

**The Bog**©1999  
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*Call of Cthulhu*



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### **Introduction**

This adventure is set in Europe in the 1920s game period. In this adventure, the investigators delve deeper into the mysteries of the Order of the Ancient Stone and attempt to learn some of its dark and horrid secrets.

The adventure is challenging, but not overly so, and should prove suitable for a group of 3-7 moderately experienced investigators.

This adventure is intended to be a continuation of the adventure begun in "War Buddy" and continued in "The Journey." However, with some suitable modifications it can easily be played as a stand-alone adventure or as part of another campaign.

### **Getting the Investigators Involved**

This adventure is written on the assumption that the investigators have completed "War Buddy" and that they have safely arrived in Scotland, having survived the perils of "The Journey."

Once the investigators arrive in port and have settled any matters that need to be settled (such as explaining what happened during the journey), Father Henesey will inform them that his friend Dr. Jones has left a letter for him. According to the letter, Dr. Jones has excellent leads on the location of two very interesting sites. He has invited Father Henesey and the investigators to join him.

### **Keeper's Background**

Dr. Jones, a noted archeologist and anthropologist, has located a site associated with an old cult in Scotland.

This cult, which worshipped a being known as the "Taker of Sacrifices", was fairly widespread at one time and particularly unpleasant. The members of the cult would take victims to the Taker, who would drain them of their blood and life and raise them up again as vile undead servants. Fortunately the cult, which is

described below, fell onto hard times and its membership declined dramatically.

Unfortunately for Dr. Jones and his fellows, a small sect of the cult is still active.

### **Investigation**

The following provides information the investigators can find in the course of their investigation.

### **Professor Jones**

If asked about the area, Professor Jones will have the following to say:

“This area has quite an interesting history. According to some sources, a rather unpleasant cult was active in this area. According to some of the tales, members of the cult would capture people from various villages and towns. These unfortunates would be taken either to a set of stones or to a particularly unpleasant area of a nearby bog, which was marked by stones. According to the stories, the victims would be bound hand and foot and then thrown into the murky waters. If the cultist’s invocations were effective, their god would manifest and take the hapless victim.

I have had the good fortune to locate what I think are the marker stones. I believe that we might be able to locate the remains of some of these unfortunates preserved in the bog or, at the very least, some interesting artifacts.”

Since Professor Jones is an expert in anthropology and archeology he should prove very useful to the investigators.

### **Books/Articles**

If the investigators have access to a library, such as the fine one at the University of Edinburgh, they can locate the following helpful works:

From “Cults of Scotland” in the Fall, 1921 issue of *Modern Anthropology*. By Dr. William Pleasant.

“While the Romans clearly held the inhabitants of the British isle in some disdain, their writing about a particular cult in what is now Scotland contains a note of sincere repugnance. The minor Roman historian Tacitus wrote of a cult that practiced a rather brutal form of sacrifice. According to reports from a “knowledgeable traveler” this cult would capture victims and then take them to either an altar of six stones or into a bog. Tacitus reports that the victims taken to the six stones would be “cast out of the world, to were they walk still.” Those taken to the bog would meet a rather gruesome fate. Tacitus reports that the cultists would make various incisions in the victim and finally cut out the tongue. The victim would then be bound and thrown into the bog. According to the traveler, who claims to have witnessed a sacrifice from hiding, the victim would struggle for a while and eventually sink beneath the surface. The traveler also claimed that on some occasions something would come and take the victim....”

Keeper’s Information: This information is accurate and

describes the area in the swamp detailed on the map.

From *True Tales of Horror*, 1922 by Holland Brike.

“One tale related to me by an old Scott spoke of a wild group of pagans who would offer their victims a choice “betwixt the stones or the bog.” If the stone was chosen, the victims would be cast beyond our world, perhaps into a darker region of the Fey lands mentioned in some tales. If the victim chose the bog, they would be taken to a gruesome bog. The Scott told me that the victim’s very flesh would be inscribed with ancient marks of power. As a final act, the pagans would slice out the victim’s tongue so “that his cries and shouts might not offend the taker of sacrifices.” Once the process was complete, the victim would be cast into the bog while the cultists “went about their gestures in total silence.”

If all was well, the story goes, the taker of sacrifices would come from the slime and mud to take the victim. The taker was reputed to be truly horrible and reeked of rot and death.

Perhaps the most terrible part of the story is that the victims were sometimes seen again, walking at night. They were described as being pale white, with marks on their bodies. They were said to attempt to speak at times, but could only croak horribly since they had no tongues.

People in the area still avoid the bog. In addition to its evil reputation, the footing is treacherous and over the years

people have drowned in its dark and thick waters.”

**Keeper’s Information:** This information is correct and is especially important to the investigators, for it hints at a critical weakness of the Taker. This weakness, which is described below, is that the Taker is extremely sensitive to noise.

### **Lost People**

If the investigators are polite and a bit generous, they should be able to persuade the local authorities to allow them to look at the records.

The records show that people have gone missing in the bog since records have been kept. Most of the people who have gone missing have been tourists, sportsmen, and children. In some cases, bodies have been found. In most cases, the victims drowned. In most cases the bodies have been recovered. At least two cases involve murder victims (one was the victim of a mugging gone badly, the other a victim of a domestic dispute that went too far). If the investigators check the number of disappearances and deaths with similar areas, they will find that there is a small, but significant difference. Put in statistical terms, the difference is statistically significant, indicating to the trained thinker that there is probably another factor at work.

If the investigators check for recent cases, they will learn that there were two cases involving tourists in the last two years. The last one was two years ago and the person was Henri Devoux, a

French artist who painted desolate scenes. The one before that, which happened six years ago, was a German eccentric named Karl Klaus. The reports indicate that the bodies were covered in small cuts and short on blood. The police reports do not make much of the marks or the blood loss. Some of the marks are attributed to “panic wounds” inflicted when the person panicked when the person realized he was lost and began running and stumbling into vegetation that cut his skin.

Other marks are attributed to the action of various scavenging animals and decay. The blood loss is attributed to the blood seeping from the various wounds over the course of several days.

If the investigators ask the authorities about what they think, the authorities will say, officially, that swamps are dangerous places and people would be wise to avoid the bog.

### **Locals**

The local people know about the bog and shun it. Some fear it because of its reputation as a dark and horrible place. Others sensibly avoid it because it is all too easy to become lost or drown in it.

Older or more historically bent local will be able to relate some of the history and legend of the bog. If the Keeper decides that the local knows what he or she is talking about, the local will be able to convey some of the information presented in the sources, above. The Keeper might wish to toss in some red herrings and false information as well, to keep the

investigators a bit unsure about what is going on.

### **Area and Map**

The bog, which is roughly a mile is located about three miles north of the town and can be reached by a badly kept dirt road. There is a dirt parking area by the bog and a couple skiffs are moored there. The skiffs are used by some of the local people who fish in the less swampy areas of the bog.

To the west of the bog is a dilapidated old stone farmhouse that was abandoned and forgotten years ago. The basement of the house has been reinforced with fresh concrete and there is a stout padlock on the trapdoor leading into the basement. The cultists keep their prisoners here.

### **Map**

The following details the bog area. The bog is a mix of marshy areas, swampy areas and small areas of open water.

**Shallow Swamp:** This area of the swamp is relatively shallow, with an average depth of four feet. Some areas of the bottom are fairly solid, but most of it is thick mud.

**Deep Swamp:** This part of the swamp is deeper than the rest and has an average depth of eight feet. Some areas of the bottom are fairly solid, but most of it is thick mud.

**Rise:** The rise is a tiny island of solid earth that was piled up by the cultists over the centuries. This is where the cultists will capture the team members. After the team

members disappear, the investigators might turn up evidence. If the investigators search the rise and make a Spot Hidden check, they will find some of the teams surveying equipment buried on the rise ( Ann Westland decided to keep the equipment so she could sell it later).

**Stones:** These stones have clearly been intentionally positioned in the bog. Strange symbols and images have been carved into them. If a investigator with Cthulhu Mythos skill makes a successful skill check, he will recognize the symbols as relating to the mythos. The images show stylized renditions of the Taker and the various rituals of the cult. If the investigators check the images carefully and make an Idea or an Occult role, they will recognize a lunar calendar that seems to show the dates of sacrifices. The calendar shows that a sacrifice is due soon. The Keeper will need to decide when the sacrifice is scheduled for as this will set the pace for the adventure.

### **Action**

The following provides guidelines for running the action in the adventure.

### **Missing Team Members**

When the investigators meet up with Dr. Jones he will tell them that three members of his team ( Dr. Karl Gustav, William Peters and Daniel Westland) are surveying the bog and that he expects them back before dark. As it

gets darker, Dr. Jones will seem a bit worried.

Just as Dr. Jones starts to suggest that they go to the bog to look for them, another member of Jones's team will come running in, yelling that Gustav is hurt. Two other team members will bring in Gustav. Gustav is pale white and has odd marks cut into his skin. When he tries to talk it will be clear that he is missing his tongue. It should soon become evident that Gustav is quite dead. Learning that he has no vital signs will cost those learning this 1/1D3 Sanity points.

Gustav still has some limited intelligence left and will write the following (see Handout #3): "Bog people kult horrible thing horrible Pet west alive kill me kill mee."

Gustav will do his best to get the investigators to "kill" him. If they do not, he will take matters into his own hands.

What has happened is that Ann Westland has decided to take matters into her own hands. She and some of her fellow cultists ambushed the team and captured them. Eager to earn favor with the Taker, Westland immediately attempted to sacrifice Gustav to the Taker. This sacrifice transformed Gustav into a Taker Zombie. Unfortunately for Westland, Gustav was a man of great will power and, even in an undead state, was able to break away from the Taker and return to town.

While, unknown to Westland, Gustav is making his way back to town Westland and her fellow cultists will be taking the other two

members to the remains of the farmhouse.

### **Into the Swamp**

Given Gustav's fate and the fact that the other two team members are supposed to be alive, it is likely that the investigators will go into the swamp. If the citizens of the town are told that two of the team members are missing, they will form search parties to help try to locate them.

When he learns that two team members have vanished, Andrew McGowan (the leader of the cult) will suspect that Ann Westland has gone behind his back. If he hears of what happened to Gustav, he will know for sure.

McGowan will be quite angry about Westland's actions. He knows that his cult must stay hidden to survive and that the team members were too high profile to be suitable choices for sacrifices. Despite his anger, McGowan knows that he has to protect Westland in order to protect the cult.

To this end, McGowan will become actively involved in the search for the two missing team members. Naturally, McGowan will be doing his best to lead the searchers off track. Since McGowan is a community leader it is natural for him to take on such a role and no one will see anything unusual about this.

McGowan is intelligent and subtle. Because of this his attempts will be well planned and subtle. He will, of course pretend to be shocked and horrified if he is told about Gustav's fate. McGowan will

do his best to get the investigators off the track and, should the opportunity present itself, he will not hesitate to kill them. If he suspects that the search will spread to the farmhouse, McGowan will arrange to have the two captives moved to the basement of his business. He has a special hidden room for just such occasions.

To avoid ending the adventure prematurely, the Keeper will probably want to make sure that the initial search turns up little. The investigators should find the stones and the rise, but they should not find the two team members.

### **Cult Conflict**

While the investigators are trying to find the two missing men and trying to find out what is going on, the cultists will be trying to prevent the investigators from doing so.

McGowan, as has been noted, is subtle and intelligent. Hence, he will try to deal with the investigators in subtle manner. His main strategy will be to keep the investigators off track until the sacrifice takes place. If the opportunity presents itself, he will try to lead the investigators into a lethal trap.

As noted above, the two team members will probably be moved to the basement of McGowan's business. McGowan's main defense is his sterling reputation in town and his active participation in the attempts to find the missing men. McGowan will consider setting Westland up to take all the blame. He might even go so far as to kill her and "rescue" the missing men.

While McGowan is working a subtle strategy with the investigators, Westland will be working on a less subtle strategy. Westland will be focusing her main efforts on luring the investigators into a trap in the swamp where they can be killed in secret. Westland also wants to use the situation to her advantage: she is trying to find some way to conduct the sacrifice and put all the blame on McGowan. She knows that McGowan will take a fall rather than expose the cult. Westland thinks that if McGowan is exposed, she can lay low for a while and then rebuild the cult.

Running the conflict between the cult can be quite challenging to the Keeper. However, this conflict can be used to create confusion in the minds of the players. With such conflict, the investigators will have a harder time figuring out what is really going on.

### **Rescue or Sacrifice**

The investigators only have a limited amount of time to find the missing men. If they have seen the stones, they should be able to figure out how much time they have to the next sacrifice.

If the investigators do not find the missing men before that time, the cultists will gather on the rise on the night of the sacrifice. The cultists will be armed and expecting trouble. They will also have a guard of Taker Zombies with them.

If the sacrifice is not stopped, the two men will either end up as dead or as Taker Zombies. Once the sacrifice is over, the cult can go back

into hiding and there will be no real evidence to expose them.

### **Facing the Taker**

The investigators might well up in combat with the Taker. If the investigators know about the sacrifice, they might decide to simply ambush the cultists at the rise. If the investigators decide to do this, they will end up confronting the Taker. The Taker will recognize them as outsiders and try to kill them. Naturally, the cultists and the Taker Zombies will rush to aid it.

### **Conclusion**

The adventure comes to an end when the investigators defeat the cult or they themselves are defeated.

If the investigators defeat the cult, but do not defeat the Taker, the creature will eventually starve and perish (unless the Keeper wishes to have a new cult spring up to replace the old one). The investigators should receive 1D3 Sanity Points for defeating the cultists. If they rescue Peters or Gustav, they should receive an extra Sanity point bonus for each. If they destroy the Taker, they should receive a 1D8 Sanity point award.

Unless the investigators were extremely destructive to the town, defeating the cult and the Taker will please the townspeople and make the investigators into heroes.

If the investigators do not defeat the cult, Ann Westland will take over the cult and make it more active. While the Scottish authorities will eventually deal with her, her actions will result in

the deaths (and worse) of many people. If the investigators learn of the continued activity of the cult, they should suffer a 1D3 Sanity Loss.

## **NPCS**

**Father Ronald Henesey, Catholic Priest**

STR: 12 CON:13 SIZ:13 INT:14  
POW:15 DEX: 13 APP:12 EDU: 19  
SAN: 72 HP: 13

DB:+1D4

Note: If the investigators have completed "War Buddy," then they will already know Father Henesey. If his adventure is being run on its own, the Keeper will need to introduce him.

Description: Henesey is forty years old, but still in excellent shape. He has black hair and brown eyes. He has a thick beard and a scar on the left side of his face, from a shell fragment. Henesey is a member of a society that has been fighting against the evil and madness of cults like Blake's for centuries.

Henesey is a brave man and is not afraid of combat, having served in the war before taking his vows.

Important Skills: Climb 55%, Cthulhu Mythos 6%, Credit Rating 34%, Dodge 37%, Fast Talk 35%, Hide 21%, History 35%, Library Use 55%, Natural History 25%, Occult 65%, Latin 55%, Persuade 55%, Rifle 55%

Spells: Create Silver Blood

Weapon: .45 Automatic 51%

Damage 1D10+2 Range 15 Yards

Attacks 1 Shots 7.

Items: Silver Blood in a silver flask, the Shard (if the investigators do not have it).

**Professor Hiram Jones,**

Anthropologist

STR: 10 CON:11 SIZ:14 INT:16  
POW:14 DEX: 11 APP:13 EDU: 20  
SAN: 70 HP: 13

DB:0

Description: Professor Jones is a distinguished looking old man who fits the classic stereotype of the British professor to a "tea." He is a graduate of Oxford and currently a member of the faculty. He is an internationally recognized expert in the fields of archeology and anthropology. While he has spent time in Egypt on some digs, he thinks that Britain's rich history has been ignored. Because of this, he has focused his attention on seeking out historical sites in Britain. Jones is also a member of the same group that Father Henesey belongs to, although he does not know as much as Henesey. He believes that the organization is mainly aimed at protecting democracy and Christianity from the encroachments of fascists, atheists and heathens.

Important Skills: Anthropology 80%, Archeology 65%, Credit Rating 55%, Fast Talk 21%, Geology 11%, History 45%, Library Use 85%, Natural History 25%, Occult 24%, Latin 45%, French 23%, Arabic 6%

**Andrew McGowan, Cult Leader**

STR: 13 CON:14 SIZ:15 INT:14  
POW:16 DEX: 12 APP:13 EDU: 17  
SAN: 00 HP: 15

DB: +1D4

Description: Andrew McGowan is a hale and hardy middle aged man. He appears to be in good shape and



very good-natured. He runs a successful accounting firm in town, is active in the local church, and leads an amateur astronomy club. All of this is a front for his true self.

Andrew is actually the leader of a small cult that has served the Taker for untold years. He is cunning, ruthless and meticulous in his planning, so he has been able to avoid even the slightest hint of suspicion. He is always careful to supply the Taker with victims who are either tourists, taken from out of town, or people who have wandered too far into the bog and might plausibly "go missing." His involvement in astronomy gives him a ready excuse to be out at all hours.

Andrew knows that the survival of his small cult and even the Taker itself rests on keeping a low profile. He has had numerous disputes with his daughter Ann. Ann, unlike Andrew, wishes to expand the cult.

Because Andrew knows the prominent and powerful citizens, he is well able to keep tabs on what is occurring.

He is fairly cautious and will always act in a subtle and well-planned manner.

Important Skills: Accounting 65%, Astronomy 34%, Conceal 50%, Credit Rating 40%, Cthulhu Mythos 24%, Fast Talk 60%, Hide 55%, Listen 60%, Navigate 34%, Occult 25%, Persuade 54%, Psychology 21%, Sneak 55%, Spot Hidden 41%, Swim 44%, Track 41%, Spells: Call Taker  
Weapons: 12 Gauge DB Shotgun 45% Damage 4D6/2D6/1D6 Range 10/20/50 yards Attacks 1 or 2 Shots

2 HP 12, Club 44% 1D6+1D4 HP 15, Knife 45% 1D4+1D4 HP 9

**Ann Westland, Cult Leader**

STR: 13 CON:14 SIZ:15 INT:14  
POW:16 DEX: 12 APP:13 EDU: 17  
SAN: 00 HP: 15

DB: +1D4

Description:

Ann Westland is an attractive woman and is David's wife. She is third in the cult and knows how to call the Taker. She is quite young, but very ambitious. She sees herself (very unrealistically) as leading a resurgence of the cult that will give her great power and wealth.

**Cult Members, The Few Faithful**

Description: Although the Cult of the Taker was never large, all that remains of it are the McGowan and the Westland family. The McGowan family has been serving the Taker for centuries and they have been very adept at remaining hidden.

Sarah McGowan is Andrew's wife. She is two years younger than him and second in charge of the cult activities. Jane is their youngest daughter. She is seventeen and very attractive. She is involved in the rituals and Andrew hopes to use her to gain new members, as he used Ann.

David Westland is an Englishman who came to town on business. He was seduced by Ann and taken to one of the rituals. Seeing the Taker and its zombies drove him insane and constant exposure made the effect permanent. He is now a loyal member of the family. When he

travels, he sometimes manages to bring back a fresh sacrifice for the Taker.

All members of the cult are fanatically loyal to the Taker and bear its mark. They also understand the Taker's tentacle language and are able to communicate with it and the Taker Zombies. Despite their madness, they are very adept at concealing their true nature. They are regarded as upstanding citizens and pillars of the community.

## Cult Members

Characteristics	Sarah McGowan	Jane McGowan	David Westland	Scott Westland
STR	11	7	14	15
CON	11	10	11	10
SIZ	16	9	16	15
INT	14	13	12	13
POW	14	15	12	16
DEX	16	7	10	14
HP	14	10	14	13
Damage Bonus	+1D4	-1D4	+1D4	+1D4
Weapon	Knife 61% 1D4+2+db	Knife 55% 1D4+2+db	Knife 58% 1D4+2+db	Knife 58% 1D4+2+db
Spells	Call Taker			

## Mythos Beings

### The Taker of Sacrifices

A Taker is a horrible creature. A Taker is best described as a huge leech-like thing, except it has six long tendrils extruding from its body. It is jet black and its skin is ridged. It has been speculated that the Takers are related in some manner to Glaaki since they have similar qualities and dwell on the island of Britain. Takers are believed to serve greater beings by acting as intermediaries between human cultists and these beings. People who join a cult involving a Taker are marked by the Taker and taught its sign language. The Taker marks the cultists by creating a circular scar on the cultist's chest or abdomen.

It attacks by lashing and grabbing with its tentacles. Once it has a firm grip on a victim it will pull him to its leech-like mouth and attempt to drain him. To escape the grip of a Taker the investigator must match his STR against the STR of the Taker. If the PC succeeds, he breaks the Taker's grip. If not, the investigator is pressed to the Taker's mouth. The Taker will then drain the victim at the rate of 1D4 points each round. A gripped investigator can attempt to escape each round. If a person is killed, there is a 50% chance he will rise again as a Taker Zombie. The new zombie gets to match its POW against that of the Taker. If he victim fails, he or she becomes a loyal servant of the Taker. If the roll succeeds, the victim is a Taker Zombie, but is free-willed. Such Taker Zombies typically seek "death" as soon as possible.

Takers are very sensitive to loud noises. Sharp, loud noises such as gunfire confuse and stun a Taker. In game terms, the Taker's chances of hitting are reduced by 1-50% for 1D6 rounds depending on the magnitude of the noise. A loud yell or a small pistol would create a 10% reduction, a very loud explosion would create a 50% reduction. The Taker always has at least a 1% chance of hitting. Naturally, Takers try to avoid such noises.

Characteristic	Rolls	Average	Stats
STR	3D6+10	24	30
CON	2D6+6	13	16
SIZ	4D6+10	24	31
INT	2D6	7	9
POW	4D6	14	16
DEX	3D6	10-11	12
Hit Points		19	24
Damage Bonus		+2D6	+3D6

Move: 6/10 Crawl/Swim

Weapons: Bite 50% Damage 1D4+Special, Tendrils 1D3+Grab

Armor: None.

Spells: None.

Sanity Loss: 1/1D8 Sanity Points to see the Taker.

### **Taker Zombies, Lesser Servitor Race**

**Description:** A Taker Zombie is a form of undead that is created by Takers. A Taker Zombie looks much like a “normal” zombie, except the body of a Taker zombie will be crisscrossed with marks created by the Taker’s tentacles and a Taker Zombie will typically have no tongue.

Since Taker Zombies and the Takers cannot speak, Taker Zombies eventually learn to understand the tentacle gestures of the Takers. They communicate with each other with a similar language that involves odd gestures of their fingers and arms.

Taker zombies are considerably more intelligent than “normal” zombies and they retain many of their memories and skills from their life. Because of this intelligence, the Taker Zombies are capable of using strategies in combat and to gain more victims for their Taker.

Being dead, a Taker zombie is rather difficult to kill. A Taker zombie sustains little damage from most weapons. It attacks by striking with its fists or using any available weapon. Taker Zombies are intelligent enough to use weapons, but are typically not armed with anything except a convenient tree limb.

In addition to killing and transforming the victim, the venom of the Taker acts as a preservative, keeping the flesh and muscle supple enough for a Taker Zombie to last centuries if they spend most of their time submerged in the bog in the presence of their master. A Taker Zombie will lose one hit point for each day it spends out of the bog, two points if it is unable to keep itself damp, and three points if it is exposed to the sun for extended periods of time.

Some Taker Zombies do not fall under the control of the Taker that created them. These unfortunate beings are typically very confused. When they

eventually realize the magnitude of their fate, they will inevitably seek the release of true death.

Characteristic	Rolls	Ave	#1	#2	#3	#4	#5	#6
STR	3D6	10-11	12	10	14	12	12	10
CON	3D6X1.5	15-17	17	15	18	16	15	19
SIZ	2D6+6	13	13	14	16	14	14	16
INT	2D6	10	10	8	9	10	9	7
POW	3D6	11	8	8	16	11	15	9
DEX	1D6	3-4	3	4	6	5	4	2
Hit Points		14	15	15	17	15	15	18
Damage Bonus		0	0	0	+1D4	+1D4	+1D4	+1D4

Move: 5

Weapons: Fist 50%, damage 1D3+db, Club (tree limb)25% 1D6+db

Armor: None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

Spells: None.

Sanity Loss: 1/1D8 Sanity Points to see a Taker Zombie.

## Players' Handouts

### Handout #1

-From "Cults of Scotland" in the Fall 1921 issue of *Modern Anthropology*. By Dr. William Pleasant.

"While the Romans clearly held the inhabitants of the British isle in some disdain, their writing about a particular cult in what is now Scotland contains a note of sincere repugnance. The minor Roman historian Tacitus wrote of a cult that practiced a rather brutal form of sacrifice. According to reports from a "knowledgeable traveler" this cult would capture victims and then take them to either an altar of six stones or into a bog. Tacitus reports that the victims taken to the six stones would be "cast out of the world, to were they walk still." Those taken to the bog would meet a rather gruesome fate. Tacitus reports that the cultists would make various incisions in the victim and finally cut out the tongue. The victim would then be bound and thrown into the bog. According to the traveler, who claims to have witnessed a sacrifice from hiding, the victim would struggle for a while and eventually sink beneath the surface. The traveler also claimed that on some occasions something would come and take the victim...."

### Handout #2

-From *True Tales of Horror*, 1922 by Holland Brike.

"One tale related to me by an old Scott spoke of a wild group of pagans who would offer their victims a choice "betwixt the stones or the bog." If the stone was chose, the victims would be cast beyond our world, perhaps into a darker region of the Fey lands mentioned in some tales. If the victim chose the bog, they would be taken to a gruesome bog. The Scott told be that the victim's very flesh would be inscribed with ancient marks of power. As a final act, the pagans would slice out the victim's tongue so "that his cries and shouts might not offend the taker of sacrifices." Once the process was complete, the victim would be cast into the bog while the cultists "went about their gestures in total silence."

If all was well, the story goes, the taker of sacrifices would come from the slime and mud to take the victim. The taker was reputed to be truly horrible and reeked of rot and death.

Perhaps the most terrible part of the story is that the victims were sometimes seen again, walking at night. They were described as being pale white, with marks on their bodies. They were said to attempt to speak at times, but could only croak horribly since they had no tongues.

People in the area still avoid the bog. In addition to its evil reputation, the footing is treacherous and over the years people have drowned in its dark and thick waters."

BOY      Pet WEST  
KILL PEOPLE      ALIVE  
ME      XULT      Adorable  
KILL ME KING

Handout #3

