also consume non-believers on behalf of the cultists.

It is known that Shub-Niggurath is also worshipped by the Fungi from Yuggoth (Mi-Go) who operate in similar remote areas and have contact with the Dark Young. It could be extrapolated that the Mi-Go may have been able to teach variations on their contact human spell to the Dark Young so that some of the more intelligent ones could communicate directly with their worshippers. Dark Young can cast spells and if they know Contact Human then they could impart spell knowledge to a Wizard. Alternatively, if a campaign would support the interaction, the Dark Young of Shub Niggurath and the Mi-Go could work in tandem and have their agents communicating with humans on behalf of the Dark Young.



The listing for the Dark Young in the Call of Cthulhu rule book indicates that one of them will know a number of spells equal to half its INT (4D6) rounded up.

### **DEEP ONES – THE SERVANTS OF CTHULHU, DAGON AND MOTHER HYDRA**

This race is usually quite secretive and is content to go about their business in vast underwater cities without having any dealings with humans.

If they are summoned through the Contact Deep Ones spell listed in the Call of Cthulhu rule book, they will appear (if nearby). The Wizard must be prepared to entice the Deep Ones with some offer or items that they might want in exchange for ongoing communications.

Throughout the Mythos stories the best places to cast the Contact spell is along the New England coastline, the coast of Cornwall in Britain, and in the vicinity of Ponape in Polynesia which is located in the South Pacific Ocean. There may be other likely areas and that is up to the keeper.

There can be great rewards for dealing with the Deep Ones. They are willing to part with their gold alloy jewelry in exchange for items that they cannot make themselves such as glass or pottery items and other things at the discretion of the keeper. Deep Ones with a high POW know spells and can teach them to humans. There is only a small chance that the Deep Ones that the Wizard would be dealing with would know any of the life extension or resurrection spells since they are immortal by their very nature. It is possible that a Wizard may make the mistake that the Deep Ones possess a secret to immortality through writings about them. The danger in this is that once he has made a pact with them he would not be able to back out of it. The Deep One priests will expect any human wishing to deal with them to take the Oaths of Dagon (detailed further on in this publication) and keep any bargains made with them.

Deep Ones, if interested enough in commerce with humans in the area, may begin to demand sacrifices and that the Wizard seek to obtain converts to their religion so that they can breed with the women. If the Deep Ones perceive that the secret of their existence will be spread, they will try very hard to eliminate the person(s) they see as responsible. This of course, creates an opportunity for players to frame a Wizard and have the Deep Ones try to silence him.

### **GHOULS – SERVANTS OF NO ONE, GATHERERS WITH WITCHES – FEASTERS ON THE DEAD**

Dwellers of the underground with knowledge of the secret passages including those hidden stairways that

leads down to the Dreamlands. Commonly found beneath cities and centered in those areas where humans bury their dead. The Call of Cthulhu rule book indicates that they have ties to Witches and may do their bidding.

According to the Call of Cthulhu rule book, individual Ghouls can know as many as 18 spells (the exact formula is based on their INT of 2D6+6)

Through their travels between Earth and the Dreamlands they have connections with Nightgaunts who are able to understand the meeping and gibbering sounds which Ghouls converse in.

### **GREAT RACE OF YITH – MENTAL TIME-TRAVELERS**

Through hints in dark tomes, Wizards could be led to discover more about this race with the tantalizing hints that they had conquered time. It might be somewhat disappointing initially that the Great Race did so through sending their minds through time itself and exchanging places with other beings, occupying their body for an indefinite period of time.

There has been a cult of humans throughout time who have aided Great Race travelers in exchange for technological or magical knowledge. The Great Race would be careful about what they divulged, not wanting to grossly contaminate that time period and unbalance the power between the cultists and normal humans. It would not be out of character for them to pass along spells to encourage the longevity of the more powerful cultists and Wizards who aided them. In this manner, a Great Race member who wanted to contrast the 19<sup>th</sup> and the 20<sup>th</sup> centuries would be able to go to the same individuals for aid. This of course means that the Wizard would have to make themselves available to do the bidding of members of the Great Race showing up at their door.

### **FUNGI FROM YUGGOTH – MI-GO – SPACE TRAVELLING MINERS – SERVANTS OF NYARLATHOTEP AND WORSHIPPERS OF SHUB-NIGGURATH**

From their main base on Yuggoth (Pluto) they have had mining colonies on Earth since the Jurassic period. Eons ago they waged war with the Elder Things for dominance of the Earth. The Mi-Go no longer seeks conquest, instead they are content to stay out of sight of humans and go about their business.

The greatest amount of game detail available about the Fungi from Yuggoth is in the Keeper's Compendium within the Alien Races section. A reading of that provides the following information:



- Their main stronghold on Earth is in the Himalaya Mountains “Where directions and orders are issued governing the species activities on this planet”.
- “The Fungi are able to beam thought and images directly into human minds”.
- The Mi-Go has contact with Nyarlathotep but they worship Shub-Niggurath.
- The Fungi create gates for travel and try to locate them in out of the way places such as caves to reduce the chance of being spotted by humans.
- Mi-Go are secretive and humans who snoop on their activities disappear and farms built too close to their outposts are burned down.
- The Fungi use human agents and usually alter their brains to control them and make them more trustworthy. As a consequence many of their agents are driven mad and have a high incidence of suicide.

A Wizard would have to be in a position of strength to attempt to deal with the Mi-Go. Alternatively, they could seek influence through either connections to Nyarlathotep or Shub-Niggurath. One angle for a Wizard to approach the Mi-Go with would be to act as an agent through existing channels and exert influence to have any of the following done:

- Purchase huge tracts of land and declare them as private property to prevent trespassers.
- Influence companies who seek to explore for minerals in the areas where Mi-Go outposts are situated.
- Seek to limit investigations into the disappearance or death of snoopers. They could attempt this either through bribery, blackmail or assassination.

The Wizard would work towards furthering the goals of the servants and their masters the Mi-Go in exchange for further power. This is the coin of exchange that Mythos Wizards deals in and this power would take the form of spells or ancient tomes.

The ultimate reward for the Wizards in the H.P. Lovecraft tradition is dark knowledge and insanity. They may be granted extensions to their lifespan but the only true immortals are the Great Old Ones.

#### **HOW TO WORK A CONNECTION TO A MYTHOS RACE INTO YOUR CAMPAIGN (AND KEEP IT BELIEVABLE):**

For this process keep in mind that, at a minimum, you must tie the situation to reality and add a twist of conspiracy. H.P. Lovecraft and his fellow writers made use of this technique through their stories. By

adding elements of reality to some of their writings, they confused some of the readers enough that they would receive letters asking questions such as “Where can I get a copy of the Necronomicon?”

In the following example, a brief amount of research (especially with an Internet search engine) can locate a historical event which you can “twist” for game purposes:

*From the Vermonter, 1901 Vol. VI(7) written by Professor Henry M. Seely of Middlebury College – located on the University of Vermont web site.*  
<http://www.uvm.edu/perkins/Photos/Vermont.html>

In 1834 the Chairman of the Committee on Education recommended to the Vermont State Legislature that they undertake a geological survey of the State. The sum of two thousand dollars annually for three years was set aside for this purpose. The online article states:

*“The Governor, William Slade, appointed as State Geologist Charles B. Adams, at that time, professor of Natural History at Middlebury College, a man of great scientific acquirements. He associated with himself as chief assistants the Rev. Zadock Thompson and the Rev. S.B. Hall. Other assistants, paid and volunteer, joined the force. Many towns of the State were visited, and to a greater or less extent explored. Over twelve thousand specimens of rocks, fossils and minerals, were collected, which later were to form suites to be distributed to the literary, and medical educational institutions of the State; the most complete collection, however, to be deposited at Montpelier.*

*A preliminary map was constructed, a portion of the specimens collected were labeled, and distributed, reports of progress were annually put into print; the grand results were to be gathered and presented in a final report.*

*But sad, such final report never came from the hand of the principal of the survey. The legislature of the State, at a time of strange financial economy, failed to make an appropriation for completing the work. Prof. Adams had accepted a position outside of the State, and not long after he died. The undistributed specimens, charts, sections, and field notes, were in trays and boxes and these later were committed to the care of the State Librarian at Montpelier.*

These few paragraphs with the application of some imagination could develop into a wild story that one of the principal Geologists is a Wizard or an agent of one and encountered an outpost of the Fungi from Yuggoth. The Wizard either negotiated with the Mi-Go in exchange for knowledge or materials, or they took control of his mind and used him to delay or

quash the Geological survey and to steer research and surveys away from the outposts.

In the article, after the Legislature did not appropriate the funds to continue the work, the survey and reports did not get completed until 1853. This would give the Fungi from Yuggoth enough time (a period of nearly twenty years) to finish their work and cover the traces of their presence.

The article continues and details a series of events that slowed down the process of the State of Vermont conducting a full Geologic survey. Eventually, after the deaths of many of the participants, the building where the original samples were stored burned down.

To apply this information in a game, the investigators could be given a portion of the article by the State Librarian at Montpelier either in the form of photographs, notes, or specimens and with a successful idea roll might find relevant information amongst the items that was stored elsewhere (perhaps the University of Vermont in Burlington).

### **GRAVE ROBBERS...WIZARDS HENCHMEN**

A scientific approach to anatomy and dissection dates back to at least the early sixteenth century when Leonardo da Vinci was given permission to dissect human corpses within a hospital in Florence. He would later do the same in Milan and Rome for a total of over thirty corpses of different sexes and ages. His drawings of the dissections and his notes were not published for over 150 years after his death.

Experimentation on human corpses was so common during the 18<sup>th</sup> and 19<sup>th</sup> centuries that families would take turns standing guard over fresh graves until the body would have decomposed beyond being useful.

The growing number of medical schools in the 1700's & 1800's required cadavers to dissect and would not inquire too closely if somebody showed up at their back door selling a fresh body. The disinterment of corpses and subsequent sale of them meant that many graves were dug up and the coffins were emptied. In some cases, with deceased people from amongst the homeless and insane, the body was sold directly without providing them with a proper funeral. In some areas if an unfortunate besotted individual passed out in a gutter they might never be seen again.

In the context of game play, this readily available source of "subjects" would mean that an individual experimenting with these necromantic spells would not have to do all of the dirty work themselves. The obvious downside to this is that people gossip and body snatchers would be no less guilty of this trait. Over a period of time a rich series of rumors and

eyewitness accounts could lead directly to clues that a group of investigators might need to solve a mystery.

Most grave robbers would look on doing so as a supplement to their income rather than as a profession, but the things that they would tend to have in common with one another would be their ability to deal with getting themselves out of awkward situations. Any of the "social engineering" type skills such as Fast Talk and Bargain would be necessary, but they would also need strength and constitution for their late night tasks.

### **Typical Grave Robber**

STR 15 CON 14 SIZ 14 INT 10

POW 10 APP 9 EDU 9 SAN 50

HP 14

Damage Bonus +1D4

Weapon: Knife 35%, damage 1D4+2+db

Small Club 30%, damage 1D6+db

Skills: Bargain 25%, Dig Up Coffin 50%, Fast Talk 35%, Hide 30%, Sneak 35%

It is within this environment that many of Lovecraft's Necromancers would be operating. Grave robbers would not be squeamish about selling a body to a private citizen for "medical experiments" and in some cases, nighttime delivery to a private home or farmhouse would be safer for the sellers than being seen making regular deliveries to a medical school.

### **UNDYING LEADERS OF THE OUTER GODS**

Some of the following section is drawn from the various books and modules released for the Call of Cthulhu game over the last quarter century. Other bits of information have been extracted from various Cthulhu Mythos stories. Lovecraft encouraged the circle of writers that he corresponded with frequently to add to the mythos with their own creations of Gods, magical tomes, locations and historical events. Needless to say with that many individuals contributing there are bound to be contradictions that creep into the mythos over time. Direct quotes from publications will be attributed to their source.

Some of the following is mere conjecture and extrapolations from a wide array of sources. Keepers should feel free as always to pick and choose what works for their individual campaigns.

### **FOLLOWERS OF CTHULHU IN CHINA AND TIBET**

Many millennia ago the followers of Cthulhu sought a remote location where they could build a mighty underground citadel to wait and plot until the stars were right for the return of Great Cthulhu. There are cities already beneath the sea inhabited by the Deep

Ones along with Father Dagon and Mother Hydra. There were those amongst the disciples of Cthulhu who were not aquatic by nature but still part of his race from the stars. Over the ages Deep Ones along with the Undying Leaders in the mountains of Tibet has bred with mankind until they have become a hybrid race neither Deep One nor Human.

The citadel has been a lure for humans who have desired to learn their secrets that have been whispered about in dark tomes. Agents of the Undying Leaders are spread out in a network across the world seeking to gather information about how the human race is developing and if they are forming any alliances with either the agents of Hastur, the Fungi from Yuggoth (Mi-Go) or the Elder Things.

In the "Keepers Compendium" published in 2000 – product #2388 ISBN 1-56882-144-1 on page 155 it is written about the Mi-Go "Supposedly reverent of Cthulhu their long-term plans call for keeping R'lyeh submerged, despite the approaching time when 'The Stars Are Right.' To this end they have long been altering the internal composition of the moon, slowly increasing its mass in an attempt to alter its orbit and create seismological events on earth that will keep R'lyeh trapped beneath the waves."

Nowhere within the Cthulhu Mythos writings does it appear that they Cthulhu Cult are aware of these machinations of the Mi-Go. Only the Brothers of the Yellow Sign appear to be actively hunting and destroying the Mi-Go. It can be conjectured that there is little or no contact between the Cthulhu and Hastur cultists to explain this open war on the Fungi.

With knowledge of the resurrection spells is has been easy to transport the essential saltes of kings, philosophers, scholars and priests to learn everything that they can from them. The dead human is brought back to life and if they are reluctant to talk are tortured to death over and over until they finally reveal their secrets. Human wizards who seek the Undying Leaders for knowledge are given the opportunity to learn spells to prolong their lives and may even be allowed to resurrect famous people from throughout the ages.

The first year that a human wizard spends at the citadel they will learn 3D10 of Cthulhu Mythos skill but lose 6D10 of sanity. Some of them becomes hopelessly insane and are killed to be later turned into zombie servants. Human wizards who can still function after being exposed to the forbidden knowledge will be allowed to return to the world as long as they agree and are bound to further the goals of the Cthulhu cult. Wizards who are at the citadel at the same time usually form eternal bonds and form alliances to share knowledge. Wizards also take at least the second Oath of Dagon and report any

information that they discover about the Brothers of the Yellow Sign to the deep ones to pass on to the Undying Leaders.

**The Three Oaths of Dagon** – as they appear in Chaosium's "Escape from Innsmouth" published in 1992 – product #2338 ISBN 0-933635-65-6

#### The First Oath

"Iä! Dagon! I, [speaker's name], do solemnly swear that I will neither interfere with, nor inform upon, the activities of the deep ones. Iä! Dagon!"

#### The Second Oath

"Iä! Dagon! I, [speaker's name], do solemnly swear that, if requested to do so, I will render aid to the deep ones to the best of my ability, and in whatever form or manner is required of me. Iä! Dagon!"

#### The Third Oath

"Iä! Dagon! Hydra! I, [speaker's name] do solemnly swear that I take this entity [a deep one] as my wife or husband, that I shall take her or him into my home, and that with her or him I will endeavor to have and raise children, so that the race, and the faith, can continue to prosper. Iä! Dagon! Hydra!"

#### Proviso to All Three Oaths (spoken after each)

"I understand and accept that by breaking this Oath in any way, I am subject to trial and punishment by the members of the Order, and that such punishment shall be commensurate with the severity of the offense."

#### Undying Leaders – Deep One/Human Hybrids

(Keepers should feel free to adjust these statistics)

Char.	Rolls	averages
STR	6D6+6	24-25
CON	5D6+6	21-22
SIZ	5D6+6	21-22
INT	3D6+6	16-17
DEX	3D6+6	16-17
POW	3D6+6	16-17

Move 10 HP average 22-23

SAN Loss 1/1D8 Sanity points

Damage Bonus +2D6 average

Armor: 3 point skin

Weapon: Preferred weapon is great sword 50+1D50% (1D100/2) damage 1D10+1+db

Spells: Knows all Cthulhu cult based spells and others at the keeper's discretion.

The appearance of the deep one/human hybrids that dwell in Tibet are not totally dissimilar from those described in H. P. Lovecraft's 'The Shadow Over Innsmouth' when he writes:

*"I could see them plainly only a block away – and was horrified by the bestial abnormality of their faces and the doglike subhumanness of their crouching*

*gait. One man moved in a positively simian way, with long arms frequently touching the ground; while another figure – robed and tiaraed – seemed to progress in an almost hopping fashion.”*

The Undying Leaders that are living in their mountain citadel are not adapted to undersea life but they have the same bulging eyes, scaly reptilian skin and vestigial gills amongst the loose folds of skin on their necks. They are very ancient and as per the Call of Cthulhu rule book are “effectively immortal”. There is also mention made within the rule book that there might be other ancient Deep Ones similar in size to Father Dagon. The Undying Leaders would certainly be much larger and more powerful than a regular Deep One.

### **BROTHERS OF THE YELLOW SIGN**

There are some details in the Call of Cthulhu “Keepers Compendium” published in 2000 – product #2388 ISBN 1-56882-144-1.

It is mentioned that the Brothers of the Yellow Sign are dedicated to Hastur the unnamable, and patiently awaiting the day that he is released from his prison in the Lake of Hali.

There are ancient myths that say the cult existed in Atlantis and Mu and even before. It is possible that the cult is headed by beings from the underground world of K’n-Yan. Lovecraft mentions K’n-Yan in his revision of Z. Bishop’s “The Mound” and in his revision of H. Heald’s “Out of the Aeons” and in his own “The Whisperer in Darkness”. K’n-Yan is described as a cavern beneath Oklahoma inhabited by humanoid creatures from outer space that resemble the Native Americans from that area.

Human cult members operate as respectable members of society and carry out orders received from their masters.

Their primary enemy is said to be the Mi-Go also known as the Fungi from Yuggoth and Brothers of the Yellow Sign will join together if a nest of these insect-like space invaders are discovered. Over time the cult’s tactics have evolved and they have determined that the surest method to destroy Mi-Go is to flood an area with poison gas.

With the number of contributors to the Cthulhu Mythos, there were contradictory elements introduced, sometimes by the same author. There is a quotation from Robert M. Price from the Chaosium’s “The Hastur Cycle” published in 1992 – product #CHA6020 ISBN 1-56882-192-1

In reference to August Derleth:

“[Derleth] made the Yuggoth Mi-Go into a race of servitors to Hastur”

Another source of information on Hastur is a book by August Derleth titled “The Trail of Cthulhu” published by Arkham House in 1962. This was a compilation of stories that first appeared in various issues of Weird Tales between 1944 and 1952. In those stories the Cthulhu scholar from Arkham named Dr. Laban Shrewsbury is introduced. Within those stories Derleth describes Hastur as a “Great Old One”, a spawn of Yog-Sothoth and the half-brother of Cthulhu. Hastur is also described as having three distinct forms:

1. The Feaster from Afar – a black flying creature with razor tipped tentacles that punctures the head of humans and sucks out their brains.
2. The King in Yellow – which appears to be a direct reference to the Robert W. Chambers story of the same name published in 1895. The Chambers book also refers to Carcosa and Hali along with a Yellow Sign.
3. A yellow masked high priest who remains unnamed.

The open warfare that the Brothers of the Yellow Sign are conducting against the Fungi from Yuggoth can be potentially explained with the following conjectures:

- If Hastur and Cthulhu are half-brothers then they both have a legitimate claim to the leadership of the Great Old Ones.
- If the Brothers of the Yellow Sign manage to free Hastur before Cthulhu escapes from R’lyeh then he will be in a better position to rule.
- The Mi-Go must be stopped or weakened to allow the Brothers of the Yellow Sign to conduct the ceremonies to release Hastur from where he is imprisoned in the Lake of Hali on Aldebaran.
- Information about the plot by the Fungi from Yuggoth must be kept from the Cthulhu Cult as long as possible to give the Brothers of the Yellow Sign an advantage in the struggle for Hastur to become the leader of the Great Old Ones.

The Undying Masters of the Brothers of the Yellow Sign who live in the underground world of K’n-Yan interacts only with their human agents. Apart from the Oklahoma entrance to their underground land mentioned earlier, there is also supposed to be a way to reach them high in the mountains of central China. This would place the entrance in the vicinity of the Citadel of the Undying Leaders of the Cthulhu cult.

The Masters of the Brothers of the Yellow Sign would have use of two types of human agents who

would be totally loyal to them. The first would be a class of undying wizards who would be trained with various spells and information to conduct missions and long term plans on behalf of the brotherhood. The second class would be trained warriors who would be bred for physical prowess. Rumors of their exploits and any witnesses that saw them in action over the millennia would be the source of knowledge of the various martial arts disciplines.

#### **Undying Masters of the Yellow Sign**

Char.	Rolls	averages
STR	3D6+6	16-17
CON	3D6+6	16-17
SIZ	3D6	10-11
INT	3D6+6	16-17
POW	3D6+6	16-17
DEX	3D6+6	16-17
Move 10	HP average 13-14	

SAN Loss 0/1D3 Sanity points

Damage Bonus average +1D4

Weapon: Fist 80% 1D3+db

May also have variations on the Mi-Go and Yithian electrical weapons plus other technologically advanced devices

Spells: All mental, plus Call/Dismiss Hastur, has access to all spells obtainable to humans through Cthulhu Mythos tomes. Ability to dematerialize and re-materialize at will.

#### **Average Human Wizards Trained by the Brothers of the Yellow Sign – individuals are not accepted unless they have exceptional INT and POW**

Char.	Rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6	10-11
INT	3D6+3	13-14
POW	3D6+3	13-14
DEX	3D6	10-11

Move 8 HP average 10-11

Damage Bonus average +0

Weapon: Fist 50% 1D3+db

Skills: Martial Arts 30% + others as the keeper chooses

Spells: One life extending spell amongst those listed on page 2, plus keeper's choice of the following:

- Brew Space Mead
- Cloud Memory
- Dominate
- Enthral Victim
- Implant Fear
- Mental Suggestion
- Mindblast
- Song of Hastur
- Summon/Bind Byakhee
- Voorish Sign
- Wrack

#### **Average Human Warriors trained by the Brothers of the Yellow Sign – individuals are not accepted unless they have exceptional STR, CON and DEX**

Char.	Rolls	averages
STR	3D6+3	13-14
CON	3D6+3	13-14
SIZ	3D6	10-11
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+3	13-14

Move 9 HP average 12-13

Damage Bonus average +1D4

Weapon: Fist 60% 1D3+db

Kick 60% 1D6+db

Skills: Martial Arts 50%, Chemistry (poisons) 25%, Dodge (DEX x 4), +10% to all physical skills (climb, hide, jump, ride).

These trained warriors are from all cultures and levels of society. The Brothers of the Yellow Sign are always on the lookout to recruit those that exhibit exceptional abilities. They must have individuals widely spread out and able to react to areas where an outbreak is detected of the Fungi from Yuggoth.

The warriors for all intents and purposes operate as sleeper agents within a tightly knit cell structured organization where any one individual only knows one or two others in the overall chain of command. All members recognize the secret signs and if sufficiently convinced when approached that the other individual(s) are fellow members they will extend whatever assistance that they have at their disposal.

#### **SCENARIO 1: SUFFER NOT A WIZARD TO LIVE**

One of the investigators in the group receives a letter in the morning post from an old friend who is furthering his education in the Department of Anthropology at the University of Vermont in Burlington. Professor Patterson has always been fascinated by early American history, particularly the aspects of the various religious sects coming to the new world from Europe and how they adapted and developed. The last that the investigator heard about the Professor was that he had received funding to travel throughout the back roads of New England and interview and document the history of the small independent churches. Some of the communities are still quite isolated since the various schemes to bring electricity to all areas of the state have not met with much success. (Historical Note: the communities of Victory, Granby and Jamaica finally received electricity in 1964. They were the last in the state to receive electricity.)





## KEEPER INFORMATION

The following setup for the keeper makes an assumption that the party of investigators is located in the New England area (preferably Boston, New York or Arkham). If they are located elsewhere, the keeper will have to adjust the timeline to permit realistic travel times.

The keeper should arrange the calendar dates for this adventure to receive the letter on a Thursday morning. The letter mentioned below was dated on the Monday. The new moon (dark of the moon) will occur on the next Monday night around midnight. This will allow the investigators enough time to speak to people in the village, snoop around and possibly attend Sunday morning church service to see if there are any oddities to spot there.

The investigators receive an urgent letter from a friend asking for help in a remote village in Northern Vermont. Researching the area prior to traveling there will prepare them for some of the hardships which they may have to face just getting there.

On the surface it appears to be a normal small village with the locals being suspicious of people “from away”. Most of the villagers are hiding the dark secret of a cult and its leader the local preacher. In turn the preacher himself has been less than honest with his cult members and means to lead them to their doom for his own gain. The first step towards involving the villagers in dark magic will lead the preacher to a hilltop in three days time to sacrifice the friend of the investigator to a summoned monster. He is doing this with the collaboration of one of the sons of the mill owner to whom he has promised great powers. Another further complication is that the preacher is also dealing with a Mi-Go scientist whom he met one dark night on a hilltop where ancient ruins are located. The Mi-Go have been teaching him what he needs to know to summon a Dark Young of Shub-Niggurath with the ultimate goal to have the preacher learn how to summon Shub-Niggurath herself. If the Dark Goat of the Woods can be called in the circle of human cultists, they will be offered up as sacrifices and the Mi-Go can conduct their fertility rituals to propagate and fill the hills of Vermont with Mi-Go warriors. Should the investigators fail to stop the cultists before it reaches that point, over a period of a few years the results will be catastrophic.

## Player handout #1 – Suffer Not a Wizard to Live

### *Date... (Three days earlier)*

My dear friend,

I do not have much time to write this letter to you so I will be brief.

As you are aware I have been traveling throughout the remote corners of New England to catalog offshoot religious sects. As an unfortunate consequence I have learned a horrible secret about a small community called New Heaven that is near St. Albans. The village sits astride a stream that provides power for it’s sawmill in the spring and early summer.

Gather some friends and come to this town before the new moon. It is difficult to reach at the best of times and with the rains last week these back roads are all but impassible.

There is a great evil afoot in this town and now some have grown suspicious of me. I suspect that the secrets of this town are far too terrible to appear in the press so be as discreet as possible when you come here.

I am enclosing the research page about New Heaven from my notebook. Anything else you can think of can probably be discovered in the library at the University of Vermont in Burlington.

When you get here talk to the old woman named Minerva if you can get her alone.

I plan to pass this letter to the Captain of the wood barge Mathilda that will be leaving here later this morning. He does not carry passengers or I would leave with him. His port is at St. Albans Bay, you might find out more from him.

I am sorry to involve you in this mess, but I need your help.

Jeremiah Patterson, PhD

P.S. Take care in the woods and watch the sky

## INVESTIGATOR RESEARCH – PRE-TRAVEL

If the investigators wish to do some research on the village of New Heaven before traveling to it, the following information is available:

- There are no phone lines or electricity in their area and the only regular postal delivery that they receive is once a week from a coastal barge that brings the village supplies and takes the boards that are cut at the local sawmill.
- The village is situated at the mouth of a small stream that has been dammed with a low wooden structure to provide a constant

flow for a sawmill wheel. This is the largest employer for several miles and is owned by the Brattle family.

- The roads to New Heaven are only passable by horse and wagon, horseback or on foot. Any automobiles attempting passage would get stuck in the mud or suffer a broken axle. Traveling to New Heaven can be done by first reaching St. Albans by either automobile or train and renting horses, or hiking. If hiking some travel time can be shaved off by paying a local to drive the investigators to the Western end of the New Heaven road which meets up with the turnpike just South of St. Albans.
- More cattle have been shipped to the town this spring than in the previous two years combined.

### Locations

**Burlington VT** – Population in 1921 was 22,779. This city is located on the eastern shore of Lake Champlain.

Burlington was first settled in 1764 and incorporated as a town in 1797. It was granted a city charter by the state of Vermont in 1865.

The central part of the city is built around a square near which the following major buildings are located:

- United States Custom House
- Post office
- Court house
- City Hall
- Masonic Temple
- YMCA
- Fletcher Free Library
- Howard Opera House
- St. Paul's Episcopal Cathedral
- Catholic Cathedral

The University of Vermont and State Agriculture College was founded in 1791 and is located in Burlington. Its Billings Library contains over 70,000 volumes.

The Burlington harbor is made safe with a large artificial breakwater. There are steamer lines which travel from Burlington to other ports located on Lake Champlain.

**St. Albans VT** – population in 1921 was 7,588. The city is located in northern Vermont near the Quebec/Canadian border. It is located on the Central Vermont rail line and state turnpike 7 which continues on into the Green Mountains. The passenger train that continues on to Montreal is called the Montrealer. The city is a railroad town

complete with roundhouse and service depot. It is surrounded by small farming communities along with private lumber mills and maple syrup producers.

The city suffered tragic devastating fires in 1871, 1891 and 1895. These fires greatly slowed the development of the area and keepers may assume that the Mi-Go operating in the area was involved.

The local newspaper is the St. Albans Messenger and has been in business since around the time of the civil war. It is the oldest afternoon newspaper in Vermont.

Player handout #2 – Suffer Not a Wizard to Live  
Page from Dr. Patterson's Notebook

In 1765 a small group of devout fundamentalists who believed that the end of the world was near, moved from the Boston area to Vermont and eventually the location of the present town along the Eastern shore of Lake Champlain. The first winter was very hard and they lost over half of their original population.

The local church replaced their elderly Reverend Elijah Kurstmann two years ago with a much younger man by the name of Albert Kurtz.

The mill operates seasonally in spring and early summer. The laborers are sent away for the second half of summer and the fall and brought back in the winter to cut trees and sledge them to the mill yard.

The local church in New Heaven is called the "Congregation of the Revealed Truth". Very little is known about it except that they are fundamentalists and have a literal view of biblical end-times prophecy.

My preliminary research and correspondence with the local Reverend leads me to categorize their congregation as an offshoot Calvinist sect with beliefs reminiscent of the Canons of Dort. This is a very strict viewpoint whereby the word of God is accepted as indisputable and any disagreement with God's word is considered as a false view.

I am looking forward to this since this implies that the Reverend will have final say over all matters in the community as the interpreter of the Word of God.

This could potentially be a glimpse into the way that worship was conducted in the Netherlands in the early part of the 17<sup>th</sup> century.



If the investigators are thorough they should be given the following handout which is from a newspaper in St. Albans from one week earlier than the current game date.

Player handout #3 – Suffer Not a Wizard to Live  
Clipping from the local newspaper

### **Trapper Reports Seeing Flying Monsters**

*St. Albans Messenger, Vermont*

*Date... (One week earlier)*

A local trapper named Ephram Griggs has told a wild story of walking his trap line two nights ago towards Lake Champlain along the New Heaven road and witnessing an amazing sight. He claims that two men were standing on a hilltop in an area that had been cleared by logging and were yelling strange words into the nighttime sky. Griggs further goes on to say that after a few minutes he saw something big and ugly fly over his head towards the hill and it was making a strange buzzing sound. "When I seen that I didn't stick around there for very long, let me tell you" stated Griggs.

When this reporter contacted the local authorities about this report, they would not stop laughing long enough to answer any questions. All I could elicit from them is that "The trap lines must lead to a still".

### **SIDE TRIP TO ST. ALBANS BAY**

When the investigators arrive in St. Albans they may wish to follow up on the suggestion to speak with the Captain of the wood barge Mathilda. His name is Alvah Hutchins and is from the local area.

Captain Hutchins can be found down at the docks with one of his deckhands doing some maintenance on the engine of the barge. The barge is approximately 100 feet (30 meters) long and 30 feet (9 meters) wide. The Captain is friendly enough and is willing to take a break from the work to chat for a few minutes.

Hutchins does not know much about the village of New Heaven. Most of his interaction is with the mill workers but he will reveal the following rumors.

- Patterson was very nervous when he slipped him the letter and paid him well to mail it for him even though he had told him he did not have to.
- A seasonal logger from St. Albans Bay had mentioned to him that he had seen a strange circle of old stones on a hill near the village. He said it was when he wandered from the logging trail and that they gave him 'the

willies'. That logger was later killed in a mill accident.

### **TRAVELLING TO THE NEW HEAVEN AREA**

If the investigators have done their homework, they will have either rented or purchased a wagon and a team of horses, are riding into the village on horseback or are hiking.

The turn off to the New Heaven Road is six miles South of St. Albans along Route 7 but is not marked. It appears to be just another rough wood road, if you travel along it for approximately five miles it leads to the village of New Heaven which lies on the Eastern shore of Lake Champlain. The road winds through low round topped hills that appear to loom over the road. At any point the riders can reach out and touch foliage and can tell that the road is not well traveled. After they have progressed for two miles **have the investigators make a Listen skill roll**. If they are successful, provide them with the following information.

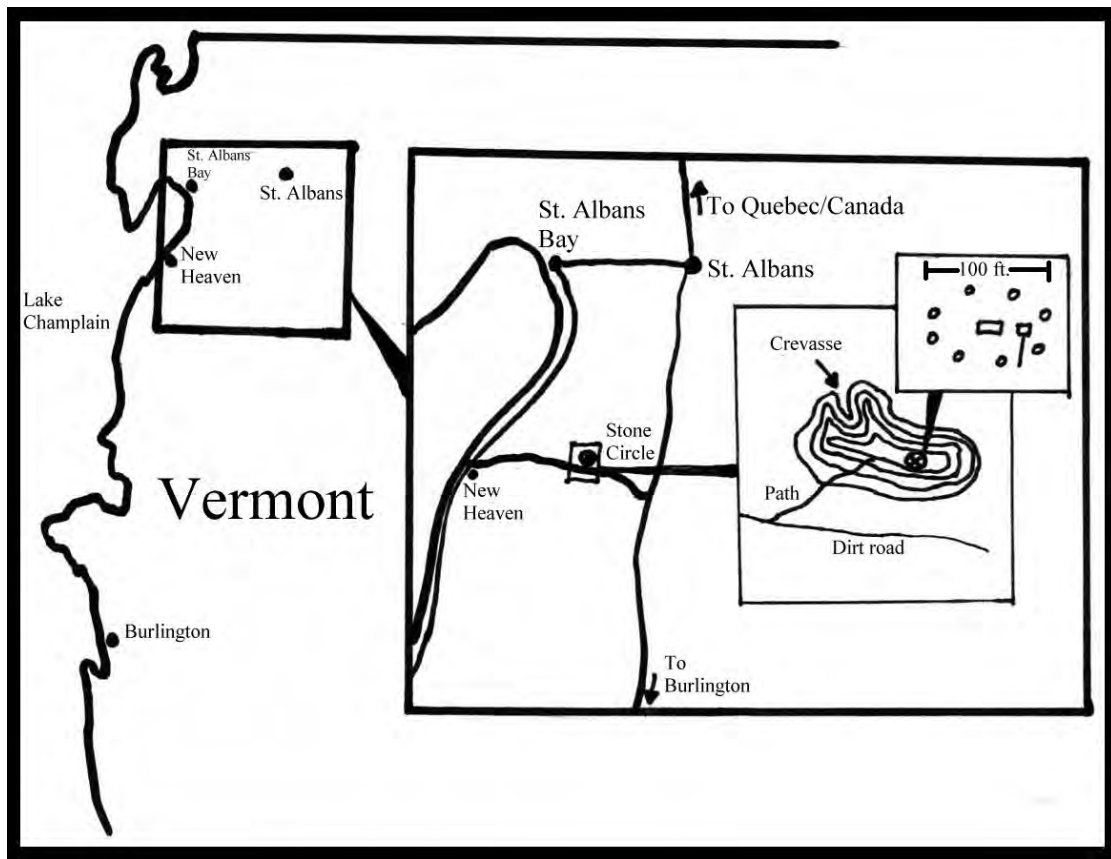
*You notice that you no longer hear the sounds of birds or insects. You are uncertain when they stopped but the area of the woods that you are in is eerily quiet. As you look around you see signs where there has been many trees cut down and some of the nearby hilltops appear to be completely bare.*

As the investigators travel further they can hear a flowing stream somewhere to their left at about the same time that they get a glimpse of Lake Champlain to the West. They approach a steep hill where the stream spills over as a series of small waterfalls and the road descends through a series of switchback turns.

### **FIRST SIGHT OF NEW HEAVEN**

The tiny village is situated on the eastern shore of Lake Champlain. To the west in the distance Burton Island can be seen, dark and wooded. The stream splits the village in two along either bank and spills over a low wooden dam with part of it channeled to slowly turn a large wheel on the side of a sawmill. The other structures in the town consist of a small stone church, a general store and about ten houses with horse barns, carriage sheds and outbuildings and a dock projecting into the lake close to the mill yard.

The majority of the structures are of a Colonial or early Georgian design but are neatly maintained and are a uniform white with black trim and red brick chimneys. There is a large lumber yard beside the mill with neatly piled stacks of logs waiting to be cut and shipped. Across the road from the mill, beside the docks, are piles of stacked boards of varying lengths and sizes.



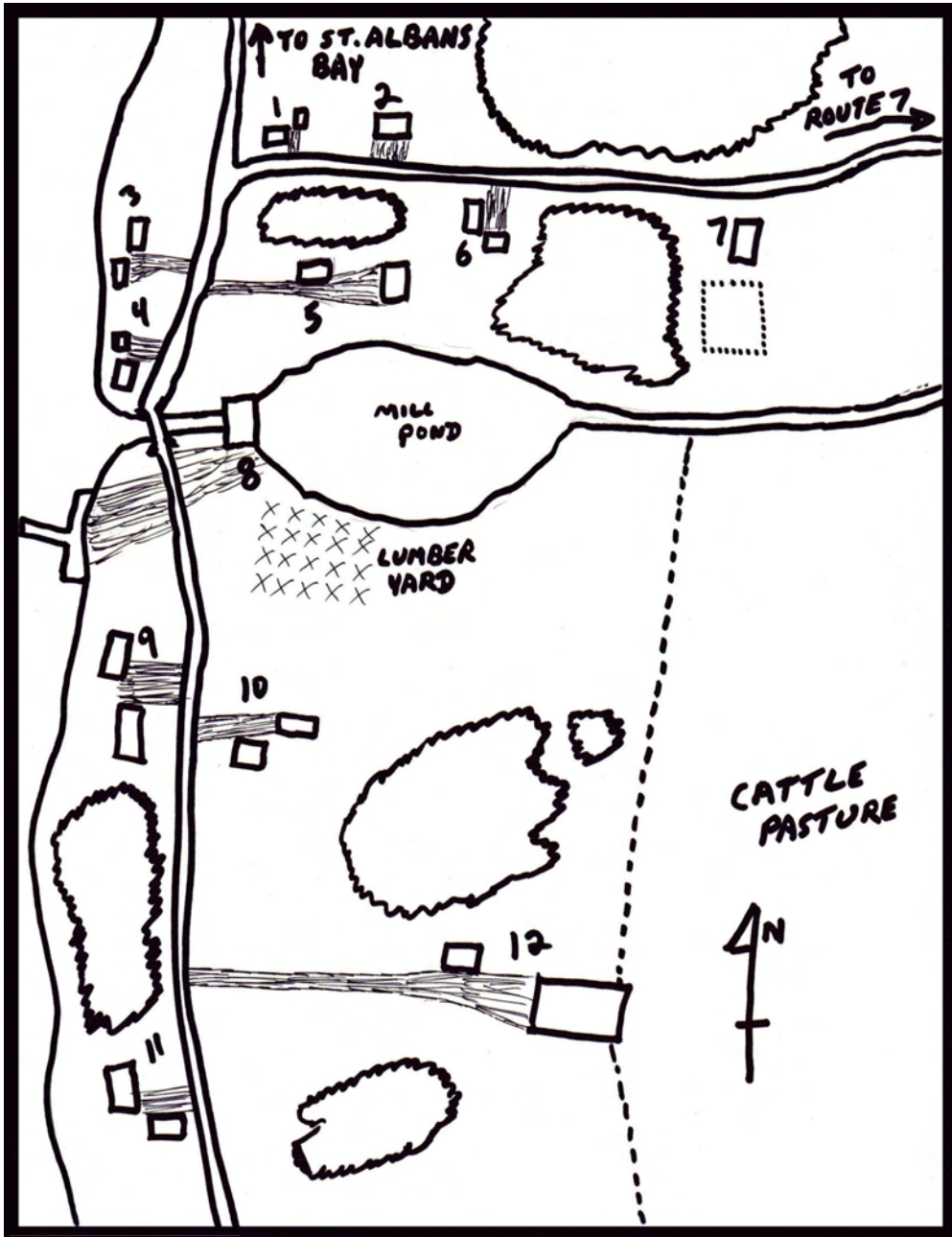
1. **Kinsley Family** – James Kinsley, wife Anna and son William. James and Anna are originally from Burlington and came here shortly after they were married. They were attracted to the simple lifestyle and the fundamentalist church that they could not find an equivalent to in Burlington. They were also fleeing from the wrath of Anna’s family since she married when she was only 15 and James was 20. James is a large muscular man who appears to be able to move the large barrels and boxes in his store without any assistance. He is very well spoken and a few minutes of conversation reveals that he has at least some university education. One thing that detracts from the man is a nervous laugh and the way that his eyes keep moving, never fixing on anything for more than a second. This behavior is a result of his zero sanity. James obtained a loan from the Brattle family to take over the general store from Widow Young (see #4) and has been serving the village and surrounding area for almost fifteen years. James travels once per week by horse and wagon to St. Albans to pick up supplies for his store. He has two shotguns for protection, one in the house and the other in the store. He takes the one from the house with him on his trips to St. Albans. Anna is a lovely young

woman who does not speak unless spoken to and even then her answers do not make much sense. In a conversation she is just as likely to walk away and play with her child as she is to answer any questions. She can frequently heard singing hymns and loudly shouting “Praise the Lord”. Both James and Anna have been indoctrinated into the inner circle of the local church by Reverend Kurtz which means that they have been placed under the control of the Mi-Go in the hills to the east of the village. The mission that the Mi-Go has given James is to pass along messages by mail and phone to others in their control during his weekly trips. Their son William is twelve years old and is one of the pupils of the Reverend Albert Kurtz. He is a handsome young man and takes after his father being much larger and stronger than other children his age. People passing through often mistake him for being at least three years older than his actual age. Recently he has become somewhat uneasy about the Reverend and detects that there is something not quite right with most of the others in the village. If any of the investigators manages to gain his trust, he will tell them that he believes that the Reverend worships something other than God and Jesus. He will also say that he has seen the Reverend leaving his house after dark and walking towards the

hills, sometimes alone and sometimes with others including his parents.

2. **General Store** – Owned and operated by the Kinsley family (see #1). This is a one story building with a storage room in the back and a small office behind the counter for James and Anna to do their paperwork in. They extend credit to the locals and keep a set of books in a locked drawer in the office. If the investigators break in and find the accounting records, and they spend one hour with the records they can make an accounting roll. If it is successful they will learn the following. The Reverend has never paid them for anything and recent recorded purchases shows that he is buying food for more than one person. If there are signs that the store have been broken into, James will approach the Reverend to ask what he should do. The Reverend does not want the ceremony during the coming new moon interrupted so he will ask the mill owner and his sons to run the newcomers out of town.
3. **The Manning House** – Wendal and Margaret Manning are a retired couple waiting for the reverend to lead them through the second coming. Wendal is retired from the mill, having been the labor supervisor for almost fifty years. They are involved in the inner circle of the church and know that the Reverend miraculously regained his youth recently which to them is a sign that end times are coming fast. They have both been to the hilltop and are controlled by the Mi-Go whom they both agreed were some sort of angels descending from the heavens. On the next new moon they will both be in attendance at the summoning on the hilltop. Wendal has a .30-06 bolt action rifle that he carries with him when traveling to the woods. He will have it with him during the summoning ceremony if things progress to that point. Wendal is a slightly stooped man from years of hard labor and many minor back injuries causing him pain when he walks. He still dresses casually compared to most other men his age in this period, and is more comfortable in denim coveralls than he is in his “Sunday going to church suit”. Margaret is a large cheerful lady who had children that grew up and moved away years ago. They receive mail on occasion from her daughter in Boston but her son was killed in the Great War. They rarely get visitors but are friendly enough. She always has fresh bread and pies on the table and if the investigators stop by to ask any questions she will invite them in for tea and pie. Wendal has an odd habit of running to the kitchen window every few minutes thinking that he heard something coming out of the water. A successful psychology roll will indicate that he may be entering into some form of senility. It is actually

a result of being mind controlled by the Mi-Go. Mrs. Manning’s insanity from the mind control is somewhat more subtle. She will begin talking about her son as if he is still alive and then catch herself and start crying. The crying episode only lasts for a few seconds and then she crosses the room, picks up his picture from the top of the mantle and starts talking as if it is actually him. A successful psychology roll indicates that her mind has snapped. She is either in a state of depression or in a severe form of denial, or the worst of both. It appears to the investigators that she is not dangerous but if any of them say anything that could be construed as being derogatory about either her son or the Great War, she will pick up her butcher knife and attack.



The keeper should provide a copy of the village map for the investigators to reference.

1. Kinsley family
2. General Store
3. Manning family
4. Widow and mother
5. Brattle family home
6. Reverend Kurtz home
7. Church
8. Saw mill and dam
9. Charlotte's Guest House
10. Barnabus Brattle
11. Doctor Bowers
12. Jedediah Brattle family

4. **Widow Young and her crazy old mother** – Amelia Young is originally from St. Albans bay and had met her husband when they were just teenagers back in the late 1880's. It was love at first sight and they were married a few years later. He had been the original owner of the general store and died early in the Great War where he had volunteered as an ambulance driver. He felt that why should a young man risk a full life ahead of himself when he was already getting up in years. James Kinsley had been working at the store at the time that her husband went off to war and she sold the store to James after the news came of the tragic death. Kinsley is still making monthly payments to her and that is what she is supporting her mother with. She is protective of her mother but if any strangers want to stop by and chat with her mother while she is on the porch, Amelia will take the opportunity to finish up some chores around the house. They both attend church every Sunday but do not mingle with the other people in the town and are not even aware of the inner circle. Amelia is a stately and quite stern looking middle aged woman who looks like she means business. She wears her long grey hair in a tight bun and always wears long but plain dresses. Her mother, Minerva Belknap, is in her late 70's but is somewhat frail looking and appears to be much older. Talking to Minerva Belknap ("Call me Minnie") will reveal the following information. She cannot be sure but the new Reverend sure looks like the old one that retired but much younger. If the investigator makes a successful psychology roll he will detect that she is blocking a powerful memory. A successful psychoanalysis roll will draw her into talking about the memory but then cause her to make a sanity roll with a loss of 1/1D6. If she fails her sanity roll she will go into shock and the local doctor who is familiar with her case will be required (he must make a successful Medicine skill roll or she will die).

Should the investigator make his psychoanalysis roll they will obtain the following information from when Minerva was a much younger woman...

*There are terrible things that happen in the woods, unholy and unnatural things that nobody has the right to even have nightmares about. It was many years ago and I was a young girl walking through the woods in the springtime, gathering wildflowers. I had been daydreaming and had wandered much further than I intended. Ahead of me, near a hilltop that my mother had told me to stay away from, I heard the sound of somebody screaming in pain. Running up that hill I seen a great circle of stones sticking out of the ground with a large flat stone in the middle. I*

*stopped and could see that somebody tied was laying on it and our church leader Reverend Kurstmann was standing over them. He had his eyes closed and was saying something in a strange language. As I watched the person lying on the stone slowly turned grey and stiffened like a piece of dried meat. As that happened I noticed that where the Reverend had grey at the temples it disappeared. I backed away down the hill and he did not see me, but as I went something like branches crunched under my feet and as I looked down, I saw that I was walking on the old dried arms and legs of many, many bodies. I don't know why I did not scream, but I think it was because I did not want the Reverend to know that I was there. That image has haunted my sleep for years and now I do not know if what I remember is real or a dream...*

5. **The Brattle Family Home** – this stately Georgian home is a large two story structure much larger than the other homes in the village. This is the dwelling of the owner of the saw mill and his wife. They have a young housekeeper living with them that comes originally from Montpelier. The mill owner is Thadeus Brattle a descendent of one of the original settlers of the village that fled from Boston. He is in his early 50's and is a large rugged looking man who looks like a woodsman with a long bushy beard and a penetrating gaze. His daily wear about the village is his working clothes of a pair of overalls, sturdy work boots and a plaid wool shirt. Thadeus and his wife are part of the inner circle of the church and are looking at the coming ceremony as ushering in the beginning of the apocalypse. They both strongly believe that the Reverend must be assisted at all costs and those that seek to stand in his way must be stopped. Louisa Brattle is a conservatively dressed middle aged woman who is very stern and does not approve of laughter, thinking it frivolous and ungodly. To anybody from a larger city, her bearing and clothing reminds them quite strongly of the Victorian era. If she meets the investigators and has any reason to think that one or more of them might not be regular church goers, she will approach the owner of the guest house and suggest that they not be allowed to stay in the village for very long. Thadeus knows that the Reverend is keeping the investigators missing friend Jeremiah Patterson in the basement of the church. If questioned about seeing Patterson, he will say that he saw him but is sure that he left town. A successful psychology roll will reveal that he knows more than he is saying. If pressed he will warn the newcomers that this is his town and if they know what is good for them, they will not go around asking too many questions. The final member of the household is Elizabeth Loudon their

housekeeper who does all of the cooking and cleaning. She is originally from Montpelier and applied for the position after seeing an advertisement in the Montpelier Times morning newspaper. She is thankful for the amount of work to do around the house so that she does not have to spend the afternoons and evenings sitting with Mrs. Brattle reading the bible. It has recently come to her attention that Lucas Case one of the mill workers is sweet on her. She is trying to figure out a way of getting together with him and has sneaked out a few times recently to take a walk along the lake with him after dark. She is an attractive young lady but feels embarrassed about her lack of education and plain servant clothing. She will not speak unless spoken to and will never speak badly of her employers. She does not know anything about the inner circle of the church but knows that Thadeus spends many evenings in the company of the Reverend.

6. **The Reverends Cottage** – A simple one story brick structure set into a small grove of very old trees. Adjacent is a small barn for his carriage and horse. In his sitting room he has a locked cabinet where he keeps his notebooks. Should the investigators enter the home while he is not there and search the place a successful spot hidden roll will reveal a hidden compartment at the back of the cabinet that contains some very old notebooks written in his native German. A successful read German reveals some very disturbing information.
- His real name is Elijah Kurstmann and he came to New England in the early 1700's. He attended school in Boston to improve his English and studied in a private seminary where he apprenticed himself to a minister a few miles west of Salem.
  - The locals got together one night to drive the minister out of the village under suspicion that he was practicing witchcraft and while fleeing together discovered that the older man was much older than he appeared. After asking about the particulars, he was initiated into the world of wizardry and taught a terrible spell to prolong his life. He justified this at the time by telling himself that he was merely eliminating criminals and the dregs of society to further his calling to the church.
  - Gradually over time he split off from his mentor and settled in Burlington and eventually led a group of zealots to establish the village of New Heaven.
  - He is still in contact with the older Wizard who returned to Europe and there are indications from a few letters that he seems to be living in France.

- There is an entry within the last few years that the European Wizard has learned a spell of great power that would allow him to raise the dead from their essential salts and promises that if Elijah is killed he will do his best to bring him back to life.

The notebooks continue with entries about Elijah traveling every few years to either Boston or New York for several weeks to prey on vagrants with the Steal Life spell. Over a period of time his sanity was reduced to zero and he has become quite insane and convinced that God has called upon him to usher in the end of the world. In the last fifty years he has stayed closer to the village and uses advertisements in Boston newspapers to lure people looking for work that he then disposes of with the steal life spell. Some of the other people in the town know that he occasionally has people traveling to see him but takes his word that they have left town. He does not know that Minerva Belknap saw him with one of his victims within the hilltop stone circle many years ago and would eliminate her if he ever found out. Two years ago, while he was in the stone circle one evening, he heard a buzzing voice from the trees offering him great treasures if he would help them. He answered and conversed with the unseen speaker and eventually discovered that they were called the Fungi from Yuggoth. They urged him to read some old lore from a fragment of an ancient Latin book that they gave him to learn how to summon one of the great servants of an Outer God a Dark Young of Shub Niggurath. When he has done so he is to gather his loyal followers, cast the spell and after offering the sacrifice ask the servant to teach them how to open the way for Shub Niggurath. What Elijah does not know, is that this Mi-Go colony is ready to enter a breeding cycle and need the presence of Shub Niggurath herself to trigger that phase. The humans that they are manipulating will become the sacrifice to the Outer God and the Mi-Go will benefit from the ceremony. Should the investigators fail to stop the ceremony from happening, the area will be terrorized by several dark young of Shub-Niggurath and in a few years time Northern Vermont will be overrun with Mi-Go warriors.

Kurtz/Kurstmann appears to be around forty years old. He is a sturdy looking man but appears somewhat smaller than the other men in this town of woodsmen. He has dark hair and long sideburns that are turning grey. His only facial hair is a thick moustache which matches his dark bushy eyebrows. He dresses neatly at all times in a black suit with narrow lapels and a thin black tie. He has a pocket watch and eyeglasses. Upon meeting him he will be pleasant and give the investigators a sales pitch about



them attending service if they are still in the village on the coming Sunday. A successful psychology roll reveals that he seems to be observing the investigators as if they are some sort of interesting specimens and that he has a definite feeling of superiority to everyone around him. If asked directly about the investigators missing friend, have them attempt a further psychology roll and if successful they notice that when he denies seeing the man he glances quickly towards the church.

7. **The Congregation of the Revealed Truth** – This small white wooden church serves as a multi purpose community center and during the week is the schoolhouse. The outside grounds are well kept with a tidy iron fenced cemetery behind it. The headstones date back to the first terrible winter when almost half of the settlers perished. Inside, there are folding tables stacked against the back wall that are used by the children in the village who attend classes. Chairs are stacked and there appears to be enough for around forty people. The church alter is very simple and the pulpit undecorated with a large bible laying open on it. If the investigators examine the bible the page that it is open to and the passage that is marked is Revelations 20:6 “Blessed and holy is he that hath part in the first resurrection: on such the second death hath no power, but they shall be priests of God and of Christ, and shall reign with him a thousand years”. In the back of the church is a small office with a desk, a bookcase and a few chairs neatly lined up against the walls. There is a closet in one corner and if the investigators examine it, a spot hidden will reveal that there is a concealed trapdoor in the floor that leads down into a small room that is roughly 10 feet by 20 feet (3 meters by 6 meters). There is a small desk with an oil lamp on it and in the corner a cell sized cage with a heavy hasp and padlock securing its door. If the investigators find this room prior to the night of the full moon, their friend Dr. Patterson will be locked up here. He has a chamber pot and a low cot to sleep on. The lock can either be opened with a successful mechanical repair skill roll or the entire hasp pried off with a STR versus STR roll with the lock having a STR of 15. If the desk is searched a number of old scrolls and small bound folio volumes will be discovered with a successful spot hidden roll. They are in a mixture of Latin and German and an accurate translation will require a successful skill roll in each language. More than one investigator can collaborate to interpret this material but it will take approximately one month of work with forty hour weeks. The translated notes reveal the spells that Kurstmann knows and causes 1D3/1D6 SAN loss and +4% to Cthulhu Mythos for everybody involved with

the work. If Kurstmann discovers that the investigators are in the hidden room, he will close the trapdoor and block it to give himself time to go for help. The investigators can try to force the door with a STR versus STR resistance roll with the blocked door having an effective STR of 30. Two investigators at a time can combine their might to try to force it open.

8. **The Saw Mill** – the heart of the economy of New Heaven. It employs most of the locals and during much of the year at least four other laborers. In the winter enough wood is cut and sledged out to feed the mill through the spring and the early summer when there is enough water in the mill pond to turn the wheel and power the saw. The season has recently been extended for wood cutting by the eldest son of the owner bringing in a steam engine to power the mill wheel when there is not enough water behind the dam. The steam engine is fueled by burning sawdust and slab boards but many locals (including the mill owner) do not like the noise which seems to disrupt the quite harmony of the village. It is tolerated however, since the extended season has brought more money into the village and allowed them to hire on more woodcutters in the winter. If the investigators somehow manage to breach the dam near the mill (perhaps with dynamite) there is a 50% chance that the entire mill will collapse killing everybody inside of it. Unfortunately the onrush of water would also knock the closest house off its foundation and push it into Lake Champlain, killing the occupants. That house belongs to Widow Young and her mother Minerva Belknap. If the investigators are somehow responsible for such an event, they should be each penalized with a 1D8 SAN loss for killing innocent people. Coincidentally the only place in the area that the investigators would be able to find dynamite is a locked steel shed in the middle of the lumber yard. It is a sturdy building that has an earthen mound between it and the lumber piles to prevent or block fire. They keep one case to break up ice jams behind the dam in the early spring. Usually they don't need it, but if the dam was ever destroyed by ice the village would lose its livelihood.
9. **Charlotte's Guest House** – this three story house can lodge up to twenty guests, with some being in shared accommodations. There is only one shared bathroom per floor. Travelers who are not laborers are charged at the full rate of \$5.00 per night but have their own room and the price includes a full breakfast. The keeper should make note if the investigators make use of their real names when obtaining a room. If they do there will be a record that might lead the police

to them if there is reason for an investigation (shootouts with the cultists break and enters, thefts, etc.) The Guest house is run by Charlotte Saroles who is an attractive woman in her late thirties who is a Christian who views selling a few drinks of moonshine to her guests as part of the service. She will not offer it but if asked will provide a shot of booze in a cup of strong coffee for \$1.00. Her rules for the house are that the doors are locked at 10:00 PM sharp and if you arrive after that time it is too bad for you. She keeps an orderly house and has a baseball bat under the counter to threaten rowdies with. Lately she has developed a soft spot for what she sees as young love between the Brattle's housekeeper Elizabeth Loudon and Lucas Case who is one of her guests working for the summer at the saw mill. She gave him a key with the condition that he does not tell any of the other guests and that he does not make noise when he comes in. She has also offered him some advice about premarital sex and told him to marry the girl if he loves her. Charlotte has never gotten over the death of her husband several years ago in a saw mill accident that mangled him badly. He took several days to die and she suffered mentally from his hours of agonized screaming almost as much as he did physically. A successful psychology skill roll reveals that something from her past haunts her. Secretly she hates the saw mill and its owner for running an unsafe operation and will help investigators if she learns that they are working against him. Charlotte has no opinion about the Reverend but when he rambles on about the end of the world she can be seen to look either skeptical or bored. The inner circle knows that she probably cannot be recruited so they leave her alone.

10. **Barnabas Brattle House** – the younger son of the owner of the saw mill, Barnabas is the wild one in the family and is not nearly as devout as the rest. He is trying to make enough money to move to either Burlington or Boston and go to school. His father keeps saying university is a waste of time since the end of the world is coming. Barnabas has not been able to make a lot of money working at the mill since his father makes him pay a monthly rent for the house that he is living in. He has supplemented his income by building a still and selling the moonshine to the owner of the guest house and the captain of the barge who brings him the materials he needs. Barnabas obtains his bottles and corks from the weekly barge captain and in turn provides him with a couple of full bottles a week. His still is upriver from the town in a small shack on the side of a hill. He learned how to make a still from talking to some of the shady characters who hang around the general store in St. Albans and

reluctantly asked for assistance from the local doctor who was glad to be able to tell him how not to accidentally poison his customers. Barnabas is not part of the connection with the Reverend and the Mi-Go and if he sees anything that looks like monsters or magic he will be quite terrified. He carries an old .45 revolver under his jacket and if he sees any of his family members in danger he will come to their aid.

11. **Doctor Benjamin Bowers** – the local doctor received his medical education at the turn of the century at the University of Vermont in Burlington. He found that he did not enjoy working in city hospitals and moved to this village twenty years ago when the previous doctor passed away. The Doctor is not a wealthy man, compared to what he could be working in a large city, but he is always dressed neatly in a dark suit. When he hitches up the horse to his carriage to travel to nearby communities, he wears a long waxed leather duster to protect his good clothes from the road dirt. Benjamin is approximately fifty years old, balding with a terrible comb over and wears a thick pair of black horned rim eyeglasses. He is somewhat overweight but realizes that at his age, and with his enjoyment of good food and moonshine that it is inevitable. His small clinic takes up part of the main floor of his house and his kitchen and living quarters are on the second floor. Doctor Bowers also serves other small communities and isolated farms in the area. He has a horse and carriage that he uses for his rounds, a sled for the winter and a small motorized boat tied up to a jetty behind his house with a barrel of fuel in his shed. Investigators could crowd four people into this boat and escape along the lake if necessary. The doctor enjoys having a drink in the evening and for his participation in getting Barnabas Brattles still running his payment is one bottle of moonshine per week. His knowledge of chemistry allowed him to teach the young man how to mix and cook the mash and how to coil the condensation tubes. If the investigators talk to the doctor when he is alone he will indicate that there is something wrong with the people in the town but he cannot say what. He lacks knowledge of psychology and just sees strange behaviors as a result of their religious fervor. The doctor is unarmed and will not hurt anybody even to defend himself.
12. **Jedediah Brattle and Family** – the eldest son on the saw mill owner lives here with his wife Ellen and his two children Patrick and Phebe. Jedediah is an extremely large imposing man standing over six and a half feet tall and appearing to be carved out of solid muscle. He is not the sort of person that any normal person

would want to get into a physical confrontation with. He is a somewhat handsome man and when not working around the mill dresses in well tailored suits. Sharp eyed investigators that make an IDEA roll will note that the style and color of his suits are almost identical to those of the Reverend. Jedediah is the right hand man to the Reverend and has agreed to assist with the sacrifice of their recent captive in return for being taught some of the spells. He also has in his possession one of the Mi-Go electrical guns and has been practicing with it away from the village. When the Reverend introduced him to the Mi-Go they placed him under their mind control and he will do anything that they order including sacrificing his own family. Jedediah is quite insane with a variation of megalomania that makes him believe that the work that he is doing with the Reverend will result in the second coming of the Lord and that anybody who seeks to stop them are agents of the Devil. He sees the Mi-Go descending from the sky as beautiful angels. Ellen has also been to the hilltop and her mind is under the control of the Mi-Go. The Fungi from Yuggoth have determined that they can manipulate her through her vanity and have told her that when the stars are right she will be taught the secrets of eternal youth. She knows that the Reverend has recently regained his youth and has no doubts about what she has been told. She is willing to sacrifice her own children in her pursuit of knowledge or to protect her husband and the Reverend. Ellen is never seen without being immaculately dressed and has her husband take her to St. Albans at least once per month to purchase hats and dresses and have her hair done. She is a beautiful woman who also has managed to keep her fabulous figure even after giving birth to two children. If the investigators make a successful psychology roll when talking to her they will detect that she has strong narcissistic tendencies and views the people around her as an audience to admire her. Their oldest child Patrick is only six years old and in most respects is a normal child. If the investigators watch the child playing they will see that when he is pretending that he is shooting a gun instead of saying “bang, bang” he makes some sort of electrical sounds. If asked about it he will say something about daddy getting a lightning gun from the bugs on the hilltop. Phebe is the younger of the two children and is very quiet and withdrawn. Phebe interacts with her brother in play but when he goes to the local schoolhouse which she is too young to attend she becomes upset. Like her brother, she has been with her mother on an evening visit to the hilltop and seen the Mi-Go. They scared her and she has been having nightmares. Her mother has been to the doctor and obtained a small vial of pills to

help the child sleep. The drug is Phenobarbital and sold under the trade name of Luminal. Any investigators with either Chemistry or Medicine about 20% will know what this drug is used for. One quarter of an adult sized dose is all that is required to sedate the child so that she can sleep. Phebe will not respond to any questions from the investigators.

## DAY 1 – THE INVESTIGATORS ARRIVE

The investigators will have chosen their route to arrive at New Heaven and the keeper should accommodate any of their ideas for doing so. Presumably most investigators will have taken the earlier suggestion of traveling to St. Albans to gather information and then travel by road to the village. Innovative investigators may have gone to Plattsburgh New York or Burlington Vermont and chartered a boat to take them across Lake Champlain to the village. They may also choose to explore the nearby hills or islands that have a view of the town and set up an observation post. The keeper must decide how much or how little information to reveal to them based on their actions. This adventure allows for a gradual discovery of information so it should only be handed out in small portions based on who the investigators choose to interact with.

If they indicate to any of the locals that they are searching for their friend Jeremiah Patterson they will receive mixed reactions. The laborers at the saw mill, widow Young and her mother, the guest house owner and the doctor will all say that they saw him but they don't recall seeing him leave town.

When the investigators enter Charlotte's Guest House to look for lodging, either on their own or having the place pointed out to them by the locals, they will be warmly greeted by Charlotte. Any of the out of town saw mill laborers who are here (if it is in the evening) will also greet the newcomers and invite them to come back down and sit a spell after they drop their stuff off. It is a quiet town and other visitors with news from outside the area will be a welcome diversion for them. If any investigators take them up on the offer and return to the Guest House common room a successful spot hidden will tell them that there is a strong smell of alcohol coming from some of their coffee cups. See the entry for the guest house for details about Charlotte's bootlegging activities.

If questioned directly about Jeremiah Patterson while in the Guest House, Charlotte will indicate that he skipped out without paying his bill and she is holding his luggage for ninety days and then selling it to recover some of her money. If the investigators want to go through the luggage they have to settle his account of \$15 and exchange she will give them the bags and contents.

If Doctor Patterson’s luggage is searched the investigators will find his personal notebook which has some of the observations from his recent travels. Generally the notes deal with small independent churches scattered through remote areas of the state of Vermont. It appears that he is trying to trace the roots of each church to determine the country of origin of the founders and then identify which of the protestant sects that they have descended from. He has made some interesting discoveries of congregations based on the Catholic doctrine that has come down through the years, independent from Rome with somewhat modified teachings. These churches seem to have been founded after the French pulled out from Chimney Point in 1759.

There is an abundance of entries from communities along the shores of Lake Champlain about different churches including sketches with notes about variations in decoration and steeple construction. He has compiled lists of preachers, ministers, reverends and any other type of church leader that the investigators have ever heard of.

Player handout #4 – Suffer Not a Wizard to Live

**From the notebook of Jeremiah Patterson**  
 The church appears to be a distant offshoot of the Calvinist faith and have recently developed an apocalyptic belief that the end of the world is coming very soon. I don’t know if this is due to the teachings of the reverend Kurtz or the leanings of the population in general. I have sit through one service on Sunday morning which was largely dominated by readings from Revelations.  
 I have only been in this village for a few days now and I wish to God I never found the place. Hints that some in the village have whispered lead me to believe that there is an inner circle within the church. I do not know what they are up to but some whisper that there is an ancient circle of stones on one of the nearby hilltops that plays a part in private worship ceremonies. Yesterday as I entered the store to purchase some pipe tobacco a few of the locals were talking to the owners and abruptly stopped talking until after I was gone. I did manage to hear a comment about something happening during the new moon before they stopped talking.  
 Later this afternoon I will take a walk through the woods to see if I can locate the stone circle. I don’t have a camera, but I will take my sketchbook and sketch them if I have the opportunity. I gave the barge captain a letter to deliver to a friend along with five dollars in payment to see that it is sent quickly.  
 (There are no further entries)

If the investigators go about the village pressuring people to talk any of the Brattle family, the Kinsleys or the saw mill workers will report the information to the saw mill owner. Thadeus Brattle will send an invitation to the investigators to drop by his place for a cup of tea and a chat.

Thadeus is a serious man and somewhat forceful and will tell the investigators that he is the unofficial Mayor and Sheriff of the village and that while the investigators should feel welcome to visit, they should not wear out that welcome.

If they bring up the fact that they are looking for their missing friend, Thadeus is willing to say that he answered some of the scholars tedious questions and was glad when it seemed like he moved on to pester “Hard workin’ folk” in other parts of the state. If any threats are made against him, he will willingly comply and if possible lead the investigators to the vicinity of the saw mill where he will call out for his laborers and sons to help him. There is specific information in the descriptions of the townspeople as to how they are armed and what their combat skills are.

Unless the investigators are prepared to shoot most of the people in the village, at this point they should retreat and come up with another plan of how to proceed. Direct confrontation in this situation could wipe out the party of investigators.

The keeper should emphasize that the investigators should carefully investigate the entire village before rushing into any physical confrontations. Deaths of innocent bystanders at the hands of the investigators or through their actions should be penalized with an appropriate SAN loss based on the specifics.

**The First Night in the Village**

The only place to stay is Charlotte’s Guest House. She has enough rooms available so that each of the investigators can have their own room and only charges \$5.00 per night. If any investigators want to double up, she has two rooms available with two beds per room for \$6.00 per night. Should the investigators want to do some after dark investigating, take into account the time of year for when sundown occurs. Remember that there is no electricity in the village and that the very next night will be the night of the new moon. For travel in some areas of the village they may be able to orient themselves using light coming from the windows of some of the houses. That light is from oil lamps and is not very bright, but could serve as a point of reference for the investigators. The only light of any significance in the village is on the docks and is a small lighthouse approximately fifteen feet tall. It is essentially a large oil lamp with a concave mirror

behind it shining through a fresnel lens. The following opportunities should be available to the investigators during a nighttime investigation:

- At approximately 9:30 PM a spot hidden will allow one or more of the investigators to see Barnabus Brattle leave his home and with the aid of a flashlight, head towards the east on the south bank of the stream. If he is followed, allow him to attempt a spot hidden if the investigators are using a flashlight. If they do not use a flashlight, penalize their movement speed and have them attempt a 5xDEX roll to avoid tripping and injuring an ankle badly enough to require first aid. If they follow Barnabus for fifteen minutes, they will see him enter a shed that is hidden in a small grove of trees. A few minutes later they will see light through the cracks in the building. If the investigators make a successful sneak skill roll, they can position themselves to see into the shed. If Barnabus discovers that he has been followed he will assume that the investigators are from the government and thinking he is under arrest will demand a lawyer. See the description for #10 and his statistics for more information about how he is likely to react.
- At 10:00 PM investigators in the village who make a spot hidden will see one of the saw mill laborers sneaking out of Charlotte's Guest House. If he is successfully followed they will see him meet up with Elizabeth Loudon the housekeeper for the Brattle's. If they sneak up and make a listen roll investigators can find out that the young man Lucas Case has a key to get back into the guest house and that he is madly in love with the girl. The two of them are discussing about how they can get out of the village at the end of the milling season and travel to Burlington. See their individual descriptions for further details.
- At 11:00 PM any investigators that are in the vicinity of the church will see the Reverend and the oldest son of the saw mill owner leave the church and head along the road into the hills. This will give the investigators the chance to either search the church or to follow the two men. Should any investigators chose to follow the men, use the information from above for following Barnabus to see if they are detected or injured. If the investigators follow the pair all the way to the hilltop, use the encounter information from the "Attack of the Mi-Go" section.

### **Hilltop Megaliths**

After twenty minutes of walking the Reverend and Jedediah Brattle climb to the top of a hill that is several hundred yards from the road. Once off the road the investigators can see that there are signs of a regularly traveled path. Being amongst the trees this

close to a new moon puts them into near total darkness except for faint starlight shining between the dense branches. If the investigators use their flashlights at this point the pair that they are following has a reduced chance (-20% off their Spot Hidden) to detect them due to the dense foliage. If the investigators reach the summit of the hill without being detected, they see a ring of large standing stones in a rough circle with a flat slab in the center. Fifteen feet (4 ½ meters) to the east from the flat slab is another pillar like stone standing roughly five feet (1 ½ meters) tall. Upon the pillar stone is a small hideous statue that at first glance looks vaguely humanoid but oddly warped and hideous. If they observe and make successful listen rolls, the investigators will pick up on the fact that there is to be a large ceremony on the next Monday night. There is talk of where some people such as Jedediah's parents and his family along with the storekeeper and his wife and the retired couple will be stationed for the ceremony. There is also mention of a sacrificial victim. If the investigators confront the Reverend and his assistant at this point, they will draw their Mi-Go weapons and fire at the investigators. Jedediah is willing to fight a rearguard action long enough for the Reverend to get a head start back to the village. If the investigators lose him in the woods, he will wait until he is sure that they are not nearby and then cast the Contact Mi-Go spell. He reveals to the Mi-Go when they appear that the outsiders might be aware of what is going on and may seek to stop the ceremony scheduled for the next night. The Mi-Go becomes rather excited about this and gather some of their warriors to help destroy the investigators. Should the investigators manage to kill or capture both the Reverend and Jedediah the rest of the village cultists will still travel to the hilltop the next night and one of the Mi-Go will cast the Summon/Bind Dark Young spell. The Dark Young will then accept the sacrifice and teach Thadeus Brattle the Call/Dismiss Shub Niggurath spell which will be cast on the following new moon.

If the investigators get close enough to the stone circle a spot hidden skill check will allow them to make out the faint markings on the stones of strange creatures. Some is flying, some swimming and much larger giant horrible monsters towering over the smaller figures. They will not photograph very well but if the investigators think of taking rubbings of the carvings they may be able to identify the figures of Mi-Go, Deep Ones and Great Cthulhu along with Father Dagon and Mother Hydra. In ancient times when the stone circle was first raised Lake Champlain was open all the way to the ocean.

### **Hidden Bodies Near the Hilltop Megaliths**

About halfway down the north side of the hill (the farthest distance from the road) there is a depression

in the rock. If the investigators search the area around the hill with a successful spot hidden they will see that what initially appears to be an accumulation of old brush is actually the scattered parts of many desiccated bodies. This has been the dumping ground over the years for the corpses that the Reverend has sucked the life from with his Steal Life spell. Investigators should make a SAN roll for 1/1D4.

### Attack of the Mi-Go

Two of the Mi-Go will fly far ahead towards the village and stand in the bushes on the side of the road. If they see the investigators approaching one will step out of its concealment and demand that they drop their weapons. Should they not comply and shoot at it, the other one will cast the Mi-Go Hypnosis spell that appears in the Call of Cthulhu sixth edition rule book. Any investigator that fails their resistance roll is trapped in a trance-like state and will be commanded to throw their weapons into the bushes. Any investigators not effected by the spell will be attacked by the Mi-Go on the road with one of their electrical guns. If the investigators seem to be getting the upper hand, the Mi-Go in the bush will fire a blast from its mist projector.

If this combat takes place at night, penalize the investigators with minuses to their chances to hit unless other investigators are providing light sources from lanterns or flashlights. The Mi-Go live in the darkness of Yuggoth and have no penalties for operating in darkness.

***NOTE:** The Mi-Go in the bushes is the one that has the villagers mind controlled so it will fire once and flee. If the other Mi-Go is killed in one round of combat by the investigators, this scholar will not reveal itself and flee at the first opportunity.*

Mi-Go #1 – Scholar hiding in the bushes  
STR 11 CON 18 SIZ 14 INT 18 DEX 12  
POW 18 MOVE 7/9 Flying  
HP 16 SAN Loss 0/1D6 Sanity points  
Damage Bonus 0

Weapon: Nippers 30% damage 1D6 + grapple  
Mi-Go Mist Projector (special) 25%  
From the Call of Cthulhu sixth edition rule book:  
*A cluster of twisted metal tubes projecting a cone of icy mist in a fat cloud about ten feet across. The mist does 1D10 points of damage per round of exposure. Investigators who have seen mist projectors in action and who have freedom of movement can dodge the slow-moving mist streams with a successful DEX x 3 or INT x 3 roll. The weapons carry enough charge for twenty shots.*

Spells: Contact Human, Gate, Mi-Go Hypnosis, Summon/Bind Dark Young

Mi-Go #2 – Warrior on the road  
STR 13 CON 18 SIZ 16 INT 14 DEX 15  
POW 13 MOVE 7/9 Flying

HP 17 SAN Loss 0/1D6 Sanity points

Damage Bonus 0

Weapon: Nippers 30% damage 1D6 + grapple  
Mi-Go Gun (special) 50%

From the Call of Cthulhu sixth edition rule book:  
*When activated, the weapon fires a bluish bolt of sparks doing 1D10 points of damage to the target. When it hits, the electric jolt acts like a taser, causing violent muscle spasms which immobilize the victim for a number of rounds equal to the damage inflicted. Finally the target must successfully match his or her hit points against the damage done on the resistance table, or the target dies of heart failure.*

Investigators who survive these events and make it back to the village may wish to depart for an area that is safer until they can make further plans. The bodies of any investigators killed during their combat with the Reverend or the Mi-Go will be flown away and dropped into a distant area of Lake Champlain. Their body will wash ashore in a week or two. Any investigators captured alive will be mind controlled by the Mi-Go scholar from the ambush or one of his peers. The investigator will then be sent back to the village to try to discover the plans of any of the survivors and then report back to either the Reverend or the saw mill owner. If necessary, they will write a note and pay one of the saw mill laborers to deliver it to the mill owner.

### The Night of the New Moon

At 11:00 PM all of the members of the inner circle will converge on the church and shortly after will depart the village and walk along the road towards the hilltop stone circle. With them will be the bound and gagged form of Jeremiah Patterson, the friend of the investigators that has been held captive in the secret basement in the church. Which villagers that are in the procession is determined by what the investigators have done up to this point. If there has been any indication that the outsiders will try to disrupt the service or rescue the captive, the villagers will be armed with weapons drawn and ready to fire. See the individual entries for details about their combat skills and preferred weapons. Some of the villagers will be lighting the way with oil lanterns which they can throw and use to create a wall of fire in case they have to escape.

High overhead circle two Mi-Go waiting to see if the human villagers are successful in summoning and controlling a Dark Young of Shub-Niggurath. If the monstrous creature appears, they will swoop down to reveal themselves and ask that it teaches one of the humans the Call/Dismiss Shub-Niggurath spell. The Mi-Go will also make arrangements for the Dark Young to remain at the back of the village cattle pasture until the following new moon. They ask it to assist with the summoning of the Black Goat of the

Woods with a Thousand Young so that the Mi-Go can conduct their fertility rites. It's reward for waiting will be the cattle in the pasture which it will eat at the rate of two per day. If successful on the next new moon, twenty Mi-Go will be present and the humans will all be offered up as a great bloody sacrifice. Since most of the villagers are mind controlled, they will be ordered to stand still until it is their turn to be consumed.

There are a number of ways that this ceremony can unfold, but the investigators should be prepared to do whatever it takes to disrupt it. That includes either having discovered the dynamite in the shed behind the saw mill, the gasoline in the shed behind the doctors house or bottles of moonshine with which they can make Molotov cocktails.

Molotov cocktail – this weapon requires a successful Throw skill and has a range of three yards (3 meters) for each STR point exceeding the objects SIZ. A successful throw must be followed up by a LUCK roll in order for the bottle (SIZ 1) to break and the contents to ignite. The burst of flame does 2D6 points of damage to the nearest target. If they wish to prepare these a successful idea roll will tell them that they can obtain the necessary empty bottles for gasoline or full bottles of moonshine either at Charlotte's Guest House or in the shed where the moonshine still is located, if they followed Barnabus into the hills during their first evening in the village.

Dynamite – as with the Molotov cocktail this weapon requires a successful Throw skill and has a range of three yards (three meters) for each STR point exceeding the objects SIZ. The explosion does 5D6 points of damage in a 2 yard (2 meter) radius. Damage decreases by 1D6 for each 1 yard (1 meter) outward from the edge of the explosion. One stick of dynamite is considered to be SIZ 1.

If the investigators decide to not disrupt the ceremony to see what will happen, at a certain point the chanting reaches a crescendo, a knife will flash in the hand of Reverend Kurtz and he will slash the throat open of the victim. A strong wind will then blow up bending the treetops towards the ground. Suddenly all will become still and the investigators will hear something very large moving though the forest snapping trees like twigs. If they wait to see what enters the clearing, a Dark Young of Shub-Niggurath appears and will accept the sacrifice and await the orders from its summoner. A few minutes later as mentioned above, the two circling Mi-Go will descend. When the Mi-Go appears the investigators must make a 0/1D6 sanity check.

Keepers should feel free to modify the statistics for the Dark Young depending on how beat up the investigators are at this point in the scenario. The

most effective modification if they wish to make the monster less lethal is to reduce its SIZ and corresponding hit point total.

Dark Young of Shub-Niggurath

STR 50 CON 22 SIZ 50 INT 14 DEX 17

POW 25 MOVE 8

HP 36 SAN Loss 1D3/1D10 Sanity points

Damage Bonus +5D6

Weapon: Tentacle 80%, damage db + STR drain of 1D3 per round. This STR cannot be restored. While being drained the victim is incapable of doing anything to break free and can only struggle futilely in the grasp and scream. When the victims STR reaches zero they are dead.

Trample 40% damage 2D6 + db

Armor: Firearms only do 1 point of damage and an impale does 2 points. Shotguns do minimal damage. Heat, blast, corrosion or electrical attacks have no effect on these hideous creatures.

Skills: Sneak 60%, Hide in Woods 80%

Spells: Call/Dismiss Shub-Niggurath, Cloud Memory, Contact Mi-Go, Contact Servitor of the Outer Gods, Healing, Mindblast, Power Drain

In the case of this particular summoning, the investigators can send the creature back to where it came from by killing the Reverend (or the Mi-Go scholar if it completed the summoning). Any survivors of the inner circle at this point will be driven into a killing rage and charge the positions of the investigators. They will use any weapons that they have and those with oil lanterns will throw them in an attempt to set the woods on fire and cut off any path of escape.

While this is going on, the two circling Mi-Go will descend and join into the battle, firing their weapons at any human they see including the followers of the Reverend. The scholar Mi-Go will land beside the altar and continue with the summoning of the Dark Young until either the spell is complete or the investigators kill it. As part of the ceremony any victim that is lying on the altar will be sacrificed.

If the investigators have established a good position where they have some cover, if they wait for a few combat rounds, all of their human foes will be dead and the only opponents left will be the two Mi-Go. At any point where the investigators manage to wound both of them, they will flee into the night sky and not return.

If the investigators manage to kill the Reverend before he finished his summoning, their friend will still be alive and the Dark Young of Shub-Niggurath will not appear. However, the Reverends followers will still charge them and the Mi-Go will enter the battle as mentioned above.

## THE AFTERMATH – REWARDS FOR A JOB DONE WELL OR PENALTIES FOR VARYING DEGREES OF DISASTER

There are a number of possible outcomes for this scenario and the keeper should feel free to modify these suggested rewards and penalties to fit into an ongoing campaign.

- The investigators succeed in destroying the two Mi-Go, and the Dark Young of Shub-Niggurath. They have also either killed or captured the inner circle of the Congregation of the Revealed Truth including The Reverend Kurtz. 3D6 SAN returned to each surviving player character.
- **OR** If the investigators stopped the ceremony before the Dark Young of Shub-Niggurath was summoned, but was successful in all other aspects they should regain 1D10 SAN.
- Award them a further bonus of 1D6 SAN if they managed to recover their friend Doctor Jeremiah Patterson alive.
- Members of the inner circle and any investigator that has been mind controlled will be freed from that control if the Mi-Go is killed. Villagers who are no longer controlled will regain 1D10 of SAN but be in deep mental shock and require hospitalization. Investigators should be awarded a further 1D3 SAN for each freed individual that they ensure receives proper medical care.
- If the Reverend has survived, he will do his best to escape from the investigators and flee the area.
- If the investigators have not discovered his notes, and the Reverend is killed and buried his Wizard ally in France will make a trip to Vermont in a few months and resurrect the Reverend the following year after he has been reduced to his essential saltes. The investigators should be given the news following this that the Reverend's grave has been disturbed and the body has gone missing. They will now have a personal enemy who is determined to seek revenge.
- If the investigators fled the village without preventing the ceremony from taking place, their friend will have been sacrificed to the Dark Young of Shub-Niggurath and in a months time, Shub-Niggurath herself will be summoned and wreak terror in the surround area for a one week period. Remote farmhouses will be destroyed and all the occupants killed, travelers along the back roads will either go missing or have tales of a terrible creature roaming through the forests and knocking over trees, pursuing people and killing everything in its path. News stories will filter out from the area, but the authorities will be very skeptical of the reports. Investigators learning of the consequences of their inaction should have to make a SAN roll with a 1D4/3D6 loss of sanity points. Two years after this, if the Mi-Go plan has worked out the way that they

wanted, the number of Mi-Go in the Vermont/New Hampshire area should increase by several magnitudes. This is designed to increase their mining efforts and to improve their ability to recruit human helpers and drive away people building in remote areas. A portion of their mining efforts will go towards producing gold with which their human agents will attempt to buy large tracts of land and leave it undeveloped for the Mi-Go to roam and work in.

## ITEMS AVAILABLE FOR INVESTIGATORS TO ADD TO THEIR COLLECTION(S)

- **KEEPER – THIS POINT IS VERY IMPORTANT** – The hideous humanoid statuette that was on top of the table-like rock within the stone circle on the hilltop. This will play a part in the next scenario so the keeper should remind the investigators that they should take it with them to study it or to keep it from falling into the hands of any other cultists in the area. A successful Cthulhu mythos roll will reveal that this is a statue of Cthulhu himself. The statuette is made of an unknown material, and if they try to destroy it, either by crushing, blasting, or acid, there will be no effect to the item. Investigators cannot tell how old it is, even with a successful Cthulhu Mythos roll but anybody looking at it can tell immediately that it is ancient.
- 2 Mi-Go electrical weapons that have already been modified for human use, from the Reverend Kurtz and Jedediah Brattle. Although the base chance to hit is not listed in the Call of Cthulhu rule book for this item, it should be 20% the same as most other handguns. The items are variations of the ones that appear in the Call of Cthulhu sixth edition rules. Read the specific character information for details on the items.
- Other Mi-Go electrical weapons from the possible encounters listed in the scenario.
- Mi-Go mist projection gun from the possible encounters listed in the scenario. The keeper should make a note of how many charges are remaining in the captured weapon. See the entry on page 178 of the Call of Cthulhu sixth edition rule book for specific information about this device.
- The Reverend's notes from his house that detail some of his history and his contacts. There is a chance for any reader of the notes to learn the Steal Life spell. They must make a successful read German roll, study the spell for 2D6 weeks and make a successful INT x3 percentile roll to comprehend and memorize the spell.
- The scrolls and books from the hidden area beneath the church. Specific information about this material is listed in the section about the local church. The spells that can be learned from





the material are Summon/Bind Dark Young, Contact Mi-Go, and Enthrall Victim. Learning a spell requires 2D6 weeks of study and a successful INT x3 percentile roll.

- Dynamite from the storage shed behind the saw mill. Any blood thirsty investigators will not forget this particular item if they discovered it during their investigation. If they have found the shed and used any dynamite from it you should only allow them to have a total of 1D4 sticks remaining. If they managed to get through the battle on the hilltop without using any dynamite, then allow them to find 2D4 sticks in the shed.
- If there are any unethical or ruthless investigators in your group, it might occur to them to loot the bodies. Remember that these villagers live simply and come from a place that is not what you would ever consider to be well off. Wallets and purses should only yield 1D10 dollars each and any jewelry (rings and watches) will be simple and not very expensive and yield a value of 3D10 dollars per person.

#### **Possible Consequences and follow ups**

- It is expected that the investigators will end up resolving the summoning ceremony with violence against the Reverend and the townspeople. The police will eventually become involved and if any of the investigators used their real name when checking into Charlotte's Guest House they can expect to be questioned.
- If any of the investigators are wounded and taken to St. Alban's hospital for treatment the doctor may call the police depending on the nature of the injury.
- Any investigators who have a criminal background already may have left fingerprint traces which if there is any murders involved may lead the police to track them down for questioning.

#### **NPC's From New Heaven**

(All skills are at base chance unless stated otherwise)

##### **Missing Man – friend of PC**

Doctor Jeremiah Patterson

STR 11 CON 11 SIZ 10 INT 16 DEX 10

POW 12 APP 12 EDU 21 SAN 55

HP 11

Damage Bonus 0

Weapon: Fist 30% damage 1D3+db

Skills: Anthropology 75%, Cthulhu Mythos 5%, History 85%, Library Use 75%, Occult 50%, Other Language French 60%, Psychology 45%,

##### **Kinsley Family**

James Kinsley – mind controlled cultist

STR 16 CON 15 SIZ 16 INT 14 DEX 13

POW 13 APP 15 EDU 16 SAN 0

HP 16

Damage Bonus +1D4

Weapon: 12 gauge shotgun 50% damage 4D6

Anna Kinsley – mind controlled cultist

STR 12 CON 12 SIZ 10 INT 13 DEX 14

POW 13 APP 14 EDU 14 SAN 0

HP 11

Damage Bonus 0

Weapon: butcher knife 40% damage 1D6

William Kinsley

Twelve year old son of store owner

STR 9 CON 12 SIZ 9 INT 12 DEX 13

POW 15 APP 14 EDU 6 SAN 75

HP 11

Damage Bonus 0

Weapon: butcher knife 40% damage 1D6

##### **Manning Family**

Wendal Manning – mind controlled cultist

STR 9 CON 14 SIZ 10 INT 9 DEX 13

POW 10 APP 11 EDU 12 SAN 0

HP 12

Damage Bonus +1D4

Weapon: .30-06 65% damage 2D6+4

Margaret Manning – mind controlled cultist

STR 11 CON 14 SIZ 14 INT 12 DEX 14

POW 12 APP 9 EDU 8 SAN 0

HP 14

Damage Bonus +1D4

Weapon: butcher knife 40% damage 1D6

##### **Widow Young and her mother**

Amelia Young

STR 8 CON 13 SIZ 10 INT 9 DEX 13

POW 13 APP 12 EDU 9 SAN 40

HP 12

Damage Bonus 0

Weapon: butcher knife 40% damage 1D6

Minerva Belknap

STR 6 CON 6 SIZ 9 INT 10 DEX 8

POW 8 APP 8 EDU 11 SAN 28

HP 8

Damage Bonus -1D4

##### **Mill Owner Brattle, wife and housekeeper**

Thadeus Brattle – mind controlled cultist

STR 14 CON 9 SIZ 14 INT 15 DEX 12

POW 17 APP 13 EDU 13 SAN 0

HP 12

Damage Bonus +1D4

Weapon: wood axe 50% 1D8+2+db

.32 automatic 40% damage 1D8

Louisa Brattle – mind controlled cultist  
Wife of mill owner  
STR 8 CON 9 SIZ 11 INT 12 DEX 11  
POW 13 APP 12 EDU 11 SAN 0  
HP 10  
Damage Bonus 0  
Weapon: .22 automatic 30% damage 1D6

Elizabeth Loudon  
Housekeeper of mill owner – girlfriend of mill  
worker Lucas Case  
STR 9 CON 13 SIZ 10 INT 10 DEX 16  
POW 8 APP 14 EDU 8 SAN 40  
HP 12  
Damage Bonus 0

#### **Reverend Kurtz – Cult Leader**

Albert Kurtz – Elijah Kurstmann  
250+ year old evil Wizard  
STR 12 CON 16 SIZ 14 INT 17 DEX 15  
POW 21 APP 13 EDU 20 SAN 0  
HP 15  
Damage Bonus +1D4  
Weapon: Mi-Go Gun (special) 40% modified for him  
by the Mi-Go and only fails on the roll of 1 on a D8.  
From the Call of Cthulhu sixth edition rule book:  
*When activated, the weapon fires a bluish bolt of  
sparks doing 1D10 points of damage to the target.  
When it hits, the electric jolt acts like a taser, causing  
violent muscle spasms which immobilize the victim  
for a number of rounds equal to the damage inflicted.  
Finally the target must successfully match his or her  
hit points against the damage done on the resistance  
table, or the target dies of heart failure.*

Skills: History 85%, Library Use 75%, English 90%,  
Listen 35%, Natural History 70%, Other Language  
(German) 85%, Other Language (Latin) 85%,  
Persuade 80%, Spot Hidden 30%

Spells: Steal Life, Summon/Bind Dark Young,  
Contact Mi-Go, Enthrall Victim

Insanity: Megalomania – it is his destiny to usher in  
the apocalypse and he has persuaded his followers

#### **Charlotte's Guest House owner and guests**

Charlotte Saroles  
STR 10 CON 11 SIZ 11 INT 10 DEX 15  
POW 10 APP 12 EDU 10 SAN 30  
HP 11  
Damage Bonus 0  
Weapon: large club 30% 1D8  
Skills: Manage guest house 80%, Listen 75%

Guest #1 – Mathew Nichols Age 37  
Mill worker  
Not too bright but honest and hard working.  
STR 15 CON 15 SIZ 13 INT 7 DEX 10

POW 11 APP 11 EDU 9 SAN 55  
HP 14  
Damage Bonus +1D4  
Weapon: Wood axe 75% damage 1D8+2+db  
Craft – work saw mill 75%

Guest #2 – John Nichols Age 39  
Mill worker – tough as nails and respects a hard  
worker. Has no use for overeducated dandies.  
STR 16 CON 16 SIZ 13 INT 10 DEX 12  
POW 13 APP 8 EDU 8 SAN 65  
HP 15  
Damage Bonus +1D4  
Weapon: Wood axe 80% damage 1D8+2+db  
Craft – work saw mill 80%

Guest #3 – Lucas Case Age 23  
Mill worker  
STR 15 CON 14 SIZ 16 INT 10 DEX 14  
POW 12 APP 14 EDU 9 SAN 60  
HP 15  
Damage Bonus +1D4  
Weapon: Wood axe 60% damage 1D8+2+db  
Nice young man who is madly in love with the  
housekeeper of the Brattle family who owns the saw  
mill. He has conspired with the Charlotte the owner  
of the guest house to be able to take evening walks  
with young Elizabeth.

Guest #4 – Nathan Elwood Age 32  
Mill worker  
A veteran of the Great War who has seen horrors on  
the battlefields that haunt his sleep. If it was not for  
the moonshine that he buys from Charlotte he would  
wake up screaming from his nightmares.  
STR 16 CON 15 SIZ 17 INT 9 DEX 10  
POW 16 APP 9 EDU 9 SAN 44  
HP 15  
Damage Bonus +1D6  
Weapon: Wood axe 75% damage 1D8+2+db  
.45 automatic 60% damage 1D10+2  
Craft – work saw mill 60%  
Nathan always carries his .45 concealed under his  
jacket and will use it without question if he sees  
anybody hurting any of the village women folk.

#### **Youngest son of mill owner - moonshiner**

Barnabus (Barny) Brattle  
STR 16 CON 14 SIZ 15 INT 15 DEX 13  
POW 16 APP 14 EDU 12 SAN 50  
HP 15  
Damage Bonus +1D4  
Weapon: Wood axe 70% damage 1D8+2+db  
.45 revolver 45% 1D10+2  
Skills: Craft - Brew moonshine 75%, Listen 35%,  
Spot Hidden 35%

**Village doctor**

Benjamin Bowers

STR 12 CON 12 SIZ 14 INT 15 DEX 13

POW 16 APP 10 EDU 17 SAN 50

HP 13

Damage Bonus +1D4

Weapon: Pacifism – will not fight

Skills: Chemistry 75%, Listen 30%, Medicine 80%

**Oldest son of mill owner – church deacon**

Jedediah Brattle – mind controlled cultist

The Wizards apprentice and protector

STR 17 CON 13 SIZ 17 INT 13 DEX 15

POW 15 APP 13 EDU 13 SAN 0

HP 15

Damage Bonus +1D6

Weapon: Wood axe 75% damage 1D8+2+db

Mi-Go Gun (special) 30% modified for him by the Mi-Go and only fails on the roll of 1 on a D8.

From the Call of Cthulhu sixth edition rule book:

*When activated, the weapon fires a bluish bolt of sparks doing 1D10 points of damage to the target.*

*When it hits, the electric jolt acts like a taser, causing violent muscle spasms which immobilize the victim for a number of rounds equal to the damage inflicted.*

*Finally the target must successfully match his or her hit points against the damage done on the resistance table, or the target dies of heart failure.*

Skills: Listen 35%, Spot Hidden 35%

Ellen Brattle – mind controlled cultist

Vain wife of Jedediah

STR 13 CON 13 SIZ 9 INT 14 DEX 13

POW 12 APP 16 EDU 8 SAN 0

HP 11

Damage Bonus 0

Weapon: .22 automatic 30% damage 1D6

Patrick Brattle

Six year old child – makes lightning gun sounds

STR 5 CON 14 SIZ 4 INT 13 DEX 15

POW 10 APP 15 EDU 3 SAN 40

HP 9

Damage Bonus -1D6

Phebe Brattle

Four year old child – suffers from nightmares

STR 4 CON 9 SIZ 3 INT 12 DEX 14

POW 13 APP 12 EDU 2 SAN 45

HP 6

Damage Bonus -1D6

## SCENARIO 2:

### THE UNDYING LEADERS OF TIBET (Ancient Masters of the Cthulhu Cult)

High in the mountain valleys and plateaus of the Himalayas is the country of Tibet known to its inhabitants as Bod, the Land of Snows.

It is presumably the Himalaya Mountains that are being referred to when in H. P. Lovecraft's 'The Call of Cthulhu' he writes that the Louisiana cultist named Castro claimed to have "sailed to strange ports and talked with undying leaders of the cult in the mountains of China".

Tibet is located in one of the most remote areas of the world and in the 1920's is still very difficult to access. In fact the first rail line to Tibet was completed in October 2005 with the first passenger train being inaugurated in July 2006. Modern airplanes with pressurized cabins have no difficulty at the altitudes of the Himalayas. The earliest airplanes that would have been able to fly at the required altitudes was not developed and produced until the early 1930's so investigators wishing to travel to Tibet from India would have to go by horseback with a train of pack animals and guides. By the early 1920's the Indian railway system was quite developed and lines ran far to the north of that country into the foothills of the Himalaya range.

If the investigators make successful library rolls about Tibet they will be able to discover the following information about the seasonal weather patterns of that area.

- The weather is generally milder than most people in the western world expect with the warmest months being July and August
- Roughly half of the annual rainfall occurs in July and August and landslides are frequent, wiping out roads and bridges
- In the Mount Everest (Chomolungma) area the two best times when the peaks can be seen the clearest are early May and early October
- In the area of Lhasa (the capital city) road journeys should be avoided in August due to landslides being common in the rainy season. There are also thaws from December to February making the muddy roads difficult to travel
- The low altitude valleys around Lhasa, Shigatse and Tsedang see very little snow
- From December to February it is far too cold to travel in the Mount Everest area
- In the Mount Kailash area travel is difficult even without the snow or rain. The best months of the year to travel are May, June, July, September and October

- In the far northern area of Tibet the average altitude is approximately 4500 meters/ 14,764 feet but it is much drier than the south. The best time to travel in that region is the summer months

#### Average Temperatures by Month

Month	High (C/F)*	Low (C/F)*
January	6.8/44.2	-10.2/13.6
February	9.2/48.6	-6.9/19.6
March	12.5/53.6	-3.2/26.2
April	13.7/56.7	0.9/33.6
May	19.7/67.5	5.1/41.2
June	22.5/72.5	9.2/48.6
July	21.7/71.1	9.9/49.8
August	20.7/69.3	9.4/48.9
September	19.6/67.3	7.6/45.7
October	16.4/61.5	1.4/34.5
November	11.6/52.9	-5/23
December	7.7/45.9	-9.1/15.6

C/F = Centigrade/Fahrenheit

Following are some additional facts that the investigators will be able to discover with successful library use rolls.

- The popular creation myth for Tibetans (mainly from surrounding countries) is that they are all descended from an ogress and a monkey
- The national drink of Tibet is salted yak butter tea
- A large population of the country are nomadic sheep and yak herders who live in tents
- Staples in their daily diet is barley, yak butter, wood-ear fungus and yak meat
- Slavery in Tibet was legal and practiced into the 1950's
- Dead are disposed of by what is called Sky Burials where the body is placed in a special area for the vultures to eat – there is a detailed description of this in the section of travel between Darjeeling and Lhasa
- Buildings are traditionally made with a post and beam structure with the outside walls being made of stacked stones and earth
- Standards of cleanliness do not conform to western practices. Many of the nomads and even the townspeople tend to not bathe regularly, due to the extreme weather in some areas of their country
- Many homes are protected by large Tibetan mastiff guard dogs called Dhokis. They stand 25 to 28 inches (61 to 71 cm) high and can weigh as much as 200 pounds or 91 kg (SIZ 13). This breed is the source of all European mastiffs and was introduced to Europe by Alexander the Great. They are fierce fighters and can climb and dig. Legend has it that one dog could defend an entire village

#### RELATIONS BETWEEN THE BRITISH AND THE TIBETANS



In the late 1920's relation between Tibet and the western world has started to open up again in a limited manner. Approval is freely given for mountain climbing expeditions and the British have established a trading post on the Tibetan side of the Nathu La pass in the villages of Gyantse and Gartok.

There is a remaining tension between the Tibetans and the British after the expedition of 1903 and 1904 which was led by Colonel Francis Younghusband of the 1<sup>st</sup> King's Dragoon Guards. The musket armed Tibet army that was sent to stop the incursion was massacred by the British machine guns. The British continued on to occupy the City of Lhasa. This incident started over a disagreement over the location of the Tibet/Sikkim border in northern India.

Colonel Younghusband became very interested in this part of the world and eastern mysticism. In later years he wrote many books about his experiences in the Himalayas. His 1928 book "Life in the Stars" includes some of his beliefs:

- There are planets around some stars that are inhabited by beings higher than ourselves with angelic qualities
- On one distant planet there is a world leader that is the supreme embodiment of the eternal spirit
- Life has been brought to Earth by the superior beings from other planets

It is clear that Younghusband was strongly influenced by the eastern religions that he encountered through his Asian travels (Afghanistan, Tibet, Gobi desert, etc.) and could be easily added by a keeper to a campaign as an advisor with area or even mythos knowledge.

### **TIBETAN MAPPING EXPEDITIONS BY THE BRITISH FROM 1865 – 1872**

In the 1920's the only maps available of Tibet were from the British India survey from the late 19<sup>th</sup> century. Major geographical features with villages and rivers are marked but the overall level of detail is quite low.

In the late 1800's the British India survey project was in full operation but they were blocked from entering Tibet by the Emperor of China which was occupying Tibet at that time.

The British spent time recruiting and training individuals to secretly enter Tibet and map the country for them.

The most successful surveyor that they recruited was an individual named Nain Singh who was a 33 year old Tibetan speaking school headmaster from a town

in the Himalayas. He and his older cousin was put through a two year training program in which they were conditioned to walk with measured steps of thirty-three inches. To keep track of their number of steps they were given Buddhist prayer rosaries with one hundred beads rather than the traditional one hundred and eight. One full rosary was equal to one thousand paces which worked out to five miles.

They would then mark their map information on small scraps of paper and place them inside traditional Tibetan prayer wheels that they would carry with them.

Other concealed items within their clothing such as small sextants and thermometers allowed them to take other readings such as the temperature at which water boiled. The mercury would also be poured into their pilgrim bowls and used to set an artificial horizon for their altitude calculations.

The maps made by the two cousins were the only ones that were available to westerners until the 1930's. Nain Singh and his cousin Mani Singh did this dangerous work for years for a monthly pay of 20 rupees.

When Nain Singh retired from his survey duties, he was honored for his efforts by the Indian government who granted him a village and the handsome sum of 1000 rupees. The Paris Geographical Society honored him with a gold watch and the British Royal Geographical Society recognized him with a gold medal for his efforts in advancing geographical knowledge of the world.

Rudyard Kipling later made use of some of the Singh's exploits in his novel "Kim".

### **THE CITADEL OF THE UNDYING LEADERS**

In the previous scenario, the investigators should have been able to collect the statuette of Cthulhu. Unbeknownst to them, this ancient statue has special powers that will not manifest until the first full moon after they have gained possession of it. On that night each of the investigators who were present when the Wizard was vanquished and they took possession of the item will be visited in a dream.

Player handout #1 – The Undying Leaders of Tibet  
The Dream:

*You are flying through enormous snow capped mountains for endless miles. It seems like you fly for hours. Eventually you see below you in the valley a small village with stone and earth houses. You fly over the village seeing people dressed in brightly colored clothing moving about and you continue straight towards the tallest peak. The mountain wall draws closer and you can see how steep it looks. Just before you fly into the sheer wall, your point of view changes and you are flying straight up the side. It seems like you travel thousands of feet with the rock facing rushing by inches from your face. Suddenly you stop before a large opening in the wall. You instinctively know that it is an unnatural formation and cannot image what hands might have carved this opening into the side of a mountain. You move within and in the light from the entrance see that characters are carved along the walls but you cannot tell what language they are written. Ahead of you is a dim light in the distance at the end of this very straight and very long corridor. You glide across the floor and pick up speed as you move towards the distant light. It seems like you travel for miles and as you go the ceiling gets higher and vanishes into the darkness and the width of the corridor increases to several hundred feet. You slow as you approach a great chamber. The perspective makes it difficult to determine dimensions and somehow the angles seem...wrong. There appear to be other corridors of the same dimensions radiating from this central point. In the center of the chamber is a raised platform upon which sits a great throne. Sitting on the throne is a humanoid figure much larger than it should be possible for a man to be. He is dressed in a black hooded cloak and there is the suggestion of...odd deformities curving the fabric. The platform is lit with large guttering torches casting dancing shadows. The figure speaks with a chilling tone that is ancient yet powerful "Meddlesome fools, you possess an ancient item that will spell your doom. Return it to me and benefit from my gratitude or my master will direct his dreams at you from where he sleeps in R'lyeh. Thrice thirty days I grant you to return that which is not yours yet is in your possession. Bring it to my citadel high in the mountains of the land of Bod. Seek you the headman of the village of Drakkum La. Show him the idol and he will show the way to the entrance of my hall. Deny me at your peril".*

*You scream in fear within your dream and abruptly wake up still screaming.*

At this point each dreaming investigator should make a sanity roll with failure costing 0/1D2 SAN points. The realism of the dream along with the threat should draw the investigators together immediately to discuss what they have just experienced. Once they compare notes and realize that they have shared a realistic nightmare another sanity check should be

made with a loss of a further 0/1D2 SAN points for missed rolls.

There are three items from the dream that the investigators will be able to research. The first two can be found through library use rolls in any public or university library. Information about the third item will only be discovered with successful Cthulhu Mythos rolls or if the investigator has previously read either the Ponape Scriptures or the Necronomicon.

- Bod = Tibet
- Drakkum La = Village in the Lhasa area
- R'lyeh = Underwater city where Great Cthulhu waits dreaming

### **Planning for Travel**

The investigators will probably wish to do some research to find out the quickest route to Tibet. Their first step will be to travel to either the city of Boston or New York and book passage across the Atlantic Ocean to Southampton in the United Kingdom. Once they arrive there they can catch one of the regular passenger trains from Southampton to London. If the investigators wish to book direct passage from Southampton to Egypt, make them wait for at least a week and have to search through several small freighters until they locate one which can accommodate them all. Make it clear to the investigators that this method will take longer as the freighter stops at many ports along the way to transfer cargo. In some instances they might have to stay at dockside for several days before moving on to the next port of call.

If the investigators travel on to London they can transfer to another train bound for the port of Dover and then catch one of the regular ferries to Calais. From Calais they would purchase a ticket to Paris and from there they could book passage on another train to journey to any of the major seaports (Marseille, Naples, or Trieste) where there would be ships traveling to either Port Said in Egypt or all the way to India through the Suez Canal. From the Suez Canal the next stop will be the city of Bombay located on the Western coast of India. There is an extensive railway system in India, constructed by the British East India Company starting in the 1850's. The investigators should enlist the aid of the ticket agents at the railway station to figure out which routes that they should take to travel as close as possible to Lhasa. The end of the train lines on the Northern frontier of India will take them into the Himalayas to the city of Darjeeling in the Sikkim region of the country. Make a suggestion to the players that they at least check in with their embassy to leave a record of their travels in case of accident or injury. If they contact the embassy and there is any mention made of where they plan on traveling, have the embassy contact suggest that he make an introduction to one



of the train company officials who might be able to help them. They will also be given advice that when they reach Darjeeling that they will have to travel by horseback for over 250 miles to reach Lhasa, but there will be guest houses along the way where they can pay for overnight shelter and food.

### **New York to Southampton**

The most likely ship that the investigators will find by either calling around or checking with a travel agent is the Cunard Line's *Barengaria*. It is a well appointed ship commissioned in 1913 as the *Imperator* in the Hamburg shipyards. She has a gross tonnage of 52,226 tons (47,378 metric tones). The length of the ship is 882 feet (269 meters) and can accommodate the following number of passengers and crew:

First Class = 194 located amidships with more floor space, better furniture, bigger portholes, and running water with a private bathroom.

Second Class = 205 poorer furnishings, smaller portholes, and shared bathrooms.

Third Class = 1772 poor accommodations below decks with no portholes. Generally four berths per cabin, and more people per bathroom than in second class accommodations.

Crew = 1180

The distance from New York City to the port of Southampton is approximately 2100 nautical miles. At an average travel speed of 20 knots per hour (37 km) the and making allowance for the number of hours required to leave the port of New York and dock at the destination, total travel time will be five days.

Ticket prices are \$75.00 for third class, \$150.00 for second class and \$250.00 for first class. Prices include meals but not drinks. Once the ship is in international water the bar is open for first and second class passengers.

### **Leaving port on the *Barengaria***

The Keeper should establish at the beginning of this journey, which investigator has possession of the statuette and how they are protecting it.

As the ship is departing and being guided out into the channel by several tugboats, the investigators will be approached by a distinguished looking gentleman wearing an expensive looking suit of an older style with a very high wide collar. He is wearing dark glasses and has a walking stick. A spot hidden roll will reveal that the handle of the cane is some sort of sea creature. He approaches the investigators directly bows slightly and introduces himself with a strange croaking British accent as Kent Willoughby. He then asks "Have you brought the statuette with you and is it safe". If the investigators refuse to answer his question, he becomes agitated and demands that they

answer him for their own sake. If the investigators try to summon any of the shipboard authorities or force information from him, he will back up to the rail, take off his dark glasses upon which the investigators can see that he has bulging eyes. He will then take off his collar and when he does he will turn and dive over the rail into the water. Before diving over the rail he will say "Beware the Brothers of the Yellow Sign for no matter what they tell you they are not your friends". If there are any investigators with a higher DEX than him, they may attempt to grapple with him to prevent him from jumping. This mystery individual is a human/deep one hybrid and is immensely strong. With a STR versus STR resistance roll the player can attempt to restrain him. If the human/deep one hybrid wins the resistance roll he and the player will be going over the rail. Give the player a chance to save their self with a successful jump roll to stay onboard the ship.

The passenger liner will not stop for a passenger that is overboard. Allow the player to make a swim roll to return to the pier. If they fail that the drowning rules are located on page 57 of the *Call of Cthulhu* sixth edition rule book.

Players who witnessed the human/deep one hybrid reveal himself should attempt a sanity roll with a result of 0/1D3.

If the players coordinate and manage to overpower the mystery man (multiple characters combining their STR), he will claim to the authorities on the ship that he is a paying passenger and that the investigators noticed his deformities (referring to the gills on his neck) and overreacted. The authorities will let him go after ensuring that he does have a valid ticket and offer apologies to him. Shortly afterward he will go over the rail when nobody is looking and disappear from the ship.

Kent Willoughby (human/deep one hybrid)  
STR 19 CON 15 SIZ 14 INT 16 DEX 15  
POW 13 MOVE 8/10 swimming  
HP 15 Damage Bonus +1D6  
Weapon: Fist 70% damage 1D3 + db  
SAN Loss 0/1D2 Sanity points

For the next two days the Barengaria will sail through some rough weather and investigators must make a CON x 5 resistance roll to avoid becoming seasick. Those that become sick should roll 1D6 to determine the severity on the seasickness table.

### Seasickness

1 – 2 **Mild** – Nausea with no desire to eat. The investigator will be able to hold down a liquid which temporarily relieves the feelings of nausea.  
3 – 5 **Medium** – unable to hold down food or liquid. Investigator must make CON x 3 resistance roll to be able to sleep. Successful medical attention will reduce their plight to just a mild case. Failure of the medical skill roll will aggravate the problem and force them into a severe case of seasickness with all of the consequences listed within that category.  
6 **Severe** – constant vomiting until the investigator passes out. Successful medical attention will reduce this to the medium stage. Failure means that the investigator will lose 1 HP per day after the second day from dehydration. The victim will not be able to fully function until being on dry land for 24 hours. If the investigator is willing to try a dose of scopolamine they can attempt another CON x 5 resistance roll. If they are successful, within an hour all of the symptoms of seasickness will be gone. If the resistance roll fails they will continue with severe seasickness until the end of the voyage.

### Second Encounter – Day 3 of the voyage

In this encounter any of the investigators who were not affected by seasickness or who have recovered from the malaise through medical attention, will be returning to their cabins from the dining hall. It is middle to late evening after sunset and the seas are fairly calm at this point. Select one of the investigators at random. Have them attempt a listen roll and if successful they will hear a noise from within their stateroom. When they unlock the door to their room and enter they see that their belongings has been strewn about the room and that a kitchen or waiter staff employee of oriental ancestry is in the process of turning the mattress on their bed in an apparent attempt to see if there is anything hidden under it.

The culprit will quickly draw a dagger concealed under his uniform and in a very thick Chinese accent demand that the investigator hand over the idol. If the investigator pretends that he does not know what the intruder is talking about, the oriental will say that he knows that they are lying and that “He Who Is Not to Be Named” chose him to acquire the object and to kill anybody who attempts to stop him. During the speech by this cultist have the investigator attempt a spot hidden roll. If they are successful let them know that they can see that the edges of the knife are coated with a rather noxious looking substance. The next

move by the investigator will determine what happens.

If the investigator gives the intruder the statuette or tells him where it is, the oriental will menace them with his dagger and leave the cabin. When in the hallway he will run to the nearest stairway and begin working his way towards the top of the ship. A spot hidden reveals that while running away, the man sheaths the dagger and pulls out a whistle. If the cultist reaches an upper deck he chants an incantation and blows the whistle. Seconds later a Byakhee descends from the sky which the man then mounts and attempts to fly away. Crew members will shoot it down and the players can recover the idol.

The investigator(s) might choose to draw weapons themselves and block the exit from the cabin until they can either subdue the intruder or summon a ships officer. If he senses that his retreat has been cut off, the intruder will launch himself and try to stab as many people as possible. Each wounded target must attempt a resistance roll or take additional damage from the poisoned blade.

### The Intruder - Lu Pan Tian

STR 9 CON 10 SIZ 10 INT 11 DEX 15  
POW 10 MOVE 8

HP 10 Damage Bonus 0

Weapon: Dagger 50% damage 1D4 + poison (The coating on the dagger is a mild poison of potency 5. The victim must make a resistance roll against their CON or suffer an additional 1D8 points of damage from each successful attack)

The intruder has a distinctive bright yellow tattoo on his left shoulder that the investigators will discover if they manage to capture or kill him and then search him. If necessary, have the investigators make an idea roll to associate the tattoo with the warning about the Brothers of the Yellow Sign from the mystery man at the beginning of the journey

### Tattoo



Upon first seeing this very disturbing symbol have the investigators make a SAN roll for 0/1D6

### Byakhee

STR 24 CON 15 SIZ 23 INT 12 DEX 18  
POW 13 MOVE 5/20 flying  
HP 19 Damage Bonus +2D6

Weapon: Claw 35% damage 1D6 + db

Bite 35% 1D6+blood drain

Armor: 2 points of fur and hide  
SAN Loss 1/1D6 Sanity points





If the intruder was captured by the investigators, he will die within twenty four hours from a slow working poison that was given to him. It was intended that if he was successful that he would be given the antidote when he returned from his mission. This allows the keeper to have the encounter end in one of two results, either the cultist climbs on the Byakhee with the statuette and flies away, or he will be dead (either by the hands of the investigators or as a result of the poison in his system).

### Legal Entanglements

If the investigator(s) combat the cultist without enlisting the aid of shipboard authorities, they will be taken into custody and questioned. If the cultist is killed by one of the investigators, that investigator will be held in the ships brig until they reach port at which time he or she will be turned over to British authorities. Authorities will question everybody who was involved in the incident and if sufficient information is made available they will lay charges and inform the rest of the investigators that they are witnesses and must be present for the court appearance on the following day. An autopsy will be performed and if the cultist died of poisoning rather than at the hands of the investigators, the case will be dismissed. If the investigators either shot or stabbed the cultist, one of them will be charged with manslaughter. If the investigators ask the British police, they will be directed to a lawyer who specializes in defending plaintiffs from other countries. For a legal fee of \$250 US dollars, the lawyer will move for dismissal of the case based on grounds of obvious self defense.

Tom Foley – Investigators defense lawyer  
 STR 10 CON 12 SIZ 15 INT 15 DEX 12  
 POW 16 SAN 80 MOVE 8  
 HP 14 Damage Bonus +1D4  
 Weapon: Fist 50% damage 1D3 + db  
 Skills: Law 85%, Persuade 85%

Foley is a large man of Irish descent who is somewhat stern and just wants the facts of the case. He will bully anybody who gets in his way and has a history of rarely losing any court case that he accepts. He will want to make sure that the investigators who might be called as witnesses have their facts straight.

Foley’s initial investigation of the reports from the Captain of the ship and the initial police questioning indicate the following:

- Lu Pan Tian hired on to the crew of the ship at the last minute with the apparent intention of robbing passenger cabins

- The investigators were unfortunate enough to catch him in the act and he reacted violently
- There was clear intent on the part of Lu Pan Tian to kill anybody who interfered with his plans since he had prepared a knife with poison
- The coroners report also indicated that the man had a lethal level of poison in his bloodstream so he was going to die within the day

Armed with the above information Foley will be able to have the case dismissed quite easily.

This incident should be cause for concern by the investigators. Based on the reason for their journey to Tibet, any lengthy delays could place them in jeopardy. Remind them if necessary that within the dream sequence that started them on this quest that they were given a set number of days to reach their destination.

### 2<sup>nd</sup> Leg of the Journey – Onward to London

Year	US Dollar To British £	British £ To US Dollar
1920	£ 0.27	\$3.70
1921	£ 0.26	\$3.85
1922	£ 0.23	\$4.35
1923	£ 0.21	\$4.76
1924	£ 0.23	\$4.35
1925	£ 0.21	\$4.76
1926	£ 0.21	\$4.76
1927	£ 0.21	\$4.76
1928	£ 0.21	\$4.76
1929	£ 0.21	\$4.76
1930	£ 0.21	\$4.76

1 British Pound (£) = 20 Shillings (s - solidus)  
 1 British Shilling = 12 Pence (d – denier)  
 1 British Pound (£) = 240 Pence

After the investigators have extricated themselves from the legal entanglements brought on by their shipboard adventure, they will have to determine the best method to continue on. The most efficient route will be to purchase Great Western Railways tickets from Southampton to London for \$3.00 and then transfer to another passenger train to the seaport of Dover.

The investigators will board the train at the Southampton Central railway station which travels through the British countryside and arrives at London’s Great Western Railways Hammersmith Station (renamed in 1933 to Paddington but known as

such in the common vernacular as early as 1921). The trip is about two hours long with few regular stops except for one in Reading. Regular service along this line ensures that the investigators will be able to take one of the five scheduled trains during the day that they select to travel onward.

Hammersmith Station is located just north of Hyde Park and the investigators will have to do a number of things before moving on to Dover.

The first item of business will be to find a hotel in London while they apply to the British Government for travel visas to transit through the Suez Canal and enter British India. The closest accommodation is the Great Western Hotel adjacent to the Hammersmith Station. It is a magnificent structure designed by the great engineer Brunel who in addition to designing many of the great bridges and railways throughout the country also designed the first underground tunnel beneath the Thames. This grand hotel provides luxurious lodgings and rooms are \$10 to \$15 per night. Valet service is included in the price and if a customer leaves their shoes in the hallway overnight they will discover in the morning that they have been collected by the staff and given a high quality polish.

Travelers applying for visas to enter and travel within British India would go to the Foreign and Commonwealth Office in Whitehall (known by insiders as the FCO). In the 1920's the building housed four separate government branches, the Foreign Office, the India Office, the Colonial Office and the Home Office. The investigators will want to arrive at the India Office early in the morning and wait in line to fill out an application. Keeper should roll a 1D4 to determine the number of hours that they must "queue up" before receiving the paperwork to fill out. Once it is filled out, they will be able to see an India Office official who will ask a few questions about their travel.

1. What is the nature of the visit
2. How long will they be staying in India
3. If they will be leaving India at some point, on their return trip will they be re-entering India
4. Approximately how much money and in what currency will they be entering India with
5. If they are traveling for business purposes do they require any services from representatives of the Colonial Office for translation services, or introductions to company officials

The government official will indicate that the usual amount of time to process this sort of paperwork is about one week. If that is acceptable to the investigators then allow them to leave the office and then find a way to occupy them for a one week period. If the investigators have never been to London before you could occupy their time with sightseeing and plays. Alternatively, if you have

another short scenario set in Great Britain, you could utilize the one week period to run it for them as a side adventure. Investigators who wish to push on as quickly as possible should attempt a Persuade roll to impress upon the government official how urgent their travel requirements are. If the Persuade skill check is successful, then roll 1D6 and subtract it from 7 days to determine the total number of days that they must wait before the visas are ready to be picked up. Should any of the investigators attempt to bribe the official, he will be outraged and throw them out of his office. The visas will be issued but they will take a full two weeks no matter what additional attempts the investigators make to speed up the process.

If the investigators end up roaming through the city of London for a number of days, remember that they are staying in the heart and soul of the British Empire. Try to make them as paranoid as possible with immigrants from India and China stopping them to ask innocuous questions (time of day, begging for spare change or a cigarette, etc.). By the time they actually arrive in India and Tibet they should be in a state of thinking that there are potential enemies all around them.

As the keeper you should also remind the players that they are in a city with one of the greatest museums and libraries in the world in case they wish to conduct more research.

### **British Museum – Antiquities Experts**

This grand museum contains artifacts and records that span all of human history. Its collection has expanded well beyond what can be contained within the one building and several related museums have opened across the city of London. The British National Library is located in the central area of this massive structure and houses many rare books and manuscripts including several mythos tomes.

The investigators should feel free to look around and admire the portion of the collections which are on display, but eventually they may wish to ask to see an expert to show their statuette to. Initially the museum representative will insist that they make an appointment, but if they produce the statuette, she will lead the group to an office area and ask that they wait there until Professor Wilbur Stokesby arrives. He is a cheerful looking man with bright red hair, a thin face with a pale complexion and a rather old but comfortable looking suit. He offers the investigators a drink of scotch, pours one for himself and lights a pipe.

Professor Stokesby will be quite wary when he introduces himself since he has had experience with many attempts by individuals to sell fraudulent or stolen items to the museum. If the investigators show

him the statuette he will ask to examine it closer and if they set it on his desk or hand it to him he will produce a jeweler's loupe and hold it to his eye while examining the details. He will not answer or respond to any questions whatsoever until he has viewed it for a full five minutes.

Stokesby will then inquire as to how they obtained the idol. If the investigators even hint at elements of the truth, that it had been previously located as a centerpiece for a group of cultists, he will tell them the following. If the investigators lie to him, attempt a psychology roll on his behalf and if he is successful, have him ask some more probing questions and if necessary boldly accuse them of lying and demand the truth.

He has some familiarity with the Cthulhu cult but admits that it is not his expertise. He will direct them to one of the curators of the Louvre in Paris and provide them with a letter of introduction if they wish to find out more.

#### What he knows about the cult

- The cultists worship something called the Great Old Ones.
- The religion seem to be pantheistic and there is evidence of some rivalry between the individual entities, it is unknown how many there are since existing evidence is somewhat fragmentary..
- Research has shown that there is a relationship between these cults and certain blasphemous books that have been handed down in secret through individuals and groups interested in occult subjects.
- Most of the writings on the subject are not lucid since the subject throughout the centuries seems to have been of interest only to insane people or have driven the researchers insane. For that reason the information is restricted to those who have been approved by an inner circle of directors within the institution.
- He knows an expert named Gaston Dubois at the Louvre in Paris and will provide them with a letter of introduction if they wish to find out more.
- He will also present the players with his card in case they wish to correspond with him in the future.

If the investigators accept his offer of a letter of introduction give them the following handout.  
Player handout #2 – The Undying Leaders of Tibet  
Letter of Introduction

Professor Wilbur Stokesby  
STR 12 CON 12 SIZ 12 INT 17 DEX 15  
POW 16 APP 12 EDU 21 SAN 65  
HP 12

Damage Bonus +1D4

Weapon: Fist 50% damage 1D3+db

Skills: Anthropology 75%, Archaeology 85%, Art – Ancient Sculptures 78%, Cthulhu Mythos 15%, History 75%, Library Use 65%, Occult 60%, Other Language Latin 75%, Psychology 45%

*The professor has read the Dee copy of the Necronomicon that is in the possession of the British Museum. He has not had the desire after that experience to read any of the other mythos tome in their collection.*

Date: \_\_\_\_\_

*To my esteemed colleague Docteur G. Dubois,  
Departement Antiquites Orientales*

*I hope that this letter finds you and your family well. The bearers of this letter (characters names) have visited my office recently with an exciting discovery which you might be interested in.*

*You may recall the report of the international meeting a few years ago where a police inspector from New Orleans presented a statuette that was confiscated as the centerpiece of a cult ceremony in his precinct. These people have a similar idol in their possession which I feel may be even better preserved.*

*I beg you to provide them with whatever information that you feel might assist them in their task.*

*I remain your humble servant,  
Wilbur Stokesby, PhD  
Curator Oriental Sculptures  
Royal British Museum*

#### 3<sup>rd</sup> Leg of the Journey – Onward to Dover

The investigators can hire a taxi to take them and their luggage to Charing Cross Station located in the Westminster district of London on the banks of the River Thames. Charing Cross Station was opened for service in 1864 and is notable for its single span wrought iron roof stretching over the six train platforms. The station is also the location of the two underground stations of Charing Cross and Embankment. The train station is very busy with over thirty trains departing per hour. Service to Dover is provided by South Eastern Railway and costs \$4.00 per ticket. There are a number of stops along the route to Dover in the outlying towns and villages that stretch all the way to the coast. Some of the notable communities that the train passes through are Greenwich, Gravesend, Rochester, Canterbury, and finally Dover.

The city of Dover overlooks the English Channel and is the principal point of entry between England and France. It is principally the main entry and departure point between Europe and England but there are other small industries and the city has a population of approximately 45,000. The most striking things about this community are its location on high white chalk cliffs and the extensive remains of Dover Castle which covers over 30 acres (12 hectares) and dates back to Roman and Saxon occupation. The distance from this point to Calais is only 21 miles (34 kilometers). On a clear day you can see the distant shoreline of France on the southern horizon. Ferries cross the channel several times a day to both Calais and to Dunkerque.

Investigators will want to book passage on the Dover to Calais ferry, with one departing every four hours. The fare for a passenger without a vehicle is \$1.50 and the traveler must present their passport upon entry to France.

#### 4<sup>th</sup> Leg of the Journey – Dover to Calais

Year	US Dollar To French □	French □ To US Dollar
1920	14.21	\$0.07
1921	13.41	\$0.07
1922	12.19	\$0.08
1923	16.44	\$0.06
1924	19.10	\$0.05
1925	20.98	\$0.05
1926	30.84	\$0.03
1927	25.48	\$0.04
1928	25.50	\$0.04
1929	25.54	\$0.04
1930	25.48	\$0.04

1 French Franc = 100 Centimes  
 From 1920 to 1929 coins were aluminum-bronze

The journey across the English Channel takes less than two hours except in rough seas. If the waves are too choppy the ship will have to lay anchor outside of the harbor mouth to avoid taking damage from attempting to dock until the storm subsides.

Calais has a population of slightly more than 75,000 and is a historic seaport that has been fought over between England and France for over 1000 years. The principal business in this city revolves around the movement of goods between Europe and England but it is also renowned for fine lacework and net manufacturing. The city was a major target of the Germans during the Great War but they never managed to reach it before the war ended in 1918.

The ferry terminal is being closely watched by representatives from both the Cthulhu Cult and the

Brothers of the Yellow Sign. The watchers will each have a 50% chance to spot the investigators (from their descriptions) amongst the flowing crowds and if either does, they will pay a porter to offer to assist the group to the train station with the intention being to identify the piece of luggage that they will not part with and insist on carrying themselves. This will no doubt be the piece of luggage that the statuette is being transported in and will become the target of future theft attempts.

The tactics that will be used may or may not make the investigators suspicious. Have the cult agent who spots the investigators stand in the flow of the crowd and take pictures of groups ahead of them. Then as the investigators approach have him step in front of them with a camera and take a photo. Speaking French he will ask them which hotel that they are staying at and how many copies of the photo would they like to purchase. If they actually purchase photos, he will see that copies are delivered. That will also be his opportunity to bribe the front desk clerk to provide him with names of the investigators and any other information that can be obtained. If they refuse the service he will make a couple of rude comments then welcome them to France and move on to take more photos. As soon as the group has moved on he will head towards the nearest taxi stand. If the investigators follow him, they will discover that he enters a camera store and is arranging to have the photos developed.

If the investigators decide to follow him to corner and question him, they will find that he will not talk even if he is threatened with death or serious injury. He will only say that he will willingly die before betraying his masters. Should the investigators decide to examine him to see if he is tattooed with the yellow sign they will find either it or a small tattoo of what appears to be some sort of crouching octopus (Cthulhu cultist) depending on which cultist spotted the group when they disembarked from the ferry.

Photographer – Generic Cultist – Maynard Fougere  
 STR 10 CON 10 SIZ 10 INT 9 DEX 10  
 POW 12 SAN 0 MOVE 8  
 HP 10 Damage Bonus 0  
 Weapon: Fist 50% damage 1D3  
 Skills: Photography 85%

The cultist knows that he did absolutely nothing illegal so that the investigators have no reason to call the police. He also knows that if he says anything at all to the investigators, his masters are sure to discover that fact and the punishment will be much worse than anything the group can even think about doing to him. Ultimately he is convinced that he will be let go and he in fact seems quite happy to be in their proximity. Fougere has a fantastic memory and the longer that the group questions him, the more

detailed will be his description. If he is deprived of his camera or the film, he will still be able to describe each member of the group to an artist in Paris who will provide the cult with detailed sketches which can then be mimeographed and passed on to other watchers.

### **5<sup>th</sup> Leg of the Journey – Calais to Paris**

The travel distance between these points is approximately 150 miles. This train travels through Amiens, Chantilly and into the heart of Paris ending at Gare Saint Lazare.

The investigators will depart from the train station located in the downtown area of Calais after purchasing tickets for \$9.00 per person. The journey begins along the coast for a few miles and then turns inland towards the south. The distance to Paris is approximately 150 miles (241 kilometers) and passes through fairly flat and gently rolling farmlands. The only steep hills seen along the route are the hills flanking the slowly moving rivers and streams from thousands of years of erosion and spring flooding. On the top of some of these small hills and overlooking the narrow areas along the rivers are small castles with most of them being in a state of ruin.

This area has been settled for thousands of years and has had countless armies crossing it with some of the earliest recorded campaigns being those of Julius Caesar. Even before that this area was inhabited by the ancient Celtic tribes and their predecessors raising stone circles and other megalithic structures.

The train will stop at several communities along the way and take a total of four hours to reach the outskirts of Paris. After passing by old towns and churches and beside farm pastures and crop fields, the investigators will notice that the density of buildings becomes much greater. A few minutes later the iron structure of the Eiffel Tower looms large in the distance standing 1000 feet (300 meters) high and looming over the surrounding city.

Closer to the city the investigators see remnants of the defenses of the city during the Great War including trenches, barbed wire entanglements, forts and other fortifications.

The Eiffel Tower was the tallest structure in the world until 1930 when that distinction was taken over by the Chrysler Building in New York City.

Eventually the train stops at the platform in the Gare Saint Lazare (Saint Lazare Station). This is the oldest train station in Paris dating back to 1837 and any investigators of an artistic bent may recognize it as being the subject of a famous painting by Claude Monet in 1877.

Through inquiries about purchasing tickets to travel on to a seaport along their path to Tibet, they will be told that the must travel to the Gare de Lyon which is located in the South East area of the city. They may either travel directly there by taxi, or if they had a referral from Professor Stokesby at the British Museum, they may wish to visit the Louvre Museum.

### **The Louvre**

In 1190 the first castle in Paris was built on this site, over the centuries it has gone through many transitions and today the oldest existing part (other than excavated sections) dates back to 1535. In its earliest incarnation as a castle it was used to defend Paris against Viking attacks. Today it is one of the most renowned museums and art galleries in the world.

It is a sprawling complex of buildings on the right bank of the River Seine complete with gardens and large open public squares.

The department that the investigators want to locate is the Departement Antiquites Orientales. Once they have identified themselves to an employee of the Louvre and either asked for Gaston Dubois or the department they will receive directions. If there are any investigators that speak French have them attempt a language skill roll to understand the directions. If no investigators speak French, the Louvre employee will draw them a small map.

When they reach the office area they will be greeted by a receptionist who will ask them to be seated while she finds out if Docteur Dubois is available. If they give her the letter of introduction they will be shown in right away. If they have not given her the letter, she will return and ask them about the nature of their business with the Docteur. She will then convey any additional information that they provide and once certain that the nature of their business relates to his field, they will be ushered into the office.

Dubois is an extremely thin man who conducts himself very seriously. He was a soldier in the Great War and was wounded in a shell blast. His face is scarred and he wears a black eye patch. Investigators may notice that he has a sturdy looking but elegant walking stick within easy reach. His suit is finely tailored and cut to the latest French fashion.

After reading the letter of introduction he will become quite excited and ask to see the statuette. If it is presented to him, he will carefully examine every square inch of it, then get up from his desk and with his walking stick cross to the door and lock it. On his way back to his desk he will stop at a locked cabinet and produce a key from his vest pocket. The

investigators see inside the cabinet several shelves of very old books and some bottles with various colored liquids. After he rummages around for a few moments he returns to his desk with a small silver snuff box in his hand. He will ask the investigators to move back and then take a pinch of powder from the box. Placing it carefully in the palm of his hand he leans towards the statuette and gently blows the dust towards it. Instantly the statuette glows brightly and several bright lines appear in the air around it, all leading in an eastern direction. Several of the lines are bright green but a few of them are bright yellow. Seeing this unnatural sight will cause a 0/1D3 SAN loss to the investigators.

Dubois leans back in his chair after the lines have faded and the statuette returns to normal and looks somewhat thoughtful.

#### What Docteur Dubois knows about the statuette

- He has come across indications that the race that made this statuette predates humanity by several hundred million years.
- There is an indication in some of the ancient books related to these cults that the creature that this statuette represents is named Cthulhu.
- Writings about these Great Old Ones suggest that they are not dead but merely waiting to return when the time is right. This seems to be the basis of all humans that are involved in the worship. That they will be given great rewards for taking part in assisting these creatures to escape from where they have been imprisoned.
- The dust that he used is magical in nature and the glowing of the statuette symbolized that it is a powerful artifact. The lines of power of two different colors indicate that competing cults are trying to obtain it for their own purposes.
- There seems to be a certain amount of safety in carrying the statue since whichever person is holding it probably cannot be directly attacked by one of the enemy cultists. The rest of the group remains vulnerable. A suggestion would be that at any point in time the most vulnerable member of the group holds it in their possession.
- The direction of the lines of power indicates that the cult leaders or creatures involved in this affair are both waiting for the arrival of the group in that direction.
- It is rumored that the Undying Leaders of some of the cults have concealed strongholds somewhere high in the mountains of China.

That is all of the information that he is able to tell the investigators about the statuette. He will get up from his desk once more and cross again to his cabinet. Searching for a few moments he returns to his desk with a small notebook. He will present it to the group and tell them to study the information within it that

has been copied from another tome which he declines to name. The writings in the notebook, if carefully studied, will teach the reader an ancient spell called Flesh Ward which can protect them from physical attacks. It should only be used as a last resort for the use of magic will drive a normal person insane over a period of time. If an investigator wishes to learn the spell he or she must study the information in the notebook for one week and at the end of that time roll below INT x 3 on a D100. Failure of the roll to learn it requires another full week of study. He will also give them the snuff box which contains another two doses of the Powder of Ibn-Ghazi which will reveal anything that is invisible including gates, lines of power and creatures (note that viewing an invisible creature using this dust will cost the viewer(s) a SAN check).

As a final request, Dubois will ask that the group accompanies him to the Louvre conservation rooms so that the statuette can be photographed and documented for his records.

If asked about the route that they should take for the next stage of their journey, Dubois will warn them away from Trieste or Naples. "Ancient cities tend to be places of safety for the cultists and their creatures, and those two cities are far more ancient than most people realize". He recommends instead that they head directly south by train and book passage through the French port of Marseille.

After the statuette has been photographed, he will slowly lead them to the exit, shake each of their hands (gallantly kissing the hand of any lady in the group) and bids them adieu.

Docteur Gaston Dubois  
 STR 8 CON 9 SIZ 9 INT 18 DEX 9  
 POW 16 APP 8 EDU 21 SAN 45  
 HP 9  
 Damage Bonus 0  
 Weapon: Fist 50% damage 1D3+db  
 Skills: Anthropology 65%, Archaeology 75%, Art – Ancient Sculptures 80%, Cthulhu Mythos 18%, History 85%, Library Use 75%, Occult 40%, Other Language English 60%, Other Language Arabic 75%, Other Language Latin 50%, Psychology 35%,  
 Spells: Powder of Ibn-Ghazi, Flesh Ward  
 He has read a copy of the Al Azif that is in the restricted collection of the Louvre.

#### 6<sup>th</sup> Leg of the Journey – Paris to Marseille

The train South to Marseille departs from the Paris station of Gare d'Austerlitz and the cost of a ticket is \$27.00 per person. With stops along the way the total travel time is twelve hours covering approximately 450 miles (725 kilometers). This line travels South



from Paris through Bourgogne, then climbs steadily into the Rhone-Alps region and reaches the end of its journey in the area of Southern France known as Provence with the City of Marseille being on the Cote d'Azur.

Travel is through breathtaking scenery at times, with quaint medieval villages clinging to hilltops, elaborate country manors overseeing fields of grapes and through passes and tunnels of the French region of the Alps mountain chain.

Marseilles is the second largest city in France with a population of over 600,000. Although the city is attractive with its wide deep harbor and baroque style structures, there are no palaces like Paris. The soul of this city is devoted more towards commerce and manufacturing. With the French conquest of Algeria and the opening of the Suez Canal, this is the busiest port in the country. There are also extensive factories manufacturing soap, iron, copper, engines and automobiles. All good being exported to or imported from Africa and Asia arrives at this seaport and the harbor is filled with ships of all shapes and sizes.

The train arrives at the Gare Saint-Charles which is on a plateau overlooking the city. A grand staircase leaving the station (le Grande Escalier) was recently opened in 1926 and offers a panoramic view of the city. In the harbor can be seen many small islands with most covered with protective fortifications.

Investigators who make successful History or Archaeology skill rolls will know the following facts about the city.

- The two large structures on either side of the harbor entrance to the Vieux Port section of the waterfront are forts Saint-Jean and Saint-Nicholas.
- On a 532 foot (162 meter) limestone outcrop overlooking the city is the Notre Dame de la Garde basilica. The current structure was completed in 1864 and replaced a 13<sup>th</sup> century chapel.
- Marseille was founded as a Greek trading port in 600 BC.
- During Roman times the city was called Massilia and exported wine and slaves.
- The city became part of France in the 1480's.
- 25% of goods and people entering and departing France travel through this port.

Keepers should use this section of the adventure to build up a sense of paranoia amongst the investigators. There are so many foreigners from all countries in this seaport that they should feel that they are being watched at all times. Have them notice a number of people from Asian ancestry just staring at them and looking away. Ask the players to attempt Spot Hidden skill rolls and if successful, tell them

that they saw somebody watching them from a window and when noticed the person withdrew and closed the curtains. They will not be entirely wasting their time doing this, since there are two factions watching them and trying to find out what they are going to do. One group will try to obtain the idol in "Please Make up Room" and the other will send a warning to the group in a very direct manner in the "Unfriendly Warning" section below.

If the investigators ask for recommendations on where they might find lodging they are directed to an elegant hotel called the Mascot which is located on the scenic waterfront. It is only 1/3 of a mile (500 meters) from the train station. Further inquiries provide the information that it is a small three star hotel with only 50 rooms, but it has a reputation for cleanliness and service. There is a fine dining restaurant on the premises as well as many others within walking distance.

Find out from the players what their investigators are doing with the statuette and the other items that they received from Docteur Gaston Dubois in Paris.

Once the investigators are checked in and depending on what time of day they arrive, they can begin looking for passage across the Mediterranean to Port Said in Egypt. Since this city is a crossroads for travelers they will find that most of the individuals that they will come into contact with will speak a patois of French, Spanish, Italian, German and English in varying degrees of fluency. It is possible that misunderstanding in communication will occur and that inquiries and bargaining might take longer than the investigators are accustomed to.

The keeper should drag out the process of booking passage for a few days game time, insisting that the investigators go to local officials to validate their travel documents. In turn those officials will hint that payment of a fee (bribe) might expedite the processing. Allow the investigators to roll play this and if they refer to the "fee" as a bribe, the official will be insulted and ask them to leave his office. If the investigators then attempt to go to the front of the line to talk to another official, the armed French guards present will demand that they go to the back of the line.

### **Please Make up Room**

At the end of the first day, when the investigators return to their hotel, they will find that their rooms have been entered and ransacked.

The investigator who has the idol will open the door to their room and find a lone oriental woman dressed

as a hotel maid. She will explain that she had noticed the door partly open and when she peeked in and saw the mess she decided to clean the room. The woman will move closer to the investigator while she is talking and then grab the package with the idol from the investigator (if it had not been left in the room) and back towards the window. As soon as an attempt is made to apprehend the individual she will smile at them and jump out the 4<sup>th</sup> floor window to the street below. Viewers of this event should make a Sanity roll with a result 0/1D3. The keeper should roll 4D6 for falling damage to see if the jumper is still alive.

Intruder/Jumper – Brothers of the Yellow Sign  
STR 14 CON 9 SIZ 9 INT 11 DEX 17  
POW 9 APP 10 EDU 9 SAN 0  
HP 9

Damage Bonus 0

Weapon: Fist 50% damage 1D3+db

Skills: Dodge 75%, Fast Talk 50%, Grab Package 90%, Jump 75%, Listen 40%, Other Language English 40%, Sneak 40%, Spot Hidden 50%

If the statuette was in the room it went out the window with the jumper. Rushing to the window reveals that another individual, this time somebody who appears to be an East Indian, picks up the statuette (if the intruder grabbed it) and runs off down the street. A nearby policeman will blow his whistle and pursue for about a block but then realizes that there is a growing need for crowd control around where the body is laying on the street. The policeman will return to the front of the hotel to move back onlookers and direct traffic around what has become a crime scene.

If the jumper died from the fall, the police will keep that investigator for the night and question him over and over again looking for any inconsistency in the story. When the police are on the verge of booking the investigator for murder or attempted murder, a good citizen from an apartment across the street from the hotel room will approach the police to let them know that she saw the whole thing from her window. On the other hand, if the jumper is still alive, a few hours of hospital treatment will reveal to the attending medical staff that the man is hopelessly insane and even suicidal. The police will let the investigators go after a few hours.

The keeper should note that the statuette will be returned to the investigators in the “Unfriendly Warning” section below. Keepers should remind the investigators that the figure in their original dreams gave them a timetable to return the item and that a number of days have already passed.

After three days of endless forms, standing in line, providing medical histories and being examined by doctors (all for various fees totaling \$40.00 per

person) they will be granted the travel papers that they require to leave the country and travel to Port Said in Egypt.

The investigators find that most of the freighters leaving port have accommodations for paying passengers and that the Indian Prince leaving port in a few days is going straight through to Port Said without stopping. If the group shows up together and can provide their documents to show that their travel papers are in order, the Captain of the ship will charge them \$90.00 per person and tell them to be aboard with their luggage no later than 9 AM the following morning.

### Unfriendly Warning

If the investigators have lost the statuette they will want to stay in Marseille until they retrieve it. If so, have this encounter happen shortly after they begin searching instead of when they are heading with their luggage to board the *Indian Prince* and modify it accordingly.

When the group leaves their hotel a man of oriental appearance wearing a suit will bow to the investigators and greet them. If the intruder had managed to steal the statuette, this gentleman will hand it back to them (wrapped in black silk) and give them the following speech with a British accent:

*My people were surprised that you were so careless with this treasure. No doubt you do not place the same importance on it that we do. However, a member of the other faction who was responsible for the break-in of your rooms died rather violently so that we could return this to you. Perhaps you need a visible example of our abilities and determination? Watch!*

The stranger will then quickly turn raise one hand and yells “Yog-Sothoth” throwing his fist toward his target. In this case the target is a baby carriage that a woman is pushing on the sidewalk on the other side of the street. He places 10 magic points into his Fist of Yog-Sothoth spell driving the carriage into the wall and causing 8D6 points of damage. The investigators hear the crushing sound and watch as the mess of carriage and baby leaves a bloody smear down the wall. As the investigators look back at the man he laughs, spins quickly towards the wall of the nearby hotel and with a bizarre pattern of lines and swirls briefly appearing, he disappears right into the stone wall. A sanity roll of 1/1D6 is required for witnessing this callous destruction of a young life and the strange disappearance of the killer. If the investigators make a spot hidden roll, they will notice that the man dropped a photograph on the sidewalk. It is a picture of the investigators departing from the ferry in Calais and was used by members of the





Cthulhu cult to identify the group. There is nothing that identifies the group with the baby carriage and it would be best for them to get into a taxi and head for the Indian Prince instead of having their names show up in another Marseille police report.

Wu Nu Hong – Oriental Wizard – Agent of the Undying Leaders

125+ year old evil Wizard

STR 10 CON 10 SIZ 10 INT 16 DEX 16

POW 21 APP 14 EDU 20 SAN 0

HP 10

Damage Bonus 0

Weapon: Fist 75% damage 1D3

Skills: Library Use 75%, Other Language English 90%, Persuade 80%

Spells: Fist of Yog-Sothoth, Gate, Steal Life plus any others that the keeper wishes to use for this staged incident

Insanity: Criminal Psychosis – he takes pleasure in killing

### **7<sup>th</sup> Leg of the Journey –Marseille to Port Said**

Captain Barrington Rosewarne is a retired naval Captain from the British Royal Navy and has been the master of the *Indian Prince* for over eight years. His bearing and manner are the result of his years in the service. He commands a very well run ship and when he tells a crew member to do something he expects that it will be done correctly and promptly.

Rosewarne has only slight tolerance for social niceties and the exception he makes regarding this is to invite paying passengers to dine with him. Anybody with any military service (especially naval) will get along with him quite well. If he finds that an investigator was of age to serve in the Great War and did not he will ask questions such as “And what were you doing sir when the rest of the brave young lads were fighting against the Huns?” He is not really that bitter about it, but regards volunteer service to your country as being the true measure of a man.

The journey from Marseille to Port Said is approximately 1565 nautical miles (2900 kilometers) and will take about five days. The price of a first class ticket is \$175.00 per person. Weather is fine but any investigators who went through a bout with seasickness crossing the Atlantic will no doubt be concerned about the weather.

The Captain does not permit the crew to drink during a voyage, but he will open a bottle of wine during mealtime for the passengers. If asked about his wartime experience he will not be very talkative and say things like “It was difficult” or “My crews were excellent under adverse conditions”. Careful investigators might note the use of a plural when referring to “crews”.

This leg of the journey is actually quite peaceful, but the keeper should be unrelenting with making the investigators feel that the crew is watching them and even plotting against them. Have conversations stop when the investigators enter a room or walk past a group on deck. Investigators should be asked to make spot hidden rolls when they return to their staterooms. If they do make it, ask them by how much, and then tell them they don’t notice anything disturbed or that it appears that their suitcases may have been moved by the cleaning staff.

During the afternoon of the fifth day at sea the investigators will see land in the distance and gradually watch as the freighter nears the coast of ancient Egypt. Captain Rosewarne sends word to the passengers to pack their belongings and prepare to disembark. The ship slows and a small boat approaches to discharge a harbor pilot who climbs aboard and heads for the wheelhouse. With his knowledge of the narrow mouth between two long breakwaters the ship quickly enters the harbor of Port Said and ties up at a nearby pier in the Sherif Basin.

The Captain thanks the passengers for traveling with him and his crew and orders some of his crew to carry their luggage onto the docks and to arrange for a taxi to take them to a hotel.

### **8<sup>th</sup> Leg of the Journey –Port Said to Suez**

This city of 50,000 people is not only a seaport and major coaling station it is also the center for administration of the Suez Canal.

Before leaving the port area the investigators must see the customs officer and present their paperwork. Everything is in order and he asks to inspect the luggage. He only checks the first few bags and if he does not see anything interesting he will wave the group through and welcome them to Egypt. Whoever is carrying the statuette should make a luck roll to be amongst the bags that does not get searched.

By the time that the investigators are processed by the customs agents the sun is setting and the sounds of the muezzin calling the faithful to prayer can be heard. Some people come to a standstill and roll out small blankets to kneel on for their evening devotions. Others can be seen going to a nearby mosque.

Port Said is a bustling working city with ships in transit, some being loaded and unloaded with goods and fuel. The streets can be seen to be filled with sailors from civilian and military ships in search of entertainment.

The investigators finally manage to hire a taxi who drives them a short distance to a nice hotel called The



Dukes Palace with a view of Manshiyya Square. They are checked in by the manager Randall Pritchard who chats in a friendly manner and asks the usual questions, how many nights will they be staying, do they require separate rooms or will rooms with two beds be acceptable. If there are ladies amongst the group of investigators he will look for a wedding ring and if he does not see one on her hand will insist she take a separate room “For the sake of her reputation and the reputation of the hotel”. Rooms with one bed will cost \$5.00 per night and rooms with two beds \$7.00.

Pritchard also lets the group know that the restaurant in the hotel is open for a light traditional breakfast of beans, eggs, pickles, and assorted cheeses and jams. Lunch is served between 2 PM and 5 PM and consists of traditional dishes such as molokhiyya (greens, onion, and garlic) soup, meat and fish dishes, rice and pita bread and hard French loaf style bread, fresh fruits and nuts. This is often followed by pastries or puddings that are made with a great deal of honey syrup. Beverages are usually very strong coffee, teas or mint tea. The hotel restaurant is closed after 5 PM but there are nearby establishments that are open during the usual late evening dinner times.

If the investigators ask at the hotel they will be told the following three options:

1. Hire a car to take them south along the canal to the port city of Suez. If the investigators hire a car to take them they can leave the same day. The distance between the two ends of the Suez Canal is only 100 miles (163 kilometers) and they can be there in less than five hours. The cost of hiring a car and driver should be around \$25.00 but the driver will take advantage of the fact that they are foreigners and quote them an initial price of \$50.00. If they bargain hard he will respect them and drive them right through, if they just accept his first offer of \$50.00 then he will stop at two or three spots that looks like checkpoints and tell the investigators that he will need \$10.00 at each checkpoint to bribe the guards to avoid lengthy delays.
2. There is an evening train that can take them from Port Said to the city of Suez. It departs at 8 PM and arrives shortly after midnight. They might have difficulty finding lodging at that time of night but it would not be impossible. He will try to discourage them from this (things have been a bit slow and he wants to get a night of room rentals and meals from them).
3. Make inquiries at the port as to which ships will be transiting the canal and pay them a few dollars to carry them and their luggage for the day. If they pay Pritchard \$5.00 he will make the arrangements for them for travel on a ship but it will not be until the following morning.

If the investigators wait until the following day, Pritchard the hotel manager will tell them that they have passage on a small freighter leaving port at 11 AM which is expecting them and will charge \$5.00 per person for the transit. Pritchard writes down the information for them including the pier number, the name of the ship that they are booked on and that they will want to talk to Waseem the Captain.

The transit to Suez is slow but gives the investigators a chance to see one of the highest traffic sea lanes in the world. There are stark contrasts all around them, an unbearably hot sun beating down on them, miles of rolling sand dunes coming right up to the edge of the water on one side while directly across is flat agricultural land carefully irrigated. There seems to be towns every few miles along with British naval installations. When the investigators tire of watching the shores of the canal they can watch the other ships passing through of all shapes and sizes, from freighters to military vessels and large private yachts. With a good pair of binoculars the investigators might even see a celebrity or two on some of the yachts.

The transit time from one end to the other is about twelve hours. There are speed restrictions on all ships to minimize the turbulence of their wakes. Large wakes from ships moving too quickly would erode the banks of the canal and fill the central channel with silt.

Eventually the open water of the Gulf of Suez can be seen ahead as the freighter pulls into one of the two harbors of the city of Suez. The port is at its busiest during the Hajj when Moslems on pilgrimage pass through the city on their way to Mecca. The date is based on being two months and ten days after Ramadan ends during the Islamic month of DhulHijjah. It is up to the keeper to determine if the investigators are passing through when the Hajj is taking place. If they are then they may not be able to find any hotel space and will have to either sleep outside or try to negotiate with a local citizen for a place to stay. Investigators sleeping outside should make a knowledge roll to try to remember that they are in an area where there is likely to be venomous insects and snakes.

The population of Suez during the remainder of the year is 18,000 but there are many transients in this port that makes that number fluctuate daily.

### **9<sup>th</sup> Leg of the Journey –Suez to Bombay**

During the next morning after arrival at Suez the investigators can ask about destinations of the ships tied up at dockside. Investigators may make a

knowledge roll to spot the ships that are sitting lower in the water with an almost full cargo that might be leaving soon.

After checking for most of the morning, the investigators locate the Modasa which is an 8986 ton (8151 tonne) British “M” class ship owned by P & O and British India Lines. It can accommodate 127 1<sup>st</sup> class passengers and has plenty of available room. Captain Winston Thornfield is another retired British Navy Captain and is a thoughtful quiet man who is never seen without his pipe. He has an experienced crew which is a mixture of British, Indian, Egyptian and Kenyan professional sailors. Most of them saw service during the Great War and signed on knowing Captain Thornfield’s reputation of being a decent and fair Captain.

The distance from Suez to Bombay is 2700 miles (4345 kilometers) and costs \$200.00 per person for 1<sup>st</sup> class passage. Passage includes all meals, steward service and pastimes such as live entertainment at dinner. Investigators short on money can book passage in steerage for \$50.00 which includes meals.

On the first day at the dining table the group is seated with an American businessman named Orwin Hill who is traveling on behalf of the Smithsonian Institution. He picked up a mummy in Egypt to take to the American embassy in India for part of a long term exhibit of objects d’art from the First Dynasty of Hor-Aka also known as Menes. Hill is proud to be entrusted with such valuable items and attempts to name drop to the investigators telling them that he was hired personally by Charles Walcott the Secretary of the Smithsonian and had been assigned the task of purchasing a display mummy from the British Museum and arrange for transportation. Hill mentions that he dealt personally with Sir E.A. Wallis Budge (pronunciation of last names rhymes with judge) to finalize the arrangements. Investigators making either an archaeology or history skill roll will be acquainted with the individuals and be somewhat impressed.

As Hill gets comfortable and more relaxed during the meal, he has a few drinks and then drops the following information to the investigators. They can make of it what they will at this point in the voyage:

- Hill was originally supposed to wait another week in Suez to travel on another ship which he had a ticket for that was purchased by the Smithsonian travel office. He was more efficient than they originally thought and had made the arrangements to have the mummy delivered faster than the original estimate.
- Very early on the morning the Modasa departed, he was awakened by hotel staff that had a message for him. It was a ticket along with a letter from the Egyptian Antiquities department

that also included \$200.00 in cash and asked that he leave his original ticket at the front desk for them to pick up later that day. Hill assumed that one of his many contacts had given him a gift for doing business with them and is not willing to question his good fortune.

When the meal is finished Hill indicates that he is going to go for a stroll around the deck until his meal and drink settles. While leaving the dining room, ask the investigators to attempt a spot hidden roll. If they are successful they will briefly notice one of the galley crew, a short oriental man staring at them. He has a yellow scarf tied around his head. When he notices them looking at him he quickly withdraws through the swinging door back into the ships galley.

The first three days of the voyage are uneventful, with the exception of running into Hill who is always talking to somebody and telling them the same thing that he told the investigators that first night at dinner. A successful psychology roll will allow the investigator to realize that Hill is actually a minor functionary in a large bureaucracy and is desperately trying to feel important.

#### **The Fourth Night – The Mummy Attack**

At roughly 4 AM one or more (if sharing) of the investigators will hear a massive smashing sound against their stateroom door. It is Hill’s mummy that has been animated and is being controlled by the Tcho-Tcho cultist that they caught a glimpse of after dinner on the first night of the voyage.

The stateroom door with its lock has a STR rating of 22. The mummy has a STR of 18, so each round it will make a resistance roll to break open the door with the first attempt being at 30%. Each attempt reduces the STR of the door by 5. Investigators who are likely sleeping soundly at this time of the night must attempt a POW x 5 roll to wake up at the sound of the first blow. If they do not wake up on the first round they will wake up on the second and be ready to participate in the action on their DEX rank in the third round..

The mummy has been instructed to strike with an open hand to attempt to knock-out the person he is attacking. The Tcho-Tcho plans that the faster that he can silence the person, the lesser chance that somebody else will be attracted by the disturbance. The knock-out rules are detailed on page 60 of the Call of Cthulhu sixth edition rule book.

The mummy is being controlled by a Tcho-Tcho Cultist standing behind it in the hallway who is shouting commands at it. The cultist has his face obscured by a yellow handkerchief and has a large fighting knife in one hand that has been enchanted

with the Bless Blade spell. He has the blade in case he loses control of the mummy or the investigators attack him directly. He does not want to fight and will flee if it looks like things are going badly for the mummy. Investigators need a successful Spot Hidden and Luck roll each turn if pursuing him to keep him in sight.

Each round that the mummy is attacking, other investigators can attempt a POW x 2 roll to wake up and react to the situation. If one of the investigators being attacked discharges a firearm the chance of the neighbors waking increases to POW x 6 plus there will be a 50% chance that the sound will draw 1D4 members of the ships crew. If they see the mummy while it is still animated they will either freeze or run away but they will not help. None of them will be willing to talk to the Captain about what they saw and will avoid the investigators. If one of them is cornered by the investigators and a Persuade roll is made, they will tell the Captain what they saw.

If the mummy manages to kill or knock out the investigator(s) in the first stateroom the Tcho-Tcho will quickly search for the statuette and if it is not found will order the mummy to break into the next room.

Should the mummy fall below 50% of its hit points it will be inclined to disobey and withdraw and has a 50% chance on each following round of attacking the Tcho-Tcho in the hallway in an attempt to flee. If the Tcho-Tcho cultist makes an escape, he will move to the stern of the ship and summon a Byakhee to flee from the ship. If the investigators have pursued him and managed to keep up, they will have to attempt sanity rolls as soon as they see the Byakhee for 1/1D6. They will have one round in which to shoot at it (remember it is nighttime with dim ships lighting so halve their normal chance to hit with firearms). If the chase progresses to this point there will be a 50% chance that one of the bridge crew will see the Byakhee and try to describe what he has seen. The Captain will regard this as adding to the confusion of the whole situation.

The outcomes of this event will depend on who becomes involved, who sees the mummy (or the Byakhee), and if anybody is killed.

To complicate matters, the first crewman that shows up on the scene after the disturbance is detected or reported is the ships purser. He will arrive before the mummy is destroyed and upon seeing it, fails his sanity check, go temporarily insane and will flee to the deck of the ship and throw himself overboard. Witnesses will testify that they seen him fleeing from the scene and the Captain will assume that he was participating in this event.

The mummy should be completely destroyed by the investigators before any other crew sees it mobile. Captain Thornfield and Orwin Hill will accuse the investigators of destroying private property. Hill will demand that the investigators pay for the damages to the mummy which will be estimated at \$5000.00. The Captain assumes that the investigators had too much to drink and damaged the mummy for their own amusement. Any injured investigators will be treated by the ships doctor if required, but if any were killed by the mummy or the Tcho-Tcho crewman was injured or killed, the Captain will insist that any passengers who were obviously involved with this “prank gone bad” be detained in the brig until he can turn them over to the proper British authorities in Bombay.

#### Mummy

STR 18 CON 15 SIZ 10 INT 11 DEX 7  
POW 13 MOVE 6

HP 9 Damage Bonus +1D4

Weapon: Fist 70% damage 1D3 + db

Armor: 2 point skin, impaling attacks do no damage  
SAN Loss 1/1D8 Sanity points

#### Tcho-Tcho Crewman – Brothers of the Yellow Sign

STR 11 CON 10 SIZ 8 INT 15 DEX 12  
POW 15 APP 10 EDU 12 SAN 0

HP 9

Damage Bonus 0

Weapon: Knife 50% damage 1D4+2+db

Skills: Hide 50%, Listen 50%, Other Language

English 30%, Sneak 50%, Spot Hidden 50%

Spells: Control Mummy, Bless Blade, Summon/Bind Byakhee

The keeper can use this entire incident to delay the investigators for a full week when they arrive in Bombay. Once more they find themselves in a police station repeating their statements over and over. The statuette will be confiscated and held until they are released. If any of the investigators have illegal firearms (sawed off shotguns or automatic weapons) in their luggage, they will be confiscated and must pay a fine of \$50.00 per weapon that they are carrying. Professional medical treatment will be administered to injured players who will be healed 3D3 in the first week if the period of care is one week or more.

Investigators who do not end up in the jail or in a hospital (or morgue) will be free to explore the city and arrange for passage to the next leg of their journey.

## 10<sup>th</sup> Leg of the Journey –Bombay to Calcutta

Year	US Dollar To Rupee	Rupee To US Dollar
1920	R 2.57	\$ 0.39
1921	R 3.81	\$ 0.26
1922	R 3.48	\$ 0.29
1923	R 3.21	\$ 0.31
1924	R 3.15	\$ 0.32
1925	R 2.75	\$ 0.36
1926	R 2.75	\$ 0.36
1927	R 2.75	\$ 0.36
1928	R 2.74	\$ 0.36
1929	R 2.76	\$ 0.36
1930	R 2.77	\$ 0.36

Rupee means ‘silver’ and was originally a coin. The value of the rupee fluctuated during the 1920’s so for simplification 10 rupees = 1 British pound (it varied as much as 15 rupees = 1 British pound).

Either from the deck or the small porthole of the brig, the investigators will see the great city of Bombay as the ship enters the mouth of the Ulhas River. Their first impression is that the entire city is flat and just a few feet above the sea level. In the distance well beyond the city rise hills that are perhaps as high as 1500 feet (457 meters).

The main city of Bombay is located on Salsette Island and has a population of over one million. Under British rule this city has become a world leading seaport, and an industrial and railway center. The principal exports through this port are natural resources along with crafts and textiles.

In the 1920’s Bombay is the country’s center for the Indian Independence Movement. A movement of non-violent civil disobedience started in different areas of India between 1918 and 1922 under the leadership of Mohandas Gandhi. This turns into a long interesting struggle that does not end until 1947 when British authorities handed over control of the country but not before partitioning it into Pakistan and India. Keepers that wish to use some of the flavor or British India in the early 20<sup>th</sup> century are encouraged to watch the 1982 movie “Gandhi” (it won a total of 8 Academy Awards).

Locals in Bombay say that there are only two seasons – the humid season and the dry season. The city is located in a tropical zone and between March and October the average temperature is 86° F (30° C). Monsoons pour most of the annual rainfall of 85 inches (2,200 mm) between June and September.

Europeans in Bombay look forward to the period between November and February which is the dry season with its moderate humidity and cooler temperatures (as low as 52° F or 11° C).

Any investigators who have been detained by Captain Thornfield will be turned over to a local British investigator, Inspector Graham Bivins who is a career man in British Foreign service.

Inspector Graham Bivins – Cop on the take  
 STR 13 CON 12 SIZ 13 INT 12 DEX 11  
 POW 10 APP 12 EDU 12 SAN 50  
 HP 13  
 Damage Bonus +1D4  
 Weapon: Knife 50% damage 1D4+2+db  
 .38 Revolver 35% damage 1D10  
 Skills: Accounting 40%, Bargain 40%, Dodge 35%,  
 Fast Talk 50%, Law 50%, Listen 60%, Other  
 Language Hindi 35%, Persuade 40%, Spot Hidden  
 35%

When finally left alone with the investigator(s) he plainly demands a bribe from them of \$300.00 each to “lose the paperwork”. He goes on to tell them that it would be a shame for fine persons like themselves to end up in an Indian hellhole for “killing a wog”. If the investigator(s) are forthcoming with the money they will be released immediately and he will keep his word about making the records of the incident disappear. Should the investigator(s) not accept the bribery offer, either out of principal or lack of funds, he will “soften them up” by locking them up overnight in a cell with a number of hardened local criminals who either try to beat up or molest the investigator(s) for the entire night. The next morning, exhausted and bruised, he extends them the offer again before allowing them to see either their friends or a lawyer. If they tell the lawyer about the offer they are advised to accept it. Otherwise the court case will proceed and the lawyer will be able to have any charges dropped due to the conflicting nature of the reports.

The arrangements to purchase train tickets are fairly straightforward. The price for 1<sup>st</sup> class passage from Bombay to Calcutta is \$50.00 and for an additional \$30.00 they can purchase a 1<sup>st</sup> class connection to Darjeeling. 2<sup>nd</sup> class from Bombay to Calcutta is \$20.00 and 3<sup>rd</sup> class is \$7.00 but is not recommended since westerners traveling amongst the poor Indians will be regarded with suspicion and become targets for robbery (also a danger of contracting diseases such as leprosy).

If the investigators have had their weapons confiscated they might wish to take a side adventure to try to obtain replacements. The keeper is encouraged to make this difficult but not impossible, after all it is only sporting that they have a reasonable

chance to defend themselves against the cultists and monsters that may wait ahead.

The distance to Calcutta is approximately 1100 miles (1770 kilometers). It will take a full 48 hours to travel this distance with many stops along the way. Ticket agents will only sell first class tickets to westerners and regard anybody that inquires about travel with the common folk to be either troublemakers or political agitators.

After spending time in Bombay the investigators should be ready to travel on. Those under medical care from injuries fighting the mummy will be released along with those who acquired intimate experience with the early twentieth century British Colonial justice system.

The investigators board the train and experience 1920's travel at its finest, with luxurious 1<sup>st</sup> class private rooms, a dining room with bright white linen tablecloths, silverware, crystal and china along with delicious meals.

The passing landscape has some of the most startling and beautiful contrasts that the investigators have ever seen. One minute the train is winding through dense jungle foliage along the banks of broad rivers and the next crossing a dusty plateau surrounded by rocky hills. Every few miles where there is exposed soil or rock the colors are startlingly different being bright red in one area and a short distance further rich black soil suitable for farming. There seems to be miles of river valleys and an equal amount of rolling hills. There are people living everywhere, even amongst the barren rocky hills. Investigators marvel at how many people must live in this country and if they ask either the conductor or a waiter they will be told that there are well over 350 million people living in India. They see terraces for growing rice with farmers wading in water to attend to the plants. Villages flash by with people wearing brightly colored clothing. Temples of different shapes and sizes can be seen as well as small groups of European designed buildings usually clustered around a church. This non-stop tapestry of Indian life flashes by the train windows for a full two days and nights before the descent to the sprawling coastal city of Calcutta.

### **11<sup>th</sup> Leg of the Journey –Calcutta to Darjeeling**

The investigators saw the City of Bombay as being large, but Calcutta was the capital city of British India and known as the “City of Palaces”. The British section of the city is splendid with European style building constructed on a grand scale during the early colonial period. The Indian section of the city (called Black Town) is little more than a large shanty town with open sewage running down the streets. Protests, boycotts and public agitation lead the British to move the capital of British India to New Delhi in 1911.

Most of the British Section of Calcutta has become the home of an emerging Indian middle class by the end of the 1920's. These are mainly professional educated people belonging to the upper-caste Hindu community.

The investigators will only be in the city long enough to transfer to another train and continue on to Darjeeling. If they did not purchase tickets for the Darjeeling train in Bombay they may do so here for \$30.00 for a 1<sup>st</sup> class ticket. This will take three hours at the longest and the only trouble that they may get in is that which they create for themselves if they decide to either acquire additional equipment or to explore.

The trains to Darjeeling are small since they have to ascend steep hills and must limit the tonnage that they are pulling. There are a limited number of seats and investigators may have a chance to interact with some of the upper class people of this area of India heading towards the cool hills of Darjeeling. In the early 20<sup>th</sup> century it was a popular vacation spot for members of the British ruling class as well as Maharajas and their families as well as the wealthier families of Indians from Calcutta.

British travelers will attempt to establish if any of the investigators are members of the American upper class rich by dropping names such as the Astors, the Vanderbilts, the Ruckerfellers, and the Morgans. Once they are satisfied that most or all of the investigators are upper middle class at best they will tend to ignore them. Indian passengers will want to talk to the investigators to find out about their journey and to subtly let them know that they are important people in this country. This leg of the journey rapidly becomes quite tedious with inane conversations about country clubs, universities and polo, although any social climbing investigators might actually enjoy this.

The distance to Darjeeling is just over 300 miles (482 kilometers) but climbing through the foothills of the Himalayas is slow. Sixteen hours after departing Calcutta, the train will be straining to make it up every hill and in some cases will make a tight circle before ascending to the next hill. The train will stop and the passengers will transfer to a smaller train called the Darjeeling Himalayan Railway 50 miles (80 kilometers) before Darjeeling. The tracks are built on the edges of the cliffs and there is a constant feeling that the swaying train will fall into the valley below. After another six hours of travel, the train will pull into the station at Darjeeling. The investigators have arrived at the end of the line and must now make their way to Lhasa either on horseback or on foot.



This British “Hill Station” was developed as a cool place for people to travel to during the oppressive summer heat spells in the lowlands. Other than a tourist industry the city is also famous for its black tea and many plantations can be seen stretching across the hillsides. The city is built on a peak with steep streets and stairways winding between the terraced levels of houses clinging to the hillsides. There are several hotels of varying quality and the keeper should recommend to the investigators that they find accommodations before making arrangements for the next arduous stage of their travel.

Looking towards the north the investigators see the Himalaya mountain range in all of its glory. Jagged mountains fill the sky with snow capped peaks. It appears that there is no way to cross them into Tibet so they might want to seek out experienced guides to lead them on the long difficult journey.

### 12<sup>th</sup> Leg of the Journey –Darjeeling to Lhasa

A straight line from Lhasa to Darjeeling is approximately 250 miles. The actual distance to travel is much further with numerous switchback roads, river fords where there are no bridges and the need to maintain the slow pace of the yaks that will be carrying most of the investigators gear. The group will be able to cover approximately 20 miles per day on horseback or ten miles per day on foot and that is with a guide. Allowing for a few days of bad weather along the way, and equipment repairs, the journey should take approximately three weeks. Very often in this mountainous terrain, you can spend a full day climbing miles of switchback roads to cross over one mountain. At the end of the day of hard climbing the investigators can look back into the valley that they started the climb from early that morning. If they plot the distance on a map they will have advanced only a few miles after a full day of travel.

Darjeeling locals will recommend that the investigators purchase all of the gear that they will require before departure since there are no western style stores along their routes. It is also recommended that they hire a Sherpa guide who can lead them on the dangerous journey. A guide will be able to arrange for investigators to purchase horses and yaks and can make recommendations about what gear is required.

#### Sherpa Guide

Ang Mingmar – 35 year old professional guide  
STR 15 CON 16 SIZ 12 INT 14 DEX 14  
POW 14 APP 12 EDU 10 SAN 65  
HP 14

Damage Bonus +1D4

Weapon: Fist 30% damage 1D3+db

Rifle 40% damage 2D6+4

Skills: Bargain 30%, Climb 85%, Conceal 55%, Dodge 50%, Fast Talk 40%, Hide 45%, Jump 60%, Listen 50%, Martial Arts 40%, Navigate 60%, Other Language Hindi 40%, Other Language English 50%, Ride 75%, Sneak 40 %, Spot Hidden 50%, Swim 45%, Track 45%

Mingmar is a very short strongly built mountain man who is very friendly and willing to laugh off almost anything. He takes his job as a guide seriously though and if there is a situation of danger he will be front and center. Any encounters that he misses a SAN roll on will make him flee in terror, but if he is able to, he will return to the group as soon as possible. Before leaving Darjeeling they will meet his beautiful wife and two young sons. If anything befalls Mingmar along the way the investigators might want to try to return his personal effects to his family. You should award them 1D3 of SAN for doing so.

Keepers should impress upon the investigators that they are traveling to one of the most remote places in the world. They should also know that if they don't bring a particular item with them that they are unlikely to find anywhere to obtain it. So if they think they will need rope, they should purchase and bring extra, if they need boots then they should bring two pair. There are areas that they will be traveling through in the higher altitudes that will kill an unprepared traveler.

Keepers looking for ideas on what to suggest to their players should look at the relevant entries in the Appendix 2: Antarctica Manual in Chaosium's Beyond the Mountains of Madness campaign if it is available to them. There are sections on cold weather clothing, hypoxia rules for traveling above the altitude of 12,000 foot (3500 meters). The investigators should use the section in that same appendix titled “A Typical Overland Journey” to build an equipment list. As shown in Beyond the Mountains of Madness the weight of the equipment is 1728 pounds (784 kg). To carry this equipment, assume that one yak can comfortably carry 250 pounds (114 kg). If the investigators wish to be cautious about their journey, they can purchase extra yaks and distribute the load more evenly. One guide is needed for each eight animals in the expedition, this includes horses and yaks. If you require stats for a yak use the Cape Buffalo on page 204 of the rule book.

When the investigators begin purchasing equipment, remind them of the difficulty of traveling to Darjeeling and multiply the standard (Call of Cthulhu rule book) prices for all goods by 1.5 times.

For each major item that the investigators wish to purchase (tents, camp stoves, climbing gear) there is only a 75% chance that they can purchase it locally.



If it is not available, it can be ordered from a local store and be delivered in 1D4+2 days at a cost of 2 times the standard listed price. If the keeper wishes to shorten this section the guide can gather the required gear at a cost of \$500 per party member.

For the keeper, this process should keep the investigators in Darjeeling for at least one week and possible longer. Each investigator should have tasks to perform to gather equipment, interview and hire guides, purchase horses and yaks and gather information about what potential hazards appear along their journey and fend off questions from curious British vacationers. Investigators should be made to realize that the longer that it takes to depart on their expedition, the more likely it is that the Brothers of the Yellow Sign will strike again.

**SKILL:** each investigator will make an idea roll during their training from Mingmar and if successful will gain 1D10 of skill points in Herd Animals – Yak.

The journey from Darjeeling to Lhasa is broken into 18 sections each of which can take longer than one day based on random events.

For each segment that the investigators travel there is a 20% chance that one of the following six (1D6) events will occur.

1	Dog attack	4	Injured horse
2	Rockslide/mudslide	5	Bear attack
3	Inclement weather	6	Bandits

1. Dog attack – while passing by a farm or small village, one of the local dogs will try to attack a random investigator. Dogs in Tibet are fierce and massive (SIZ 2D6+3) and can weigh up to 200 pounds (91 kg). European mastiff breeds are descended from the Tibetan Mastiffs brought back by Alexander the Great. If the investigators drive it off with well placed thrown rocks, it will bark and circle but no longer attack unless they directly approach the farm or village that it is guarding. If the investigators react by killing the dog, the owner (farmer or villager) will come out screaming and demand reparations. Most investigators will think in financial terms and offer money, but to the farmer/villager being offered bits of colored paper is laughable. They will settle for no less than one of the yaks as payment.

Tibetan Mastiff – Loyal Guard Dog  
 STR 12 CON 15 SIZ 13 DEX 13  
 POW 7 MOVE 12  
 HP 14 Damage Bonus +1D4  
 Weapon: Bite 30% damage 1D6 + db  
 Skills: Listen 75%, Scent something interesting 90%

2. Rockslide/Mudslide – Keeper should keep track of whether investigators are walking or riding. If they are walking they must attempt a Dodge skill roll to avoid being struck by the falling debris for 1D4 of damage and if they are struck they must then attempt a Luck roll to avoid being swept over the edge of the road. Riders on horseback must make a Ride skill roll instead of the initial dodge roll and any damage would be to the horse instead of to the rider. At that point the investigator can attempt a Jump roll to safely dismount from the horse. Investigators should still attempt a Luck roll with a failure meaning that the horse is swept over the edge of the road. Keepers should determine how far an investigator falls if swept off the road by rolling 1D6 which will determine how many D6 of damage the investigator or horse receive from the fall with the minimum being 1D6 and the maximum 6D6. Survivors of this dangerous occurrence of nature should make a Sanity roll for 0/1D3.
3. Inclement weather – either rain or snowfall or thick cloud cover will force the investigators to camp where they are for 4D12 hours before they can continue on their journey.
4. Injured Horse – one of the horses becomes slightly injured. Role 1D3 for the amount of damage that the beast sustains. If a First Aid roll does not cure all of the damage then the horse must be rested for a number of days equal to the remaining damage. Example: the horse takes three points of damage and the First Aid roll heals one point, then the horse must be rested for two full days before continuing.
5. Bear attack – there is only a 10% chance that the bear will attack a large group but anybody on a horse must make a Ride skill roll to control their mount. If the skill roll fails, the horse will bolt for 1D6 rounds before it can be brought under control. Each round the rider must make a Ride skill roll or fall off for 1D3 damage.

Tibetan Blue Bear – Dom Gyamuk  
 STR 19 CON 13 SIZ 20 DEX 9  
 POW 9 MOVE 16  
 HP 17 Damage Bonus +1D6  
 Weapon: Bite 25% damage 1D10, Claw 40% damage 1D6+db, Slap 25% damage equals db  
 Skills: Climb 30%, Listen 75%, Scent Prey 70%

6. Bandits – there will be 2D4 men with 1D4 firearms amongst them. If the investigators have more rifles visible than the bandits then they will stay in their position and not try to rob the group. Allow the investigators a Spot Hidden skill roll to detect the potential ambushers before they reach them.



Mountain Bandits (2D4 appears)  
STR 10 CON 11 SIZ 9 INT 9 DEX 10  
POW 9 APP 10 EDU 7 SAN 45  
HP 10  
Damage Bonus 0  
Weapon: Musket 25% damage 1D10+4  
Or Large Club 30% damage 1D8

*Note: It is suggested that keepers refresh themselves with the descriptions of Tibet and the notes on its weather to add color to the following travel section. You may also wish to make use of Google™ images at <http://images.google.com> and search for Tibet to view sights from the country which will help you with your descriptions.*

**Travel Section #1** – Darjeeling to Gangtok will be the easiest section of the journey. The British constructed road is in relatively good condition and the group can make excellent time on the first day. Travel is through deep valleys with thick forested hills climbing steeply towards the summits of these Himalayan foothills. The keeper can optionally skip over this section for the 20% “event” roll.

**Travel Section #2** – Gangtok to Chumbi involves fording a swiftly flowing river, but the crossing point is clearly marked and should not be an obstacle to the group if they hired a reliable Sherpa guide. Most of the day will be spent following a zigzag path of switchback roads that slowly climb towards the Nathula pass into Tibet that they will cross the following day.

**Travel Section #3** – On the map the distance traveled during this leg of the journey is only a few miles, but the ascent to the Nathula or Younghusband pass is breathtaking both from a point of view and from the altitude of 14,500 feet (4420 meters) at the highest point. Although the investigators will be descending to a safer altitude once they reach the top of the pass have each of them make a CON x 5 roll or suffer some minor effects such as blinding headaches and nausea until they have descended to at least the 12,000 foot (3658 meters) level. At the summit the Tibetans and other travelers chant something in their own language sounding like “Ki ki, So so, Lha Gyalo”. If the guide is asked about it he will say that they are crying out “Victory to the Gods”. Jagged snowcapped mountains with either deep dark valleys between or broad glaciers can be seen in the distance. Both sides of the trail are marked with brightly colored prayer cloths that flutter in the strong wind. It is very cold and windy near the summit and the guide will stop during the ascent and descent for the investigators to put on the proper clothing. If there are no random events that slow them down they will be able to reach a small mountain village where they can stay overnight.

**Travel Section #4** – most of the day will be spent following a switchback road down the side of a nearly vertical cliff. By the end of the day the bottom of the valley is in deep shadow but the group can see the small town of Phan situated along the river that flows through this valley. From high above during the day, they will be able to see the road that they will be traveling along during the next day. It will be much warmer in the valley so the guide gives them the option of either finding a guest house to stay in or to stop before the town and camp on the hillside for the night.

**Travel Section #5** – this is a fairly easy section traveling along a deep river valley, with one well marked fording point and only a few dozen switchbacks. If all goes well the investigators should reach the village of Shur by nightfall. The guide will give them the same options for a guest house or camping that they had at the end of the previous day of travel.

**Travel Section #6** – the journey for this day will be around a very large mountain lake named Bam Tso. They will have to travel around the western side of the lake to avoid crossing into Bhutan. The area surrounding the lake slopes gently upwards towards towering mountains, but seems flat compared to what the investigators have been traveling through. The surface of the lake reflects the surrounding mountain range with Chomolhari being the most impressive peak. At the end of the day, the investigators will reach the town of Kala Shar which is surrounded by rich fields of barley.

**Travel Section #7** – once again the trail follows a river along the bottom of a deep valley. Although there are some areas that have small gardens, the hillsides are too steep for anything except grazing yaks and sheep on the sparse grass and lichen. As the group travels further along their journey they will be passing returning groups of pilgrims who are generally friendly and for some of them it might be the first time in their life that they have seen a Caucasian person so they might stop to stare and point. By nightfall the group will reach the town of Kangmar to rest for the night. These towns are very small generally with a population of approximately 500 persons.

**Travel Section #8** – From Kangmar the group travels another day through narrow dark valleys and up switchbacks eventually reaching the village of Tranggo where they can find shelter for the night. The village is surrounded by thick forests that are filled with the sounds of migrating birds.

**Travel Section #9** – the entire day is spent steadily climbing towards the city of Gyantse. It is the third largest community in the country and is overlooked

by a gleaming white fortress and is also home to the Palcho Monastery. The Monastery was built in the 1400's and is a four story structure with 108 chapels. This is the largest and most impressive structure that the investigators have seen since leaving India. The Sherpa guide will inform the investigators that they might want to bypass the city for two reasons, the first being that the altitude is above what might be safe for them to spend the night and the second is that Westerners might draw undue attention to themselves from local authorities and end up spending several days being questioned about their reasons for being there. If the group either lost equipment or found that they forgot to purchase something this will be the only place where they might find it until they reach Lhasa. If the group decides to take the chance and enter the city they must provide some trinket to the two gate guards (a pocket watch or jackknife would be acceptable). Should they wish to stay overnight have them each make a CON x 5 roll with any failures meaning that the person is incapacitated with nausea and must be moved below the 12,000 foot (3658 meters) altitude to recover.

**Travel Section #10 – #13** – for these four sections of travel, all that the investigators will see are isolated farmhouses. Each night they will have to set up camp and spend the night outdoors. The keeper should make sure that if they are traveling in the rainy season that he emphasize how miserable it can become camping during a rainstorm.

Somewhere within this block of days the keeper should have the investigators witness a traditional Tibetan Jhator or "Sky Burial". This is the way that corpses are traditionally disposed of since there is generally not enough wood to burn a body, and in most of the country the ground is too hard to dig graves. You can use the following description to pique the interest of the investigators. A successful Occult skill roll means that the investigator has read about the ritual and recognizes it. Potentially, if none of the investigators know what is going on they could easily react excessively to this ritual.

- The body is wrapped in white cloth and carried from a nearby monastery to the hilltop where the Sky Burials are performed
- Friends and family attend to watch the ceremony and remain respectfully quiet during the ritual
- The burial rock is an alter shaped flat stone that the body is laid on and then unwrapped by the three or four priests who conduct the ritual
- One of the priests will approach the viewers with a bowl of burning incense so that the smoke will waft over them
- The priests don white aprons and then sharpen their cleavers on the rocks

- The wrappings are removed from the corpse and they begin to carve the flesh from the body and throw it into a marked area fifteen feet or more away from the alter
- Some of the priests begin making ritual motions and bird calls to attract the vultures
- Soon up to fifty or more vultures will descend and begin consuming the pieces that have been carved from the body
- Since Tibetan Buddhists believe that the body is merely an empty shell, the priests are free to talk and joke amongst themselves while they go about their grisly work
- The internal organs are set aside for separate disposal
- Once all of the flesh and organs are removed and all that is left is a bloody skeleton, the priests begin breaking the bones and pulverizing them with rocks. The debris is then mixed with flour and barley and left for the crows and any other birds that gather nearby

**Travel Section #14** – the good news is that the guide points out in the distance as soon as the sun comes up that they are now traveling along the northwest edge of Lake Yamdrok Tso. The lake is 45 miles (72 kilometers) long and is filled by the many surrounding snow capped mountains. The Sherpa guide announces that by the end of the day the group will be on the southern edge of the Tibetan Plateau. By the end of the day the investigators will be on relatively flat land with broad open fields surrounded by snowcapped mountains. Before nightfall they will arrive at the town of Changshing on the south bank of the Brahmaputra River where it joins with the Kyi-Chu (or Lhasa) River.

**Travel Section #15** – in the morning the guide will arrange for the group to cross the broad river by ferry and once on the north bank will follow the Kyi-Chu River and stop at the town of Jangto for the night which is situated on a broad flat area on the west bank of the river where it turns northward.

**Travel Section #16** – traveling over flat ground along the river for most of the day, the group will get caught up in a line of yak carts transporting goods to Lhasa that are waiting for their turn to cross a narrow bridge to the east bank of the Kyi-Chu. By the end of the day little forward progress is made and they stay the night in the village of Sherong.

**Travel Section #17** – once again travel is very slow along the roads crowded with farmers and Buddhist pilgrims. By the end of the day as the sun is setting the investigators can see the city of Lhasa to their north in the distance but must stop for the night in one of the many guest houses in the Lhasa area.

**Travel Section #18** – in the morning the group has another day of slow road travel and by afternoon has entered the city of Lhasa and has their first look at the massive Potala Palace of the Dalai Lama that overlooks the city. The first palace was built on the site in 637 AD and has been added to over the centuries until it has become a massive fortress like structure with a floor space of over 32 acres (13 hectares). Lhasa is a bustling city of over 100,000 people with open marketplaces mainly selling food and crafts. Buddhist monks stroll throughout the city dressed in their saffron colored robes collecting alms from the pilgrims. There are very few people that travel this far into Tibet from the western world. Unless the investigators have acquired local clothing with hoods and are traveling as pilgrims they will be visited the following day by a representative from the Potala Palace and questioned about what they are doing so deep in Tibet.

### **13<sup>th</sup> Leg of the Journey –Lhasa to the Fortress of the Undying Leaders**

The following morning the investigators will be awakened by the owner of the guest house saying that there is an official waiting to talk to them downstairs.

A young man in the saffron robes smiles when they enter and bows respectfully. He then extends his hand in a Western manner to shake hands with them. He introduces himself as Lobsang Norbu and tells the investigators that he is a minor official sent from the Potala Palace to determine why the group has traveled so far. Investigators may be surprised that he speaks with a British accent and if asked he will tell them that he graduated several years earlier from the University of Hong Kong with degrees in History and Psychology.

Lobsang invites the investigators to return to the Potala Palace with him for tea and to share the story of their journey. Although he asks politely the investigators should be made aware that since he is here in his official capacity that it is necessary that they follow him.

Upon leaving the guesthouse the group will be surrounded by two dozen uniformed guards some of who walks ahead to clear a path through the crowded streets. The walk will take twenty minutes and if any of the investigators attempt to ask questions the monk will smile and simply tell them that answers must wait until they are in a safe area.

Inside the Potala Palace the number of guards drops to two who follow a short distance behind as they wind their way through a confusing array of stairways, rooms, long galleries overlooking chapels filled with burning candles, prayer wheels, statues and chanting monks. Eventually, they arrive at a

large room with western style furniture and desks and are invited to sit. Trays of steaming dumplings (Momo's) with dipping sauces and hot Tibetan butter tea are brought in by young monks and set before the group.

Lobsang knows very little about the investigators but his spies are aware that the Brothers of the Yellow Sign have been very active in recent weeks looking for a group of westerners. He suspects that it is this group and hopes that they will be forthcoming about why they have traveled so deep into Tibet. If any of the investigators lie directly when questioned make a Psychology roll for him and have him directly question the answer. If it seems that he is getting nowhere with the questions he will ask if they have encountered any members of the Brothers of the Yellow Sign along their path. At this point the investigators should begin to open up and an actual discussion about their goal can occur. If they are still not willing to discuss their mission the monk will gently remind them that as an official of the Tibetan government he can have them escorted to the border and ejected from the country permanently.

When the investigators confirm that the Brothers of the Yellow Sign might be involved then he will ask them to wait while he summons someone who might be able to help.

Minutes later an older monk who is introduced as Jamyang Dolma a disciple of the arts of divination. The older man does not speak English and Lobsang speaks to him in rapid Tibetan gesturing towards the investigators several times. The old man kneels on a cushion on the floor and reaching into his robes pulls out a small bundle of sticks. Investigators making an occult roll will recognize them as Yarrow Stalks used for telling the future.

The old man separates the sticks into two piles and after a series of complicated movements closes his eyes and begins chanting. Several minutes pass and he seems to sag slightly from exhaustion. He has successfully cast the Augury spell. Investigators who make a successful psychology roll can tell that whatever he has learned from this process has profoundly disturbed him.

Jamyang begins to slowly talk to the younger monk who in turn translates what is being said:

- The group is almost to the end of their journey.
- Two powerful forces (Jamyang calls them Asuras) struggle for control of their destiny, and their skandhas (parts of the self).
- Danger will cross their path at least once more.
- At the end of their journey one of the choices presented to them must be rejected. Their future release from Samsara (wheel of cyclic existence) will depend on their choice.

This is all that the old monk has managed to discover but during the ritual he saw glimpses of the powers involved which has frightened him tremendously. Visibly shaken and trembling he bows to them and leaves the room.

Lobsang the young monk ponders what was said for a few moments and then seems to decide upon a course of action.

*It would appear that you have become involved directly in the eternal struggle between the Asuras whom your people refer to as demigods. The Undying Leaders worship a powerful water god whose city sunk beneath the sea where he was imprisoned during a great war when the world was young. The Brothers of the Yellow Sign worship the younger brother of the water god and seek to elevate him. Both sides use dark magic that was taught by the ancient gods when the race of man was very young. Legend has it that early man interbred with some of the Asuras and that the current Undying Leaders are descended from the abominations being neither man nor sea creature but something powerful and terrible to behold. As man spread across the world building cities and developing armies these Leaders had their servants construct a massive fortress within one of the mountains of this country. I know none who claim to have seen this place, but some of the ancient writings hints at where you might find it.*

Lobsang Norbu will invite the investigators to stay at the Potala for their safety for a few days until he can find some way to help them.

Although the investigators are not prisoners, they will not be free to explore or leave the Potala Palace either. They will be shown to a suite of comfortable guest rooms and their gear and luggage will be brought from the guest house by porters.

In the afternoon of the following day Lobsang will return with a small delegation of monks. They bow to the investigators and one of them presents a small box to the group that contains a plain looking silver bell. Acting as an interpreter Lobsang will explain that the elders have decided that the Brothers of the Yellow Sign might attack with a musical spell that the bell might negate. The bell is actually enchanted with the Chime of Tezchapl spell from page 224 of the Call of Cthulhu sixth edition rule book. The bell has a 90% chance of success and can negate spells such as Free Hastur, Song of Hastur, Dampen Light and Soul Singing. Once a spell is absorbed by the bell it may be rung loudly which releases the spell energy back at the original caster. Releasing the energy does 1D6 points of damage for every 2 magic points or every 1 POW point which the bell has absorbed.

Lobsang also presents the group with a small map that shows the path to a small village high in the mountains northwest of Lhasa. The village has a reputation as being unsafe for travelers so it is generally avoided. Any investigators who examine the map see that it appears that they will have a further five days of travel. Their destination on the map is marked with the village name of Drakkum La the same name that the cloaked figure mentioned in the dream that began this quest. Through Lobsang acting as an interpreter once more an older monk tells the group that if they enter the citadel, they must unwrap the statue and walk with it presented before them. This will ensure that the investigators will be able to enter the main chamber without being attacked.

The delegation of monks bows once more and withdraws from the room. Lobsang turns to the investigators and asks them if they are prepared to leave the next morning. He also informs them that as a representative of the Potala Palace he is bound not to directly interfere between the two ancient cults. He has contributed as much as possible without overtly changing the balance that has existed for thousands of years between the Undying Leaders and the Brothers of the Yellow Sign. The analogy that he uses is two equally skilled knife fighters locked together with their knives poised to thrust. It is in the best interest of mankind that the deadlock continues which prevents either cult from becoming dominant and in an unchallenged position to awaken the Great Old Ones.

The young monk suddenly laughs out loud and tells the investigators that he is reminded of a passage from one of the works of Gilbert and Sullivan and sings the following.

*“Oh! My name is John Wellington Wells,  
I’m a dealer in magic and spells,  
In blessings and curses  
And ever-filled purses,  
In prophecies, witches, and knells.”*

The monk admits that he acquired a taste for Gilbert and Sullivan while living in Hong Kong and that is the thing that he misses the most. He also adds that if they survive the tasks ahead of them that he would appreciate it if they would return the bell to him since the old monk responsible for making it many years before sacrificed his life to do so.

Lobsang Norbu – Potala official and interpreter  
STR 12 CON 15 SIZ 10 INT 17 DEX 12  
POW 14 APP 14 EDU 21 SAN 70  
HP 13  
Damage Bonus 0  
Weapon: Fist 50% damage 1D3



Skills: Anthropology 55%, Cthulhu Mythos 5%, History 80%, Library Use 65%, Occult 40%, Other Language English 75%, Psychology 90%, Sing 80%

If the investigators require any additional gear all they have to do is ask and it will be provided. If they do not have proper climbing gear they will be presented with pitons, sturdy lightweight rope, climbing boots and crampons.

### Day 1 from Lhasa

For the first day of travel until they are outside of the immediate area of Lhasa, a small troop of palace guards will be sent out in advance of the group to clear a path through the crowds. This will allow them to travel much farther than would normally be possible and on the first night reach the town of Yungjuk. A monk greets them at the edge of the town and lets them know that a rider came ahead of them with the message that the investigators are to be the honored guests of the local monastery for the night.

### Day 2 from Lhasa

This close to the capital city the roads are well kept and once again the group makes very good progress. They travel all day through a very deep valley with a rushing river beside them. At the end of the day they arrive at another small farming town called Jung Kungpa Chu which is on the edge of the Goring – Tangu valley just south of Lake Namtso (Also known as Tengri Nor).

### Day 3 from Lhasa

The path turns southwest from Jung Kungpa Chu and follows the floor of the valley for the entire day. Mountains tower over both sides of the valley with their snowcapped peaks shining brightly against the dark blue sky. In the early afternoon the group reaches a spot marked on the map that indicates that they must ascend the steep hillside paths to cross the treacherous Khalamba Pass. Once beyond that they will have entered one of the most sparsely populated areas of the world.

### Day 4 from Lhasa

The full day is spent climbing, with the features of the valley floor becoming less distinguishable as the hours pass. Temperatures drop as they climb higher and investigators become slightly dizzy from the reduced oxygen. They have had many days now to become used to the higher altitudes and lower air pressures of Tibet. By the end of the afternoon, the investigators and their expedition of guides, yaks and horses reach the summit and see that they will be crossing a bleak mountainous area the following day.

### Nighttime Showdown with a Tcho-Tcho

During the night select one of the investigators at random to have to go to the bathroom. When they exit their tent have them make a spot hidden roll. If successful they will see a Tcho-Tcho moving through the rocks near the camp with a small musical pipe in his hand. They will have one round to wake the other investigators and then they will be attacked by the Song of Hastur. He has been watching the party for several hours and in preparation of this attack cast a Flesh-Ward spell giving him 12 points of protection. The Tcho-Tcho will cast the Song of Hastur spell during the first round and begin to play (he has a 56% chance of successfully casting the spell). If he fails his chance to cast the spell he will try again during the next round. In the second round the targeted investigator will take 1D6 of damage from their skin beginning to bubble and fester. On the next round, if the Tcho-Tcho is not stopped the investigator will take another 1D6 of damage plus lose 1D6 APP from scarring. At this point the Tcho-Tcho will stop and demand that they bring him the statuette or he will play the song again and this time the targeted investigator will die. It is up to the investigators if they wish to cooperate but the cleverest ones will realize that it is not likely that he can continue to play and cast spells if his body is riddled with bullets. At this point there is a 75% chance that the guides will attempt to flee the camp. If they do, have the Byakhee mount that was waiting for the Tcho-Tcho sweep down and carry one of them up into the air draining him of blood and then flying away. Seeing the Byakhee will result in a sanity loss of 1/1D6. The keeper should decide if the sight of the guide being carried away calls for further sanity rolls.

Tcho-Tcho– Brothers of the Yellow Sign  
STR 8 CON 8 SIZ 7 INT 14 DEX 10  
POW 18 APP 7 EDU 7 SAN 0  
HP 8  
Damage Bonus 0  
Weapon: Knife 50% damage 1D4+2  
Skills: Hide 30%, Listen 50%, Other Language English 30%, Spot Hidden 50%  
Spells: Fleshward, Song of Hastur, Summon/Bind Byakhee

### Day 5 from Lhasa

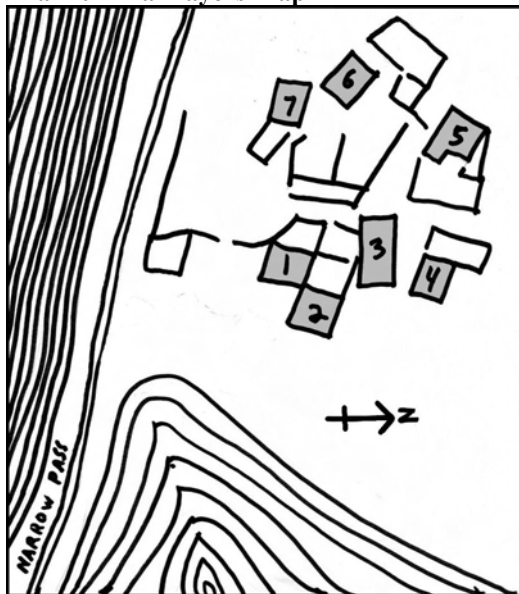
The first thing that the investigators might notice today is that there are very few signs of growing plants anywhere in sight. If they left the body of the Tcho-Tcho in the rocks near the camp, there will be a bloody group of buzzards tearing it apart calling for a sanity loss of 0/1D3. The altitude is above the tree line and anybody dwelling in this area must live on boiled lichens and scrawny livestock that graze in the rocky terrain eating lichens. Villagers in these

isolated areas do not want to deal with outsiders and in some cases the inbreeding has produced an almost sub-human species.

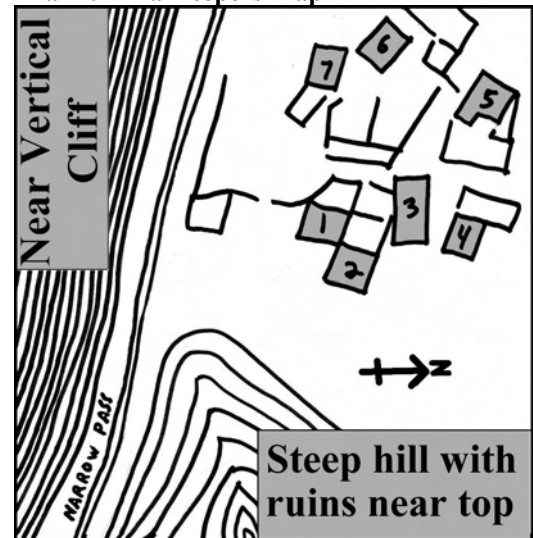
### Arrival at Drakkum La Village

Coming out of a small but narrow valley the first thing that the investigators will see is a small cluster of stacked stone buildings. There is scrawny brush growing close to them with twigs and brush piled near the buildings. Two very large Tibetan mastiff dogs place themselves between the investigators and the village and bark loudly. The dogs look almost feral and appear to be very well fed for living in such bleak surroundings. What appears to be the village headman comes from inside one of the structures and looks towards the group. They notice that both he and his clothing are extremely dirty and that he is walking barefoot across the cold rocky ground. Looking somewhat annoyed he approaches them and looking them over points at one of the yaks and says “Drong” and then points towards one of the nearby pens. He does this several times until he is sure that they understand him. His intention is to charge them the toll of one of the yaks for using the path that passes beside the village. If any of the investigators mention Drakkum La, he looks at them and then sweeps his hand in a gesture encompassing the entire village. The investigators should make an Idea roll to remember that in the dream they were told to show the headman of the village the idol and he would show them how to reach the entrance to the citadel.

### Drakkum La Players Map



### Drakkum La Keepers Map



When the investigator removes the wrappings from the idol, the man will cry out in a loud voice “Ph’nglui mglw’nafh Cthulhu R’lyeh wgah’nagl fhtagn”. Investigators can attempt a Cthulhu Mythos roll to understand that this phrase means “In his house at R’lyeh dead Cthulhu waits dreaming”.

Hearing the man, other villagers come out of the buildings including several children and all of them when they see the statuette cry out repeatedly “Cthulhu fhtagn”.

The headman reaches his out gently and touches the idol then turns and points to the near vertical cliff face to the south of the village. If the investigators make a spot hidden roll they will see a dark opening in the side of the cliff perhaps two thousand feet up. It looks like the next day they will have to go mountain climbing. To the east of the village is a sharp outcrop at the end of a ridge rising nearly a thousand feet. Have the investigators make another spot hidden roll to detect a small ruined building halfway up. This will be described further on.

The headman gestures for the investigators to follow him towards one of the houses and their guide (if not killed by the Byakhee the night before) will take this opportunity to flee after recognizing this village as something from a whispered age old Tibetan legend.

Inside the house the investigators should make a CON x 5 roll to avoid becoming nauseated. These villagers apparently have no concepts of cleanliness and have befouled the place where they live with piles of their own feces that they seem to use for burning in an open pit for a cooking fire. A toothless old woman her eyes glazed with cataracts mindlessly stirs a large cauldron containing barley, lichens and assorted animal parts. In the dim light the investigators can see that the villagers are using human skulls as containers and bowls.



Through hand and eating gestures the headman will inquire if the investigators are hungry. If they nod or indicate that they are he calls one of the larger children to him and pulling out a knife indicates with a broad smile that he will kill the child for them to feast on. Have the investigators make a psychology roll to understand that the man is about to kill the child and offer it to them for food. If the investigators object, he shrugs and then points to another of their yaks and once again says “Drong?” If all of the investigators fail their psychology roll, they do not understand what is happening. Substitute the child for the yak in the next paragraph and have the investigators make sanity rolls for a 2/1D6 loss.

If the investigators indicate that they assent to him eating the yak, he walks to the animal and using his knife cuts open its throat, the great beast bellows and staggers and in a spray of blood falls over. The headman kneels on the still kicking animal and swiftly cuts open its chest. There is the sound of snapping ribs and the investigators see him cut out the heart and take a bite out of it. He grins broadly with blood covering his face and offers the dripping still warm heart that steams in the cold to the investigators. If they refuse the yak meat and eat their own food from their packs, he quickly pokes at it with a bloody finger. He shrugs and laughs and goes back to chewing on the raw yak heart. The suddenness of this gruesome scene calls for a sanity roll of 0/1D3.

After the meal he will point to several piles of filthy furs in the corner of his home and indicate that they are welcome to sleep there for the night. No doubt the investigators will want to set up their tents for the night. Towards morning there will be a tremendous windstorm. Have investigators make a luck roll for each tent that they set up to avoid having it collapse in the wind. If it does, they will require assistance to get out of the tangled mess and should make another luck roll to avoid taking 1D3 points of damage from falling debris within the tent.

**Numbered Buildings on Map - the rest of the outlines are piled stones creating pens and fences**

1. House of village headman – filthy inside with several children and an old woman tending the soup pot.
2. If the investigators look inside this building they will find similar filth, plus a pen with 1D6 young slaves locked up. All of them filthy and in cramped cages. There is a flat stone slab in the middle of the room that shows signs of having been used as a butchers block. A successful Biology or Medicine skill roll reveals that all of the stains on the stone and the floor appear to be

human blood. Once discovered this calls for a sanity roll of 0/1D3.

3. A work house with large tubs filled with hides and skins that are soaking in a mixture of ashes and urine. The smell requires that the investigators make a CON x 5 roll to avoid becoming nauseated and vomiting. A spot hidden and either a successful Biology or Medicine roll identifies thin strips of drying rawhide as human skin. Investigators should make a sanity roll of 0/1D3.
4. In this house is the matriarch of the village. As permitted in Tibetan culture she has several husbands and if the investigators peek in all four of them is involved in feeding and cleaning her massive 800 pound (SIZ 30) naked body. Her appearance is 4 and she is lying in piles of her own filth. Between the smell and the sight investigators must make a sanity roll of 0/1D3.
5. This house is abandoned and what is left of the dead elderly couple has been chewed on by the village dogs and strewn about the room. Seeing this grisly room and the remains calls for a sanity roll of 0/1D3.
6. This is the cleanest building in the village. It is used as the daily prayer hall and in one end of the building is a shrine to Great Cthulhu. There are colorful but somewhat crude paintings of Cthulhu showing him walking through water. This painting of the Great Old One requires a sanity roll for 1/1D3.
7. A young woman living by herself. She is very beautiful and will try to lure attractive male investigators into her home. If they approach her house allow them to make a spot hidden roll. If successful, they will see a very large pile of human bones in the pen beside her house. She specifically moved into this house to be close to the road to capture lone hunters and trappers passing through. If Wongchuu the Village Headman indicates that it is alright, she keeps captured travelers to use for the Food of Life spell.

Village Headman– Wongchuu – Worshipper of Cthulhu  
 200+ years old  
 STR 12 CON 15 SIZ 12 INT 12 DEX 15  
 POW 19 APP 8 EDU 12 SAN 0  
 HP 9  
 Damage Bonus 0  
 Weapon: Knife 80% damage 1D4+2  
 Skills: Climb 85%, Listen 50%, Other Language Mandarin 35%, Slaughter Animal 75%, Spot Hidden 50%

Spells: Contact Undying Leader\*, Breath of the Deep, Find Gate, Food of Life, Grasp of Cthulhu, Healing, Lame/Heal Animal, Wrack

*New Spell – Contact Undying Leader*

*The spell costs the caster 5 magic points to cast and 1D3 Sanity points. The connection is mental and allows two way communications for 5 minutes. The caster can extend the time of the contact by expending 1 additional magic point for each additional minute. The Undying Leader can hold the caster enthralled until the casters magic points hit zero at which point they must make a CON x 5 roll to avoid death. If the caster is successful with their CON resistance roll they will fall into unconsciousness until their magic points have fully regenerated (24 hours).*

The headman of the village has been watching and protecting this pass for almost two centuries. Over the decades there have been a number of seekers of knowledge who have taught him various spells in exchange for directions to the entrance of the Citadel of the Undying Leaders high above the village.

Wongchuu will attempt to ascertain the motivation of anybody coming to the village, and if they are not there specifically to locate the Citadel entrance he allows the other villagers to take lone travelers and their animals for food. There is a 25% chance that he will attack personally and use the Food of Life spell to rejuvenate himself.

Once he has been assured that any strangers have arrived with the intention of contacting the Undying Leaders, Wongchuu will do his best to help them and even guide them up the hill to the ruins and show them how to use the hidden gate.

He will teach very few spells to the other villagers since he does not want his authority challenged.

Pasang Nuru – Vain Village Woman  
300+ years old – but looks 19  
STR 11 CON 14 SIZ 8 INT 10 DEX 13  
POW 21 APP 16 EDU 10 SAN 0  
HP 11  
Damage Bonus 0  
Weapon: Knife 60% damage 1D4+2  
Skills: Listen 60%, Sneak 60%, Spot Hidden 50%  
Spells: Food of Life, Grasp of Cthulhu

This village woman has been part of the village for three centuries and is the mother of the current Headman Wongchuu. When her son was old enough to take over as the village headman, she killed the previous villager who held that position and used the Food of Life spell on him to rejuvenate herself. She has little interest in power and has only learned the

spells that she needs to maintain her youthful appearance.

She will not answer any questions about the village or villages, but if there is any male investigators with an appearance higher than 12 she will attempt to lure them into her home.

She has an enchanted knife that she uses to kill her victims and it is also useful if the village is visited by any of the minions of the Brothers of the Yellow Sign.

### **The Morning After Arriving at the Village**

Wongchuu will try to communicate with the group to explain what they have to do if they wish to enter the Citadel of the Undying Leaders. If none of the investigators speak either Tibetan or Mandarin, he will attempt to use sign language and sketches in the sand to convey that they must climb to the ruins on the lower hill and pass through a door. What he is actually describing is a magical gate that leads to a chamber inside the mountain. Have the investigators make an Idea roll to understand what the Headman is trying to explain.

He is volunteering to lead them up the easiest route to the ruins. Wongchuu is an expert at climbing and has been up the path a number of times over the years to lead other seekers of the Undying Leaders to either the knowledge that they seek or to their doom.

The cave entrance high up on the tallest cliff is the lair entrance for a group of four Shantaks (see the Call of Cthulhu sixth edition rule book on page 173 for their statistics) that the Undying Leaders can send forth to defend the village from attack if necessary.

Investigators with a Climb skill higher than 40% will automatically realize that a climb such as the one that they are about to attempt is safer with the climbers roped together and with the lead climber either being an expert or very familiar with the route.

If Wongchuu is in the lead, he will only have to make one climb roll along the way and if he fails will fall 1D10 feet taking 1D6 of damage. His failure will cause the next climber in line to immediately make a climb roll at -10% to their normal chance to safely hold on to the rock face. A failed roll will cause that climber to fall 1D10 feet also taking 1D6 of damage and the first fallen climber (Wongchuu) must make a successful luck roll or also take another 1D6 of damage. This effect cascades down the climb line until an individual either makes a successful climb roll or everybody is falling.

Once the group has arrived on the ledge of the ancient ruins, Wongchuu will lead them through a



low entrance into a small room. A successful History or Archaeology skill roll will tell the investigator that the ruins are several thousand years old and that this was probably served as a watchtower overlooking the village and the valley approaches. There is also evidence that there was some sort of rope and pulley arrangement to raise and lower items (probably supplies) from the valley floor.

In the dim light of the room, Wongchuu approaches a flat rock wall and begins to move his hands in strange motions and chant words in an unknown language, making harsh guttural sounds. He does this for almost a full minute and then looking satisfied, steps back and gestures for the investigators to walk towards the wall. If any of them make an idea roll, they will remember that the dust given to them in Paris by Docteur Gaston Dubois supposedly reveals lines of power and invisible items. If they take a pinch of the Powder of Ibn-Ghazi and blow it against the rock a glowing mass of swirling lines with bizarre headache inducing angles can be briefly seen. This is the first time that Wongchuu has seen the actual lines of power emanating from the gate and he looks somewhat startled. He quickly regains his composure and bows deeply to the group and then gestures towards the gate.

### Through the Magical Gate

When the investigators step through the gate they expend 1 magic point and 1 sanity point. They have a sensation of rushing through mind numbing spaces and unnatural angles. Their minds have a difficult time processing the images of traveling through space, flying through solid matter and plunging into an infinite abyss at the same time as their bodies are transferred to the citadel.

The investigators step out of the gate into a dimly lit chamber with one archway leading from the room and another four softly glowing gates arranged around the walls of the room. If no investigators think of it, allow them an idea roll to leave something on the floor to mark the gate that they exited from.

Through the archway the investigators experience a déjà vu from the initial dream sequence that led them on this journey. This was the corridor that they were flying through and as they travel along it, they observe that in the distance it appears to open into a massive chamber with the only lighting being torch-like objects spaced around the walls providing pools of light and allowing them to estimate that it is almost 1000 feet (305 meters) across.

In the distance are other openings in the walls indicating that there are other passageways. A spot hidden reveals shadows being cast near those

openings that are of disturbing shapes that seem to be hopping and crawling.

The ceiling is too high to see in the dim light but if investigators that make a successful Listen roll will hear the sounds of beating wings high above them. There are six Shantaks circling above that normally sleep near the entryways into the chamber. They were ordered to circle until the investigators conclude their business and are shown out. At any time that an investigator attacks the being on the throne 1D4 Shantaks will descend and defend to the death.

In the center of the large chamber is a raised dais approximately 50 feet (15 meters) across. Around the perimeter are more of the torch-like objects, glowing brightly but without a flame. A cloaked figure sits on a throne with its face hidden within the shadows of a raised hood. It reaches up and pushes back the hood revealing a hideous half Deep One half human face with bulging and unblinking eyes staring at them.

The large creature regards them then raises its hand and in a deep authoritative sepulchral voice says in English “*You have done well in coming this far, now surrender the idol which I charged you to bring unto me*”. Players should make a sanity check for 1/1D8 for seeing and hearing the Undying Leader speak.

Undying Leader on His Throne – Human/Deep One Hybrid 5000+ years old  
STR 26 CON 25 SIZ 24 INT 18 DEX 16  
POW 23 Move 10  
HP 25 SAN Loss 1/1D8 Sanity points  
Damage Bonus +2D6  
Weapon: Sword 80% damage 1D10+1+db  
Spells: Knows all Cthulhu cult based spells

When the investigators display the statuette, the figure on the throne gestures and a previously unseen person behind the throne slowly walks towards the group and when he reaches them he bows deeply and then reaches out with his hands to accept it.

The figure on the throne goes on to say:

*Those amongst the Undying Leaders who have tasked me with recovering this idol find it trying to deal directly with your race. I am but a youth compared to them and I have been the Master of this chamber for fifty of your centuries.*

*The world was young when our race fled to this place of refuge from the destructive wars initiated by the Elder Things that descended on this world from distant stars. Long have been our days as we wait for the release of Great Cthulhu who dreams in his prison at the bottom of the ocean.*

*Factions have been formed throughout the ages one of which has attempted to hamper your path. Those were the minions of the Great Old One known to man by the name of Hastur the Unspeakable. His Brotherhood of the Yellow Sign promotes his cause and is in opposition to Great Cthulhu. By interfering in your journey many ancient bindings were loosened and had there been a direct confrontation between our agents and theirs a conflict would have erupted that would have shaken the world. The Undying Leaders did not permit that this powerful worship symbol be directly retrieved. That would have drawn attention from all opposed parties including those that wait on the thresholds to this world and others that burrow eternally through the depths of the earth.*

*Many years ago it was taken by the creatures from Yuggoth from where it served as a symbol of our protection over a city of man. The city was then unmarked and unprotected and fell from its glory.*

*Those cities gleaming towers and inhabitants are no more and their memory is lost except to my race. Recently our seers divined that the statue had been returned to Earth by those from Yuggoth with the intention of luring man to summon forth the Black Goat of the Woods. The humans involved would be the sacrificial victims and that Fungi race would invoke their great fertility ritual and their young warriors would fill the sky. They seek to hinder the release of Great Cthulhu and their interferences must be countered by our own machinations.*

*We now owe you a debt for your services and are bound to see that you receive payment. I have looked into your dreams and divined that you are not questing after the usual selfish knowledge that brings people from your race to our remote abode. The Undying Leaders have agreed to gift to you one of our sacred texts transcribed into your language by a human scholar from your land who sought us out to learn our secrets. It is our hope that by reading this tome you will understand the greatness of our race and perhaps join our cause. Know you well that if you seek to spread knowledge from this tome that we will know and will send our representatives to exact vengeance for your betrayal.*

*Those amongst us who like me have regular contact with man hold no illusions about how we are regarded by most men. I perceive that were our positions reversed that you would have no compunctions about seeing us as monsters and treating us as such. This is part of your primal nature. Our people saw the birth of your race and saw them slave for and flee from the Elder Things and their other servants that turned on them and brought on their downfall.*

*Our leaders also have agreed to give you a treasure from the depths of the earth.*

*I have also been instructed to offer any amongst you who quest after forbidden knowledge that you may stay to learn from us if you wish, but know that you must accept the first oath to Father Dagon. Those that wish to leave will be shown to the gates and allowed to leave unmolested.*

*Know that you have saved your people from certain extermination through this sacrifice that you were forced to endure and our race from war. Go with our gratitude and know that in the coming days through sendings in your dreams you will be made to forget the location of our citadel.*

*Now I have concluded the commands from the Undying Leaders and am free once again to do as I wish. Eternal boredom is my enemy and I wish to indulge you one final time. Ask me one question and I will answer it if it is known to me, but ask nothing that will anger me for I am no longer under the restraint of those who had charged me with the task of retrieving the idol.*

The keeper should allow the investigators to discuss amongst themselves what they wish to ask. If they ask anything that requires that the mysterious figure reveal Cthulhu Mythos knowledge assess them with a sanity roll as you see fit. If they ask anything that could be seen as impertinent or derogatory, have him blast the person that asks the actual question with Grasp of Cthulhu. It is a spell that does no permanent damage, but be descriptive with the effects of the targeted player losing strength and becoming weaker until their STR hits zero and they fall unconscious. If the players have not seen this in use before they might assume that their associate is being killed right before their eyes. This could escalate into a deadly situation if they attack the Undying Leader who in turn signals for the circling Shantaks to attack.

When the question has been answered the audience is over. The being on the throne gestures and another servant steps from behind bearing a Tibetan style book written in Sanskrit on bound thin wooden boards. The book is The R'lyeh Text that is labeled Wen R'lyeh. Another servant carries a tray with one package for each member of the group. Within the packages are various large gemstones worth 1D4 thousand dollars as a rough stone. If they invest in having the stones cut and mounted as jewelry they can increase the value to 2D4 thousand.

Should any investigators take him up on his offer to stay, he or she will be staying for a long time and is effectively removed from the campaign. You can reassure them that at the end of their apprenticeship they will have learned at least one life extending or



rejuvenation spell and gained as much Cthulhu Mythos knowledge as they wish to.

One of the servants will take a torch and gesture for the group to follow him. He will remain silent and uncommunicative on the walk back to the gate room. The group arrives at the gate room and the servant gestures to a gate other than the one that they entered through. If the investigators insist on going back through the same gate that they came through, they will be back on the high ledge above the village. Wongchuu the headman has long since taken the ropes and any gear and returned to the village, if the investigators look down, they will see that the villagers are gathered around one of their horses eating it. Without a guide to show them back down the cliff, they will each have to make two successful climb rolls. The same rules apply for the descent as the ascent with regards to being roped together and any missed climbing rolls.

If, on the other hand, the investigators entered the gate that the servant indicated, they will be standing on a hilltop overlooking the city of Lhasa from the north. It is an easy descent to the bottom and they will be able to reach the Potala Palace within an hour. Destinations of other gates is keepers choice!

#### **THE AFTERMATH – REWARDS FOR A JOB DONE WELL OR PENALTIES FOR VARYING DEGREES OF DISASTER**

There are a limited number of outcomes for this scenario and the keeper should feel free to modify these suggested rewards and penalties to fit into an ongoing campaign.

- For completing this long and arduous task award each investigator 1D10 SAN points.
- For obtaining the knowledge that in their Vermont adventure they stopped a plot by the Mi-Go to take over the world from humans award them another 1D6 SAN points.
- Lobsang will be grateful that they returned the bell to him and see that they are each rewarded with ornate Tibetan jewelry worth \$1000 per investigator.
- If told of the village with the cannibalistic rituals, he will accept information about the directions to reach it but is unclear about what they will do with that information.
- The Tibetans will see that the investigators are escorted back to the Indian border by a group of guards from the Potala Palace. On horseback without a yak train the group will be able to cover the distance in half the time. They will obtain provisions as they go at various military outposts and stations.
- To represent the information gathered by the investigators throughout the adventure and what they have witnessed, have them make Idea rolls.

Those that fail will gain 1D3 in Cthulhu Mythos and those that succeed will gain 2D3 point.

#### **ITEMS AVAILABLE FOR INVESTIGATORS TO ADD TO THEIR COLLECTION(S)**

- An English language version of the R'lyeh Text that is titled Wen R'lyeh. This is a priceless work which any of the major libraries in the world would pay a great deal of money for. It is a partial text of the book causing the reader a SAN loss of 1D6/2D6 and gives +11% to Cthulhu Mythos. Average of 30 weeks to study and comprehend and 60 hours to skim. Spells that can be learned are Contact Diety/Cthulhu, Contact Deep One, Contact Mother Hydra, and Grasp of Cthulhu. Reading this book also awards skill checks to Anthropology, History and Occult.
- Docteur Gaston Dubois who will be the investigators contact person at the Louvre Museum in the future.
- Professor Wilbur Stokesby who will be the investigators contact person at the British Museum in the future.
- If the investigators managed to kill the Tcho-Tcho during the mummy attack aboard the Modasa, his knife while a regular fighting knife also had a Bless blade spell on it.

#### **INFORMATION FOR THE RETURN TRIP**

During the return journey the investigators should be told that they can no longer remember how they found the citadel. In addition, before they reach the Indian border, a dispatch rider will inform them and their escorts that on the day that they left the Potala Palace that some kind of influenza ravaged the monks, killing many including the ones that they had dealt with. It was also suspicious that there was a fire that started in a small chapel that destroyed part of the office areas and library. Unfortunately Lobsang Norbu was killed in the fire trying to rescue some documents from the visit of the investigators. All evidence of Drakkum La ends up being destroyed.

#### **PLAY TESTING NOTE**

The initial 90 day time frame given to the investigators during the dream sequence is very generous. During play testing investigators arrived at the citadel with over two weeks remaining before the deadline. This should give the keeper flexibility to indulge in short side trips or to extend the delays in London, Marseille, Bombay and Darjeeling. Of course the return trip should not be overlooked. Once the group has returned to Darjeeling there should be a great deal of flexibility as to where they go next. The play testing group chose to return directly to New York by retracing their journey in reverse order.

## Head for the Hills!

Several months after the investigators have completed the “Suffer not a Wizard to Live” scenario, the survivor with the lowest POW is contacted with a phone call by Dr. Anson Best from the Danvers State Hospital for the Insane (investigators might have met him already if they played the ‘Bless the Beasts and Children’ scenario from Adventures in Arkham Country).

A source of Dr. Best’s indicated that the investigator may be interested in some of the information that has come from his studies and he wants to meet them in Boston. He suggests an afternoon meeting in front of Faneuil Hall on the Quincy market side of the building. If asked for further details he will hesitate and then say that it is something that he does not wish to discuss over the phone.

He will indicate that he can be identified by the bright red satchel with a shoulder strap that he will be carrying. If the investigator insists on meeting somewhere else, Dr. Best will insist that it be in the daytime in a public place in Boston.

On the day of the meeting there is no sign of the doctor, but a young woman looking pale and somewhat frightened walks into the area wearing a red satchel that she is gripping tightly. She is looking around and appears to be ready to leave. If approached, she will ask their name and if they are the person whom Dr. Best spoke to on the telephone, she will appear visibly relieved and ask if there is a place where they can sit down. She introduces herself as Emaretta Mulby the assistant to Dr. Best for the last three years.

Once she catches her breath she looks around and gives the investigator the following information in a halting and scared manner:

- Dr. Best left the hotel this morning to get breakfast and a newspaper and on the way back was knocked down by a foreign sailor who helped him up. Two hours later he dropped dead suddenly from what the hospital called a massive heart attack. His body is currently in the city morgue awaiting an autopsy.
- The doctor had left the satchel with the information in it while he went out and his final words to her indicated that she should go to the meeting with the investigator on her behalf.
- The villagers who survived the cult shootings at New Heaven were placed in the care of Danvers State Hospital and Dr. Best was handling their cases.
- Lately Dr. Best has become frustrated when many of his proposals for treatment has been delayed or denied by higher authorities.

- One of patients Thadeus Brattle the mill owner recently started to recover and actually managed to talk to Dr. Best for a short while but died suddenly later that day. She found Dr. Best burning his notes from that conversation in the garbage can in his office.
- She knows that Dr. Best had consulted with a colleague at the State Hospital for the Insane in New York and that a few days later Dr. Gaedaen from Egypt arrived at Danvers to review the case. After reading the case files and examining the patients he met with Dr. Best. Miss Mulby overheard part of the conversation and Dr. Gaedaen said that he could not reveal his sources, but that he strongly suggested that he share his information with a group of individuals whom his associates assured him might be able to make some sense out of the situation. Miss Mulby indicates that the conversation went on for quite some time and she only heard small bits and pieces but it seemed that Dr. Best had eventually been persuaded.
- Miss Mulby has one more recollection that she can share. Dr. Gaedaen must have been a member of some Egyptian medical fraternity since he had a symbol on a ring that disturbed her very much. She describes it as making the hair stand up on the back of her neck and turning her stomach at the same time. He noticed her staring at it as she was showing him out and covered it. She describes it as a three armed symbol and can make a rough drawing from memory. Investigators may have seen it before and will recognize it as the Yellow Sign of Hastur.

She will then hand over the satchel and remove a key on a chain from around her neck and unlock the two locks securing it. Inside are a number of folders with the names on them from the citizens of New Heaven that are in the Danvers State Hospital. There is a considerable amount of information, but on the very top is an envelope with the investigators name neatly printed on the front.

## Head for the Hills!

Player handout #1

Dear \_\_\_\_\_

*I am still not sure if it is right thing to do in giving you this information. Dr Gaedaen from the Buffalo State Hospital for the insane was very persuasive that you might be in dire need of this information for your purposes. These are Photostat copies that I had made at my own expense to avoid leaving a record of copies being made at the hospital.*

*Some of the information still haunts me and I have been having considerable difficulty sleeping recently. To make matters worse, when I am home alone in my apartment I sometimes have the feeling that I am being watched. Once I thought that I saw somebody peeking in my window and ran for my gun, when I returned I opened the window but there was nobody there. It seems silly now since I live on the fourth floor and there is no fire escape, but as I mentioned the information haunts me.*

*To summarize the enclosed medical records briefly the subjects cannot speak and can barely function at all with a minimum of motor skills still operating. All subjects have indications of previous invasive cranial surgery but with a technique that is not familiar to me. The fine precision of the cuts could not have been made with any existing instruments and the bone itself has been reattached as if glued or fused together.*

*One of the patients a Mr. Thaddeus Brattle who owned the mill in New Heaven was starting to show signs of progress. One of the staff members was operating a small motorized device and Mr. Brattle showed signs of attentiveness. He grabbed my arm as I leaned over him and with a smile on his face shouted, " do you hear them buzzing? Can you see the angels flying towards us?"*

*I tried to get him to say something further but he reverted to his former state. Shortly after that I was called to his ward and told that he had been found dead with blood coming out of his ears and eyes. An autopsy was performed and this is the haunting part...something that was not brain tissue had been spliced into his head and attached to his brain! This unidentifiable matter appeared to be partially charred and the coroner told me personally that when he tried to dissect the unknown tissue that it moved away from his scalp. He had panicked and tossed the entire corpse into the hospital incinerator. He has been suspended pending investigation for not following proper procedures but in the meantime handed in his resignation.*

*Dr. Gaedaen said that after I gave you these copies of the records that I should tell you to go back to New Heaven and talk to the village doctor, that he will have some interesting information for you.*

*Dr. Anson Best*

The copies of the medical records that accompany the letter are standard charts with information about the patients overall condition, treatments and results along with notes and recommendations from attending physicians. A thorough reading of the files will show where several times recommendations was made to try variant treatments on half of the subjects including shock therapy. In all cases the superiors who were reviewing the recommendations denied the treatment. There are also a few photographs from the autopsy of Thadeus Brattle that clearly show a seam on his skull that Dr. Best could not explain. There are no photos of the interior of the skull so it is unknown if the coroner actually took any of the unidentified matter that was discovered and shortly after destroyed.

Miss Mulby will not provide any personal contact information but say that she can be reached at Danvers State Hospital. She takes their leave of the investigator and heads for a nearby bus stop.

### Assistant to Dr. Best

Emaretta Mulby

STR 9 CON 14 SIZ 9 INT 17 DEX 15

POW 9 APP 15 EDU 19 SAN 43

HP 12

Damage Bonus 0

Weapon: none

Skills: Biology 30%, Chemistry 35%, First Aid 50%,

Library Use 60%, Listen 75%, Medicine 45%,

Pharmacy 40%, Psychology 45%

### Return to New Heaven

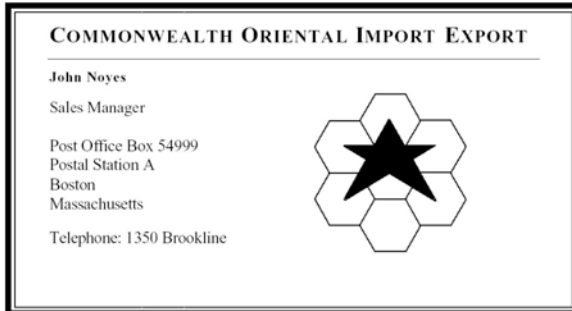
The next step for the investigators is to return to New Heaven and talk to the village doctor Benjamin Bowers. They already know how to get there but may want to plan their visit to avoid being seen by too many other villagers.

No matter what time of day or evening that the investigators show up the doctor will have had several drinks and become somewhat belligerent when he sees them. Bowers accuses them of 'stirring up all kinds of hell' and demands to know what part they had in the any violence that took place the last time that they visited the village. He also mentions that there was 'some other city fellow' that had come around asking all kinds of nosy questions about the disturbance. The man also gave him a business card and asked that he write to him with any information that he had discovered.

Keepers note: The conversation with Dr. Bowers should be modified based on the interaction that the investigators had with him in their first visit to the village.

### Head for the Hills!

Player handout #2



### News Story

As soon as the investigators return to the nearest city from New Heaven they should attempt spot hidden rolls and if successful will notice that the newspaper headlines are showing that a number of patients have wandered away from the Danvers State Hospital for the Insane. Authorities assure the public that they are in no danger since these individuals are no threat to the public. If the investigators check this out by perhaps calling Miss Mulby she will tell them that all of the patients from New Heaven disappeared overnight without a trace and that the entire system has been locked down until an investigation by the state medical board can determine what happened. She indicates that this could be a lengthy process since it appears that the patients records are also missing.

### Investigation Leads

There are two direct ways for investigators to track down Mr. Noyes the first is to telephone the number on the card and the second is to stake out the post office box.

If the investigators call the telephone number on the business card the phone will be answered as Hampton Court Hotel. It is located at 1223 Beacon Street and is part of a small private chain that has other locations in New York, Worcester and Springfield. If John Noyes is asked for they will connect the caller to room 411. After it rings a few moments a woman will answer the telephone as Commonwealth Oriental Import Export and ask 'how can I help you'. She will apologize and say that Mr. Noyes is out on business and ask if she can take a message. If they ask her any other questions she will keep insisting that she take a message and will not

say anything else. The voice is very mechanical with very little inflection or emotion.

Noyes retrieves his messages by calling the number, stating a code word and the phrase "This is Noyes, read back my messages".

Cautious and thorough investigators might visit the hotel to see what they can discover. If they go directly to the room a listen roll will indicate that they hear a chair creak and the sounds of somebody breathing heavily.

Note: One possible method of entering the room is for an investigator (with a good fast talk) to stand in the hallway and wait for a maid. In most hotels maids are usually just given a handwritten list of which rooms they are to clean each day (as many as 15). The floors that they are on and the rooms they are assigned vary and there is no reason for an individual maid to know that the room is rarely cleaned. If the investigator makes a convincing argument that they have locked themselves out of their room or misplaced their key, allow them to make a Fast Talk skill roll. If they are successful, she will use her pass key to open the lock and then continue on down the hall. A failed fast talk roll will indicate that she is somewhat suspicious and will either summon the head housekeeper or other management.

There is a do not disturb sign hanging on the door but if the investigators find some means to enter what they will find causes them a 1/1D4 SAN loss.

A naked elderly woman is sitting in a chair by a desk on which the telephone rests. Her empty eye sockets are directed towards the door and the investigators see that her right hand is attached to the telephone receiver with straps and tape. Her body shows signs that the skin is starting to rot away. There is some sort of small silver box surgically implanted in her throat with a large lump on the right side of her neck running up to some sort of microphone where her ear used to be. The floor around the chair that she is strapped too is covered with a rubber sheet to catch bits of her that has fallen to the floor and any fluids that have seeped from her. Investigators see their breath in the cool air as the approach the woman. A box on the desk periodically mists the air the keep the body chilled so that it will last longer.

Noyes has had her surgically altered by the Mi-Go to sit by the phone and operate as the company front until she decays to the point where she must be replaced. He stops in to the room twice per week to clean her up and provide her flesh with injections of nutrients to slow the progress of her disintegration.

He has left instructions with the hotel manager and the head housekeeper that the room is not to be made up unless he asks them specifically. His cover story



to the manager is that he occasionally has a girlfriend drop by when he is expecting calls and insinuates that it is really a mistress that he prefers that nobody sees. He pays very well and in advance so discretion is not a problem.

Should investigators go to any of the other hotels in the Hampton Court Hotel Chain they will discover that each location has a room rented out to Noyes and that there is an identical surgically altered human in each one. If the investigators elect to call the other locations and ask for John Noyes they will be greeted by a woman's voice at each location with variations on his company name. These are all animated corpses that are programmed to store messages. If Noyes has reason to believe that any one hotel is compromised he will arrange to have them all cleared out within twenty-four hours. One activity that will trigger a reaction is a call and immediate hang up at each of his offices.

Searching the room will lead the investigators to a receipt in the desk drawer that Noyes carelessly left on a previous visit. It is a rent receipt dated one month previous to today's date and indicates that he has an apartment on Cambridge Street approximately one block from the State House.

Investigators that call the other hotels in the chain and ask to be connected to Mr. Noyes room will have similar experiences of women answering the phones with different company names. Realization of how many of these surgically altered phone operators will require a SAN check for a 0/1D3 loss.

If the investigators choose to stake out the post office box on the business card they will see it checked once per day early in the morning by a pleasant looking young man in his early twenties who is very tall and muscular. If they stop to ask him any questions he will not change his facial expression at all and will attempt to walk away. Investigators who make a spot hidden will notice just at his hairline the telltale traces of cranial surgery as shown in the pictures from Dr. Best. If the investigators try to stop him or take any mail from him that he may have in his hands he will try to head for the door to get outside of the post office. Noyes is waiting for him in his car directly across the street and if he makes a spot hidden will see what is going on and make a decision to summon the police to say that somebody is trying to rob a man inside the post office, or he will simply drive away if the odds look overwhelming.

If Noyes drives away or the investigators stop the young man from leaving the building with the mail he will begin to kick and punch until either he is stopped or all of the investigators are incapacitated at which point he will walk out of the post office and head towards the Hampton Court Hotel where he will

walk up and drop the mail on the desk, say "for Mr. Noyes" and then depart.

Mail boy

STR 17 CON 16 SIZ 16 INT 8 DEX 16

POW 5 APP 9 EDU 6 SAN 0

HP 16

Damage Bonus +1D6

Weapon: Fist 60% damage 1D3 + db

Kick 50% damage 1D6 + db

If the investigators manage to obtain the mail from the mail boy they will find the following pieces of information contained within:

- An insurance bill for an automobile registered in the name of John Noyes. The bill includes the year make and model of the car along with his home address in an apartment building on Cambridge Street.
- Confirmation from the customs house in Shanghai that a shipment of American manufactured machine parts has been cleared and placed on a freight train to Chengdu. Keeper: The shipment was in the name of Commonwealth Oriental Import Export and originated at the train freight shed in St. Albans Vermont. The name of the receiver in China was Wu Liu Gao Farming Equipment. This was a shipment of metal ingots from the Mi-Go mining colony to be picked up by their agents in the Himalayas.
- A letter from the office of Grant Webb who is a land agent in Burlington Vermont. It contains several documents for Noyes to sign and return that deal with a land purchase of over two thousand acres. The land is identified by parcel numbers registered in Montpelier.

### **Noyes Apartment**

If Noyes has discovered that either his room at the Hampton Court Hotel or his mail has been compromised he will not return to his apartment. He will instead drive to Burlington and take a room near the downtown area.

If the investigators manage to locate the receipt at the hotel and go to his apartment before he has found out about the intrusion, there are two possibilities.

1. The investigators stake out the building and try to find out more about Noyes. If they have determined which top floor apartment belongs to him they will see his living room light come on when the sun is setting and signs of activity such as movement and the bathroom light turning on and then off. A Spot Hidden roll by the investigators will reveal that every ten to fifteen minutes he looks at his window and surveys the street. Investigators with binoculars will be able

- to get a clear look at him and be able to recognize him later with a successful idea roll.
2. Bold investigators might head right to the apartment and knock on the door. If they try to force entry, Noyes has replaced the regular door with a steel door and reinforced the frame. The overall strength is 30 and two investigators at a time can try to overcome that with their combined STR in a resistance roll. If they simply knock, Noyes will ask who it is and what they want. If they ask for him by name he will pretend that he is just watching the apartment for his friend who will be back in a few days. Keeper, you should try to dissuade investigators from directly confronting Noyes at this stage of the adventure. If they insist and try to force their way through the door, use that time to have him cast a Gate spell to escape.

The apartment is sparsely furnished and the only clues that the investigators will get from it is a piece of paper by the telephone with a number written on it. If the number is called they will get the freight office of the train station in St. Albans Vermont. Nobody at the other end will recognize the name Noyes. All transactions that he conducted with them were under the name of Robert Smith. If they give the telephone number of the apartment the person on the other end will confirm that a number of packages were dropped off to be shipped to Boston with instructions to be held for pick up. They do not know what was in the packages. For the keepers information the packages contained ingots of metal that the Mi-Go had mined in their Vermont operation. Noyes mission was to forward them to China so that they would eventually reach a Mi-Go colony high in the Himalayas. If the investigators follow this lead they will be able to direct the investigators to the individual who dropped off the packages every two weeks.

### **Noyes Automobile**

Investigators will be able to obtain further information from the Massachusetts Department of Motor Vehicles about the make and model of the car and the registered license plate number. He is driving a new Bentley that is painted in a British racing green color.

### **Missing Patient Update**

When the investigators decide to go to Burlington, have them attempt a spot hidden roll before they leave Boston and if they miss another one when they arrive in Burlington. A success means that they spot a newspaper headline claiming "Bodies of Insane Escapees Found!"

If they read the story, there is a statement from the Massachusetts State Police. It indicates that in a

wooded area several miles from the hospital the mutilated bodies of the missing patients had been discovered by a group of children who had been playing. No other details have been released but people in the nearby community indicate that the bodies were missing their heads and hands.

Police and hospital officials are investigating the case and assure the public that there are no other missing patients from the facility. Local officials are demanding that the governor call out the Massachusetts National Guard to protect the community from the mass killer.

### **Land Office in Burlington**

Noyes conducts the land transaction by claiming that he must have missed the paperwork that was sent in the mail. This is not a problem since Mr. Webb provides him with the originals and once they are signed Noyes drives back to his hotel and gets ready to head up into the mountains the following morning. He intends to stay there for a few weeks and drive the next shipment of ingots back to Boston himself and check to see if the investigators have given up looking for him. Noyes is upset by this since he will have to waste time and resources obtaining new identification, setting up another company, and rebuilding his network of "telephone operators" by delivering fresh corpses to the Mi-Go and then setting them up in hotels or offices. When the investigators arrive at the office of Grant Webb he will at first tell them that business transactions that he has conducted are confidential. A successful persuade roll, along with any indication that Noyes might have been doing something illegal will obtain the following:

- Noyes seems to be working on behalf of some sort of foreign investors who wanted to buy up large parcels of land that adjoin. Some of the purchases are quite large but are paid for up front with checks drawn on an account in Noyes name in Boston.
- Over the last three years there have been over twenty thousand acres purchased and the land has all had signage placed on the perimeter indicating that it is private property and that there is no hunting or trespassing allowed.
- The land is in the name of Noyes with arrangements made for all property taxes to be paid out of a numbered bank account from Switzerland.
- Documents have been filed with the state that if anything should happen to Noyes a designated representative from the bank in Switzerland will act as the executor of his estate.



## St. Albans Freight Train Office

Ephram Holcomb the freight office manager is a friendly man who will tell the investigators that all of the shipments to Noyes were dropped off approximately every two weeks by a local man named Ezekiel Lunny who lives in a little shack off the old Boston Post Road. Holcomb does not know exactly where the shack is but tells the investigators that if they stop at some of the farms along the way almost everybody knows him. Lunny used to make a living doing odd jobs for people in the area but stopped that a few years ago. People have been joking behind his back that he must be digging a gold mine somewhere because of the dozen or so twenty pound boxes that he drops off every two weeks. Lunny was originally hired by Noyes to transport boxes that would appear in his yard overnight but when Lunny became curious, the Mi-Go took him and operated on him to make him another one of their obedient servants.

### Visiting Lunny

If the investigators go looking for Lunny he will not cooperate with them in any way and tells them to get off his land. Investigators who make a successful spot hidden roll will see that he also has the telltale scar around his hairline that indicates that his brain has been operated on.

The investigators might wish to stake out the Lunny shack to see what is happening and if they do so after 1D6+1 nights they will hear the sounds of many Mi-Go (3D6) which are carrying wooden cases with ingots from their mining operation. They will drop them by the shack and leave. The keeper should have investigators that are hiding make hide rolls and only allow the Mi-Go to spot them if somebody fumbles.

It would be easier for the Mi-Go to just carry them through gates directly to their base in the Himalayas but for operational security in a human inhabited area their rules do not permit them to have direct connections. They have instead used their network of humans that they have built up to transport the goods for them. Lunny is easily controlled and does not require many rewards for his service other than a supply of good liquor and the occasional prostitute that Noyes drives up from Boston for a night. It is from these prostitutes that he has been drawing most of his telephone operators. When Lunny is done with them they are usually dead so if Noyes is in need of a replacement he turns them over to the Mi-Go to be operated on.

Investigators who prowl around the tree line behind the shack should be given the chance to make a spot hidden roll. If successful they will notice in the

ground many crab-like claw marks of the regular visits by the Mi-Go cargo handlers.

While the investigators have the Lunny shack staked out, there is a 25% chance per day that one of them will spot Noyes driving through St. Albans. He will not stop and if followed will try to lose them if he successfully makes a spot hidden. If he is having difficulty losing them, he will pull over to the side of the road and crouch down with a .45 Thompson sub-machine gun. If it looks like he is in trouble he will begin using his magic.

Each day of the stake out there is also a 50% chance that the investigators will be contacted by a man who introduces himself as Dr. Sebak Gaedaen from the Al-Safa hospital in Giza Egypt. He is wearing a ring with the Yellow Sign and if the investigators react to it he will calmly inform them that he knows that they have crossed paths with other agents from his organization. As he does so he opens a manila envelope that he is holding in his hand and passes them a photograph of them shaking hands with Dr. Dubois as they were leaving the Louvre. He goes on to let them know that initially his Brotherhood thought that the investigators were transporting a statuette of power to the main Mi-Go colony in the Himalayas but when they found out that they were not connected to the Fungi from Yuggoth the orders went out to cease hunting the investigators. It was unfortunate that the Tcho-Tcho cultist that attacked them shortly before they reached their destination had decided to continue against them despite the orders.

Gaedaen is here to tell them that he has been trying to follow Noyes and that the incident in New Heaven had flushed him out into the open. Recent actions of the investigators have made Noyes commit some mistakes which allowed the Brotherhood to trace him to this location. Gaedaen asks that they meet later in the day with him and one of his associates who intend to destroy this infestation of space monsters and that if the investigators are agreeable to it, he will show them how it is done and provide them with equipment. He draws them a map to an empty field on a back road to the east of St. Albans.

### Waiting for Gaedaen

If the investigators arrive early for the meeting, at precisely the time that he said he would show up they see a large panel delivery truck coming down the road. It slows down and pulls into the field and Dr. Gaedaen and a pretty young woman who appears to be in her early twenties gets out of the vehicle. She is wearing large sunglasses and a large hat to keep any remaining sunlight off which is clearly bothering her. The girl is very tall and muscular and stares at the group without greeting them. She then reaches into a pocket and pulls out a cigar along with a box of

matches and lights up. She will not speak unless spoken to and talks with a rough growling voice using many rude cuss words. As investigators approach her they will notice that there is a slight odor of decay about her.

Dr. Gaedaen will tell the investigators the following:

- The girl that is with him is actually a shapechanged ghoul named Runihura (Egyptian for Destroyer) and it would be best if they did not see its true form. Investigators who make a spot hidden will notice that her shadow shows a form that is taller and bulkier with a dog like head with long teeth. A SAN check of 0/1D3 should be performed by investigators viewing the shadow. Once they have seen the shadow a successful Cthulhu Mythos role will make the investigator aware that the creature is a very large ghoul that is magically disguised. Runihura is using the consume likeness spell to create the outward appearance of one of his previous victims. He can continue with this appearance until he either chooses to change to another form or takes any damage.
- Gaedaen's organization is dedicated to destroying nests of Mi-Go wherever they are discovered. He will not talk about any organizational details and just say that he is a field agent who is sent on missions with whatever resources his superiors feels that he might need.
- Mi-Go are very susceptible to poison gas since unlike mammals they have no lungs and breath through spiracles on their thorax that feeds the air directly to their internal organs. Exposure to insecticides or other poison gases kill them almost instantly.
- It is important to locate the entrance to their nest and go directly there. It is not likely that there are any young since the investigators disrupted their breeding plan by destroying the cult in New Heaven and taking the statue.
- The statue had been taken from Earth to Yuggoth millions of years ago during the war between the Elder Things and Great Cthulhu's followers. It was made by one of the High Priests of Cthulu and blessed directly by the god. It has powers that protect a worship circle from other creatures and improves the chance of a worshipper casting magical spells.
- The Mi-Go had been saving the statue until they required a human cult to perform magic on their behalf. Gaedaen's people had recently become aware that the artifact had been returned to Earth, but its power meant that they could not pinpoint its location precisely. The Undying Leaders of the Cthulhu cult did not interfere since they have a truce with the Mi-Go that dates back to the time of the war against the Elder Things.

- When the investigators removed the statue from the worship circle, Gaedaen's masters could begin tracking it. From the little information that they could discover from successfully penetrating one of the investigators dreams once or twice they determined that it was heading towards Tibet and became very nervous that it was being delivered to the main Mi-Go outpost located in the Himalayas. The Brotherhood of the Yellow Sign was sent out to try to intercept the statuette before it could fall back into the hands of the Mi-Go.

After he has revealed the above information he will tell the investigators that his associate Runihura tracked the human Noyes to an abandoned farm in the mountains and followed him to a cave that has a gate.

Dr. Gaedaen proposes the following tactics to attack the Mi-Go nest:

- He has two backpack sprayers with hand pumps meant for fire fighting that he will fill with a form of pesticide that is particularly lethal to the Mi-Go. He will wear one and asks that one of the investigators take the other.
- He has brought captured Mi-Go armor for everybody to wear if they wish. It will stop most attacks by Mi-Go weapons. (Keeper: This is the Bio-armor listed on page 177 of the Call of Cthulhu Sixth edition rule book). The armor provides 8 points of protection from blows, electrical, and flame damage but gives no protection from impaling attacks. It is worn next to their skin and will definitely hurt when they remove it (causing 1 point of damage).
- The fastest and most agile people should go through the first gate since it likely leads to a guard post with anywhere from two to four Mi-Go watching another gate that goes directly to the nest. It is important that none get through since they could collapse the gate behind them and alert the nest.
- Runihura will go through in advance because of his ability to assume the shape of a Mi-Go. This should throw off the guards long enough for the others to enter through the gate and kill the Mi-Go. Runihura will be the one attacking the Mi-Go with a large fighting knife in each hand. Dr. Gaedaen warns that at any point in time, Runihura may revert to his original form which they could find to be very disturbing. (SAN loss)
- Once the guard post has been neutralized, the survivors should form a protective circle around the individuals with the sprayers and advance through the next gate. This should lead to an area overlooking the Mi-Go mining operation and nest. The most immediate danger will be Noyes who the investigators should concentrate their

attacks on. The two people with the tanks on their back should begin to immediately pump their sprayers until the air is misted and the tanks are dry. This should be enough to kill the Mi-Go that are present and then he will set up a charge that should collapse the cavern.

### Mi-Go Guardhouse

Before the group passes through the gate to enter the Mi-Go guardhouse, Dr. Gaedaen opens a case and passes around small masks for the investigators to wear. He claims that they will block most of the fumes from the sprayers and that the insecticide is not fatal to humans.

Runihura will smile sweetly at the investigators and advise them to look away. He begins chanting and over a period of two minutes his young female form metamorphosis into a very large Mi-Go. Investigators who do not clearly state that they are not looking should make a spot hidden roll and if successful see the results of the change and must attempt a SAN check for a loss of 0/1D6. Runihura then arms himself with a large hunting knife in each claw and walks through the gate.

After counting to three, Dr. Gaedaen plunges through the gate and begins spraying at any Mi-Go that he sees.

When the investigators follow they see Runihura circling around a Mi-Go brandishing his knives and another Mi-Go moving towards a glowing gate. Inform the investigators that the trip through the gate has cost each of them 1 magic point and 1 SAN point. If they had not seen Runihura change into a Mi-Go, they must make their SAN check now for a loss of 0/1D6.

Mi-Go heading for gate

STR 15 CON 17 SIZ 16 INT 12 DEX 14

POW 13 MOVE 7/9 Flying

HP 17 SAN Loss 0/1D6 Sanity points

Damage Bonus +1D4

Armor: Bio armor – 8 points of protection from blows, electrical, and flame damage

Weapon: Nippers 50% damage 1D6 + grapple

Mi-Go Gun (special) 50%

From the Call of Cthulhu sixth edition rule book:

*When activated, the weapon fires a bluish bolt of sparks doing 1D10 points of damage to the target. When it hits, the electric jolt acts like a taser, causing violent muscle spasms which immobilize the victim for a number of rounds equal to the damage inflicted. Finally the target must successfully match his or her hit points against the damage done on the resistance table, or the target dies of heart failure.*

Mi-Go facing off with Runihura

STR 18 CON 18 SIZ 17 INT 14 DEX 16

POW 14 MOVE 7/9 Flying

HP 18 SAN Loss 0/1D6 Sanity points

Damage Bonus +1D6

Armor: Bio armor – 8 points of protection from blows, electrical, and flame damage

Weapon: Nippers 50% damage 1D6 + grapple

Mi-Go Gun (special) 50%

If the investigators do not manage to bring down the Mi-Go racing for the gate by the end of the first combat round, it will get through and if they quickly pursue 1D6 people will get through. The last person through must make a luck roll to avoid being caught halfway through as the gate collapses. If they fail the luck roll they take 2D6 of damage and must make another luck roll to avoid losing a random limb. (1D4 1=right arm, 2=left arm, 3=right leg, 4=left leg). If the unfortunate investigator loses a limb they must receive first aid within 2 rounds or bleed out and die.

### The Mi-Go Nest

When the investigators emerge from the gate they are on a ledge twenty feet wide and roughly one hundred feet long overlooking a vast dimly lit chamber. As with the previous gate this one costs each of them 1 magic point and 1 SAN point.

The first thing that they notice is the loud buzzing sounds of dozens of Mi-Go and another vibration that seems to be pulsing in time with a large silver machine below them. As their eyes adjust to the dim light they see the swarm of Mi-Go taking to the air from the floor below them and heading towards the ledge. Investigators must attempt another SAN check for a loss of 0/1D6. The keeper should note that with the SAN loss from each of the gates plus any loss from seeing Runihura transform or the Mi-Go in their guardhouse any further loss is likely to push an investigator into a state of temporary insanity.

At this point, at the far end of the ledge Mr. Noyes will have enough time in his hiding spot to cast a 4 magic point Fleshward on himself and then Cloak of Fire. He will try to flee past the investigators trusting in his magical protections to allow him to escape. If he does pass through the gate any investigators that pursue him will take the risk that he might turn and attack them with his pistol. His focus will be on fleeing the scene to continue on with his work for the Mi-Go. The keeper should note that the Cloak of Fire spell doubles the casters MOV and DEX.

Runihura will attempt to stab Noyes with his knife attack and if he takes even a single point of damage past his defenses, will instantly revert to his true ghoulish form causing investigators another SAN check

for a loss of 0/1D6. If he does end up in his ghoulish form he will dive amongst the Mi-Go and begin attacking and feeding.

While this is going on the designated sprayers should begin pumping like crazy until their tanks are empty. Investigators on the ledge come under fire from the electrical guns of the Mi-Go but the combination of the Mi-Go moving and the mist from the sprayers means that they only have a 5% chance to hit. Mi-Go who enters the mist must make a resistance roll with their CON against a potency 20 poison (effects Mi-Go only). Mi-Go that make their resistance roll will retreat away from the ledge, still firing (and at the keepers discretion casting spells). It takes five rounds to empty the reservoirs of the sprayers by which time the cavern is saturated and investigators see Mi-Go falling and dying in violent spasms. Runihura will leap at the closest flying Mi-Go and try to bring it to the ground, where he will begin tearing the dying creature to pieces. When he finishes that one he will dispatch the dying, returning to the ledge to protect Gaedaen if it becomes necessary.

### **Destruction of the Cavern**

Dr. Gaedaen will no doubt have survived the attack using the defenses at his disposal. As soon as he is sure that the Mi-Go is all dead or incapacitated he will climb down to the floor of the cavern and approach the large twenty foot cube. He explains that it is a mining machine that can extract a whole stratum of minerals from miles below. It has to be used cautiously since it is capable of causing massive earthquakes.

He instructs the investigators to stay on the ledge and be ready to haul him up by rope. After everybody is in position, he changes some settings on the machine and the entire cavern begins to vibrate with a strong wave that begins to drop light debris from the granite roof. He runs for the ledge and climbs quickly urging the investigators to run through the gate. He does not stop in the Mi-Go guardhouse and continues through to the original entry gate and then out of the cave and down the hill. He looks around and points out a hill at the far end of the valley that appears to be collapsing. Looking somewhat satisfied he explained that he redirected the mining machine to dig out the ceiling of the cavern and to keep digging as long as it was operating. After a few minutes the collapse of the hill stops and Dr. Gaedaen takes off his gear and removes the Mi-Go bio-armor. Any investigators that do the same take one point of damage from where portions of the armor have integrated itself with their skin.

Gaedaen and Runihura thank the investigators for their help in “destroying this nest” and head for their vehicle. In parting he will provide the investigators the following information:

- He has been instructed by his organization to tell the investigators that they will no longer be under surveillance.
- The Mi-Go nest that they have destroyed is just one of many.
- It was the Mi-Go and their agents that were responsible for the patients being removed from the hospital and killed and that in the next few days the authorities will claim to arrest the person responsible for the escape and the murders.
- If Noyes got away he will warn them that he is very dangerous and that they should be ready to kill him on sight if they cross paths with him in the future.

### **Mi-Go Agent**

John Noyes

STR 12 CON 15 SIZ 14 INT 17 DEX 15

POW 21 APP 14 EDU 18 SAN 0

HP 15

Damage Bonus +1D4

Weapon: .45 Pistol 40% damage 1D10+2

.45 Thompson 35% damage 1D10+2

Skills: Accounting 75%, Bargain 60%, Cthulhu Mythos 20%, Dodge 50%, Hide 35%, Listen 40%, Drive Auto 70%, Sneak 40%, Spot Hidden 55%

Spells: Cloak of Fire, Cloud Memory, Contact Mi-Go, Dominate, Flesh Ward, Gate

Insanity: Megalomania – other humans are insects to be used or crushed if they get in his way

### **Brotherhood of the Yellow Sign Agent #1**

Dr. Sebak Gaedaen

STR 14 CON 16 SIZ 15 INT 16 DEX 16

POW 19 APP 12 EDU 20 SAN 0

HP 16

Damage Bonus +1D4

Weapon: .45 Pistol 50% damage 1D10+2

Skills: Chemistry 50%, Climb 60%, Cthulhu Mythos 15%, Disguise 50%, Dodge 64%, Geology 40%, Hide 45%, Jump 45%, Listen 40%, Medicine 75%, Other Language English 70%, Pharmacy 60%, Physics 30%, Sneak 40%, Spot Hidden 55%, Swim 60%, Throw 45%

Spells: Find Gate, Flesh Ward, Healing, Power Drain, Sense Life, Summon/Bind Byakhee, View Gate

Insanity: Substance Abuse – Amphetamines when he is not on a mission. As a medical doctor he has access to a supply and uses them to replace the feeling of the adrenaline rush that he experiences while working in the field. It also keeps him from

sleeping and experiencing recurring nightmares from the many things that he has seen.

**Brotherhood of the Yellow Sign Agent #2**

Runihura – Ghoul “Combat Monster”  
 STR 24 CON 17 SIZ 17 INT 15 DEX 17  
 POW 17 APP 16\* EDU 10

HP 17

Damage Bonus +2D6

Weapon: Claws 60% damage 1D6 + db

Bite 45% damage 1D6 + automatic worry

Fighting Knives (2) 60% damage 1D4+2+db

Armor: Firearms and projectiles do half or rolled damage rounded up

Skills: Burrow 75%, Climb 85%, Cthulhu Mythos 15%, Hide 65%, Jump 85%, Listen 80%, Other Language Arabic 65%, Other Language English 40%, Scent Decay 65%, Sneak 85%, Spot Hidden 55%

Spells: Consume Likeness, Find Gate, Flesh Ward, Sense Life, Summon/Bind Byakhee, View Gate

Sanity Loss: 0/1D6 sanity points to see this ghoul in its true form.

\* APP is when in the young woman form that he assumes while traveling with Dr. Gaedaen.

Runihura was recruited by the Brotherhood of the Yellow Sign a number of years ago and has been trained to work with their field operatives. As one of the more powerful and intelligent ghouls he finds the work challenging and enjoys the odd time when he has the opportunity to feast on his kills. Originally from Egypt, Runihura is one of the Greater Ghouls that was recruited to come to the new world as part of the New York colony. The Brotherhood of the Yellow Sign wanted an agent in the new colony.

One of the first things that the Brotherhood did was train him how to cast the Consume Likeness spell. He has used it twice, once on the young woman whose form he usually assumes when above ground and the second time was to consume a Mi-Go warrior that he killed. This was at the request of Dr. Gaedaen whom Runihura trusts and even seems to like. Gaedaen thought that there might be an occasion when having Runihura assume a Mi-Go form might gain them a few seconds or even minutes of tactical advantage in some situations.

In combat Runihura usually prefers to jump in with his combat knives which have the dual advantage of being silent and, with his incredible strength, very deadly.

As soon as he takes one point of damage he reverts to his ghoul form. This has come in handy when fighting humans since the sight of a ghoul suddenly appearing causes an inevitable loss of sanity on their part. Usually this gives him multiple opportunities to attack during this period of confusion.

Personality wise Runihura is civil to anybody that Dr. Gaedaen has not told him to kill. He is intelligent and realizes that in human female form his best cover is to keep his mouth shut and smile. If investigators insist on talking to him he will answer in short rude sentences. If he becomes annoyed he will cuss them out and threaten to tear their heart out and eat it in front of their dying eyes before they hit the ground. With his ferocious claw attacks he is capable of doing so.

**Mi-Go in the Cavern – The Dirty Two Dozen**

	#1	#2	#3	#4	#5	#6	#7	#8
STR	14	11	17	16	15	10	17	13
CON	12	12	14	11	13	14	11	11
SIZ	14	9	15	11	11	14	13	18
INT	14	13	12	10	13	12	11	14
POW	8	12	9	12	10	13	9	10
DEX	11	9	11	14	10	9	10	15
HP	13	13	15	11	12	14	12	15
Db	1d4		1d4	1d4	1d4		1d4	1d4
Claw%	37	37	40	33	34	36	39	33
Gun%	30	27	32	36	31	27	32	30

	#9	#10	#11	#12	#13	#14	#15	#16
STR	16	15	10	11	13	14	16	12
CON	12	15	12	17	17	16	12	15
SIZ	12	12	13	13	12	11	18	15
INT	17	10	15	13	13	12	13	13
POW	14	13	8	15	14	10	9	13
DEX	13	11	14	14	12	14	13	10
HP	12	14	13	15	15	14	15	15
Db	1d4	1d4			1d4	1d4	1d6	1d4
Claw%	39	34	35	37	35	36	32	40
Gun%	38	33	36	22	32	29	29	53

	#17	#18	#19	#20	#21	#22	#23	#24
STR	12	10	16	10	16	12	17	10
CON	15	12	11	10	10	10	10	11
SIZ	16	10	13	14	11	13	15	18
INT	14	9	12	11	14	16	10	12
POW	11	16	10	15	10	14	9	13
DEX	12	12	10	16	11	10	15	15
HP	16	11	12	12	11	12	13	15
Db	1d4		1d4		1d4	1d4	1d4	1d4
Claw%	32	38	32	34	33	33	40	38
Gun%	34	39	34	33	29	33	27	27

### Important Pre-Combat Notes:

- Each Mi-Go has one of their electrical guns
- The investigators will be able to go through one round of combat before the Mi-Go return fire
- Initial distance is at approximately 100 feet
- There is nothing to distinguish Mi-Go other than their size so unless the investigator states something like they are firing at the largest, start with #1 and work your way down the chart as they fall
- When the Mi-Go attack in the 2<sup>nd</sup> combat round, fire their gun % and if they hit determine an investigator (or NPC) at random. Keep in mind that if the investigator is wearing the Bio-armor that Dr. Gaedaen offered them that it will absorb the first 8 points of electrical damage
- From the Call of Cthulhu sixth edition rule book: *When activated, the weapon fires a bluish bolt of sparks doing 1D10 points of damage to the target. When it hits, the electric jolt acts like a taser, causing violent muscle spasms which immobilize the victim for a number of rounds equal to the damage inflicted. Finally the target must successfully match his or her hit points against the damage done on the resistance table, or the target dies of heart failure.*
- At the end of the first round of combat the poison pumps will begin to affect the Mi-Go. This takes effect at the end of the round
- It will be the beginning of the third round before any surviving Mi-Go can land on the ledge and close to a distance where they can use their claw attacks.
- To reflect the movement of the Mi-Go and them trying to fire through the mist have the investigators attempt dodge rolls from all of the beams flashing around them and on a roll of 96-00 they will be struck by a beam with the effects as listed above. Again remember that if they are wearing the Bio-armor that any damage will be reduced by 8 points
- It is optional if the keeper wishes to add spell casting abilities to any or all of the Mi-Go in the cavern

### THE AFTERMATH – REWARDS FOR A JOB DONE WELL OR PENALTIES FOR VARYING DEGREES OF DISASTER

As in the previous scenario there are a limited number of outcomes for this scenario and the keeper should feel free to modify these suggested rewards and penalties to fit into an ongoing campaign.

- There are no suggested penalties since any failure probably leads to certain death.
- For completing this difficult task award each investigator 1D10 SAN points.
- For the additional mythos information that they have learned have the investigators make an idea

roll with a failure giving them 1D2 and a success giving them 1D4+1 of Cthulhu Mythos knowledge.

- Within the cavern after defeating the Mi-Go they will have a chance of picking up several Mi-Go electrical guns. See their listing in the sixth edition Call of Cthulhu rule book for details on how to modify them for human use.
- After having met Runihura they now know about the existence of ghouls. If they had the opportunity to see him in his natural form they also know what ghouls look like.
- Investigators now have a bit more information about the ongoing struggles between the various factions of the Great Old Ones along with the knowledge that they have many human agents.

### Play testing Note:

Entering the Mi-Go caverns can lead to a rapid loss of sanity for the characters especially after passing through two gates and then seeing the large group of swarming Mi-Go. In my play testing session one of the players missed their SAN check in the main cavern and lost enough to go temporarily insane. I rolled on the short temporary insanity table on page 83 of the Call of Cthulhu sixth edition rule book and determined that the character had a strange or deviant eating disorder. Without telling the other players I wrote the information down and handed it to the unfortunate victim. Without missing a beat and obviously remembering that the Mi-Go were also called Fungi he yelled “Truffles” and began trying to stuff handfuls of a dead Mi-Go into his mouth much to the horror of the other players.