



# ZENNOR

A GUIDE TO A VILLAGE OF SECRETS



MR CHRISTIAN GRUNDEL ESQ.





Written by Christian Grundel  
Edited by Chitin Proctor  
Proofread by Chitin Proctor & Christian Grundel  
Cartography by Stephanie McAlea  
Designed by Badger McInnes

This edition first published in 2020 by Stygian Fox  
Chester, Cheshire, Great Britain

[WWW.STYGIANFOX.COM](http://WWW.STYGIANFOX.COM)

Stygian Fox are Ms. Stephanie McAlea, Lord Chitin Proctor Earl of Darkwood,  
Baron Badger McInnes of St. Francashire VSOP, Lady Fallon Parker Art Laureate to Her  
Britannic Majesty, Sir Stephen Turner KB, Dr. Simon Brake esq of the London Brakes.



© ZENNOR ©  
A SETTING FOR THE VICTORIAN ERA

by  
MR CHRISTIAN GRUNDEL

STYGIAN FOX



We stopped checking for monsters under our  
bed when we realized they were inside us.

- *Charles Darwin*

# CONTENTS

History	3
The Village and its Inhabitants	4
A Guide to the Zennor Parish	16
Villages and Hamlets of Zennor Parish	19
Fell Secrets and Forbidden Lore	21
Scenario Seed: The Napoleonic Wars	26



WELCOME TO ZENNOR

*"At Zennor one sees infinite Atlantic, all peacock-mingled colours, and the gorse is sunshine itself. Zennor is a most beautiful place: a tiny granite village nestling under high shaggy moor-hills and a big sweep of lovely sea beyond, such a lovely sea, lovelier even than the Mediterranean... It is the best place I have been in, I think."*

—D.H. Lawrence

The village of Zennor is perched on the cliffs of the Cornwall coast, in the Hundred of Penwith. It is a quiet place passed over by the bustle of industry that has engulfed the rest of the British Isles.

Legend tells it was founded by a saint from the sea, and the church of St. Senara bears her name. Its people are famed for their singing locally. Singing so beautiful a mermaid came ashore to hear it and married a local boy. The truth is much darker than all of that. Zennor is an ancient place full of secrets. Secrets that its inhabitants are willing to kill to protect.

*Author's Note: The Legends of St. Senara and the Mermaid of Zennor are real. I have taken creative license here to tell a good story. I have never been to Zennor, but I feel very safe in saying that its people are not in league with immortal Dagon worshippers.*

## HISTORY

Few parts of the British Isles can trace their history as far back as Western Cornwall. Legends state that the tin used in the construction of Solomon's Temple was mined there. Its hills and valleys are dotted with the cyclopean monuments of its ancient tribes.

Zennor, however, has always been one of the places forgotten by history. Save for its mermaid legend, and a reputation its people have enjoyed for lovely singing, it has avoided attention in the 1890s.

It was a small collection of farms when Senara came ashore in the Dark Ages. Originally a queen from the city of Brest in Brittany, she was not aware of her deep one heritage. As she began to turn, her husband and his men began to look at her differently. Afraid she was a demon, they chased her to the shore where she threw herself off a cliff, into the sea.



Her deep one relatives came to her as she was swept away. By the time she was deposited on shore in Cornwall she knew of her heritage and that she was with child. The farmers worshipped her as a mermaid, and their legends grew and changed over time until she became a saint.

Senara gave birth to a son, who's line eventually became the Dowelly family. Other local families continued to worship her and the other deep ones who visited. In return, the deep ones blessed the village with their magic.

Zennor's farmers seldom had to worry about crops going bad, and fishermen seemed to always catch the most fish. The town's enemies seemed to meet horrible ends. So, Zennor carried on, left alone by its neighbours.

The deep ones' help was not free, however. They demanded mates. As the centuries wore on, people interbred more and more with the deep ones. The old families now produce hybrids almost every generation. The old timers eventually hear the call of the sea and return to the waves to live their immortal lives, but their ties to their land-bound kin remain.

St. Senara still lives, grown fat and resplendent in the sea caves located underneath Dowelly Manor, perched high above Pendour Cove. The caves open to the sea, and every 5 years, the humans and hybrids of the village offer up their sons and daughters as breeding stock for the deep ones. They are shackled to columns and left in a chamber that floods with the tide. Those accepted by the deep ones are taken away. Those who are rejected drown.

## THE VILLAGE AND ITS INHABITANTS

To travel to Zennor is to leave behind the railways and telegraph lines of advanced civilization and venture back to a quieter, slower life. Travelling down dirt roads, past picturesque farms and fields, one at last comes to the village, lying in a green valley that descends to the sea at Pendour Cove.

West of the village lies the promontory called Gurnard's Head, upon which lies a ruined chapel. Southeast, on Zennor Hill, lies Zennor Quoit—a structure of megalithic stone. Just outside the village lies Giant's Rock.

North of town, perched on the bluffs overlooking Pendour Cove, sits the Dowelly estate. It is a crumbling Elizabethan manor that looks down over the village, like a vulture waiting for its prey to die.

The fields of the town are scattered with rocks of all shapes and sizes. The locals consist of farmers scratching a living out of the stony ground by growing potatoes or grain, fisherman who launch small boats from the beaches of Pendour Cove to search for pilchard, and shepherds tending a few flocks of sheep.

Although few doctors live in the Penwith region, it is well-known that the people of the area live exceptionally long and healthy lives owing to the clean sea air. The people of Zennor are especially marvelled at locally for their longevity, although the observers note that they suffer from some condition that, as they age, causes their skin to become scabrous and appear scale-like.

Around the town, stone walls separate farmer's fields from grazing pastures. The fields have the occasional low-lying areas of shrubbery and brambles. Trees are rare but a few copses dot the valley. The roads in and around the town are dirt, rutted with wagon tracks and torn up and muddied by the feet of passing livestock.

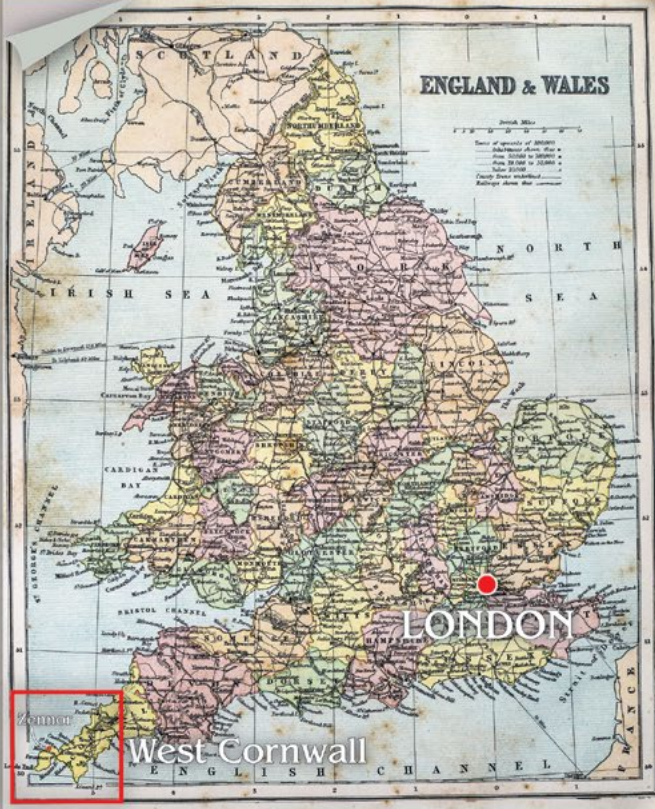
Night-time travel around Zennor and its surroundings is difficult as roads are uneven and poorly kept. There is no light save that of the stars and moon, which are frequently obscured by clouds. Night-time sees the locals holed up in their homes, with smoke coming from their chimneys and lights shining through the cracks of closed shutters.

The local people of the Penwith region differ from the people living in the lowland towns of Penzance and St. Ives in that here one finds more of the old ways. Homespun clothing is much more common, as is local superstition and distrust of outsiders.

Visitors to Zennor are closely watched. They'll feel eyes following them from behind darkened windows as they walk past, hear whispered conversations that end when they round a corner, and generally feel like they are unwanted.



ENGLAND & WALES

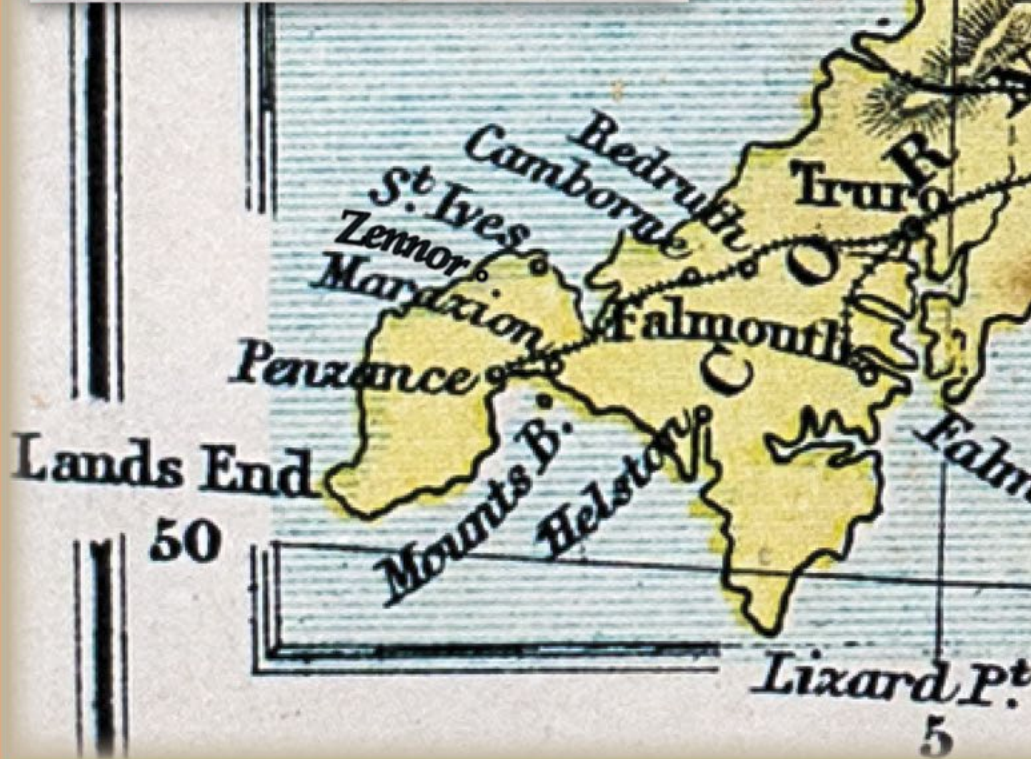


West Cornwall

Tintagel

R. Camel

Padstow



50

5

Great pains are taken to hide the more advanced hybrids dwelling in town from any outsiders. Father Connor is aware that several older members of local families exist as near shut ins, but he has politely accepted being rebuffed in his attempts to meet them thus far.

Outsiders who take too much of an interest in the wrong things, or who ask the wrong questions, fall afoul of the deep one families. They seek first to drive such tourists off with rudeness, then warn them bluntly to mind their own business. If they persist, locals will do all they can to make sure they meet with strange ends.

The village itself is a collection of stone and wooden buildings, the most prominent being the church of St. Senara. Unlike other local churches, it remains unrestored and in a state of disrepair. There are several empty buildings in town, the result of families moving on.

### 1: The Smithy

A clear stream winds its way down the valley, to the sea. It is crossed here by a sturdy stone bridge. Nearby, at the entrance to Zennor, is the village's busy blacksmith, Sylus Harvey. A barrel-chested man in his forties with thinning dark hair whose eyes are strangely set almost to the sides of his head, Sylus is gruff and unfriendly to visitors. He keeps his arms and chest covered with long sleeves even in the oppressive heat of the forge because his skin is gradually taking on a scaly appearance. He lives here with his wife, Sarah, and their three children, two little girls and a boy. All possess the strange staring eyes and odd shaped heads of hybrids. Sylus provides the town with nails, horseshoes, axe and shovel heads, and whatever other metal items they might need.



## 2: The Rectory

This small wooden house sits close to the run-down church of St. Senara. It is a curious collection of new, wooden construction and older, weather-beaten wood. It sat abandoned for a long time, until Father Archibald Connor moved in last year to bring the light of the lord back to the people of Zennor after their old vicar disappeared several years ago.

Archibald is a straight backed, clear eyed man of roughly 30. His military bearing still shows, but his faith is sincere, as is his passion for serving the people of Zennor. He is a little disappointed in that his services are only half-heartedly attended.

The few local families not involved in the deep one conspiracy have taken to Father Connor. The rest of the town treats him with the bare minimum of respect due his station. He is aware that something sinister is going on, but suspects it is smuggling. He has a no proof, but he has also not investigated too closely. He does not wish to offend his new charges, as he hopes that with time, he can win them over. He is also aware that whatever is going on seems to centre around the Dowelly estate and family, and that there was some sort of scandal involving Author Dowelly's daughter a few years back, but no one will give him any details other than Author hasn't been the same since.

Father Connor welcomes any visitors or newcomers to town over a cup of tea and some dry scones. He is a pleasant fellow who can serve as an ally in the town.

An old military man, Archie, as he insists his friends call him, keeps a Martini-Henry Mark III rifle for hunting and target shooting, along with his old .476-calibre Enfield Mk II service revolver.

## 3: The Church of St. Senara

Built in the 12<sup>th</sup>-century and expanded in the 15<sup>th</sup>, the church has seen better days. It is built of granite and contains a tower at the western end with three bells, one of which is plain, whereas the others bear inscriptions to St. John and the Blessed Virgin.

The church itself is built in perpendicular style, with six arches. The seating is sturdy oak benches. The end of one is carved with the figure of a mermaid and is known locally as "The Mermaid's Chair". A small, circular graveyard surrounds the church, the tombstones of which reveal that many residents do, indeed, live an awfully long time.

Despite its weathered appearance, the church is functional. On Sundays, Father Connor holds service there. The services are attended half-heartedly by the townsfolk.

#### 4: Tom Bergen's House

Tom Bergen is a pot-bellied man in his early forties with spindly legs and long arms. He has unkempt black hair that is thinning and a long beard that hides his apparent lack of a chin. He seems to share the local tendency of eyes that are oddly far apart and scale-like skin which he conceals beneath heavy sweaters. A watch cap is usually perched on his head and a pipe usually dangles from his mouth.

Tom's house is a ramshackle affair. The yard is littered with fishing gear, racks of drying fish, and scales. The whole place smells of fish. Perhaps a little too much.

His wife, Annabeth, seems to be continually pregnant and always seems to have one of their several strange-looking, small children hanging off her. She shares Tom's oddly far apart eyes and lack of a chin.

Tom is a local fisherman of considerable skill. He launches his small boat every day, weather permitting, from Pendour Cove and comes back with it loaded with pilchards.

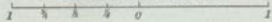
Tom is the most prominent of the local hybrids aside from Author. Other fishermen and farmers look up to him and report anything odd they see to him. As such, his house regularly sees visitors at all hours of night and day.

'Tourists' asking questions around town inevitably come to Tom's attention. He also leads any expeditions to intimidate or kidnap outsiders who get too nosy.



# PENZANCE, ST. IVES and LAND'S END.

Scale One Inch to One Mile.



**Gurnard's Head Inn**

**Zennor**



**MADRON**

**PENZA**



# The Village of Zennor

The Church of St. Senara

Porthzennor Cove

Zennor Head

The Rectory

Pendour Cove

The S.W. Coastal Path

Dowely Manor

The Tinner's Arms

Carrie Halfwik's House

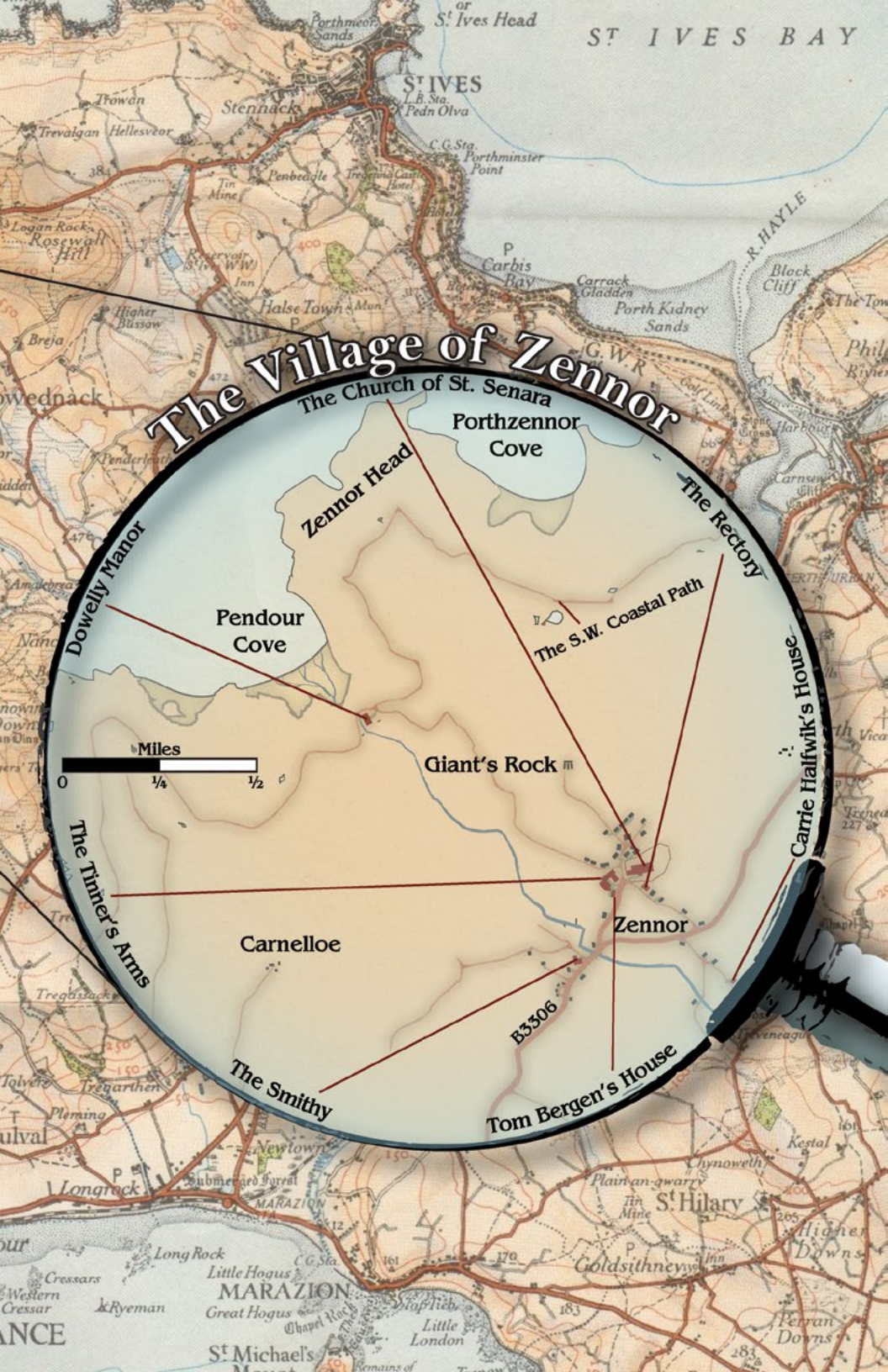
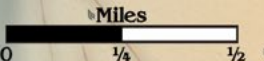
Giant's Rock

Zennor

Carnelloe

Tom Bergen's House

The Smithy







*The Church of St. Sanara*

## 5: Carrie Halfwik's house

Carrie is a merry old widow with a big shock of curly hair that's starting to grey. Her husband was a fisherman who never made it back to shore. Her kids are grown and have left for better opportunities in the cities. Carrie is not a hybrid, nor is she in any way affiliated with the deep ones.

Carrie's house is a three-room affair that lies on the outskirts of town, at the foot of the hill that the Zennor Quoit lies on. She's a superstitious woman and swears she's seen "little folk and strange goings on" around the stones on certain nights. The locals mostly dismiss this because Carrie's strongest passion in life is brewing gin.

The nearest pubs are located at the Gurnard's Head hotel (a couple miles away) or the unfriendly Tinner's Arms in town, so Carrie does a tidy little business for herself supplying the locals with rotgut. Her home is as close to neutral ground as it comes in Zennor.

Carrie is a jolly woman who's usually half in the bag before noon. She knows some locals don't look quite right, and suspects Author is up to something in that big old house of his. Of course, "poor thing hasn't been

the same since his daughter ran off...oops, but I've said too much. Here love, have another."

Carrie isn't a dependable ally, but she is a good source of information. Of course, any good info she gives is going to be interwoven with all sorts of rumours, folklore, and other things that will need to be sorted through.

## 6: The Tinner's Arms

Built in the 12<sup>th</sup>-century to house the builders of the Church of St. Senara, this rambling stone building in the centre of the church town of Zennor now functions as

a pub and has four rooms to let. Newcomers to town should feel a distinct sense of unease when in the establishment, as it is a community gathering place for the deep one hybrids...as such, the rooms are usually vacant should anyone be foolish enough to stay there versus moving on.

## 7: Dowelly Manor

An ancient Elizabethan manor perched high on the bluffs overlooking Pendour Cove. A single, winding trail leads from the village to the house. The Dowelly home is the true centre of life in the town.

The house is a two-story manor with a few weather-beaten outbuildings. A rose garden in the back of the house has overgrown and is beginning to climb the walls. It is the home of Author Dowelly, the leader of the local cult, a descendant of St. Senara, and an accomplished sorcerer. St. Senara herself lives on in the caves beneath the family home.

Although it boasts tremendous views of Pendour Cove, the mansion shows the effects of the harsh sea air and the neglect of its inhabitants.



*The Mermaid's Chair*





*Carrie Halfrok*

Its wood is weathered both inside and out. The smell of fish lingers in the air no matter where in the house you are.

Author lives here with his hybrid servants: Jonathon the butler, Daria the maid, and Colin the cook. Author's chambers are in the upstairs master bedroom. He is the only inhabitant of this floor. His daughter Veronica's room is kept as it was when she ran away.

The servants live in quarters on the ground floor. There is seldom much activity in the house during the day, but Tom Bergen and other hybrids are frequent visitors at night. St.

Senara lives in the sea caves beneath the manor with two deep one servants. She never leaves the caves during the day, but occasionally goes for a night-time swim off the coast.

Twice a month, on the new and full moons, the hybrids gather in the mansion. There they meet and cavort with their deep one relatives who swim into the sea caves with the incoming tide. Author leads rituals to Dagon while Senara oversees from her throne.

Author is a short, chubby man with long arms and short legs. He has thinning black hair, combed straight back. He is clean-shaven, with the same chinless face and strange eyes of the rest of the hybrids. When he leaves the house, he dresses in a long overcoat and wears a wide-brimmed hat that hangs over his eyes and protects them from the sun, as his vision is sensitive.

## Demographics

Most of the families in Zennor have interbred with the deep ones. This does not mean that they are all hybrids, but that it is common for their offspring to begin changing at some point. Many of them look like completely

## AUTHOR & VERONICA

Author is a melancholy man. The weight of leadership in the cult hangs heavy on him. He is one of the few Zennor natives who has spent time in the outside world, having received a university education. He married Katherine ("Kate"), a girl he met while at university. She never assimilated to life in Zennor and ultimately died giving birth to Veronica, Author's only child.

Veronica reminded Author of Kate—and the mistake he made in bringing her to Zennor. Author was trapped by Senara's influence but wished better for his daughter. He kept her as far from Senara and the goings-on in the house as he could. He dreaded her growing up because he knew what it meant.

Veronica lived a lonely life in the manor. The rose garden she lovingly tended was her sole source of joy. She slowly pieced together what was going on and was horrified by what she found, particularly when she learned that she was to be offered up to the deep ones as a bride. She began concocting a plan of escape.

Author knew of Veronica's plans and allowed them. He made sure Senara and the deep ones were distracted on the night that Veronica stole as much deep one gold as she could carry and fled. He half-heartedly led the searches and made sure she had plenty of time to board a train at St. Ives. He was happy when he heard she had married a wealthy Londoner, and he wished her a good life.

It wasn't to be. Senara sent him after her. Unable to convince her to come back, Author was forced to kill Veronica to protect Zennor's secrets.

Author feels stuck in his place as a local leader. He is disgusted with Senara, who grows more inhuman with each passing year. He has come to realize that what he once thought was his heritage, a blessing on the people of Zennor, is a monstrous curse. He doesn't know what he can do, but if the right sort of individuals were to show up in town, he might see it as an opportunity to avenge his daughter.



normal human specimens, although they all have a tendency towards long arms and strange staring eyes.

There are three families, besides Carrie Halfwik, that are not involved in the cult. These are the Smythe, Tanner, and Burdyk families. All are farmers who have arrived here from other villages in the last twenty years or so. They are good, God-fearing, honest folk. They all suspect something very wrong is going on, but they lack the will and courage to investigate it, preferring to live and let live with their neighbours. That being said, they will not knowingly stand by and allow others to come to harm, and so they can make valuable allies. All of them are very fond of Father Connor.

Most families in Zennor parish own, at the very least, a shotgun, if not a rifle also. Fisherman often have clubs for dispatching their catch, while farmers might use pitchforks or shovels. Should investigations in Zennor turn violent, keep this in mind.

## A GUIDE TO THE ZENNOR PARISH

The principle industries of Victorian Cornwall were tin mining and fishing, but the area's beautiful coastline and seaside towns are contributing to a burgeoning tourism industry.

Travel to Cornwall from London is a matter of taking the Great Western Railroad from London to Exeter; a journey of roughly 6-7 hours. Trains from London arrive in St. Thomas's Station, where omnibus's can be had to take travellers to one of the cities hotels:

- ✧ Rougemont (4s 6d) — large and well appointed, close to Queens' St. Station.
- ✧ The Clarence (4s 6d) — in the quiet Cathedral Yard.
- ✧ The Museum (2s 6d) — an unpretentious hotel.

From Exeter, the Great Western Railroad departs from Queens St. Station for Plymouth, a two-hour journey of 36 miles. From there, another train can be caught to Truro and on to Penzance or St. Ives, a journey of 3-4 hours.

The train through Cornwall treats its passengers to views of the beautiful countryside. Cornwall is an area of moorland, rocky coastline, and mild climate. Low lying shrubs and grassy hills are common, while thick forests are not.

The Great Western Railroad terminates in Penzance, although there is a northern spur that terminates in St. Ives. Investigators can use either town as a launching point for expeditions to Zennor.

## Penzance

Penzance, population 11,700, is a quaint fishing town on the southern shore of Cornwall. It the terminus of the Great Western railway. It boasts a beautiful harbour and several scenic walks. It is the capital of the local pilchard and mackerel fishery, and also sees a good number of ships transporting the tin, copper and granite mined in Cornwall to other locations. The area is also London's principal provider of potatoes, with extensive farms around town. There are several places for tourists to stay, two of which are:

- ✧ The Queen's on Esplanade (4s 6d) – comfortable and in a fashionable part of town.
- ✧ The Union on Chapel St. (4s) – serviceable, but with no view of the sea.

The town contains a library with a collection of rare Cornish works, and information on the Cornish language.

Other items of interest in Penzance include the Esplanade (the nicer section of town), the Pier (offering walks in the sea air and views of Mount's Bay), and Lescudjack Castle (a British earthworks on a hill near the train station). The natural philosopher Sir Humphrey Davy was born in Penzance and has a stature in his honour standing in market square.

From Penzance, it is 7 miles northwest over dirt roads to Zennor. As in St. Ives, omnibuses that cater to tourists are available for transportation, as are local farmers.

## St. Ives

St. Ives is a picturesque fishing town of 7,500 at the northern terminus of the rail lines. A beautiful seaside town, irregularly built, with many terraced homes and modern villas. It features the church of St. Ya (or Ia) built in the 15<sup>th</sup> century. It also features a subscription reading room and Masonic lodge. There are many hotels, the following of which are a few:

- ✧ Tregenna Castle (4s 6d) – Originally the home of the Stephens family; well-appointed.
- ✧ Union Inn on Fore Street (3s) – comfortable and low key.
- ✧ White Hart on Wharf St (2s 6d) – acceptable, if a little rough.

The people of St. Ives make their living on the sea. The harbour sees boats coming in loaded with herring and pilchards daily. Not surprisingly, there are plenty of pubs serving thirsty fisherman who've just come ashore. These also make excellent places for investigators to gather rumours, as paying for a few drinks makes a friend and loosens their tongue. The oldest and most colourful such establishment is The Sloop on Wharf St.

Investigators looking to get to Zennor from St. Ives will have to travel west, 5 miles, over scenic dirt roads, with the rocky hills on one side, and the cliffs and sea on the other. Omnibuses are available that take tourists around to the local ruins, of which Zennor Quoit is one. Alternatively, investigators could walk, or hitch a ride on a farmer's cart.

## The Gurnard's Head

Investigators who want to be closer to Zennor (yet still safe) can stay at the Gurnard's Head, a pub that also offer's rooms located 1.5 miles from Zennor, near the rocky promontory of the same name.

Richard Berryman runs the pub with his wife, Jane, and mother, Grace. He also tends his own farm. Richard is a pleasant fellow who is used to entertaining both the artists and writers who come in from the city and the local workers.



Richard is not affiliated with St. Senara or the deep ones in any way. He has heard strange rumours about the Dowelly family and other families in Zennor, but he will be hesitant to discuss them with outsiders.

Richard is a superstitious man who can tell investigators a lot about the legends and rumours of Penwith if they loosen his tongue with some drink and company. What those rumours are, or whether or not they are true is anyone's guess, but consider Richard and the Gurnard's Head an excellent home base should you wish to develop a campaign based upon the Penwith area.

The Gurnard's Head Inn is a local landmark, and acts as the nearest post office to Zennor. As such, the deep ones and hybrids wouldn't attack it or attack investigators on its grounds for fear of drawing attention on themselves. Consider it a safe house for investigators.

## VILLAGES AND HAMLETS OF ZENNOR PARISH

The village of Zennor lies at the eastern edge of Zennor parish. Beyond scattered farmsteads occasionally dotting the landscape, there are two smaller villages and a hamlet that are also in the civil parish of Zennor. Many of the families in this part of Cornwall share common surnames, especially outside of the town of Zennor, and word travels surprisingly fast along the rutted roads of the Penwith Hundred—investigators' reputations are likely to precede them.

### Boswednack

This small village of 19 souls consists of four farms and Boswednack Manor, a large Edwardian farmhouse with an absentee owner. It lies roughly halfway between Zennor and Gurnard's Head.

### Porthmeor

Just half a mile southwest of Gurnard's Head, Porthmeor straddles the dirt road the ultimately leads to Zennor. Upper Porthmeor is situated around the road itself, while Lower Porthmeor is closer to the coast. Comprised of 11 farmhouses, one vacant home, and a Wesleyan Chapel, the village





*The Gurnard's Head*

of Porthmeor consists of 6 different families, all of whom are from Cornwall, with most from Zennor parish. Most are farmers with large families. A few of the larger farms rely on outside help as well, and these may be willing to provide food and lodging if needed, especially in exchange for field work.

## Treen

Situated a short 2-minute walk from the Gurnard's Head hotel is the hamlet of Treen. The road from Penzance, in the south, swings east in Treen, for Boswednack and Zennor. Four houses cluster around Treen Manor, along the road that leads from the hotel out to Gurnard's Head and Treen Cove, half a mile to the north, while four farms spread across the land from the hotel to the cove. The farmers are all related, the Thomases, while those living in the homes closest to the road are originally from Zennor.

The descent down the cliffs to Treen Cove is not an easy one. There is a small Coast Guard Station, manned by 3 men, their wives, and 8 children, ranging in age from 13 years old down to 5 months. From Treen Cover to Pendour Cove is about 1 mile, by water, while the cliff road takes considerably longer, as it winds its way back and forth along the steep edge.

## FELL SECRETS AND FORBIDDEN LORE

Zennor is a town with a terrible secret that it has been hiding for 800 years. As the modern world encroaches, friction is bound to happen between those who don't want to be discovered and those who want to connect this remote region with the modern era.

Victorian era investigators can be drawn to Zennor and the Penwith region for any number of reasons. Investigators could be surveyors sent by the crown, archaeologists from a university making a tour of the region's ruins, or even tourists who happen to be in the wrong place at the wrong time, as happened in Lovecraft's own *The Shadow Over Innsmouth*.

Those wishing to expand on the material presented here will find a wealth of information available online regarding the Penwith region. Men have lived here for long centuries, and who knows what old gods or dark intelligences have consorted with them in the standing stones and quoits that dot the region.

Richard Berryman at the Gurnard's Head or Carrie Halfwik in Zennor both make excellent sources of information to spur investigators into exploring the area. Both are superstitious, and very gregarious. One can come up with all sorts of little people, ghosts, druids, or any other mysteries that could easily tie into the Cthulhu Mythos. Take care not to overpopulate the region, however, as doing so can strain the suspension of disbelief.

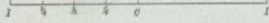
Some suggestions for other investigations in the region:

- ✧ Carrie Halfwik swears she's been seeing lights around Zennor Quoit every new moon. The folk of Zennor dismiss this, as Carrie's always deep in her cups. There is truth to the rumour, however. A local farm boy found an ancient rock with strange



# PENZANCE, ST. IVES and LAND'S END.

Scale: One Inch to One Mile.





ST IVES BAY



ST IVES

Stennacks

Urv Lelant

Ludgvan

MARAZION

S. Hilary

Trowan

Logan Rock, Rosewall Hill

owednack

Nancladra

Castle Gate

Talveo

Longrack

Little Hogus, Great Hogus

St Michael's

L.B. Sta., Pedn Olva

C.G. Sta., Porthminster Point

Carbis Bay

Boskerris Wartha

Mount Douglas

Trencrom Hill

Canon's Town

Whitecross

Cookwells

Rospeth

Submerged Forest

Little London

Remains of

G.W.R.

S. ERTH STA.

MARAZION

Plaintan-gwarry

Goldsithney

T. ROAD

R. HAYLE

Block Cliff

Phil Rye

Carnsey Cliff

S. ERTH VICAR

S. Erth Vicar

Tredra

Manor Ho.

Ennys

Chynoweth

Kestel

Perran Downs

writing on it recently. He tried to speak the words and was put in contact with an entity from beyond. It can only visit when certain stars are overhead, which coincide with the new moon. He's been going to the Cromlech because it's the highest point in the region. Fell things descend from the sky and whisper horrors to him on those nights.

- ✧ One night at the Gurnard's head Richard tells the investigators the legend of Harry Trembley's ghost. Harry was a Round Head spy that was snooping about Royalist Cornwall during the English civil war when he was killed at a crossroads by highwaymen. They decapitated him, and his headless ghost is sometimes seen carrying its head and attempting to talk to late-night travellers. Harry was a sorcerer of some power, and an important relic of his was stolen in the robbery. It sits as a bauble in a local farmers home, something handed down through generations. Harry wants it back so he can move on to other planes of existence. If investigators listen to him and can retrieve the item for him, he can give them the location of, or information that is very helpful to them, such as a mythos tome. Should investigators trust him?
- ✧ Tourists who delve deep into the Ding Dong mine sometimes hear knocking or their names being whispered. This has given rise to local legends about ghost miners. The truth is that a serpent one enclave lies under the mines. Many of the monsters lie in stasis, but a few have awoken and are trying to lure men down to learn about the modern world. When a child goes missing in the mine, investigators must delve deep underground and hopefully survive to see the light of day again.

## Zennor in Other Eras

It should be noted that, in addition to the late 19<sup>th</sup>-century, Penwith and the Cornwall region offer a lot of material. A few time periods of especial impact on Zennor, itself, follow.



## The Dark Ages

- ✧ The Dark Ages was the period in which St. Senara came ashore. An interesting scenario could see the investigators being sent by their king to see if these rumours of a powerful saint in Zennor were true.

## The Reformation

- ✧ Crown agents are sent to Cornwall to rid Zennor of its old beliefs. Tasked with confiscating or destroying the idols to St. Senara, all the fantastically carved pews featuring underwater images with mermaids and bizarre fish-men, and a hideous bell rumoured to summon beings from the sea for dark masses with its repugnant peals. Will the agents of the reformation be successful, or will the scabrous residents of Zennor begin making an annual pilgrimage to Chapel Jane, at Gurnard's Head, in order to keep their old ways alive? And even if the Crown agents survive Zennor, will they survive the Cornish rebellion?

## Elizabethan Times

- ✧ Smuggling has always been a thing in St. Ives, but when gold artefacts of unearthly designs begin showing up, *Her Majesty's Exchequer* deputizes a special commission to investigate.

## SCENARIO SEED: THE NAPOLEONIC WARS

It is the Summer of 1804. Napoleon has been declared Napoleon I, Emperor of the French by the Senate earlier in the year. In December he will take the crown from Pope Pious VII and crown himself at his coronation.

In the meantime, Britain is gearing up for war. Her Navy has kept the French ports blockaded, but her spies know that Napoleon is preparing for an invasion of England. All throughout the isles the agents of the Crown are busying themselves with improving coastal fortifications and rooting out French spies.

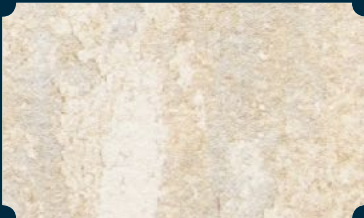
The players assume the role of British Officers sent to Cornwall to inspect the coast for any defensive weaknesses, and keep an ear to the ground should they uncover any foreign agents.

While they are inspecting the coastline, the investigators become aware of strange goings on in Zennor at night. Could it be that locals are conspiring with the French? They would be remiss in their duties if they didn't check.



## STYGLIAN FOX

*The village of Zennor is perched on the cliffs of the Cornwall coast, in the Hundred of Penwith. It is a quiet place passed over by the bustle of industry that has engulfed the rest of the British Isles. Legend tells it was founded by a saint from the sea, and the church of St. Senara bears her name. Its people are famed for their singing locally. Singing so beautiful a mermaid came ashore to hear it and married a local boy. The truth is much darker than all of that. Zennor is an ancient place full of secrets. Secrets that its inhabitants are willing to kill to protect.*



Find out more on our books at  
[www.stygliafox.com](http://www.stygliafox.com)