

OUT OF THE PAST

SOME THINGS ARE BEST LEFT IN THE PAST,
UNDISTURBED THROUGH THE AGES...

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Out of the Past

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OUT OF THE PAST

“We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far.”

– H.P. Lovecraft, *The Call of Cthulhu*

In *Out of the Past* it is learned that some things are best left in the past, undisturbed through the ages...

INTRODUCTION

Out of the Past is a *Call of Cthulhu* scenario set in England in 1925. It chronicles the events that follow the theft of several Iron Age artifacts from the British Museum by two German agents, and an ancient dead sorcerer seeking to return to life once more in the service of Nyarlathotep.

The scenario is intended to be completed over two or three sessions of play and is aimed at both novice and experienced players alike.

GETTING READY TO PLAY

To play *Out of the Past* you will need a copy of either the *Call of Cthulhu Quick-Start Rules* (7th Edition) – available as a free download from www.chaosium.com – or a copy of the *Call of Cthulhu Rulebook* (7th Edition), available to buy online directly from Chaosium or from your friendly local gaming store.

It is recommended that your players choose one of the pre-generated investigators supplied with this scenario (see **Handouts: Investigators**). These can be printed or copied as appropriate. Alternatively your players can create their own investigators on the blank investigator sheet (also provided) using the rules from either the *Call of Cthulhu Quick-Start Rules* or *Call of Cthulhu Rulebook* (7th Edition).

Finally, before playing, the Keeper is advised to read through the whole scenario a few times to make sure they are familiar with the plot and events of *Out of the Past*. It may be helpful to make a few notes as reminders of key details for reference while running the scenario.

With that said gather your investigators and plunge them into the horrifying events that unfold in *Out of the Past*.

OVERVIEW

The investigators are members of The Society of the Beyond, an informal group of several dozen academics and enthusiasts all with an interest in unexplained mysteries and bizarre phenomena. The Society convenes at the British Museum in London, where members meet once a month to discuss interesting events and rumours that have come to the group’s attention. The Society has even assisted the local authorities on various occasions and gained a mixture of fame and notoriety for their endeavours in several unusual cases.

The next meeting of the Society – which is where the scenario starts – sees the investigators learn of a theft of Iron Age artifacts from the British Museum. Their investigations uncover insane archaeologists, German agents of the occult, and ultimately lead them into a final conflict with an ancient sorcerer raised from the dead and seeking to restore himself to life once more.

SCENARIO STRUCTURE

Out of the Past ideally takes place over a three day period. However, it is possible the investigators might draw out their investigations over a longer period, and some may try to pack more into a single day, especially seeking to combine the second and third days. The structure summary below details the preferred flow of the scenario for the investigators to experience.

Day 1 – Monday, 16th February, 1925.

This is where the scenario begins when the investigators learn of a theft of Iron Age artifacts from the British Museum the previous night. It is already the evening when the action starts as they are attending this month’s meeting of the Society of the Beyond, so their opportunities to investigate are limited mainly to inspecting the gallery and talking with the nightwatchman.

Day 2 – Tuesday, 17th February, 1925.

The day after learning of the theft of the artifacts is when the investigators can perform the majority of their investigations in London prior to deciding on travelling to the village of Dowstan. Ideally the investigators should not travel to Dowstan today due to time constraints and the fact that the horror in Dowstan is currently unfolding and the undead sorcerer will perform his ritual to return to life the following day. The lateness of the day and the often inclement weather – it is winter after all – can be used to indicate that travelling to Dowstan is best left until the start of the next day.

Day 3 – Wednesday, 18th February, 1925.

The third day is when the investigators travel to the village of Dowstan in Wiltshire, several hours journey west of London. While the investigators may have some suspicions as to what has been going on, it is not until they actually arrive in Dowstan that they find they have stepped into something much more horrifying than they expected.

HISTORICAL NOTES

Out of the Past is set in England in 1925, some seven years after the end of World War I. The majority of locations and institutions used in *Out of the Past* are real, although some details are fictional for the purposes of the scenario. The main exception is the rural village of Dowstan, which is entirely fictional.

It should also be noted that there are some significant cultural differences between Britain and the United States in the 1920s that the Keeper should be aware of in order to maintain historical accuracy for this scenario if it is played out in Britain as written.

Armed Police

Police use of firearms in Britain has historically been tightly limited, as well as controversial, as senior officers wanted their forces to retain the ‘British Bobby’ effect on the community, policing by respect and consent rather than at the barrel of a gun. In the 1920s British police forces utilised a 14 inch long wooden truncheon.

For the purposes of law enforcement the investigators should only ever encounter British police armed with truncheons.

Firearms

Historically the sale and ownership of firearms had been curtailed over the centuries in Britain. With the Firearms Act 1920, anyone wanting to purchase or possess a firearm or ammunition had to obtain a certificate and this was strictly controlled. This Act was spurred on by the large number of guns in existence after World War I.

Guns may be available to certain investigators but normally the accessibility of firearms should be very limited when compared to the United States.

Prohibition

The sale or consumption of commercial alcohol has never been prohibited by law in the United Kingdom, although historically various groups have campaigned for the prohibition or temperance of alcohol.

As such there are no restrictions on your investigators buying or consuming alcohol in 1920s Britain.



TIME AND WEATHER

Out of the Past takes place in February 1925, which is in the winter season in Britain. The sunrise and sunset times for mid-February are approximately 7:15am and 5:15pm respectively. The temperature is usually very cold, around 5°C / 41°F, and the weather often overcast and rainy. For this scenario the first two days are ideally set in wet and windy conditions. The third day can see a let-up in the weather to make travel easier.

BACKGROUND

THE REAL STORY

In January 1924 the British amateur archaeologist Henry Billington, along with his assistants Elsie Yarbrough and Cecil Lynch, unearthed an Iron Age barrow in woodlands near the village of Dowstan in Wiltshire, England. Within the barrow they found the remains of a human, pierced with an iron dagger and buried beneath a carved stone slab. The remains were those of an ancient sorcerer – Caedoc – who was killed to halt his acts of evil in service to the mythos entity Nyarlathotep. In England, Nyarlathotep uses the guise of ‘the black demon’ whenever he manifests (see **The Black Demon**).

The Black Demon

Nyarlathep, often called the Crawling Chaos, has many forms – some literature refers to these forms as Masks and claims that he has a thousand of them – and he is thus known by different avatars. In England, Nyarlathotep appears as ‘the black demon’, a great black, furry, snouted creature that fears the light, but is not harmed by it.

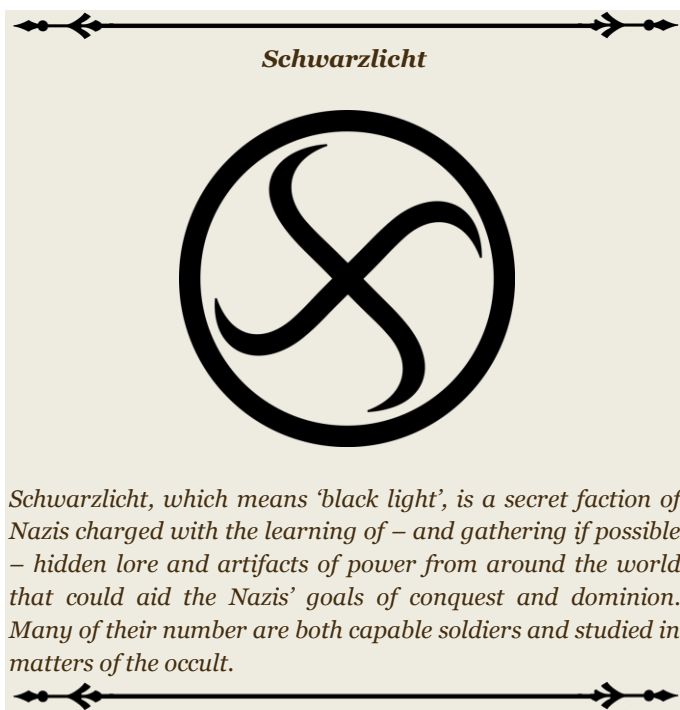
Nyarlathep enacts the will of the Outer Gods and is their messenger. Unlike the Outer Gods, causing madness is more important and enjoyable than death and destruction to Nyarlathotep. He delights in cruelty, is deceptive and manipulative, and even cultivates followers and uses propaganda to achieve his goals.

Being a mythos sorcerer Caedoc was not so easily defeated and when his body was buried it was sealed beneath a stone slab. Marked with magical warding runes and the symbol of light and purity, the slab served to imprison his malign spirit so that it could not reach Nyarlathotep to work its power again in the land. A nearby community – now Dowstan – was established and charged with ensuring the barrow remained undisturbed, but over the centuries this charge was forgotten.

When the stone slab was lifted the sorcerer’s malign spirit was awakened and it used the last of its dark magic to cast a domination spell on Billington. It forced him to kill Yarbrough with the dagger and the spilling of blood in the barrow allowed it to escape its confines. Billington was then commanded to kill Lynch, but was overpowered and knocked unconscious in the tussle when Lynch hit him with a spade. Lynch fled and alerted the local police authority, Constable Talbot, who found and arrested Billington before the archaeologist could recover. Billington, despite being free from the sorcerer’s domination, suffered acute mental failure, ranting about the dark spirit that had controlled him and what it had forced him to do. He was subsequently declared insane and committed to Bethlem Hospital later that year.

The unearthed remains, the stone slab and the iron dagger were examined and taken for inclusion in the Ancient Britain collection at the British Museum in 1924, and the removal of the artifacts to a distant location actually served Caedoc's recovery. His spirit had withdrawn into the woods where, over the period of a year, it gradually managed to gather a corporeal form known as a 'crawling one'; a mass of maggots and worms animated by the sorcerer's malign will. Now, using its magic, the crawling one has summoned several rat-things into its service and started to worm itself into the lives of the people of the nearby village of Dowstan and learn of the new age into which Caedoc has found himself. The sorcerer's true goal is to restore his human form so that he may once more properly serve his master Nyarlathotep.

However, other forces are in play. In November 1923, two members of Schwarzlicht (see **Schwarzlicht**) secretly came to England in search of occult powers. In time these German agents – Karl Müller and Ernst Schmidt – learned of the incident involving Billington and determined there might be something here that could be of use to their country. With their knowledge of the occult they surmised that by using the iron dagger and the stone slab they could capture the power.



Müller and Schmidt reconnoitered the British Museum to inspect the Dowstan artifacts and determine how they could steal them. They also went to visit Billington in the asylum to see if he could reveal anything further, though they learned little other than that Billington's state might well be due to contact with a strange, dark power. They also spoke with Cecil Lynch, posing as journalists working for the periodical *Archaeology Today* who were researching a story, and bought some of his old notes including those pertaining to Dowstan.

Finally they visited the village of Dowstan and found it to be a sleepy little place, seemingly unremarkable in any way. However, mindful of their supposition that an ancient power was either in residence or located nearby, the Schwarzlicht agents did not tarry there too long in order to avoid undue suspicion. Unbeknownst to them they were observed by the skulking rat-things.

With their plans laid, the German agents undertook their theft and successfully made off with the stone slab – despite its size and weight – the iron dagger, and the sorcerer's skull and bones. Their next step was to return to Dowstan, locate the occult entity and capture it to take back to Germany. However, despite their preparations and knowledge, Müller and Schmidt got more than they bargained for when they returned to Dowstan. The rat-things alerted the crawling one that the men had returned, and when the creatures investigated the car they found the stone slab. Caedoc then quickly set about dominating everyone in the village to combat this unexpected threat. With his forces assembled the Germans were then engaged. Müller opened fire and fatally wounded one villager – the local constable – and Schmidt was killed by the rat-things and several villagers; a sight that drove Müller into a bout of madness causing him to flee the scene.

The crawling one understood the inherent threat in the return of the stone slab, so had it smashed by the villagers. Realising it could not delay lest others come seeking to bind it, the crawling one decided it must make its bid to return to life immediately. It withdrew with its mindless sacrifices into the woods to begin the rite that would spend the lives of the villagers to buy back its human form and the freedom to move in this world once again in the dark service of Nyarlathotep.

And now the members of the Society of the Beyond learn of the theft of the artifacts from the museum and set out to investigate, little knowing where it will take them.

TIMELINE OF EVENTS

Historical Events

- April, 1923. Two German agents – Karl Müller and Ernst Schmidt – arrive in London and begin research into the occult of Britain with the aim of identifying and acquiring any items or powers that could be put into the service of the Nazis.
- January, 1924. Henry Billington, along with his assistants Cecil Lynch and Elsie Yarbrough, find and excavate a burial barrow near Dowstan in Wiltshire. The archaeologists inadvertently release the malevolent spirit of an Iron Age sorcerer: Caedoc. Caedoc uses his magic to dominate Billington and forces him to kill Yarbrough before being subdued by Lynch.
- February, 1924. Henry Billington is declared insane and admitted to Bethlem Hospital in London.

Recent Events

- Sunday 15th February, 1925. The German agents steal the Dowstan artifacts from the British Museum.
- Monday 16th February, 1925. The museum theft is reported in the press and a reward is offered. The German agents arrive in the village Dowstan in Wiltshire, with the intent of capturing the occult power using the artifacts they have stolen.

Current Events

- Monday 16th February, 1925. The Society of the Beyond meets at the British Museum in the evening. This is the starting point of the scenario for the investigators.



Future Events

- Tuesday 17th February, 1925. The investigators conduct their research in the British Museum Reading Room, find clues and question leads. The German agents are confronted and defeated by Caedoc's dominated villagers and attendant rat-thing servants.
- Wednesday 18th February, 1925. The investigators travel to and arrive in Dowstan. Caedoc, in the form of a crawling one, is already at his rite in the woods.

DRAMATIS PERSONAE

The following is a list of the characters that appear or are referenced in *Out of the Past*. A summary of each is provided along with some ideas to aid the Keeper in portraying the character. The characters are grouped into Living, Dead, and Other and are listed alphabetically by surname/name.

The Living

Billington, Henry

Male. Age 48. **Archaeologist.**

Henry Billington was a noted amateur archaeologist specialising in Ancient Britain until the tragedy in Dowstan left him insane. Once a solidly built man, Billington is now a shadow of his former self. With thinning grey hair and a sallow complexion the events of a year ago have worn away at him body and soul. Confined now to the Bethlem Hospital, Billington does not look at anyone even when he is spoken to directly. Most of the time he simply sits and rocks back and forth with his feet off the ground, mumbling indecipherably.

Bowers, Margaret

Female. Age 54. **Museum Curator.**

Margaret Bowers is a curator at the British Museum specialising in Egyptology. She is a plump woman with a friendly demeanour, although she is rather prudish in nature. She regularly chairs meetings of The Society of the Beyond and enjoys a good mystery. Bowers looks intently at whoever she is speaking with as if studying them. When conversing, she often clasps her hands and at times speaks conspiratorially.

Crabtree, Percy

Male. Age 65. **Museum Curator.**

Percy Crabtree is a curator at the British Museum who specialises in Ancient Britain. He is a stooped man who is a little hard of hearing, and has an unruly smoke-stained beard. Crabtree often looks into the distance when speaking, and his words come slowly and methodically. He often taps his fingers regularly together or on a surface when thinking or expounding on subjects of interest to him.

Dewhurst, Arnold

Male. Age 52. **Landlord.**

Arnold Dewhurst is the landlord of The Red Lion public house in Dowstan. He is a portly man with a rosy complexion. However, he is controlled by Caedoc through the maggot attached to the roof of his mouth. Due to Caedoc's domination of him Dewhurst speaks and acts somewhat slowly. He projects an air of cold civility and suggests to the investigators that they go and visit Stonehenge or Salisbury Cathedral; this is Caedoc trying to get anyone who visits the village to leave so they do not interfere with his intention to recover his mortal form.

Hopkins, Jack

Male. Age 20. **Nightwatchman.**

Jack Hopkins is a nightwatchman at the British Museum. He is a burly fellow hailing from working class roots in the east of London. He is duly deferential to those in authority and has a serious demeanour. Hopkins pays attention to whoever speaks to him though rarely offers more information than asked of.

Jacobs, Geraldine

Female. Age 45. **Nurse.**

Geraldine Jacobs is a nurse at the Bethlem Hospital. She is a stocky, humourless woman who wears her slightly graying black hair in a bun behind her head. Jacobs is civil but insincere with most people and only projects sincerity with those she views as superiors. She often seems to be scrutinising whoever she speaks with and makes 'hmm' sounds of doubt.

Kean, Charles

Male. Age 51. **Chairman.**

Charles Kean is the Chairman of the British Archaeological Association in Oxford. Kean is a stern and no-nonsense man who speaks loudly and with gravitas.

Lynch, Cecil

Male. Age 27. **Archaeologist.**

Cecil Lynch is an amateur archaeologist. He is a slender young man with neat red hair and a serious and ambitious demeanour. Lynch evidences little humour in his interactions with others and comes across as quite determined and driven. He leans forward when making points of personal importance, looking directly at those with whom he speaks.

Müller, Karl (aka Carl Miller)

Male. Age 34. **Spy.**

Karl Müller is a German agent for the Nazi secret group Schwarzlicht. Müller is a tall, lithe man with neat fair hair and a seemingly pleasant demeanour beneath which lurks a heartless but intelligent killer devoted to his country. Müller acts calmly but brooks no arguments or impediments to his cause and will kill without hesitation if necessary.

Pond, Harriet

Female. Age 61. **Librarian.**

Harriet Pond is a librarian at the British Library located in the British Museum. Pond is a small waspish woman with a firm sense of order and is very proprietorial over the library. She looks intently at whoever she speaks with, often using an officious manner and steeping her hands.

Robinson, Sidney

Male. Age 39. **Vagrant.**

Sidney Robinson is a vagrant. Robinson is a strong and hardy man of sturdy build and with weathered but amenable looks. He is very down-to-earth and has seen a few things in his time. He is generally very civil to others though always looking for a way he can benefit in order support his otherwise meager lifestyle. He is devoted to his Jack Russell terrier Toby, who is his constant companion.

Rowe, Jonathan

Male. Age 55. **Psychiatrist.**

Jonathan Rowe is a psychiatrist at the Bethlem Hospital. Rowe is a tall slender man with round glasses and a trimmed white beard. He often looks down both figuratively and literally upon whoever he speaks with and has a high sense of self-importance. He regularly consults his pocket watch as if he needs to be elsewhere.

Simmons, Nigel

Male. Age 36. **Journalist.**

Nigel Simmons is a journalist for the periodical *Archaeology Today*. Simmons is a stocky, balding man with cropped hair. He comes across as overly keen and always looking for a story or sensational aspect in anything he discusses.

Travers, Winifred

Female. Age 53. **Landlady.**

Winifred Travers is a landlady who runs the house in which Cecil Lynch rents a room. Travers is a slender woman with a no-nonsense attitude. She is quite garrulous and chatters about everything and nothing, being something of a gossip and busybody. She is very house-proud of her lodging house and does not tolerate any misbehavior or inappropriate goings-on.

The Dead**Schmidt, Ernst (aka Ernest Smith)**

Male. Age 29. **Spy.**

Ernst Schmidt was a handsome and athletic man devoted to his country before his violent death in Dowstan. Schmidt was killed by the rat-things and dominated villagers in the service of Caedoc.

Talbot, William

Male. Age 48. **Policeman.**

William Talbot was a stoutly built man who had been a policeman for 25 years before his violent death in Dowstan. Talbot was shot in the stomach by Karl Müller and died of his wound in bed.

Yarbrough, Elsie

Female. Age 29. **Historian.**

Elsie Yarbrough was a small, bookish woman with a passion for English history before her violent death in Dowstan. Yarbrough was killed with a dagger by Henry Billington when he was dominated by the dead sorcerer Caedoc.

The Other**Caedoc**

Male. Age unknown, but it has been over 2,000 years since Caedoc was killed. **Crawling One.**

Caedoc was a mythos sorcerer from Britain's Iron Age period who acted in the service of Nyarlathotep. However, since his entombed spirit was inadvertently freed by Henry Billington's archaeological dig, Caedoc has reformed as a 'crawling one': a mass of worms and maggots that are animated by his malign will (see **Allies, Adversaries and Monsters: Crawling One**). Caedoc is without mercy and will not falter in seeking to restore himself to mortal form so that he may once again serve Nyarlathotep in this new time into which he has been inadvertently released.



LONDON

THE BRITISH MUSEUM

Address: Great Russell Street, Bloomsbury, London.

Nearest Underground station: Tottenham Court Road.

Telephone: Bloomsbury-723.

The British Museum

Established in 1753, the British Museum in London is a public institution dedicated to human history, art and culture. Today its permanent collection of some eight million works is among the largest and most comprehensive in existence, having been widely sourced during the era of the British Empire.



The British Museum

The Society of the Beyond Meeting

The investigators all have an interest in the bizarre and strange and are established members of The Society of the Beyond at the British Museum ((see **Handouts: The British Museum**). The Society convenes for its February 1925 meeting, chaired this month by Margaret Bowers, in one of the British Museum's function rooms. She is one of several of the museum's curators who chair the meetings of the Society, and she begins the proceedings with a brief introduction and welcome.

“Well now is everyone seated? Jolly good. For anyone who doesn't know me, I'm Margaret Bowers, curator of Egyptology here at the British Museum. So, thank you all for attending this month's meeting of The Society of the Beyond. I do hope you didn't get too wet coming here in the rain tonight. Goodness what a downpour! There's some tea in the pot over on the side table if you need something warming.”

However, before the meeting properly begins, Bowers has some unfortunate news to impart regarding a theft from the museum. This serves as the trigger to involve the investigators to get involved.

“So then, before we begin I must impart to you some rather unfortunate news. Perhaps you have heard already, or seen it in today's newspapers? I'm sorry to say that last night there was a theft right here at the British Museum. I was quite shocked when I found out, I tell you, quite shocked indeed.”

Keeper note: Some of the investigators may already be aware of the theft from the newspapers. Prior to starting the Keeper can hand out copies of the newspaper stories to any investigators who might have read them (see **Handouts: Newspaper Clippings #1, #2**). It is best that the Keeper ask the investigators with the newspaper stories to read the articles but not say anything until Margaret Bowers' announcement at the meeting. At her statement the investigators can be drawn in by commenting on what they have read of the museum theft.

Margaret Bowers specialises in Egyptology so she cannot offer much insight into the stolen artifacts, but she can reveal the following information.

- Several artifacts were stolen from the Ancient Britain gallery but she does not really know more than the newspapers have mentioned.
- Percy Crabtree is the curator of the Ancient Britain gallery and he would know more of the missing artifacts. However, as the museum is now closed for the day the investigators would need to return the following morning to speak with Crabtree.
- Jack Hopkins is the nightwatchman who was assaulted. He is on duty again tonight as he has already recovered sufficiently from his assault.
- The library can be used for research on the museum's collections. However, as the museum is now closed for the day the investigators would need to return the following morning to use the Reading Room.

A Regular success in **Charm** or **Persuade** can convince Bowers to take the investigators to the Ancient Britain gallery for a little look at the scene of the crime. She will escort the investigators to the gallery but stresses that nothing is to be touched as the museum is still checking the extent of the damage and the exact loss of artifacts from the theft.

Once the investigators have conducted an initial inspection of the scene of the crime and spoken to the nightwatchman, Margaret Bowers will return the investigators to the meeting room where they can discuss what they have learned so far and plan their strategy for the next day. However, it is now quite late in the evening and there is little else that they can achieve tonight.

The Ancient Britain Gallery

Arriving in the Ancient Britain gallery the investigators will see an area of display cabinets is cordoned off with some ropes and stands. Strewn on the floor are various artifacts including bones, pottery, knives, and jewellery. The German agents have done this to muddle the fact that only Dowstan artifacts were taken, in order to delay identification of their objective. A Regular success in **Spot Hidden** reveals that the display cases have been unlocked or picked rather than forced open. In fact the German agents did pick the locks, just as they did with the exterior door to gain access to the museum.

The Nightwatchman

Jack Hopkins, one of the museum's nightwatchmen, is on duty despite the incident the previous night. He is a burly fellow and is recovering quickly from a mild concussion after being knocked out by the German agents. Hopkins can reveal the following information, but only in response to direct questions as he is not particularly forthcoming, which is simply an aspect of his personality rather than any intent to withhold details.

- The thieves must have gained entry to the museum after midnight as he had just previously finished having midnight tea and sandwiches with several of the other guards.
- The thieves entered through a locked external door without any sign of forced entry.
- Hopkins was knocked out from behind so he did not see the thieves. However, as he lost consciousness he heard a man speak but did not recognise the language (which was German).
- The keys for the external doors to the museum are held by the guards as well as some senior figures at the museum.
- The keys for the cabinets are held by the gallery curators.
- No keys have been reported as missing or stolen.



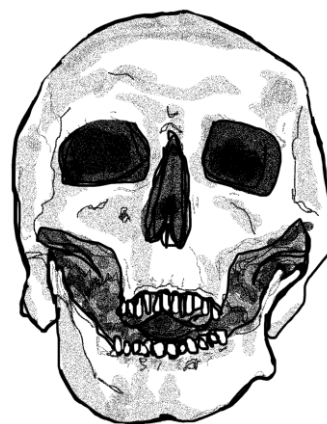
The investigators may think that the theft was an inside job and that Hopkins has helped the thieves. However, this is not the case. A Regular success in **First Aid** or **Medicine** reveals the blow to his head that rendered him unconscious the previous night is real. Despite his injury, Hopkins was determined to return to work as he needs the job and money. Similarly a Regular success in **Psychology** indicates that Hopkins is being truthful in what he says.

The Curator

Percy Crabtree is one of several of the British Museum's curators that specialises in Ancient Britain. Returning to the museum the next day the investigators will find Crabtree is busy overseeing the meticulous inspection and return of artifacts back into their cabinets. He is quite upset with the theft and has little time for anything other than restoring his valued collection.

With the curator being so busy the investigators will require a Regular success in **Charm** or **Persuade** in order to convince Crabtree to take time to speak with them and answer their questions. Crabtree can offer various insights into the artifacts.

- The thieves made a bit of a mess but his visual inspection has determined that a number of items are definitely missing: the bones and skull of an Iron Age man, an iron dagger and a stone slab.
- The bones and skull, iron dagger and stone slab were all part of the Dowstan find from January 1924.



- The Dowstan find is most notable due to the unfortunate nature of the find itself when the lead archaeologist – Henry Billington – murdered one of his assistants.
- Henry Billington was a noted British archaeologist and fellow of the British Archaeological Association, but after the Dowstan incident he was declared insane and his career ended.
- The stone slab is an unusual theft as it is approximately two feet wide, three feet long and rather heavy, likely needing two men to carry it. The slab was inscribed with a sun-motif as well as several symbols that were never identified or deciphered.
- The museum library – the British Library – located in the Reading Room, can be used for research on the Dowstan collection and has pictures and other information relating to the find.
- A reward of £50 (which is £3,000 or \$4,000 in today's money) has been offered by the museum for the return of the artifacts.

THE BRITISH LIBRARY

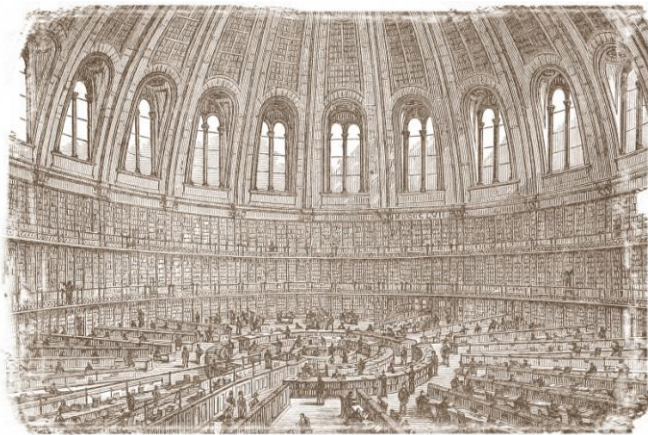
Address: Great Russell Street, Bloomsbury, London.

Nearest Underground station: Tottenham Court Road.

Telephone: Bloomsbury-841.

The British Library

In 1925, The British Library was part of the British Museum, although in 1973 the library was moved to its own separate premises and is the largest national library in the world by number of items catalogued. As part of the British Museum, the Reading Room, which opened in 1857, was the place where researchers came to consult the museum's vast library.



The Reading Room

The Reading Room

The central area of the museum houses a large domed building: the Reading Room, which is the centre of the British Library (see **Handouts: The British Library**). It is here that the investigators can uncover letters, documents and drawings pertaining to the Dowstan artifacts. Just outside the main door is stationed a desk at which sits Harriet Pond, who is one of the librarians.

Access to the Reading Room is normally reserved for those with a Reader's Ticket, which the investigators do not have. Harriet Pond is very particular about appropriate use of the library and is reluctant to allow unauthorised people inside. A Hard success in **Charm** or **Persuade** can convince the librarian to allow the investigators to use the library to investigate the theft. Wily investigators might also try for combined Regular successes in **Fast Talk** and **Stealth** to distract Harriet Pond and have some of their number sneak into the Reading Room. Alternatively the investigators could ask the curators Margaret Bowers or Percy Crabtree for help in gaining access to the library.

The Reading Room has seemingly endless shelves and repositories of books organised rank after rank beneath the room's highly impressive dome. Some dozen or more visitors are quietly at work: consulting catalogues, reading books, and perusing the shelves. Unsurprisingly the environs are quiet and studious and the investigators should refrain from creating any undue disturbance, lest they be removed.



There are various information clues for the investigators to find in the library and a Regular success in **Library Use** will find the articles and pictures pertaining to the Dowstan collection (see **Handouts: Dowstan Collection Documents #1 & #2, Iron Dagger, Stone Slab**). Similarly a Hard success in **Library Use** will find the letters written by Cecil Lynch and Charles Kean (see **Handouts: Letter from Cecil Lynch, Letter from Charles Kean**).

Keeper note: None of the documents may be removed from the Reading Room but the investigators are free to simply copy the information onto paper or into notebooks as they wish in order to retain the clue details.

BETHLEM HOSPITAL

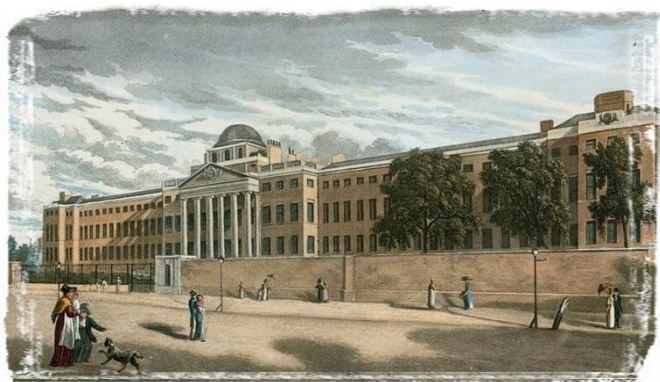
Address: Lambeth Road, Lambeth, London.

Nearest Underground station: Elephant and Castle.

Telephone: Lambeth-608.

Bethlem Hospital

Bethlem Hospital is Europe's oldest psychiatric hospital and has operated continuously for over 600 years. It has also been the continent's most famous – and infamous – specialist institution for the care and treatment of the insane. Its popular designation of 'Bedlam' has long been synonymous with madness and chaos.



Bethlem Hospital

It is at Bethlem Hospital (see **Handouts: Bethlem Hospital**) that Henry Billington has been confined after being diagnosed as insane in the wake of the murder of his assistant Elsie Yarbrough. The investigators can try to speak with Billington to see if he can provide any further clues, but to do so they first need to gain admittance.

The Reception

The hospital is a very grand building and the reception hall is quite large although starkly decorated. The main feature, other than several doors and some sweeping stairs upwards, is a large desk at which sits a nurse. There is also at least one hospital orderly always in attendance.

The Nurse

Geraldine Jacobs often presides over the hospital's reception. She is generally neither helpful nor unhelpful, and defers to few people. A Regular success in **Charm** or **Persuade** can convince the nurse to allow the investigators to speak with someone regarding Henry Billington; in this case it would be Dr. Jonathan Rowe. The investigators will need to wait patiently for a little while before Dr. Rowe is free to speak.

Keeper note: The investigators cannot sneak through the reception into the hospital. One or two burly attendants (Cooper and Hayes) are usually present in case of trouble with any patients, or indeed unruly visitors. However, if the investigators fail to convince Jacobs of their need or they cause a commotion then Dr. Rowe just might happen by and overhear their request and intervene.

The Doctor

Dr. Jonathan Rowe will agree to talk with the investigators as Henry Billington is one of his more unusual patients on account of his madness. Dr. Rowe can reveal some basic details pertaining to Billington.

- Dr. Rowe was called upon by the authorities to make an assessment of Henry Billington after he was arrested for the murder of Elsie Yarbrough.

- His assessment was that Billington suffered from a form of psychosis – a loss with external reality – that had built up over his career in dealing with the lost history and folklore of ancient times in Britain. Billington eventually lost touch with reality and acted out some bizarre ritualised murder of his assistant.
- Billington has not exhibited further physically violent tendencies since his admittance to Bethlem Hospital.
- Billington continues to show little connection to the real world and remains generally placid.
- Billington often mumbles to himself though it is largely unintelligible. He does have very occasional screaming episodes when asleep and dreaming.

A Hard success in **Charm** or **Persuade** can convince Dr. Rowe to reveal more detailed patient information.

- Billington was being treated for his condition with barbiturates to calm any outbursts, though these are very infrequent now.
- Billington was initially treated using hypnosis. However, this was halted as he would always regress to the time he committed the murder and become extremely agitated and often hysterical.
- During the hypnosis sessions he would cry out, “Put it back! / Free! / Blood for the black one!”

A Regular success in **Charm** or **Persuade** will convince Dr. Rowe to allow the investigators to see and speak with Henry Billington, although Dr. Rowe will advise he is unlikely to react to them in any way.

The Day Room

Dr. Rowe will lead the investigators from the entrance of the hospital and along bleak corridors with little to denote them apart from benches and chairs and the occasional view to the garden outside. The investigators are taken to a large day room with tall windows, which provide a clearer view of the gardens. Several patients, under the supervision of nurses and attendants, can be seen taking walks in the garden, and there are a dozen more patients in the day room. Dr. Rowe looks about for a moment and then leads the investigators to a man sat huddled in a chair.

“Some visitors for you, Mr. Billington.”

The Patient

Henry Billington is quite literally in a world of his own, his sanity having failed at Caedoc's domination of him and then being forced to kill Elsie Yarbrough with the dagger that had been lodged in Caedoc's bones beneath the stone slab in the barrow. Billington sits and rocks quietly, muttering unintelligibly, and is unresponsive to any questions or stimuli with two notable exceptions that the investigators can achieve if they have made drawn copies of the Dowstan artifacts.

1. **The iron dagger.** Billington will repeat manically, “No, don’t make me, no! / Blood for the black one! / Master!”
2. **The stone slab.** Billington will weepingly repeat, “Put it back! / Too late! / Free!”

Billington’s mutterings are the words he will more clearly state when shown images of the iron dagger and the stone slab. He has been near constantly repeating these since his insanity struck and they have become indecipherable over time.

Once Billington becomes over agitated and a disturbance to the other patients, Dr. Rowe will have him removed from the ward by attendants and will ask the investigators to leave the hospital.

THE TRAVERS LODGING HOUSE

Address: 22 Eden Grove, Holloway, London.

Nearest Underground station: Holloway Road.

Telephone: None.

Cecil Lynch lives in North London at a lodging house belonging to Mrs. Winifred Travers. The building is a Victorian era terraced house consisting of three floors, with Mrs. Travers living on the ground floor and her lodgers living in the rooms on the first and second floors.

The Parlour

Winifred Travers answers the door to all callers at her lodging house and is very particular about who may visit there. With the group of investigators turning up to speak with Cecil Lynch, she will be suitably intrigued and will invite the investigators in for tea in the parlour. Travers is rather curious – in a nosy way – about this odd collection of people who have come to call on one of her lodgers. The investigators find that the parlour is neat and tidy and has many feminine touches with lots of lace and doilies as well as numerous porcelain knickknacks in evidence. Several photographs show Mrs. Travers with a man: Mr. Lionel Travers, to whom she often refers in her words.

The Landlady

Winifred Travers has been a landlady since the passing of her husband Lionel during World War I. She is essentially a good person, but can be something of a busybody. Being rather chatty by nature she can reveal the following information.

- Lynch will not be home until 6pm for his dinner. “*I always serve dinner at 6pm, prompt mind you. Mr. Travers, God bless his soul, was very particular about having his dinner at 6pm.*”
- Lynch left after breakfast, which he had barely touched. “*Mr. Lynch does like his sausage and bacon so bless me but I’m sure something is amiss.*”

- Lynch said he was going out for the day, but did not say where. “*I don’t like to pry into my lodgers’ affairs; they can come and go as they please as long as there’s no funny business going on.*”
- Two men came to call upon Lynch about a week ago, saying they were journalists and wanted to interview Lynch. Astutely she picked up on their accents and is quite sure they are foreigners. “*Germans! That’s what I thought to myself: Germans!*”

Travers advises the investigators to return after 6pm when she is sure Lynch will return to the lodging house for dinner.

Cunning investigators might try for combined Regular successes in **Charm** or **Fast Talk** to distract Mrs. Travers and **Stealth** have one of their number sneak up to take a look into Lynch’s room. Whilst it is possible to creep upstairs they will find all the rooms are locked. Any attempt at persuasion will fail as Mrs. Travers is adamant that her guests’ lodgings are strictly private.

The Lodging Room

Cecil Lynch lives in a room on the first floor of Mrs. Travers’ lodging house. The room is modestly appointed with a wrought-iron bed, a three-drawer chest, a narrow wardrobe with a mirror on the front, an old leather armchair, and a table and two chairs. His books, papers and notes, all concerning his work as an amateur archaeologist, occupy most of the table top space, which he clearly uses as a work desk.



The Lodger

Cecil Lynch was somewhat shaken by the story in the newspaper of the theft of the artifacts and he has been to the British Museum today to see for himself. Thus if the investigators try to meet with him in the daytime they will find he is not at home, although this does make speaking to his landlady Mrs. Travers easier. Lynch does not return to his lodgings until the evening for dinner. When Lynch read of the theft from museum this – coupled with the recent visit to him by the German agents in the fake guise of journalists – has left him brooding with dark memories. He will agree to meet with the investigators and a Regular success in **Psychology** reveals Lynch’s shaken state.

Lynch is willing to recount the general details of what happened in Dowstan: how when the stone slab was raised Billington suddenly had a dagger in his hand which he used to murder Elsie Yarbrough, and how he was fortunately able to overpower Billington and knock him unconscious before fetching the local constable from Dowstan village, and how this lead to Billington's arrest and subsequent admission to Bethlem Hospital. A Regular success in **Charm** or **Persuade** can convince Lynch to reveal further information.

- Two men, naming themselves Mr. Miller and Mr. Smith, visited him a week ago asking about his experiences as a budding archaeologist. They said they were journalists from the periodical Archaeology Today and were doing research for an article on historical mysteries of England. They were very interested in all the details of the Dowstan dig, including his map and the killing of Elsie Yarbrough. They offered him £5 for his story.
- Henry Billington sometimes talked about such mythical entities as the Wild Hunt, the Green Man, and the Black Dog and wondered on their origins and whether any of the sites he had worked on or discovered would hold any relationship to these legends (see **Creatures of Folklore**). Billington often expressed hopes he would find out one day. Lynch gradually became concerned Billington was more interested in uncovering folklore than serious archaeology.
- Lynch can provide the investigators with a copy of his area map of Dowstan (see **Handouts: Cecil Lynch's Map of Dowstan**).

Creatures of Folklore

The Wild Hunt. This is a ghostly or supernatural group of hunters such as elves, faeries, or the dead that pass in wild pursuit. Seeing the Wild Hunt was thought to presage some catastrophe such as war or plague, or at best the death of the one who witnessed it.

The Green Man. This is a leafy-faced deity of natural growth, often symbolising rebirth, and his aspect is often seen adorning buildings.

The Black Dog. This is a spectral or demonic hound said to be a portent of death. Larger than any normal hound, the creature has glowing eyes, and some were said to be the familiars of witches and warlocks.

ARCHAEOLOGY TODAY

Address: 14 Grenville Place, Kensington, London.

Nearest Underground station: Gloucester Road.

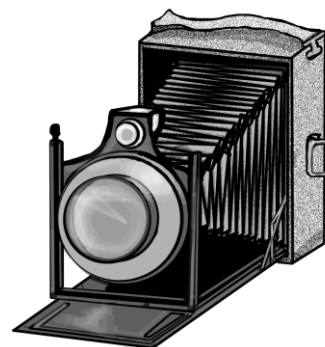
Telephone: Kensington-419.

When the two German agents went to visit Cecil Lynch in order to acquire the information he had regarding the Dowstan find, they posed as journalists – a Mr. Miller and Mr. Smith – for the quarterly periodical Archaeology Today. This publication started from humble beginnings and while its circulation has increased significantly it is still mainly run by archaeology enthusiasts.

The investigators can check with the periodical as to whether two such men actually do work there. They can of course visit in person; however it is quicker for them to simply make a telephone call.

The Offices

Archaeology Today's premises are a couple of offices located in a fairly well-to-do tenement building. The periodical has around a dozen staff – journalists, photographers, researchers, and an editor – and has been slowly growing with the rise in general, and sometimes sensational, public interest in archaeology.



The Journalist

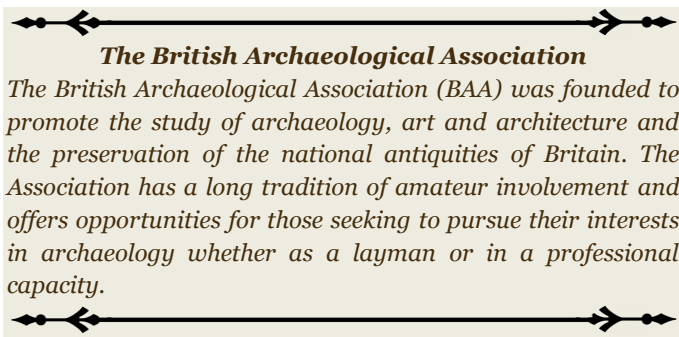
Nigel Simmons is one of the periodical's most active journalists and he is working on an article concerning Egyptian mummies and other archaeological discoveries in Egypt. Whilst usually busy he is happy enough to briefly answer the investigators queries regarding the existence of Mr. Miller and Mr. Smith and that in fact there are no such individuals working at Archaeology Today.

OXFORD

THE BRITISH ARCHAEOLOGICAL ASSOCIATION

Address: 50 Stanley Road, Oxford.

Telephone: Oxford-185.



The investigators may wish to pursue both Henry Billington's and Cecil Lynch's links to the BAA, although there is in fact little to be learned. They can of course visit in person although this would necessitate travelling from London to Oxford; however it is quicker for them to simply make a telephone call. Harriet Pond, Percy Crabtree, and Cecil Lynch can all help with contacting the BAA.

The Chairman

Charles Kean is the chairman of the British Archaeological Association and he resides in Oxford. Kean is privy to little particularly useful information as the general administration is handled by other staff. He can reveal his personal recollections of Billington and Lynch.

- Billington was a highly respected amateur archaeologist with a long association with the BAA. He was keen on introducing new people to archaeology and was a strong advocate of the BAA's mentoring programme for students. He was, however, committed to Bethlem Hospital for insanity after murdering one of his assistants.
- Lynch is a keen student of archaeology and has performed in an exemplary fashion on the digs in which he has been involved. He seems quite driven in his aims to become a professional archaeologist.

DOWSTAN

THE WAY THERE

The investigators should ideally travel to Dowstan on the third day of the scenario (see **Scenario Structure**). This can readily be achieved by using the bad winter weather to avoid travel late in the hours of the second day. A Regular success in **Drive Auto** would know that driving from London to Dowstan in poor weather and darkness would be unwise, and that the investigators should wait until the following morning when the weather and driving conditions have improved. Travelling by train to Dowstan is difficult as the village has no station; the nearest station is Marlborough, some 20 miles away, and even then they would need transport from Marlborough to Dowstan. Trains to Marlborough run from London Waterloo station.

Keeper note: Driving is the best option for reaching the village so the investigators should be encouraged to travel in this way. It will also afford them the best opportunity of escape from Dowstan should the horrors they find overwhelm them.

THE VILLAGE

Dowstan is a collection of around a dozen thatched cottages surrounding a small village green on which stands a weathered Celtic cross. On the east side of the green stands a public house with a painted sign proclaiming it The Red Lion, while toward the north is the village shop Fanwright's. An Austin 7 motor car, parked outside The Red Lion, is the only vehicle in sight. There seems to be no one about. A Regular success in **Spot Hidden** will note that despite the cold winter weather there is no sign of smoke rising from any of the village buildings' chimney pots.

Inhabitants

The individuals and beings – aside from the investigators – currently in and around Dowstan fall into four categories: the villagers, the monsters, the German agents, and the outsiders.

The Villagers

Since the arrival of the German agents all of the villagers that inhabit Dowstan (27 in total) have been dominated by Caedoc as he senses a real threat in the Nazis' presence. In the past he has only dominated villagers to meet specific needs. The sorcerer has used creatures from his own form as a crawling one to infest each of the people to make them into 'maggot-slaves' (see **Allies, Adversaries and Monsters: Maggot-Slave**). Essentially a large pale maggot has attached itself to the roof of the villagers' mouths where it has sent penetrating magical tendrils into the brain. This allows Caedoc to control and monitor each of the villagers and what they see and hear, and he can focus his will though them if necessary. However, the villagers speak and act somewhat slowly due to this controlling influence.

Keeper note: The investigators may wonder – or even try – to see if it is possible to remove a maggot and free the controlled human. It is indeed possible if the maggot is killed, though that might be a problem in itself to achieve; that is where the investigators' ingenuity will come into play. Any damage to the worm will release the maggot-slave from domination, though they will take some minutes to come back to themselves.

The Monsters

Caedoc, as a crawling one, has used his powers of magic to summon three rat-things (see **Allies, Adversaries and Monsters: Rat-Thing**) into his service since he was released from the barrow. They act as his eyes and ears as well as his guardians. A rat-thing's paws are like tiny human hands – smaller than a baby's – and this should be used to create a sense of uncertainty in the investigators upon finding any of their tracks. The main place the investigators will come across these is the bloody prints in the village hall, but they might similarly – with very successful **Spot Hidden** or **Track** checks – locate them elsewhere in Dowstan.

Keeper note: One of the rat-things is scuttling around the village, partly to keep watch and partly to track down the escaped German spy Karl Müller and deal with him if possible. This rat-thing should be brought into play to increase the level of horror facing the investigators, and it is best used to frighten and attack the investigators, particularly should one of them be alone at any point.

The German Agents

The two Schwarzlicht agents, Karl Müller and Ernst Schmidt, are also in the village. However, Schmidt is now dead – his body in the village hall (see **The Village Hall**) – and Müller is hiding at Cricklow Farm (see **Cricklow Farm: The Farmhouse**).

The Outsiders

A wandering vagrant, Sidney Robinson, along with his pet dog, a Jack Russell Terrier called Toby, are also nearby to Dowstan (see **Allies, Adversaries and Monsters: Sidney Robinson, Dog**). He has been travelling from place to place, doing odd jobs and periods of work to earn money and stay fed. As a man of no fixed abode he is very independent and quite capable of living a life on the road in the company of his faithful dog. Approaching the village along the road he chanced to see something in the woods and went to investigate. There he saw a little of the ritual Caedoc is performing, though he did not get too close. However, the fact that there were people chanting and strange green flares of light to be seen have told him more than enough: there's trouble afoot.

Keeper note: Sidney Robinson is the investigators' main pointer to something amiss going on right now that if not dealt with could mean further deaths and who knows what other horrors unfolding. The Keeper is encouraged to use Robinson as a means to dissuade the investigators from leaving too soon and allowing events to unfold without their intervention. Their encounters in the village may well have left them shaken in sanity and possibly injured too and – all very logically – they might wish to leave the matter alone or at least depart to recover and return the next day. However, if they do that then Caedoc will have succeeded and this is what will happen if Robinson is unable to convince the investigators to stick around and see what is transpiring in the woods. A Hard success in **Charm** or **Persuade** can convince Robinson to assist the investigators – he is a strong fellow who can throw a mean punch, and he has his dog too. Clever investigators can improve this skill check to a Regular success by offering him a little financial incentive of a few pounds.

The Red Lion

The investigators can encounter the only inhabitant of Dowstan currently in the village at The Red Lion public house.

The Landlord

Arnold Dewhurst is the landlord of The Red Lion, which is open as usual. However, Caedoc has left the dominated Dewhurst in Dowstan as a human lookout in addition to his rat-thing. He can see the motor car and the village green from where he is waiting on watch in the saloon bar of The Red Lion. Dewhurst will endeavour to persuade the investigators to leave Dowstan as there is nothing of interest in the village. If asked where the other villagers are he will claim they have gone to look for missing cows, which is a lie to cover their absence to help with Caedoc's rite to restore him to mortality. If challenged unduly by the investigators, Dewhurst will refuse to speak further and demand they leave the premises. A Hard success in **Spot Hidden** identifies that Dewhurst's speech is slightly impaired due to something (one of Caedoc's maggots) in his mouth. A **Sanity** loss (SAN 0/1D2) occurs to investigators finding the maggot attached inside Dewhurst's mouth, if they can find a means to properly look inside his mouth that is.



There is a telephone behind the bar (see **Party Line Telephone**).

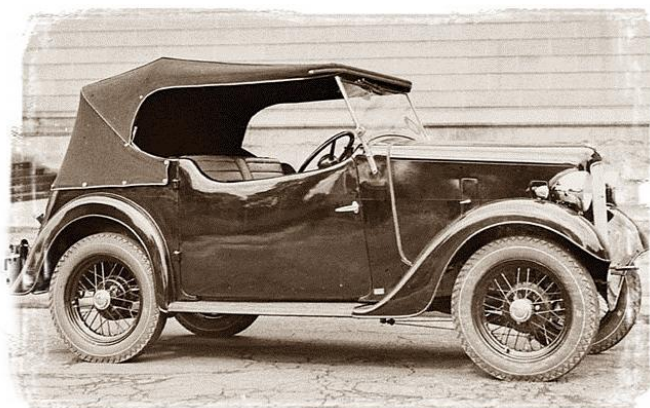
Party Line Telephone

There is a telephone line to Dowstan and this is connected to only two handsets: one in Constable Talbot's office and the other in the saloon bar at The Red Lion. This line serves as the only modern communication mechanism for Dowstan. The telephone line is a 'party line', which means that both telephones are connected to the same line and thus the same number. The telephone number for Dowstan is Marlborough-295.

Although the telephone line is in working order the investigators will not be able to make any calls nor speak with the operator. Instead when trying to use the telephone they will only hear a strange crackly droning or chanting on the line. This is in fact the dominated villagers at Caedoc's ritual in the woods that the telephone line is picking up by some mysterious quirk.

The Motor Car

The investigators can find clues to the presence of strangers in Dowstan – specifically the two German agents – from the Austin 7 motor car (see **Austin 7 Motor Car** and **Handouts: Austin 7 Motor Car**) parked outside The Red Lion. The car is easily accessible as there are no secure locks on automobiles. A number of items that can provide further clues are to be found inside. On the back seat is a blanket, two hats (a fedora and a trilby), a wax paper packet containing ham and cheese sandwiches, and a canvas bag containing the stolen skull and bones. In the glove compartment is a pair of driving gloves, a road map of southern England with Dowstan marked by a circle, a cleaning cloth, a switchblade, and a box of pistol ammunition. A Hard success in **Spot Hidden** reveals that the blanket has dust on it and looks like it was used to wrap something; this was used to cover the stolen stone slab. A Hard success in **Firearms (Handgun)** will identify the bullets as Luger ammunition (9mm Parabellum).



Austin 7 Motor Car

Austin 7 Motor Car

The Austin 7 was an economy car that was produced from 1922 until 1939 in the United Kingdom by Austin. It was nicknamed the 'Baby Austin' and was at that time one of the most popular cars produced for the British market and sold well abroad. Its effect on the British market was similar to that of the Model T Ford in the US, replacing most other British economy cars and cyclecars of the early 1920s.

The Village Green

The village green is a grassy space in the centre of Dowstan and its most prominent feature is the old Celtic cross. It is here that the investigators might well find their first clues to trouble in Dowstan from the evidence on the village green. This was the site of the confrontation between Caedoc's forces – in the dominated villagers and his rat-things – and the German agents Müller and Schmidt. As a result of this there are several bullet casings that can be found along with several patches of blood that lead off in two trails.

The Blood

A Regular success in **Spot Hidden** notices patches of blood on the grass. A Hard success in **Spot Hidden** or Regular success in **Track** reveals the blood trails leading off in two directions: towards Constable Talbot's cottage and the village hall.

The Bullet Casings

A Hard success in **Spot Hidden** finds three bullet casings on the grass, and a Hard success in **Firearms (Handgun)** will identify them as Luger ammunition (9mm Parabellum). A Hard success in **Spot Hidden** notices recent damage to the Celtic cross, which was caused by a stray bullet hit.

The Watchers

A Hard success in **Spot Hidden** notices a figure watching from inside The Red Lion public house; this is Arnold Dewhurst, the pub landlord. An Extreme success in **Spot Hidden** notices the faint movement of a small figure around the village; this is one of the rat-things in service to Caedoc.

The Village Hall

The village hall is a community space where the villagers of Dowstan gather for meetings, social functions, and other civic occasions. Inside the village hall is a clutter of everyday items such as boxes, chairs, covers and the like that are used by the villagers in the hall. There is only one door to the building and this is locked and the curtains in the windows are drawn.

The investigators must gain entry to the hall to find further evidence of the horrors occurring in Dowstan. A Hard success in **Spot Hidden** notices that there are numerous tiny handprints on the ground. A Regular success in **Spot Hidden** will notice dried blood marks on the door. A Regular success in **Locksmith** will pick the door's lock, however a key can be found in the possession of Arnold Dewhurst the landlord of The Red Lion, and another in Constable Talbot's office.

Inside the village hall is gloomy, but not so dark that the investigators cannot see what is within. Aside from the chairs and boxes and other paraphernalia that the villagers keep here, there is in one corner chunks of broken stone or masonry and nearby is a sheet-covered shape. Across the floor are more signs of blood leading to the covered shape.

The Stone Chunks

A Regular success in **Spot Hidden** reveals that the stone chunks are the shattered remains of the Dowstan stone slab artifact. Beside the remnants is a sledgehammer that was used by the villagers to destroy it at the direction of Caedoc.

The Blood

A Regular success in **Spot Hidden** notices that there are numerous tiny handprints in the blood on the floor. These were left by the rat-things that accompanied the villagers who brought the body and the stone slab into the village hall.

The Body

The shape under the sheets is the bloody and ravaged body of Ernst Schmidt. He was bitten and beaten to death by the combined efforts of the rat-things and some of the dominated villagers. A **Sanity** loss (SAN 1/1D4+1) occurs to investigators finding and seeing the heavily mauled body of Schmidt. A Regular success in **First Aid** or **Medicine** determines that the man was killed by being bitten and beaten. Similarly a Regular success in **First Aid** or **Medicine** reveals that rigor mortis has set in: he has been dead for at least twelve hours. A Hard success in **Spot Hidden** notices a small tattoo on the man's wrist underneath his watch (see **Handouts: Schwarzlicht Tattoo**). The tattoo is the mark of the Schwarzlicht faction. On the body can be found: a packet of cigarettes, a box of matches, a wallet with a small amount of money (£2), some lock picking tools, a Luger Po8 pistol (see **Luger Po8 Pistol** and **Handouts: Luger Po8 Pistol**), six spare bullets, and a switchblade.



Luger Po8 Pistol

Luger Po8 Pistol

The Pistole Parabellum is a toggle-locked recoil-operated semi-automatic pistol produced in several models and by several nations from 1898 to 1948. The design was first patented by Georg Luger and his name became synonymous with the firearm.

In service to the German Army it was adopted in a modified form as the Pistol Model 1908 (Po8) produced by Deutsche Waffen und Munitionsfabriken, and the Luger went on to become famous for its use by Germany during World War I and World War II.

The gun has been used in fictional works by many villains over the years due to its association with Nazi Germany.

Constable Talbot's Cottage

The constable's cottage, like most places in Dowstan, is normally unlocked; this is a trusting English rural community and locked doors are not usual. His cottage also doubles as the local police station and the sitting room of the cottage is mostly devoted to this function with a desk and chairs, and an assortment of papers and books pertaining to the constabulary. There is also a telephone on the desk (see **Party Line Telephone**). Searching around will find items such as Talbot's policeman's helmet, a truncheon, a set of handcuffs, and various keys, but nothing unusual. The keys include two sets for the handcuffs and one labeled for the village hall door.

The Policeman

William Talbot was the main figure of authority in Dowstan and a prime target for Caedoc's dominating influence when he wanted to achieve things within the village. When the German agents returned to Dowstan with the artifacts they were recognised from their scouting of the village the previous week by one of Caedoc's watchful rat-things. This triggered the fateful encounter on the village green, causing the crawling one to dominate the villagers and send them and the rat-things against Müller and Schmidt.

Dying, and no longer fully compelled by Caedoc, the constable staggered back to his cottage after the fight with the German agents – in which Müller shot him – and collapsed on his bed. However, the constable subsequently died from his gunshot wound to the stomach and now his body is twisted horribly from the slow painful death he suffered. A **Sanity** loss (SAN 0/1D3) occurs to investigators finding and seeing the body of Talbot. A Regular success in **First Aid** or **Medicine** determines that the constable was shot by a gun. Similarly a Regular success in **First Aid** or **Medicine** reveals that rigor mortis has set in: he has been dead for at least twelve hours. Talbot's twisted body lies with its mouth open and a Regular success in **Spot Hidden** notices the maggot inside. With Talbot's demise the maggot is also dead; it is no loss to Caedoc.

A **Sanity** loss (SAN 0/1D2) occurs to investigators finding the dead maggot attached inside Talbot's mouth. On the body can be found: a packet of cigarettes, a box of matches, a wallet with a small amount of money (£3), a policeman's whistle, a notepad, and a pencil.

Fanwright's Shop

This is Dowstan's only shop and sells pretty much most everyday items that ordinary folk would need. The investigators can peruse the shop but find nothing amiss and no one in attendance. The shop sells a typical selection of goods catering to a small rural community: vegetables, eggs, bread, preserved foods in tins, jars and bottles, packet goods, lanterns, candles, oil, matches, sweets and chocolate, assorted home wares, and the like. The investigators can find most everyday items within reason available here.

CRICKLOW FARM

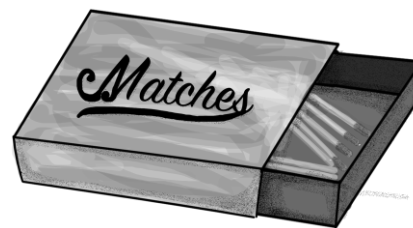
Cricklow Farm is a fairly small holding comprised of a farmhouse, a couple of outbuildings and some pigsties, chicken runs, and the cow pasture. The farm predominantly rears chickens and pigs, and also has a small herd of cows. The village uses much of the meat, eggs and milk produced by the farm. The animals are all still present although since Caedoc took the dominated villagers away to the woodlands they have been left unattended. The livestock become nervous if the rat-things come near but the monsters pay no mind to the animals.

The Farmhouse

The farmhouse is a simple dwelling with much similarity to the other homes in Dowstan. The farm is reached by a dirt track from the village green, and the farmhouse itself affords a reasonably good view of the nearby village. The main item here that is of obvious use to the investigators is the farmer's 20-gauge shotgun, which is also the only firearm of any kind normally found in Dowstan. The shotgun is unloaded and kept on a shelf in the kitchen, and can be noticed with a Regular success in **Spot Hidden**. There is also a box of ammunition containing ten shells with the shotgun.

The Spy

Karl Müller is currently hiding at Cricklow Farm after he fled the village in the wake of the death of his accomplice Ernst Schmidt. The sight of the rat-things attacking and killing Schmidt drove Müller into a bout of madness but now, having recovered his sanity, he is himself again. Now Müller seeks to decide if he can somehow complete his mission or whether he should try to escape and report what he has encountered. Müller possesses on his person: a packet of cigarettes, a box of matches, a wallet with a small amount of money (£5), a car key (for the motor car parked outside The Red Lion), a Luger Po8 pistol (see **Luger Po8 Pistol** and **Handouts: Luger Po8 Pistol**), three spare bullets, a switchblade, the stolen Iron Age dagger, and a book (see **Der Hexenhammer** and **Handouts: Der Hexenhammer**).



A Regular success in **Language (German)** translates the book title as 'The Hammer of Witches'. A Hard success in **Spot Hidden** notices a small tattoo on the man's wrist underneath his watch (see **Handouts: Schwarzlicht Tattoo**). The tattoo is the mark of the Schwarzlicht faction. The statistics for Karl Müller are given later (see **Allies, Adversaries and Monsters: Karl Müller**).

Keeper note: Encounters with Müller could go in several directions. He might simply try to use the investigators as shields or decoys in order for him to escape the village. Or he might try to enlist their aid in defeating the dark power inhabiting Dowstan. He may even just think they are like the other villagers and here to attack him. Depending on how the investigators progress, the Keeper should use Müller as an obstacle or as an ally – though only a short-term ally – as appropriate. Ultimately he is a German agent of Schwarzlicht and his allegiance is clear and unwavering, and he will seek to gain the upper hand in all situations.

Der Hexenhammer

*This book of the occult is the German translation of the Malleus Maleficarum. Also known as 'The Hammer of Witches' it was a guide for inquisitors in the Middle Ages on the identification and torturous persuasion of witches. Possession of the book grants an investigator +3% to **Occult** skill checks, presuming they can read German. See Call of Cthulhu Rulebook (7th Edition) page 236.*

The Outbuildings

The outbuildings at Cricklow Farm consist of a barn and a shed. The barn is used to house the livestock in bad weather and for the storage of grain and feed. The shed contains the various tools and other implements used on the farm, some of which may be useful to the investigators.

THE WOODS

In order for the investigators to confront the true source of the horror in Dowstan they will need to venture into the nearby woodlands and locate the site of the Iron Age barrow, and there challenge Caedoc in his quest for mortality. With winter the trees – mainly oak, silver birch, and alder – are bare of leaves and it is easy to get turned around, especially if they venture there after dark (see **Time and Weather**).

Cecil Lynch's map will guide the investigators in generally the right direction and they will need to find and cross the stream that runs through the woods before reaching the actual site of the barrow. This will be further aided by the fact that Caedoc's enslaved villagers can be heard at the ritual. A Hard success in **Listen** hears the sound of voices in unison from somewhere in the woods. A Hard success in **Spot Hidden** sees a flare of green light from somewhere in the woods. A Hard success in **Track** uncovers booted footprints and the rat-things' tiny handprints leading further into the woods, and they lead to the barrow site.

Keeper note: This is the point of the scenario to set the atmosphere for the looming horror that faces the investigators. Aim to have them venturing into the woods after dark, lanterns and torches at the ready to illuminate whatever terrors wait. The Keeper is encouraged to make the journey through the woods grow in tension – the sounds of chanting, the flash of green fire, the death and consumption of the sacrificial villagers – to create a real feeling for the awfulness ahead.

The Stream

The stream is a quietly flowing rivulet that meanders through the woodlands near Dowstan. It can be easily crossed without getting wet though the ground to either side is rather muddy. A Regular success in **Listen** hears the sound of voices in unison from somewhere in the woods. A Regular success in **Spot Hidden** sees a flare of strange green light from somewhere in the woods. A Regular success in **Track** uncovers booted footprints and the rat-things' tiny handprints in the mud leading further into the woods, and they lead to the barrow site.

The Barrow

The Iron Age barrow where Caedoc was buried is the site for his intended renewal. The barrow itself is a long mound about thirty feet in length, ten feet wide, and five feet high. The interior is a relatively small space devoid of anything of note since the artifacts within were uncovered and removed as part of Henry Billington's tragedy filled dig. Now it is home to nothing more than weeds and vermin.

The Ritual

In order to regain mortal form Caedoc has enslaved the villagers of Dowstan and will spend their lives to satisfy the ritual that will contact Nyarlathotep and entreat of his master that he be granted mortal life. As a crawling one, Caedoc still has his sorcerous powers, yet this form makes it all but impossible for him to easily integrate into this new age of man. So in order to again serve Nyarlathotep properly he needs his human form back.

The rite that Caedoc is undertaking is a long one: and a deadly one for the dominated inhabitants of Dowstan. As the ritual progresses and the maggot-slaves chant, they will be consumed one by one in sickly green flame leaving only a few fleshy remnants behind. These remains Caedoc's maggot form will devour. Once he has gorged on sufficient remains he will submit himself for the judgment of Nyarlathotep. If the Crawling Chaos is satisfied then Caedoc's maggot form will dissolve into a pulsating sickly mass that will burst and a body will crawl from the slime: Caedoc will be human once more. A maggot-slave villager is consumed by the green fire with increasing frequency as the rite progresses. The process to complete the ritual itself has to occur for a full day and night, which means the investigators have a limited amount of time in which to prevent the full horror from unfolding.

Keeper note: The investigators should witness one of the dominated villagers being immolated in green fire and the crawling one then feasting on the remains. The direness of the situation will be readily apparent: something terrible is happening!

The Battle

This is the moment in which the investigators must face Caedoc as he seeks to become human again. The remaining maggot-slaves will be chanting the ritual but they can still attack the interlopers at Caedoc's instruction if required. And of course Caedoc has his rat-things as well as his own magic spells to combat the investigators. The table below summarises the main allies and resources available to the investigators and their ultimate opponent Caedoc.

Faction	Allies and Resources
The Investigators	Sidney Robinson Toby the dog Karl Müller ¹ Arnold Dewhurst ² Weapons ³
Caedoc, the Crawling One	2 rat-things 3D3 maggot-slaves Arnold Dewhurst ⁴ Magic spells

¹ Müller will try to escape if the situation looks unwinnable or goes against him.

² If Dewhurst was freed from being a maggot-slave.

³ Various weapons, in addition to any the investigators have, can be acquired in Dowstan: German Lugers, the shotgun at Cricklów Farm, switchblades and knives, and other possibilities the investigators may come up with.

⁴ If Dewhurst remains alive and a maggot-slave.

CONCLUSION

VICTORY

Ultimately the real victory for the investigators can come only from defeating the crawling one Caedoc. If the sorcerer is destroyed in this form then his malign spirit will be set adrift to dissipate into nothing and his evil will be gone from the world.

With luck the investigators will also have managed to save a number of the villagers from a terrible fate. However, many of the folk of Dowstan will have already lost their lives despite the best efforts of the investigators, and the village will never be the same again.

DEFEAT

The most significant defeat – other than losing their lives or sanity! – that the investigators can experience is for Caedoc to complete his ritual and return to human form. This might occur because the investigators leave the scene without fully delving into the mystery due to injury, death or the loss of their sanity. Or they may retreat in the final confrontation at the barrow. Or they may be overwhelmed completely and lose their lives. In any case, if Caedoc completes his rite at the expense of the villagers' lives he is granted his human body once more, and is free to walk the earth. He will then soon depart this sorry village and venture out to learn more of this new age and act in the dark service of his master Nyarlathotep. Who knows what evils he might then bring into the world? In this eventuality the investigators will see an article in the newspapers a couple of days later (see **Handouts: Newspaper Clippings #3**).

REWARDS AND PENALTIES

If the investigators survived the events in *Out of the Past*, grant rewards and/or penalties dependent on their actions and results.

- Destroying Caedoc, the crawling one, and ending his return to mortal life: **+1D6 Sanity points**.
- Destroying the rat-things: **+1D3 Sanity points**.
- Saving any of the villagers: **+1D3 Sanity points**.
- Returning any of the stolen Iron Age artifacts (intact or otherwise) to the British Museum: **£50**.
- Leaving Dowstan without properly dealing with the situation; specifically allowing Caedoc to resume his mortal form at the expense of the villagers' lives: **-1D6 Sanity points**.

ALLIES, ADVERSARIES AND MONSTERS

The statistics for playing the scenario's significant allies, adversaries and monsters are presented here. Full details for the mythos monsters can be found in the *Call of Cthulhu Rulebook* (7th Edition).

ALLIES

Sidney Robinson

A wandering vagrant.

STR 65 CON 65 SIZ 65 DEX 65 INT 55
 APP 50 POW 60 EDU 50 SAN 60 HP 13
 DB: +1D4 Build: +1 Move: 8 MP: 12 Luck: –

Attacks per round: 1

Brawl 40% (20/8), damage 1D3+DB
 Knife 25% (12/5), damage 1D4+DB
 Dodge 45% (22/9)

Armour: None.

Skills: Art/Craft (Carpenter) 25%, Climb 50%, Dodge 45%, Fast Talk 25%, Intimidate 30%, Jump 50%, Law 10%, Listen 55%, Navigate 25%, Occult 10%, Psychology 30%, Sleight of Hand 45%, Spot Hidden 50%, Stealth 60%.

Dog (Jack Russell Terrier)

A man's best friend.

STR 30 CON 40 SIZ 25 DEX 75 INT –
 APP – POW 35 EDU – SAN – HP 6
 DB: -1 Build: -1 Move: 12 MP: – Luck: –

Attacks per round: 1

Bite 50% (25/10), damage 1D4+DB
 Dodge 45% (22/9)

Armour: None.

Skills: Listen 75%, Scent Something Interesting 90%.

ADVERSARIES

Karl Müller

A ruthless Nazi agent.

STR 40 CON 55 SIZ 50 DEX 55 INT 70
 APP 60 POW 65 EDU 70 SAN 65 HP 10
 DB: 0 Build: 0 Move: 8 MP: 13 Luck: -

Attacks per round: 1

Brawl 40% (20/8), damage 1D3+DB
 Switchblade 25% (12/5), damage 1D4+DB
 Luger P08 65% (32/13), damage 1D10
 Shotgun (20-gauge) 40% (20/8), damage 2D6/1D6/1D3
 Dodge 32% (16/6)

Armour: None.

Skills: Appraise 10%, Disguise 32%, Drive Auto 30%, Fast Talk 60%, First Aid 40%, Language (German) 70%, Language (English) 25%, Library Use 25%, Listen 50%, Occult 30%, Psychology 35%, Sleight of Hand 20%, Spot Hidden 45%, Stealth 50%, Track 20%.

MONSTERS

Crawling One

Wriggling masters of sorcery.

See the *Call of Cthulhu Rulebook* (7th Edition) page 286.

STR 45 CON 70 SIZ 65 DEX 35 INT 65
 APP - POW 100 EDU - SAN - HP 13
 DB: 0 Build: 0 Move: 8 MP: 20 Luck: -

Attacks per round: 1

Fighting attacks: Crawling ones can use weapons as humans do, however they prefer to use spells or their minions to undertake physical tasks.

Brawl 35% (17/7), damage 1D3+DB
 Dodge 20% (10/4)

Spells: The crawling one knows the following spells: **Clutch of Nyogtha**, **Contact Rat-Thing**, **Dominate**, **Fist of Yog-Sothoth**, and **Shrivelling**. See *Call of Cthulhu Rulebook* (7th Edition) pages 250, 251, 254, 259 and 262 respectively.

Armour: None, however due to the soft and resilient quality of the crawling one's bodies, normal weapons do minimal damage to the things. Bullets only cause a single point of damage, except for shotgun pellets, which do minimum damage for that type of firearm.

Skills: Stealth 60%.

Sanity Loss: 1D3/2D6 Sanity points to see a crawling one.

Maggot-Slave

Mindless slaves to a crawling one.

STR 50 CON 50 SIZ 60 DEX 50 INT 50
 APP 50 POW 0 EDU 45 SAN - HP 11
 DB: 0 Build: 0 Move: 7 MP: 0 Luck: -

Attacks per round: 1

Brawl 25% (12/5), damage 1D3+DB
 Dodge 25% (12/5)

Armour: None.

Skills: Varies based on individual enslaved human.

Rat-Thing

Malevolent mockers and scuttling spies.

See the *Call of Cthulhu Rulebook* (7th Edition) page 303.

STR 10 CON 35 SIZ 05 DEX 90 INT 50
 APP - POW 35 EDU - SAN - HP 4
 DB: -2 Build: -2 Move: 9 MP: 7 Luck: -

Attacks per round: 1

Fighting attacks: Rat-things attack by climbing the legs or clothes of human opponents, or dropping down from ceilings. Once an attack succeeds, the rat-thing clings and keeps on biting. Tearing away a rat-thing costs an additional 1D3 hit points to the unfortunate victim.

Bite 35% (17/7), damage 1D4+DB
 Dodge 45% (22/9)

Armour: None, but attacks to hit a running rat-thing are made with one penalty die.

Skills: Stealth 75%, Listen 50%.

Sanity Loss: 0/1D6 Sanity points to see a rat-thing.

HANDOUTS

DOCUMENTS AND PICTURES

Newspaper Clippings

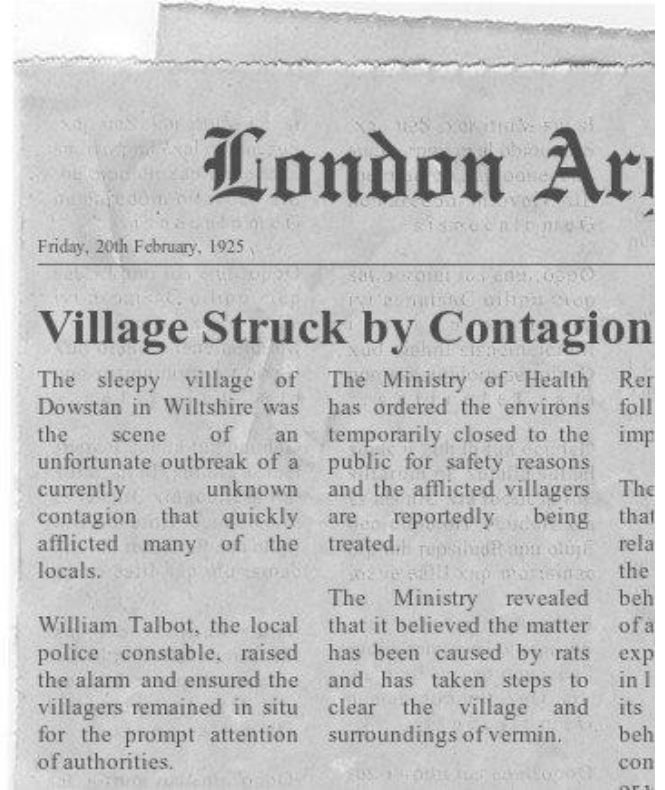
#1



#2

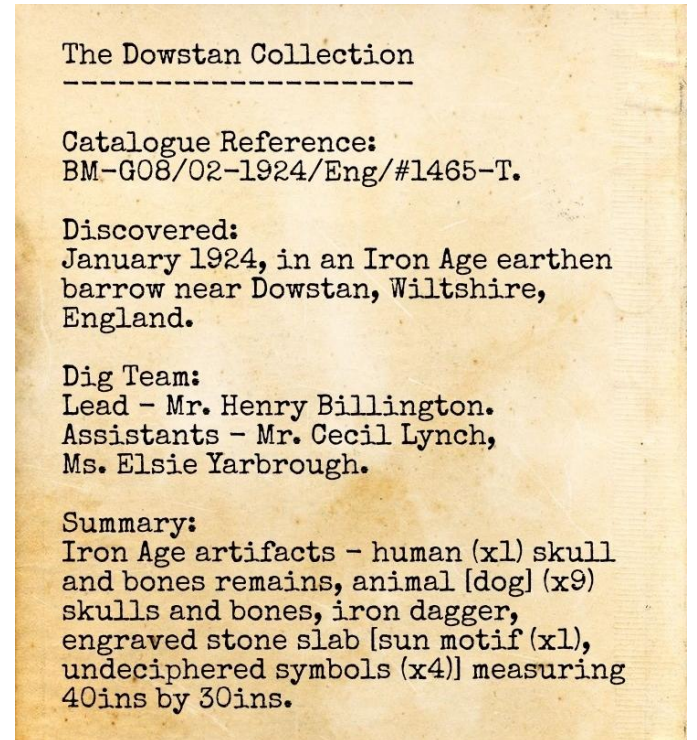


#3



Dowstan Collection Documents

#1



#2

The Dowstan Collection - An Iron Age Find

Cat Ref: BM-G08/02-1924/Eng/#1465-T.

The Dowstan Collection is a small find of Iron Age origin comprising human and animal remains buried in a barrow near the village of Dowstan in Wiltshire, England.

The human remains were interred beneath a stone slab decorated with a large sun motif, a symbol of life and protection.

An iron dagger was also found within the barrow.

However, due to the tragic nature of the remains' exhumation [see note A], it is uncertain exactly where the dagger was originally located.

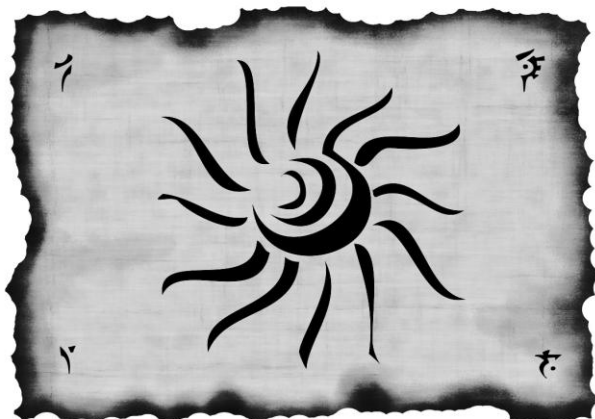
The collected Dowstan items are to be included in the Ancient Britain collection.

Note A - the lead archaeologist, Mr. Henry Billington, used the dagger to kill his assistant Ms. Elsie Yarbrough after the lifting of the stone slab.

Iron Dagger



Stone Slab



Schwarzlicht Tattoo



Letter from Cecil Lynch

Cecil Lynch
22 Eden Grove
Holloway Road
London
N7

10th November, 1923

Dear Sir

I am writing with regard to my current tenure of dig assignments, which I have had the good fortune to work on under the lead of Mr. Henry Billington.

Whilst I have great respect for Mr. Billington and the invaluable opportunity to learn under his guidance, I have recently found the work on purely Iron Age sites and the focus on folklore as much as actual history, to now be somewhat limiting to my future ambitions.

I would therefore greatly appreciate the prospect to move toward working on larger sites - especially those of Roman origin - in order to broaden my experience.

Respectfully yours

Cecil Lynch

Letter from Charles Kean

Charles Kean
British Archaeological Association

12th February, 1924

Extraordinary Circumstance Circular
For the attention: All BAA Fellows

Dear Colleague

It is with regret I must inform you that Mr. Henry Billington, noted archaeologist and fellow of the Association, has recently been admitted to Bethlem Hospital in London.

Due to tragic circumstances during a dig in Dowstan, Wiltshire, Mr. Billington suffered a mental breakdown. His admission to hospital is hoped will bring him a swift recovery.

However, Mr. Billington will - for the foreseeable future - no longer be able to serve as a Fellow of the Association or partake in further BAA activities.

Sincerely

Charles Kean

Chairman, BAA.

HISTORIC ICONS

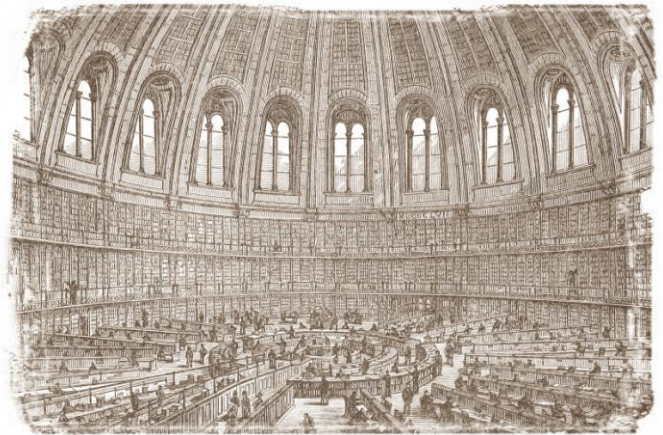
The British Museum



The British Museum

Established in 1753, the British Museum in London is a public institution dedicated to human history, art and culture. Today its permanent collection of some eight million works is among the largest and most comprehensive in existence, having been widely sourced during the era of the British Empire.

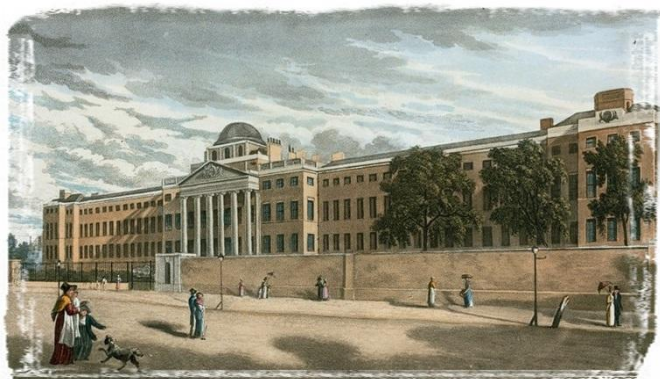
The British Library



The British Library

In 1925, The British Library was part of the British Museum, although in 1973 the library was moved to its own separate premises and is the largest national library in the world by number of items catalogued. As part of the British Museum, the Reading Room, which opened in 1857, was the place where researchers came to consult the museum's vast library.

Bethlem Hospital



Bethlem Hospital

Bethlem Hospital is Europe's oldest psychiatric hospital and has operated continuously for over 600 years. It has also been the continent's most famous – and infamous – specialist institution for the care and treatment of the insane. Its popular designation of 'Bedlam' has long been synonymous with madness and chaos.

Austin 7 Motor Car



Austin 7 Motor Car

The Austin 7 was an economy car that was produced from 1922 until 1939 in the United Kingdom by Austin. It was nicknamed the 'Baby Austin' and was at that time one of the most popular cars produced for the British market and sold well abroad. Its effect on the British market was similar to that of the Model T Ford in the US, replacing most other British economy cars and cyclecars of the early 1920s.

Luger Po8 Pistol



Luger Po8 Pistol

The Pistole Parabellum is a toggle-locked recoil-operated semi-automatic pistol produced in several models and by several nations from 1898 to 1948. The design was first patented by Georg Luger and his name became synonymous with the firearm.

In service to the German Army it was adopted in a modified form as the Pistol Model 1908 (Po8) produced by Deutsche Waffen und Munitionsfabriken, and the Luger went on to become famous for its use by Germany during World War I and World War II.

The gun has been used in fictional works by many villains over the years due to its association with Nazi Germany.

Der Hexenhammer

Der Hexenhammer

I. Was sich bei der Zauberei zusammenfindet
(der Teufel, die Bege usw.)

II. Die verschiedenen Arten und Wirkungen
der Hexerei
(Vermischung mit den Dämonen. Annahmen von Tiergestalt usw.)

III. Der Kriminal-Kodex
(wie die Bezen usw. bestraft werden, Götter usw.)

Von
Jakob Sprenger und Heinrich Institoris

Zum ersten Male ins Deutsche übertragen nach der lateinischen
Ausgabe aus dem Jahre 1439

von
J. W. R. Schmidt

Drei Teile

Berlin und Leipzig
zu finden bei Hermann Warsdorf

Der Hexenhammer

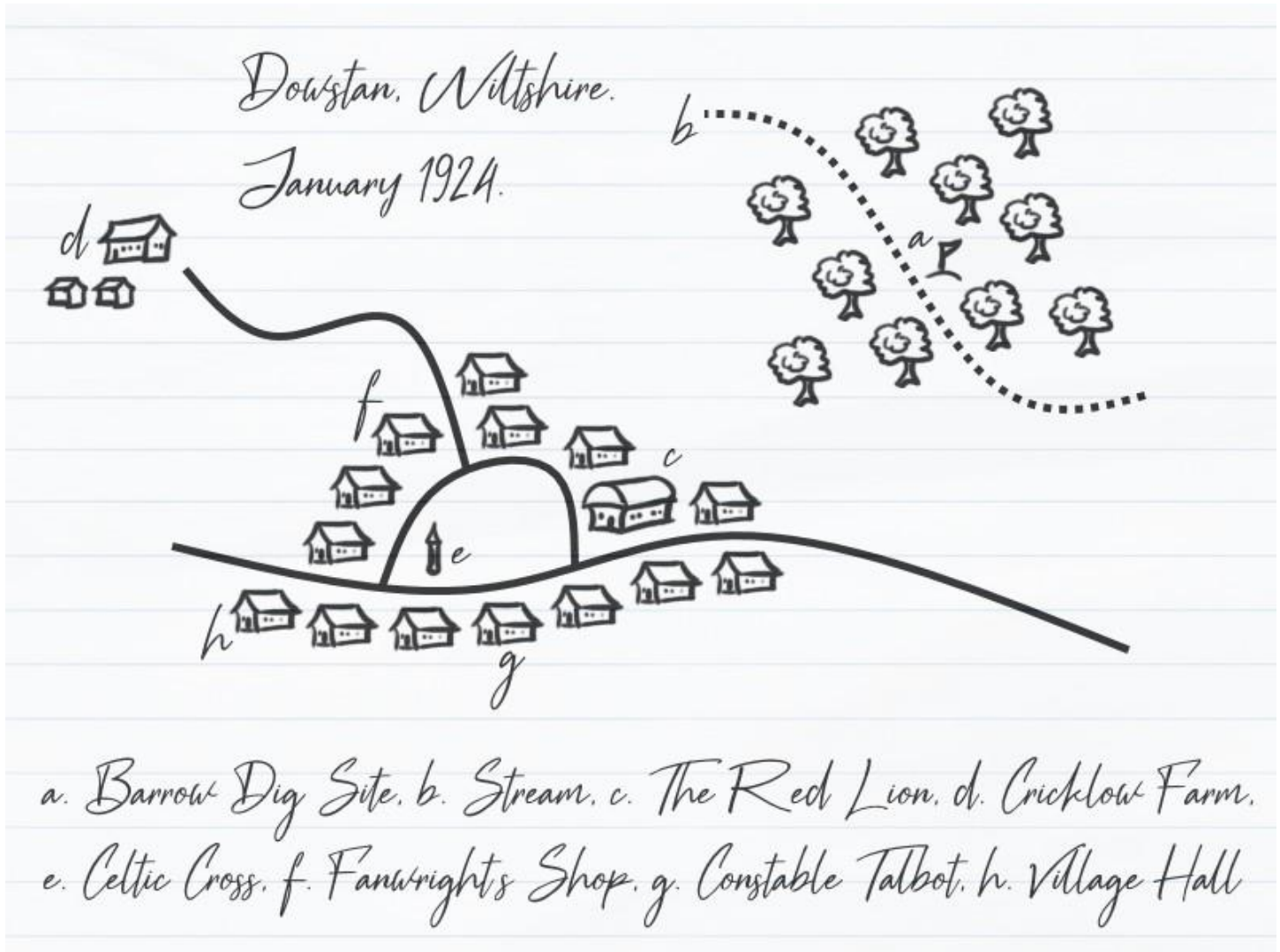
This book of the occult is the German translation of the *Malleus Maleficarum*. Also known as 'The Hammer of Witches' it was a guide for inquisitors in the Middle Ages on the identification and torturous persuasion of witches.

Possession of the book grants an investigator +3% to **Occult** skill checks, presuming they can read German.

See Call of Cthulhu Rulebook (7th Edition) page 236.

MAPS

Cecil Lynch's Map of Dowstan



INVESTIGATORS

Six investigators, covering a range of skills, are included in *Out of the Past* for use in the scenario. These can be new or existing members of The Society of the Beyond as preferred. Alternatively your players may wish to use their own investigators.

1. Actress – Veronica Lockhart.
2. Dilettante – Gertrude Blakely.
3. Doctor – Sebastian Archer.
4. Museum Curator* – Oliver Finley.
5. Private Eye – Edward Porter.
6. Professor – Archibald Campbell.

*This investigator is not necessarily meant to be a curator at the British Museum and can belong to another institution.

1920s



Name Veronica Lockhart
 Player _____
 Occupation Actress
 Age 39 Sex Female
 Residence London
 Birthplace Ealing, London

CHARACTERISTICS

STR	50	25/10	DEX	55	27/11	INT	55	27/11
CON	60	30/12	APP	80	40/16	POW	60	30/12
SIZ	55	27/11	EDU	60	30/12	Move Rate	8	+1/-1

HIT POINTS
Current HP

M:11 P Major Wound Temp. Insane Indef. Insane **60** **99**

SANITY
Current Sanity

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK
Luck Total

MAGIC POINTS
Current MP

M:12 P

INVESTIGATOR SKILLS

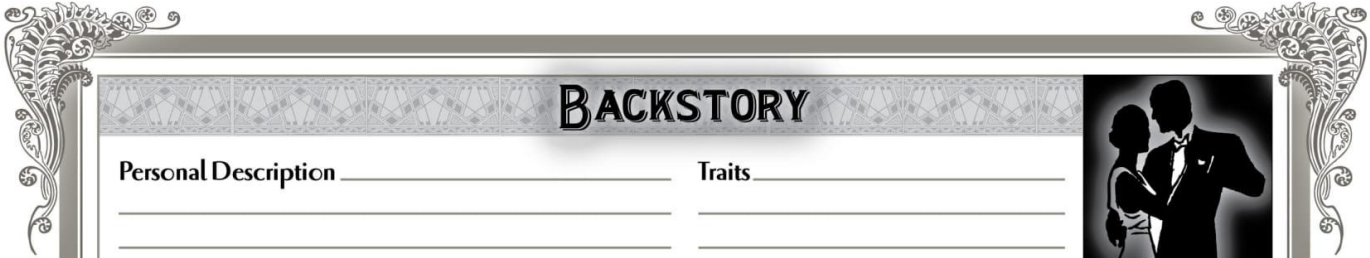
<input type="checkbox"/> Accounting (05%)	5	2/1	<input type="checkbox"/> Fast Talk (05%)	25	12/5	<input type="checkbox"/> Law (05%)	5	2/1	<input type="checkbox"/> Science (01%) Botany	51	25/10
<input type="checkbox"/> Anthropology (01%)	1	0/0	<input type="checkbox"/> Fighting (Brawl) (25%)	35	17/7	<input type="checkbox"/> Library Use (20%)	20	10/4	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	5	2/1	<input type="checkbox"/>			<input type="checkbox"/> Listen (20%)	30	15/6	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)	1	0/0	<input type="checkbox"/>			<input type="checkbox"/> Locksmith (01%)	1	0/0	<input type="checkbox"/> Sleight of Hand (10%)	10	5/2
<input type="checkbox"/> Art / Craft (05%) Acting	65	32/13	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10/4	<input type="checkbox"/> Mech. Repair (10%)	10	5/2	<input type="checkbox"/> Spot Hidden (25%)	25	12/5
<input type="checkbox"/>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12/5	<input type="checkbox"/> Medicine (01%)	1	0/0	<input type="checkbox"/> Stealth (20%)	20	10/4
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Natural World (10%)	10	5/2	<input type="checkbox"/> Survival (10%)	10	5/2
<input type="checkbox"/> Charm (15%)	55	27/11	<input type="checkbox"/> First Aid (30%)	30	15/6	<input type="checkbox"/> Navigate (10%)	10	5/2	<input type="checkbox"/> Swim (20%)	35	17/7
<input type="checkbox"/> Climb (20%)	30	15/6	<input type="checkbox"/> History (05%)	25	12/5	<input type="checkbox"/> Occult (05%)	15	7/3	<input type="checkbox"/> Throw (20%)	20	10/4
Credit Rating (00%)	30	15/6	<input type="checkbox"/> Intimidate (15%)	15	7/3	<input type="checkbox"/> Op. Hv. Machine (01%)	1	0/0	<input type="checkbox"/> Track (10%)	10	5/2
Cthulhu Myths (00%)	0		<input type="checkbox"/> Jump (20%)	35	17/7	<input type="checkbox"/> Persuade (10%)	50	25/10	<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)	25	12/5	<input type="checkbox"/> Language (Other) (01%)	1	0/0	<input type="checkbox"/> Pilot (01%)	1	0/0	<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	27	13/5	<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	41	20/8	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	20	10/4	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis (01%)	1	0/0	<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)	10	5/2	<input type="checkbox"/> Language (Own) (EDU) English	60	30/12	<input type="checkbox"/> Ride (05%)	5	2/1	<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-
Knife	25	12	5	1d4 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **27** **13/5**



BACKSTORY



<p>Personal Description _____</p> <p>_____</p> <p>_____</p>	<p>Traits _____</p> <p>_____</p> <p>_____</p>
<p>Ideology/Beliefs _____</p> <p>_____</p> <p>_____</p>	<p>Injuries & Scars _____</p> <p>_____</p> <p>_____</p>
<p>Significant People _____</p> <p>_____</p> <p>_____</p>	<p>Phobias & Manias _____</p> <p>_____</p> <p>_____</p>
<p>Meaningful Locations _____</p> <p>_____</p> <p>_____</p>	<p>Arcane Tomes, Spells & Artifacts _____</p> <p>_____</p> <p>_____</p>
<p>Treasured Possessions _____</p> <p>_____</p> <p>_____</p>	<p>Encounters with Strange Entities _____</p> <p>_____</p> <p>_____</p>

GEAR & POSSESSIONS

Make-Up Kit _____

Wristwatch _____

Cigarettes _____

Matches _____

CASH & ASSETS

Spending Level £10 _____

Cash £60 _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

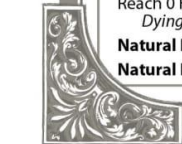
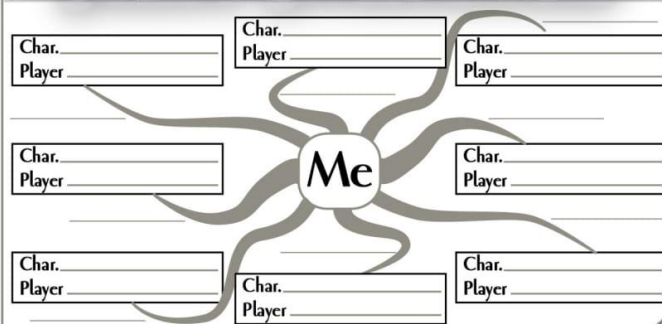
Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
 Reach 0 HP without Major Wound = **Unconscious**
 Reach 0 HP with Major Wound = **Dying**
 Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920s



Name Gertrude Blakely
 Player _____
 Occupation Dilettante
 Age 29 Sex Female
 Residence London
 Birthplace Hampstead, London

CHARACTERISTICS

STR **50** ²⁵/₁₀ DEX **50** ²⁵/₁₀ INT **55** ²⁷/₁₁
 CON **65** ³²/₁₃ APP **80** ⁴⁰/₁₆ POW **55** ²⁷/₁₁
 SIZ **50** ²⁵/₁₀ EDU **70** ³⁵/₁₄ Move Rate **8** ⁺¹/₋₁

HIT POINTS

Current HP

M11HP

Major Wound Temp. Insane Indef. Insane

55 99

Current Sanity

SANITY

LUCK

Luck Total

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

M11MP

Current MP

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	5 ² / ₁	<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Law (05%)	5 ² / ₁	<input type="checkbox"/> Science (01%)	1 ⁰ / ₀
<input type="checkbox"/> Anthropology (01%)	1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	40 ²⁰ / ₈	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	5 ² / ₁	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	30 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	1 ⁰ / ₀	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 ⁰ / ₀	<input type="checkbox"/> Sleight of Hand (10%)	10 ⁵ / ₂
<input type="checkbox"/> Art / Craft (05%) Fine Art	30 ¹⁵ / ₆	<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	25 ¹² / ₅
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	45 ²² / ₉	<input type="checkbox"/> Medicine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> Survival (10%)	10 ⁵ / ₂
<input type="checkbox"/> Charm (15%)	70 ³⁵ / ₁₄	<input type="checkbox"/> First Aid (30%)	40 ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Occult (05%)	5 ² / ₁	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
Cthulhu Mythos (00%)	0	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 ² / ₁	<input type="checkbox"/> Language (Other) (01%) French	40 ²⁰ / ₈	<input type="checkbox"/> Pilot (01%) Boats	21 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	25 ¹² / ₅	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU) English	70 ³⁵ / ₁₄	<input type="checkbox"/> Ride (05%)	40 ²⁰ / ₈	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Knife	25	12	5	1d4 + db	-	1	-	-
20-Gauge Shotgun	45	22	9	2d6/1d6/1d3	10/20/50	1 or 2	2	100

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **25** ¹²/₅



BACKSTORY



<p>Personal Description _____</p> <p>_____</p> <p>_____</p>	<p>Traits _____</p> <p>_____</p> <p>_____</p>
<p>Ideology/Beliefs _____</p> <p>_____</p> <p>_____</p>	<p>Injuries & Scars _____</p> <p>_____</p> <p>_____</p>
<p>Significant People _____</p> <p>_____</p> <p>_____</p>	<p>Phobias & Manias _____</p> <p>_____</p> <p>_____</p>
<p>Meaningful Locations _____</p> <p>_____</p> <p>_____</p>	<p>Arcane Tomes, Spells & Artifacts _____</p> <p>_____</p> <p>_____</p>
<p>Treasured Possessions _____</p> <p>_____</p> <p>_____</p>	<p>Encounters with Strange Entities _____</p> <p>_____</p> <p>_____</p>

GEAR & POSSESSIONS

Make-Up Kit _____	Gunmark 20-Gauge Shotgun _____
Wristwatch _____	Ammunition _____
Cigarettes _____	_____
Matches _____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level £50 _____

Cash £300 _____

Assets Rolls-Royce "Silver Ghost" Motor Car _____

Townhouse _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

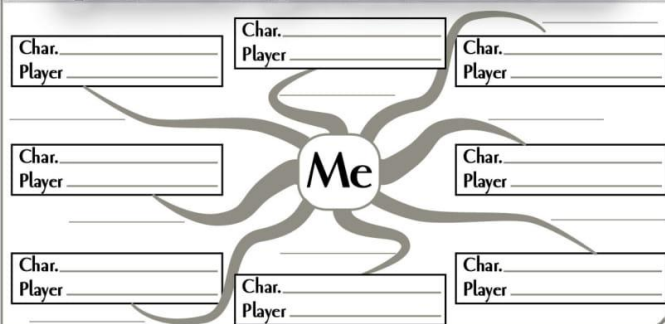
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920s



Name Sebastian Archer
 Player _____
 Occupation Doctor
 Age 55 Sex Male
 Residence London
 Birthplace Manchester

CHARACTERISTICS

STR	50	25/10	DEX	50	25/10	INT	60	30/12
CON	50	25/10	APP	55	27/11	POW	60	30/12
SIZ	50	25/10	EDU	75	37/15	Move Rate	6	+1/-1

HIT POINTS
Current HP
 M10/P

Major Wound Temp. Insane Indef. Insane 60 99

SANITY
Current Sanity

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK
Luck Total

MAGIC POINTS
Current MP

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	5	2/1	<input type="checkbox"/> Fast Talk (05%)	5	2/1	<input type="checkbox"/> Law (05%)	5	2/1	<input type="checkbox"/> Science (01%) Biology	41	20/8
<input type="checkbox"/> Anthropology (01%)	1	0/0	<input type="checkbox"/> Fighting (Brawl) (25%)	25	12/5	<input type="checkbox"/> Library Use (20%)	20	10/4	<input type="checkbox"/> Pharmacy	41	20/8
<input type="checkbox"/> Appraise (05%)	5	2/1	<input type="checkbox"/>			<input type="checkbox"/> Listen (20%)	20	10/4	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)	1	0/0	<input type="checkbox"/>			<input type="checkbox"/> Locksmith (01%)	1	0/0	<input type="checkbox"/> Sleight of Hand (10%)	10	5/2
<input type="checkbox"/> Art / Craft (05%) Sculpture	30	15/6	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10/4	<input type="checkbox"/> Mech. Repair (10%)	10	5/2	<input type="checkbox"/> Spot Hidden (25%)	45	22/9
<input type="checkbox"/>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12/5	<input type="checkbox"/> Medicine (01%)	61	30/12	<input type="checkbox"/> Stealth (20%)	20	10/4
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Natural World (10%)	10	5/2	<input type="checkbox"/> Survival (10%)	10	5/2
<input type="checkbox"/> Charm (15%)	25	12/5	<input type="checkbox"/> First Aid (30%)	70	35/14	<input type="checkbox"/> Navigate (10%)	10	5/2	<input type="checkbox"/> Swim (20%)	20	10/4
<input type="checkbox"/> Climb (20%)	20	10/4	<input type="checkbox"/> History (05%)	5	2/1	<input type="checkbox"/> Occult (05%)	5	2/1	<input type="checkbox"/> Throw (20%)	40	20/8
Credit Rating (00%)	50	25/10	<input type="checkbox"/> Intimidate (15%)	15	7/3	<input type="checkbox"/> Op. Hv. Machine (01%)	1	0/0	<input type="checkbox"/> Track (10%)	10	5/2
Cthulhu Mythos (00%)	0		<input type="checkbox"/> Jump (20%)	20	10/4	<input type="checkbox"/> Persuade (10%)	20	10/4	<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)	5	2/1	<input type="checkbox"/> Language (Other) (01%) German	21	10/4	<input type="checkbox"/> Pilot (01%)	1	0/0	<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	25	12/5	<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	40	20/8	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	20	10/4	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis (01%)	36	18/7	<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)	10	5/2	<input type="checkbox"/> Language (Own) (EDU) English	75	37/15	<input type="checkbox"/> Ride (05%)	25	12/5	<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Knife	25	12	5	1d4 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **25** 12/5



BACKSTORY



<p>Personal Description _____</p> <p>_____</p> <p>_____</p>	<p>Traits _____</p> <p>_____</p> <p>_____</p>
<p>Ideology/Beliefs _____</p> <p>_____</p> <p>_____</p>	<p>Injuries & Scars _____</p> <p>_____</p> <p>_____</p>
<p>Significant People _____</p> <p>_____</p> <p>_____</p>	<p>Phobias & Manias _____</p> <p>_____</p> <p>_____</p>
<p>Meaningful Locations _____</p> <p>_____</p> <p>_____</p>	<p>Arcane Tomes, Spells & Artifacts _____</p> <p>_____</p> <p>_____</p>
<p>Treasured Possessions _____</p> <p>_____</p> <p>_____</p>	<p>Encounters with Strange Entities _____</p> <p>_____</p> <p>_____</p>

GEAR & POSSESSIONS

Wristwatch _____	Medical Case (aspirin, Epsom _____
Fountain Pen _____	salts, scalpel, bandages, _____
Notebook _____	thermometer, alcohol, cotton _____
_____	wool, stitching needle & thread, _____
_____	stethoscope) _____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level £50 _____

Cash £250 _____

Assets Crossley 20/25 Motor Car _____

Townhouse _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

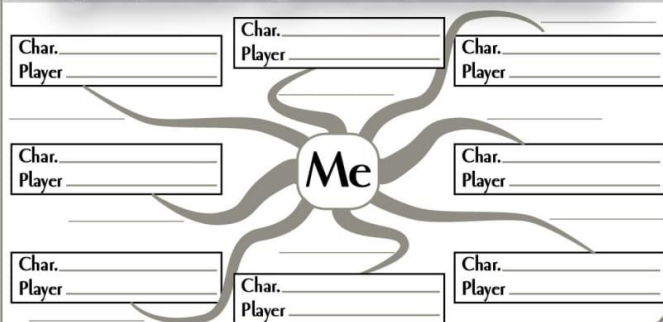
Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
 Reach 0 HP without Major Wound = **Unconscious**
 Reach 0 HP with Major Wound = **Dying**
 Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920s



Name Oliver Finley
 Player _____
 Occupation Museum Curator
 Age 57 Sex Male
 Residence London
 Birthplace Belfast

CHARACTERISTICS

STR **45** ²²/₉ DEX **50** ²⁵/₁₀ INT **60** ³⁰/₁₂
 CON **65** ³²/₁₃ APP **50** ²⁵/₁₀ POW **60** ³⁰/₁₂
 SIZ **50** ²⁵/₁₀ EDU **70** ³⁵/₁₄ Move Rate **6** ⁺¹/₋₁

HIT POINTS

Current HP

M11HP

Major Wound Temp. Insane Indef. Insane

60 99

Current Sanity

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total

Current MP

MAGIC POINTS

M12P

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	25 ¹² / ₅	<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Law (05%)	25 ¹² / ₅	<input type="checkbox"/> Science (01%)	1 ⁰ / ₀
<input type="checkbox"/> Anthropology (01%)	36 ¹⁸ / ₇	<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	70 ³⁵ / ₁₄	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	26 ¹³ / ₅	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 ⁰ / ₀	<input type="checkbox"/> Sleight of Hand (10%)	10 ⁵ / ₂
<input type="checkbox"/> Art / Craft (05%) Woodwork	20 ¹⁰ / ₄	<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	65 ³² / ₁₃
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 ¹² / ₅	<input type="checkbox"/> Medicine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	35 ¹⁷ / ₇	<input type="checkbox"/> Survival (10%)	10 ⁵ / ₂
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> First Aid (30%)	30 ¹⁵ / ₆	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Occult (05%)	35 ¹⁷ / ₇	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	25 ¹² / ₅	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
Cthulhu Myths (00%)	0	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	35 ¹⁷ / ₇	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 ² / ₁	<input type="checkbox"/> Language (Other) (01%) Latin	21 ¹⁰ / ₄	<input type="checkbox"/> Pilot (01%)	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU) English	70 ³⁵ / ₁₄	<input type="checkbox"/> Ride (05%)	5 ² / ₁	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Knife	25	12	5	1d4 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **25** ¹²/₅

BACKSTORY



Personal Description _____ _____ _____	Traits _____ _____ _____
Ideology/Beliefs _____ _____ _____	Injuries & Scars _____ _____ _____
Significant People _____ _____ _____	Phobias & Manias _____ _____ _____
Meaningful Locations _____ _____ _____	Arcane Tomes, Spells & Artifacts _____ _____ _____
Treasured Possessions _____ _____ _____	Encounters with Strange Entities _____ _____ _____

GEAR & POSSESSIONS

Wristwatch _____

Fountain Pen _____

Notebook _____

Umbrella _____

Pocket Magnifying Glass _____

Penknife _____

CASH & ASSETS

Spending Level £10 _____

Cash £50 _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

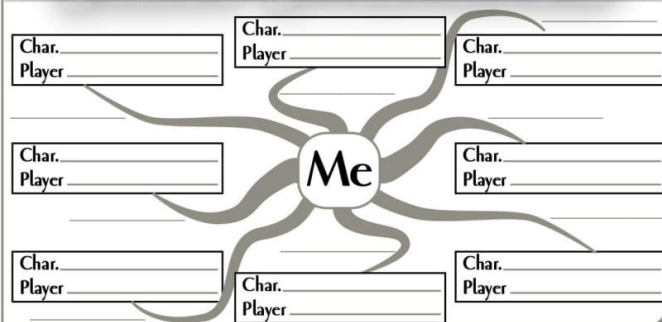
Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = **Unconscious**
Reach 0 HP with Major Wound = **Dying**
Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920s



Name Edward Porter
 Player _____
 Occupation Private Eye
 Age 38 Sex Male
 Residence London
 Birthplace York

CHARACTERISTICS

STR	80	$\frac{40}{16}$	DEX	50	$\frac{25}{10}$	INT	50	$\frac{25}{10}$
CON	65	$\frac{32}{13}$	APP	50	$\frac{25}{10}$	POW	65	$\frac{32}{13}$
SIZ	65	$\frac{32}{13}$	EDU	60	$\frac{30}{12}$	Move Rate	8	$\frac{+1}{-1}$

HIT POINTS

Current HP

M13IP

Major Wound Temp. Insane Indef. Insane

65 99

Current Sanity

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total

Current MP

MAGIC POINTS

M13P

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Fast Talk (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Law (05%)	45	$\frac{22}{9}$	<input type="checkbox"/> Science (01%) Forensics	21	$\frac{10}{4}$
<input type="checkbox"/> Anthropology (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Fighting (Brawl) (25%)	35	$\frac{17}{7}$	<input type="checkbox"/> Library Use (20%)	40	$\frac{20}{8}$	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>			<input type="checkbox"/> Listen (20%)	40	$\frac{20}{8}$	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>			<input type="checkbox"/> Locksmith (01%)	16	$\frac{8}{3}$	<input type="checkbox"/> Sleight of Hand (10%)	10	$\frac{5}{2}$
<input type="checkbox"/> Art / Craft (05%) Photography	30	$\frac{15}{6}$	<input type="checkbox"/> Firearms (Handgun) (20%)	40	$\frac{20}{8}$	<input type="checkbox"/> Mech. Repair (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	60	$\frac{30}{12}$
<input type="checkbox"/>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	$\frac{12}{5}$	<input type="checkbox"/> Medicine (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Stealth (20%)	30	$\frac{15}{6}$
<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/> Natural World (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	10	$\frac{5}{2}$
<input type="checkbox"/> Charm (15%)	15	$\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	30	$\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	20	$\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	30	$\frac{15}{6}$	<input type="checkbox"/> History (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Throw (20%)	20	$\frac{10}{4}$
Credit Rating (00%)	30	$\frac{15}{6}$	<input type="checkbox"/> Intimidate (15%)	50	$\frac{25}{10}$	<input type="checkbox"/> Op. Hv. Machine (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Track (10%)	25	$\frac{12}{5}$
Cthulhu Myths (00%)	0		<input type="checkbox"/> Jump (20%)	30	$\frac{15}{6}$	<input type="checkbox"/> Persuade (10%)	10	$\frac{5}{2}$	<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)	25	$\frac{12}{5}$	<input type="checkbox"/> Language (Other) (01%)	1	$\frac{0}{0}$	<input type="checkbox"/> Pilot (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	25	$\frac{12}{5}$	<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	45	$\frac{22}{9}$	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	30	$\frac{15}{6}$	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis (01%)	1	$\frac{0}{0}$	<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU) English	60	$\frac{30}{12}$	<input type="checkbox"/> Ride (05%)	5	$\frac{2}{1}$	<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-
Knife	25	12	5	1d4 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **25** $\frac{12}{5}$

BACKSTORY



Personal Description _____ _____ _____	Traits _____ _____ _____
Ideology/Beliefs _____ _____ _____	Injuries & Scars _____ _____ _____
Significant People _____ _____ _____	Phobias & Manias _____ _____ _____
Meaningful Locations _____ _____ _____	Arcane Tomes, Spells & Artifacts _____ _____ _____
Treasured Possessions _____ _____ _____	Encounters with Strange Entities _____ _____ _____

GEAR & POSSESSIONS

Wristwatch	_____
Fountain Pen	_____
Notebook	_____
Cigarettes	_____
Matches	_____
Penknife	_____
Kodak Folding Camera	_____
Film	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level £10 _____
 Cash £60 _____
 Assets Austin 7 Motor Car _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

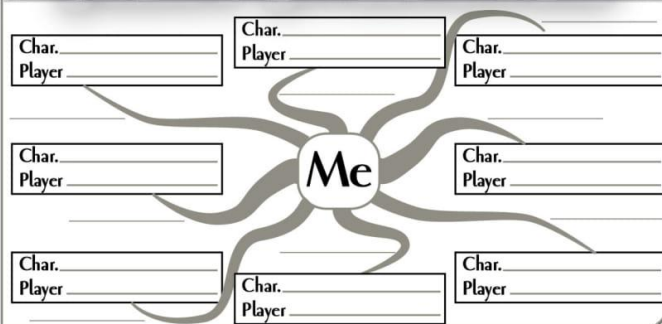
Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
 Reach 0 HP without Major Wound = **Unconscious**
 Reach 0 HP with Major Wound = **Dying**
 Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920s



Name Archibald Campbell
 Player _____
 Occupation Professor
 Age 65 Sex Male
 Residence London
 Birthplace Edinburgh

CHARACTERISTICS

STR 45 ²²/₉ DEX 45 ²²/₉ INT 65 ³²/₁₃
 CON 45 ²²/₉ APP 50 ²⁵/₁₀ POW 60 ³⁰/₁₂
 SIZ 50 ²⁵/₁₀ EDU 80 ⁴⁰/₁₆ Move Rate 4 ⁺¹/₋₁

HIT POINTS

Current HP

M:9 HP

Major Wound Temp. Insane Indef. Insane

60 99

Current Sanity

SANITY

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total

Current MP

MAGIC POINTS

M:12 P

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	5 ² / ₁	<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Law (05%)	5 ² / ₁	<input type="checkbox"/> Science (01%) Chemistry	76 ³⁸ / ₁₅
<input type="checkbox"/> Anthropology (01%)	31 ¹⁵ / ₆	<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Geology	76 ³⁸ / ₁₅
<input type="checkbox"/> Appraise (05%)	5 ² / ₁	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Zoology	36 ¹⁸ / ₇
<input type="checkbox"/> Archaeology (01%)	1 ⁰ / ₀	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 ⁰ / ₀	<input type="checkbox"/> Sleight of Hand (10%)	10 ⁵ / ₂
<input type="checkbox"/> Art / Craft (05%)	5 ² / ₁	<input type="checkbox"/> Firearms (Handgun) (20%)	35 ¹⁷ / ₇	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	25 ¹² / ₅
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	40 ²⁰ / ₈	<input type="checkbox"/> Medicine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	40 ²⁰ / ₈	<input type="checkbox"/> Survival (10%)	10 ⁵ / ₂
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> First Aid (30%)	40 ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)	35 ¹⁷ / ₇	<input type="checkbox"/> Occult (05%)	5 ² / ₁	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	40 ²⁰ / ₈	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
Cthulhu Myths (00%)	0	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	5 ² / ₁	<input type="checkbox"/> Language (Other) (01%) Latin	26 ¹³ / ₅	<input type="checkbox"/> Pilot (01%)	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	27 ¹³ / ₅	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	31 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU) English	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Ride (05%)	5 ² / ₁	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Knife	25	12	5	1d4 + db	-	1	-	-
Sword Cane	25	12	5	1d6 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **27** ¹³/₅



1920s Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____



CHARACTERISTICS

STR	<input type="text"/>	DEX	<input type="text"/>	INT	<input type="text"/>
CON	<input type="text"/>	APP	<input type="text"/>	POW	<input type="text"/>
SIZ	<input type="text"/>	EDU	<input type="text"/>	Move Rate	<input type="text"/> +1 <input type="text"/> -1

HIT POINTS
Current HP

Max HP Major Wound Temp. Insane Indef. Insane Start **99**

Current Sanity

SANITY

LUCK
Luck Total

CALL of CTHULHU

*Horror Roleplaying in the Worlds
 of H.P. Lovecraft*

Current MP

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="text"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="text"/>	<input type="checkbox"/> Law (05%)	<input type="text"/>	<input type="checkbox"/> Science (01%)	<input type="text"/>
<input type="checkbox"/> Anthropology (01%)	<input type="text"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="text"/>	<input type="checkbox"/> Library Use (20%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Appraise (05%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Listen (20%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Archaeology (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Locksmith (01%)	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="text"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="text"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Spot Hidden (25%)	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="text"/>	<input type="checkbox"/> Medicine (01%)	<input type="text"/>	<input type="checkbox"/> Stealth (20%)	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Natural World (10%)	<input type="text"/>	<input type="checkbox"/> Survival (10%)	<input type="text"/>
<input type="checkbox"/> Charm (15%)	<input type="text"/>	<input type="checkbox"/> First Aid (30%)	<input type="text"/>	<input type="checkbox"/> Navigate (10%)	<input type="text"/>	<input type="checkbox"/> Swim (20%)	<input type="text"/>
<input type="checkbox"/> Climb (20%)	<input type="text"/>	<input type="checkbox"/> History (05%)	<input type="text"/>	<input type="checkbox"/> Occult (05%)	<input type="text"/>	<input type="checkbox"/> Throw (20%)	<input type="text"/>
<input type="checkbox"/> Credit Rating (00%)	<input type="text"/>	<input type="checkbox"/> Intimidate (15%)	<input type="text"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="text"/>	<input type="checkbox"/> Jump (20%)	<input type="text"/>	<input type="checkbox"/> Persuade (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Disguise (05%)	<input type="text"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="text"/>	<input type="checkbox"/> Pilot (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Psychology (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="text"/>	<input type="checkbox"/> Language (Own) (EDU)	<input type="text"/>	<input type="checkbox"/> Ride (05%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

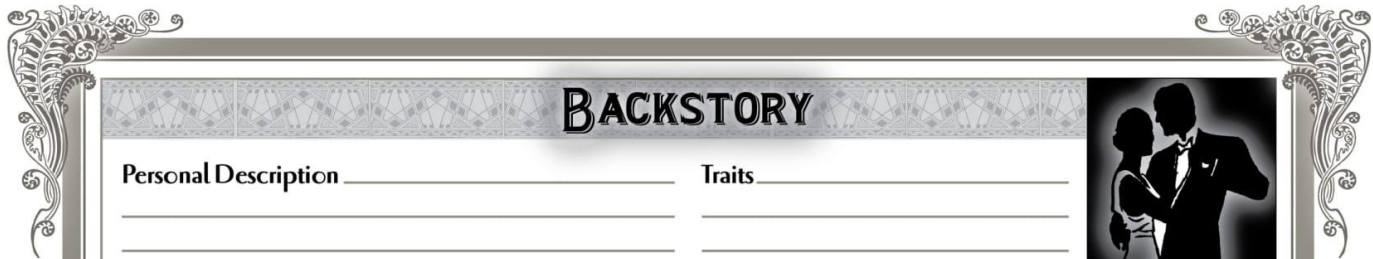
COMBAT

Damage Bonus

Build

Dodge





BACKSTORY



<p>Personal Description _____</p> <p>_____</p> <p>_____</p>	<p>Traits _____</p> <p>_____</p> <p>_____</p>
<p>Ideology/Beliefs _____</p> <p>_____</p> <p>_____</p>	<p>Injuries & Scars _____</p> <p>_____</p> <p>_____</p>
<p>Significant People _____</p> <p>_____</p> <p>_____</p>	<p>Phobias & Manias _____</p> <p>_____</p> <p>_____</p>
<p>Meaningful Locations _____</p> <p>_____</p> <p>_____</p>	<p>Arcane Tomes, Spells & Artifacts _____</p> <p>_____</p> <p>_____</p>
<p>Treasured Possessions _____</p> <p>_____</p> <p>_____</p>	<p>Encounters with Strange Entities _____</p> <p>_____</p> <p>_____</p>

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

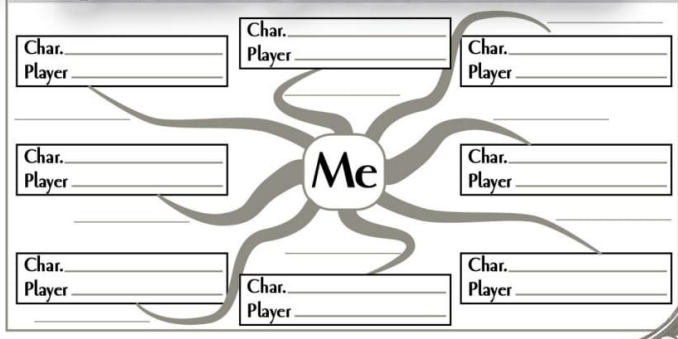
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FELLOW INVESTIGATORS



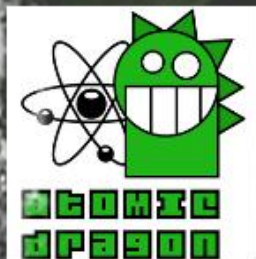
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OUT OF THE PAST

For two to six players, Out of the Past can be played in two or three sessions. Set in England in 1925 this scenario leads the investigators around some of London's most iconic institutions and out into the countryside to a sleepy rural village.

The investigators are members of The Society of the Beyond, an informal group of several dozen academics and enthusiasts all with an interest in unexplained mysteries and bizarre phenomena. They come upon a theft from the British Museum that uncovers some things are best left in the past, undisturbed through the ages.

Six pre-generated investigators are provided for use with this scenario, which plays both as an introduction to Call of Cthulhu whilst also being a duly mysterious and horrific adventure for more experienced players.



The Dowstan Collection - An Iron Age Find

Cat Ref: BM-G08/02-1924/Eng/#1465-T.

The Dowstan Collection is a small find of Iron Age origin comprising human and animal remains buried in a barrow near the village of Dowstan in Wiltshire, England.

The human remains were interred beneath a stone slab decorated with a large sun motif, a symbol of life and protection.

An iron dagger was also found within the barrow.

However, due to the tragic nature of the remains' exhumation [see note A], it is uncertain exactly where the dagger was originally located.

The collected Dowstan items are to be included in the Ancient Britain collection.

Note A - the lead archaeologist, Mr. Henry Billington, used the dagger to kill his assistant Ms. Elsie Yarbrough after the lifting of the stone slab.