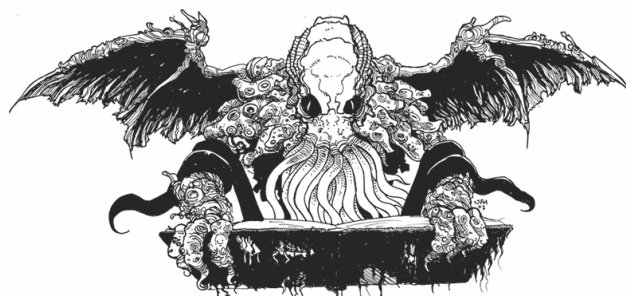

MONOPHOBIA

A FEAR OF SOLITUDE

AN OPUSCULE OF ADVENTURES FOR LONE INVESTIGATORS IN
THE WORLD OF CHAOSIUM'S CALL OF CTHULHU™

Written by *Mark Chiddicks* and *Marcus D. Bone*

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Dedication

To *Tim Wiseman & Ashley Jones* – True Avatars of the King in Yellow and all round nice guys to boot!
Without you both this would still be nothing but an unrealised dream

&

In Remembrance of *Keith 'Doc' Herber* - A Master of Adventure who will be missed...

Call of Cthulhu is a horror roleplaying game published by Chaosium Inc © 2008

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MONOPHOBIA: A FEAR OF SOLITUDE is an opuscle created by Mark Chiddicks and Marcus D. Bone. In clear credit, Mark Chiddicks is responsible for *Madness from the Grave* and *Robinson Gruesome*, while Marcus D. Bone is responsible for *Of Grave Concern* and the layout & design of this manuscript © 2010.

The cover *The Cthulhu Scream* and artwork *Sketch of Ethan Blane* are © 2008 Ashley Jones.

Eight years in the making, this opuscle would not have been possible without the playtester assistance of Mark Hockey and Darryn Mercer, the editing expertise of James King, and the enthusiastic cheers of various others.

About the Authors

Mark writes

Mark is a transplanted Englishman who moved to New Zealand in the 1990s to be closer to R'lyeh when it rises. He's been playing Call of Cthulhu since 1984 and is sure it hasn't affected him at all. He lives in Auckland with his wife, Asenath, and children Wilbur and "the Other".

Marcus writes

A *Call of Cthulhu* fan and gaming enthusiast, Marcus has written, playtested and laid out adventures, campaigns and monographs for Chaosium. Best known as the editor of both DEMONGROUND and *The Unbound Book* magazines, he continues to write and create his own weird brand of horror.

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INTRODUCTION

“When I came upon the horror, I was alone.” –

Nathaniel Wingate Peaslee

At first glance, the idea of a book of *Call of Cthulhu* scenarios written especially for a single player and a Keeper may seem a bit of an oddity. Roleplaying, by its very nature, is a group activity, to be played with friends and family, and to be enjoyed as much for its social aspects as it is for the strategy and tactics of the game itself. What’s more, solo gaming in *Call of Cthulhu* does lend itself to insanity; this is a roleplaying game where those that oppose the Investigators are so powerful and alien that surely only a fool would face them alone.

Nonetheless, an examination of the stories of Lovecraft reveals a rich tradition of exactly this kind of story. Indeed one could argue that they are more typical of Lovecraft than the ‘party’ based tales such as the *Dunwich Horror* – which in some ways reads as the archetype of a *Call of Cthulhu* adventure.

Beyond Lovecraft, other authors, such as Bloch and Campbell, also follow this well-established pattern; the protagonist discovers things that they dare not believe, and it is only when events have reached an impossible conclusion that all that can be done is to leave an account of their experiences for those who might follow - a desperate, final appeal in the hope that somebody might read it and... believe!

Amongst the classic core stories of the Mythos, the following tales feature a lone protagonist:

- ☞ *The Case of Charles Dexter Ward* - Dr Willett single-handedly uncovers the truth about Charles Ward and slays the evil Joseph Curwen.
- ☞ *The Whisperer in Darkness* - Albert Wilmarth alone encounters Akeley and his alien visitors.

- ☞ *The Haunter of the Dark* - Robert Blake’s solo investigation of the Starry Wisdom sect leads to his terrible lonely death.
- ☞ *The Thing on the Doorstep* - The narrator is the only one who understands the evil of Asenath Waite, and is forced to take a desperate lone act to avenge his friend Edward Derby.
- ☞ *The Shadow Over Innsmouth* - The unnamed narrator visits the ill-rumoured fishing port alone to discover its dark secret, and his own aquatic heritage.
- ☞ *The Shadow Out of Time* - Nathaniel Wingate Peaslee has an experience that nobody can share, and goes into the desert alone to find the terrible secret below the sands.

RUNNING SOLO ADVENTURES

There are a number of reasons why you might wish to run adventures such as those presented in this opuscle – from running a one off for a friend or someone new to the hobby (or *Call of Cthulhu*), through to a sudden need for a scenario when only one of your regulars can make a session. Whatever the reason, gaming with a single Investigator is an interesting and fulfilling experience for all involved. The structure, pace and style of such adventures is very different than normal group play, and it allows both the players and Keeper to explore situations that might otherwise be too difficult to expand on in other circumstances.

During the writing and playtesting of the adventures in this book, a number of aspects became apparent when running stories that focus

on a solo investigator. With this in mind, the following suggestions are to help you when running such scenarios.

- ☞ Although all of these adventures have had their level of the threats adjusted to suit solo play, it is nonetheless very dangerous to face the Mythos without assistance; injury or temporary insanity can easily lead to death when there's nobody about to drag you to safety. As a Keeper, you should be careful about presenting a situation where a relatively minor encounter brings an abrupt end to the story. It is advisable to always be prepared to have the monster frightened away by the arrival of a Non-Player Character (NPC), or force an episode of temporary insanity of the Investigator which results in them fleeing from the danger.
- ☞ There are issues inherent in having just a single player involved in the adventure. It is possible that a lone player may simply fail to think of something vital to the flow of the narrative, or make decisions that would lead to incorrect conclusions. In such cases, it is recommended that you allow the use of Idea rolls (in combination with other skills and even suggestions from NPCs) to keep the Investigator on track.
- ☞ It is likely that you will quickly find that running this type of story is literally a change of pace from one with a group. Gaming with just a single protagonist moves at a faster pace, and you will probably be forced to create appropriate scenes on the fly, reacting quickly to the character's actions (especially in situations that aren't described in the adventure). Players rely heavily on the input from the Game Master in most forms of roleplaying, and your descriptions of the events are even more vital in this format; often there is not the time to think ahead – as there is in larger groups, when the players often spend time discussing their actions and coming to a consensus. As such you may need to 'roll with the punches' and accept the story as the player sees it; their imagination and theories often make the truth all that more interesting when it's revealed!
- ☞ Finally, and above all, you should always strive to give the player a sense of being truly alone in the face of fear. The horror of solitude has a rich history; now is your chance to add to it.

THE ADVENTURES

This manuscript contains three adventures. Each is designed to explore a different aspect of the Mythos, and will push the Investigator to the limit of their sanity, skill and determination.

- ☞ As written, each adventure should be able to be completed in just a single game session, taking no more than two or three hours to reach a satisfactory conclusion.
- ☞ All are nominally set the 1920s or '30s, the classic era of *Call of Cthulhu*, although with a little rewriting they could easily be set in other eras.
- ☞ While no specific location has been determined for two of the adventures, (the third, *Robinson Gruesome*, is most definitely bound to its location) the imagined setting for these is Arkham or some other Lovecraft Country site (i.e. Kingsport, Providence or Boston). While the location is not vital to the flow or structure of these adventures, the authors do feel that as these scenarios were specifically designed to reflect the lone protagonist style presented in Lovecraft's stories, they deserve to be set in a location worthy of HPL himself.

VENGEANCE FROM BEYOND

In which a hunt for a stolen book ends surprisingly easily, but not without consequences.

When the spirit of a dead occultist haunts the Investigator in ways that nobody else can see, madness beckons, and the only escape seems to lie in crossing the ultimate threshold.

This adventure is best suited for an Investigator with bibliophile bent, be they a rare book collector, librarian or simple entranced by the various Mythos novels. It may equally be suited to a private investigator or police officer, as a good detail of detective work is required in the opening scenes.

The author suggests that it is a rather draining experience for a prospective protagonists, and that should have at least a POW of 15 and a current SAN of 65 or more to see the story through.

Note: The sample character - *William Townsend: Determined Book Collector* - has been created specifically for this adventure, and can be found in the Pre - Generated Characters appendix at the end of this opuscle.

OF GRAVE CONCERN

In which the Investigator's knowledge could well be the death of them.

When a meeting with an acquaintance results in the Investigator's mind being transferred into a walking corpse, it's a race against time to discover who could perpetrate such a dastardly deed... and more importantly, why?

This adventure is best suited for an Investigator with an interest in the occult or a high Cthulhu Mythos skill.

Note: The sample character - *Josephine Samways: Jaded Mythos Investigator* - has been created specifically for this adventure, and can be found in the Pre - Generated Characters appendix at the end of this opuscle.

ROBINSON GRUESOME

In which the Investigator is marooned on a South Seas island, and goes from believing he is utterly alone to fervently wishing that he truly was.

Facing death from all quarters, the Investigator must confront a desperate native priest and his ancient god in a primitive struggle to the death.

Of all the adventures in this opuscle, Robinson Gruesome is the hardest to set with existing Investigators. If you would like to use character that is going to be undertaking further Mythos related adventures, it is suggested that they are 'outdoors' focus Investigators with skills that enable to survive alone on a island.

Note: The sample character - *Alexander Dane: Dashing Author and Adventurer* - has been created specifically for this adventure, and can be found in the Pre - Generated Characters appendix at the end of this opuscle.

APPENDICES

Included in this book are three appendices. These conveniently collect the Dramatis Personae (the NPCs and antagonists from each scenario) and Handouts for all three adventures together in one location and, in addition, supply a pre-generated Investigator for each scenario. These sample Investigators have been included for convenience sake, and will enable each adventure to be run with a minimal amount of preparation.

It should be pointed out, however, that while these sample Investigators have motivations that are

appropriate to their respective adventures, it is not necessary to limit a player to using just these characters. Each scenario in this book is, in itself, a complete adventure and can act as a great way for a player's favourite Investigator to explore new realms of horror and face new Mythos challenges.

VENGEANCE FROM BEYOND

Wherein the Investigator will find that the dead can still have vengeance on their minds!

The events of this scenario are intended to be experienced by a single Investigator. Certainly only one should be present at the death of the occultist Ethan Blane, after which they alone will face his supernatural revenge (although conceivably other Investigators may help in research, racing to find a way to save their tortured friend).

This is a very dangerous adventure for a character - mentally, if not physically - and should only be played through by an Investigator with 15 or more POW and a current SAN of 65 or more - weaker minds will not survive the experience!

OVERVIEW

Franklin Quincey, an occultist and collector of rare volumes, hires the Investigator to locate a stolen book. The trail quickly leads to the apartment of the thief, Ethan Blane, who, deep in the throes of insanity, falls to his death from a window.

The stolen book, the so-called Scripture of Shul, is returned to its owner and everything seems to be resolved.

A week later, however, Quincey contacts the Investigator by telephone. He sounds at the end of his wits, irrational, terrified and desperate, babbling that Blane is after him. Before the Investigator can get help to Quincey, the occultist leaps to his death from his apartment window (an event that is probably witnessed by the Investigator).

What has transpired is that Blane, using knowledge from his own studies, in conjunction with various incantations from the Scripture, has attempted to

become immortal. This task was unfinished when he met his death, and as a result of the magics used he is now suspended between worlds, an insane revenant whose only purpose is to seek revenge on those who caused his death.

Unable to physically interact with the world, Blane uses a campaign of psychological terror to steadily drive his selected victims into madness and death; the manifestations of his presence seen only by the intended target.

The night after Quincey's suicide, Blane begins to assault the Investigator. As the hauntings get more and more terrifying, the poor victim has only a limited time to find the answer to their dilemma. The secret, which can be found by a careful reading of the Scripture of Shul, is that the Investigator must use a certain incantation - the Severing of the Soul - before entering a limbo state of near death. Once in this condition, the victim's spirit will be released into a plane where a face-to-face encounter with Blane can occur.

This final encounter will be a battle of wits and spiritual power, in which ideas are reality and death for either combatant is final and absolute.

Of course, once Blane's spirit is vanquished the Investigator's body must be revived - a risky procedure in itself.

As stated earlier, this scenario is likely to cause a great deal of damage to the Investigator's sanity and it is suggested that a course of intensive therapy be available to them afterwards! It is not recommended that this scenario be inserted into a campaign where

high SAN loss is likely in the near future - the poor sap involved will need time to recover!

It should also be noted that for the scenario to work, the Investigator must have a trusted friend with medical qualifications. If no such PC or NPC exists, it is recommended that one be introduced in a prior scenario - without medical assistance success will be impossible.

A PHONE CALL...

The Investigator receives a telephone call from the book collector and occultist Franklin Quincey. Maybe Quincey is an old friend or acquaintance, or perhaps the Investigator is a private eye or some other person who would be hired to trace a stolen book. In any case, Quincey wishes the Investigator to visit his apartment that very evening to discuss a delicate matter concerning an item of his property that has gone missing. In this brief conversation, Quincey will impress on the Investigator that this is a private concern and he'd prefer that they come alone.

If the Investigator knows Quincey or if the Investigator does a little research into his background, the following can be found.

- ☞ Franklin Quincey is an independently wealthy man in his mid 40s who lives alone.
- ☞ He has no known living relatives.
- ☞ He is well respected as a collector of old books and is said to have a scholar's interest in the occult, despite being sceptical as to its reality.
- ☞ There no ill rumours surrounding him.
- ☞ If the Investigator has met him previously, they have always found him friendly, generous and willing to share the contents of his sizable collection of occult works with other like-minded scholars.

If the Investigator tries to stake out Quincey's building, or do any research into the possible nature of Quincey's, they will discover nothing out of the ordinary - Quincey spends the day in his apartment, cataloguing his collection and dealing with his correspondence (none of which is related to this scenario).

Eventually the Investigator's appointment time arrives. Quincey's building is an expensive block in a well-to-do neighbourhood with good security. A uniformed security guard sits at a desk within the lobby and uses an intercom to call up to tenants. Here the Investigator will learn that Quincey lives on the 4th floor and that a key is required to access

the lift – the Investigator being given one by the desk security guard after Quincey has confirmed that they are expected. This key must be returned upon their departure, a fact that the security guard will impress on them in no uncertain terms.

AN INTERVIEW WITH QUINCEY

When Quincey opens his door, the Investigator will see that he is a slim, bearded man in his 40s, wearing thick-lensed glasses. His clothes are a good 10 years out of fashion.

If the Investigator is not alone, Quincey will be upset, and a Persuade roll is required to allow a single companion to remain. If the Investigator apologises and sends away his friends, rather than arguing the point, Quincey will be mollified.

Upon entering the apartment the Investigator notices that the door is thick and strong, and has 4 bolts on the inside – Quincey has some valuable property in this place.

He is intense and serious, but as long as he is talking to someone who shows themselves to be no fool he soon opens up, offering cigars and sherry, and inviting them into his warm, comfortable study.

Quincey's apartment is expensive and spacious. Nonetheless, almost every inch of wall space is covered in bookshelves. Apart from the study, the rest of the apartment is sparsely decorated and a little chilly. The study, however, since it is where he spends most of his time, is a well-lit room, cluttered with papers, warmed by an open fire, and with a large picture window leading to a balcony overlooking the neighbouring park.

The shelves in the study contain the oldest and most valuable books in Quincey's collection. As well as a wide variety of valuable books on the subject of the traditional occult (Beatus Methodivo, The Zohar, The Golden Bough etc), the shelves also bear copies of Cultes des Goules and the extremely rare Monstres and Their Kynde (the spines of these visible with a successful Spot Hidden roll).

Over the fine oak desk is a macabre painting of a number of dog-faced humanoids. These are standing in a graveyard howling at a sickly-looking full moon. Signed 'R Pickman', the painting is called "Ghouls Howling". If asked about it, Quincey says it was an impulse purchase a few years back – he bought it at an auction which he had attended to buy books. Pickman is well sought after, and this is a fine example of his work.

Small talk over, Quincey soon gets down to business.

This room contains the cream of my collection - some of the most valuable and rare occult tomes in existence. I am not a jealous man, and have always made my collection available to fellow students of the occult. One of these students, a young man named Ethan Blane, called on me a week ago, wishing to consult a particularly rare book called the Scripture of Shul. My copy of this book is an unpublished proof of a 16th century English translation of a manuscript that is believed to be far older.

Something about Blane struck me as odd during our interview - he seemed somehow intense, as if filled with some kind of religious fervour. I was worried that he might be a black magic obsessive, or even worse, a fanatic intending to destroy the book - I have encountered both extremes before.

I told him that I would rather not give him access to the book, and asked him to leave, but as I went to show him the door, my legs buckled beneath me and I collapsed into a swoon from which I did not awake for some hours. When I did, Ethan and the Scripture were, unsurprisingly, gone.

I realised that he had drugged my sherry, perhaps as I took the book from the shelf to show to him. Obviously he had always intended to steal it right from the start. Indeed, according to the guard on the desk, he just walked straight out of the building carrying it in a black valise.

I considered calling the police of course, but it struck me that this sort of man is probably well-versed in avoiding any official enquiry. What's more, I want my property back much more than I want this man arrested, and I had hoped that you could do this for me. I know it is difficult, since I am quite sure 'Ethan Blane' is a false name and I have no address for him. Nonetheless, his accent was local, and he must be a student of the occult to have known about the Scripture. Also, I have some talent for sketching and have attempted a likeness of the man that may help.

It occurs to me that if Blane was after this book he may have spoken to some of the local rare book dealers - I will give you a list, which along with the sketch may help you to locate him.

I just want the book back, but should it be necessary to use a little force on the young man I believe that it would not only be just, in the light of his crime, but also should serve to dissuade him from attempting to steal other people's property.

Quincey offers \$100 for the book's return, but can be bargained up to double that amount. He hands over the sketch and the list of local book dealers who might handle such a volume (the actual names on this list are left to the Keeper to determine, likely based on the location in which the adventure is being played out).

The sketch shows a youngish man who is slightly overweight and sports a receding hair line. He features are quite distinctive, and the likeness not at all bad (see Vengeance Handout #1 in the Handouts Appendix). If shown to somebody who knows Blane, they will recognise him with an Idea roll. If shown to someone who has seen him only the once, such as a book dealer, then this chance is halved.

The Investigator may wish to ask some more questions of Quincey.

How did you come to know Blane?

Quincey replies that Blane had phoned him the day that he visited, explaining that he was writing a paper on ancient funerary rites and understood that Quincey had purchased the Scripture of Shul at an auction the previous year. Would it be possible to consult it?

Quincey agreed, but was taken aback when Blane asked if he could visit that same evening - explaining he had to leave town that next morning and would be away for some months. Quincey accepted this excuse, but it contributed to his later suspicions.

What can you tell me about the contents of the book?

Quincey replies that he had not had the opportunity to study it in great detail, but it seemed to be a study of necromantic magic from a number of extinct cultures such as Atlantis, Mu and Hyperborea. The author, Shul, claimed to be an immortal, born in Hyperborea 3000 years before writing the book. Quincey considered this an unlikely claim. The actual rituals described in the book were generally unpleasant and reminiscent of some of the material in Cultes Des Goules.

What did Blane say during the interview?

Quincey replies that Blane was anxious to see the book, but accepted a sherry first. Obviously as Quincey turned to get the book, his visitor had slipped a sleeping draught into his drink.

As Blane started to leaf through the book his eyes grew wide, and Quincey started to get worried. When Quincey asked him what in particular he was looking for, Blane smiled strangely and asked him if he believed in the

secrets of the Ancients. Quincey replied that he was a scholar, and the occult was his chosen field, but that in his experience only madmen took the contents of these books seriously – they were in fact great storehouses of forgotten myth, not literal spell books.

Blane's face darkened, and he then said 'I will need several days alone with this book.' Quincey had decided by then that he would ask Blane to leave, and was about to open the door when the room started to spin. As he blacked out the last thing he was aware of was a low chuckle from the man who had tricked him.

Soon enough, Quincey begs off tired and says he wishes to retire. If the Investigator asks for access to Quincey's collection, the occultist will say that unless it's directly linked with the investigation he'd rather not at the moment - maybe after the Scripture is returned?

At this time the Investigator is clearly expected to leave – Quincey will await his call.

FINDING ETHAN BLANE

Ethan Blane did in fact use his real name when he contacted Quincey. Since he is currently living under an assumed name in a cheap boarding house, he considered there to be no danger in this, especially given his intention to shortly gain eternal life.

As the Investigator hunts for him, Blane begins to cast a series of spells deciphered from the Scripture - cross-referenced with a couple of years' worth of notes from other sources. Each spell takes him closer to his goal, but the strange chants and screams from his room are starting to alarm and annoy his neighbours.

The best way for the Investigator to find Blane is to use the list of booksellers provided by Quincey. It is suggested that the Keeper plays out these enquiries, with a couple of days of interviews and appointments (few of these dealers will work from a physical shop) being spent until the following information is revealed (giving Blane time to complete the various rituals he is enacting).

These enquiries are a chance for the Keeper to throw a few odd events and meetings at the player. Maybe there's the need for a midnight meeting, or one of the names leads the character to a dark and dirty little shop frequented by the oddest of customers.

During this period, the Investigator will be encouraged by the fact that many of the dealers do recognise Blane, and his enquiries into books of

necromancy, although unfortunately they can say little else about the man.

Whatever happens, after a day or so of investigation, one of the contacts will not only recognise the sketch, but also will remember the discussion he had with the odd man. With a Persuade roll, the dealer consults their files and produces a list of books that the man (who called himself James Daish, not Blane) had asked him to keep an eye out for. 'Daish' left a contact address, which turns out to be a low rent boarding house in a run-down part of town.

DEATH BY FALLING

If the Investigator calls Quincey and expects him to act on this information, they will find that Quincey expects action for his money, not just information. Calling the police is not an option Quincey will accept; he wants the book back, nothing more or less.

Meanwhile, as the Investigator has closed in on his quarry, Blane has cast a series of sanity blasting spells that have brought him within a few days of the immortality he seeks. However, this magic has resulted in his, already fragile, mind being shattered. As a result, when the Investigator arrives at Blane's apartment, he is a naked, paranoid madman, unable to act rationally.

ARRIVING AT BLANE'S TENEMENT

The other tenants in the block, if asked, will say that Daish (the name on his mailbox) has not left his apartment in days and that he chants and moans at all hours. They have called the building superintendent, but he is a useless drunk, and so are now considering calling the police, or even taking matters into their own hands.

Arriving at Blane's third floor apartment, the Investigator too will hear the strange chanting moans described by the neighbours (which, with a successful Occult or Cthulhu Mythos roll, will be identified as some sort of ritual or ceremony). The Investigator must now decide their next course of action.

- ☞ If they knock, a crazed voice cries "Go away, leave me, you'll not rob me of it, not when it's so close!" After this the chanting resumes and no more replies come from the person in the room, no matter how loud the Investigator knocks.
- ☞ If they break in, they will find that Blane's apartment is a small, cramped, single-room bedsit. Immediately noticeable is the naked

Blane, who crouches feral-like in a pentagram of his own faeces. Beside him, a book lies open on the floor, and human bones (stolen from graveyards) are arranged in bizarre patterns around the room.

As the Investigator bursts into the room and takes in the bizarre scene, Blane leaps up, teeth bared. Unless he is killed before being able, he will grab the book and run for the open window.

What follows may seem a little contrived, but the rest of this story relies heavily on the death of Blane.

- ☞ Any attempt to stop the madman results in the book being dropped and Blane tripping over a skull near the window. Unsteady, the thief then overbalances on the window sill, before plunging headfirst from the narrow and unrailed fire escape.
- ☞ If he is allowed to flee, Blane, mad in panic and fright (not to mention being insane) again slips on the window ledge and plunges to his death. The book, fortunately, falling into the room.

Ethan Blane hits the ground, three stories down and dies instantly, his skull smashed and neck broken. The skull he slipped on is broken too, and it grins up at the Investigator in a spooky and disconcerting matter.

EXPLORING THE APARTMENT

The scene in Blane's apartment is disturbing enough for a 0/1 SAN loss. However, there are a number of things here which are of use to the Investigator, and might be removed by them before the police become involved.

- ☞ Blane's wallet: His driver's licence shows his name to indeed be Ethan Blane, 32, of Providence, Rhode Island. His occupation is listed as a graduate student.
- ☞ Blane's notes: Hundreds of sheets of barely readable scrawl. These requires a English roll to make sense of, and will take at least 2 months to collate into any sensible order. The notes seem to cover everything Blane had ever read about eternal life, necromancy and the like, and reference numerous occult and Mythos texts. If read, the notes take 20 weeks and an additional English roll to comprehend, and grant +5 Cthulhu Mythos Knowledge at the cost of 1D6 SAN. No spells as such exist in these notes, but with these many of the spells in the Scripture of Shul are considerably easier to comprehend (they halve the reading time of the book and double the chance of

deciphering additional spells – see below). Quincey will pay another \$100 for these notes, although in this case he will burn them on the night that he dies (see *Almost Too Easy...* below).

- ☞ The Scripture of Shul: A thick octavo book, which is in good condition for its purported age. Densely printed, it has been annotated by Blane in the salient locations (a fact which will make it far easier to locate the Severing of the Soul ritual later in the scenario – see *Searching for a Solution*). The scripture is the collected knowledge of a 3000-year-old sorcerer, and is written in such a way that it assumes the reader has a vast amount of magical knowledge even before looking for the spells therein. As such, the book takes 40 weeks to read in its entirety (Blane's previous research meant that he knew exactly what he was looking for in the text) and grants +8 Cthulhu Mythos Knowledge at the cost of 1D3/2D4 SAN. It contains the spells Black Binding, Contact Ghoul, Create Bad Corpse Dust and The Severing of the Soul (which in the Investigator's case will become the most important part of the book). Other spells are partially described, and each 10% of Cthulhu Mythos knowledge or 20% of Occult skills allows an additional necromantic spell to be deciphered (at the Keeper's discretion). The immortality incantations used by Blane took years of research and study to identify and, as such, are beyond the scope of this adventure.

Other things that can be found in the room include the bottle of sleeping draft (POT 18, knocks out victim for 1D3 hours), a black valise and \$12 in cash.

AFTERMATH

The police will arrive at the scene of Blane's death shortly after being called by either the investigator or a member of the public. It is likely that they will expect a rational explanation for the man's fall. Hopefully, the Investigator will have come up with a reasonable pretext for visiting Blane, preferably one that does not involve Quincey or the scripture.

If they fail to convince the officers, the book will be taken as evidence and a detective will question Quincey (who will likely withhold half his fee for the inconvenience) about his involvement. The Investigator will, of course, be questioned and, upon release be told that they are likely to be called as a witness at the inquest.

However, what none of the parties can know is that before any inquest Quincey will be dead and the Investigator fighting for his sanity.

ALMOST TOO EASY...

On the return of his book, Quincey is overjoyed and happy to write an immediate cheque for the agreed amount. Everything seems to have been resolved simply enough, and indeed, that's the way it continues to appear for the next week.

The successful Investigator gains 1D3 SAN for a job well done, and can sit back with money well earned.

A CRY FOR HELP

Then, exactly one week later, at 10pm, the phone rings. Quincey is on the other end of the line – he seems frantic and makes little sense:

“Thank God, you have to help me. He’s not dead. Or he is dead but he’s come back. Oh God help me. He’s tormenting me. No! Get Out! Damn you, you are DEAD! No not you, him, Blane, he’s here, the things he’s shown me, the things he’s done, oh God help...”

And with that the phone goes dead. Any attempt to ring Quincey meets a busy signal. What is to be done?

ANOTHER FALL

As the Investigator arrives outside of Quincey's building there is a scream from above. Looking up they see the dressing gown-clad body of Franklin Quincey plunging towards the ground, a horrible scream of pure terror coming from his throat. He hits the ground with an ugly noise, splitting his skull and smashing his soft, pampered body.

If the Investigator approaches the corpse, they see Franklin's bloody face twisted into an expression horribly reminiscent of the smashed skull in Blane's room! Seeing Quincey's death costs 1/1D6 SAN, or 1D2/1D8 if they approach his body.

If the Investigator does examine the corpse, a crumpled piece of paper can be found in Quincey's hand (alternatively this can be found on the desk of the man's apartment).

Apparently a suicide note it reads (see Vengeance Handout #2 in the Handouts Appendix for a player's copy of this note):

I have been a fool. Surrounded by the truth, yet blind to it. Death is not the end. Some secrets are

best left undiscovered and some knowledge best forgotten. The only way to escape him is to join him.

Franklin Quincey

As people start to mill around the corpse, the desk guard from Quincey's building comes out into the street. This gives the Investigator a short window of opportunity to slip into the building, grab a lift key and get up to Quincey's apartment - but this will be of little help, since the door is bolted (with 4 bolts, as he should remember) from the inside. The police would probably catch the Investigator leaving, which would make any further attempt to gain access to the apartment even harder.

If the Investigator talks to the police then their involvement as a witness to two fatal plunges in a week is bound to arouse suspicion.

INVESTIGATING THE DEATH

The Investigator is likely to wish to look into the circumstances of Franklin Quincey's apparent suicide, and will have 24 hours to start to make some progress before Blane starts to haunt them in turn.

RESEARCHING FRANKLIN QUINCEY

A little research will reveal that Quincey has no living relatives and that his estate is in the hands of the law firm of Willett, Masters and Arthur. If they are contacted about the disposal of Quincey's library the reply (which requires a Law, Persuade or Fast Talk roll to get) is that Mr Quincey wished to donate his collection to the Widener Library at Harvard, but that the details of the bequest are likely to take some months to settle. In a week or so the job of boxing up and cataloguing the collection prior to putting it into storage will commence.

For the next two days, only the police will have access to Quincey's apartment. The investigating officer is Detective George Thomas, an affable man, nearing retirement. If the Investigator has police contacts he knows Thomas. On a successful Luck roll, Thomas is his friend; on a failure Thomas dislikes him.

If the Investigator is friendly with Thomas, or is able somehow to gain his confidence, then Thomas will reveal that suicide seems certain. If pushed he will say that this certainty stems from a reading of Quincey's journal, the last week of which reveals a steady psychological disintegration.

Further communication skill rolls are needed to draw more from Thomas, who doesn't wish to speak

ill of the dead. If he is persuaded to say more he will state that Quincey seems to have become convinced that he was responsible for the death of a man called Blane, and that Blane's spirit had returned from the grave to torment him. The imagined hauntings had grown increasingly terrifying, though few coherent details were recorded, until in the final entry Quincey concluded that suicide was the only escape.

Earlier entries in the journal suggested that Blane had wronged Quincey in some way, and that Quincey had hired somebody to settle the score. The police believe that the journal refers to Ethan Blane who fell from a tenement window under strange circumstances the previous week. The police are most interested in locating the mysterious 'investigator'!

Should Thomas be unresponsive to the Investigator, he will instead discover the involvement of the Investigator in the Blane case within 1d6+1 days. The state of the Investigator's mind at this point is yet to be established. Nonetheless, if brought in for questioning, and assuming he has committed no serious felony, the Investigator will learn all of the above during questioning.

Gaining access to Quincey's journal will not be easy, but in any case, little is to be learned from it. If the diary is read, then on an Idea roll the Investigator will become convinced that the answer is within the Scripture of Shul (which will probably be guessed anyway).

RESEARCH ETHAN BLANE

Further research into Blane and his background will reveal that he is the middle son of a wealthy Rhode Island family. They have had little contact with Ethan over the past ten years, but have continued to provide him with a modest allowance. Unfortunately, his whereabouts during these years are unknown.

If the Investigator wishes to learn about what happened to Blane's remains the answer is that they were shipped back to his family midweek, where he is to be interred in the family crypt. Following up on this information will result in an encounter with a wealthy New England family who have closed ranks and have nothing to say to the Investigator.

Note, If the Investigator is dogged enough to gain access to Blane's remains, and he is already haunting the character (see *The Haunting* below), then the revenant will take to opportunity to stage a particularly nasty and sanity blasting manifestation that will, of course be seen only by the Investigator!

THE HAUNTING

Approximately 24 hours after Quincey's death, Blane ups the ante and starts to haunt the Investigator. The first manifestation is likely to be a Phantom Phone Call or Shadowy Follower depending on whether the Investigator is at home or abroad (see below).

The haunting starts slowly, steadily building up to a crescendo as the Investigator's sanity starts to fail. What had been an investigation into a suicide will quickly become a race against time - the Investigator must find a way to defeat a ghost that only they can see, hear or feel, before they too are driven to suicide!

ETHAN BLANE – VENGEFUL HAUNTER

Ethan Blane blames both Franklin Quincey and the Investigator for his death and now that the book collector is dead, is focused on driving the person responsible for his fall to madness and suicide.

- ☞ Blane is an evil spirit, trapped somewhere between life and death. As such, Blane's form is invisible and undetectable to all except his chosen victim, and even in that case, the nature of his manifestations is limited by his current Magic Points.
- ☞ In life, Ethan Blane had a POW of 16, which gives his ghost 16 Magic Points (MP) to use. These regenerate at a rate of 1 MP every 90 minutes. Blane can reduce himself to a minimum of 1 MP, although if for some reason he is ever reduced to zero points he is destroyed. He is immune to all magic, including enchanted weapons.
- ☞ The spirit of Blane is always close to his victim, although in his insanity he often pays little attention to what the victim is actually doing. Every time the Investigator does something that moves him towards a solution, Blane must make an Idea roll (70%) to even notice. Blane is incapable of following long exposition, so any discussion of a detailed plan will be beyond his ability to follow.

BLANE'S MANIFESTATIONS

Blane main weapon against the Investigator is his manifestations. These slowly destroy the Investigator's Sanity and will, if not stopped, eventually drive them insane.

Note that, in most cases, however, any given manifestation will, over time, decrease in

effectiveness. As such, the maximum SAN loss from any particular manifestation is given below.

- ☞ **The Shadowy Follower:** At a cost of 1 MP per hour, Blane can give his victim the impression of being followed by a mysterious shadowy figure. Appearing only as glimpses in crowds or reflected in windows this manifestation causes a sense of paranoia that is quite effective at chipping away the victim's sanity. Each hour (or once per journey if it's under an hour) the victim must make a SAN roll or lose a point. This can be avoided by staying indoors, of course. The sanity loss from this manifestation does not reduce with familiarity.
- ☞ **Cold Air:** At a cost of 5 MP Blane can chill the air immediately around his victim dramatically. Nobody else feels cold, but the victim's breath becomes visible and their skin cold to the touch. The effect lasts 10 minutes, but does no damage beyond the psychological. The SAN cost for experiencing this is 1/1D4. After the first 4 points have been lost, no more than 1 point of SAN may be lost for each additional occurrence of this manifestation. Note that this is the only manifestation that others can see.
- ☞ **Stench:** At a cost of 5 MP a hideous grave stench fills the victim's nostrils, and if a CONx5 roll is failed, the victim will vomit. Nobody else can smell anything, although the stink follows the victim around for 20 minutes. This costs 1/1D3 SAN. After the first 3 points have been lost, no more than 1 point of SAN may be lost for each additional occurrence of this manifestation.
- ☞ **Phantom Phone Call:** This manifestation costs Blane 3 MP. The Investigator hears a nearby phone ring, although nobody else can. When they answer the call, Blane is on the other end uttering sinister threats like *'There's no escape, I'm coming for you'* and suchlike. The first time a call comes from the dead man this costs 1/1D4 SAN. Subsequent calls cost 0/1 SAN.
- ☞ **Visual Illusion:** Blane can produce unpleasant visual illusions that are seen only by the victim. Examples of these are: The victim's dinner appears to be riddled with maggots; A portrait's face changes to that of Blane, his neck broken, a twisted grin on his face; A rotting corpse is found in the victim's bath, etc. Each of these illusions costs a variable number of Magic Points - 2, 4, 8 or 10. In

each case the number of MPs used defines the maximum SAN loss. If the MP cost is X, then the SAN loss is 1/1DX. There is no maximum sanity loss for this manifestation as an infinite variety of illusions are possible.

- ☞ **Whispers:** Blane's voice is audible to the victim, whispering horrible secrets and vile threats. This can go on for hours, costing Blane 2 MP an hour and costing the victim 1/1D2 SAN. After 10 points of SAN have been whittled away, the SAN loss reduces to 0/1 per hour. Nonetheless, this tactic is one of the best ways Blane has to drive a victim to suicide - indeed, much of his whispering consists of telling his victim that death is the only possible escape from him (which is, more or less, true).
- ☞ **Personal Appearance:** At a cost of 10 MP Blane can appear in his full horrible glory. His smashed skull and broken neck making it clear he is dead. The Investigator can see and hear him but nobody else can. Although on a successful POWx3 roll, other people in the same room feel a slight chill. Blane's first appearance costs 1/1D8 SAN. Subsequent appearances cost 1/1D4 SAN. No more than 2 points of SAN may be lost to each occurrence of this manifestation after the first 10 points have been lost.

Blane's strategy is to slowly chip away at a victim's reason until he feels that their sanity is slipping, at which point he strikes with a major manifestation in an attempt to drive them over the edge.

Temporary insanity from the haunting will never lead to suicide, but during the duration of the insanity Blane will do nothing - it's pointless to haunt the crazed. If, however, Blane manages to cost the victim 20% of his SAN within a 2-hour period of game time, then indefinite insanity follows, which will always resolve itself as a suicidal mania.

The victim may make a further SAN roll. Failure results in immediate suicide, whereas success gives them the presence of mind to call for help. While they wait for help, Blane will attack again - ANY further SAN loss results in the writing of a note followed by immediate suicide (exactly what happened to Quincey).

An insane Investigator who is prevented from killing himself will suffer repeated visits from Blane's ghost, which will eventually drive him to permanent insanity. Blane will be happy with that result.

SEARCHING FOR A SOLUTION

Once the haunting begins, Blane's victim will soon discover that nobody else can see or hear anything, except for the occasional chill in the air. Any claims of being haunted by a dead occultist are likely to meet with pity and disbelief, although fellow Investigators should soon be convinced.

It won't be long before it becomes clear that unless the haunting can be ended soon, madness is the Investigator's fate. At this point any sensible Investigator will be aiming to get his hands on the Scripture of Shul as soon as possible.

Since the Scripture is going to be very hard to immediately access, a number of alternative approaches may be tried.

TRADITIONAL METHODS

Religious Investigators may choose to attempt to exorcise the ghost. Sadly, the traditional religions of Earth are reduced to dust in the face of the Great Old Ones, and any exorcism will end horribly. As it nears its end, the Investigator will see an image of Ethan Blane appear on every crucifix in the room. Each crucified Blane has the same smashed skull and broken neck, and looking into the eyes of the astonished Investigator starts to chant.

The chant is a high-pitched doggerel of Mythos names and phrases "Nyarlathotep, ia, Yog Sothoth, Neblood Zin, Tsathoggua..." etc, but it is enough to cost a SAN loss of 1/1D8 (or 1D3/1D10 if the Investigator is a committed Christian). This illusion costs Blane 8 MP, while any insanity caused by this will manifest as a loss of faith.

The priest will see nothing except the Investigator's terror, and will become convinced that the poor soul is mentally ill, and not beset by supernatural forces.

It is also possible that an Investigator will believe himself to be insane already, and Blane to be an illusion. In this case he might seek medical help. The only sort that will work is the application of tranquillising drugs – which can halve all sanity losses, while incidentally halving all skills for the duration. The hideous whispering of Blane's ghost foils any attempt at psychoanalysis.

OTHER MEANS

Investigators may have access to tomes other than the Scripture of Shul. If this is the case, then a chance exists of the Investigator discovering the existence and nature of the Severing of the Soul ritual in any Mythos tome. For most Mythos books there is a base chance equal to the Cthulhu Mythos

knowledge bonus of the tome multiplied by 2 (increased to x3 for Cultes Des Goules and similar necromantic texts and x5 for the Necronomicon). If successful, this book points towards the Scripture of Shul as the only book that contains the ritual they need.

Of course, searching for another copy of the Scripture is a pointless task - it took Blane years to locate Quincey's copy.

Other spells aimed at dispelling spirits all fail - the magic that maintains Blane is far too strong for such simple spells.

GAINING THE SCRIPTURE

The key to this scenario, of course, is to gain access to Quincey's copy of the Scripture of Shul. Its location and status changes as follows:

- ☞ First 2 days after suicide. Quincey's apartment - sealed under police investigation.
- ☞ Next 4 days. Quincey's apartment, most of this time in a packing case as the collection is boxed up and catalogued.
- ☞ Next 2 months. In secure storage at the offices of Willett, Masters and Arthur.
- ☞ Next 6 months. In storage at the Widener Library, Harvard.
- ☞ After that. In the restricted collection at the Widener.

It will be at least 8 months before the Scripture can be accessed easily, which is far too long. The Investigator needs a plan to get hold of it as soon as possible.

The two most likely places that it can be accessed are during the cataloguing process at Quincey's apartment, or while it is in storage at the lawyers' offices.

A break-in to the apartment will be difficult without some dangerous climbing, but the book could be reached through subterfuge. Michael Lake and Orson Gregory, a couple of clerks from the law office, are officially cataloguing the collection, working from 10am until 4pm over the 4-day period. It is conceivable that an Investigator could gain access to the apartment under any pretext and the nature of any such ruse is best left to the imaginative player and Keeper to arrange.

Once the books are transferred to the offices of Willett, Masters and Arthur, access can be gained by either breaking into or sneaking around the building. The office is located on the 2nd floor of a downtown office building. The books are kept in a secure storeroom with a door of STR 25 and a lock that

takes 20% off of any lock picking attempts. Access to the offices themselves is somewhat easier - the external doors having a STR of only 20 and standard locks.

At night a single guard patrols the building. He has Listen and Spot Hidden skills both at 40% and is armed with a .38 revolver (again skill 40%). Any attempt to sneak to the storeroom during the daytime requires that the clerk sitting near the passage to the storeroom be distracted. On a successful Luck roll the storeroom is found to be unlocked, but a successful Sneak roll is needed to exit with the book.

The Scripture of Shul, along with Cultes Des Goules and the other really valuable books, have been removed from the boxes and are within the safe found in the storeroom. Fortunately this safe is only locked at night.

Safecracking, however, is a job for experts. Should an expert be present (with the necessary tools) the safe can be opened with a successful Locksmith roll. Should the safe be blown, a failed Luck roll results in serious damage to the scripture, which doubles the time needed to find the Severing of the Soul. (A night-time break-in also gives Blane's ghost great scope to launch attacks on the Investigator).

An alternative approach is to trick the law firm into handing the book over to the Investigator. There are any number of ploys that could be tried, though few will be successful. Basil Willett, Gerald Masters and Iain Arthur are no fools, and at least one of the partners will have to be tricked to gain the book.

THE SEVERING OF THE SOUL

Once the Scripture of Shul is obtained, the desperate Investigator must attempt to find the key to his dilemma therein. He is greatly helped by a number of marginal notes in Blane's hand, but nonetheless, success requires an English roll and time equal to 18 days minus the Investigator's INT - which could well add up to more than a week. Success costs the Investigator 1D3 SAN, but leads to the inevitable realisation that the Severing of the Soul ritual is their only hope in stopping Blane (see Vengeance Handout #3 in the Handouts Appendix for a player's copy of this ritual).

Ye Revenant or Vengeful Haunter is beyond the reach of weapon, prayer or magick. Ye onlie way to rid thyself of its curse is through Ye Severing of Ye Soul. Know you that upon completion of ye incantation, ye caster's heart must cease. In ye space betwixt its beats, ye soul of ye caster may meet with

ye Vengeful Haunter and battle be done. Strong will is needed to prevail, for ye battle is one of spirit, not flesh. That which is willed, can be. Various potions may be found to stop the heart, or the cold of winter may be used, but lest ye heart beat again within a few dozen breaths, the severed soul will be forever lost. Many a sorcerer when faced with Ye Vengeful Haunter chooseth death by his own hand rather than to risk ye Ritual.

Ye chant of Ye ritual is thus - to be repeated 13 times. Ye heart must cease within a dozen breaths of ye 13th chant

Eegah - Yogah - Megah - Gonah - Seenah - Ronah - Yog-Sothoth - Ia - Azathoth - Ia - Nyarlathotep

It is clear that the only hope the Investigator has is to conduct this ritual and try and find a safe way to stop and restart their heart. It is a risk, but this ceremony seems to be the only way one can defeat Blane. It should be obvious that the Investigator is going to have to seek medical assistance, and at this point contacts willing to assist with such lunacy are vital!

There are a number of methods that may be used to stop and restart a healthy heart - drugs, electricity or cold shock can all stop a heart, and drugs and electricity can be used to restart it. The Scripture of Shul helpfully contains a list of natural toxins that can be used to stop the heart in the manner required by the spell.

PERFORMING THE RITUAL

It is hoped that the Investigator is well-prepared for their death, and can attempt the ritual (and stopping of their heart) whenever they feel ready to undertake this drastic measure. The ritual itself costs the Investigator 5 Magic Points, and creates a dulling sensation all over their body. After completing the chant for the 13th time, they have but a few moments to stop their heart.

As soon as the Investigator blacks out from heart failure, he finds himself standing facing Blane. The surroundings are faded, grey and somehow insubstantial. Both the Investigator and Blane pass through solid objects, but are perfectly real and solid to each other.

'What is this?' cries Blane, "Are you dead?"

A DUEL OF SPIRIT

It is important to have clear idea of the number of Magic Points that Blane has left at this point, since

in the duel that follows MPs are used as both health and power.

- ☞ Both Blane and the Investigator should have their current MPs doubled at the start of the fight (after the Investigator subtracts 5 MP for casting the ritual, of course). Blane should always enter this duel with a minimum of 5 MPs so that it is not over in a single punch, but his strength will vary considerably depending on his recent attempts to drive his quarry into insanity. Remember that his POW of 16 gives him an initial 16 MPs. Both Blane's and the Investigator's Initiative in the duel is equal to their Intelligence (INT) score.
- ☞ Blane isn't in the mood to talk and will attack at once, a crazed animal of a man, and as he does so, he uses 1 MP to produce long talons from his fingers.
- ☞ Attacking without a weapon does only a single point of MP damage. Blane's growth of talons, along with the wording of the passage in the Scripture of Shul should enable the Investigator to understand that he has the ability to shape reality in the spirit world.
- ☞ The act of willing a weapon into existence only succeeds on a roll of POWx5, and comes at a cost of 1 MP per 1D3 (or part there of) of damage done. Any weapon that requires more MPs than are available automatically fails to appear. Standard chances to hit apply to any created weapon (based either on the Investigator's skill or the default percentage listed in the rule book), but impales, critical hits, jams and ammunition restrictions are ignored.
- ☞ Once Blane realises that the Investigator has created a weapon - which is probably after he is first hit - he will do the same himself (assuming he has the MPs left to do so), going for the nastiest weapon he can afford to create - something ugly, bizarre and alien.
- ☞ If either combatant is brought to zero MPs, his spirit is lost forever, shredding away into nothingness. Should Blane be victorious, he will move on to attacking all those who wronged him in life - starting with his father.
- ☞ The experience of becoming a disembodied soul and fighting Blane's Revenant requires a SAN roll upon the Investigator's return to life for a loss of 1/1D4. Should the Investigator succumb to indefinite insanity during this final duel or the ritual surrounding it, then a form of phobia (or even a case of

hypochondria centred on a dread of a heart attack) would be a suitable 'reward'.

REVIVAL

Successfully restarting a stopped heart by either means requires a successfully Medicine roll, so expert help is essential.

Any character with the Medicine can attempt to restart the Investigator heart once per minute (regardless of whether they previously failed). The chance of recovery without brain damage depends upon how long the heart is stopped.

- ☞ 1 to 4 minutes - No CON roll needed, healthy recovery.
- ☞ 4 to 12 minutes - CON roll vs. a difficulty equal to 2x the number of minutes since the heart stopped. If this roll is a failure, then the Investigator receives brain damage (loss of 1D6 INT, +1 per minute over 6 dead). Note that the medical professional can still attempt to revive the Investigator after this occurs.
- ☞ 12+ minutes - Brain death automatic.
- ☞ 15+ minutes - Heart cannot be restarted

A Medicine roll, or a Library Use roll while researching the subject of death will give a rough idea of these timings, enabling the Investigator to pick a time after which he wishes to be revived.

In any case, surviving this experience costs the Investigator a permanent point of CON unless a Critical Medicine roll is made.

If the Investigator is revived before destroying Blane, he can try again, but now Blane has some idea of what is happening and will always have a minimum of 10 MPs left on second and subsequent attempts.

AFTERMATH

Once the Investigator realises that Blane is gone for good they immediately gain 3D6 SAN. Even so, their mind is likely to be somewhat frayed by this experience, and his medical friend will likely suggest the name of a good psychiatrist.

The decision of whether or not to keep the stolen Scripture of Shul must also be made. It's a powerful and valuable book, but it's also stolen property. If the book is returned anonymously (or even 'found' by the Investigator) then no further action is taken. Otherwise the police investigation has a chance of catching the Investigator - depending on the exact method used to gain the book in the first place.

OF GRAVE CONCERN

Wherein no knowledge at all can still be too much...

Unlike the other adventures in this book, this scenario has been designed for an Investigator with prior Mythos experience (preferably one who has 10 or more percent in their Cthulhu Mythos skill). It should also be pointed out that, although this adventure is neither physically taxing on the Investigator, nor overly threatening to their Sanity, the situations in which they will find themselves does requires a player who can think laterally and will not be taken aback by twists in the adventure's plot.

Although no predetermined location is supplied for this adventure - beyond the requirements presented throughout the story - it is suggested that the Keeper sets the following story in or near the township in which one of their characters finds themselves living. Barring that, as with most Call of Cthulhu scenarios, a setting such as Lovecraft's Kingsport or Arkham is always a safe bet!

THE STRUCTURE OF THIS ADVENTURE

Of Grave Concern is presented in a slightly different way from a normal Call of Cthulhu adventure. This structure is the result of the flexible goals of the antagonist, and the actions of the Investigator.

In particular the descriptions of the background and various events which may occur as the story unfolds are slightly scattered throughout this scenario. The author has attempted to present the various aspects of the story in an order in which they are required during play, and therefore it is vital that a potential Keeper reads through this adventure in its entirety at least once before attempting to run it for their player.

OVERVIEW

As this adventure starts, the Investigator awakes to find themselves inside a coffin; an event that is bound to make them think the worse. To make things more interesting, they soon discover that they aren't even in their own body, but rather that of a rotting corpse!

So what has happened? Well, the Investigator's body has been taken over by one Matthew Wheatly, a long-dead sorcerer and vengeful spirit, who is now using the Investigator's physical form to ensure that he can return once more to the world of the living.

There is hope for the Investigator, however, as Wheatly's power is not yet at its peak and the old wizard is as yet unable to completely take over the character's body. It is up to the Investigator then, both when trapped in the rotting corpse of Wheatly and when spirited back into their own body, to find what is happening to them and discover how they are to stop Wheatly before they lose themselves forever!

WHO IS MATHEW WHEATLY?

Mathew Wheatly is an old and cankerous sorcerer, who, with the help of the Investigator's body, plans on fulfilling a task that he failed to complete during his allotted time on the earthly plane - to become the most powerful wizard the world has ever seen.

With the actual history of the sorcerer lost in the mists of time, all that is really known about Wheatly is that he was found dead on the floor of his study in 1897. At the time, the local authorities put the death down to an animal attack, which, while it may have explained the strange claw and bite marks on the body, certainly didn't explain how an animal large enough to do such damage left the house with the doors locked!

Wheatly, however, was (and to be honest, still is) a driven man, not one to let a little death get in his way. As such, shortly after his unfortunate and, in his opinion, untimely demise, he arose from the grave to continue his life's (or if you like, death's) work. Yet for all of his determination and desire to live on, one physical boundary stood in his way - the door to his family crypt! Now one of the 'never-dying', Matthew found that he was stuck amongst his ancestors, doomed to remain, it seemed, in that stone monolith for all eternity.

That was until the arrival of one Arthur Sackville, historian, Mythos investigator and tomb robber!

About four weeks before the adventure begins, Sackville, a man who had once before encountered the threats of the Mythos, found reference to Wheatly during his research into the 'heritage' of various crypts in the town. With more than just a little knowledge of the occult, Sackville investigated the origins and death of the wizard further, quickly coming to the conclusion that Wheatly's tomb could well be the sort of place he had been searching for!

Imagine then, late one night, the man's surprise at discovering that, not only had Wheatly been buried with his most precious texts, but was still shambling around to protect them. During this dreadful discovery, Sackville, shocked beyond rational thought, was unable to stop Wheatly from possessing his body; resulting in the transference of his own mind into that of the wizard's corpse.

Wheatly, now with a new body, quickly sealed Sackville away in the tomb, and started his investigation into the bright new world. It was immediately obvious that much had changed in the years since his death, and, always an intelligent man, Wheatly did little beyond hiding himself away in Sackville's own home. Here he took the time to read all he could about the events which he'd missed during his incarceration, and discover what sort of man he had possessed.

In the weeks that followed, however, as the old wizard slowly became more comfortable with his new body, he began to frequent various local sites. Unfortunately, during this time he also discovered that his Sackville body came with some disadvantages. First, while Sackville was mentally weak and easily controllable (Wheatly was able to trap his victim's mind semi-permanently in his own rotting corpse - something that he discovers is much harder when he takes over the Investigator), the same lack of will made the body totally unsuited for the types of magic he had in mind for the future. Furthermore, as he soon discovered, Sackville was a well-known and popular figure in some local circles,

and his sudden change of demeanour had people, especially his sister, starting to ask questions.

So, Wheatly was in need of a more 'powerful' body, preferably one with less of a profile, and this is where the Investigator comes in. Looking through Sackville's notes on the occult, the wizard soon came across the Investigator's name, and the fact that they had some interest or experience in the hidden secrets of the world. While it was obvious that Sackville and the Investigator were not exactly friends, these notes did point towards this Mythos investigator being exactly the type of person Wheatly was looking for...

AWAKENING

The Investigator awakes in a dark box that constricts their every movement (although it does seem to be lined with a soft, velvety material). With some effort they will eventually get the lid off; the difficulty arising not because it seems the lid is overly heavy in itself, but rather because they seem to have no strength in their arms.

Once free, it immediately becomes obvious they have been placed in a coffin, one which has then been deposited in some sort of family crypt.

While this alone is quite disturbing, something that makes the situation even worse is that they have no idea how they got there; their last real memory is of some mundane task - such as visiting the grocery or having a bath - although this memory is clouded, as if this act had occurred some time ago.

THE WHEATLY CRYPT

During this adventure, the Investigator will find that they are repeatedly returned to the Wheatly Crypt, and trapped in the shambling, decaying body of Mathew Wheatly. This can be quite a disturbing process, and while it doesn't cost the Investigator any Sanity loss (beyond the shocks they will have below), they should find themselves very disorientated for a period after the 'transfer' (see *About Being Possessed* below).

As for the crypt itself, although it is a relatively small space, there is quite a bit of information that can be discovered here.

A single chamber (about 40 feet long and 20 feet wide) with rough stone walls, the Investigator will immediately realise that, as the walls are lined with coffins (which are in various states of repair and unfortunately bear no identifying marks), they are obviously in some sort of family mortuary. A large stone door at the far end of the room is the only

obvious exit from the crypt, and this is sealed shut (at least as far as the Wheatly Corpse is concerned) - although a faint glimmer of light can be seen from around its edges.

THE WHEATLY CORPSE

Once the Investigator realises that they aren't in the midst of some odd dream, it is likely that they will want to take a good look at themselves. They'll discover that their body is male (whether or not the Investigator was male to begin with) and that they are 'a corpse' - their skin is dried and desiccated, and dangles from the body; muscle and in some places bone is exposed (SAN loss 3/1D8 - with any temporary instantly resulting in catatonia - *this isn't happening!!* - until they return to their 'real' body - see below). In addition:

- ☞ They also notice all physical feelings are dull, as if they are stuffed with cotton wool, and that their body is cold and slightly damp to the touch. It is as if the character's will alone keeps the 'corpse' animated. (SAN loss 1/1D4)
- ☞ They walk slowly with a sort of shuffling action
- ☞ They have no physical urges of any type; they feel no need to eat or drink, to scratch an itch, rub their eyes, or lick their lips, etc. (SAN loss 0/2 if the player enquires about such things)
- ☞ They seem to be able to see perfectly well in the almost pitch black crypt. Indeed, they can double their Spot Hidden skill while trapped (SAN loss 0/1 when first attempting such a roll or when they realise this).

As the Wheatly corpse, the Investigator has the same mental statistics (INT, EDU and POW) as those own his own character sheet, but all other attributes (i.e. STR, CON, DEX and APP) should be noted as only 5.

After the initial possession, and loss of memory, the Investigator will have no trouble remembering any of the events that will unfold as the adventure progresses, although they might worry as to what Wheatly is doing to their own body!

SEARCHING THE CRYPT

While at first glance there seems to be little to be found in the tomb, except for Wheatly's coffin and the dozen or so coffins of his relatives, this is far from the case. Fortunately for the Investigator, much of the information and many of the 'tools' they need to regain control of their body are here to be

discovered. For details of the contents of the tomb, see *In Wheatly's Tomb* below.

LEAVING TIME

After the Investigator has had a chance to explore their new 'home' they suddenly start to feel physically ill and their 'head' begins to spin (literally, not physically - the first real bodily reactions they've had since awakening). Moments later they black out and, after what seems like an eternity, they awaken once more, this time in some sort of study or personal library. See *Arthur Sackville's House* below for when and where the Investigator awakes.

ABOUT BEING POSSESSED

During this adventure, the Investigator will make a number of transfers between their own body and that of Mathew Wheatly (see *What Wheatly is Up To* below for more information on what happens to the Investigator's body while they are possessed). This phenomenon is the result of Wheatly's attempts to gain permanent control of the Investigator and his need to return to his own body to recover his magical strength. He knows that it is going to be a hard task to take full control of the character, but he also realises that this mental fortitude will become his once the Investigator is fully subjugated.

The Keeper is encouraged to employ this 'transfer of minds' as they see fit and can be used to keep the Investigator 'on plot', as they say, and to enhance the feelings of paranoia and isolation.

In particular, this 'transfer' can be used if the player decides to look for help beyond that which is presented in this adventure. In such an event, it's suggested that the Keeper adlibs the result of such actions, as while Wheatly is recovering his power, the player should be in complete control of their Investigator, and must be free to do as they wish (within the limitations of the game of course). However, it should be noted that Wheatly is now spiritually 'bound' to the Investigator, and, as a result, is able to take over the Investigator's body regardless of their location. This can be done whenever and wherever the Keeper feels is appropriate (you will note that no mechanics have been included for the process of the possession).

As such, the character is readily entitled to call on the police, friends, or fellow Investigators, as they wish. In the end, however, this will do them little good, as the Keeper can arrange it so that by the time help arrives, Wheatly will have once more

possessed the Investigator. The slightly perturbed wizard will, of course, then apologise for the false alarm, and make his excuses before returning to his research.

After one or two attempts at such an endeavour (if they aren't yet committed to a mental hospital or arrested for wasting police time), the Investigator should quickly realise that such plan of action is futile, and only they themselves can stop the man who seems determined to take over their body.

THE DÉJÀ VU FEELING

As mentioned in the first scene of this adventure, the Investigator remembers little of the events that led up to their 'awakening' in Wheatly's coffin. This is a side effect of the initial transfer between their own body and that of Wheatly's.

To assist the Investigator in piecing together the events that led up to their possession, and to help them solve the mystery they find themselves embroiled in, a series of clues will be discovered. Many of these clues come in the form of brief memories or flashbacks triggered by an event or item the Investigator might encounter.

Furthermore, if the Keeper so wishes, as the Investigator travels about town following various leads, this feeling of Déjà vu can also occur in locations that Wheatly might have previously visited in the Investigator's body, although this time without the flashbacks.

COMPLETING THE POSSESSION

Wheatly's goal is to complete the permanent possession of the Investigator's body, something he will do with a magical ritual - which he'll discover during the course of the adventure. To gather the strength needed to complete this ceremony, he will utilise the link he has created between the Investigator and himself. As a result, for each 'return' the Investigator has to his or her own body results in a semi-permanent loss of 1 Magic Point.

Note, these are *Magic Points*, not POW, and will be fully returned once the character has successfully reclaimed their body (i.e. after this adventure is completed). This effect represents not only the slow drain Wheatly is placing on the Investigator (which should also impress upon them a sense of urgency in their investigation) but also the wizard's returning strength - the total number of Magic Points drained over the course of the adventure will be used to calculate the wizard's Hit Points in the story's final confrontation.

WHEN AWAKENING

The 'transfer' from one body to another is not instantaneous, and up to six hours might pass between the Investigator 'leaving' one body and coming to in the other (Wheatly, on the other hand, is much more aware of the magic involved, has learnt to direct the transfer much more effectively, and as such is not quite so affected by the time lapse).

When the Investigator does awaken in a new body (regardless of the 'direction' of the 'transfer') it is likely that they will feel very disorientated, and often headachy and nauseous for hours afterwards.

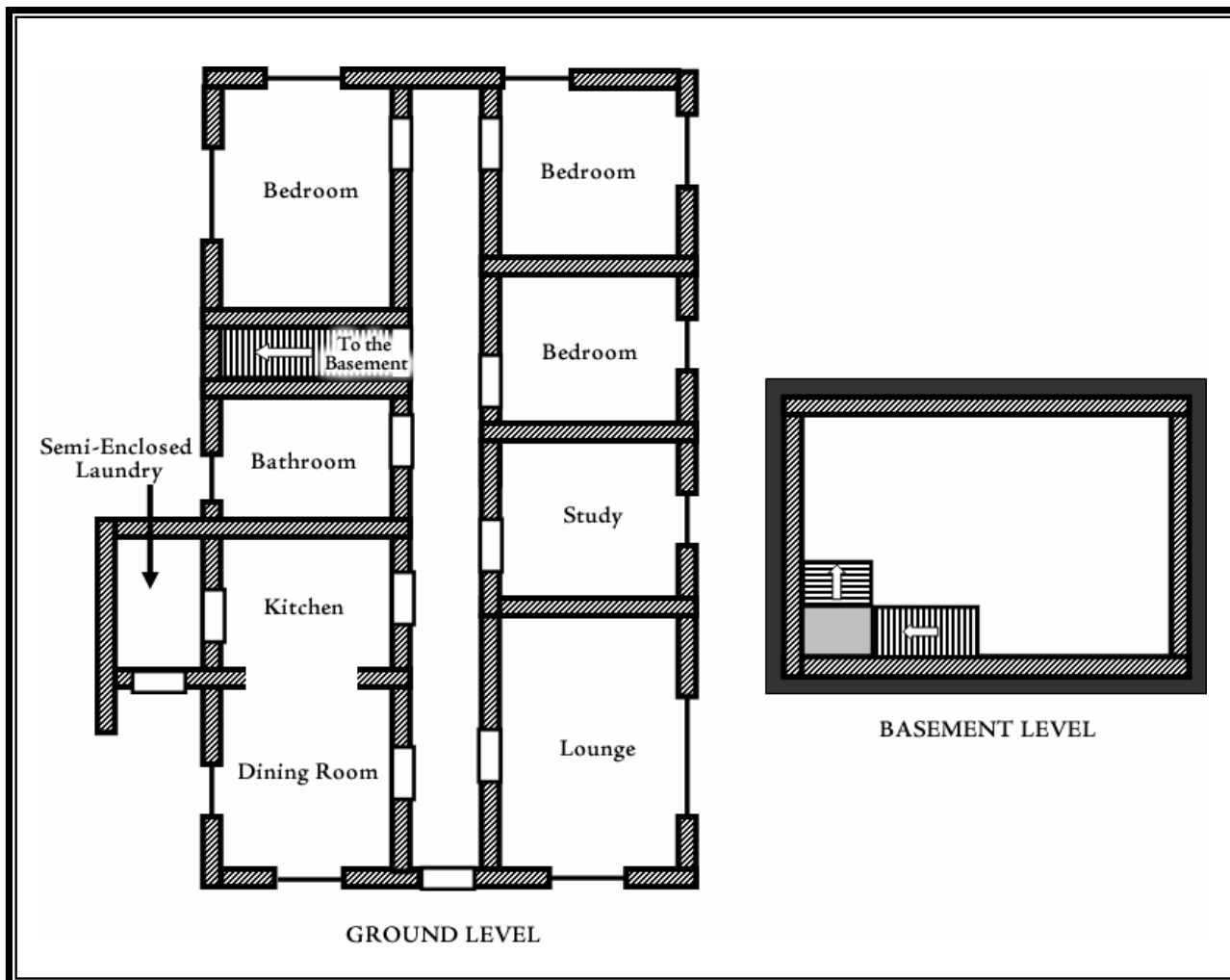
Furthermore, while in possession of the Investigator's body, Wheatly isn't overly caring about his personal hygiene - although he is smart enough to realise that he must do something to maintain appearances. Often, when the Investigator awakens back in their own body, they will find that their clothes are dirty and their appearance dishevelled. This might an effect how people interact with the Investigator and what their impressions are of Wheatly (when he is control of the body).

It should also be noted that throughout the adventure, Wheatly will continue to use Sackville's home as his base of operations (unless it is somehow compromised), and as such the Investigator will, more often than not, wake up somewhere within it. Although it might sound dangerous for Wheatly to remain in a house of a man who is now dead, the fact of the matter is that the wizard is still very uncomfortable in this new age of automobiles, electric lights and other wondrous technology, and likes to return to a familiar locale each day.

ARTHUR SACKVILLE'S HOUSE

With a groggy head and stinging eyes, the Investigator wakes up. Although they are not yet aware of the fact, they have just woken up on the floor of Arthur Sackville's study.

This colonial-style house is typical of the more affluent neighbourhoods in the Investigator's home town. Single-storied, with both a small A-framed attic space and a large basement, this house has been the home of Arthur Sackville for a number of years, and, as a result, is full of his various antiquarian gains - both legal and otherwise (see *Investigating Arthur Sackville* below for more information about this man's history). In general, it is a well-furnished home, full of fine examples (and adequate knock-offs) of colonial trappings, and, as was Sackville's wont and hobby, numerous pieces of steam train paraphernalia.



Grave Map #1 - Arthur Sackville's House

As Wheatly has now been in residence in the house for a few weeks, its usual pristine appearance has undergone something of a change.

Below are detailed a number of important discoveries which the Investigator will make during their time in the house, with the most important being Arthur Sackville's body; dumped in the basement after the Wheatly-possessed Investigator brutally stabbed the shocked (and recently 'returned') historian to death.

THE STUDY

This is where the Investigator first awakens after their initial experience in Wheatly's corpse. It is a smallish room, typical of a private study, with a number of ornate bookcases, a writing desk, chair and filing cabinet.

As the Investigator gets used to being back in their body, they will notice a couple of things about themselves.

- ☞ They have a strong, thumping headache, and it takes a considerable effort to focus closely on anything.
- ☞ The clothes they are wearing are slightly too large for them (and if the Investigator is a female are of the wrong cut). These are Sackville's clothes into which Wheatly changed after moving their owner's dead body.

If the Investigator takes time to search the room, they find a number of interesting items.

- ☞ Scattered about are a large number of recently published history books. These seem to cover all manner of subjects, but focus on events that have occurred from around 1900 to the current date. There seems to be no rhyme or reason to the order in which these books appear and they are opened, bookmarked and annotated at various points.
- ☞ The Investigator may notice that the floor of the study seems somehow 'odd', as if the carpet is slightly cleaner in one central

portion. This is where Wheatly killed Sackville and has since moved the blood-soaked mat to the garage. If the Investigator specifically notes that they are looking at the floor, they may also see a faint trail of maroon leading from the study to the door which leads down to the basement. If this trail is found, small flecks of blood, more evidence of the murder, can be seen about the study (e.g. on the walls, on various pieces of paper on the desk, etc.).

- ☞ Next to the telephone, amongst various other numbers, the Investigator finds their home telephone number noted alongside their scribbled name. Unfortunately the phone itself seems disconnected (the result of Wheatly not paying the service fee!). When the character sees this number, they may experience the following memory.

You remember a phone call from a fellow investigator of the occult, who urgently wished to discuss a matter of utmost secrecy with you. If only you could remember his name.

Other telephone numbers include Sackville's sister, Sarah (see *Events and Returns - The Shadow* below), as well as a local hardware store and the local public library. Note that the responses that an Investigator might get from ringing these numbers is left to the Keeper to determine, although it is advised that not too much information is revealed this early in the plot.

Additionally, with a successful Spot Hidden roll, there can be found an odd reddish stain on the desk (where Wheatly dropped the knife when moving Sackville's body).

- ☞ Searching the filing cabinet reveals a number of neatly arranged bills and personal documents. These are all for one Arthur Sackville, which, with a successful Know roll, is a name the Investigator will recognise (see the *Investigation of Sackville* section below for the more commonly known details of this man). Unfortunately, while there are a lot of well-organised accounts in the filing cabinet, these are probably of no further help to the Investigator.
- ☞ While the bookshelves are full of all sorts of books, it is obvious that Sackville had two main hobbies, trains and the occult. Although interesting to read in their own right, the train books seem to offer nothing to the Investigator in the way of leads beyond

identifying Sackville as a train enthusiast. Amongst the occult books there is nothing directly related to the Mythos. Instead, there is an abundance of 'mundane' occult literature, including a complete set of *The Golden Bough*, *The Oracles of Nostradamus*, and other common texts of the sort. In this collection there are also a number of reference books on Egyptian mythology and occult practices.

THE LOUNGE

This well-appointed room was Sackville's lounge/formal room. Unlike some of the other rooms in the house, the lounge doesn't look as if it's been used recently.

As soon as the Investigator enters this room, they may have a flash back.

You remember an Arthur Sackville inviting you into his home, this very room! He said he wanted to discuss your experiences as an investigator of the Mythos, and you remember sitting on the couch drinking sherry.

Apart from this memory, nothing much can be found in this room beyond the colonial furniture and train paraphernalia.

THE KITCHEN

The kitchen is a mess, with dishes piled high in the sink. Examining the cupboards, the Investigator quickly determines that there is little in the way of edible food-stuffs in the house.

There is one object that does catch the Investigator's eye, especially if they are looking for a weapon. In the sink, a large carving knife can be found. This blade seems to have been recently washed, and around the handle a red sticky residue can be seen. While this might be slightly eerie to the Investigator, even more perturbing is that the blade feels so very comfortable in their hand.

If the Investigator does grab the knife, they have the following flashback (1/2 SAN loss).

You remember Sackville's crazed grin, and the low chanting words that seemed to permeate the room around you. Yet you could do nothing about it, your mind fuzzy and delirious. He raised a hand; no you raised your hand, and then everything went blank. Now with this knife in your hand, you feel that odd feeling again, as if you're one and the same as Sackville?

THE DINING ROOM

The dining room is the scene of much recent activity, with many documents and papers scattered across the large table that dominates the room. It is also immediately obvious that the fireplace here has recently been lit and some of the papers have been burnt within.

These are Sackville's research notes into local graveyards (see *The Investigation of Sackville* below for more information), and their disorder is the result of Wheatly's review of them. The wizard has been very thorough in this task, removing any reference to his own tomb or anything which might lead the Investigator to his resting place (these are the various pages that have been burnt).

If the Investigator takes the time to reorder the pages which remain, the subject of the research is immediately obvious, although a specific insight into the purpose of the documentation is limited after Wheatly's interference. However, what can be determined is that these documents cover the dates certain bodies were interred, the locations of various tombs, and the history of the cemeteries themselves.

Once examined, the Investigator will notice that many of these documents seem to refer directly to one specific book - *A Century of Internment* - and note various numbers in relation to it (which are, of course, references to page numbers in the book). This book in particular is how Sackville learnt of Wheatly's tomb. It is probable that *A Century of Internment*, which is nothing more than the history of various local cemeteries and the stories surrounding them, will act as a lead in the character's investigations throughout the rest of this adventure. Unfortunately, it is unlikely that they will be able to actually locate a copy due to Wheatly's attempts to cover his tracks.

Finally, while this set of research notes does little but entice the Investigator, a second complete copy of these documents can be found at a later date (see *Finding a Solution* below).

BATHROOM

This plain but functional bathroom is typical of modern indoor plumbing. However, this bathroom comes with an unexpected extra, with even the most cursory inspection of the room revealing a pile of bloodstained clothes lying in the bathtub.

These are the clothes the Investigator wore to the meeting with the man they thought was Sackville, and are lying where Wheatly left them after using the newly-possessioned Investigator to kill the real Arthur Sackville (who, of course, was returned,

shocked and slightly insane, to his own body once Wheatly moved over to the Investigator's). If the Investigator examines the clothing further (i.e. they pick it up or search the pockets) they have the following flashback (1/2 SAN loss).

Those are your clothes! You can remember putting them on just prior to an important meeting you were to attend. But where did the blood come from?

MASTER BEDROOM

While Sackville's home has a number of bedrooms, the largest, master bedroom, is the only one which shows any signs of use.

Much like the kitchen, this room has the look of a somewhat frenzied occupation, with various piles of clean and dirty laundry scattered about. The large four-poster bed here is unmade and the side tables are packed with books on world history and geography.

If time is taken to look around the room, a range of personal items can be found, and the Investigator can find a number references to the name 'Arthur Sackville'. Of all the things found, however, perhaps the oddest items to be discovered here is the safari clothing and equipment that is packed in a box in one of the wardrobes.

THE BASEMENT

Accessed from an interior stairway, the dark basement is where Arthur Sackville stored most of his antiquities. It is now also the man's last resting place.

This large space is illuminated by a single light bulb, and it might take the Investigator a few moments to adjust to the gloom. Once accustomed to the lighting, the most obvious thing in the room is the body of Arthur Sackville lying in a pool of congealed blood (2/1d6 SAN loss).

Seeing Sackville brings another flashback to the Investigator.

Now you remember meeting Sackville. A few years ago, when both of you attended a lecture at the local university. He had some interest in Ancient Egypt, and you discussed the subject with him for a while. Just as you parted, you remember the look in his eyes... the same grim stare you've seen in your companion's faces and the one which often looks back at you in the mirror. Sackville had encountered something of the real horrors of this world!

Examining the victim's wounds, the following can be determined.

- ☞ Sackville has been stabbed multiple times, and has bled to death.
- ☞ With a successful First Aid roll, it is obvious that the body was moved from elsewhere and dumped here.
- ☞ With a successful Medicine roll, the Investigator can determine that the body hasn't been here longer than 48 hours. Additionally this successful roll allows the Investigator to determine that the blows have probably been made by a person of about the same height and strength of themselves (2/1d6 SAN loss).

If the Investigator thinks to search the body, he finds two items of interest: a small brass key and Arthur Sackville's membership card for the local Historical Society. The key, which is a nondescript brass pad-lock key, accesses Sackville's train station locker (see *Finding a Solution* below), while the membership card opens another avenue of investigation.

Once the character gets over the initial shock of discovering the body, they will notice that various items of historical value are also stored in the basement. This is where Sackville kept his tomb robbing gains, and is also where he cleaned and maintained the objects before offering them for sale.

An Investigator with the appropriate skills (Archaeology or History) could well determine the historical significance of these items and make a solid guess at their origin. Furthermore, from examining the various cleaning and repair tools located on a work bench in one corner (which is wired with a number of electric lights), it takes little to guess at what Sackville was doing to generate his income.

OUTSIDE THE HOUSE

If the Investigator takes the time to search Sackville's property they will discover the following:

- ☞ Two cars are parked in the short driveway, one behind the other. The one parked closer to the road belongs to the Investigator, while the other is Sackville's. Note that Wheatly can't drive, and relies on public transport to get around town.
- ☞ The gardens have been untended for a good period of weeks, and the once diverse and lovingly cared-for flower garden is now overrun with weeds.
- ☞ In the small garage, the rug, which once graced the floor of the study, is rolled up in the corner. As it is unrolled, it is immediately

obvious that it is stained through with blood (1/2 SAN loss). The garage is also home to various pieces of steam train paraphernalia, including wheels, identity plates and an old train station locker.

CONTINUING THE ADVENTURE

Once the Investigator has had a chance to explore the house and yard, it is a good time for them to return once again to the Wheatly corpse.

From this point onwards, it is left to the Keeper, guided by the character's actions, to determine when or how the adventure continues.

IN WHEATLY'S TOMB

While the Investigator is trapped in both Wheatly's tomb and corpse, there is much they can do to ensure that, when they do eventually find out what is happening to them, they are in a position to destroy the abomination they currently inhabit.

Most importantly, there is a lot of information to be discovered in the tomb, and especially the manuscript found near the door. It goes almost without saying that this information should be 'doled' out over a number of occasions when the Investigator is back in Wheatly's corpse, allowing the story and solution to this adventure to be revealed over a number of 'transfers' between the two bodies.

THE ENCHANTED BLADE

At the foot of Wheatly's coffin lies a small velvet box. Inside this is a dull copper knife.

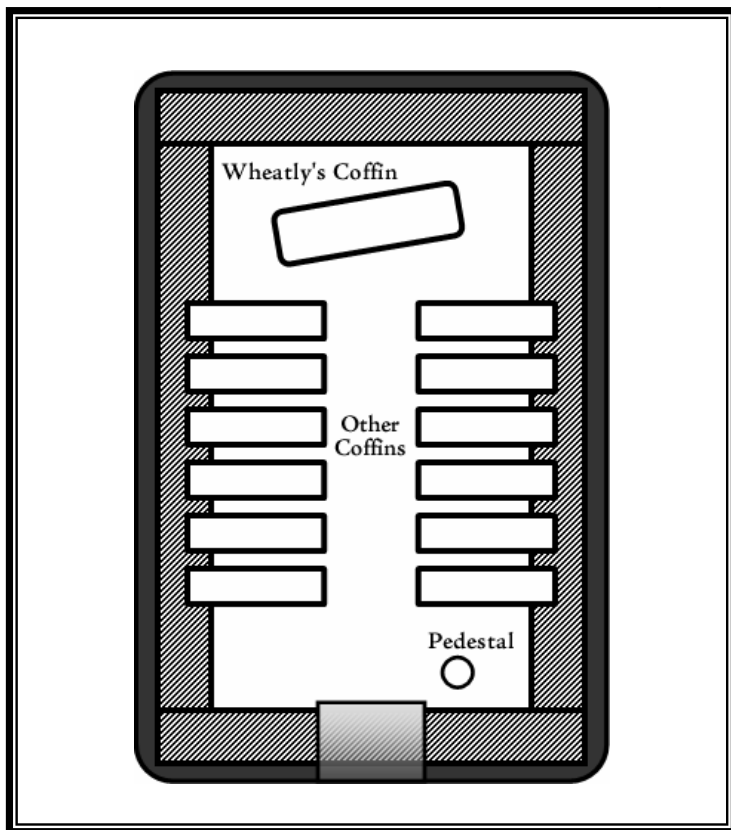
The Enchanted Knife

Made of pure copper, this knife is the enchanted blade referred to in the manuscript. Although it is very dull (a bread and butter knife could probably do more damage to a human being) it is the only weapon available which can kill Wheatly.

Base percentage chance: As the blade is so small, it uses the Investigator's Punch skill as its base percentage chance to hit

Damage: 1+db (note that if this weapon is used against animated dead - including Wheatly's corpse - it gains +1D4 damage to become 1+1D4+db)

Attacks per round: 1



Grave Map #2 - Wheatly's Tomb

THE INCOMPLETE MANUSCRIPT

This swollen and decaying leather-bound manuscript is found on the small pedestal near the door to the tomb (this pedestal is traditionally the place where a bowl of water is placed, allowing the pallbearers to wash their hands after placing a new coffin within).

On closer examination, with a successful Medicine of First Aid roll, the Investigator can determine that this book seems to have been submerged in blood. This has resulted in most of the manuscript being unreadable, the thick-stocked pages stuck together and rotting.

From what can be read - every few pages are loose and legible - it seems that this manuscript is a hand-written English transcription of another book. If the Investigator has such knowledge (i.e. they if they've encountered this book before, or with a successful Cthulhu Mythos roll), then it soon becomes obvious that this book is translation of *De Vermis Mysteriis*. Unfortunately, as stated above, the ill-treatment this book has received has resulted in it becoming almost totally unreadable. However, on closer inspection it seems that three sections of the book, near the middle of the text, are decipherable. It is these sections which will give the Investigator a number of

clues as to the motivations of the wizard and how he might be eventually defeated.

Reviewing each surviving section of the manuscript takes 12 hours of thorough study (giving the Investigator more than enough to do between returning to their own body and searching the rest of the tomb), and results in the following.

- ☞ Section 1 - Transferring the Soul: This section details the premise of transferring one's soul into another physical body. Unfortunately details of the actual ritual have been lost making it impossible for the Investigator to attempt the repossession of their own body (see Grave Handout #1 in the Handout Appendix).
- ☞ Section 2 - Permanence of Soul: This section of the manuscript proposes how one can make the transfer of a soul permanent. Again, the pages concerning the actual ritual have been lost to the damage done to the book; which is a blessing for the Investigator, although they might not know it (see Grave Handout #2).
- ☞ Section 3 - Freeing the Soul: Perhaps the most important information in the entire manuscript, this section details how the Investigator may defeat the wizard attempting to take over their body (see Grave Handout #3).

THE DEAD

In addition to the coffin in which the Investigator awoke, there are 12 more sarcophagi in the tomb. These are Wheatly's family members, all of whom would be shocked at the actions of their last living relative.

Most of the coffins are in good condition, although some are over one hundred years old and show signs of general decay. If the Investigator is keen on examining the contents of any of these coffins, they will find that it is extremely difficult to open the lid, due to their current body's low strength. If they wish to persist with their attempts, they will probably be disappointed with the effort, as all any of the coffins contains is a corpse in state.

THE SEALED HOLE

Beyond Wheatly's coffin, the Investigator can clearly see an area of the floor which has been resealed. This

is the result of the cemetery's ghoul inhabitants, who have previously attempted to break into the Wheatly tomb looking for a meal (Yes, Sackville was correct in his assumptions!). Wheatly, however, was aware of these creatures and had the hole sealed (and then placed an enchantment on the entire tomb) stopping the creatures from entering again; he had no wish to become a ghoul's dinner before his magic had time to bring back to the land of the living. Unfortunately for Wheatly, and now the Investigator in Wheatly's corpse, neither has the strength to reopen the hole.

EVENTS IN THE TOMB

The following events have been added to make the Investigator's time in Wheatly's tomb a little livelier. These may occur at any time, but both will probably interrupt their reading of the manuscript.

Visitors in the Cemetery

While the Investigator is reading or exploring their new home, a Listen roll reveals some noise outside the tomb. If a second Listen roll is successful, then people can be heard talking, although what they are exactly saying can't be made out.

If the Investigator attempts to communicate with the visitors in the cemetery, they discover that they are unable to speak, let alone shout, and only dust is projected from the Wheatly's corpse's throat and lungs (1/1D4 SAN loss). Furthermore, nothing the character attempts (banging on the walls or door of the tomb, etc.) will succeed in attracting any attention (which is probably fortunate seeing the Investigator's current physical condition).

After a few minutes, the people outside the tomb move off.

Noises from Below

This encounter will probably occur at night, but not necessarily so. With a successful Listen roll, the Investigator hears a sound of some sort of scrabbling beneath the floor of the tomb, as if something is trying to make its way in!

As the Investigator listens, there is the distinct sound of a dog-like yelp (0/1 SAN loss) and then the sound moves down from near the door, back beneath the back wall of tomb. It is not heard again.

These noises are made by the cemetery's ghouls, who, from time to time, attempt to break into the wizard's magically-protected tomb.

WHAT WHEATLY IS UP TO

As explained earlier, Wheatly has used magic to complete the transfer of minds between his body and that of the Investigator. Unfortunately for Wheatly, while he has mastered an eternal life as a shambling corpse, and has learnt to transfer his mind between bodies, the process for making such a transfer permanent has initially been beyond him (much to the Investigator's relief!).

In Sackville, Wheatly found a body which he could permanently control, but the Investigator is another issue all together. Therefore, during this adventure, the wizard is endeavouring to find a way in which to make this transfer permanent, and will devote the time he has in the Investigator's body exclusively to this task.

To ensure he has the best opportunity to find and complete the ritual, he will attempt to adhere to the following plan.

- ☞ Through his earlier research at the local library, in Sackville's body, Wheatly discovered that his own copy of *De Vermis Mysteriis* had been donated to the local Historical Society (rather than being buried with him as he had requested). If given the chance, he will consult this tome on more than one occasion during the adventure.
- ☞ *De Vermis Mysteriis* has the complete ritual for the transference of a mind into a new body. Fortunately for the Investigator, this ceremony involves a considerable amount of preparation, and ultimately requires either the ritual sacrifice of the caster's original body or a 'copy' of the body the wizard wishes to inhabit. Wheatly is unwilling to take the first option - he still has some empathy towards his original body, even though it is just a shambling corpse - and so will attempt the latter. This second option, as Wheatly discovers, can be completed by using a modified version of the *Consume Likeness* spell, and results in a third-party individual taking on the aspects of the wizard's intended victim.
- ☞ After learning what is required, Wheatly will gather together the resources to complete the ritual of permanent transfer. This includes acquiring a victim onto which he will cast the modified *Consume Likeness* spell.

In addition it should be noted.

- ☞ Wheatly is paranoid. Not only is he concerned that he might be stopped by the Investigator

(whom he is aware has some experience with the Mythos and magic) but is worried about the vulnerability of his 'own' body. As a result, he will attempt to limit the Investigator's actions as much as possible. This is achieved by both destroying Sackville's notes and any information leading to his family tomb, and by creating animated corpses to restrict the Investigator's movements while they are back in their own body. See *Events and Returns* below for more information on this.

- ☞ If the character dallies too long, Wheatly will eventually gather both the resources and the magical strength required to complete the ritual and permanently destroying the Investigator's mind. If this does occur the Investigator is dead, and Wheatly returns his, now empty, corpse to its final resting place permanently. He will, of course, now live on in the Investigator's body, continuing his search for the key to eternal life.

INVESTIGATION OF SACKVILLE

Once the Investigator realises that there isn't an easy solution to their predicament, it is likely that they will want to follow up the few leads they have available to them. By this point they should be aware that they are currently in the home of Arthur Sackville, and this name alone should be enough to start them on their way.

WHAT IS KNOWN ABOUT SACKVILLE

Surprisingly, quite a lot is known about Arthur Sackville, and this can be easily discovered through appropriate use of the Library Use skill or bringing his name up in casual conversation with someone who might know him. Indeed, it is possible that an Investigator with the right area of expertise could already be well aware of Sackville and his history. Information that can be discovered includes.

- ☞ Arthur Harold Sackville is in his 40s.
- ☞ In his early 20s, he joined an expedition to Egypt. This expedition resulted in the unfortunate deaths of a number of the group's members.
- ☞ Upon his return, Sackville gained some notoriety as a dealer in antiquities, a number of which he'd brought back with him from Egypt.
- ☞ He is somewhat of a social recluse, but happy enough to talk to those who take the time to get to know him. He was active in a local

Historical Society, and gave talks on the various items he had acquired.

- ☞ He is an enthusiastic train spotter, and is/was often seen at the local train station looking at the engines.
- ☞ He is a confirmed bachelor.
- ☞ He has one sister, Sarah Carroll, who also lives locally. His parents are both dead.
- ☞ He has a good reputation amongst other antique dealers, and had recently changed his area of speciality from Egyptian to historical American artefacts.

WHAT ISN'T KNOWN ABOUT SACKVILLE

While much about Sackville is public knowledge, there is a lot which he has kept hidden from even his closest friends and relatives.

As the Investigator researches more about Sackville's background, some of this may come to light, although possibly only through rumour and innuendo. Only Sackville's own notes (found in his train station locker - see *Finding a Solution* below) will fully explain all of the following.

- ☞ Arthur was a quiet child with a nervous disposition. He has always been more interested in books and reading than in people.
- ☞ He attended Miskatonic University in Arkham, and graduated with a Masters in History.
- ☞ As a graduate student, he reluctantly joined an expedition of fellow historians to Egypt. While there the group discovered a number of suspicious goings on with another group of Europeans, and found themselves entangled in the events surrounding a murder and a cult of Ancient Egyptian God worshippers.
- ☞ Determined to stop such blasphemy, Sackville's group embarked on a raid on the lair of these cultists. Unfortunately, they were discovered by the cult's inhuman allies, a race of creature which feed on the dead. In the resulting battle, most of Sackville's friends died and Sackville himself was driven insane.
- ☞ Found days later by a passing nomad, Sackville was slowly returned to full health. Once recovered, he returned to his home town, with just the expedition's artefacts as proof of the events that had befallen them.
- ☞ Repulsed, yet fascinated, by the existence of the tomb creatures (or ghouls as they were also known), Sackville, soon came to believe

that these same such monsters might exist in cemeteries all over the world. This research led to the local Historical Society, which he discovered held a copy of the book *De Vermis Mysteriis*. This book confirmed his suspicions about the existence of these ghouls.

- ☞ Determined to at least ensure his home town was rid of such creatures, Sackville started researching the old tombs and mausoleums in the region to determine which might have some connection to the ghouls.
- ☞ Although his raids on the local tombs met with little success, he did discover a number of items of historical and occult value within them. These he started to sell to finance his research.
- ☞ Unfortunately for Sackville, about a month ago, he found reference to Wheatly's family tomb and was unmanned by the encounter with the old wizard and his magic.

SACKVILLE'S LIBRARY RESEARCH

One line of enquiry open to the Investigator is to go back over Sackville's library research. Both Sackville and Wheatly (in both bodies - Arthur's and the Investigator's) have undertaken extensive research at local libraries.

If the Investigator also visits these same libraries, one of the first things they will notice is that the library staff they interact with will be familiar with them and their desired areas of research. This is obviously the result of Wheatly's own investigations into the whereabouts of a copy of the *De Vermis Mysteriis*. In the most extreme cases, some people the Investigator talks to will politely state that the Investigator has really asked this or that question before.

While following this line of investigation, the following may be discovered.

What was Sackville researching?

A librarian can easily direct the Investigator to the area in the library in which Sackville was most often seen reading. Unsurprisingly, this is the local history section of the library, with a particular focus on the nearby cemeteries.

While a number of books on the general history of the area can be found, a copy of the book *A Century of Internment* is not available.

If a librarian or library catalogue is consulted, there is indeed a record of this book and even a note that Arthur took it out on extended loan. Unfortunately, it just can't be found anywhere in

the library. An offer will be made to locate another copy, but this might take weeks to arrive (weeks the Investigator doesn't have).

Of course, the 'disappearance' of *A Century of Internment* is the result of Wheatly's attempts to keep the Investigator from tracking down his tomb. This book may make an appearance later in this adventure at the Keeper's discretion.

Researching Sackville's history

If the Investigator decides to research Sackville and his background, with the appropriate Library Use rolls, various newspaper articles (or even the occasional antiques journal) can reveal the information found in *What is Known about Sackville* above.

What was the character previously researching?

If the Investigator thinks to ask about what they were researching here previously, they will initially get a few funny looks. Once the librarian gets over this incredulous question, they will amusedly direct the character back to the local history section. In this instance, however, the person they are talking to will say that they were researching local occult matters.

Finding out what in particular interested Wheatly is not as easy, although fortunately the librarian can state that the Investigator was asking about the local Historical Society.

THE HISTORICAL SOCIETY

There are a number of reasons for the Investigator to visit the local historical society either because of Sackville's connection to the organisation or because their leads from the library point to its copy of *De Vermis Mysteriis*. The society has its own private building, which doubles as a meeting/lecture hall and a small museum. As such, the society hall is open during normal business hours.

The curator is seemingly unsurprised by the arrival of the Investigator (and may, if the story has progressed far enough, state that they have previously called in reference to a book in the organisation's small library).

This book, *De Vermis Mysteriis*, is supposedly a book of black magic, although to the best of his knowledge, it is little more than the 15th century ramblings of a crazy German fool.

Furthermore, the curator can add the following.

- ☞ When Sackville first joined the Society, he was very enamoured with the book, and often spent hours reading it.

- ☞ Recently Sackville returned to read the book, although during these sittings he seemed unable to concentrate and often left without informing the curator (leaving the priceless book just laying there!).
- ☞ (If it could have already occurred) the curator will inform the Investigator that they have already consulted it and have taken a number of notes from its content.

If the Investigator enquires about the history of the book, or how it came into the possession of the society, the curator will say:

- ☞ That it was donated by a local councillor around the turn of the century. A dedication plaque for this is located next to the display case it normally sits in.
- ☞ That rumour has it that the book once belonged to a wizard or sorcerer, although he doesn't believe this story, and doesn't know the name of the man.

Of course, Wheatly has taken an interest in this book and has/or will consult it for a ritual that will make the transfer of his mind between his and the Investigator body permanent (see *What Wheatly is Up To* above).

If the Investigator asks to see the book, the curator will expect a small donation, after which he'll extract the book from its locked display case. Alternatively, if Wheatly has had a chance to do his research, the curator might automatically assume that Investigator is there to consult the book and open the case for them without even asking.

The contents of this book (which is written in Latin) is beyond the scope of this adventure, especially as the amount of time required to even briefly review it would take longer than the Investigator can readily afford! With Wheatly, of course, this is a different matter, not only does he read Latin, but he knows exactly what he is looking for in the book (seeing as he once owned it), and has a good idea where to find the ritual he wants.

Finally, the curator can direct the Investigator to a number of other society members who can further discuss Sackville and provide leads as required. For example -

- ☞ One of the society members may say that Sackville was a train enthusiast, and spent a lot of time down at the station.
- ☞ Another member might know of the key Arthur carried on him and say that his sister Sarah (see *Events and Returns - The Shadow* below) might know more.

RESEARCH AT THE GRAVEYARD

It is likely that the Investigator may wish to scope out one or more of the local cemeteries. Unfortunately, as with any reasonably sized town, there is more than one candidate for the tomb of Mathew Wheatly, especially as it is nigh impossible for the Investigator to know the name of the man who is responsible for the magic of which they find themselves a victim.

On the other hand, once the Investigator does discover the name Mathew Wheatly, it is a relatively easy task to track down his tomb. Examining the sets of cemetery records will quickly identify Wheatly's family tomb, its location and last access date - which was shortly after Wheatly's internment, when the then councillors decided that the books with which he'd been laid to rest were too important to leave there.

EVENTS AND RETURNS

This section details a number of possible events that may occur as the Investigator attempts to find out what is happening to them. These are divided to *Events* or encounters they might happen to the Investigator in their journeys and *Returns* or the results of what might have occurred while they were trapped in Wheatly's corpse.

Of course, additional events can occur as the dictated by the plot or as thought appropriate by the Keeper.

1) EVENT - THE SHADOW

This event should occur the first time the Investigator gets to follow up any of the leads they might have.

Sarah Carroll, Arthur's sister and his only living relative, is concerned about her brother. He has been acting very oddly recently, even stranger than usual, and she wants to find out more.

Arthur's odd behaviour began innocently enough. At first there were simple excuses - he was too busy to come around for dinner, or he was feeling poorly. But Sarah believes that Arthur was becoming a recluse; he would appear sloppily dressed at the door, finding any excuse not to let her inside, and started using very coarse language on the phone to her.

As such, Sarah has taken it upon herself to keep watch on his house and try and find out what's 'got into him'. Unfortunately, due to other family commitments this has been an intermittent

stakeout, and she wasn't present when the Investigator arrived. However, as the Investigator now seems installed in her brother house (well, Wheatly in the Investigator's body at least), she is curious as to their role in her Arthur's sudden change.

Sarah just wants to know that Arthur is okay (which is unfortunate as he is now dead), and as such will shadow the Investigator until confronted. If they are able to convince her of their good intentions (although she won't believe any hocus-pocus they might spout), Sarah can give the Investigator some additional insight into the Sackville (beyond that mentioned in *Investigation of Sackville* above).

- ☞ He is fastidiously tidy, almost to the point of obsession. As such, Sarah was shocked to see him in the bedraggled state he was in the last she called on him.
- ☞ He was also a very careful and calculating man, who made sure that everything was in its proper place and that all contingencies were accounted for. She will reveal that he gave her a key for safekeeping, saying it was a copy of another he had. This is another copy of the train station locker key, the original of which is on Sackville's body.
- ☞ After his return from Egypt, he was even more withdrawn. He said it was the result of a fever he had contracted, but Sarah said that he was much more nervous after his return, as if he was scared that something was following him. Perhaps this is why he's become such a recluse?
- ☞ Only two things really interested him - trains (he is truly train mad, and often spent hours down at the local station) and history (he'd spend almost as much time at the local Historical Society).

Although Sarah cannot directly help the Investigator, she is a good tool for the Keeper to use in ensuring the player has access to the clues and leads they need to successfully defeat Wheatly.

2) RETURN/EVENT – THE ANIMATED SACKVILLE

This event should occur shortly after the Investigator returns to their own body. This should be after they have previously achieved some research into their situation, and perhaps have done something that tips Wheatly off to the fact that the Investigator is on his trail (i.e. have approached the police or another Mythos Investigator, etc).

When the Investigator awakes, they are back in Wheatly's study. Quite soon after they regain a little composure from the transfer, they'll also notice that their 'off' hand (i.e. left if they are right handed or vice versa) has recently been bandaged up - the player should mark off one (1) Hit Points from their character sheet. If the wound is examined, it seems as if it was done with a blade of some sort, but that it has been well treated post injury (i.e. cleaned and tightly bandaged).

This wound, of course, arises from Wheatly's attempt to restrict the Investigator to Sackville's house (he doesn't really appreciate the Investigator getting out and about – surprisingly enough). In this case, he has - if the Investigator hasn't already removed it - animated the corpse of Arthur Sackville and has given it the simple orders to not let the Investigator leave the study. This was an interesting command, as in reality Wheatly was making Sackville's corpse the guardian of a door which only he himself (in the guise of the Investigator) could ever come out of.

Still beyond the intricacy's of this part of the animation, the Sackville corpse will do all it can to force the Investigator to remain in the study. It will not, if at all possible, attempt to physically hurt its charge, but as it is a summoned guardian, it might mean the only way the Investigator can get free of it is by literally hacking the body into pieces!

The attempts to defeat the animated Sackville might lead to other encounters (such as Event #4 below), depending on the noise arising from the fracas.

Note that Wheatly could also kill and reanimate Sarah (see *Events and Returns - The Shadow*) to achieve this goal later in the adventure.

3) RETURN – THE RESEARCH NOTES

This event can be used if the Investigator is having trouble following up either Sackville or Wheatly.

When the Investigator awakes after being in Wheatly's corpse, they will notice a pile of new notes sitting in obvious location in or around Sackville's house. These are in Latin, but seem to have been written in the Investigator's own hand. These are part of the wizard's research into making the possession permanent.

Examining them closely, the Investigator will notice that one of the notes is actually written on the back of a page of letterhead paper from the local Historical Society. This lead should point the Investigator towards the society and further leads.

4) EVENT - THE POLICE COME CALLING

This event can occur just prior to the Investigator leaving Sackville's house, or just as they arrive back at it.

Two policemen arrive at Sackville's door, looking to talk to the antiquarian. Since a few weeks have passed since Wheatly first took over Sackville's body, and in that time he has rarely left the house, a number of neighbours have raised concerns about the occupant's health. Furthermore, reports are now filtering through that a stranger is living in the man's home.

The police officers will ask all the usual questions: about Sackville's whereabouts, why the Investigator is now in residence, and surprisingly enough, do they know why Sackville spends so much time at the local train station, where he'd often be seen at all hours? They will finally ask to enter the house, but will not push the subject if refused access.

If the Investigator asks them about Sackville, they can give the character as much information as the Keeper deems necessary to progress the story.

How the police treat the Investigator going forward depends greatly on their responses at this time, and could range from making them a suspect in foul play through to them being a candidate for commitment to the local sanatorium.

5) EVENT – THE STRANGER

This event can occur at any point during the adventure.

The Investigator is approached by a complete stranger, who starts to talk to the character as if he was their best friend.

If questioned on how the two parties know each other, the stranger will look offended and say that they have spoken on a number of occasions as he is the bus driver who runs the route outside Sackville's house. He will say that the Investigator has always been very chatty, even if they have often asked some very obvious questions (e.g. What's the Panama Canal? What exactly is this 'Fascism' in Europe? etc.). Furthermore, the bus driver had helpfully directed the Investigator to various sites of interest around town (e.g. local libraries, historical society, etc.).

6) RETURN – A MESSAGE

This event should occur as the Investigator approaches the conclusion of their investigation.

When the Investigator awakes, they find a note stuffed in their pocket. It is in their own hand

writing, but is considerably messier in appearance than the script they write themselves.

The note (see Grave Handout #4 in the Handout Appendix for a Player's copy).quite simply says –

You are never going to find me. Give up and it will be so much easier.

See you soon.

W

The Investigator can also smell smoke, as if a fire is alight somewhere. This emanates from the fireplace in the dining room, which is now barely smoking. In the remains of the fire a blackened and charred book can be seen. This book is almost totally destroyed by the fire and although the contents are unreadable, the cover reads - after the soot has been wiped clear - 'A Century of Internment'.

FINDING A SOLUTION

Eventually, the Investigator is going to gather enough information to lead them to discover a solution to their predicament.

Note that these discoveries should occur after the Investigator has been subjected to a number of transfers into and out of their own body.

THE TRAIN STATION LOCKER

While Arthur Sackville might have been weak-willed and have a nervous dispensation, he was aware of the Mythos and the fates of those who encounter it. As such, Sackville had been making copies of his various research notes and hiding them away in a local train station locker. With this little piece of security he hoped that, if one of his night missions into a graveyard went badly (he was deathly afraid of encountering the tomb creatures again), then someone else would soon find his notes and either clarify the events surrounding the incident or perhaps continue the fight against these creatures.

The Investigator can gain access to this locker by the master key - found on Sackville's body - or its copy, which he left with his sister, Sarah, shortly before his disappearance. Although it is not immediately obvious that the key is for a train locker (the small brass key is fairly typical of any lock), information from the police or various friends and acquaintances of Sackville can lead the Investigator to the locker. (Of course, if all else fails, any locksmith worth his salt should be able to tell the Investigator exactly what the key is for!).

Once the Investigator has actually gained access to the locker, they will discover years of Sackville's

collected notes, all tidily typed and bound together with string. It takes a few hours to completely scan the information, which dates back to Sackville's return to the town after his expedition to Egypt.

- ☞ The notes cover all of Sackville's history since the expedition, including the reasons for his tomb-robbing behaviour.
- ☞ A lot of the notes detailing creatures known as Ghouls and their habits. Included in this are copied references from various occult sources on the subject.
- ☞ There are also various notes about local tombs that a) might be the homes of such creatures and b) would likely hold artefacts that could support his research habits. These detail the recent tomb-robbings in the area that aren't attributed to Sackville and, most importantly, lists the tomb of one Mathew Wheatly as Sackville's last target. (Note, this portion of the notes could include information found in *Researching Wheatly* below - as required by the Keeper).

After reading the stack of notes, the Investigator gains 1 point of Cthulhu Mythos and loses 1 Sanity point. More importantly, these leads should point the character towards Wheatly and his tomb.

RESEARCHING WHEATLY

Before the Investigator decides to confront the wizard, they may wish to know a little more about Mathew Wheatly. Although, the most recent mention of Wheatly (in *'A Century of Internment'*) is no longer easily consulted by the Investigator, a number of newspaper articles referring to the wizard, both prior to, and after, his death can be found with a successful Library Use rolls (one for each article).

- ☞ Mathew Wheatly lived in the Investigator's town up until his death in 1897. He had the reputation as being a wizard, and would purportedly perform rituals for paying clients. No record of his birth or arrival in the town is noted.
- ☞ His expired body was found on the floor of his study. The body was in quite a state, and the coroner determined that it had been there nearly a week before it was discovered.
- ☞ Rumour has it that Wheatly had died as the result of some animal attack, but this was never substantiated.
- ☞ His will decreed that he should be buried with a number of his most precious books. This was undertaken, but a local councillor then

decided (with the backing of a judge) that the books were of important historical significance, and they were removed from the tomb. Many of the books ended up being 'donated' to various state-sponsored organisations, but at least one was given to the local Historical Society. There is no known reason why the hand-written translation of *De Vermis Mysteriis* was left behind - although one can guess it was due to the state of the book.

THE TOMB

Once the Investigator has determined which tomb Wheatly's body is trapped in, they may wish to do a little reconnoitring. The Wheatly family tomb is located in an older spot of the graveyard where most of the graves are no longer attended.

During the day, the graveyard is a nice, serene location, and, when the weather is good, is frequented by a number of visitors. At night, this corner of the cemetery takes on a darker and much eerier tone, the moonlight casting foreboding shadows across the rows of tombs and headstones.

Examining the Wheatly tomb at any time of night or day will reveal that the door seems to have been recently opened (Sackville) and shows some signs of damage where a crowbar or wedge was used to break the seal. The door also sports a new padlock, but once that is dealt with, it seems a relatively easy task to open it with the right leverage.

If the character has come here at night, it should be pointed out that they are pretty sure that they can hear faint movement within and, at the Keeper's discretion, even a quiet chanting.

CONFRONTING WHEATLY

Once the character has tracked down Wheatly's tomb in the graveyard, they are going to need to devise a plan of attack. If nothing else, they will have hopefully discovered that the enchanted blade is the only thing that will ensure Wheatly is permanently destroyed.

Of course, there are a number of things that they might want to do before they began their assault on Wheatly, and it is left to the Keeper to determine if these are feasible or not. It is recommended that the 'raid' on the tomb takes place at night, and that the Investigator is armed with something a little heavier than their fists.

AWAKENING ONE LAST TIME

This event should occur when the Investigator completes his or her last transfer back into their body, prior to attempting to defeat Wheatly (i.e. the Keeper should ensure that Wheatly has one last chance to control the Investigator prior to their final confrontation).

This event will begin with the Investigator waking in a new location, the Historical Society (the wizard feeling that the security of the Sackville home has now well and truly been compromised) in the depths of night. As the Investigator recovers from the transfer, they notice that they have a number of scratches on their arms and a black eye (see below). In addition, a pentagram has been drawn in chalk on the floor near them. In the centre of this pentagram sits a chair, upon which a slumped body is tied upright. This occult symbol also seems to be the source of the only light in the room, giving off a circle shaped barrier of muted blue light.

During his time in the Investigator's body, Wheatly has learnt enough to attempt to make his possession permanent. To complete this successfully, he must sacrifice a copy of the body he wishes to inhabit. His first step in this task was to get a body to make into a double, and this was achieved by attacking and subduing a local hobo (although not without the homeless man putting up a bit of a fight - the results of which the Investigator is now feeling) earlier in the night.

Once the unconscious man was dragged back to the society's hall, the second step was to cast the modified version of the Consume Likeness spell, which Wheatly has learnt from the Historical Society's copy of *De Vermis Mysteriis* (the 'raw components' of which he had readily available i.e. the Investigator's hair, finger nails, etc.) This has resulted in the hobo, tied to the chair, now looking exactly like the investigator!

The third step, fortunately for the Investigator, he was unable to complete before he was once more transferred back to his corpse. Therefore while the pentagram of power was completed, the ritual sacrifice of the 'likeness', which would have finally destroyed the Investigator's mind and soul, wasn't completed.

Nevertheless, the Investigator is bound to be very confused when confronted with their own body in the pentagram, even if it is unconscious (2/1D6 SAN loss). Furthermore, the Investigator will find that they cannot enter the pentagram, even if they wish to, and there is nothing they can do to wake their double.

While the Investigator may fret about the presence of their likeness, its very appearance should impress on them the need to immediately act against the wizard (or Wheatly shall soon regain the strength to once more possess the Investigator's body and complete his ritual).

ATTACKING WHEATLY

It is likely to be night when the Investigator arrives at Wheatly's tomb. Within, they will think they hear movement, but they cannot be sure. To open the tomb, the Investigator must first break the padlock (or the chain around the handle fixed by the padlock) and then force open the door.

Once the tomb door is open, it is likely that the first action that the Investigator will attempt will be to locate the Enchanted Blade. If they have thought ahead, it is possible that they have hidden the knife somewhere within reach.

Unfortunately for the Investigator, it is likely that the Wheatly has prior warning as to their arrival, and will, if possible, prepare a little surprise for his 'other body'. This is in the form of two animate corpses - his long-dead relatives. These are charged with subduing the Investigator, while Wheatley attempts to once more take control of the body.

What Wheatly attempts to do...

With the animated corpses of his relatives attempting to restrain the Investigator, Wheatly is once more attempting the 'transfer'. This chant and ritual will take the wizard a number of combat rounds to complete.

On Wheatly's action each turn (i.e. on his DEX rank) the transfer chant will temporarily drain 1D3+1 POW from the character (recovered in full at the completion of this adventure). It should be noted that Wheatly can only attempt this 'drain' if he has a free action (i.e. has not been hit or attempted a dodge that turn). If Wheatly succeeds in draining all of the Investigator's POW, then the transfer is successful, and it is unlikely that the character will ever get a chance to awaken in Wheatly's body; the wizard will complete the permanency ritual by destroying his old body - something he'd hoped to avoid).

Fighting the Animated Corpses

Fortunately for the Investigator, while the animated corpses of Wheatly's family are reasonably powerful, they are only trying to restrain the character long enough for Wheatly to complete his transfer. Thankfully, they are also vulnerable to any normal weapons the

Investigator may have thought to bring along with them.

Killing Wheatly without using the Enchanted Blade

The sad fact is that Wheatly cannot be completely defeated in any other way than with the Enchanted Blade. If the character does manage to reduce Wheatly's Hit Points to zero with any other weapon then the wizard will collapse to the ground. This is just a ruse, however, and Wheatly recovers Hit Points at the rate of 6 per turn. When the moment presents itself, Wheatly will recommence his transfer.

That said, using a gun or larger blade to reduce Wheatly's Hit Points (and then killing him with the blade) is a legitimate ploy.

Defeating Wheatly once and for all

Once Wheatly's Hit Points are reduced to zero (with the Enchanted Blade) he is permanently defeated. (Note that the damage done when attacking Wheatley with the blade is $1+1D4+db$).

This moment of victory can be described as - *For an instance, time stands still as the knife plunges into Wheatly's chest. Then, first around the blade, before quickly spreading around the entire corpse, the old wizard's body begins to turn to ash. Within moments, nothing of Wheatly remains, except the light grey ash that can be seen floating across the graveyard towards the lights of the city. Then, and only then, do you know that you are free forever of Wheatly and his tomb.*

AFTERMATH

With Wheatly destroyed for good, the Investigator immediately regains 2D6 Sanity. In addition, they may also receive 1D6 points of Cthulhu Mythos skill, as result of their shared experience within the wizard's body.

In other matters, fortunately for the character, the Pentagram of Power and the Consume Likeness spell used back at the Historical Society will wear off shortly after Wheatly is defeated. And while the Historical Society's curator may swear that the Investigator was bound up in his building that morning, by the time anyone has arrived to corroborate the fact, the hobo is once more his old self (and, of course, can remember nothing of the previous night).

Of course, although Wheatly is now dead, there may still be many loose ends the Investigator needs to

clean up. For example, what happen to Sackville's body? Are the police after them for multiple crimes they themselves may not have committed? And finally, what are people going to say about the desecration of their graveyard?

The answer to these questions are left to the Keeper to decide, but vitally it is important to remember that the Investigator has been, for a while at least, bound to a powerful sorcerer, an experience they are unlikely to forget too soon.

ROBINSON GRUESOME

Cast away on a South Sea Island, the Investigator finds himself up against a fierce native cult and their hideous 'God'

In this adventure, the Investigator will find themselves marooned on a small island in the Pacific. Here, the initial problems of surviving alone in such an environment pale into insignificance, when, at the first full moon, a canoe arrives on the island, carrying a group of native Islanders and their struggling captive. As the castaway watches from the shadows, the victim is gruesomely sacrificed to an unseen creature that appears to live beneath the island.

However the Investigator reacts to this, they should still be on the island when, a month later the full moon coincides with a storm at sea. In the morning, a wrecked canoe and a number of corpses wash ashore, as does the still-living priest who was to lead the sacrificial ritual. The Investigator can choose whether or not to confront the priest, but either way it soon becomes clear that the thing inside the island expects its sacrifice, and if none is forthcoming it will come out and find its own.

As such, the adventure should climax with a damaged canoe, two humans and a hungry, mutated Deep One that has to be dealt with before either, or both, may leave - whether this means killing it, or merely feeding it, is yet to be seen!

Nominally set in the 1920s, this adventure can be reset in any era. However, the existence of the Dagon Cult is far less plausible in the modern era.

KEEPER'S BACKGROUND

The adventure is set in the Caroline Islands of Micronesia (see *The Caroline Islands*, below, for

information on this island chain). The most famous of these islands, to Lovecraft fans anyway, is of course Ponape, where Captain Obed Marsh first encountered the Deep Ones.

The Cthulhu Cult in Micronesia was always centred in the western part of the chain, around Ponape. However, the German administration in the 19th century violently suppressed this unpleasant native religion, and in doing so effectively wiped out the tribe of Deep One hybrids encountered by Obed Marsh 100 years earlier.

Cultists still exist, but interbreeding with Deep Ones only occurs on a few outlying islands. One such location was a small group of islands that surround a single inhabited atoll a hundred or so miles to the south of Ponape. Known in the local dialect as 'Dagon's Isles', it is said that Father Dagon himself selected the tribe who live there as his chosen people.

In more recent times, however, this tribe has grown to believe that their god has abandoned them, and as such no longer sends the 'the sea people' to bred and live amongst them. If only they knew the truth; the real reason that 'the sea people' - Deep Ones - no longer visit is the result of a Japanese attack - via submarine - which destroyed the small colony of Deep Ones that lived offshore.

Now that they are no longer in contact with this group, the priests of the island concentrate their worship on 'The Son of Dagon', a single mutated Deep One living in a cave under the second largest

of the small group's islands. This creature is both vicious and insane, and was exiled from its own people centuries ago. Since the departure of his fellow Deep Ones, The Son of Dagon has developed a taste for living human flesh, a result of the single human sacrifice every full moon – and this ritual has grown so important to both the people of the islands and the mutant, that if the sacrifice does not come, The Son of Dagon has been known to visit the village on the main island and take its own.

The high priest, Talak, believes that if the Son of Dagon is kept happy, then eventually Dagon and his children will return to the people. Hence, every full moon a canoe crosses the 20 miles to the Isle of The Son of Dagon, carrying Talak, a sacrifice chosen by the people, and 6 strong men. The sacrifice is taken to the highest point on the Island and, with due ceremony, hurled down the rock chimney to The Son of Dagon's cavern. As Talak prays to Dagon the sounds of the Son of Dagon's feasting comes from below, echoing across the Island.

THE CAROLINE ISLANDS

The Caroline Islands extend for nearly 2000 miles across the west-central Pacific. The chain itself is bordered on the east by the Marshall and Gilbert Islands, while to the west they extend to within 500 miles of the Philippines. Positioned in the northern hemisphere (to the north-east of New Guinea), they reach to around 10 degrees north of the equator.

There are probably over a thousand individual islands in the chain; the easternmost being similar to the coral islands of the Marshalls, while the western islands are of a combined coral and lava construction. Since they lie within ten degrees of the equator, and receive the southeast trade winds from the central Pacific, the islands are very hot and very humid all-year-round.

There are a number of major islands in group, with Palau (some 190 square miles) in the west of the chain, Yap (around 40 square miles) in the north-west and Truk (now known as Chuuk) in the central cluster of islands. Of course Ponape (now Pohnpei) is also part of this island group, and is situated in the far east of the group.

The Islands' first contact with the West was through Spanish explorers in the 16th century. Spain claimed sovereignty over the Caroline Islands until 1899. At that time, Spain withdrew from Pacific affairs and sold its regional interests to Germany (except for Guam, which became a

United States insular area). The German administration encouraged the development of trade and production of copra on the islands, building up the industry until they lost possession of the colony after World War One.

Japan legitimately governed of the island chain (along with the Marshall and Northern Mariana Islands) - under Japanese navy authority - through a League of Nations mandate, which lasted from 1920 until 1935 (when Japan left the League of Nations).

By the 1930s, Palau was the administrative centre for Japan's holdings for all of Micronesia and boasted a Japanese civilian population of around 26 thousand. It was during this period that the Japanese built a military base on Yap, and designated Truk as the Japan's fleet anchorage for the Central Pacific region.

After the war, during which the Islands were heavily bombed by the allies, the region came under the trusteeship of the United Nations. And finally, on July 12th 1978, following a Constitutional Convention, the people of four of the former Districts of the Trust Territory, Truk, Yap, Ponape and Kusaie (now Kosrae) voted in a referendum to form a Federation under the Constitution of the Federated States of Micronesia (FSM).

INSANITY DURING THIS ADVENTURE

There are few situations in this adventure which could lead to the Investigator developing temporary insanity. Unfortunately, if such an event does occur, it might end the story abruptly (especially if catatonia or some other form of disabling insanity is rolled as a result). As such, it is recommended that any insanity manifests itself either as a hysterical reaction (i.e. fleeing in terror) or some form of hallucinatory response (i.e. Panzaim). It is also suggested that all episodes of insanity be of a shorter duration – say rounds rather than hours.

Any indefinite insanity suffered as a result of the castaway's experiences should be delayed until after they leave the island. The long-term effects of such an adventure could be very interesting.

Insane insights could be very useful in this scenario - a clue about Talak's motivations or the nature of the creature should be imparted if an insight is granted.

STARTING THE ADVENTURE

Fitting this adventure into an existing campaign could be problematic – an Investigator needs to be travelling alone in the Pacific, a situation that will be nigh on impossible to engineer into a Lovecraft Country campaign! Instead, this adventure is probably best used either as a one-shot or as an introductory adventure for a new character. A character that has survived this adventure will be more prepared than most for facing the challenges of the Mythos.

The exact circumstance of the Investigator being in the Islands is best left to the individual Keeper, but the following suggestions can be made. Ponape in the 1920s is a fairly quiet outpost of the Japanese Empire. The military is centred on Truk, far to the West, and there is only a small garrison on Ponape. The most likely reason for an Investigator to be in the area is in a professional capacity i.e. in an archaeological (there are some impressive ruins on Ponape), anthropological or journalistic capacity (perhaps working for National Geographic Magazine). Tourism is unlikely in this era.

CRASH LANDING

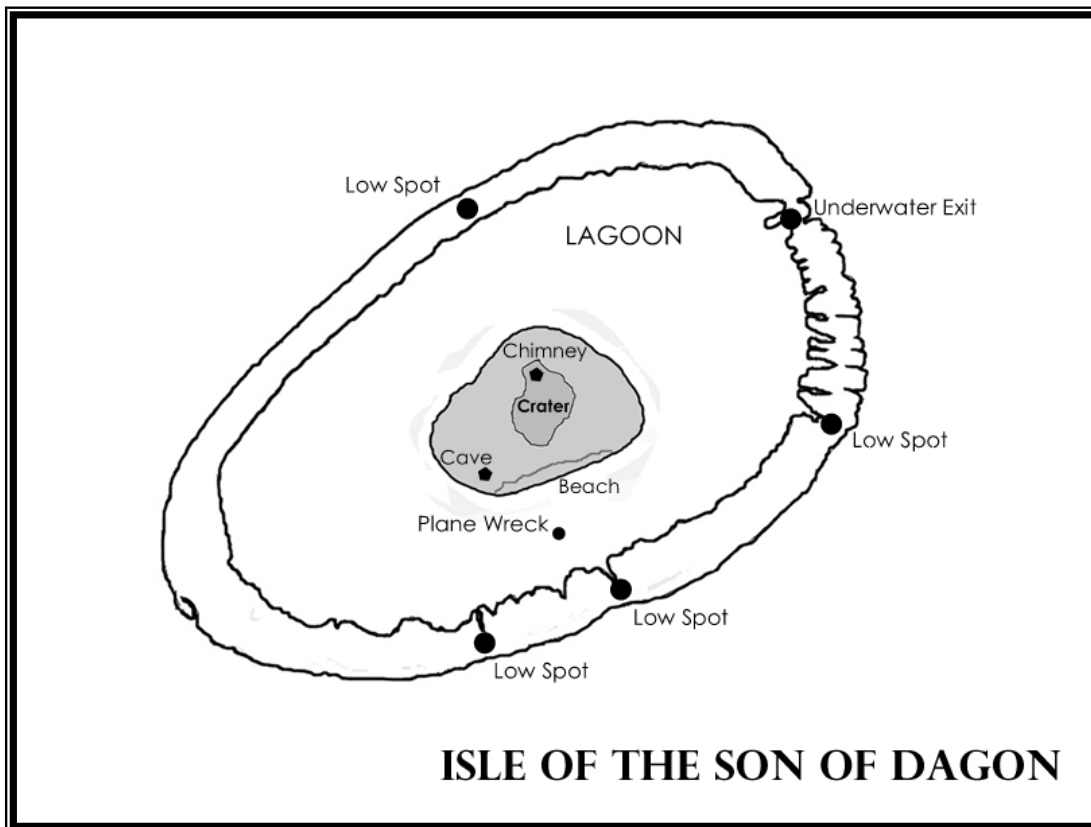
Whatever the reason for visiting the area, the

Investigator should find themselves a passenger on a floatplane (an Aichi E10A - a single-engine, two seat aircraft with front/back pilot/passenger configuration), taking an aerial tour of some of the outlying islands within the Ponape administrative region. As the plane begins its flight home, however, engine trouble forces it down within a barrier reef surrounding a small cone-shaped island.

The Japanese pilot, Hiro, is a small, friendly man with glasses and a toothbrush moustache who speaks barely passable English. He seems confused and agitated and a Speak Japanese - Hiro is irritated and has reverted to his natural language - or Pilot Aircraft roll reveals that the aircraft has suffered an inexplicable total loss of electrical power - even the radio is out. Once the two take stock, a Navigate roll (or another Speak Japanese roll) will reveal that the island on which they have landed doesn't appear to be on any of Hiro's charts.

Soon enough, Hiro will climb out of the cockpit to examine the engine, leaving the Investigator to try and send a mayday on the radio set.

After a few minutes of failure to get any response from the radio, the Investigator will feel a sudden thump against the aircraft, then a splashing sound. If they try and see what has happened, the Investigator wiggles out of their seat just in time to see blood on the water and the fin of a huge shark.



Almost immediately afterwards the creature rises up under the right float and the plane tips violently sideways. A successful DEX roll must be made, or the Investigator plunges into the sea. Regardless of this result the float is ripped clear off the plane, which lists, rolls and begins to fill with water.

The creature that is attacking the aircraft is a Great White Shark that has been enchanted by Talak to patrol the area and kill all interlopers. The shark will attack any vessel within the lagoon except for Talak's canoe. A successful Natural History roll reveals that the shark's behaviour is unnatural.

If the Investigator is still inside the body of the plane, he can grab the loaded flare pistol that hangs on a hook inside the cockpit, or use any gun he may be carrying to fire on the shark. If wounded, the shark will dive, giving the Investigator a chance to swim for shore.

If the Investigator falls in the sea, the shark will continue to tear the aircraft about, giving the Investigator a few rounds to swim to safety.

Either way, the intention is that the Investigator makes it to shore - if necessary, a mortally wounded Hiro can be used to distract the shark. It takes a single successful Swim roll to reach the shore, although the shark should close quickly on the fleeing human, and almost, but not quite, catch them before they reach safety. If the Swim roll is a failure, the Investigator starts to drown, and is thrown ashore, barely conscious, by a freak wave (suffering 1D6 damage in the process).

From the shore, the Investigator can watch the shark drag what remains of the plane underwater, eventually leaving just two ruptured and separated floats bobbing on the surface. After this, the shark disappears, although if the ocean is watched carefully, its fin is seen both inside and outside the reef every few hours.

Overnight the tide carries the floats out to sea, leaving the rest of the plane in 12ft of water patrolled by a very large and unnaturally aggressive shark. This entire experience is clearly traumatic, and a SAN roll for a possible loss of 0/1D4 should be made to reflect this.

SEARCH PARTIES

Whether a search is mounted, and how thorough these parties search depends on the nature of the Investigator's business. A freelance journalist might not even be missed, whereas a Miskatonic University professor on a research trip would generate a full search. Whatever the nature of such searches, there is no way that the Investigator will

be rescued before the events in the adventure are concluded.

MAROONED

The Investigator now finds themselves on a deserted beach without means of communication and with only the belongings he was carrying on his person when the shark attacked.

Fortunately for the Investigator, over the next few hours, a number of things from the plane will wash ashore. To see exactly what fate has given the castaway, ask the player to make five Luck rolls.

- ☞ Only 1 success: A couple of seat cushions and a few other pieces of useless trash.
- ☞ 2 successes: As above, plus the aircraft's First Aid kit. The kit also contains needle and thread and other useful items at the Keeper's discretion. Water purification tablets are also therein - see *The Necessities of Life* below for the value of these.
- ☞ 3 successes: As above, plus a box containing 6 Very pistol flares - the pistol itself, unfortunately, is almost certainly at the bottom of the lagoon. These flares can be used to start fires or with a Mechanical Repair roll be turned into improvised bombs (2D6 damage to all targets with 5 feet, 1D6 to targets up to 10 feet away).
- ☞ 4 Successes: As above, plus a watertight case of aircraft maintenance tools (including screwdrivers, wrench, tenon saw etc.)
- ☞ All 5 successes: As above, plus the Investigator's personal luggage - an overnight bag containing a change of clothes and any equipment specific to his profession. Everything in this case is waterlogged. Note that any weapons the Investigator was carrying should be lost in the sea - if the character is armed at this point, the challenges of the scenario will be greatly reduced.

The beach on which the Investigator stands is on the west side of the island. It is about 100 yards long and runs between 5 and 30 yards from the sea to the tree line (depending on the tide). At either end of the beach rocks climb upward, to become the volcanic cliffs that make up the rest of the coast of the Island. The interior is a flattened volcanic cone about 200 yards high and half a mile across, its lower slopes lightly wooded and its peak bare rock.

About 300 yards from the shore, a jagged barrier reef surrounds the Island. At high tide, a boat of shallow draught may cross it, but only in a few hard to find spots. The shark passes in and out of the lagoon through an underwater hole in the reef. The lagoon itself is about 30ft at its deepest point, reaching that depth about 50 yards offshore, from where it drops steeply away. No other land is visible from the beach - perhaps the view from the peak would be better?

THE NECESSITIES OF LIFE

As soon as he has recovered from the trauma of his experience, the castaway will have to start thinking of the practicalities of his situation. If they are to survive to be rescued, or to escape, they need water, food and shelter. Clearly, the island must be explored to locate all of these things. Note that a failure to locate these things will result in a steady loss of CON and eventually death.

The area around the beach can be examined first, but after this has been searched, the castaway must venture either into the interior or up the rocks to either end of the beach (see *Exploring the Island*).

WATER

There are no natural springs on the island, but fortunately it is the start of the rainy season. Consequently, there are a number of pools of rainwater to be found on the peak of the island, near to the Sacrificial Chimney (see below for details of that site).

The water in these pools is contaminated with bird droppings, dead insects etc, and if drunk without the benefit of water purification tablets (a month's supply exists in the plane's medical kit) a CONx5 roll is required each week to avoid a nasty stomach infection. If affected by this.

- ☞ The illness last for 1D6 days
- ☞ During this period the Investigator's skills are halved
- ☞ For every 3 days ill, the Investigator's CON is reduced by 1 for the duration of this adventure
- ☞ After this initial period (i.e. 1D6 days), the Investigator will recover on a successful CON roll. This can be attempted once per day.

To avoid drinking the contaminated water the castaway may either arrange to collect their own rainwater or may rely on the water naturally

occurring in the coconuts that grow on the island. This isn't a particularly good solution, as normal human water consumption in this climate will denude the island of coconuts within a fortnight.

Every day spent without fresh water beyond the first temporarily reduces the Investigator's CON by 2 points until water is found.

FOOD

There are coconut palms on the island, but beyond that, it is far from obvious which plants are edible and which are not. Either a successful Natural History roll must be made or a system of trial and error must be relied upon. In the case of trial and error a Luck roll is needed to avoid eating anything poisonous. If the Investigator does eat something poisonous, the following procedure can be followed.

- ☞ Roll 2D6 to establish the POT of the poison
- ☞ Roll on the Resistance Table, CON vs. POT, with failure resulting in poisoning
- ☞ If illness does occur, it lasts for 1D6 days
- ☞ During this period the Investigator's skills are halved
- ☞ For every 3 days ill, the Investigator's CON is reduced by 1 for the duration of this adventure
- ☞ After this initial period (i.e. 1D6 days), the Investigator will recover on a successful CON roll. This can be attempted once per day.

Relying on a vegetarian diet alone is also unwise - the flora of the island is low in protein - and to do so will result in the castaway losing 1 point of CON each fortnight.

There are three sources of protein available on the island; fish, birds and insects. Of these, insects are in fact the most plentiful and easiest to gather. Indeed if the castaway is not squeamish he can automatically gather enough insects to live indefinitely without CON loss (see however the section on *Giant Centipedes* below for the possible danger of this approach). As for birds and fish, although more acceptable to the Western palate, these require some ingenuity in their capture. The success of fishing and bird hunting efforts should really be judged on how well they are thought out, whether the character has any experience in the task and the usefulness of the material salvaged.

If spear fishing is attempted, and the player devises a reasonable fishing spear (a task made much easier in the presence of the medical kit or toolbox), then a skill of 2xDEX can be granted with this

improvised weapon - increasing by DEXx1 per fortnight spend on the island (up to a max of DEXx5). The presence of the shark may put the Investigator off the idea, but in fact, they can safely wade out a fair distance before the bottom becomes deep enough for the shark to attack.

Birds exist all over the island, but the most accessible and edible are the seabirds that nest on the cliffs. These can be reached by clambering up the rocks (requiring a Climb roll at +25%). Nesting birds are easier to catch than those on the wing, and their eggs are also tasty. This is a limited food source though and should be used to augment a diet rather than as the staple food. Attempting to harvest eggs from under sitting seabirds is unwise and will result in a few nasty pecks!

Gathering food is vital to survival, but it is also not the intention of this scenario that the castaway starves to death before the really interesting stuff begins. Be firm but fair and allow any reasonable plan to succeed, albeit with some loss of effective CON should the Investigator prove truly inept.

SHELTER

The island is tropical, and therefore shelter may seem far less important than food or water, but tropical also means wet, and the first night caught in a tropical rainstorm will teach the castaway that shelter is an important consideration.

Shelter on the island can either be found or built. The natural shelter available is a small, but dry cave high amongst the rocks on the north end of the beach. It is above the waterline, sheltered from the rain and can easily be lined with plant material or salvaged items from the plane to make a comfortable bolthole. The advantage of this is that Talak and his men will not stumble across this site (although if searching they'll discover the cave after 6D10 minutes of trying). The great disadvantage of this site is that if trapped in it by Talak or the Son of Dagon the castaway would have no escape.

If shelter is built, it's very much up to the player as to how, where and with what. There are plenty of trees on the island, and branches and palm leaves are easy to gather. The toolbox is needed to make anything sturdier than a lean to, unless a really resourceful Investigator, with suitable skills (such as Archaeology, Mechanical Repair, etc.) is able to manufacture some stone tools. The success of any shelter-building project should be judged on a combination of character's skills and background, player ingenuity and the requirements of the scenario. If a player has been having a bad time

with food, water and disease, then there is no need to make a drama out of shelter.

Building a shelter in this way does create a significant risk that Talak will stumble across it when he arrives for the sacrifice. Try to guide the player towards camouflaging or hiding the shelter, although once the offerings at the Sacrificial Chimney are found this should be an obvious.

SIGNS OF MADNESS

As time goes by, the solitude and apparent hopelessness of the situation will start to get to the castaway. Every week spent on the island requires a SAN roll for a loss of 0/1D2. Once 5 points of SAN have been lost to this, the effects start to manifest as harmless eccentricities such as maintaining conversations with inanimate objects.

EXPLORING THE ISLAND

The Isle of the Son is not large. The entire island can be thoroughly explored on the first afternoon – locating the natural shelter of the cave, the pools of groundwater, the coconut palms etc, as mentioned above. While the general layout of the island has already been discussed, several other specific points of interest can also be discovered (primarily those that give clues to the island's role as a religious site). A smart Investigator may realise that he is in danger even before Talak arrives.

THE CENTIPEDES

Apart from the shark and the Son of Dagon, there is another dangerous inhabitant of the island. The Giant Micronesian Centipede is an aggressive and poisonous species that can be found living on rotting wood and other vegetation.

If the castaway is deliberately gathering insects it is a certainty that they will disturb a few of these critters; the first time they do so there is every chance of a bite.

The centipedes are anything from 6 to 10 inches long and bite with a skill of 30%, doing 1 point of damage and injecting POT 6 venom. Each has only 2 Hit Points and 1 point of Armour.

- ☞ A successful Resistance roll, still results in swelling and discomfort.
- ☞ A failed roll results in the loss of 2 points of CON for the duration of the adventure.
- ☞ Regardless of the result, the Investigator must half all skills that require the use of the

bitten limb for a number of hours equal to 24-CON.

THE PEAK

The peak of the island is easy to reach - the jungle is not particularly thick and the slope gentle. If the castaway heads up here in the hope of seeing land, they will be disappointed - none is visible in any direction.

The peak itself is a rock strewn bowl, the crater of a long extinct volcano a hundred yards or so across and up to 20 feet deep in the centre. A number of natural pools of rainwater are scattered about the bowl, providing a viable, though not particularly hygienic, source of fresh water (as discussed in detail in the previous section). Few plants grow inside this bare cauldron of volcanic rock. This means that the castaway's eye is drawn immediately to the offerings spread around the Chimney.

THE CHIMNEY

The chimney is surrounded by offerings brought by the sacrificial party each full moon. These include: Garlands of flowers - many of which do not grow on this island; loaves of bread; beads; beautiful seashells; and most notably all manner of stone, wood and bone carvings showing crude, stylised beings that appear to be men with the heads of fish or octopi. The remains of old offerings, dissolved by the rain or rotted in the sun suggest this has been going on for years.

An Anthropology roll shows the style of the work to be Micronesian, but the actual subject of the carvings to be something unknown. Investigator with the right skills might learn more.

- ☞ A successful Occult roll links them to legends of mermaids and fish-men interbreeding with humans that exist throughout the Pacific.
- ☞ A Cthulhu Mythos roll reveals the statues to be of Cthulhu and Deep Ones, and reminds the Investigator of their presence in this region since before the dawn of man.

Near to the centre of the crater is a natural fissure that leads into a rock chimney leading down into the bowels of the island. The chimney is wide enough for a man to fall down, but bends to one side about 15 feet down, making it impossible to see further. Climbing down without a rope looks suicidal, since the chimney could easily widen into a chasm just around that corner.

If a Listen roll is made, the sound of running water can be heard in the depths. If the roll is a critical something else (that sounds suspiciously like big wet footsteps) is also be detected at the cost of 0/1 SAN.

Any attempt to climb down the chimney results in a meeting with the Son of Dagon in an underwater chamber - death here is the only possible outcome. Unless this foolhardy action is taken the Son of Dagon will not be alerted to the presence of the castaway and will not emerge until after the storm in a little over a month's time.

Should a castaway decide to do something as stupid as throwing rocks down the chimney, they can estimate its depth at 100yds (no surprise, as it goes down to sea level) at which point the rock splashes into water. The Son of Dagon ignores the first few rocks (because the rim of the fissure is crumbling and rocks naturally fall in from time to time). More rocks will cause the creature to stir, and a Listen roll will detect something moving through the water below. Dagon's Son will swim out of the undersea exit from his lair and within a few minutes appear on the beach, after which he will start to search the island. In this case, the castaway will have forced a confrontation that they is unlikely to be prepared for.

THOUGHTS OF ESCAPE

Apart from the exploration of the island, and the location of water, food and shelter, the Investigator will no doubt spend the time thinking about escape. The two most obvious courses of action being the building of a raft, or the creation of signal fires to attract vessels or aircraft. The sad fact is that these islands are far from any commercial air or sea routes, and any signal fire will not even be seen by anyone unless Talak's canoe is within 10 miles of the island when the fire is burning. If this a plan the Investigator comes up with, then the Keeper will have to think how to prevent Talak from becoming aware of the presence of the castaway when he first arrives. It is suggested that a series of tropical cloudbursts prevent the fire from being lit for the 24 hours prior to the canoe's arrival. Apart from that period, however, the player should be encouraged to build and maintain signal fires.

Plenty of damp vegetation exists to produce smoke, and the Very pistol flares, if available, can be used to light even the most stubborn wood. The highest point on the island is a shelf of rock to the side of the crater at the peak. If an unlit fire is on

this shelf, it will be unnoticed by Talak and the sacrificial party when they arrive at night, even with a full moon.

After several days of fruitless fire maintenance the castaway will start to realise that this island is really remote and that nobody seems to be searching for him. Perhaps the compass on the plane was behaving as oddly as its electric?

As for building a raft, this is a perfectly viable proposition except for one obvious thing – the shark still patrols the lagoon, and it seems obvious that any attempt to leave by sea will result in another attack. Nonetheless, the Investigator may well choose to work on such a raft in case the shark departs. Building a raft takes at least 2 weeks and requires some tools and a certain level of practical ability from the Investigator. The success of the endeavour should be judged by the Keeper bearing in mind the skills, intelligence and background of the Investigator. Any actual attempt to leave by raft will result in a frenzied attack by the shark, and almost certainly the death of the castaway. The shark is bound to attack any vessel other than Talak's canoe that enters the lagoon (although this enchantment will be broken if Talak dies) but until this happens, the Investigator is trapped on the island.

THE COMING OF TALAK

The first full moon after the Investigator arrives on the island occurs after a week. By this time, the Investigator should have settled into some kind of a routine, which may dictate where he is when Talak's canoe arrives at high tide, about two hours after sunset. The day has been a frustrating one for the Investigator, with frequent cloudbursts making it impossible to keep any signal fire lit, and the rock summit wet and hard to transverse.

As Talak arrives, the six warriors on the canoe begin to chant a prayer to Dagon, which can be heard anywhere on the island.

Talak and his warriors have no idea that the island is inhabited by anyone other than the Son of Dagon, which means that as long as the castaway wants to stay out of sight, he can. Although it is a full moon, cloud cover is around fifty percent and the foliage is thick enough so that ant Sneak or Hide rolls will succeed as long as the roll is not a fumble. In most circumstances, the castaway can discretely follow the Islanders and witness the sacrifice as described in the next section.

LANDING OF THE ISLE OF DAGON'S SON

The canoe approaches from the side of the island furthest from the beach, crossing at one of the secret low points in the barrier reef. It then passes clockwise around the island to fetch up on the beach. This gives the castaway a chance to remove any evidence of his presence from the beach before the new arrivals land. They are chanting in a local Micronesian dialect, but some of the words seem ugly and wrong. A Cthulhu Mythos knowledge roll recognises 'Cthulhu fhtagn', 'Dagon', 'R'lyeh' and other tell-tale phrases. Without such knowledge the chant is just gibberish, although a Know roll is enough to tell them that it seems to be a combination of the local language mixed in with something more guttural and sinister.

As the canoe draws closer to the beach, the castaway has a chance to have a closer look at the new arrivals without being detected. There are a total of 8 people on the raft, six rowers - each wearing a mask that, unless an Idea roll is made, makes them appear as if they have heads of great fishes, and two others (both of whom are seated near the back).

Landing in the surf, the rowers drag the canoe up onto the beach, while the other two figures move slowly out of the water and onto the sand. A Spot Hidden roll reveals that the smaller of these 2 figures is naked and has his hands tied behind his back, while the eighth figure, obviously the group's leader, is a middle-aged Islander with a heavily tattooed face.

Almost immediately, the prisoner starts to beg for mercy. He sounds young, no more than a teenager. The tattooed man slaps him across the face, barks an order to the warriors. With that the rowers return to the canoe and takes war spears and baskets from within. These baskets are full of offerings from the tribe.

After ensuring they have all they need, the party move off the beach, obviously heading for the Chimney.

The castaway should realise that there is no way they can possibly take on seven armed men alone, and have only three actions available to them; follow the group, hide or attempt to steal the canoe.

- ☞ If they attempt to steal the canoe, an Idea roll shows that dragging the heavy canoe to the sea and successfully piloting it over the reef (especially with the shark still out there), could well be suicide. If the attempt is made, a Resistance roll is needed, pitting

the Investigator's STR against the boat's SIZ of 20. If this is done, the canoe can be dragged to the water. Successfully paddling to the reef and finding a way through requires a successful STR, DEX and Luck rolls. If any of these fail the canoe capsizes, jams on the reef or is paddled in circles. If the Investigator ends up in the water, the shark will get him. In any other circumstances, the returning Talak will command the shark to capsize the canoe, and the Investigator will meet the same fate. If, by some unlikely event, the Investigator does steal the canoe and get through the reef, see *The Open Sea* below to decide their fate.

- ☞ If they decide to hide, then the Investigator will witness nothing of the sacrifice, but will hear the ceremony as it unfolds (see *The Sacrifice* below). - losing half the SAN loss listed below.
- ☞ It is certainly the intention of this scenario that on this occasion the Investigator decides to watch the visitors. If the Investigator does the brave thing and follows the new arrivals, see *The Sacrifice* below.

THE SACRIFICE

If, as is likely, the castaway chooses to follow the new arrivals he sees them lead their captive to the peak, down into the crater and across to the chimney. With great ceremony, the contents of the baskets are arrayed around the fissure – flowers, food, jewellery, shells and the ubiquitous carvings. The prisoner is then dragged to the edge and the warriors renew their chant. Talak begins to pray to Dagon and to Cthulhu as the prisoner starts to scream and weep. The ritual continues for several minutes, the poor teenager struggling uselessly against the strong grips of the men to either side. At last Talak reaches some sort of impassioned climax, raises his hands to the sky and with that, the warriors hurl the boy down the chimney.

His scream echoes up the rock passage for a second before a muffled splash is heard. Then, a couple of moments later the screams are heard once more. This time they are even louder and more frenzied. A wet gobbling noise is heard from below, a splashing, and then the screams abruptly cut off. The sacrificial party whoops with glee and starts to chant again.

Witnessing this horror costs 1/1D6 SAN (reduced to 1/1D3 if the castaway runs away or chooses not

to watch the ceremony in full). However, there is no escaping the conclusion that the boy has been fed to some sort of creature in an apparent religious ceremony.

Any attempt to interrupt the ceremony will almost certainly result in the Investigator being captured. In such circumstances, Talak will choose to make a second sacrifice to the Son of Dagon, believing that the gift of a white man will truly please his god.

Assuming that the Investigator decides not to do anything too foolhardy, the Islanders leave the summit after five or so minutes of chanting; taking their empty baskets with them. They then make their way back to the canoe and quietly slipping out to sea.

As has been mentioned previously, there is a chance that the Islanders will stumble across signs of the castaway, especially any signal fires or a shelter. However, unless these are so obvious as to be unmissable (such as a hut built inside the crater) the Investigator should merely have a scare or two in this regard. If anything is discovered, Talak will order his men to search the island, and the scenario is likely to end, as above, with the capture and sacrifice of the Investigator.

If the Investigator is careful, Talak and his warriors will leave without ever suspecting that the night's ceremony was observed. The castaway will be left on the island, with the realisation he is not alone and the devout wish that this were not the case. It is difficult to avoid the realisation that not only does some sort of creature live within the island, but it also appears that regular human sacrifices are made to it. An additional Sanity roll for a loss of 1/1D3 should be made for this realisation, with failure also resulting in at least one sleepless night.

BETWEEN THE MOONS

Although the Investigator does not know for certain that the full moon is the regular time for sacrifices, an Idea roll will suggest that this is a very strong possibility. This means that in 4 weeks time the Islanders will be back with another victim. What, if anything, they intend to do to prepare for this should be their next concern (as well as the nagging anxiety caused by the knowledge that something nasty lives beneath the island).

Exactly what the player may choose to do at this point is hard to predict and for a while, the player will be setting the direction of the scenario. When

the next full moon comes, the storm and consequent wreck of the canoe will force the Investigator back into a reactive mode, but for now at least they can be proactive. It is certain that the preparations made in the next 4 weeks could significantly increase the castaway's chances of surviving the final act of the scenario. Some possible courses of action are listed here.

PREPARING TO FIGHT

The castaway will almost certainly want to improvise some weaponry, since there is every chance that battle with either Talak and his warriors, or the island's unknown inhabitant will occur.

Exactly what kind of weapons can be improvised depends very much on the Investigator's skills and background, as well as the exact nature of the flotsam washed up after the plane sank. The medical kit contains scissors and a small sharp knife, while the toolkit contains screwdrivers, a hammer, and a small saw that can be used to cut wood for use as spear shafts. The knife can be used to cut points on stakes or spears, or be tied with plant material onto a stick to make a point. Whatever weapon is created, it should be capable of doing 1D6+db damage, or 1D8+db if the design is particularly impressive. Certainly a hammer can do this much, even though it's not a very easy weapon to use (base chance only 15%).

The base chance for any weapon should be taken from the rulebook, but if the weapon is used in hunting birds, one skill check per week should be allowed to reflect this practice.

A particularly resourceful character might build traps, prepare a stash of heavy rocks to throw etc. The results of such endeavours are left to the individual Keeper to judge, but intelligent preparation should definitely be rewarded with an easier ride during the final act.

HUNTING THE BEAST

As mentioned earlier, it is possible to goad the Son of Dagon into leaving its lair and coming onto the island. After witnessing the sacrifice, the castaway may well decide to go on the offensive and attempt to hunt or trap the monster, neither of which is possible without luring it to the surface.

The Son is as intelligent as a human and therefore will only fall into traps that could be expected to trap a human. In combat, it is slow but powerful, aiming to disable the attacker with a view to gaining a meal. Should it be reduced to 6 HP or less, it will flee to its lair to recover, returning

when it has healed to 15 HP. If it is reduced to 6 HP or less for a second time it flees and does not return unless forced to. The Son of Dagon has lived for centuries and does not intend to die now.

Any attempt to go into the lair of the beast is suicide. The chimney opens into a water-filled cave and in that element the Son is practically unbeatable.

ATTEMPTING TO FLEE

Leaving the island is still not a realistic option. Even if a workable raft is constructed, the shark makes leaving impossible unless a very clever plan can be devised to kill it. Players are welcome to explore this option, but the shark does not behave like a normal fish and will be very hard to defeat.

DIGGING IN

The Investigator may simply choose to create a more secure hiding place to avoid Talak when he returns. Such a bolt-hole will be useful when Talak and the Son of Dagon walk the Isle, and might even create a situation where Talak believes he's alone. In this case the priest works on repairing the canoe, hoping to get off the island before the Son comes for him. When the castaway leaves his hiding place in the morning, he will come across Talak doing just this.

THE STORM

However the intervening month is spent, eventually the moon wanes and waxes once more. The night of the full moon is only a few hours away when the skies begin to darken. By dusk it is clear that a powerful storm is brewing, easily the worst since the castaway arrived.

The wind begins to gust heavily and soon is joined by torrential rain, thunder and lightning. Unless the castaway has holed up in the cave, his shelter begins to creak and sway and the rain starts to seep in. The wind increases to gale force with small trees uprooted, waves crashing into the tree line and the offerings in the crater are blown all over the island. At around midnight any manmade shelter is ripped apart and the castaway must find something better. By now any sane person will be inside the cave, which has the additional advantage of a view of the beach.

The storm continues well into the night, and it becomes obvious that no canoe can possibly land on the island. Eventually the castaway finds himself drifting off to sleep.

FLOTSAM AND JETSAM

In the morning the beach is scattered with the drowned corpses of the 6 warriors and their sacrifice, a young woman, her hands still tied behind her back. The canoe, its outrigger broken off, holed and awash with water, is also beached. At first glance there is no sight of Talak.

If the castaway goes down to examine what has washed up, a Spot Hidden roll reveals human footprints heading across the sand up to the tree line. Apparently the priest has survived the ordeal. The dead appear to have been drowned and also smashed against the reef, seeing them close up calls for a loss of 0/1D2 SAN. No weapons or fish-head masks can be found. A couple of baskets, empty of offerings, have also been washed ashore. On closer examination the canoe appears repairable, but it may take several days to do it.

If the Investigator goes down to the beach to discover all of this, he is seen by Talak, who is resting in the trees. There is no way to sneak down across an open beach without being spotted. If, on the other hand the Investigator waits under cover, Talak himself returns to the beach in half an hour or so to examine the canoe. Exactly which of the two humans on the island is aware of the presence of the other is decided here, and this will have an important effect on events to come.

Should the Investigator follow the tracks (no additional roll required) he will head straight towards Talak, who will attempt to move deeper into the trees. A Listen roll reveals his location, after which he can be pursued if required. If pursued, Talak heads towards the crater, where he intends to overpower his pursuer and ensure the Son of Dagon gets his regular sacrifice.

DEALING WITH TALAK

For the next 24 hours the Investigator's major problem is Talak. The priest's magical amulet protected him from drowning and he is remarkably fit and alert after such an ordeal. Initially he is unarmed, but given an hour or so he can fashion a perfectly serviceable club.

If Talak is unaware of the castaway he will spend his time repairing the canoe, although without tools it will take him longer than he wishes, and eventually the Son of Dagon will come upon him (see *The Rising of Dagon's Son* below). If Talak is aware that he is not alone, however, his priority will be to capture the castaway as a sacrifice.

The castaway may choose to approach him to attempt to negotiate. Talak is smart and cunning, and although he speaks no English he is capable of communicating agreement to a joint effort to fix the canoe. All the time he will be watching for a chance to overpower the Investigator.

There are many ways that this part of the scenario could go, dependent upon the player's decision to hide from, hunt or approach Talak.

THE RISING OF DAGON'S SON

By the morning of the day after Talak's arrival, the Son of Dagon has decided to leave his lair in search of prey. He rises up out of the water like a grotesque diver a few hours after daybreak, attacking anyone on the beach. Anyone watching from the cliffs or tree line sees his arrival. The Investigator must make a Sanity roll; Talak, who is already permanently insane, calls out a prayer of welcome to the Son unless silenced.

The Deep One soon senses a human presence on the isle and lets out a horrible wet gurgling cry before he starts to lumber unerringly towards his selected victim. He is slow, but tireless, and the castaway can't run forever.

It is at this point that the current state of Talak is all important. A disabled, but living, Talak is a perfectly suitable sacrifice, and the Son of Dagon will happily grab him and return to the sea. If Talak is dead, however, then the Son will ignore his corpse as he does all dead humans. If the dead warriors are still on the beach the Investigator can observe the creature stepping over them without interest.

If Talak is at large, the scenario moves into a three-way game of cat and mouse, and should be presented with some of the flavour of *Predator*, *Lord of the Flies* and even *First Blood*; a desperate battle for survival with nowhere to run to.

The Son of Dagon will take the first human he finds - he has no interest in, or understanding of Talak's religious beliefs. Talak may in fact approach the Son of his God, only to be attacked and injured. After this encounter, Talak will flee and will understand that he is in as much danger as the castaway.

The Son's dislike of fire can most definitely be used here; to the Deep One away or drive him towards Talak. And while Talak has no way to light a fire, he does have some sorcerous abilities that he'll use to gain an advantage.

TALAK'S REACTION

Once Talak realises that the Investigator is his only chance at salvation, he will use all his cunning and means to defeat them.

- ☞ Talak's first action will be to attempt to put the Evil Eye on the Investigator. If this succeeds, the Investigator suffers severe penalties to Luck and DEX rolls that last until sunrise the next day. Check the spell description in the Call of Cthulhu rulebook for more details. The spell can only be cast when the victim is visible to the caster, but casting takes only a few seconds and eye contact is not needed.
- ☞ Talak's other useful spell, Create Mist of Releh, is more defensive in nature, and he will use this if he needs to escape from either the Investigator or Dagon's Son.

If the Investigator has used their month on the island wisely, they should have prepared traps and weapons which give him an important advantage in this situation.

CONCLUSION OF THE DAY

By the end of this of confrontation, it is likely that at least one of the humans or the Deep One is dead.

- ☞ If the Investigator dies, the scenario is obviously over (although if he was not sacrificed alive to the Son of Dagon, Talak will be forced to sacrifice himself).
- ☞ If Talak dies at the hands of the Son of Dagon, the castaway will be left alive and will have the time needed to repair the canoe and leave.
- ☞ If Talak is slain by the Investigator, the Son must still be killed.
- ☞ If the Son of Dagon is killed, an enraged Talak will attempt to kill the Investigator and will fight to the death.

ESCAPE

When Talak and the Son of Dagon have been dealt with - Talak dead and the Son either dead or sated, the castaway is left with the not inconsiderable problem of escaping the island.

An Idea roll highlights the fact that the shark never attacked Talak's canoe. However, whether this is due to some sort of magic, the presence of Talak or possibly even just his amulet isn't going to

be clear until tested. Perhaps escape by sea is possible at last?

If the Investigator bothers to watch the lagoon, he will no longer be able to see the shark. In fact Talak's death broke the enchantment on it, and it has already swum back to the open sea. Absence of evidence is not evidence of absence however, and all the player should be told is that he can't see the shark, not that it has definitely gone.

The canoe can be repaired within a few days. Building a new outrigger may well be beyond the castaway, but the hull can be patched and a paddle manufactured without much trouble.

If the Investigator has suitable skills, a new outrigger can be fitted providing valuable stability. Without one the canoe wobbles, but is still safe enough.

A few hours of practice within the lagoon allows the Investigator to perfect his paddling technique, after which he is free to leave. Food and water supplies for the journey are obviously vital (see below) once they are loaded all that remains is to find a safe point to cross the reef, wait for high tide and head out to sea.

A Spot Hidden roll is allowed for each hour of looking to find a crossing point. If fumbled, the wrong point is chosen and the canoe runs aground, but this is only a temporary mishap and the canoe can soon head out to sea.

THE OPEN SEA

Without a compass, the Investigator must make a Navigate roll to be able to row in any specific compass direction. However, the odds are that the Investigator will run out of water before reaching any land, so their only real hope is to be spotted by a ship.

Tropical heat leads to thirst, and the water supplies that can be carried will be exhausted in just a few days. If the water runs out, 2 points of effective CON are lost every day after the first.

Enough food can be carried to last a couple of weeks, after which the Investigator must go hungry or catch fish. Without food the Investigator loses 1 effective CON per week.

Once reduced to less than 3 CON by thirst or starvation the Investigator is totally incapacitated. When this happens, the canoe encounters a local Tramp Steamer the very next day, with the Investigator being snatched from death's door.

Over the next couple of days, before the ship reaches port, the Investigator will recover all lost CON points.

CIVILISATION

On their return to civilisation, after being given up for dead, the Investigator becomes a cause celebre. If they start to make mention of hideous alien fishermen, they will soon be dismissed as a lunatic or a hoaxer and their reputation suffers. If they insist on publicising the full story, however, they will be approached soon afterwards by others who have encountered such beings, and through this could find themselves a member of a group of individuals who make it their business to seek out such mysteries.

If this doesn't happen, the option exists to sell a sanitised version of the story - with perhaps just the Son of Dagon edited out. The newspapers and sensational magazines would love the chance to tell the tale.

Finally, perhaps the whole experience was so traumatic that the Investigator seeks just looks for further solitude (and maybe even a stay in a sanatorium). Whatever their option, it's a safe bet that they won't be choosing a holiday on a nice quiet little island somewhere!

REWARDS OF SUCCESS

Escaping the island is, of course, its own reward, but nonetheless surviving such an ordeal greatly improves a person's self-esteem and faith that they have in themselves; hence, a SAN gain of 1D8 is appropriate.

In addition, if the Son of Dagon was killed, a further 1D8 can be awarded.

As a bonus, such a story of survival, shorn of the paranormal aspects could be sold to a newspaper or magazine for a sum of somewhere between \$1000 and \$3000 dollars (dependent on Bargain rolls). Additionally any native jewellery, carving or Talak's amulet could fetch a tidy sum if sold to collectors.

DRAMATIS PERSONAE

The Dramatis Personae appendix has been created to as a common location for the statistics of the various Non-Player Characters, Mythos creatures and other encounters that appear in *MONOPHOBIA: A FEAR OF SOLITUDE*.

VENGEANCE FROM BEYOND

The statistics for Quincey and Blane (in both human and ghostly form) are listed here.

FRANKLIN QUINCEY, BIBLIOPHILE, AGE 45

STR	12	EDU	16	Know	80%
CON	12	POW	10	Luck	50%
SIZ	13	INT	15	Idea	75%
DEX	12	APP	13	HP	13
				SAN	40

Damage Bonus: +1d4

Weapons: .22 Revolver, 1d6 25%

Skills: Anthropology 15%, Bargain 30%, Cthulhu Mythos Knowledge 5%, Credit Rating 40%, History 70%, Library Use 80%, Occult 60%, Spot Hidden 60%, Bookbinding 70%

ETHAN BLANE, CRAZED OCCULTIST, AGE 32

STR	14	EDU	13	Know	65%
CON	8	POW	16	Luck	80%
SIZ	14	INT	14	Idea	70%
DEX	13	APP	11	HP	11
				SAN	0

Damage Bonus: +1d4

Weapons: Fist 50%, Grapple 30%

Skills: No useful skills remain; Blane is too far-gone when first encountered. Blane is an unimpressive specimen – prematurely balding and running to fat. The madness in his eyes is obvious.

ETHAN BLANE, VENGEFUL HAUNTER

STR	n/a	EDU	13	Know	65%
CON	n/a	POW	16	Luck	80%
SIZ	14	INT	14	Idea	70%
DEX	n/a	APP	3	HP	=MP
				SAN	0

Damage Bonus: N/A

Weapons: Claws 50% 1D3 MP damage (against other spirits only)

Skills: Not applicable in Blane's current state.

Blane's abilities as a Vengeful Haunter are fully detailed within the body of the scenario. When visible he appears as he did at the moment of his death – naked, covered in blood and excrement, his skull smashed and neck broken.

OF GRAVE CONCERN

The statistics for Wheatly, Sarah Carol and other characters met in *Of Grave Concern* are listed here.

MATHEW WHEATLY, POSSESSING WIZARD, AGE UNKNOWN

STR	5	EDU	16	Know	80%
CON	5	POW	18	Luck	90%
SIZ	10	INT	14	Idea	70%
DEX	5	APP	5	HP	Special*
				SAN	0

Damage Bonus: N/A

Weapons: Blade, 1d4+db 40%

Skills: Cthulhu Mythos Knowledge 18%, Fast Talk 55%, History 70%, Latin 75%, Library Use 75%, Occult 80%, Persuade 60%, Spot Hidden 85%

Spells: Possess Body, Animate Corpse, amongst others not used in this adventure. The spells Modified Consume Likeness, Permanently Possess Body and Pentagram of Power are learnt as the adventure unfolds (*note the spells listed here are unique to Wheatly, and the effects are described in text*).

* Wheatly's final Hit Point total is equal to 2x the number of Magic Points he has drained from the Investigator, up a maximum of 16.

SARAH CARROL (NEE SACKVILLE), SISTER & HOUSE WIFE, AGE 41

STR	9	EDU	17	Know	85%
CON	11	POW	16	Luck	80%
SIZ	9	INT	15	Idea	75%
DEX	12	APP	12	HP	13
				SAN	80

Damage Bonus: nil

Weapons: Fist 50%

Skills: Archaeology 15%, Credit Rating 25%, First Aid 40%, History 10%, Housekeeping 99%, Library Use 45%, Listen 50%, Spot Hidden 50%.

Raised with a good education, Sarah is a loving and caring mother, wife and sister. Like her brother, she has a rebellious streak, and acts very independently (and as such stands out amongst her peers, who expect such behaviour from only younger women). That said, her family always comes first.

She currently holds a copy of the key Sackville used to access his notes stored in the train station locker.

ARTHUR SACKVILLE, ANIMATED CORPSE

STR	15	INT	N/A	Move	8 (Lumber)
CON	N/A	POW	N/A		
SIZ	10	DEX	8	HP	10*

Damage Bonus: +1D4

Weapons: Fist 30%, Grapple 50 %

Sanity Loss: 2/1D6

*When created by Wheatly's spell, the Animated Corpse recovers 1 Hit Point per turn, regardless of its current total. To destroy the corpse, the head

must be removed from the body. Any limb 'disconnected' from the body will also 'die' (i.e. it will act independently from the corpse's main torso).

THE LAST OF WHEATLY'S FAMILY, MORE ANIMATED CORPSES

STR	10	INT	N/A	Move	6 (Lumber)
CON	N/A	POW	N/A		
SIZ	10	DEX	8	HP	8*

Damage Bonus: nil

Sanity Loss: 1/1D4

Weapons: Fist 30%, Grapple 50 %

*When created by Wheatly's spell, the Animated Corpse recovers 1 Hit Point per turn, regardless of its current total. To destroy the corpse, the head must be removed from the body. Any limb 'disconnected' from the body will also 'die' (i.e. not act independently from the corpse's main torso).

ROBINSON GRUESOME

The statistics for Talak, the mutant Deep One and other threats on the island are listed here.

GREAT WHITE SHARK, AQUATIC KILLER

STR	30	INT	5	Move	12 (Swim)
CON	20	POW	8		
SIZ	30	DEX	13	HP	30

Damage Bonus: +2D6

Weapons: Bite 40% 2D6+db

Armour: 2 points (hide)

THE SON OF DAGON, MUTATED DEEP ONE

STR	20	INT	12	Move	6/8 Swim
CON	16	POW	16		
SIZ	20	DEX	8	HP	18

Damage Bonus: +1D6

Weapons: Claws(x2) 25% 1D6+db damage

Armour: 3 point scales

Sanity Loss: 1/1D8 to see the Son of Dagon. Note that a SAN roll is needed each time the creature is encountered until 8 points or more of SAN have been lost, after that each encounter results in the loss of a single point.

This creature is not in fact Dagon's Son. He is merely an insane Deep One outcast who has become used to being treated as a demigod. A huge and hideous specimen, Dagon's Son is a mottled green and yellow colour with a misshapen, oddly twisted skeleton. His skin is covered with ugly growths of thickened skin, which slow him down but give him superior natural armour. He eats human flesh, but has a taste for live meat and ignores corpses. Fire does not cause him any special damage, but he does fear it and avoids it unless desperate or enraged.

TALAK, PRIEST OF DAGON, AGE 45

STR	13	EDU	10	Know	50%
CON	15	POW	18	Luck	90%
SIZ	13	INT	14	Idea	70%
DEX	12	APP	12	HP	14
				SAN	0

Damage Bonus: +1d4

Weapons: Ceremonial Club 40% 1d8+db

Items: Fishbone Amulet (see below)

Skills: Bargain 30%, Listen 50%, Natural History 60%, Navigate 30%, Occult 30%, Spot Hidden 40%, Swim 80%, Throw 30%, Cthulhu Mythos Knowledge 10%

Spells: Contact Deep Ones, Attract Fish, Command Shark, Mist of Releh, Evil Eye

Talak is a man whose age is betrayed only by his short cropped greying hair. His face is scored with ritual tattoos and he has the eyes of a fanatic. Talak is devoted to bringing about the return of the Deep Ones to these waters. The tribe owns a number of enchanted stones that can be used in the Contact Deep Ones spell, but the spell hasn't worked for decades. over a decade. Talak is skilled with the ceremonial stone club, but when he is washed ashore in the third act of the scenario, he has will have lost it. He can improvise a replacement from local materials if given a few hours to do so. He speaks no English whatsoever, but respects and fears Westerners. He considers a Westerner to be a truly special sacrifice to the Son of Dagon, perhaps one good enough to bring back the Deep Ones.

---Notes On : Talak's Fishbone Amulet ---

Talak wears this amulet around his neck. It consists of Carved from a piece of fishbone carved into it depicts a stylised image of Father Dagon. It Enchanted with great and ancient magic, it has the effect of protecting the wearer from accidental drowning. The amulet does not grant the ability to

breathe water, but instead allows for a miraculous survival should the wearer to miraculously survive should they fall overboard or be shipwrecked. It saves Talak's life during this scenario and could be of immeasurable value to the castaway when they attempt to leave island. A Cthulhu Mythos roll reveals its relationship to Father Dagon, while

If examined, an Occult roll links it to some kind of sea god and suggests that it could be a charm against drowning, while a Cthulhu Mythos Knowledge roll reveals its relationship to Father Dagon.

WARRIORS, COMPANIONS OF TALAK

This is an example of a typical warrior of Talak's Tribe.

STR	17	INT	8	Move	6/8	Swim
CON	15	POW	7			
SIZ	15	DEX	14	HP	15	

Damage Bonus: +1d4

Weapons: Spear 50% 1D6 + db

Skills: Listen 60%, Spot Hidden 40%, Swim 80%, Throw 50%

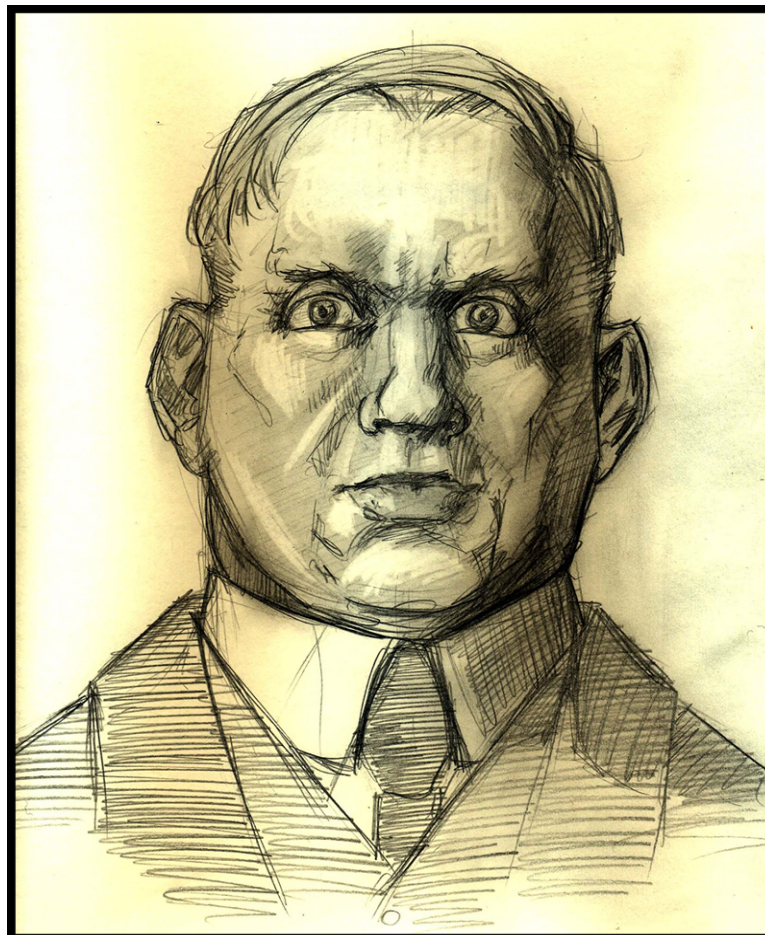
It's unlikely that a lone Investigator will attempt to engage these young, fit warriors. When, and when they are encountered for the second time, they are all dead. In life they obey Talak without question and , but obviously find the island to be a frightening place that they wish to leave as soon as is possible. They wear ceremonial regalia, consisting of fish-head masks made from woven grass, and carry spears with bone points.

HANDOUTS

The Handouts Appendix has been created to collect the various documents available to the player in MONOPHOBIA: FEAR OF SOLITUDE.

VENGEANCE FROM BEYOND

HANDOUT #1 – THE SKETCH OF ETHAN BLANE



HANDOUT #2 – THE SUICIDE NOTE

I have been a fool. Surrounded by the truth, yet blind to it. Death is not the end. Some secrets are best left undiscovered and some knowledge best forgotten. The only way to escape him is to join him.

HANDOUT #3 – THE SCRIPTURE OF SHUL

YE REVENANT OR VENGEFUL HAUNTER IS BEYOND THE REACH OF WEAPON, PRAYER OR MAGICK. YE ONLIE WAY TO RID THYSELF OF ITS CURSE IS THROUGH YE SEVERING OF YE SOUL. KNOW YOU THAT UPON COMPLETION OF YE INCANTATION, YE CASTER'S HEART MUST CEASE. IN YE SPACE BETWIXT ITS BEATS, YE SOUL OF YE CASTER MAY MEET WITH YE VENGEFUL HAUNTER AND BATTLE BE DONE. STRONG WILL IS NEEDED TO PREVAIL, FOR YE BATTLE IS ONE OF SPIRIT, NOT FLESH. THAT WHICH IS WILLED, CAN BE. VARIOUS POTIONS MAY BE FOUND TO STOP THE HEART, OR THE COLD OF WINTER MAY BE USED, BUT LEST YE HEART BEAT AGAIN WITHIN A FEW DOZEN BREATHS, THE SEVERED SOUL WILL BE FOREVER LOST. MANY A SORCERER WHEN FACED WITH YE VENGEFUL HAUNTER CHOOSEETH DEATH BY HIS OWN HAND RATHER THAN TO RISK YE RITUAL.

YE CHANT OF YE RITUAL IS THUS – TO BE REPEATED 13 TIMES. YE HEART MUST CEASE WITHIN A DOZEN BREATHS OF YE 13TH CHANT
EEGAH – YOGAH – MEGAH – GONAH –
SEENAH – RONAH – YOG-SOTHOTH – IA –
AZATHOTH – IA – NYARLATHOTEP

OF GRAVE CONCERN

HANDOUT #1 – TRANSFERRING THE SOUL

This section of the book is very hard to read, but seems to detail some sort of ritual to transfer one soul between bodies. It takes you many hours to read these few pages in their entirety, especially as the hand written script is extremely hard to decipher.

Eventually, you come to the end of the readable section of text, the next dozen or so pages have been ruined by whatever caused it to be covered in blood. It seems obvious that the details of this spell are lost in this damaged portion.

HANDOUT #2 – PERMANENCE OF SOUL

This section of the book is even harder to read, between the swelled and damaged pages, and the splatterings of dark red blood. It seems that the material here covers more about the transferring of one's soul and the way in which this might be made permanent.

Again, most of the ritual text seems to have been lost, but from what is readable, you come to the conclusion that, with the right knowledge and effort, someone might be able to ensure that your current situation becomes a permanent one!

HANDOUT #3 – FREEING THE SOUL

The final readable section of the manuscript may actually be your last saving grace.

Cleaner than the rest, this long diatribe discusses the actions a person must take to rid themselves of the transference. Thankfully this seems an easy enough task, as long as you get a chance to act on it.

First and most importantly, it says that one must possess a knife of enchanted copper, as only magics invested in such can drive out the evils. However, and this is the worrying part, to complete the Freeing of a Soul, one of the linked bodies must be killed with the knife, an action that will destroy both the physical and spiritual aspects of the 'victim'.

You suppose you could use such a knife to kill yourself, but that would allow whoever has possessed your 'real' body to be free once more. No, the only solution seems to be to find this sorcerer when they are trapped in the same corpse as you now are, and stop the evil once and for all!

HANDOUT #4 – A NOTE FROM WHEATLY

You are never going to find me. Give up and it will be so much easier. See you soon.

W

PRE-GENERATED CHARACTERS

Presented below are three Investigators who have backgrounds and knowledge which make them ideal for one or other of the adventures in MONOPHOBIA: FEAR OF SOLITUDE. While it is suggested that players use their own characters in these adventures, the following make ready replacements.

VENGEANCE FROM BEYOND

WILLIAM TOWNSEND, DETERMINED BOOK COLLECTOR

Growing up in a single parent family, William spent most of his youth in his father's antiquarian bookshop. It was here that he realised that the world is full of rich, eccentric bibliophiles who would pay almost anything to get their hands on the rarest of volumes. Thus, after attending college, William devoted himself to this specialist career; locating and reselling rare and mythical books.

An acknowledged leader in his field, William has spent many years tracking down a copy of the most fabled of books, Shakespeare's "Cardenio". However, such a search costs money, and now that leads point towards Stratford in England (the home of Shakespeare) he needs to finance the trip that he feels will finally put the play in his hands.

As a result, he finds himself having to take jobs that he'd normally avoid; that could involve legally and morally questionable activities, or even physical danger.

William is a sedentary man by inclination, pale, bespectacled and mild-mannered. Nevertheless he has a fine analytical mind and a dogged persistence, which when coupled with his broad knowledge of

all things 'bookish', makes him perfectly suited to his chosen profession.

STATISTICS FOR WILLIAM TOWNSEND

STR	10	EDU	20	Know	100%
CON	12	POW	16	Luck	80%
SIZ	10	INT	13	Idea	65%
DEX	12	APP	13	HP	10
				SAN	78

Damage Bonus: nil

Weapons: 32 Revolver, 1d8 38%; 12-gauge Shotgun, 4D6/2D6/1D6 41%

Skills: Accounting 63%, Anthropology 18%, Archaeology 34%, Book Conservation 77%, Conceal 37%, Cthulhu Mythos Knowledge 2%, Credit Rating 28%, Dodge 24%, Fast Talk 35%, History 87%, Law 12%, Library Use 76%, Listen 52%, Natural History 32%, Occult 67%, Persuade 46%, Photography 22%, Psychology 38%, Psychoanalysis 32%, Sneak 22%, Spot Hidden 49%, Track 25%.

OF GRAVE CONCERN

JOSEPHINE SAMWAYS, JADED MYTHOS INVESTIGATOR

Born to a life of privilege, Josephine Samways is not the bright young thing that her peers believe her to be. Indeed she has seen more of the true horrors facing mankind than one could ever have believed.

While her friends and relatives became Dilettantes and Flappers, Jo - as she is known to those close to her - decided that she must do something more with her life. This determination manifested itself

as a need to help others, and so, after she graduated High School with honours, enrolled in Nursing College.

At St Mary's College she continued her good academic record, maintaining an A-grade throughout her attendance. It was here, also, that she began attending a number of the socialist and leftwing political organisations (of the kind that find a home in such intuitions).

It was in one of these meetings that she met the young, handsome Karl Veidt, a graduate doctor from another local college. Soon, in love and quite impulsively she herself following the dashing physician to the African Continent, to, as she said told her parents, "do something for the poor people who had been so affected by the break-up of German East Africa". Here, in the African heat, life was much harder than back in New England, but with a strength and determination, which was is become a hallmark of her personality, she slowly, but surely found her feet.

Then came the event which would forever change her life; when Veidt introduced her to Roman Veldez, a Portuguese explorer and adventurer. A man with a mixed past, Veldez, was about to embark on an expedition into the - then unexplored - Kionga Triangle and wanted Karl to join his team. However, while the young doctor was keen to venture into the unknown, he was reluctant to leave Josephine behind. After explaining his predicament to Roman, it was suggested that Jo also join the expedition. Although, at first Jo was reticent, the thought of being left alone eventually saw her accepting the role as the expedition's nurse.

The expedition's safari started well enough, with many new discoveries, and it was barely month into the journey when Veldez's group found an ancient stone city; a structure of such great size and grand design that it seemed impossible to have been constructed by any of the local tribes.

Encouraged by this discovery, the group began to explore the city, and leant much about a civilisation which time had forgotten. But then rumours of a curse started to circulate the camp, and soon the native porters began to abandon their white masters. Not long afterwards, the first of the expedition members was found dead, and it soon seemed that the city was not as 'abandoned' as it had first been believed.

Then Roman vanished, not as they first feared, another victim of the things that haunted the city, but rather after seemingly securing the prize that had led him to the city. Shocked by their expedition leader's betrayal, they soon discovered that the

entire journey had been a elaborate façade; Veldez had already known of the city and its threats.

It was then that Karl's leadership came to the forefront, refusing to allow Roman, whose actions had seen the death of almost half the party, to escape without retribution. And so began a chase around the world, one in which many of Josephine's friends and companions met with unfortunate ends.

In the end, Roman's trail led to the Berlin and Siegfried Adolf Kummer, an occultist of some repute. There, a great summoning was witness by the few original expedition members who remained, and it was only during its climax, when Karl sacrificed his own life to stop the awakening of some infernal entity, that the plans of Veldez and Kummer finally thwarted.

After such an adventure, Josephine has found it hard to settle down. Eventually she returned to her home in New England, where she currently attempts to regain some sense of normalcy in her life.

Of course, forgetting such horrors is not always possible...

STATISTICS FOR JOSEPHINE SAMWAYS

STR	12	EDU	21	Know	105%
CON	13	POW	17	Luck	85%
SIZ	8	INT	15	Idea	75%
DEX	13	APP	14	HP	11
				SAN	61

Damage Bonus: nil

Weapons: .25 Derringer, 1D6 35%

Skills: Accounting 23%, Anthropology 43%, Archaeology 23%, Biology 21%, Chemistry 43%, Climb 46%, Credit Rating 68%, Cthulhu Mythos Knowledge 11%, Dodge 28%, Fast Talk 23%, First Aid 79%, Hide 67% History 54%, Law 21%, Library Use 67%, Listen 52%, Medicine 36%, Natural History 57%, Occult 54%, Other Language (German) 12%, Persuade 75%, Pharmacy 32%, Psychology 22%, Ride 39%, Sneak 52%, Spot Hidden 42%.

ROBINSON GRUESOME

ALEXANDER DANE,

DASHING AUTHOR AND ADVENTURER

When one talks about modern day adventurers it is hard to go past Alexander Dane, America's answer to Ahmed Pasha Hassanein. Also known as a well

respected journalist and freelance correspondent, he now calls himself a citizen of the world, having widely travelled to all civilised - and not so civilised - corners of the globe.

Born in Texas to a poor cattle driving family, it seemed natural for Alexander to become an explorer; the mesa a natural breeding ground for one with such an adventurous spirit.

While adventure and discovery might be his first love, it was during the Great War that Dane discovered his talent for writing and journalism. Volunteering as a runner and courier, Alexander found that he wasn't required for overseas service, and instead found himself as a liaison to the political organisations that demanded news from the battlefield. During his service he made numerous contacts both within the military and outside it, and had hoped, at the war's end, to continue his studies in journalism and writing.

It came then as a complete surprise then, once the hostilities in Europe had ceased, that he was not demobbed, but rather attached to the Army's 'diplomatic' expedition to Brazil.

For a young man leaving the United States for the first time, this journey opened up a whole new world of experiences; not only for himself, but also it transpired, to the many interested readers left stateside. Here, it seemed his accounts of the expedition's exploits and adventures became the gateway through which for an entire generation of Americans were to learn of the wonders of South America.

With the conclusion Army's interests in the continent, Dane's thirst for adventure only increased. Now well respected for his abilities as a journalist, and with enough influence to finance his wandering, he began a personal journey of world-wide discovery. With his articles and commentary appearing in numerous papers and journals throughout the United States and Europe, he has quickly gained a reputation for being not only an esteemed adventurer, but also a great chronicler of his time.

After years of documenting his travels, new challenges and experiences still beckon Alexander, although little does he know what horrors might await him...

STATISTICS FOR ALEXANDER DANE

STR	15	EDU	20	Know	100%
CON	15	POW	16	Luck	80%
SIZ	14	INT	12	Idea	60%
DEX	17	APP	10	HP	15

Damage Bonus: +1d4

Weapons: .45 Automatic, 1d10+2, 41%; .30-06 Bolt-Action Rifle, 2d6+4, 49%

Skills: Anthropology 12%, Archaeology 11%, Art (Writing) 78%, Bargain 19%, Biology 21%, Climb 65%, Credit Rating 68%, Cthulhu Mythos Knowledge 1%, Dodge 53%, Fast Talk 48%, First Aid 52%, Geology 18%, Hide 22% History 54%, Jump 50%, Library Use 26%, Listen 47%, Natural History 57%, Navigate 34%, Occult 30%, Other Language (Portuguese) 63%, Other Language (Spanish) 56%, Persuade 49%, Psychology 22%, Ride 16%, Spot Hidden 60%, Swim 54%, Track 43%.