

MYTHSEA 001:

BUSILAK



WRITTEN BY TOBIE ABAD



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WELCOME

This is the first TAG Sessions creation for the Call of Cthulhu - Miskatonic Repository. If you have probably noticed above, the document is tagged as a MythSEA document. That is our way of identifying the release as a **Mythos South East Asia** product. Among our goals is to create exciting and terrifying new adventures that touch on South East Asian folklore, urban legends, and superstitions with the hopes that this offers new horrors and scares to the Call of Cthulhu gaming community.

All stories presented here are works of fiction and are inspired by mythology, folk and urban legends, and do not refer to nor are representative of any actual persons (living or deceased), places, buildings, and events.

CREDITS

Words and Art by Tobie Abad

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These adventures are intended for mature gamers only, and has the potential to disturb, and possibly to certain individuals, offend. Use of these adventures are best done with safety tools in place, such as the X-card, or other tools such as Lines and Veils.

In that note, consider using the X-Card at your table. Designed by John Stavropoulos, the X-Card is a tool that helps groups manage difficult content without requiring discussing the topics in advance. If you choose to use the X-card, simply do the following:

Read this aloud:

The X-Card is an optional tool that allows anyone in your game (including you) to edit out any content anyone is uncomfortable with as you play. Since most RPGs are improvisational and we will not know what will happen til it happens, it is possible the game will go in a direction people do not want. An X-Card is a simple tool used to highlight and resolve problems as they arise.

Now, get an index card and draw an X on it. Now read the next part aloud:

If anything makes you uncomfortable during the game, just tap this card to alert everyone else. You do not have to explain why. We will simply edit out anything X-Carded. If there is an issue, anyone can call for a break, so things can be discussed privately. I know it sounds funny, but it will help us play amazing games together and usually I'm the one who uses the X-Card to protect myself from all of you! Thank you!

The use of the X-Card will allow your group to explore disturbing elements without having to worry about pushing the story in bad places and undesired areas. Read more about the X-Card at tinyurl.com/x-card-rpg.

On Lines and Veils, a Line is hard limit on content that players or event hosts don't want to engage in. Defining something as a Line means that the content will not appear in play.

A Veil is a "pan away" or a "fade to black" moment. This is content that the players or event host are okay including in the game, but don't want to spotlight. Defining something as a Veil means that the content will only occur "off-screen" or without graphic detail.

Lines and Veils were developed by the members of the indie game community. More information can be found at:<https://rpg.stackexchange.com/questions/30906/what-do-the-terms-lines-and-veils-mean>

Read more about Safety Tool here:
<https://breakoutcon.com/extras/safety-tools/>

WHAT IS BUSILAK

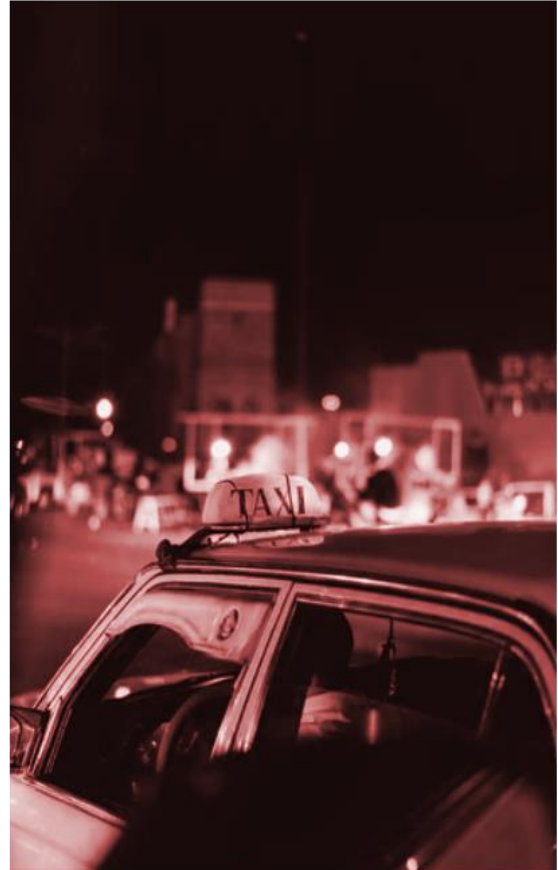
Here in the Philippines, everyone has heard their own share of ghost stories. Whether they were experiences one had, stories shared by relatives, or anecdotal tales of a friend of a friend's friend, everyone has had their own share of strange experiences and creepy tales. Superstition remains rampant, even among the religious and the intelligent. Perhaps it stems from the belief that there is hidden wisdom from one's elders that science has never disproven. Or from the fear of what lies in the shadows of mountains and the twisting streets. This book draws inspiration from these stories and strange encounters.

Busilak is the first of many to come Mythos Adventures that are inspired by South East Asian mythology, urban legends, and unconfirmed reports. These games are not intended to be anything but fictional stories that drew inspiration from stories, folklore, and urban legends.

The word Busilak is a Tagalog word which means, "white" or "immaculate." Some even use the word to refer to things that are, "pure." This resource explores the many possible facets of that word, with special attention given to the Filipino myth of a ghost known as the White Lady. The White Lady is an apparition of a woman dressed in all white who appears for reasons that may or may not ever be revealed.

HOW TO USE THIS BOOK

Each of the Mysteries were inspired by either a local superstition or an urban legend in the Philippines. Each one is written with suggestions for the Keeper in running the story. Some may have notes on how to run the Mystery at a different time frame than it was originally written. Eventually, all the MythSEA Mystery adventures can be used as connected stories in a single campaign or as standalone one-shot adventures. Ultimately, have fun!



BUSILAK

The Many Fearful Faces of Purity

THE LADY

Located in New Manila, Quezon City, Balete Drive is one of the infamous roads in Metro Manila. Its northern end is a dead end, at 160 meters north of Eulogio Rodriguez, Sr. Avenue. Its southern end is Nicanor Domingo Street. The road has no median and is quite an active route for public transportation such as jeepneys and taxi cabs. Less than 400 meters away stands a bus line station.

Back in the early 1970s, the road featured a massive Balete tree which used to block the middle of the road. Numerous old houses built during the Spanish era can be found along the route. Various legends have been attributed to the road, but the most popular one is the story of a teenage girl who was run over and killed one late night by a taxi driver. The driver drove off and residents were forced to bury the victim in the ground at the base of the tree.

The White Lady is a ghostly apparition that is said to appear if one were ever to be here driving along Balete Drive late at night. Here are some ways you can incorporate the White Lady into your game.

Mga Anino Sa Gabi

In this scenario, the Investigators encounter the White Lady during a public event and must solve the case before time runs out.

Late Night Encounters

In this scenario, the Investigators learn of the White Lady through chance and opt to resolve it given the huge possibility no one else might be able to.

MGA ANINO SA GABI

A Halloween event called, *Mga Anino Sa Gabi* (The Shadows of Night) was hosted as fun scary event for kids. The event closed off part of Balete Drive and set up small booths for a variety of activities such as a face paint station, a costume crafts post, games and snack stops. But children go missing and witnesses claim to have seen a lady in white walking around during the event, leading some of the kids astray.

Possibility 1: The Lady is Vengeful

The story of the White Lady is real. As a victim of a horrible crime, the ghostly apparition now finds any child that (in its perspective) has been abandoned and takes them away to keep them safe. There is a nearby massive Balete tree that grows. The tree's roots are of the same roots which the original tree once grew from (when they cut it down, they did not do their diligence to dig out the roots as well) and so, the spirit of the young teenage girl who was killed all those years ago still lingers there.

Perceptive characters might catch the telltale sounds of breathing coming from the tree itself. Hacking it open might reveal the sleeping children. Disturbingly, the children inside the tree include four other children whom had been reported missing from years far earlier than the current investigation. None of them have aged a single day. This discovery is not without its sanity risking consequences.

Sanity Loss: 1/1d3

Possibility 2: There is no Lady

The story of the White Lady is fake. A university staged a social experiment to see how quickly a created mythology or rumor spreads. The group of students spent three months sharing through word of mouth stories of supposed sightings and encounters with a White Lady. Within a month's time, the mythology had propagated to the point that it started to be fact. Many of the supposed sightings are either instances of mistaken identity (when a pedestrian dressed in light colored clothing happens to be walking along Balete Drive late in the evening), moments of fear-induced hallucinations (when white figures are seen instead of hanging clothes, white signboards, and similar objects along the road), or outright lies in hopes of being able to claim a connection to the events.

Sadly, this means the disappearance of the children might be pointed to a less supernatural yet more terrible truth: a syndicate has targeted the event to kidnap children as part of a human trafficking scheme. The children are currently bound and gagged and hidden in a nearby van. The investigators must identify the kidnapper before he escapes.

LATE NIGHT ENCOUNTERS

The Investigators are enroute to a location when they chance upon an accident along a dark road. At first, the group was considering simply driving on, but then its stranger details prompt them to stop and look at what is going on.

A taxi cab has crashed into the lone cement road marker, bringing the taxi into a full stop. Its windshield had shattered, and the driver can be seen in the backseat, with his legs trashing in the air.

A Regular Science or Drive Auto check has the Investigator immediately spot the odd things about the situation:

- a) The glass from the windshield has shattered inwards, towards the rear of the car, rather than scattered outwards to the area in front of the car.
- b) The driver has seemingly been hurled to the back seat, rather than thrown out the windshield onto the road.
- c) The driver is still trashing, as if struggling against someone there.

Attempts to help the driver require a Hard Fighting (Brawl) or Mechanical Repair check to get the taxi driver out alive. The debris, broken glass, and struggle complicate things to the point that if the Investigator fails in the test, the driver is extracted from the damaged vehicle dead. The cause of his death, a deathly white woman who is still in the back seat, staring back at the Investigators. She is the White Lady. And seeing her for the first time requires a SAN check (SAN 1d6/2d6). She then disappears as if she was never there.

If desired, this can lead to the Investigators having trouble with the police, who arrive and have lots of questions that the group might have trouble answering. This may lead to them having to handle things while in hiding. Or have them be placed under a No-Fly List and have the police constantly watching over them, interfering with the investigation.

The Investigators can learn that the White Lady's appearances are the talk of the area, with three taxi drivers having died in the last few weeks. The case is mostly still an urban legend, with the local police unwilling to believe in the pattern of violence that is unfolding. Or the idea that a ghostly woman in white is behind the deaths. People in the area are thankfully much more willing to talk unless the Investigators are rude in their approach to the investigation. Money can grease their tongues to speak up and share their own stories.

The Information includes the following:

- The White Lady is a ghost that has been haunting the street for the last few decades. (False, but rumors have just spread out of the ghost and have gotten to the point that some claim to have heard of it happening much earlier.)

- A young woman died a few decades back from a hit and run accident by a taxi cab. The woman was alive long enough to crawl to the nearby Balete tree before expiring from her injuries. (True – Her death did not gain much attention save for a single short three-line mention in the newspaper.)
- The young woman was never identified. (True – She did not carry any identification when she died. Nor was there any success in finding out who she was.)
- The cab driver committed suicide the next day. (False – This was just part of the greater rumor that got more and more embellished with details.)
- Her body still lies in the roots of the tree. (False – Her body was not claimed, so from the morgue, they had to bury her in an unmarked grave in a public cemetery.)

Possibility 1: Lay Her to Rest

The Investigators can attempt to retrace where her body has been laid in hopes of giving it a more appropriate burial. Or perhaps they only come to that conclusion after seeing the state it is in.

A Hard Computer Use/Research check reveals the funeral home where her remains were placed. There is no information to be found of the cemetery the body is laid in.

Visiting the Visconde Funeraria, the Investigators meet Melanie Visconde, who oversees the funeral home. A Regular Charm or Persuade check can convince her to help. She readily admits the Philippines, sadly, does not handle documentation well. And shares the woes regarding the situation in the country. Terrifyingly, around 20% of the cadavers they get from the police each month remain unclaimed. And they end up spending around P35,000 (approximately \$700) for each one, to make sure they still have a just burial. Just most horrible instance was when they had received 40 cadavers within a single day. They struggled to rotate and keep them in the cold morgue for a week, before finally placing them in a “swimming pool” that was filled with formaldehyde. The bodies were kept in the pool for two months, then wrapped like a mummy before being gently placed in storage boxes for possible claiming. After five months, if still no claims were made, the bodies were then sent to any public cemeteries for burial without coffins.

Melanie sadly is not certain where the woman's body was brought but does have notes that on that night, they had shipped two different bodies (both women) to either the public cemetery in Antipolo City or the one in Manila North Cemetery.

The Investigators basically have a 50% chance of finding the correct one. Upon arriving at the Manila North Cemetery, they find the people in charge who seem very indifferent to the whole situation. Unless threatened (claims of not doing their job properly) or bribed (money always works), the couple handling the cemetery brush off the Investigators' concerns and simply admit unless they have a name, there's nothing they can do.

At the cemetery, however, opportunities are present:

- **Old Records**
The Investigators can opt to do it the hard way and dig through the records for the best possible match. The couple did not even bother to properly track the records. Each day of going through the reports, the Investigators have can attempt an Extreme Spot Hidden check to represent going through all the terrible paperwork to find the information. Note the passage of days to help reflect the frustration of going through this.

When they finally succeed, they are led to one of the apartment-like graves in the south western area.

- **The Inuman**
Searching the cemetery can have the Investigators notice that there are a group of men drinking atop some of the apartment-like graves. These graves were built to allow the maximum number of bodies in the smallest amount of space. With the biggest ones standing at least twenty feet up, the group of drunkards are on one of the smaller ones that barely tower at five feet tall. The men stink of booze and sweat and curse at the Investigators for interrupting their "happy hour." It does not take long to realize these men are probably desecrating the graves here in the south western area of the cemetery.
- **The White Lady Guides**
If the search takes too long, the White Lady can appear as an apparition that guides the Investigators. In this case, however, her apparition tests the Investigator's sanity, (SAN 1/1d6) each time she tries to show them where to go.

She can lead them to the report or to the grave itself.

The Drunkards

The four men are easily the reason the White Lady's returned to activity. Unable to clearly express itself, the White Lady finds herself trapped in a pattern of anger, fear, and violence with the act of desecration done by the drunkards disturbing her from her quiet slumber.

She projects the anger she feels from the disturbance outwards to the last target of her fear and hate: Cab drivers. The reason being the story of her once being hit and run by a cab.

The drunkards, however, are the threat in the story. Attempting to get them to stop drinking at the grave is harder than expected. Rolls to Persuade or Intimidate them are Hard to accomplish, and worse, must be accomplished in succession or they "forget" and go back to their revelry. If interrupted a second time, they complain and turn argumentative, forcing the needed rolls to be accomplished with an Extreme check. If that is failed again, they become violent.

TYPICAL DRUNKARDS

STR 70 CON 65 SIZ 65 DEX 50 INT 50
APP 60 POW 50 EDU 55 SAN 35 HP 13
DB: +1d4 Build: 1 Move: 8 MP: - Luck: -

Attacks per round: 1

Brawl 65% (32/13), damage 1d3

Skills: Drive Auto 45%, Dodge 30%, Listen 45%, Throw 55%

Laid to Rest

Once the men are knocked out, or perhaps intimidated to back off and leave, the Investigators will quickly see that among the many graves that have been desecrated, one stands out: one grave was not only used by the drunkards as their table, but its panel had broken open as well. Inside, the bones are exposed, and a rubber *tsinelas* still sits partly inside of it.

To help bring the White Lady to rest, the Investigators can attempt various options:

- Religious characters might opt to attempt another ritual for the dead. Whether this be the Catholic Prayers for the Dead, or the whatever other funeral rite is appropriate, the ritual seemingly works and the White Lady manifests one last time. She stares at the Investigators with a faint smile on her face just before she fades away and disappears.
A week later, a small plant breaks out of the tiny apartment tomb and begins to grow against all odds. The plant is the sapling of a Balete tree.
- Alternately, the grave can simply be cleaned out and the door mended to allow her remains to find rest. With the tomb sealed up, the White Lady manifests one last time, looking at the Investigators and giving them a somber smile. She mouths a thank you and fades away. The White Lady is never seen again.

The Tiyanak appears and attacks the priest, knocking him to the edge of the building. The Investigators will be able to easily hit the Tiyanak after it has threatened the priest (seemingly it ignores them) and once 5 HP worth of damage is dealt, the monstrous baby is defeated.

The Investigators, however, now must deal with the priest who hangs on the edge on the building for his dear life. How they choose to act is completely up to them.

The Monstrosity

After several close calls with the monster, which loves to attack from the shadows from unexpected places, given its ability to clamber across walls and hang upside down on the ceiling, a terrible truth is further uncovered: the monster is not Regina's child.

The lifeless body of the baby is found in the morgue, knocked to an area behind the shelves, hidden from view. The baby still has the tiny tag on the leg which marks it as Regina's.

If the Investigators opt to research, Computer Use (Hard), History (Hard), Library Use (Regular) reveals that similar monster "sightings" had been reported in the past in this hospital. But given the hospital was neither of note, or were the reports deemed more interesting than tabloid chatter, the information was mostly ignored or brushed away as hearsay. A pattern emerges, as the monster has been emerging once every 3 eclipses, which implies ritual afterbirth.

These would be:

March 9, 2016
January 15, 2010
February 16, 1999
October 24, 1995
June 11, 1983
September 21, 1941
May 9, 1929
September 21, 1922

Research on possible ritualistic activity or occult history on the place is a Hard task and reveals a Doctor Benjamin Butanes who had been owning the property back then. The Philippines was under the United States with many of the economic advances such as roadwork, improved postal services, and more were celebrated as demonstrations of ways the larger nation was helping the "primitives" and granting them "religious liberty." Butanes' journal, which the Investigators eventually find in a terrible state in a long-hidden chamber at the forgotten basement beneath the morgue, reveals his anger at the foreign conquerors and his decision to risk summoning a monster to avenge his people.

Putting Doctrina

The White Doctrine

Author: Unknown

Sanity Loss: 1d6

Cthulhu Mythos: +1%/+3%

Full study: 32 weeks

Cthulhu Mythos: 18

This is a recreation of a tome which Doctor Butanes must have located in the past. The contents detail a ritual requiring the use of the corpses of dead children to create a monstrous being that comes to life at the end of every eclipse. After 8 manifestations, however, the demon creature has one final manifestation on the date of its creation then obliterates itself into an ashen shadow that fades in time.

The Investigators simply must keep people out of the hospital for the last few hours (until the dawn comes). With the break of dawn, the demon child burns away from some form of internal fire and disappears forever.

CRYING IN THE DARK

The Investigators are heading home from an investigation or in the midst of travel when they encounter a Tiyanak along the way. Whether it is in an urban or rural area, the encounter begins with the sound of a crying baby that seemingly has been abandoned somewhere nearby. A Regular Listen check reveals where the baby has been left behind. The child looks barely a year old, lying naked and unprotected against the cold. The child looks unharmed (but a First Aid, Medicine, or Spot Hidden immediately uncovers traces of blood near the child's lips). Within the vicinity, a dead woman is found. Her index finger is chewed out and heavily scarred. Her other hand reveals a discharged pistol. The gunshot is through her head, shot from inside her mouth.

The mother, who has no identification, turns out to have died from a self-inflicted gunshot through her mouth. Studying the mother further discovers healed scars around her arms, legs, and body. These seem consistent to self-defense. A Hard Medicine roll uncovers the weapon to be sharp human teeth.

The baby seems to have been abandoned and pretty much is a normal baby. However, once left alone with a single person, the Tiyanak strikes! Resisting the baby's cries is maddening, leading to nightmares and relentless guilt. This requires a SAN check 1/1d6. The Tiyanak is a dangerous manipulative predator, capable of feigning harmlessness whenever others are in the vicinity. Seeing past its guise requires a Hard Spot Hidden check. The Tiyanak is deadly but thankfully can be killed, if the Investigator is able to look past its childlike appearance.

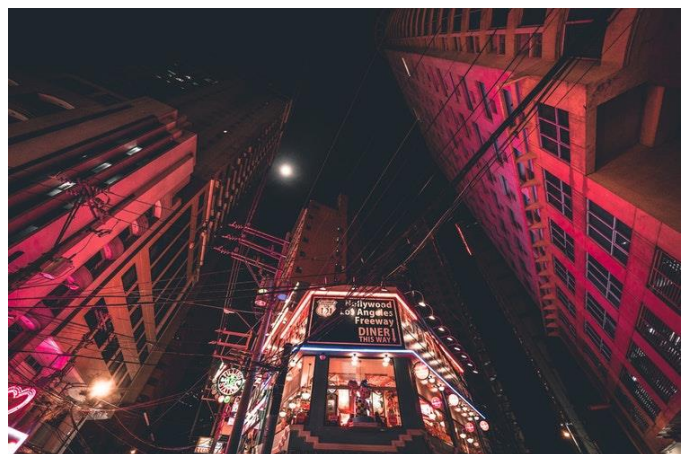
STR 130 CON 90 SIZ 01 DEX 70
 POW 50 HP 22
 DB: +2d6 Build: 3 Move: 12/8 on walls

Attacks per round: 1

Bite and hold (Maneuver): Does not let go once it sinks in. Allows it to strike more terror to onlookers. Fighting 50% (25/10), damage bonus 1d10+bonus plus damage bonus each round while bite maintained.

Dodge: 42% (21/8)

Skills: Listen 75%





“Children will always be afraid of the dark, and men with minds sensitive to hereditary impulse will always tremble at the thought of the hidden and fathomless worlds of strange life which may pulsate in the gulfs beyond the stars, or press hideously upon our own globe in unholy dimensions which only the dead and the moonstruck can glimpse.”

*H.P. Lovecraft
“Supernatural Horror in Literature”*

THE DWARF

While suspected by some to have been an offshoot influence from Western Culture, the Philippines has its own share of dwarfs in mythology. The dwarfs are said to be factional, with black dwarfs known for their cruelty and mischief and white dwarfs known for being helpful and kind, but only if treated properly. The general myth has them living underground. Massive earthen mounds or anthills generally are said to be their homes and people seeking to avoid their ire are required to say, “tabi-tabi po” (excuse me, sir), as if to apologize for bothering the dwarfs. Modern day stories, however, reposition them to now secretly live in human homes. They tend to steal items from the person living close to their habitat.

The common term is *duwende*, which is from the Spanish word, *duende*. However, pre-colonial Philippines identified these creatures as *mangalo* which were infamous for causing naughty children to die by forcing them to eat their own bowels. Supposedly, these things emerge at noon for an hour and only remain active during the night.

Descriptions of their appearance vary, with some describing them closer to European dwarfs, with long thick bears, and even fruit or vegetables acting as clothing. Others describe them more as tiny leathery humanoids with coal-black skin and tiny horns. This inconsistency is explained away by the existence of different courts. Black dwarfs are wicked, mischievous, and selfish creatures who grow attracted to humans and leave gifts for them under their pillow. White or red dwarfs, on the other hand, are said to be more helpful and friendly assuming they are not slighted. Skilled *herbolario* (herbalists) know of secret ways to fight against these things, turning them to stone.

SECRET NEIGHBORS

The Investigators are tasked to help Judith Ensaya, a young nurse who is still completing her internship. Judith reports that strange things have been happening in her condo unit. The intensity of the concern has escalated to the point that she reached out to the Investigators since no one else seems to be able to help her.

With all the strange things that had happened, the most prominent event was when she woke up and felt herself lifted off the bed. She found herself hovering almost five feet into the air with the sensation of something holding her from underneath. She first thought it was a nightmare, then screamed when she realized she was awake and could not feel the bed beneath her.

After screaming, she fell to the bed and hurriedly grabbed her things and left. She sent a call for help to the Investigators, leaving them her information and address, and has not gone home since then.

ABRERA BUILDING

The condominium is a 27-foot-tall building, with ten rooms on each floor. The building is an old building, with cracks and chipping paint visible on the walls and corridors. Many bulbs are busted, and some windows have rusted shut. Some hallways even show signs of water seeping from the walls and draining into the lower floors.

The building itself is a solitary tower, standing at the corner with two parking lots surrounding it. Past each parking lot is a bigger condo complex. Newer and brighter. The Abrera building most likely was offered money to sell the property to the new condo owners, but somehow turned it down.

Background checks on the building (Regular) reveal nothing out of the ordinary. Like most condos in the Philippines, the Abrera Building has its own share of ghost stories – none of which could be verified. No public record of criminal activity, violence, or cult activity.

JUDITH ENSAYA

Judith lives alone. She is in her early thirties, stands around five foot eight and tends to wear her hair long (it hangs to her waist). As a nurse, she keeps it knotted in a bun. She usually wears comfortable light-colored clothing and keeps to herself. She does not smoke, has no vices save for binging on romance novels and stories when finances allow it.

Her parents, Modesto and Sandy Ensaya passed away when she was young. Judith had a boyfriend for five years, but the young man died quite suddenly a week ago, suffering a stroke in his sleep despite being in his late thirties. Judith still lives in the same condo and her own company is a fishbowl with two goldfish. The room is quite organized, with a larger living space that serves as both kitchen and main area and a door leading to the bedroom and a separate bathroom. Her many shelves are filled with her medical books, kitchen stuff, and photo albums of her family, and of her late boyfriend, Eric.

She still wears her wedding ring, even after his passing. She keeps his ring, and a gold ring on a chain around her neck. When asked about the gold ring, she shares readily that Eric handed it to her in his last moments. He wanted to say something about it, but it was too late. She took it to be a gift he had hoped to give her before he died.

A small corner has religious statues (a standing crucifix, and a small image of St. Joseph sleeping beside the Baby Jesus) but no Bible.

If the Investigators explore the room without Judith, most of the things are found with a Regular check using Spot Hidden.

- There is a small mound of earth in the corner of the space under the sink. A Regular check using Science or Natural World reveals it's a termite home. Breaking it does nothing at first. But note of this.
- Books in her collection are mostly medical textbooks and similar resources. Outside of these, however, are books by authors such as Amy Tan and pirate stories such as *On Stranger Tides* by Tim Powers, *The Princess Bride* by William Goldman, and *Steel* by Carrie Vaughn.
- There is a jar of brackish fluid. Almost like ink, by the door. The jar looks like a recycled peanut butter jar. Opening it unleashes a pungent stench onto the room. Regular CON checks needed to not feel forced to leave the room for half an hour. Any further action while in the stick penalizes all rolls by 10%.
- The photo albums have all been vandalized. All the photos of Eric have his eyes scratched out. The scratching, however, is inside the albums (penetrating to the album page itself) without marking the acetate sheet covering each page. The pages have NOT been opened recently and some photos even get damaged from having stuck to the acetate). Noticing this triggers a Sanity check SAN 0/1.
- The closet contains a single plastic trunk for storage. If opened, the Investigators find it filled with clothes that have been neatly folded. These are men's clothes, which must have belonged to Eric. Digging them out, however, reveals that most of the clothes deeper inside have been slashes to shreds. A Hard Natural World or Survival check reveals the damage was caused by a claw or talon, with the serrations hinting at a curved edge. Knives and box cutters do not match the slash marks.
- The garbage can by the door contains a shattered mess of glass. The same glass particles and tiny shards can be found in the vacuum cleaner as well. If time is taken to study the pieces, they are found to be an intricate sculptural bowl. This is a RED HERRING. The bowl looks like an octopus wrapped around a boat, with the space between its arms as the bowl. This is just an artistic piece which Judith used to keep because she loves pirate stories. It is completely natural, and it broke when she accidentally knocked it over.

If Judith was with the Investigators, she readily shows them the above-mentioned items and even clarifies the glass as a sculptural bowl a friend of hers made.

Is Judith there or not when the Investigators arrive?

Keepers can choose to have the Investigators arrive while Judith is absent if some of the Investigators have skills such as Fast talk, Persuade or Locksmith and would like to give the players a chance to use them to sneak into the building. This makes sure the players all have something to contribute to this mystery.

Otherwise, the Investigators can arrive and find Judith waiting for them at the corner. She has been staying at a motel half a block away since the incident.

Interviewing Judith reveals the following information.

- The incident probably started two months ago. Judith recalls Eric complaining to her about hearing scratching noises at night. Most of the noises were coming from the kitchen area. She does not recall any key events, however, beyond that.
- She and Eric experienced issues with the condo's water supply. There were times water would suddenly cut out or come out brackish. They complained to the landlord (Oscar Ramirez, 50s. Rude and stinks of nicotine. Confirms their complaints and found them an annoying tenant who pays on time) on such occasions, and the landlord always insisted there were no problems. A small sample of the brackish water was collected and stored in an empty peanut butter jar which Judith still keeps in the floor near the door.
- Not long after, Judith started to have strange dreams. In her dreams, a tiny figure would be standing on her chest while they were in bed. The figure would be staring at Eric, who was sleeping beside her. When she tried to ask the figure what it wanted, it shushed her and laughed. She kept these weird dreams to herself.
- Within two weeks of the scratching noises, however, Eric began to feel ill. He had moments of sudden numbness or confusion on some nights. Or unexpected dizziness and headaches that struck without warning. Visits to the doctor revealed nothing amiss. Blood pressure was fine. Chem work was clear. But Eric's condition worsened with each passing night.
- Judith and Eric began feeling like someone was always in the room with them. The feeling that something was watching them when they showered, or ate, or cleaned the house. Eric suggested they take a vacation. Leave for a weekend. That same night, the stroke occurred. Despite being rushed to the nearest hospital, Eric was pronounced dead on arrival. The wake lasted three days. The funeral was a modest one.

- Judith tried to continue living despite the events. And in the last, most prominent dream, a figure stood on her chest and laughed at her and told her Eric's mistake is now hers to bear, unless she makes amends. When Judith began praying as a response to the fear, that was when she was lifted into the sky and realized she was not dreaming.

THE BLACK DWARF

Before the terrible events that unfolded, Eric found the small termite mound underneath the sink. Remembering the stories of his *yaya* when he was young, instead of cleaning it away he opted to offer some cooked rice and diced meat. In some ways, it was just something he thought to try. A joke, even.

Until three nights later, Eric found the plate empty, and in its place, a gold ring. He took the ring and wondered what it meant. Did the dwarf now owe him a wish, like in the stories? Did the dwarf give him an *anting-anting* – objects imbued with some supernatural power – as a gift? He began wearing the ring, sharing only with his best friend at work the insane story of what just happened. They laughed about it, but promptly forgot about it. Eric thought Judith saw the offering and as a joke, replaced it with the ring. He opted to wait for her to ask about it.

The ring, however, was instead a proposal. The dwarf that was contacted found Eric attractive. And the gold ring was its attempt to win Eric over. Eric accepted it without realizing he had accepted to be with the dwarf.

The coming nights were moments of misunderstanding. For the Dwarf, it found Eric's actions to be those of a man who valued not their relationship. For Eric, however, they were growing senseless moments of anger and violence. And when the Dwarf realized Eric and no intentions of being in the relationship, it punished him by taking his life.

Judith has always been its rival in this "relationship." Worse, after Eric's passing, Judith inherited the gold ring, which as far as the Dwarf is concerned means Judith either was the one to be in the relationship or was to return the ring. Seeing no actions to the latter, the Dwarf has begun to punish Judith whenever she is in its abode.

THE INVESTIGATORS OPTIONS

The Investigators can gain the information they need to deal with this in several ways. First, there are the following NPCs that they can interact with:

1. Lola Nena
2. Eric's *Yaya*
3. Ramon Manalo, of the Guardians

Lola Nena

The grandmother lives a condo unit a few doors down from Judith's. She might overhear the conversation of the investigators, or she might be walking by when they discuss the possibilities of a *duwende* being involved. She then readily offers the supposed ways one can deal with them or appease them. Nena, however, is quite distrustful of foreigners given her experiences during the war – especially of any American, Japanese, or Spanish descent. If the Investigators are such, all rolls will require Hard checks.

Eric's *Yaya*, Malourdes

Finding Eric's *Yaya* shouldn't be too hard with Judith's help. She easily gets the Investigators in touch with his family and with the *yaya*. Malourdes is terrified at the story and offers the information readily, hoping to help. She, however, is not as reliable as Lola Nena nor as Ramon Manalo. Her version of the information will have a lot of inaccuracies.

Ramon Manalo

As the leader of an occult group called the Guardians, Ramon practices a form of spiritualism that combined Catholic rituals with new age practices. While most likely seen as heretical by the Church, Ramon sees his organization as good and altruistic. They help people who are terrorized by ghosts or other supernatural threats. Somehow, they do know how to shift between the lies and the truth.

Contacting Ramon will be difficult for the Investigators unless they already have backgrounds that connect them. Otherwise, it would take an Extreme check to make contact using connections related to the Occult, Mythos Lore. Their online presence, however, shows sadly inactive websites and nonfunctioning numbers. (They took some flack for previous operations and have chosen to remove themselves from online channels). Finally, a HARD Spot Hidden roll can allow an Investigator to notice an old flier of their still connected to the billboard at the building's lobby. The number on that flier, thankfully, does still connect to Ramon. Ramon, however, will not help without payment. Attempts to plead on his good nature or kindness require an Extreme check for Charm or Persuade. A payment of at least \$1,000 is needed for him to offer his assistance and information. The assistance, thankfully, will be accurate.

DEALING WITH THE DWARF

The Investigators can learn the following information. Note that the information in red are inaccurate and can be added if the Investigators are getting information from less reliable sources (such as Yaya Malourdes) or if the Investigators do not roll that well in getting the information.

- The Dwarf can be reached out to by leaving an offering by the earth mound.
- Saying, “Tabi tabi po,” is a good way to announce one’s presence to the Dwarf when one is near or passing by. This gains the Investigator a +10% as the Dwarf is slightly more favorable of the character.
- The offering can be anything edible.
- **The offering must be cooked by the offeror themselves.**
- If the offering disappears, the Dwarf will make itself known to the offeror within 3 nights.
- **Destroying the mound of earth destroys the dwarf.**
- The Dwarf will first appear through a dream.
- If the offeror melts a candle over a basin of still water, the droplets of wax will form the figure of a dwarf. This must be done during midnight. Doing this gives the Investigator another +10% on future rolls in relation to the Dwarf.
- The Investigators can then talk to the dwarf and attempt to convince it to lift its curse on Judith. This will be a Hard Persuade roll.
- **Intimidating the Dwarf will force it to obey.**
- If the Investigators cannot convince the Dwarf, they can instead force it to leave Judith with a small ritual.

New Spell:

Offering to the Duwende – Cost: 10 MP, 1 SAN

Casting Time: 1 minute. But 3 Nights to complete.

The initiation is a simple one, with few actual chanting or ritualistic actions necessary save for a strong internal desire to make contact, a prepared offering, and a patient mind. The start of the ritual is accomplished in a minute, but only completes after 72 hours.

During this time, the 10 magic points must be spent by the caster (represented as the caster mentally remembering to focus on the desire to see the duwende). At the conclusion of the first minute, the caster must make a POW roll. If successful, the initial part of the ritual is successful.

Once 72 hours have passed, with 10 magic points having been spent, a second POW roll must be attempted to contact the duwende. Success leads to an actual manifestation of the Dwarf. A failed roll leads to nightmares for 1d10 nights.

The Investigators can only attempt the Persuade roll if they made the offering correctly and after 3 nights, received the Dwarf’s visitation. If the Investigators succeed on this roll, the Dwarf takes back the Gold Ring from Judith and is never seen again.

If the Investigators fail the roll, attempt to intimidate the Dwarf, or destroy the earth mound, the little thing then grows violent and attempts to hurt the Investigators. At this point, future attempts to Persuade the Dwarf now need a Critical success to succeed.

The Dwarf

The Dwarf only resorts to violence if the Investigators initiate it. Otherwise, as a White Dwarf, the thing is more likely to listen to reason from a good speaker. The White Dwarf, however, is not afraid to defend itself with violence if need be.

STR 03 CON 04 SIZ 01 DEX 16 INT 15
APP 13 POW 22 HP 03
DB: -1d6 Build: 0 Move: 9

Attacks per round: 0

Skills: Climb 85%, Hide 95%. Jump 95%, Sneak 95%

Special: Once reduced to zero Hit Points, the Dwarf unleashes its true form. This true form is far more vicious and dangerous, but if then depleted to zero, knocks the Dwarf unconscious.

DWARF TRUE FORM

STR 21 CON 20 SIZ 01* DEX 18 INT 15
APP 13 POW 22 HP 16
DB: +1d6 Build: 0 Move: 9

*Despite still being tiny, the Duwende has an effective SIZ of 12.

Attacks per round: 2

Curse (Shadows entangle/suffocation) 75%, damage is as per Drowning rules.

Kick 50%, Damage 1d6 +2 + 16

Spells: Cure/Cause Blindness, Implant Fear, telekinesis
The duwende can push people or manipulate objects without physically touching it. The effective strength of the telekinesis is STR 10. All manifestations are unable to do fine manipulation.



FROM THE AUTHOR

Busilak is the first of the MYTHSEA books that I hope to release as my way to adding more Philippine inspired mysteries and monsters for your Call of Cthulhu games. South East Asia has such a colorful world of urban legends, superstitions, and folklore. Most of us grow up hearing about stories of monsters that hide in the shadows or of haunted places and hold familial curses. Many of these have roots that can be traced back to political or religious influences, whether they are monsters demonized by local leaders to discourage dissent, or they are made up threats designed to subjugate the populace. For Call of Cthulhu, however, this series of books approaches these myths as true and offers mystery adventures that Keepers can easily use for their groups.

Special Thanks goes to the TAG TEAM SUPPORTERS: Rocky Sunico, Mina Sunico, Rob Abrazado, Noella Handley, and Stacy Forsythe. Your constant support and trust allowed this book to be born.

I dedicate this book to everyone who understands that there is a fine line that separates good and evil. Learning to see that line is never easy. But always worth it in the end.

I also dedicate this book to my partner, Rocky, who has been my anchor to sanity and strength despite all the horrors that the Philippines can contain. My heart is yours, my love.

Tobie Abad



MYTHSEA 001:

BUSILAK



THE LADY • THE BABY • THE DWARF

WRITTEN BY TOBIE ABAD

