



## A WEALTH OF KNOWLEDGE

### CREDITS

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# INTRODUCTION

*A Wealth of Knowledge* is set just outside of Lovecraft's city of Arkham. If the Keeper wishes to play the adventure in another setting or location, all that is required is a city or town with a public library. For the purposes of playing this as a stand-alone adventure, the city also requires a nearby university. However, this adventure can be placed into any existing campaign where the players require a library to gain information to aid their investigation.

The Investigators will be referred to in this scenario as 'Students', as all players are highly recommended to play students of the Miskatonic University (or a professor if the Keeper wishes). The Students of Miskatonic are not well versed in the world of the Cthulhu Mythos and should be kept on their toes at all times. All that they want from the library is a book for their class and instead are in danger of facing one of the planet's greatest adversaries.

When creating characters, the Keeper may alter the dice rolls for the INT/EDU stats, as this will play a very important role in the adventure. However, if they want to keep low-scoring INT/EDU Students, then the Professor (see *Investigator Motivations*>, page 7) will provide a handy tool for the Keeper to direct the players along the right path.

This adventure will be very investigation based, with almost all combat being optional - make sure that you let the players know in advance so that they can distribute their skills

accordingly. Having a full group of brawlers without much interest in academics will not only be unhelpful in the investigation, but it also doesn't fit the characters of university students, and they should take this into account.

## RECENT EVENTS

Due to a lack of educational materials openly available to the public, the town (in this case, Atwell) has decided to build a new library. The project was given to an Edward Thiox to design and oversee the entire production, after which the library was named Library Thiox. Edward Thiox, however, does not exist, and is in fact a pseudonym for the librarian Doris Miller, who runs the now-finished library.

Doris Miller had no background in architecture, but was instead influenced by the being living in her walls, Echthiox'dhri. The tentacular alien used its aeons-old knowledge to aid in the architectural designs, suiting its needs both in dimensions and protection perfectly. The domed roof allows it to hide more efficiently in the curvature than simple flat brickwork. The back rooms and second basement provide not only extra storage for books, but also a place for Echthiox'dhri to hide its mouth and the followers of its cult. The hundreds upon thousands of books allow for the storage of excess knowledge to overflow into, ready to be absorbed when the time comes to symbiote with a larger being.

The library was finished in late 1935 with very little hindering its progress. Without Edward Thiox being a real person, the government didn't hear any complaints or issues with the building and the general public were happy to finally

have a place to become educated for free. During its launch, several professors from the nearby university (in this case, Miskatonic University) visited to see the vast collection of new books and amenities that it boasted. Two of these professors, Richard Henderson and Charles Cook, were invited by Miller to see the archives in the second level of the basement where the oldest and most interesting books were being kept. These two men were the first to become followers of Ecthioux'dhri in the truest sense. Miller was allowed to keep her mind as her infatuation with the parasite proved too valuable to taint, but the professors were turned into mindless husks, harvested for their wealth of knowledge. Henderson and Cook now live in the second level of the basement, waiting for Doris to feed them whenever she has the time, and doing the bidding of Ecthioux'dhri.

Since then, several other highly intelligent residents have been turned to mindless followers. Family and friends of these missing people have begun investigations into finding them, but as of yet nothing has been found, as the second level of the basement is hidden by Ecthioux'dhri itself, only allowing it to open when his trusty librarian wishes.

In the past few weeks, Ecthioux'dhri has made it clear to Doris that it wishes to make its next move, and needs more followers to aid it. Doris is a particularly intelligent woman herself, using the magical books of her master to learn alien knowledge. She is also a social woman, and has many connections to the university. Her plan involved finding the required reading materials for a number of higher level lectures and stocking Library Thiox with those books. She used the followers and her connections to steal books from the

university and force students and professors to come to her, and in turn, Ecthioux'dhri.

Almost all of the library's books have had their pages emptied of words and replaced with weird and unnatural symbols of the cosmos. It is almost time for Ecthioux'dhri to grow.

## DRAMATIS PERSONAE

**Professor Kenneth Bleeker:** Professor of Anthropology. The university's most favoured professor. See Motivations>, page 4.

**Beth Carter:** The Miskatonic University's librarian. She is a pleasant middle-aged woman with a romantic interest in the professor.

**Doris Miller:** Librarian of Thiox. She looks much younger than she acts.

**Richard Farwell:** An upcoming sacrifice to Ecthioux'dhri whose passion for his studies drew the librarian's interest.

**Tommy Sears:** A friend and neighbour of Charles Cook. He is adamant on finding the missing professor but due to hobbyist knowledge on the occult, is too afraid to enter the library itself.

**Followers of Ecthioux'dhri:** Various well-known scholars and academics. Their thirst for knowledge drives them to do

the bidding of Ecthioux'dhri. Richard Henderson and Charles Cook are the more notable followers.

**Ecthioux'dhri:** A child of the great Abboth, Ecthioux'dhri craves intelligent sacrifices to feed its hunger and help it grow until it can symbiote with the Earth itself.

## TIMELINE OF EVENTS

Depending on the actions of the Students of Miskatonic, this will help the Keeper to keep track of major events and where they are happening.

### Day 0: Sunday, November 3rd 1935

#### **Doris Miller and Followers of Ecthioux'dhri (Students):**

Since kidnapping Richard Farwell, Miller has discovered the reading list for Miskatonic University's most attended class, Anthropology. She spends all day waiting for deliveries of books stolen from the University's library by Farwell and several other missing students.

#### **Followers of Ecthioux'dhri (Scholars):**

In preparation for Ecthioux'dhri's upcoming growth, all of the scholarly followers are free to collect their own books and belongings that could feed their master and aid in the process. Several people notice them as they make no effort to hide, namely Tommy Sears who sees Charles Cook and attempts to make contact.

**Tommy Sears:** After weeks of searching for his best friend, Charles Cook, Sears sees him entering his house during the middle of the day. He tries to speak to him with no response, and as he walks closer he feels an uncomfortable aura that keeps him away. Sears hides in his own home as he watches Cook drag a large suitcase out of his house and down the road, ignoring his more-than-large-enough car. Sears then spends the rest of the night studying his books on the occult, looking for protective spells in particular.

### Day 1: Monday, November 4th 1935

**Students of Miskatonic:** The session begins as Professor Kenneth Bleeker is ending his lecture on Anthropology, reminding his students to pick up their copy of *Patterns of Culture* by Ruth Benedict.

**Doris Miller:** Miller makes sure that all of the new books are placed appropriately, and she prepares one of Ecthioux'dhri's tomes for display in the *Uncategorised* area of the library. She then spends most of the day categorizing the books that the scholars have donated, stacking them up in the back room instead of on shelves.

**Followers of Ecthioux'dhri (All):** The followers lay dormant for most of the day in the bunker below the back room where they usually live, which is now blocked off by piles of books. Richard Farwell, being the newest follower, has still not sacrificed himself to the cause and proceeds to get more and more anxious as it gets later into the night, eventually

attempting to leave the bunker, but finding himself and the other blocked in.

**Tommy Sears:** Discovering very little information the night before, Sears spends today loitering around the library, asking anyone who seems like they are going in to do some investigating for him. Most people ignore him and take him for a madman, but a few decide to help and return to him with less information than they went in with, including a number of policemen.

**Police:** At around midday, two police members arrive at Library Thiox to investigate after several calls from Sears. They manage to convince Miller to see the back room but find nothing of interest and warn Sears to stop calling unless he has real evidence. They go home shortly after, annoyed at the wasted time.

### **Day 2: Tuesday, November 5th 1935**

**Doris Miller:** As the Students arrive, Miller will be waiting for them at her desk. For the rest of the day she will continue to categorize the large number of books, and use her impeccable charm to ward off, or convert, any would-be investigators that Sears sends in.

**Richard Farwell:** As the rest of the followers are hibernating, Farwell continues to look for ways to escape. His constant knocking on the blocked hatch causes Miller to move the books

out of the way herself and take him to see Ecthiox'dhri where he spends the rest of the day.

**Ecthiox'dhri:** Noticing Farwell's resilience to the cause, Ecthiox'dhri allows him into its chamber and slowly drips knowledge into his mind through penetrating tendrils in an attempt to give him a craving. This, in turn, begins to make Farwell insane as the human mind cannot handle the knowledge that he is given.

**Tommy Sears:** Sears spends less time outside of the library and more in the university's. His research leads him down a path of ghost towns all across the US and the reoccurring name 'Thiox'.

**Students of Miskatonic:** Any Student that read from one of Ecthiox'dhri's tomes will voluntarily make their way to Library Thiox in the wee hours of the morning. Whether they leave or stay after their arrival is down to the actions of the Students, although Doris and her master will make leaving less optional than it seems. If they do not leave then the 24 hour countdown begins.

### **Day 3: Wednesday, November 6th 1935**

**Students of Miskatonic:** Depending on their actions, several Students could be fully converted into followers of Ecthiox'dhri. It is then up to the remainder with full control to defeat Ecthiox'dhri or be defeated themselves. If they do not destroy the books then the ceremony is allowed to continue

(unless the help of Sears is enlisted), and Ecthioux'dhri will symbiote with the entire town of Atwell, stealing all of the knowledge, and magic, that it holds within.

**Doris Miller:** As it is the final day, Miller is doing everything in her power to keep things on track.

**Tommy Sears:** Not knowing the full extent of the events about to conspire, Sears spends the day at the university trying to prepare a plan of attack. If the Students enlist his help, he may ensure that the library goes down in a burning glory, sacrifices or not.

**Ecthioux'dhri:** If allowed to go through with its ceremony, Ecthioux'dhri grows larger than ever before, one step closer to symbioting with the planet.

## INVESTIGATOR MOTIVATIONS

**Motivation #1:** Your roommate, Richard Farwell, hasn't come back home for the past few days. He's been known to do this in the past while he studies relentlessly at the library, but usually he tells you beforehand. Although you don't take Anthropology, you know that with exam season coming up, he would need all of the notes that he can get. He's not the best friend, but you've lived together for 3 years now and he's almost like family.

**Motivation #2 / #3:** You and your best friend have taken the same classes together for as long as you can remember. Neither

of you are really sure who wanted to take Anthropology, but you both seem to enjoy not only the subject but also the professor. In fact, one of you has a romantic interest in the professor that the other is very aware of. With all of the recent disappearances of professors and students, you want to keep an eye on him.

**Motivation #4:** This wasn't the class that you wanted to take when you first came to Miskatonic. You were taking Zoology with Professor Charles Cook before he, and the rest of the Zoology department, disappeared and you were forced to switch classes. You have an entire semester to catch up on, and with exams coming up soon you need to study as hard as possible.

**Motivation #5 (Backup character):** You are Kenneth Bleeker, Professor of Anthropology. You are very aware that you are the most favoured professor in the entirety of the Miskatonic University, and you plan to keep it that way. More students and higher grades means more money. It isn't uncommon for you to aid your students in their studies after class, in either study groups or individual sessions. You also have a very flirtatious and charismatic nature about you which has been picked up on by a number of female staff and students. The recent disappearances have had no affect on your class and you don't particularly fear that you will go missing either.

**Optional Alternative:** As a man who has strived for knowledge since the day he was born, Kenneth Bleeker will do anything in his power to get more. This includes working for

Ecthioux'dhri by luring students and professors into its lair to be given as sacrifice. This occult version of Bleeker can be used as a more goal-oriented Keeper's aide, giving him more motivation to do terrible things.

## THE GAME

### DAY ONE: MISKATONIC UNIVERSITY

Read this out loud to the players:

'The Miskatonic University is renowned for its academic prowess throughout all adversities. This most recent one proves no different. School bulletins, local newspapers, and bereaved friends and family have all been warning of a recent influx of disappearances, namely professors and graduates. Over the past week, the campus has become noticeably quieter and emptier as people begin to fear their own disappearances. As proof of the University's strength, however, tonight's Anthropology lecture has a full house. With exams coming up in just over two weeks, Professor Kenneth Bleeker is adamant that his students get the education that they require, no matter the circumstances.

It is as this lecture ends that play begins. It is 8.00pm and the Students are now finished with classes for the day. Professor Bleeker is wrapping things up while his teaching aide marks up information for an after-class study session on the blackboard.

You may give this information as you wish:

- Heavy reminders that the exam is only two weeks away, and it is incredibly important for the final grade.
- The only required book to aid studying is *Patterns of Culture* by Ruth Benedict. If this book isn't read, the students will almost definitely fail.
- Any reading material, including *Patterns of Culture*, can be found free of charge from the University's library, where Bleeker will be holding a study session revolving around Benedict's book.
- For those that need to catch up on studies for whatever reasons, the study session will provide invaluable information and tips for passing the exam.
- Above all else, the rumors of disappearances are just that, rumors. Bleeker understands the students' fears but it should not interfere with their studies.

Any further questions from the Students may be asked at the front of the class while the others filter out, however any questions directly related to the exam will be answered with the words '*Patterns of Culture*' and nothing else. If the students wish to join the study group then they may follow Bleeker as he is on his way to reserve a table in the library.

What will become wholly evident to the Students is that none of them will be in possession of the book, including



Bleeker who plans on using the library's vast resources to aid the session.

Bleeker may wish to look for an empty table or speak to the librarian, Beth Carter, to find one. In either case, there is a large round table in plain sight in the western wing. The Students may at this point attempt to use their Library Use skill to find *Patterns of Culture*, but even with an extreme success they will come up dry, as there are none left. If they spent some time looking before speaking with the librarian, then Professor Bleeker will be there, flirting with her. If they go straight to her to ask if there are any left instead of looking themselves, then Bleeker will walk in halfway through the conversation after having found a table.

Ms. Carter is very apologetic in telling the Students that there are no remaining copies of their book, and offers them a solution. In Atwell, a town just outside of Arkham, there is a new library by the name of Library Thiox, and she knows almost for certain that they have many copies of the book. If asked how she knows this information, she will reveal that she was contacted by the head librarian there (whose name she will have forgotten) and asked for a list of academic texts that she could stock to be of benefit to students. She will know very little else about the library or librarian, other than its address, as she has never been there herself.

If the Students have no method of transport, Bleeker, who is very lighthearted about the lack of books, will offer a ride to the library the next day as he has no classes. The group may then discuss the best time to leave, but the professor will prefer earlier times so that he can lesson plan throughout the day. Bringing the professor will be extremely beneficial to both

the Students and you as the Keeper, so it is advised that you do not give the players another mode of transport.

The group may then spend the rest of the day as they wish, however spending too much time on this is not recommended as the bulk of the session will happen on days two and three.

## DAY TWO: HEADING TO THE LIBRARY

If the Students decided to take the ride from the professor, then begin the day outside of the university, in front of Bleeker's car. If they decided to go alone then begin the day at wherever they chose as their meeting place.

The journey should be particularly smooth. Ms. Carter showed Bleeker where Library Thiox was on his map, so there is no need for any skill checks from the passengers. If you wish to build tension during the journey, you may call for Spot Hidden rolls. On a hard success, the Students might see one of the Followers of Ecthiox'dhri that they recognise as being missing from the university (perhaps tie it to their character background for more effect). However, as shown on the Timeline of Events, the Followers should be hidden in the basement of the library, so only use this if you wish for one or two to be roaming free (perhaps to aid Miller later).

## DAY TWO: TOMMY'S INVESTIGATION

*If the group left the university before midday, read on. If they left any time after midday, skip this section.*

Upon arrival to Library Thiox, the group should notice a man in his car, staring intently at the library. Bleeker will recognise this man as Tommy Sears (see *Dramatis Personae*>, page 4), friend of the university (if Bleeker is not with the group, perhaps have Sears standing outside of his car to make him more obvious).

Sears will be very anxious as he speaks, constantly checking the door to the library between sentences. He will tell the group that he is at the library to see if his friend Charles Cook is there, and will ask the group to look out for him if they are to go in. He will also warn very heavily against entering, although he will not say why. Pressing him with a speech roll will require a hard success, but will reveal that he fears the possibility of occult happenings in the library. He will not go into any more detail, especially about Cook. If asked where he will be to tell him what they see, he will inform the group that he is spending the rest of the day in the university's library, researching for personal reasons (see *Timeline of Events*>, page 5).

This interaction should serve to make the Students of Miskatonic more anxious about entering the otherwise normal library, but should not scare them away from entering at all. If it is the case that they are straying away from entering, then use Bleeker to make light of the situation and laugh at their fear as he enters anyway.

## DAY TWO: INSIDE LIBRARY THIOX

As the Students enter Library Thiox, they will notice a significant lack of people, but not before being hit by a thick

wave of mildewy air. The library houses an almost uncountable number of books; new, old, and outright ancient, all being laden with some form of fungus due to bad storage conditions while the library was being built. Bleeker enjoys this smell, and will take a deep breath when he first enters, requiring a CON check to determine his resistance to the hallucinogenic spores. You may ask this of all of the Students who enter, making all who fail act as though they are Temporarily Insane in regards to Delusions and Reality Checks - this will come into play later.

The only person that the Students will notice in the library at all is the librarian, Doris Miller, stood at her circular desk in the center of the room. If questioned about any of the missing people, Miller will act unaware, either saying that she has never seen the people in question or that they came and left once they withdrew their books. If the Students attempt to Intimidate, Persuade, or otherwise convince Miller to give them more information, then they will only succeed on a Hard check due to her inhuman resilience. In such cases, she will continue to lie, stating that she is paying them to quietly steal books from the Miskatonic University for her own collection - the reason why they have gone missing is that they are staying off the radar so that the missing books go unnoticed.

If the Students are still interested in withdrawing *Patterns of Culture*, then Miller will point them towards section 301, which is to the left side of the building and up a level of stairs. No Library Use check will be required, however depending on how many of the Students were affected by the mildew, you may wish to make it harder for them to find in their delusional state. The walls themselves will be infested with Ecthiox'dhri, and you may want to hint at this by telling

those affected that they see movement in the walls - on a Hard Spot Hidden check, anyone who is not delusional will notice a number of tendrils squirming in the brickwork. In terms of the books themselves, they look perfectly normal (see Bringing Home Your New Tendril>, page 16), unless delusional in which case they will seem to be the wrong books entirely.

It is also important that at some point during the library visit, Miller will attempt to convince the most intelligent member of the group to read one of the ancient books that they have in the library. The book itself is on a pedestal hidden away behind a number of other bookcases, and covered by a glass dome. Miller will explain that it is a book on Anthropology and may interest the Student as there are very few copies of the book in the world. She will also ensure that the Student wears a pair of linen gloves and uses tweezers to turn the pages, as it is very delicate.

Upon opening the ancient book, the Student must roll an extreme CON check as the spores inside are highly hallucinogenic. The words on the pages will seemingly keep moving around the page, making them completely unreadable yet fascinating to watch. If the Student attempts to read the words or make any sense of them, they must roll a 0/1D6 SAN check and an INT improvement check, while their MP gets fully restored. The improvement check, on a success, will teach the Student a spell of the Keeper's choice but should be kept secret until later that night.

When withdrawing the books from the library, each copy will have a \$2 deposit to ensure a safe return. If questioned about why the prices are so high, Miller will explain that books get stolen all the time at public libraries, and she

needs some way to make sure that her precious books get returned safely. It is also the reason why there are very few visitors as no one in the local area can afford such prices, which is perfect for Doris who wants to keep all of the books safe.

## DAY TWO: RETURNING TO THE UNIVERSITY

The journey home is very similar to the earlier one in that nothing out of the ordinary should happen. The Students will have had time to acclimate to the outside air and the hallucinogenic effects of the mildew will have worn off completely, revealing all books to be their true selves. In the same vein as earlier, you may wish to have the Students see a significant missing person walking in the direction of the library whilst they are driving past.

If Tommy Sears's investigation is being led up, then the Students will find him studying in the university library until 3am. He is a lot more calm in this interaction, and has been spending his day researching everything that he can about the name 'Thiox'. When questioned he will be much more forthcoming with information, telling the Students about a number of ghost towns littered across the US, all with the recurring name Thiox being included in their newspapers or historical reports. Sears believes that Doris Miller is in fact an ancient demon who collects human knowledge in their books, stored with a form of unknown magic. He will not be as inclined to reveal this information since he has less evidence to back it up, however if the Students seem to believe his occult claims at any point, or make similar claims of their own, then he will feel more comfortable sharing with them.

Most importantly, Sears mentions that he is planning an attack on Miller the next day. He will tell the students of his arsenal of holy water which he keeps locked in his house for such occasions, and two rifles. He will not suggest that the Students join him in this assault, in fact he will make it clear that he wants no help from them to keep them out of danger.

When the Students decide to sleep for the night, make note of where their books are left (see *Bringing Home Your New Tendril*>, page 16).

## DAY TWO: SLEEPWALKING AT NIGHT

Once the party splits and the Students return to their own dorms, they will be met with new horrors that all depend on their actions at Library Thiox. Any Student (or the professor) who read the ancient book and succeeded on their INT improvement check will at this point learn how to cast a spell of the Keeper's choosing. It is recommended to use Chant of Thoth (renamed to Gift of Echthiox'dhri), however if there is a more applicable spell for the Student, or if this one-shot is being used inside of an existing campaign where other magic-using cults and monsters live nearby, then it may make more thematic sense to use another. Echthiox'dhri is extremely old, and there is no limit to the magic that he could have collected in that time, so there should be no restrictions on this.

The way in which the Students learn their spells will be against their own will, and control should be taken from them as they begin to cast a ritual in their sleep. The knowledge of Echthiox'dhri has infected their minds and made them

uncontrollably obsessive. Once fully cast, they will then begin to make their way to Library Thiox in whatever way possible, even if it means walking the entire way there. Players should regain control of their characters during this, and decide how they will handle the situation. It should be clear that they are not mind controlled, they just feel heavily inclined to go to the library - as such they can be talked out of it. If the Students in question share a dorm with anyone, player or not, then the roommate will be woken up by the spellcasting and given an opportunity to convince them to stay, or perhaps go with them. In the case that the professor is the only one to read the book and he is not controlled by a player, then continue on to *Day Three: The Final Steps*>, page 14.

## DAY THREE: LIBRARY THIOX AT NIGHT

Any Students who manage to make their way to Library Thiox, under the influence of knowledge or not, will find the front doors unlocked, and Doris Miller at her desk. Doris will greet the Students warmly, and will not fear telling them any information that they may ask about Echthiox'dhri in an attempt to make them feel more comfortable and safe, since she believes that they are there to give themselves as sacrifice, even if they did not read the book. Her main goal will be to bring the Students into the back room where they will make first contact with Echthiox'dhri. The room itself will be filled with books of all ages, however none of them will have any legible covers. They all look like diaries with no names, and if any are attempted to be read then it will reveal that inside is just a collection of words with no real connection to each other, filling all of the

pages. Underneath the pile of books against the back wall is a secret hatch leading to a basement full of Followers of Ecthiox'dhri, however this should not be revealed unless they specifically move the books. Richard Farwell may try to call up from beneath the floorboards if any Students with a motivation tied to him are at the library, however it is also very late and Richard is probably asleep after the trying last few days.

The room itself will also reveal its tendrils hiding in the walls, allowing them to flicker outwards and perhaps even try to touch the Students in an exploratory way. Eventually, during conversation with Doris, Ecthiox'dhri will speak. Its language is extremely eloquent, however not having spoken much, it will be slow and stilted - as if it knows the words but not what they sound like. It is also highly convincing, and will lie as much as it tells the truth to get the Students to submit to it. If the Students either submit, or it seems like the conversation is closing, then a door on the right wall will open up as the many disguised tendrils that were blocking it withdraw.

The newly revealed room is too dark for the Students to see into when stood outside, however they will notice that the center of the room is significantly darker. Upon entry, it will become clear that the walls and floor are pulsating with veins and tendrils that never seem to stop. Ecthiox'dhri will speak much more freely once the Students are in its room, as it controls the only escape. If they choose to run or attempt to leave at all, then it will begin to re-close the doorway. In such a scenario, combat will begin, with each tendril (4 blocking the door) having 15 SIZ and Ecthiox'dhri having a total of 1500 SIZ (which will be reduced as tendrils lose HP). It should be

possible for the Students to leave if armed, however it will be very unlikely if they entered with no weaponry at all. If or when the Students do manage to escape, then Doris Miller will still be waiting on the other side of the door, now very aggressive and protective of her master. Tendrils are only present in the walls and ceilings of the rest of the library, so they should not attack the Students unless they are close to a wall after leaving Ecthiox'dhri's room. Miller will not leave the library, even if it means her sacrifices getting away.

In the alternative event in which the Students do fully submit, or are otherwise forced to submit, then they will either jump or be dragged by tendrils, into the large gaping hole in the center of the room. Inside of the hole is 10 ft of viscous fluids that knocks whoever ingests it unconscious for 24 hours. During that 24 hours, various needle-sized tendrils will probe into the brains of the Students, drawing out any knowledge that they may have and giving them an unending craving for what they once knew. Miller will also bring duplicate books or blank diaries as offerings to Ecthiox'dhri in which the knowledge of the Student will be stored. Any Student who enters the mouth of Ecthiox'dhri will lose control of their character permanently, unless rescued within 24 hours, at which time they will have fully converted into a Follower of Ecthiox'dhri.

*OPTIONAL:* If you do not wish to knock a player out of the game and they are alone at the library, then you may have Tommy Sears sat outside watching the front doors from his car. Upon seeing the Student, he will run to try to convince them not to enter, or alternatively if you wish to still have the

encounter with Miller, he can go along with it and aid in the escape with his hidden molotovs.

### DAY THREE: THE FINAL STEPS

Everyone who is still in their own beds will wake up as they usually would, but they may notice that their withdrawn book, depending on where they left it, has a number of tendrils wrapped around it and growing into nearby objects. See [Bringing Home Your New Tendril](#)>, page 16 for more details on this. If the tendrils have not had the time to fully symbiote with their chosen furniture, then it will take a STR check to pull the book away from it, bringing the tendrils out into the open.

In the case that the professor was the only one to read the book and he is not controlled by a player, then the Students should be made aware that they have another lecture with him today as there is still a lot of material to cover before the exams. However, they will arrive at his lecture with news that he is not there. Upon leaving, they will notice him standing outside of his car, calling them over, and offering them a ride to Library Thiox. He will be in very high spirits as he has been reading more of the book, and he will try to bring them with him to show them something that he has found.

Alternatively, if the professor is player controlled or any Students read the book and are currently at the library, it should be hinted at by other non-player students that the player was seen leaving the university late at night. Rumors travel fast, especially with people going missing, and that person should be talked about all over campus as being the next victim. If the Students already want to return to Library

Thiox to investigate after the incident with the books, or they already believe their fellow Student to be there, then this is not necessary.

The journey to the library should again be uneventful as the main threat should be in the building itself. Getting there will be more complicated however, if the professor is no longer in the party. Searching for a taxicab will most likely be the most efficient way there, and it should be made clear that this is an option for them. There is a taxi rank just outside of the university, and the fare should only cost around \$2 total to get to the library. Tommy Sears is another viable travel option as he has his own car, however he will not be around to offer his services unless he has already told the Students his plans - see [The Sears Plan](#)>, page 15 if this is the case.

Arriving at Library Thiox during the day will be very similar to the night before. Doris Miller will be stood eerily in her usual spot, and the library will be suspiciously empty but not closed. When questioned about the books she will respond very negatively and aggressively if the Students state that they damaged, destroyed, or interrupted their symbiosis. She may at this point retreat into the back room, move the books to open up the hatch to the basement, and choose three Followers of Ecthiox'dhri to accompany her back into the main atrium where she will attempt to overwhelm the Students and force them into becoming Followers themselves. You may however choose to keep her anger internalized and use it to fuel her calmness, allowing her to become even more manipulative to get them to choose to submit on their own. In all cases, Miller will try to ensure that the Students do not leave the library, as she wants as many sacrifices as possible before the ritual at the

end of the day. If the name of the sacrificed Student or professor gets brought up (if they were in fact sacrificed), then she will mention that they came earlier that day to submit themselves.

If the players wish to defeat Ecthiox'dhri and prevent him from continuing to kidnap and kill, then the best plan of action without Sears is to start a fire within the main atrium. Each book contains a part of Ecthiox'dhri's knowledge, and destroying his knowledge reduces its SIZ and thus its HP. At this point, instead of attempting to stop the Students, Miller will be taking books out of the back room and running out of the library in an attempt to save some of the knowledge and allow Ecthiox'dhri to survive the attack. If the Followers are still in the basement then she will not think to release them to help her as she will be too stressed and terrified to think properly, even with her extreme intellect. Ecthiox'dhri itself will also be in too much pain, both mental and physical, to attempt to attack the Students unless they are in the back room or the sacrifice room where the tendrils are stronger. Screams will fill the entire library as each book burns in pain, and the walls will moan profusely. Even if some books are saved, the assault will have been a success as long as the majority of the books are burned, since it will take an extremely long time for Ecthiox'dhri to regain its previous strength even to the point where it can symbiote with anything larger than a small shed.

### **THE SEARS PLAN**

If Tommy Sears's investigation was followed by the Students the day before, then he will be stood outside of the university as the Students leave. He will be very reluctant to drive them to

the library, however he will be convinced quite easily if the Students seem like they will make their own way anyway.

Upon arriving to the library, Sears will park away from the front door to prevent Miller from seeing him and the Students, and he will begin to outfit everyone with holy water and molotov cocktails, giving everyone two of each and keeping four of each for himself. He also keeps a gasoline can in the trunk of his car which he hides by the front door of the library, making sure to not be seen as he does it.

His plan involves getting into the back room of the library, which he often saw people going into while he was watching from his car, and having either him or one of the Students sneak back out and cover as many shelves as possible with gasoline while no one is looking. Ecthiox'dhri will notice this immediately and will begin to attack those in the back room, hoping that if their friends are in danger then the Student will stop trying to kill it. Doris will join the fight quite eagerly as she wishes to impress her master. If Sears is in the back room then during the fight, instead of attacking the tendrils themselves he will be setting fire to as many of the piles of books as possible, and will be willing to give up his life as long as they get destroyed. Ecthiox'dhri will be trying to wrap people in its tendrils and drag them into the sacrifice room and into its mouth - fire will stop this but it will also be very likely to hurt the person in the process, possibly killing them.

If Sears is aware that one of the Students is in the sacrifice room, then he will try to go in himself to rescue them. The Student will not be too deep for him to grab them with his hands, but they will take several rounds of combat to pull out

due to the thick fluid that they are in. Ecthiox'dhri will most likely attempt to stop Sears from doing this, however it is possible that it will be distracted by the other Students attempting to destroy the books, as this is more important to it.

### THE AFTERMATH

If Ecthiox'dhri is allowed to perform the ritual, it will absorb all of the knowledge stored in its books and extend itself into all of the surrounding buildings until it encompasses the entirety of Arkham. The Followers of Ecthiox'dhri will be granted more power by the being and the rest of the population will slowly be converted themselves, with each building having its own sacrificial hole.

If the Students manage to destroy all of the books, then this strain of Ecthiox'dhri will be killed entirely, and the building will collapse as the tendrils keeping it together will wither away. Doris Miller and the Followers will die also, as they are being kept alive by the power that the being granted.

In the likely situation that Miller escaped with some books, she will attempt to grow them in her own home until they regain power once more and a new library appears from nowhere.

### BRINGING HOME YOUR NEW TENDRIL

If the Students of Miskatonic were foolish enough to withdraw books from Library Thiox, then a brand new terror awaits them. Embedded in the spines of each book is a hair-like tendril - a spawn of Ecthiox'dhri.

In an effort of self-preservation, these tendrils will remain in hiding until they are left alone. If, however, the Students do suspect that something is afoot and decide to inspect the books, with a hard Spot Hidden check they will discover that a vague pulse can be felt from all over the book. Feeling a pulse in a book is not an ordinary occurrence in the lives of the Students, and as such they suffer SAN 1/1D6+1. Reading the book without specific intent to inspect does not reveal any such secrets, and the book will seem perfectly normal. It is more likely that the books will go uninspected, which is where the real terror begins.

When left to their own devices, the tendrils will begin to absorb the knowledge of the book, removing all words and allowing the monster to grow outwards - this could occur in any stationary location such as a bedside table after the owner has left, but not in situations like a backpack where there is constant movement from one place to another. The tendrils will first encapsulate the book itself to protect it while it uses its nutrients, and then once it feels sufficiently safe (this will take around 2 hours) it will begin to rapidly infect whatever is closest. Using the example of the bedside table, this would take around 12 hours to fully symbiote with. Each book contains a vast amount of knowledge, giving the tendril enough to grow to the size of a small single story house. The tendril will always

## ADDITIONAL NOTES



attempt to grow as large as possible, which will take around 36 hours to achieve in this case.

Destroying the books before they are allowed to symbiote is not only possible but widely encouraged as it allows the Students to learn the weaknesses of Echthiox'dhri and create a plan to destroy the main entity if they so wish. If the Students return to find that their books are infected before it has a chance to fully symbiote, they may pick it up (suffering no damage as it is more interested in shielding itself) and attempt to destroy it. Using household items may prove difficult due to 3-point thick demonic skin, but it is possible to destroy it in this manner. Otherwise, using a fireplace or simply setting it alight will burn past the skin and ruin the pages within, releasing any remaining knowledge and killing the tendril. It is not often that Echthiox'dhri is heard by those who do not follow him, but in this situation his screams of pain will echo throughout the building, dealing SAN 0/1D4 to all that are within hearing range.

## NON-PLAYER CHARACTERS

### ECTHIOX'DHRI

*The walls resonated with pleasure, like the fanged smile of a wild cat after it tears into its prey, still dripping with fresh blood. Thin vein-like tendrils worked their way through the*

*mortar, growing a little more with each brain. They throbbed and engorged as the knowledge flowed through them, making the entire complex come alive and dance under the open roof.*

-Leith Brownlee, *In the Palace of the Kings*

Echthiox'dhri is one of the many 'children' of the great Abboth. It has no real form other than the creature or object which it chooses to symbiote with. Some will describe the many tendrils as its arms or the gaping hole as its mouth but these are merely adornments to the true being. It begins life as a protean slug-like creature but at the rate it infests, it changes appearance before you can blink. Echthiox'dhri mainly resides inside of buildings in North America, struggling to find enough resources to achieve its true goal of symbioting with the planet itself.

### Cult

Echthiox'dhri treats its worshippers well, using its vast knowledge as a lure to bring more humans to its cause. Since each incarnation of the creature can split and travel to control entire cities, the cults tend to rapidly grow until it has no further use for them, creating many of the abandoned towns littered across North America. Nothing is more valuable to a new strain of the parasite than a librarian who will take it in and allow them free roam over the bricks of their library, offering the knowledge of its victims in return. Librarians of Echthiox'dhri are much stronger than most humans, as it lends some of its strength to keep it safe.

### Other Characteristics

To be able to grow enough to symbiote with structures, Echthiox'dhri requires knowledge. With each brain or book that

it feeds upon it gains strength and size, meaning that an early stage parasite is much easier to deal with than a later stage. It is also because of this that it prefers libraries over any other structure. Libraries not only have books but they also have visitors with a higher intelligence than most other establishments. If a person is particularly intelligent, Ecthiox'dhri will gather its cultists to catch and feed them to the large mouth that it creates. The mindless husks that crawl out of the mouth become the parasite's new cultists.

To keep itself from growing too enormous for its current building, Ecthiox'dhri will store its knowledge in books, removing the current words and replacing them with cosmic symbols that only Abboth and its children can understand. When it is time to grow, the parasite will consume all of its books and attempt to symbiote with the largest structure that it can, which, eventually, will be the Earth itself.

Destroying one of Ecthiox'dhri's books will cause it to lose 5 HP per book. Destroying all of them, or the building itself, will kill it off completely. Unless it has spread its parasites elsewhere...

## ECTHIOX'DHRI, THE WORLD PARASITE

STR 110 CON 300      SIZ 5+   DEX 70 INT 150

HP 5+ (Equal to SIZ) DB: Varies with SIZ    Build: Varies with

SIZ    Move: 0 (Unless detached from main symbiote in which case 4)    MP: 30

### ATTACKS

**Attacks per round:** Varies. (SIZ < 100 = 1. SIZ 100 - 1999 = 2. SIZ 200 - 299 = 3. etc)

**Consume Knowledge:** If the parasite manages to capture a non-follower in its tendrils, or if one of its many followers captures a person, they may throw them into the mouth of Ecthiox'dhri with opposing STR rolls. Being consumed by the mouth will cause 2D10 damage per turn until they are reduced to 0 hit points. If reduced to 0, they will be turned into a follower of Ecthiox'dhri in 24 hours.

When Ecthiox'dhri consumes a person, it regains 50% of their INT as HP. If the person dies before they are thrown into the mouth, they are not turned into a follower, but the parasite still heals as it consumes their knowledge.

**Fighting attacks:** Attacks with its tendrils, preferring to pierce or in some cases wrap its target and constrict them. If the parasite is strong enough it may lift them off of the ground. Fighting 90% (45/18), damage 2D6

**Armor:** 3-point thick demonic skin.

**Spells:** Depending on the location of the symbiote. If there is a museum of the occult, or other cults known to live closeby, it has learned spells from them.

**Sanity Loss:** 1D3/1D20 Sanity points to see Ecthiox'dhri.